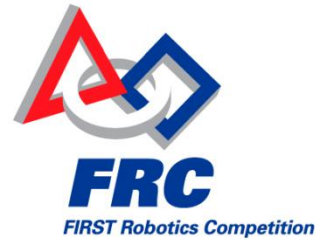


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## 4 AT THE EVENTS

### 4.1 OVERVIEW

This section provides a general summary regarding safety, mascots/uniforms, recommended items and equipment for teams to bring. You will also find information about pit rules, generic event schedules, robot inspections, replacement parts and competition manners. The following section provides a "feel" for competition schedules, event check in procedures, practice times and matches. Please familiarize your team with this overview so all team members know what to expect and will understand the routine and the rules.

### 4.2 FIRST SAFETY

Participants and team mentors should review the *FIRST* safety policies and the **FIRST Safety Manual** located at <http://www.usfirst.org/roboticsprograms/frc/safety-video-and-manual?id=470>. It provides sound safety practices for your workplace and *FIRST* events.

Every team should know, understand, and follow the safety rules found in the FRC Team Safety Manual.

#### 4.2.1 Safety Recommendations

At events, the pure anticipation and excitement of being there sometimes overshadows common sense and safety fundamentals. One safety area that teams sometimes overlook is the particular need to wear appropriate and proper clothing when working or just hanging around the robots. In addition to the ANSI-approved safety glasses required for eye protection, *FIRST* also highly recommends that team members and mentors:

- Refrain from wearing dangling jewelry or loose, baggy clothing near the robots;
- Tie back long hair so that it will not get caught in the robot or other machinery;
- Wear gloves to protect hands and fingers when handling the robot or the robot crate;
- Remember that fire extinguishers are available at the Pit Admin station and near the playing field; and
- Please stay within your team pit or move to the competition viewing area. If the pit area becomes too crowded for teams and their machines to move back and forth to the field safely and quickly, *FIRST* will request that some team members leave the area.
- See the **FIRST Safety Manual** located at <http://www.usfirst.org/roboticsprograms/frc/safety-video-and-manual?id=470> for more information

#### 4.2.2 Robot Carts

To protect team members from muscle strains and other injuries as they transport the robot between the pits and the competition area, we strongly recommend that team members use a cart. Please keep the following in mind:

- Carts must remain in the team pit area when not in use for robot transportation;
- All carts should fit through a standard 30-inch door;
- Wheels on the cart must not damage site flooring; and
- Do not add music or other sound devices to the cart.

- Put your team number on your cart so it can be identified by field personnel

Refer to the “*FIRST* Safety Manual” for robot lifting techniques. By practicing these safety techniques, your team members will also develop a quick, fluid routine.

### 4.2.3 Safety Recognition Program

Throughout the competition, the easily recognizable, green-shirted Safety Advisors will continuously tour in pairs to observe activities in the pit, practice field, queue line, and playing fields to observe the safety habits of the teams. This includes observing the uncrating of robots and transporting them between the pit and playing fields. The Safety Advisors will rate safe performance in three key areas:

- 1.) Safe Behavior;
- 2.) Physical Conditions; and
- 3.) The use of Safety Glasses as well as other Personal Protective Equipment (PPE) as appropriate.

See the ***FIRST* Safety Manual** located at <http://www.usfirst.org/roboticsprograms/frc/safety-video-and-manual?id=470> for more information

## 4.3 COURTESIES AND RULES

The pit is where you can get to know other team members and perhaps pick a few brains and learn something new. The *FIRST* staff and volunteers want you to enjoy the competition and ask that everyone follow courtesy rules while in the pit, on the playing field, and in the audience.

Please help to make guests feel comfortable and welcome. Provide your team with the site restrictions and rules so everyone can work and compete in a safe, sportsmanlike and friendly environment.

### 4.3.1 Robot Wireless Control

- Robots may be operated via wireless control only on the competition fields and the practice field with the *FIRST* supplied radio; and
- Teams are not allowed to set up their own 802.11a/b/g/n (2.4GHz or 5GHz) wireless communication (access points or ad-hoc networks) in the venue
  - Note that a wireless hot spot created by a cellular device would be considered an access point, and thus not allowed

## 4.4 STAFF/VOLUNTEER BADGES

At events, staff and volunteers will wear distinguishing badges. Should your team members or mentors have questions or a problem, staff and volunteers will help you find the answer (especially your friendly Pit Admin staff!).

