For Inspiration and Recognition of Science and Technology

FRC Team 4285 Camo-Bots

Wayne County Robotics

- Honesdale High School

- Western Wayne High School

Student Handbook

Updated 2016/2017 School Year

Forward

This handbook is intended to be a reference for FRC Team 4285 members. What we want are highly motivated students able to lead groups, work independently, collaboratively with members, and be “student mentors” to interested members to pass-it-on. We shoot for students working. 50/50 with mentors and professionals. The concept is most like the industry outlook of a small engineering firm where new members are the “new hires” who need training and skill development, and veteran members are the “workers supervision and training” the new employees. Mentors and professionals act as facilitators by introducing and demonstration techniques that complement the design concepts.

- Good Communication
- Respect at all times for your teammates, advisors, sponsors, mentors, parents, other teams, and volunteers (especially the FIRST volunteers!).

If there is a single point to take away from this Handbook, it is FIRST’s concept of Gracious Professionalism. Gracious Professionalism stands for sportsmanship above and beyond the normal. Gracious Professionalism means being as supportive to the students on other teams as we are to our own. We want ALL students to be inspired by wat we can do. Gracious Professionalism does not demand that our kindness be returned before we decide to give ours, it is not a stick with which to bludgeon our competitors if we don’t think they practice Gracious Professional. The importance of Gracious Professionalism is to better ourselves, rather than others, becoming responsible citizens and improving our society by example. Your individuality is important, ego needs to be set aside, and the individual contribution to go above and beyond expectation which will further the TEAM and transcend towards the examples of Gracious Professionalism. Years from now our team alumni will remember a great play, some adversity to overcome, helping out another team in need, but not so much the plastic trophies. We hope that alumni from other teams remember our students as well for helping them get a robot running, as good sports, and fun to be with who are respectable citizens who contribute as individuals and work collaborative with all!

Table of Contents

- **Also be sure to view the Appendices Handbook section for further information and reference(s).**

Mission Statement Directly involve students in the professional field of STEM (Science, Technology, Engineering, and Mathematics) through collaboration with professionals and in partnership with local secondary, post-secondary, sponsors, corporations, and future network abilities. All work together as a team to design, invent, apply, and test technology towards robotic needs to the specifications of the FIRST robotic competition challenge. The FIRST program builds self-confidence, knowledge, and life skills while motivating young people to pursue opportunities in STEM. Team Objectives FIRST is the brainchild of inventor Dean Kamen, who created, among other inventions, the portable dialysis machine and the Segway out of his concern for applying our talents for social good. It is an organization with the goal of generating interest among young people in STEM. Not only does FIRST support STEM, but it also hopes to create better people, therefore social conscious engineers, by teaching its creed of gracious professionalism. Although the FIRST Robotics Competition is about creating an innovative robot, it also calls for helping one another as much as possible. All of the FIRST Robotics teams are there for each other, whether they`re helping each other with parts and materials, creating custom machined parts for each other, or simply offering advice and suggestions.

• Build character and citizenship through community service, sportsmanship, helping others: through Gracious Professionalism – We come together to compete, and compete hard, but we want every team to have an equal opportunity and experience. The best motto to utilize is "It's More Fun When Everyone Work Collaboratively… It Just Works Better!". There is not "I" or "they", only "us" – friendly, helpful, courteous, kind – don't win at another's expense. Gracious Professionalism is a goal for individuals and teams to achieve, not a complaint to level against others. Those who find themselves accusing others of non-Gracious Professionalism conduct are those who have failed to exhibit Gracious Professionalism, at the same token, don't give chance to poor conduct! The FIRST robotics competition is structured like a sporting event, however, we strive to emphasize sportsmanship rather than the sport. We want all the robots to compete at their best, so all students are equally inspired. For example, if an opponent breaks a chain, we help them fix it, so we can all be the best we can be. If our opposing alliance has not time-outs remaining, but a critical repair to make, then we take the timeout for them

. • Be competitive and play hard on the field, but it is much, much more than a game. • Expose high school students to college and professional level applied technology and STEM.

