



The Hitchhikers Guide To Robotics

***FIRST Robotics Competition Team 2059
2018-2019 Team Handbook***

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Section 1: Introduction

1.1 What is *FIRST*?

FIRST (**F**or **I**nspiration and **R**ecognition of **S**cience and **T**echnology) was founded in 1989 by inventor Dean Kamen. The international organization was created to inspire young people's interest and participation in science and technology. Its various programs aim to motivate young people to pursue education and career opportunities in science, technology, engineering, and math, while building self-confidence, knowledge, and life skills. In *FIRST*, students develop technical, teamwork, and leadership skills and are encouraged to practice **Gracious Professionalism**[®] and **Coopertition**[®], good sportsmanship in the midst of competition.

"Gracious Professionalism[®] is... a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community... At *FIRST*, Coopertition[®] is displaying unqualified kindness and respect in the face of fierce competition... teams can and should help and cooperate with each other even as they compete." - [FIRST's Website](#) (see link for more on each)

The *FIRST* program has four different program levels: Jr. *FIRST* LEGO League (Jr. FLL) for students 6-9 years old, *FIRST* LEGO League (FLL) for students 4th-8th grade, *FIRST* Tech Challenge (FTC) for students 7-12th grade, and the *FIRST* Robotics Competition (FRC) for students 9-12th grade.

The Hitchhikers is involved with the FRC program for high school students. Every January, FRC teams tune in to a *FIRST* broadcast that reveals the year's game challenge. Following the announcement, every team has six weeks and two days to strategize, design, build, program, and test a robot to play that particular game. In addition to building robots, students learn to

communicate their passion for science and technology through community outreach events, raise funds to support building the robot, and manage a budget. The FRC program caters to a wide variety of interest from mechanical engineering to programming to business and marketing.

For more information on *FIRST* and FRC, visit: firstinspires.org

1.2 Who are The Hitchhikers?

The Hitchhikers is a high school *FIRST* Robotics Competition (FRC) team located in Apex, North Carolina. Though we are affiliated with Athens Drive High School in Raleigh, we are a community-based team. We have students from all over Wake County, representing multiple different schools including Apex, Green Hope, Middle Creek, Enloe, Southeast Raleigh Magnet, and several homeschools.

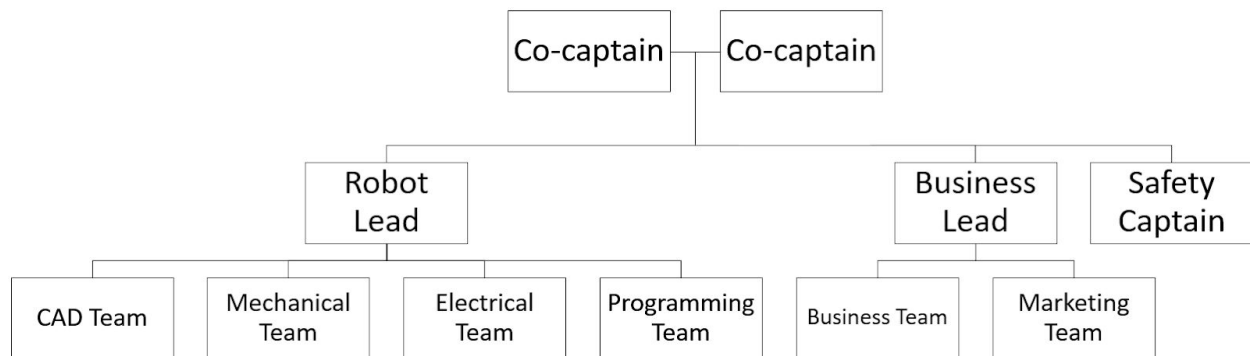
Founded in 2011, The Hitchhikers created its theme off of Douglas Adams' *The Hitchhiker's Guide to the Galaxy*. Students are strongly encouraged to read at least the first book in *The Hitchhiker's Guide to the Galaxy* series. Our marketing, branding, and team references will make sense to a student who has read the books, and they will be able to reply knowledgeably when other people who know the books make references to the series.

We are also a 501(c)3 non-profit organization, meaning we are tax exempt.

Mission Statement - To provide a unique hands-on STEM experience for our community by spreading the word of *FIRST* and promoting the ideals of our team: impacting our community with STEM, training students in technological and business skills, implementing those skills in school and future careers, and leading groups of people and professional projects.

Four Core Values - Impacting, Training, Implementing, and Leading
Motto - "Don't Panic!"