## 4.5 COMPETITION OVERVIEW

This section provides general competition information and necessary details regarding scheduling, robot inspection, practice times, safety, rules, regulations and suggestions for teams.

### 4.5.1 Practice Matches

Your event check in envelope should contain the Practice Match Schedule. If the Practice Match Schedule is not in your envelope, check with Pit Admin. Practice matches take place on the competition field. The Schedule will indicate on which competition field you will practice and with what teams. **Teams cannot switch practice times.**

#### **4.5.1.1 Time Slots**

All teams will receive a comprehensive list of practice times. Your team must be at the field and ready to practice at the designated times. If your team/robot cannot be ready for your practice time slot, don't forfeit your team's practice time entirely. Send in your human player to practice alone. Your team members may want to scout other teams and their strategies during practice and the actual competition matches.

#### **4.5.1.2 The Filler Line**

Although teams may not switch practice times, there will be a designated Filler Line at each competition. Teams whose robots are ready for practice may join the Filler Line, **if they have passed full inspection**. Teams from the Filler Line will be used on a first come, first served basis to fill empty spots in practice matches left by other teams that do not show up for their own practice match. Filler Lines will be limited to, at most, six (6) robots, but the number is dependent upon space at venues. Criteria for joining the Filler Line are as follows:

- **Robots in the Filler Line must have passed full inspection;**
- Teams must join the Filler Line with their robot;
- Teams may not work on their robot while in the Filler Line;
- Teams may not occupy more than one spot in the Filler Line; and
- If a team is queued up for their practice match, they may not join the Filler Line.

#### **4.5.1.3 Courtesy**

In order to make the most of practice time, there will be specified teams on the field during an assigned practice slot. Each team must be respectful of the other teams sharing the field. Friendly interaction between machines is acceptable, if all teams are willing. Unsportsmanlike conduct on the part of a team during practice could result in loss of practice time or other unfavorable action.

### **4.5.2 Competition Matches**

Once your team robot passes inspection and receives its official sticker, you are eligible to compete.

#### **4.5.2.1 Qualification Match Schedules:**

Before the pit opens on the morning of the second day, the Pit Admin Supervisor will place a copy of the Qualification Schedule on each team's pit table. This list provides information as to when teams will participate, with whom and against whom. The list is final and the schedule will not be altered.

#### **4.5.2.2 Scouting:**

Teams often use the Qualification Schedule to scout other teams to watch their strategies and robot capabilities. This is especially helpful when choosing alliances, should your team advance to the final matches.

#### **4.5.2.3 Early Matches:**

Make sure your team is on time and in place if you have an early match on competition days. **If your team is scheduled for any of the first four (4) matches on those days, you must queue up before the opening ceremony.** Matches begin immediately after the conclusion of the opening ceremony.

#### 4.5.2.4 The Schedule at Events

You will need to know when you will compete. The Pit Announcer and Queue Team will work together throughout the days to line up teams for competition matches and maintain the schedule. Pay attention to the match schedules and listen for announcements throughout the day, especially about any changes to the number of the ending match before lunch or which match designates the end of the competition day.

Please note that there will not be audible queuing at the Championship. As such, teams must queue up a half hour prior to each designated match.

#### 4.5.3 Competition Agendas

Print the event-specific agenda from the web site for each event you will attend. This information can be found at <http://www.usfirst.org/roboticsprograms/frc/regional-events?id=430>. Bring it with you so your team will have the event's agenda.

For Championship, please refer to the Championship Agenda which can be found here: <http://www.usfirst.org/roboticsprograms/frc/championship-event>

### 4.6 LOAD IN PROCEDURES

#### 4.6.1 Bag and Tag

This year ALL US and Canadian FRC District and Regional Events will be Bag & Tag. Don't know what Bag & Tag means? On Stop Build Day - Feb 21st teams must stop work on the robot and seal it in a large bag (using a tag) that will be included in the 2012 Kit of Parts. Teams record when the robot is sealed on a Robot Lock-Up Form. Teams then transport the robot to and from the event on their own. Please check the public agenda for robot drop-off times. No work on the robot is allowed until the Robot Lock-Up Form has been reviewed and signed off by an inspector.

