The General Assembly of Team 1280

Sponsors: Warren Lin

Co-Sponsors:

Topic: *The REN (Robotics Engineering Notion) plan* and the Future after 1280

The General Assembly,

Applauding the 2024 season and the rookies contributed were learning from their mistakes for the betterment of the team

Declaring the rookies this year to be trained under the leads and officers as an apprentice program

Desiring the inclusion of any/all rookies in offseason that could help the rookies to gain experience and running from the Summer Brain Drain (SBD)

Taking into account the devastations the team suffered during COVID-19 pandemic and understanding the massive recovery of the team in the previous 2 years bringing us back into the game.

Further Recalling Team 1280's history as a dominant team winning 3 blue banners in the 20 years of operations, and winning awards left and right.

1. **Further** invites current rookies to partake in leadership selections and runner ups are to be under the wing of a veteran
    a. This could nourish the knowledge needs of the rookies and decide the sub team they were to be decided in
    b. All current rookies need to partake in basic training of every subsystem and bring their share on the table
    c. Current rookies should refrain from hesitation when asking a question, when working on the robot.
    d. Rookies should contribute to the off-season project where the stakes are less high to learn about Programming, Electrical, CAD, Fabrication, Mechanical Design Principals, and Funding foundations.
2. **Considerers** the future rookies of this year have shown material to be a future leader with more confidence built within them this calls for more knowledge crammed into them
    a. Introducing: General Rookie training in the first 2 weeks where there are sprinkles of each subsystem to learn about the robot's design
    b. The team should provide an opportunity database such as a GitHub page or a Google doc to nourish the rookie's knowledge
    c. Off season projects could help rookies understand and learn how the robot works where the rookie could also decide what part of the robot they would like to work on
    d. Basic java syntax training regarding the different areas that rookies could understand the code so that they could learn basic coding functions but not to be entirely on the sub team

3. **Takes notes** of leaderships notes on other teams' design strength / flaws and builds upon it, following a strict design principal instead of Jank, involving the redundancy and the versatility of the design
    a. Designs should be considered in categories such as but not limited to,
4. **Further reminds** of the overall structure of the team should be laid out in a form where 4 standing leads are in controls most of the operations including organization and need to put equal amounts on their respective roles,
    a. Chose the person fit for the job and not because of desperate times. In which leadership must fulfill their roles:
        i. Training
        ii. Experience building
        iii. Organize
        iv. Proactive with the community (Rookies/outreach)
        v. Must participate in at least 1 outreach event
    b. The 4 members serve the team of their needs when called upon,
        i. More knowledge implemented
        ii. Idea building
        iii. Realistic ideas
    c. Controls must direct and accept all decisions of the teams such as but not limited to, design choices that rookies or veterans make as a viable choice for the development of the Robot, changes in the codebase that could be beneficial implemented with testing but a viable choice, open to grants and financial/outreach choices by rookies must be approved to business lead
5. **Designates** time and money into team culture and identity which could benefit the diverse landscape of the robotics field, rebuilding team moral every year.
    a. Identity and culture of to other teams and the good aspects of them such as but not limited to,
        i. Team Gaming meetings (video games, board games etc.)
        ii. Team debates (friendly)
    b. Leadership discussion and idea creating with engaging ideas.
6. **Adopts** the Triple Entente with foreign affairs and development to the Nearby robotics team such as but not limited to *Red Tie Robotics* and *Acropolis Robotics*
    a. Regular Leadership meetings discussing off season plans and ideas for funds,
    b. Exchange ideas and delegate outreach events
    c. Collaborate on outreach events with *Red Tie Robotics* or *Acropolis* on events such as but not limited to,
        i. Farmers Market
        ii. STEM Field Day at Danville Library (Hypothetical)
        iii. Lego Robots visit for Elementary School
7. **Desiring** FIRST Impact award with the outreach events and mentoring, Suggestions for outreach events include such as but not limited to,
    a. Off-Season Elementary visits to promote Robotics & STEM, (with us vex sets)
    b. FTC team mentoring and creation with Middle schoolers who enjoy Robotics & Stem
        i. Offer Mentoring Support

        ii. Offer initial rerestarting bonus
        iii. Offer 1280 Assets to inspire and help students
    c. STEM events (outside of the Team) involving children at events for PR and awareness for STEM Based things such as but not limited to a Robot Convention, Annual STEM Challenges (Technical Workshops)
        i. Veteran hall Weekend Venue using the VEX kits to teach block coding to Children
        ii. FRC demonstration and education
8. **Noting** that the road to comp is only a rough terrain due to the regionwal system that Team 1280 is entrapped in Team 1280 hopes to aspire in all fields and notably the Competitive playing field, on a competitive note, Ways we could achieve worlds.
    a. FIRST Impact Award Winner
    b. Engineering Inspiration Award Winner
    c. Winning Alliance: Captain
    d. Winning Alliance: 1st Pick
    e. Wild Card recipients
9. **Encourages** funds for the Team's R&D so that the team can stand out to the judges and be elected for the Engineering Inspiration Award.
    a. Le electrical projects XD
    b. Mechanical mods and prototyping && testing
    c. Business outreach research.