• Develop skills in STEM, leadership, teamwork, and business.

• Dedicate ourselves to continuous improvement and to collaboratively work with others. Ours team is not a static organization. We look for new challenges and constantly experiment with improvements and new methods of operating our team and engineering.

• Expect 100% from all participants – students, mentors, parents as a united organization, not an individual's science fair project. Satisfy the needs of all participants: students for learning and mentoring new members, mentors for growth, technical challenge for all.

• Strive for quality outreach primarily through mentoring, technical support, and sweat equity – Everyone brings forth their strength and contributions collaboratively toward success for all.

• Maintain a positive, supportive attitude for our team and others as well. • Contribute to quality growth of FIRST in our region and schools.

• Have Fun!

Team Management

Out team brings a unique experience to students. A different way of involving students by not just playing with robots in an after school club, but working in a true STEM environment with and alongside of professionals. This is not your typical teacher/student relationship, but is run as a small business firm, with new students as the interns, veteran members as mentors to new members who also the group leaders/supervisors. FIRST allows for a wide-range of approaches to running a team, ours is further unique in that we are two rival districts who collaboratively work together in the true spirit of FIRST and promote STEM and opportunities for our student involvement provide workforce skills and post-secondary opportunities. FRC Team 4285 has adopted the teamwork approach that involves ALL team participants equally, students, mentors, parents, advisors, sponsors, engineers, professionals all give all they can and everyone has ownership. Students develop appreciation for STEM by working hands-on and side-by-side with each other and professionals. All hands are on the robot together, and all ideas are heard and debated as a team. Because we are a co-curricular school organization, ultimate authority for the team lies with the advisors and the school district administration; however, the team is an assembly of volunteers – students, mentors, parents, sponsors – and the team will thrive if all are empowered to insure our success and achieve our goals. Outreach, robot designs, construction practices, the competitions we choose to attend are all up for popular debate and discussion in our practice of shared leadership. During the brainstorming sessions after Kickoff, for example, students and mentors will split into sub-groups to develop, then defend before the team, alternative design approaches. Overriding concerns such as risk, cost, detailed design time, machining capabilities, labor, skill required, etc.… will be given weight in coming to a final group decision. In the event of ties, conflicts, sudden changes in circumstances, etc.….. decisions will be reached by the advisors and student officers, with the advisors making final rulings as required and bearing the responsibility.

How to be Involved Being involved is dependent on your self-motivation. We don't lead you through handing you assignment after assignment (that behavior is of new members who know not the process and are learning). We expect veteran members will develop and pursue your own assignments. Yet we do not expect you to know everything either and you are encourages to ask for help and guidance when needed. See Join the Team button on the website. When you start with the team in the Fall, we will be working with older robots so you can learn the STEM systems we use. We will have tasks to accomplish as well as workshops on: Drivetrains, gearboxes, structural framing, pneumatics, electrical, control system, sensors & programming, carpentry for the playing field, public relations, fundraising, outreach, website, animation, CAD, spirit, We also will be working on a older robot to get more experience. When build season rolls around you need to already know the basics. It's only on-the-job learning under the crush of a deadline by that time.

• Be self-motivated.

• When you take up a job . . . finish it. Don't Pass the buck or walk away when you get stuck or lose interest.

• If you cannot make a meeting, be sure your group has what it needs to do the job without you. • Sample everything then gravitate to what you like best.

• Latch onto an experienced member and learn by observing. Learn the names of the tools and parts by fetching and handing them to someone else.

• Wait patiently be a worker's shoulder until they need a hand.

• When you are done with your task, look for the next one. If you can't find one ask an advisor or officer. No one else will know you are idle.

• Be there when the work needs you! The work won't always be there when you need it. We avoid make-work, but there will not always be enough work to go around. Only so many hands can reach a robot at one time.

• Be willing to help out in any way you can and whenever you can.

• Develop your own role within the team (also work collaboratively and mentor your skill sets to others).

• Insinuate yourself into working groups.

• Take on tasks that no one else has thought of.

• If there isn't immediate work to be done then learn the robot systems on older robots. • Read through the team library (help develop this!).