See FRC Administration Manual section 5 for more Bag and Tag details.

#### 4.6.2 At Championship

For Championship, teams will ship their robots to the event in a crate. See FRC Administration Manual section 5 for more details.

For convenience and to help ensure safety in the pit, five (5) people from each team will be allowed to uncrate and work on their robot on Wednesday. Uncrating and robot work will be allowed on Wednesday evening. See Championship Agenda, when published, for specific times. At least one (1) of the five (5) team members entering the pits must be a post-high school adult (The others may be either students or adults).

The priority tasks for team members are to uncrate their robot, have their Robot Lock-Up form signed off by an inspector before they unbag their robot, and move their crate to the aisle so that it is accessible to Shepard for removal. Teams can then set up their pit and get the robot INSPECTED. **No work on the robot is allowed until the Robot Lock-Up Form has been reviewed and signed off by an inspector.** The rules for Wednesday night pit entry at the Championship are as follows:

- Teams will not be allowed to use the practice fields Wednesday night. Teams should be focused on setting up their pits and getting inspected.
- The five (5) team members will be permitted to load in team materials on Wednesday night;
- Team members may only make one trip with load-in materials;
- There is no set limit to the amount of material teams may load-in, but it must be done in a safe, manageable way (Safety Advisors and other volunteers will be on site checking for, and helping mitigate, unsafe conditions);
- Safety glasses are required while in the pit; and
- An adult team member (one (1) of the five (5) permitted in the pit) may use this time to Check-in early to avoid the rush on Thursday morning.

The Shepard Exposition Services (SES) Desk personnel will be on hand to help during this limited opening.

- If your crate has incurred damage, do not open it until you notify the SES Desk personnel right away about the problem.
- Look for any label on your crate having to do with weight or crate damage questions regarding your shipment. Contact the SES Desk before opening the crate. *Once the team opens a crate, you cannot protest a weight issue.*
- **SES - Resolution time for weight overage / damage problems:**  
Notify the SES Desk personnel immediately.
- When you have uncrated, notify the SES Desk personnel so haulers can remove the empty crate(s) and keep aisles clear and safe.

## 4.7 EVENT CHECK IN

Event check in takes place at the Pit Admin Station the first morning of the event at the Regional Competitions and Wednesday evening and Thursday morning for the Championship. At each event, *an adult member* of each team should check in *by noon on the first day of the event*.

Prior to attending your event(s), please download the Agenda and review other important information specific to your event. You can find agendas and other information on the 2012 *FIRST* Robotics Competition Regional Events page: <http://www.usfirst.org/roboticsprograms/frc/regional-events>

### 4.7.1 Consent and Release Forms

We are highly encouraging all FRC team members to submit their Consent and Release form electronically.

FRC Team Mentors registered in TIMS will submit in TIMS. Student team members will submit via the *FIRST* Student Team Information Member System (STIMS) at: <https://my.usfirst.org/stims/site.lasso>

Please note that if a team member decides to submit their Consent and Release form electronically, it will cover the team member's attendance for the entire season – from Kickoff through Championship. However, if a team member chooses to turn in a “hardcopy” of the form (i.e. printed out from the website and signed) he/she will have to provide it both at the Kickoff event (if attending) and at the initial competition. If one does not attend the Kickoff event, then the team member will only have to provide one (1) form at their initial competition event.

### 4.7.2 Event Check in Envelope

Upon receipt of the team's consent/release forms, each team will receive an event specific event check in envelope containing:

- Pit Map
- Practice Match Schedule
- Safety Captain Badge
- Team List
- Operator Badges
- Participation Pins

## 4.8 THE PIT

Teams, volunteers, *FIRST* Staff and guests spend a lot of time in the Pit area. Get to know other teams, help each other when you can, and keep the aisles clear. Time is short and help is very often right "next door" in the adjacent team pits.

***Children under 12 MUST be accompanied  
in the Pit by an Adult at all times!***

### 4.8.1 Pit Admin Station

The Pit Admin Station is centrally located in the Pit area. *FIRST* staff members and/or volunteers run this area to check in teams and help teams and visitors. Come to the Pit Admin station to:

- Turn in a printed roster and the remainder of your team's Consent/Release Forms;
- Check in and receive your check in envelope, and badges. Check your event agenda for the Pit opening/closing time for each event;
- Get answers to most questions, including machine shop access;
- Ask about lost and found articles; and
- Report an illness or injury.