Section 2: Team Structure



2.1 Brief Overview

The Hitchhikers were founded with a strong belief in student leadership and we pride ourselves in allowing the students to take responsibility and lead the efforts of our team. We operate as a student-run team. The leadership structure we have in place not only allows our team to operate like a real business and have an effective communication chain in place, but also gives students experience to lead in a safe learning environment. All student leaders are expected to set a good leadership example and work together.

We have two Co-captains who oversee all of the different components of the team from the mechanical and programming projects to the marketing and business projects. Under the Co-captains are the Team Leads: the Robot Lead and the Business Lead. Team Leads oversee the sub-teams under their specified area--robot and business. Under the Team Leads are the Sub-Team Leads, who oversee the efforts of their specified sub-teams. Two other areas that do not exactly fit under our main areas are the Safety Captain and the Scouting Team.

2.2 Role of Co-captains

A Co-captain is the highest leadership position on the team. Their primary role is overseeing all aspects of the team. Their responsibilities are:

- ❖ Overseeing all aspects of the team
- ❖ Keeping the team on schedule
- ❖ Leading meetings
- ❖ Updating the Hitchhiker Calendar and Schedule
- ❖ Keeping track of the Point System (See Section 3.2)
- ❖ Sending emails out about upcoming events, outreach, and competitions
- ❖ Creating the scouting form used to record a robot's performance during a match, assigning scouting shifts, providing competitor information to the Drive Team throughout the competition, and talking to other teams about Alliance Selections
- ❖ Working with the Team Leads and Sub-Team Leads
- ❖ Communicating and consulting with each other
- ❖ Informing the coach of progress, setbacks, and issues

2.3 Role of Team Leads & Sub-Team Leads

Under the Co-captains are the Team Leads. Their primary role is overseeing the sub-teams under a specified area. Their responsibilities are:

- ❖ Overseeing the sub-teams under a specified area
- ❖ Keeping their sub-teams on track
- ❖ Informing the Co-captains about any progress, setbacks, or needs

The Sub-Team Leads report to the Team Leads. A Sub-Team Lead's main role is to oversee their area. Their responsibilities are:

- ❖ Overseeing their sub-team
- ❖ Working with the other Sub-Team Leads
- ❖ Informing their Team Leads of any progress, setbacks, or needs

2.4 Mentors

The Hitchhikers recognize the need for effective adult supervision, advice, and mentoring. Our adult mentors are very passionate about their profession, and they are more than willing to share their professional expertise and experience with us. We have several mentors--from engineers to programmers to business advisors--who advise us as we strive to achieve our collective goals. Mentors also advise in selecting leadership positions. Our lead mentor is called the "coach."

2.5 Sub-Teams

To split up the tasks on our team, we have several sub-teams who each focus on specific needs of the team. We expect all sub-teams to work together, not as silos, to accomplish the collective goals of our team. No sub-team is above another sub-team.

Robot:

- ❖ **CAD Team** -- Responsible for creating robot parts and models in CAD, helping any team efforts requiring CAD, and documenting efforts for future reference.
- ❖ **Mechanical Team** -- Responsible for fabricating and assembling the robot for competition, helping any team efforts requiring mechanical, testing and troubleshooting the robot with the Drive Team and documenting efforts for future reference.
- ❖ **Electrical Team** -- Responsible for wiring the robot for competition, helping any team efforts requiring wiring, and documenting efforts for future reference.

- ❖ **Programming Team** -- Responsible for programming the robot for competition, helping any team efforts requiring programming, testing and troubleshooting the robot with the Drive Team, and documenting and maintaining programs for future reference.

Business:

- ❖ **Business (Fundraising & Entrepreneurship) Team** -- Responsible for fundraising, finding sponsors, writing up grant submissions, maintaining relationships with sponsors (sending them regular updates on our team etc.), making/maintaining a business plan, budgeting, and bill of materials. They are also responsible for writing up and submitting awards such as the Chairman's Award and organizing outreach efforts.
- ❖ **Marketing Team** -- Responsible for creating/maintaining consistent imagery and team identity, making things to give out and have for the team consistent with *The Hitchhiker's Guide to The Galaxy* theme and our marketing/branding standards, and making videos such as Chairman's and promotional videos. Additionally, they are in charge of keeping our social media & website functioning and current (posting blog updates throughout the Build/Competition Season etc.), leading cheers at competitions, and organizing outreach efforts.

Other:

Two other areas that do not exactly fit into our two main areas are the Safety Captain and the Scouting Team.