• Teach yourself with all the spare parts we don't need. Ask when you need advice or a hand.

• Leave socializing for the end of the day.

• Mentors (both adults and senior team members) are waiting for students to step up. The tasks will get done even if a student doesn't step up, but when a student takes initiative mentors will work hand-in hand and step back out of the way when they are no longer necessary.

• Become involved with the FIRST community at large through the popular Team forums at www.chiefdelphi.com. Remember that you represent our whole team when you post, so behave always with respect and concern for others. Please post responsibly.

Team members shall commit to:

- Must attend 75% of all meetings and especially during build season. No exceptions, COMMITMENT! (Means contact time of actually attending meetings, and build season locations, off-season items, etc…)

- Behaving in a positive and professional manner at all times (no sleeping during the meetings). - Treating oneself, other team members, mentors, parent volunteers and visitors with dignity and respect. - Respecting and showing responsibility for the resources made available to all students on the team. - Participating in all aspects of team functions (meeting, training, building, sponsorship seeking, community service, and social events) to productively support the team.

- Presenting oneself professionally by wearing the team's uniform and being prepared at all events. - Maintaining a good academic and behavior standing at all times.

- Active participation in meetings as required for participation in competition trips.

Student Organization

First and foremost comes the TEAM. We want the most dedicated and self-motivated students representing us in positions of responsibility. Some positions require more dedication, time and effort than others. If you seek any of these positions be sure first that you will be able to fulfill the duties involved and are dedicated to the success of the Team. A secondary responsibility of each of these positions is to train your replacement!

- Student Officers – These essential appointed positions are responsibilities not popularity contest. It is the general student membership's duty to and/or appoint those who will do the best job for our team. The other officers and advisors will replace, by appointment, any unfilled position as well any candidate unable to perform their duties. Elections are held in the fall (One President, VP, Secretary, and Treasurer from each participating school, i.e. Honesdale / Western Wayne). {Advisor's hold final say in all matters!}

  - o President – Develop specific student roles in accordance with Advisor(s) request, Team, and District rules. Assigns and coordinates student working groups, develops and implements plans to keep everyone busy and productive. Plans, calls and runs meetings. Oversees team functions and acts as a messenger with team members, school, business, and community partners. Will operate as a captain. (Prerequisite: 2 years' experience with FRC 4285)

    - ♣ Enforce team policy and procedure
    - ♣ Team and product management
    - ♣ Leadership and team development
    - ♣ Responsible for the overall design, development, construction and operation of the robot
    - ♣ Oversees the design and production of the robot through active communication with mechanical, electrical, programming, and CAD team leaders
    - ♣ Ensure that the robot is built accurately to reflect the entire team's effort on how best to solve the game challenge and effectively compete in competition

  - o VP – Stands-in for President when he or she is not available and share responsibilities as determined by President. Will operate as Co-Captain (Prerequisite: 1 year experience with FRC 4285)

  - o Head of Engineering – Coordinates design, tracks estimated robot weight, parts list, tools required for robot maintenance in the event pits. (Prerequisite: 1 year experience with FRC 4285)

  - o Head of Scouting – Oversees and organizes scouting teams (all students serve as scouts), develops/refines the scouting program, creates scouting record sheets (to be compiled electronically – create this format), trains scouts, prepares recommendations and alliance pick list. (Prerequisite: 1 year experience with FRC 4285)

  - o Scouting Member(s) Assignment

    - ♣ 1. Strategy Lead – coordinates scouts and presents conclusion.
    - ♣ 2. Data input – updates information to database.
    - ♣ 3. Collectors – watch matches and collect needed information.
    - ♣ 4. Robot Documenter – photographs and collects basic data on all robots at the competition

. o Secretary – Keeps everyone informed – communications specialist: website, email, phone. (Prerequisite: 1 year experience with FRC 4285)

o Treasurer – Keeps records of parts list with Head of Engineering, heads up sponsorship. (Prerequisite: 1 year experience with FRC 4285)

• Appointed Positions – Determined by student officers and advisors (advisors have final say). Not all positions may be filled by a single person.

o Competition – ideally, one person should not hold multiple competition positions

. ♣ Drive Team – generally 4 people (coach, driver, manipulator operator, and human player) determined through tryouts and selected by advisors. Knows and able to repair all robot systems. Attend every competition. Human players sometimes rotate, but NOT drivers. Further all members MUST effectively communicate, collaboratively, respectively, and not just do your part… do more!