### 4.8.2 Team Pits

These are the areas where teams work on their robots. These numbered spaces help organize team placement and help team members, judges and visitors find teams easily. These areas are set up to be as equal as possible. Each team's pit will have a table and power outlet.

#### 4.8.2.1 Rules

For safety and because of insurance regulations:

- Teams cannot build any structure that supports people, or items for storage, above the work area in their team pit;
- No Team Station structures, signs, flags, or displays can be higher than 10 feet above the floor;
- Team Station signs, flags, and displays must be securely mounted to the structure; and
- *FIRST* personnel, event management, and/or local committee members will require teams to remove any pit structure that is deemed unsafe or outside



specifications.

#### **4.8.2.2 Space Regulations**

Each team is allotted approximately the same amount of workspace at an event, usually about 10'x10'x10'; however, the size will vary from event to event, and in many cases the space is smaller. Be sure your equipment will fit in a space smaller than those dimensions. In all cases, the height cannot exceed 10'. This includes the height of signs, flags, banners, etc...

Keep your equipment and team members within your assigned area and do not “grow” into the aisle or undesignated space. If your team is too large to fit into the allotted space, encourage your team to leave the area to scout other teams and/or to watch the matches.

**Don't add to your space by setting up in another area.**

#### **4.8.3 Spare Parts Station**

Spare parts will be available at the events; however, item availability varies from event to event. *FIRST* asks that teams bring any unused parts from their kits to events to assist and support each other or donate them to the spare parts cart (which will be used at other events). This kindness can expand your *FIRST* network of friends as you exchange parts.

***Batteries & chargers will NOT be available at any event unless you have made prior arrangements with FIRST (email [FRCParts@usfirst.org](mailto:FRCParts@usfirst.org) for more information).***

Teams are responsible for all items required at events. If a team needs a replacement high-value item, LOANERS will be available under restrictions that will be published after Kickoff.

#### **4.8.4 Inspection**

To ensure all robots are safely constructed and fall within the *FIRST* parameters, there is an official robot inspection at each event. Certified inspectors will be on site. Inspectors can sometimes help find problems and/or provide suggestions during an early inspection. Go to the Inspection Station, shown on the Pit map. Read below for criteria and caveats:

- To ensure safety and readiness, pre-inspect your robot before you ship it. This will make your official inspection go more smoothly and quickly;
- Inspectors will use an official inspection sheet for checking robots; a draft copy of the inspection checklist will be available to teams during the build season. Inspectors check off items on an Inspection Sheet as the team passes those portions of the process;
- Don't wait until the last moment to begin the process. Bring your robot to the Inspection Station early. Partial inspections, such as for height and weight compliance, help prevent an inspection clog at the end of the day;
- Student team members must accompany the robot and be prepared to answer Inspectors' questions;
- Correct items and return for inspection until your robot passes;
- Teams may practice on the first day of the event, during their scheduled practice times only, without completing the inspection process; however, if field personnel deem a robot unsafe, it will not be allowed to practice until the unsafe condition is fixed. See section 4.1.6.2 regarding requirements to participate in a practice session as a 'Filler'
- Robots must pass inspection before actually competing in qualification matches;

- Each time you alter the form, fit, or function of your robot, you must request and pass a robot re-inspection; and
- Inspectors may re-inspect randomly before or after matches to ensure continued safety and compliance.

#### 4.8.5 Machine Shop

Some events have a machine shop to help teams with repair and fabrication either sponsored by NASA or local organizations. While the machine shops vary, *FIRST* strives to have welding and a variety of high-powered tools available at the shop.

The staff and volunteers in the Pit Admin Station will be able to tell you how to make use of the machine shop. Sometimes the machine shop is on site and readily accessible to all teams, but when it is off site, we require teams to use the mandatory transportation provided at the venue. Teams cannot travel to the machine shop "on their own".

**Pit/Machine Shop Hours:** Specific hours are necessary to provide teams with equal work time. Please be aware of the opening and closing hours of the Pit/Machine Shop posted on the event specific agenda which can be found on the *FIRST* website.