- ❖ **Safety Captain** -- Responsible for ensuring safe practices throughout the year and keeping the material safety data sheet up to date. During competitions, they will have to take part in the Safety meeting, talk to

the judges about our safety program, and make sure our pit is clean, safe, and ready to show the judges.

- ❖ **Scouting Team** -- Scouting is how we get individual data on how each robot is performing throughout the competition. It is extremely important for Alliance Selections and strategy. The Scouting Team at each competition will be made up of students who are not on the Drive Team or Pit Crew.

Section 3: Team Procedures

3.1 Joining and Staying on the Team

New Members:

A student looking to join our team may join at any time provided there is a slot open. To be on the team, you must have read the Handbook and completed the necessary forms and turn them in on (or before) the date specified each year. Students must also keep up with their school work, commit to actively participate on our team, and follow our Code of Conduct.

Returning Members:

Returning students are held to a higher standard. To remain on the team, they must show leadership and growth from the previous season. Their participation in prior seasons will also be considered.

3.2 The Point System

While we recognize that no system we create can fully measure commitment, the Point System serves as a tool to help determine a candidate's commitment to the team. It also gives the Co-captains objective

data instead of just relying on recall and serves to discourage students from signing up for outreach events and training classes and not showing up.

As the amount of points a student can earn in a given year changes due to the number of meetings, training classes, and outreach events held, there is no minimum required number of points to earn for key roles.

The System:

Attendance at all meetings, training classes, and outreach events will be recorded. If you show up for a meeting, training class, or outreach event and are being productive (e.g. not playing games on your phone, not being disruptive to fellow teammates etc.), you get a point. Additionally, you must sign up on the Hitchhiker Schedule 24 hours before a training class or outreach event occurs to receive a point for it. This is to ensure that we have enough people to hold the event, and occasionally, there will be events that require knowledge of attendees beforehand or have limited space.

If you fail to show up for an outreach event or training class you signed up for and do not notify your Co-captains or instructor(s) at least 24 hours before the activity is to occur, then you lose 5 points.

You will not lose points for not attending meetings during the Build Season and the Competition Season.

Because the Co-captains are the ones using the data from the Point System, they will be responsible for keeping track of it. A student may ask the Co-captains directly to see his or her points, but they may not see another teammate's points.

On May 15th, the Point System for that year will reset as that is when the next leadership team must be all decided.

Exceptions:

Notifying the proper people 24 hours before will not excuse you from losing a point if the reason is that you do not feel like attending anymore or another such reason.

If something does happen the day of the activity that forces you to miss (e.g. you were in a car accident en route to the activity etc.), notify both Co-captains, and we will take it case-by-case.

Point Table at a Glance:

Point System	Build Meeting	Off-Season Meeting	Training	Outreach (See Section 6.7)
Sign up & attend	N/A	N/A	+1	+1
Sign up & miss without following proper procedures outlined above	N/A	N/A	-5	-5
Attend meeting	+1	+1	N/A	N/A

3.3 Selecting Co-captains, Team Leads, & Sub-Team Leads

Co-captains and leads have a big responsibility to oversee and lead the team. These positions must be earned.

Selection Process:

After each season, the current Co-captains will -- with the guidance of the mentors -- select new Co-captains that fulfill the leadership rules and requirements listed below to take responsibility of managing the team. This decision will be finalized and announced to the team by May 1st of that year via email.

After that decision has been announced, the new Co-captains will select the Team Leads, Sub-Team Leads, and Safety Captain and announce their decision by May 15th of that year.

The new student leadership team will officially take over immediately after the End-of-the-Year Party or an announcement email is sent out from the previous Co-captains.

Leadership Rules/Requirements:

Co-captains, Team Leads, and Sub-Team Leads will be chosen based on the following requirements.

- ❖ All student leaders must have been present and actively participated throughout the previous Off-season, Build Season, and Competition Season and adhered to safety protocol. To help gauge active participation on the team, the Point System (See Section 3.2) and the Hitchhiker Schedule (outreach attendance) is used.
- ❖ A leadership position demands a lot of time and commitment. All student leaders must have the necessary time and commitment to fulfill their duties and keep up with their school work and other activities.
- ❖ All student leaders must demonstrate a good understanding of how our team operates and what we stand for including our four core values: Impacting, Training, Implementing, and Leading.

- ❖ All student leaders must demonstrate a good understanding of *FIRST* and its values. *FIRST* is not just about the robots, though it is a huge part of the program. Business and safety play a significant role in *FIRST*.
- ❖ All student leaders must help with business when asked.
- ❖ All student leaders must have been with our team for at least a year.