♣ Pit Chief – Must live and breathe tools, spares, batteries, and raw materials. Selects proper tools, etc. for event pit. Rules the pit with an iron hand. Attends all competitions and orchestrates the packing, set-up, and removal of pits for events. Keep team on task to keep build areas clean and orderly. Student in charge of safety glasses, cleanliness of pit, keeping aisles clear, monitoring persons in the pit.

♣ Pit Crew Members Assignment

• 1. Mechanical – student(s) in charge of drive-train, chassis and manipulator.

• 2. Electrical – student in charge of electrical pre- and post-match checklist as well as keeping batteries charged.

• 3. Programming – student programmer responsible for system checks and programming changes.

• 4. Runner – student in charge of acquiring any items needed including tools, parts, help, etc. Coordinates communication in and out of pit and rotation of pit crew.

♣ Lead Programmer – Programming must be completed in a timely fashion and attentive to the needs of the drivers and team role. Work collaboratively with the mechanical and electrical teams to ensure that all parts of the robot are correctly programmed to perform their designed functions.

• Develop and maintain the programs necessary to control the robot.

• Act as liaison between programming team mentors and members.

• Cooperate with mechanical and electrical teams to coordinate software efforts.

• Ensure that a working laptop is at all events and all robot programs are adequately backed up.

o Co-Programmer – shadows and works collaboratively with the Lead Programmer and assist all functions.

♣ Spirit – Preparations and plans are made before competitions, but is active during competitions. Example, notepads, buttons, pens, handouts, sponsor gift(s), etc….

♣ Safety Captain – Sets safety rules during the build season and enforces them at competitions.

♣ Presenter – Must understand the aspects of the team roles, ideology of the team, public speaking skill sets, dress attire for dignitaries, involved the business plan and speak to judges.

o Non-Competition – can hold multiple roles

♣ CAD Designer – learn to use AutoDesk Inventor to produce robot designs.

♣ Field Construction Coordinator – gets the practice field built

♣ Outreach Director – Works with sponsors, along with design and production of robot identification (numbers, sponsors, t-shirt), fundraising, travel to event locations, logistics, and up-to-date of competitions updates to relay to the team. Keep and check that software and hardware systems are up-to-date along with schedule of team members assigned day for meal (reminders), and travel of next day location(s) for production.

♣ Webmaster – maintains and improves the Team website.

• http://waynecountyrobotics4285.com

♣ Team Awards – creates awards we can apply and work towards (October important!)

♣ Photographer – records all team activities from recruitment to competitions and input to year-in-review slideshow.

♣ Videographer – also records all team activities. Edits year-in-review slideshow.

♣ Major sub-group leaders – Coordinates/teaches mechanics, electrical, pneumatics, machining, programming, etc.….

♣ Writer/editors – works with team awards person(s), marketing brochures, presentations, and publicity.

Student Meetings An advisor must be present in the assigned room at all times, otherwise meetings cannot take place. Members will not be able to make all team meetings especially during the build season, due to conflicting priorities with school work/events and family events. However, when the team travel size must be limited, priority will be given those students who hold critical positions (officer, drive team, critical scouts, pit chief, safety captain, presenter, etc..) and to those demonstrating dedication by being the most useful. Attendance will be recorded in a log by the robotics advisors (along with sign-in and sign-out procedures). Most of the year is laid back, however, the 6 week January/February build period is intense and requires extra commitment. This does not mean neglecting your commitment to school work, but it usually preempts winter sports and activities except in the few hours immediately after school. School is very important! Those who cannot maintain their school responsibilities may have team attendance and travel restricted based on the judgement of their parents and team advisors. On the upside we have quite a few knowledgeable people on the Team who can help if you are having trouble with almost any subject