#### 4.8.6 Team-Provided Mobile Machine Shops

*FIRST* welcomes team provided mobile machine shop facilities/trailers at events, but the proposed facility has to comply with *FIRST* and venue requirements. The mobile machine shop/trailer sponsor must adhere to the following two (2) sections.

##### 4.8.6.1 Approval, Liability and Security Coverage

- If your team would like to provide a mobile machine shop, please have *FIRST* approval and clearance prior to each event. E-mail [frcteams@usfirst.org](mailto:frcteams@usfirst.org) to request approval prior to Kickoff on January 7<sup>th</sup>, 2012.
- Teams must provide liability coverage. Note that liability coverage at event venues varies, and specific venue policies may further restrict the use of these team provided mobile machine shops. Without the proper additional insurance certificate, the mobile machine shop cannot be used at the event. The requirements are:
  - a) Name *FIRST* as an additional insured.
  - b) Fax the certificate to 603-666-3907, Attention: Team Support.
  - c) Present a copy of the certificate to the Event Manager on site prior to setting up the machine shop.
- Include an appropriate team-provided staffer to perform the requested work. Each staffer must be covered under the provided liability coverage.
- Provide for any security requirements. Neither *FIRST* nor the venue is liable and/or will provide these services for you.

##### 4.8.6.2 Local Restrictions

Although *FIRST* may approve a local machine shop use at any Regional, there are local restrictions such as fire codes and venue approval that you must consider as part of the process. *FIRST* will do its best to convey any relevant needs and work on your behalf to gain venue approval through a professional, legal process.

##### 4.8.6.3 Other Requirements

In addition to the above, the sponsoring team(s) must:

- a) Include an electrical source for the mobile machine shop facility;
- b) Ensure that all teams have the ability to use tools/machines and its use. Access cannot be restricted to certain teams;
- c) Handle job requests through the same counter/process as the *FIRST* provided shop services. This includes the sponsoring team's requests; and
- d) Operate ONLY during event hours when the Pit is open.

#### 4.8.7 Machine Tools at Events

When using tools in the Pit, be sure to use them properly, in a safe and controlled manner. Unsafe operation, especially those that endanger those around you and your team, will be subject to scrutiny by the event staff and safety reviewers. Their findings may result in team caution or event expulsion.

Please adhere to the following safety rules regarding Pit safety and tool use:

- **Tools that throw sparks are prohibited.**

Examples: Electric welders, bench grinders and angle grinders.

- **Tools that produce open flames are prohibited.**

Examples: Gas welders and propane/MAPP gas torches.

- **Floor standing power tools are prohibited.**

Examples: Full-size drill presses, full-size band saws and full-size table saws.

- **Grinding or painting in the Pit is prohibited.** Designated grinding and painting areas are available to teams.

- **Brazing/welding is prohibited at the team pits.** Use the machine shop.

- **Soldering is permitted.** Use electric iron/gun only.

- **Small, bench-top machinery, with appropriate guards, is permitted in team pits.**

- **We consider 'small' machinery to be easily liftable by one person**

Examples: Band saws, drill presses, and sanders.

- **Small, desktop machining centers are permitted as long as they are reasonably sized.** They must be appropriately covered to prevent throwing of chips during operation.

- **We consider 'small' machining centers to be easily liftable by one person**

Example: Desktop CNC mill.

#### 4.8.8 Suggested Equipment

We suggest you bring the following:

- Extension cord - heavy duty and at least 25 feet long;
- Power strip - to make best use of your power drop;
- Other items as suggested on the *Team Checklist* in this section of this Manual; and
- A relatively small cart to transport your heavy robot from the Pit to the playing field. See section 4.3.2 for cart requirements.

#### 4.8.9 First Aid Station

There will be an EMT in the pit to assist in the event of injury and illness. Mentors and the Safety Captain should refer to the Pit Map for the location and alert team members. *Notify the*

*Pit Admin Supervisor of any injuries or illness. Bring a travel size first-aid kit for minor injuries.*

#### **4.8.10 Traffic Flow**

At each event, there is a predetermined traffic flow pattern to maximize efficiency of the team/robot entrance and exit and to maintain safety to the competition area. Refer to the Pit Map for the flow. The queuing team maintains this pattern at each event. Please obey the traffic rules to ensure an efficient lineup for practice and competition.