If a candidate for a leadership role is found lacking in any of these areas, then they cannot be a Co-captain or a lead. All leadership positions may be held for two years. Although, a student may not hold two top (Co-captain, Team Lead, or Sub-Team Lead) leadership positions at the same time.

Exceptions:

If there are no qualified candidates, a student may hold a leadership role for more than two years. Likewise, a student who has been on the team for less than a year, if they are more qualified, may be chosen over a student who has been on the team for more than a year.

3.4 Selecting the Drive Team

The Drive Team typically consists of four students: the Drive Coach, Primary Driver, Secondary Driver, and the Human Player. They are responsible for coming up with match strategies, driving our robot during competitions, and representing our team on the field. Though all Drive Team members may be involved with creating match strategies, the Drive Coach is the Strategy Lead and will be the main one in charge of match strategy.

While all team members are held to a high standard, the Drive Team is held to an even higher standard. Drive Team members are expected to use clean language and to treat other teams and each other with kindness, respect, and humility. The Drive Team members must also look uniform in their

dress. They may opt to all wear the orange team jumpsuits (strongly recommended due to our marketing/branding) or all wear jeans and that year's orange Hitchhiker shirt.

The Drive Team members are huge representatives of our team because they have the most contact with other teams and their conduct is extremely visible during a match. For this reason, a violation of the expectations and responsibilities of the Drive Team may result in the student's removal from the Drive Team by the Co-captains in consultation with the team's coach. The Drive Team's responsibilities are:

- ❖ Driving the robot during competitions
- ❖ Working with alliance partners to develop a strategy for that match
- ❖ Communicating competitor information to the Team Representative (Co-captain)
- ❖ Communicating with the team about robot performance and issues
- ❖ Representing our team on the field
- ❖ Practicing Gracious Professionalism® (good sportsmanship in the midst of competition) at all times

Selection:

Sometime in September or October, the team will hold Driver Tryouts. The Co-captains will pick the Drive Team based on the character of the candidates along with the results of the tryouts, keeping in mind the attendance and commitment of each candidate (See Section 3.2). Any student may try out for the Drive Team. A student chosen to be on the Drive Team must be able to make it to all of our competitions.

After Kickoff, the Drive Team must pass a quiz on that year's game. This is to ensure that they understand the rules of the game and what is allowed.

The Co-captains will work with the Robot Lead and the Business Lead to develop the quiz.

3.5 Selecting the Pit Crew

The Pit Crew is responsible for maintaining and repairing our robot at competitions, keeping the pit area clean and ready for inspection, and taking the lead in assembling and breaking down the pit. They also have the responsibility to represent our team and talk to the judges when they come by.

The Pit Crew will be selected from those who know the robot the best and who best represent our team before our first competition of the season. Meeting attendance is also taken into consideration. The Co-captains will work with the Robot Lead to select the Pit Crew.

3.6 Discipline

The Hitchhikers will not tolerate inappropriate behavior including bullying, dishonesty, disrespecting fellow teammates or mentors, sabotage, not exhibiting Gracious Professionalism[®], and not following our Code of Conduct and Handbook. A student exhibiting inappropriate behavior will be given a warning regarding their conduct from their Co-captains or mentors. Their parents will also be notified. If inappropriate behavior continues, the student will be given a second warning. A third infraction will result in the student being dismissed from the team.

Section 4: GitHub

The team GitHub is the central location where all team programming projects shall be stored. The GitHub group team2059 contains code for robotics programming, scouting, the website, and more. It is a shared

resource for the entire team. All repositories are viewable to any team member with an account. In order to get invited to a group, one must first create a GitHub account and then ask an Organization Owner to be added.

4.1 Organization Owners

The coach, programming mentors, and current Co-captains must be group owners. Optionally, the current Programming Lead can be added as a group owner. These roles will be updated following the announcement of the new leads.

4.2 Repository Ownership

Any team member may create a repository for any team related projects they are working on. The repository creator is also the owner of that repository and can set the rules for how that repository is managed. No team member should make changes to repositories that they do not own or have permission to change. Changes include pushing to the master branch, editing the wiki, or any admin level permissions. Forking a repository or pushing to a newly created branch is allowed. The creator of a branch is owned by both the repository owner as well as the branch creator.