- Officer Meetings
  - Summer preparation
  - Organizational
  - Advisor conferences
- General Membership
  - Fall workshops and projects
  - Off-season preparation
  - Competition season
  - Post-competition presentations
  - Summer projects
- Other
  - Recruitment
  - Fundraising
  - Outreach

Code of Conduct & School Rules

The following general Team rules highlighted help us to maintain a safe, productive environment. The full listing of all rules is contained in the Appendix. In addition to these general rules all School District rules apply as with any school sponsored activity. We also have safety rules for the safe operation of equipment and each year after a couple of months of meetings, the officers will create revised rules addressing any particular repeat problem areas that seem to be cropping up. Any new rule revisions will be distributed and the problems they cover that have arisen will be discussed at regular team meetings. Non-district students are subject to the same district rules as other team members.

- Please work and remain in the room / area and do not wander the school or form little parties isolating yourselves from the rest of the team.
- School rules apply.
- School advisors must know where students are at all times. Please let them know when you arrive and leave meetings (see log book for sign-in/sign-out). On trips the advisor's explicit permission is required to leave the group even with your parents/guardian.
- Buddy system – never be alone, always be with another team member, or allow a member to be alone.
- Atmosphere of respect and kindness.
- Practical jokes are not tolerated. No horseplay in rooms/events/build areas.

Team Background

FRC Team 4285 was started in 2011 for the 2012 competition season in a collaboration with Honesdale High School (Mr. Joseph Mang) and Western Wayne High School (Mr. Brian Landry). Mr. Joseph Mang was involved previously with Jefferson High School (N.J.) and their team FRC 2600 who mentored us in 2012. Since our introduction as Team 4285 the Camo-Bots, we have attained numerous awards and attain a high level of expertise and interest. A detailed year-by-year history is available on our team website.

Team Organization

- Student Officers – outreach, publicity, recruitment, design/build/competition
- Advisors – school legalities/rules, supervision, mentors, advice
- Technical Mentors – mechanical, electrical, pneumatics, programming, etc…
- Booster Club / Parent – fundraising, food, travel, 501c
- Sponsors – financial, engineering, and material support General Schedule The detailed team schedule will be found on our team website and is updated frequently.

FALL – moderate schedule

- Team meeting one evening a week training new members by working on a common project (may be school independent or collaboratively – set by advisors)
- Fundraising events
- Outreach/demonstration events – Johnson College Maker Fair
- Off-season competitions

WINTER – Busiest time for us

- January Saturday Kickoff – game and rules are revealed via webcast, and we receive kit of parts.
- January/February: Intense 6 weeks of robot design and construction, generally each weekend and weeknights after school.
    - o Brainstorming game play, strategies, robot designs
    - o Construction of practice field
    - o Design/build/integrate sub-systems
    - o Test and redesign/rebuild where necessary o Final Program integration
    - o Driver testing
    - o Robot build completed on time and on task

SPRING – heavy involvement during events

- Fix-it Window – one 6-hour build open for repair/improvements

• Two 3-Day Regional events (February/March/April) at usually Mt. Olive, NJ and Bridgewater, NJ (venue may change due to overbooking)

• Mid-April – MAR Championships at Lehigh University

• Late April – World Championships at St. Louis, MO • Outreach activities – schools/sponsors/etc…

• Year-end debrief – what worked …. What didn't work …. Reflection

SUMMER – light effort

- Fall preparations
- Reflection / Improvements / Refinement

Team Communication

• http://waynecountyrobotics4285.org

¬ Our website is our primary source for schedules, news, history, photographs, videos, organization, fundraising, etc… The student Secretary also commands all modern forms of communication (Facebook, Twitter, IM, email, phone, USPS). Provide and email address and you can expect periodic email form the Secretaries and advisors. Information may also come by flyer, mail, the regular morning high school PA announcements, or discussion at Team meetings.