It is extremely important to keep aisles clear for safety, judging accessibility, robot mobility, courtesy and maintaining competition schedules. Keep chairs and equipment out of the aisles. Please sit in the audience, not on the floor or in the aisles. Judges/Safety Advisors will notice noncompliance.

#### **4.8.11 Announcements**

We make every effort to keep noise down and announce only important items and scheduling, so PLEASE do not ask the pit announcer to make frivolous announcements.

#### **4.8.12 Queuing Your Team**

The Pit announcer and queue volunteers must maintain the practice and match schedules. Your team should designate team members to be your queue captains and carefully watch the schedule and alert the team when its turn is near. The queue captain should:

- Look at the Pit Map to find the pre-set traffic pattern for each event.
- Highlight team practice times on the Practice Schedule on the first day of the event and your competition match times on your Match List for the second and third days.
- Listen carefully for the queuing announcements at Regional events and line up your four (4) competing team members/mentor and robot when your team number is announced.
- Queue your team a half hour prior to your matches at the Championship since there are no match announcements. Ensure that you monitor play within your respective division and adjust your queuing time accordingly. Please check with the Lead Field Queuing personnel on your field if you have questions.

**NOTE:** Check the schedule. If your team is in the first four (4) matches of any day of competition, your team's robot and competition team must queue up prior to the Opening Ceremony, on or near the field.

#### **4.8.13 Property Security**

There have been occasions when items such as cameras and laptops have "disappeared" from the Pit or competition area. Use common sense and do not leave valuable items unattended. Neither the site nor *FIRST* is responsible for any theft. Take valuable items with you, or designate a team representative to remain with them in the team pit or competition areas.

#### **4.8.14 Lost and Found**

If you find an article or lose one, come to the Pit Admin Table to fill out a "Lost Item Report" or to turn in an article you find. We will make every reasonable attempt to return articles to owners.

### **4.9 CEREMONIES**

There are both Opening and Awards Ceremonies. These ceremonies allow everyone to show honor and respect for their countries, sponsors, teams, mentors, volunteers and award winners and to provide everyone with the opportunity to applaud the successes of team members and mentors.

They also give teams a chance to "meet" the judges, referees, MCs and other important persons and sponsors involved with the event.

At the Awards Ceremony, *FIRST* presents trophies and medallions to outstanding teams.

#### **4.9.1 All Teams Should Attend**

We encourage all team members to attend the ceremonies, on time, to show appreciation for the event and those people involved who are volunteering their time and efforts.

#### **4.9.2 Pit Manners/Rules During the Ceremonies**

- Team members will *not* be allowed to use power tools, hammers or other noisy tools during the ceremonies.
- All persons in the Pit should observe the code of behavior for the presentation of all national anthems:
  - Maintain a respectful silence;
  - Stand, facing the flag. If there is no flag, look toward the video screen showing a flag; and
  - ALL hats off please.

#### **4.10 PIT CLOSING ETIQUETTE**

**On Time:** For many reasons, it is necessary that teams adhere to the Pit closing time each day. Many people working in the Pit are volunteers and deserve to have a set closing time met. Assign team members and mentors to the cleanup/organization of your team pit.

**Robot Transportation:** The team's shipping contact should have a plan to ensure that everything is packed and out the door by closing time. For further details about shipping your robot or participating in the new Bag and Tag system, please refer to Section 5 - Robot Transportation in the 2012 FRC Competition Manual.

#### **4.11 TEAM SOCIALS**

Team socials may be held after the Awards Ceremony on the evening of the second day, and may include food, fun and an opportunity to unwind and get to know each other in an informal, relaxed and entertaining setting. These are NOT *FIRST* sponsored.

#### **4.12 CHAMPIONSHIP *FIRST* FINALE**

This event takes place after the Awards Ceremony on Saturday evening. Please refer to the Championship event Information.

#### **4.13 TEAM SPIRIT AND TEAM "LOOK"**

When deciding on a team name or acronym, consider how you can work a theme around it to make your team more fun and recognizable. Part of the pleasure of being a team member or mentor is the way the team stylizes itself.

Team numbers provide unique identification for FRC teams. We strongly recommend that you include the team number on all team T-shirts, trading buttons, hats, cheers and costumes.

