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4 At The Events

A graphic consisting of a grey square with the word "Section" in a bold, black, sans-serif font at the top. Below the word is a large, white, bold number "4" centered within the square.

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4.1 OVERVIEW

This section provides a general summary regarding safety, mascots/uniforms, recommended items and equipment for teams to bring to competition events. 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.

4.2 FIRST SAFETY

Participants and team mentors must 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 can sometimes overshadow common sense and safety fundamentals. One safety area teams sometimes overlook is the need to wear appropriate clothing when working or being around the robots. In addition to the ANSI-approved, UL-listed, or CSA rated safety glasses required for eye protection, *FIRST* 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; and
- Wear gloves to protect hands and fingers when handling the robot or the robot crate; finger injuries are one of the most common injuries at events!

Please remember that fire extinguishers are available at the Pit Admin station and near the playing field. Please stay within your team's 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 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;
- Do not add music or other sound devices to the cart; and
- Put your team number on your cart so it can be identified by field personnel.

NOTE: Carts must be safe. They must be easy to control and maneuver, and pose no risk to bystanders. Carts identified as unsafe by Safety Advisors must be made safe before they will be allowed to be used.

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/unbagging 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

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.

4.4 STAFF / VOLUNTEER BADGES

At events, staff and volunteers will wear badges clearly marked with their title. 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 the field you will practice and with what teams. **TEAMS CANNOT SWITCH PRACTICE TIMES.**

4.5.1.1 Practice 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 (if a human player has apart in the current game) 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 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 when Qualification Matches begin, 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 matches on those days, you must queue up before the opening ceremony.** Matches begin immediately after the conclusion of the opening ceremony.

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.

4.5.3.1 Championship Agenda

As Championship approaches, important event information will be posted at: <http://www.usfirst.org/roboticsprograms/frc/championship-event>

4.6 LOAD IN PROCEDURES

4.6.1 Bag and Tag

This year, once again, all USA and Canadian FRC District and Regional Events will be Bag & Tag.

Don't know what Bag & Tag means? On 'Stop Build Day' - Feb 19th, all teams must stop work on the robot and seal it in a large bag (using a tag) that will be included in the 2013 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. The robot may not be unbagged, and 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 - Robot Transportation](#) 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 evening. See Championship Agenda, when published, for specific times. At least one of the five 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 Exposition Services (SES) 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 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 of the five permitted in the Pit) may use this time to check-in early to avoid the rush on Thursday morning.

SES (Shepard Expo Services) 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 your 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 no later than 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 2013 *FIRST* Robotics Competition Regional Events page: <http://www.usfirst.org/roboticsprograms/frc/regional-events>

4.7.1 Consent and Release Forms

We highly encourage all FRC team members to submit their Consent and Release forms 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 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 at the Kickoff event (if attending) and at every competition.

4.7.2 Event Check In Envelope

Upon receipt of your team's consent and release forms, each team will receive a registration envelope containing:

- Pit Map;
- Practice Match Schedule;
- Safety Captain Badge;
- Team List; and
- Operator Badges.

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

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 team's hard copy Consent/Release Forms;
- Check in and receive your check-in envelope, and badges. Review your event agenda for 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, injury, or other incident.

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

4.8.2.2 Pit Structure

FIRST personnel, event management, and/or local committee members will require teams to remove any Pit structure that is deemed unsafe or outside specifications.

4.8.2.3 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 case (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 for more information). NOTE TO NON-NORTH AMERICAN TEAMS TRAVELLING TO USA EVENTS – Batteries will be provided to you at the Spare Parts Station and will be labeled with your team number. Please DO NOT ship batteries within your crate.

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* rules, 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 help to make your official inspection go 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 4.5.1](#) 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 agenda 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 sections.

4.8.6.1 Approval, Liability and Security Coverage

- If your team would like to provide a mobile machine shop, please get *FIRST* approval and clearance prior to each event. Email: frcteams@usfirst.org to request approval prior to the Kickoff.
- Teams must provide liability coverage. Note that liability coverage at event venues vary, and specific venue policies may further restrict the use of team-provided mobile machine shops. Without the proper additional insurance certificate, the mobile machine shop cannot be used at the event. The requirements are:
 - Name *FIRST* as an additional insured;
 - Fax the certificate to 603-666-3907 Attention: Team Services; and
 - 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 for any loss nor 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 all teams have the ability to use the mobile machine shop and its tools/machines. (i.e. 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 the 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 others 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 as machinery easily lifted by one (1) person
Examples: Small 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 lifted by one (1) 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 4.2.2](#) for cart requirements.

4.8.9 First Aid Station

There will be a first aid station 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 and fill out an incident report.* 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 for maintaining competition schedules. Please 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 competing team members/mentor and robot when your team number is announced.
- Queue your team one-half hour prior to your matches at the Championship since there are no match announcements. Ensure 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 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 station 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 Closing 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 Bag and Tag system, please refer to the *FRC Administration Manual* [Section 5 - Robot Transportation.](#)

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 stairs/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 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, if seating is limited. 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 2013 FRC Administration 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[®].