Team Contacts (2016-2017)

¬ Student Officers

o President (Honesdale) –
o President (Western Wayne) –Joshua Shelly
o Vice-President (Honesdale) –
o Vice-President (Western Wayne) – Spencer Smith
o Secretary (Honesdale) –
o Secretary (Western Wayne) –Matt Rosengrant
o Treasurer (Honesdale) –
o Treasurer (Western Wayne) –Brandon Davis
o Engineer – John Baldwin, Picatinny Arsenal

¬ Advisors o Mr. Joseph Mang (Honesdale High School) - jmang@whsdk12.com

o Mr. Brian Landry (Western Wayne High School) – blandry@westernwayne.org

¬ Booster Club

Wayne County Community Foundation

¬ FRC 4285 Email – frc4285camobots@gmail.com

Honesdale High School

Attn: Mr. Mang

459 Terrace Street

Honesdale, Pa 18431

Western Wayne High School

Attn: Mr. Landry

1970A Easton Turnpike

Lake Ariel, Pa 18436

Computer Usage

o Acceptable uses of computer resources include:

- Accessing the Internet for obtaining competition updates.
- Accessing the Internet for researching FIRST related subjects.
- Designing robot components and systems.
- Creating video animations.
- Building the team web pages and media activities.
- Software development for use in the FIRST competition

- Unless material or use is directly related to FIRST, unacceptable use of computer resources includes:

- Checking personal email
- Playing games
- Downloading files
- Watching videos that are not related to FIRST (this especially applies to movies and such)
- Random web surfing

What makes a good Team Member?

DEMONSTRATES RELIABILITY

You can count on a reliable team member who gets work done and does his fair share to work hard and meet commitments. He or she follows through on assignments. Consistency is key. You can count on him or her to deliver good performance all the time, not just some of the time.

COMMUNICATES CONSTRUCTIVELY

Teams need people who speak up and express their thoughts and ideas clearly, directly, honestly, and with respect for others and for the work of the team. That's what it means to communicate constructively. Such a team member does not shy away from making a point but makes it in the best way possible — in a positive, confident, and respectful manner.

LISTENS ACTIVELY

Good listeners are essential for teams to function effectively. Teams need team players who can absorb, understand, and consider ideas and points of view from other people without debating and arguing every point. Such a team member also can receive criticism without reacting defensively. Most important, for effective communication and problem solving, team members need the discipline to listen first and speak second so that meaningful dialogue results.

FUNCTIONS AS AN ACTIVE PARTICIPANT

Good team players are active participants. They come prepared for team meetings and listen and speak up in discussions. They're fully engaged in the work of the team and do not sit passively on the sidelines.

Team members who function as active participants take the initiative to help make things happen, and they volunteer for assignments. Their whole approach is can-do: "What contribution can *I* make to help the team achieve success?"

SHARES OPENLY AND WILLINGLY

Good team players share. They're willing to share information, knowledge, and experience. They take the initiative to keep other team members informed.

Much of the communication within teams takes place informally. Beyond discussion at organized meetings, team members need to feel comfortable talking with one another and passing along important news and information day-to-day. Good team players are active in this informal sharing. They keep other team members in the loop with information and expertise that helps get the job done and prevents surprises.

COOPERATES AND PITCHES IN TO HELP

Cooperation is the act of working *with* others and acting together to accomplish a job. Effective team players work this way by second nature. Good team players, despite differences they may have with other team members concerning style and perspective, figure out ways to work together to solve problems and get work done. They respond to requests for assistance and take the initiative to offer help.

EXHIBITS FLEXIBILITY

Teams often deal with changing conditions — and often create changes themselves. Good team players roll with the punches; they adapt to ever-changing situations. They don't complain or get stressed out because something new is being tried or some new direction is being set.

In addition, a flexible team member can consider different points of views and compromise when needed. He or she doesn't hold rigidly to a point of view and argue it to death, especially when the team needs to move forward to make a decision or get something done. Strong team players are firm in their thoughts yet open to what others have to offer — flexibility at its best.

SHOWS COMMITMENT TO THE TEAM

Strong team players care about their work, the team, and the team's work. They show up every day with this care and commitment up front. They want to give a good effort, and they want other team members to do the same.