##### **4.13.1 Team Giveaways**

Often teams bring small items to give away to others at the event. This is completely optional, but is certainly a great way to promote your team's identity. The most popular item to give away is a button with your team logo and number.

#### 4.13.2 Mascots and Team Costumes

Keep safety in mind. Awards acceptance often means descending and ascending bleachers. Please make sure that mascot and team costumes are safe for the wearer as to vision and movement and that they are comfortable and cool enough to prevent fainting and dehydration.

#### 4.13.3 Competition Spirit

We ask that you choose to bring attention to your team in ways that are in good taste and in the spirit of the competition. Please refrain from the following:

- Using noisemakers;
- Using objects that can damage bleachers or floors;
- Wearing inappropriate clothing; and/or
- Taping or affixing items or papers to walls, bleachers, floors or other site areas.

Please make sure your team pit and surrounding area is clean when you leave the site.

#### 4.13.4 Banners and Flags

Sponsors provide *FIRST* with banners so we can display them in specified areas as a way of thanking them for their generosity. We encourage teams to bring team flags and/or sponsor banners, but we ask that you adhere to the following:

- DO NOT hang them in the competition area, since this area is designated for official *FIRST* sponsor banners ONLY.
- You may bring banners to the competition area while your team competes, but do not leave them or use them to section off seating. *Saving group seats is not permitted.*
- Hang banners *only in your team pit.*

#### 4.14 BLEACHER RULES

Sitting together in a group during competition matches makes the game more exciting and fun. It's where you can show support for your team. Since very often there is not enough seating to accommodate everyone, there has to be a policy regarding seating. Teams are not allowed to save seating space.

With this in mind, it is not permitted to hang banners or ribbons to designate such an area. *We will remove and discard any banners, roping, etc...* Please take turns sitting in the bleachers. Share the fun. When you see there is a crowding problem, leave after your team's match and return later for another few matches.

#### 4.15 SITE RESTRICTIONS

Please read the following common site restrictions and adhere to them in order to promote an orderly, safe, pleasant and exciting competition. Please refer to Section 4.2 of this manual section for additional site restrictions at your event.

- **Do not bring food** to the site. If you bring food, do not bring it onto the property.
- **Do not use noisy devices**, such as floor stompers, whistles and/or air horns.
- **Do not arrange for Internet access or phone lines** on the site or attempt to connect to the Internet.
- **Do not sell any products.** This includes food, hats, shirts or any promotional products.
- **Do not distribute any food products**, such as candy, water, soft drinks or fruit.
- **Do not sell raffle tickets.**
- **Do not bring bottled gas tanks (e.g. helium).** This is a safety concern.

- **Do not use walkie-talkies.**
- **Do not invite or bring live bands to play in the audience.** This dilutes the presentation on the playing field and is too loud and confusing for the audience.
- **Do not play loud music in the Pit** because it interferes with important announcements. If a team receives more than a warning or two, the power to the team pit will be shut off and/or the music confiscated.
- **Do not form "tunnels"** during the Awards Ceremony. This can cause discomfort to those traveling through them and creates safety issues.

#### 4.16 CONSIDERATIONS

You will often hear the expression Gracious Professionalism™ throughout your involvement in *FIRST*. You can read Woodie Flowers' definition in Section 1 – Introduction of the 2012 FRC Team Manual. One of our main goals is to encourage ALL team members and mentors to conduct themselves with kindness, sharing and consideration of others.

Gracious Professionalism™ is a central tenet of the *FIRST* experience. It is not acceptable to engage in hostile action, hostile/profane language or any other violent or antagonistic conduct. *FIRST* reserves the right, at its discretion, through the Event Manager or his/her designee, to arrange for any team, team member, event participant or other individual to be removed from participating or attending any *FIRST* event or program for engaging in such conduct. *FIRST* looks forward to everyone's cooperation in keeping our programs and events exciting, educational and full of Gracious Professionalism™.

<p><b><u>SAFETY GLASSES are REQUIRED!</u></b>  <b>Bring enough for your team and visitors.</b></p>	<p><b>Bring required completed <u>CONSENT/ RELEASE FORMS</u> for all team members and mentors, or complete them online!</b></p>
<p><b>TOOL BOX ITEMS</b></p> <ul style="list-style-type: none"> <li>-- Ball driver set / nut driver set</li> <li>-- Batteries and Charger</li> <li>-- Box cutter</li> <li>-- Broom (small, for team pit cleanup)</li> <li>-- C-Clamp, large, medium, small</li> <li>-- Cutters</li> <li>-- Deburring tool</li> <li>-- Dremel tool/accessories</li> <li>-- Drill - cordless w/charger, Drill bit set</li> <li>-- Flashlight</li> <li>-- Glue, super and/or glue stick</li> <li>-- Hacksaw and blades</li> <li>-- Hammer (ball peen &amp; brass)</li> <li>-- Heat gun</li> <li>-- Leatherman-type tool</li> <li>-- Level, small</li> <li>-- Lithium grease, spray can</li> <li>-- Magnet on a stick</li> <li>-- Paint brush</li> <li>-- Pliers - large, small, needle nose assort.</li> <li>-- Power outlet strip / extension cord (2)</li> <li>-- Power screwdriver</li> <li>-- Saber saw/wood &amp; metal blades</li> <li>-- Sandpaper - various grits</li> <li>-- Screws - nuts - washers</li> <li>-- Screw driver assortment, flat and Phillips</li> <li>-- Shrink tubing</li> <li>-- Socket set – 1/4", 3/8" drive</li> <li>-- Soldering iron (electric), solder, wick, flux</li> <li>-- Spare parts</li> <li>-- Square - small, medium</li> <li>-- Tap &amp; die set/assorted taps</li> <li>-- Tape: clear/electrical/masking</li> <li>-- Tape measure / ruler</li> <li>-- Tie wraps / connectors / rubber bands</li> <li>-- Tin snips</li> <li>-- Tweezers / scissors</li> <li>-- USB stick/drive -- Vice grip - large, small</li> <li>-- Volt meter</li> <li>-- WD-40 / lithium grease, spray can</li> <li>-- Wire terminal crimpers / Wire strippers</li> <li>-- Work gloves- several pairs</li> <li>-- Wrenches, Allen, crescent, open and box</li> <li>-- X-ACTO type knife and blades</li> </ul>	<p><b>ADDITIONAL ITEMS</b></p> <ul style="list-style-type: none"> <li>-- Banners - Corporate signs &amp; flags for team pit</li> <li>-- Camera and film, disposable</li> <li>-- Cart for moving robot</li> <li>-- Drop light</li> <li>-- Epoxy</li> <li>-- File folder box for paperwork</li> <li>-- Hand truck</li> <li>-- Laptop / software / cables / discs</li> <li>-- Manual and Updates</li> <li>-- Medical Release Forms</li> <li>-- Message board - dry erase marker set</li> <li>-- Notepads / spiral notebook / clipboard</li> <li>-- Paper / Sticky Notes</li> <li>-- Paper towels and paper cups</li> <li>-- Pens / pencils / sharpies / markers</li> <li>-- Portable printer</li> <li>-- Release form for each person, completed</li> <li>-- Seat(s) for team pit (small, foldable)</li> <li>-- Schedule to set up and break down team pit</li> <li>-- Spray cleaner</li> <li>-- Stapler / staples</li> <li>-- Storage box / bins- trinkets &amp; trash (buttons)</li> <li>-- Team roster and contact information</li> <li>-- Trash can (small) / trash bags</li> <li>-- Plastic zip type bags</li> </ul> <p><b>PERSONAL ITEMS</b></p> <ul style="list-style-type: none"> <li>-- First Aid Kit - Band-Aids / Blister Kit / Ice Pack</li> <li>-- OTC Pain Medication; i.e., Aspirin, etc...</li> <li>-- Alcohol Prep Pads / First Aid Tape</li> <li>-- Cough Drops / Sore Throat Medicine</li> <li>-- Eye Wash And Drops</li> <li>-- Hand Sanitizer / Liquid Soap</li> <li>-- Feminine Products</li> <li>-- Insect Sting Medicine / Insect Repellent</li> <li>-- Facial Tissues/ Cotton Balls / Wet Cloths/</li> <li>-- First Aid Cream</li> <li>-- Anti-Nausea or Diarrhea Medication</li> <li>-- Safety Glasses</li> <li>-- Sewing Kit (Small)</li> <li>-- Sunscreen / Sunburn Spray / Aloe Vera Gel</li> </ul>