WORKS AS A PROBLEM-SOLVER

Teams, of course, deal with problems. Sometimes, it appears, that's the whole reason why a team is created — to address problems. Good team players are willing to deal with all kinds of problems in a solutions-oriented manner. They're problem-solvers, not problem-dwellers, problem-blamers, or problem-avoiders. They don't simply rehash a problem the way problem-dwellers do. They don't look for others to fault, as the blamers do. And they don't put off dealing with issues, the way avoiders do.

Team players get problems out in the open for discussion and then collaborate with others to find solutions and form action plans.

TREATS OTHERS IN A RESPECTFUL AND SUPPORTIVE MANNER

Team players treat fellow team members with courtesy and consideration — not just some of the time but consistently. In addition, they show understanding and the appropriate support of other team members to help get the job done. They don't place conditions on when they'll provide assistance, when they'll choose to listen, and when they'll share information. Good team players also have a sense of humor and know how to have fun (and all teams can use a bit of both), but they don't have fun at someone else's expense. Quite simply, effective team players deal with other people in a professional manner.

Team players who show commitment don't come in any particular style or personality. They don't need to be rah-rah, cheerleader types. In fact, they may even be soft-spoken, but they aren't passive. They care about what the team is doing and they contribute to its success — without needing a push.

Team players with commitment look beyond their own piece of the work and care about the team's overall work. In the end, their commitment is about winning — not in the sports sense of beating your opponent but about seeing the team succeed and knowing they have contributed to this success. Winning as a team is one of the great motivators of employee performance. Good team players have and show this motivation.

Wayne County Robotics FRC Team 4285 Code of Conduct and Student Contract

All students must know, understand and comply with this Code of Conduct, with their home school's Code of Conduct, and FIRST team policies of fair play and 'gracious professionalism'.

All students will comply with requests made by teachers, engineers and team coaches at school, at all FIRST competition sites and any FIRST related activities. Also compliance with the Appendices Handbook rules/info.

All Wayne County Robotics FRC Team 4285 safety precautions must be followed at all times, including the proper use of safety goggles and other safety equipment in all specified areas

. - School grades and disciplinary issues will be taken into account for eligibility for any travel with the team. - A 2.5 GPA (Grade Point Average) average or higher must be maintained. If a student has a below GPA, parents will discuss traveling with the mentors

. - If a student has any school suspensions (ISS, OSS, etc.) throughout the school year for any reason, he or she can be denied the chance to attend regional and/or championship events, discussion with parents/guardians

o Prohibited behaviors during any and all FIRST related activities:

- Inappropriate language toward adult and student team members

- Disruptive or inappropriate conduct

- Arriving late for group activities and travel

- Inappropriate dress/attire (revealing or sexually suggestive clothing, clothing that has any reference to alcohol, drugs, sex or weapons)

- Noncompliance with curfew and bed check rules

- Leaving premises or assigned hotel rooms without permission from adult team member

- No harassment of any type, including sexual, gender-based, or ethnic slurs.

- No vandalism of any type at school, hotels, venues or at any FIRST related location

- Using, possessing, selling or being under the influence of any and all illegal drugs, controlled substances, alcoholic beverages, or tobacco products (Violations of drug, alcohol and tobacco rules will result in immediate travel home, at parents' expense.)

Return To Advisor Or Officer Of FRC Team 4285

I agree that I understand the information presented in the Team Handbook and understand the requirements outlined in this code of conduct. I understand that I must act responsibly and respectfully at all times, and that schoolwork comes before team work. I must maintain good academic standing in order to remain on the team.

Student Signature: _____

Date: _____ 2016/2017 School Year

Parents/Guardians I understand that my student has chosen to be an active part of this team, and that while any level of participation is encouraged, my student must meet the team requirements in order to participate in team travel. I also understand that I am part of those requirements and agree to attend the parent information meeting, at least one team activity, and provide at least one meal for the team during the build season. I understand that parents can be a vital part of the team, and are a big help in getting many of the team activities accomplished. I will do my best to support my student and the team in this endeavor.

Parent Signature: _____

Date: _____ 2016/2017 School Year