4.3 Organizations Groups

Group organization can be created to help manage group permissions. The programming team will have a new group created each year that will have admin permissions for that year's robot repository. There will also be a robot programming group that will have admin permissions to all robot code repositories. The current robot programming group will be a subgroup of this robot programming group so that they can change the code of old robots if needed.

Section 5: Team Expectations

5.1 Academics

School is important. We understand how much fun building robots and outreach events can be, but school takes precedence. We expect each of our students to keep up with their academic work. Any student struggling to keep up with their school work is encouraged to contact our mentors for assistance. Failure to seek help and keep up with school work may result in the student getting placed on temporary leave from the team.

5.2 Communication

Our main form of communication is through email. Each team member is required to check their email regularly. We also have a group Telegram that is used quite a bit during Build/Competition Season. It is highly encouraged that you ask to get added to the team chat.

5.3 Safety

The Hitchhikers take the safety of our students, mentors, families, and guests very seriously. To ensure that everyone has access to the proper personal protective equipment, we keep a box of safety glasses and gloves in Magrathea, our build space. We also keep a first aid kit available in the build room in case of an incident.

A messy workshop is unsafe to work in and makes it harder to find things quickly and easily. After each meeting, we require our students to clean up their work area and the machines used.

Each student is required to take an annual safety training, pass a safety quiz, and adhere to the safety rules. These rules can be seen posted in

Magrathea. If someone gets hurt, they must notify the mentors and Safety Captain and fill out an incident report.

Our Safety Captain ensures that all safety procedures are followed. Anyone who does not follow the safety rules will be given a verbal warning first. A second violation of the rules will result in the student being sent home.

Safety Rules (as posted in the build room):

1. Remember, Safety First! Emergency phone # 911!
2. Conduct:
 - a. No horseplay.
 - b. Music, talking, etc. should be kept to normal conversation levels.
 - c. First Time Right.
 - d. Know the proper procedure when accomplishing a task. If unsure, ask.
 - e. Do not operate any machinery while impaired, i.e. under medication, tired, distracted, (using phones, PDAs, iPods), etc.
 - f. All injuries must be reported and an incident report filed.
3. Gear (Personal Protective Equipment, PPE):
 - a. Safety glasses must be worn at all times.
 - b. No open-toed footwear allowed.
 - c. Secure loose clothing, hair, etc. prior to operating machinery.
 - d. Wear additional safety gear such as gloves, ear plugs as necessary
4. Tool Use:
 - a. Use the correct tool for the job.
 - b. Do not use a tool other than for its intended purpose and always with the proper safety guards, shields, etc. in place for that tool.
 - c. Do not operate any equipment unless you are authorized to use it.
 - d. Observe "two man rule" when using power equipment.
 - e. Do not use a tool with a worn or damaged power cord.

- f. Always check for correct setup of a tool prior to operation.
 - g. Do not touch moving tool parts.
 - h. Servicing of equipment shall be done in accordance with safety manual procedures.
5. Housekeeping:
- a. Tools should be properly stowed when finished with them.
 - b. All work areas will be kept clean and neat.
 - c. Build room must be presentable to sponsors at all times.
 - d. Food allowed in designated areas only; all refuse to be removed daily.

5.4 Couples

If an inter-team or intra-team romantic relationship develops or continues while on the team, we expect those people to follow certain guidelines at all robotics activities. All couples should not appear as a couple and should focus on the team and not on the relationship. Inappropriate displays of affection and flirting are strictly prohibited at all times. If the relationship inhibits the productivity of the individuals in the couple or a fellow teammate, the Co-captains or mentors may ask those people to leave.

5.5 Teamwork

We are a team, and we expect our students to work as a team. A good team does not point the blame at each other and make excuses for their mistakes and failures. A good team recognizes that they win and lose together. They do not hide their errors but admit and learn from them. They encourage and help each other out. We expect all of our students to be a good teammate and to work with integrity.

5.6 Meetings

Our meeting schedule varies depending on the time of year. During the Build/Competition Season (Jan-April), the team will meet on most days. Meetings in the "Off-season" (whenever Build/Competition Season is over) will be determined by need. Our meeting schedule will be sent out by the Co-captains.

The first 5 minutes of each meeting in the Build/Competition Season will be a "stand-up meeting" run by the Co-captains. This part of the meeting will be where each Sub-Team lead gives a short description on what they did the previous day, what they plan to do that day, what roadblocks stand in their way, and safety precautions to consider.

5.7 Outreach

One of the most important things we do as a team is community outreach. It is a way to promote our team, spread the message of *FIRST*, and build connections with our community. All team members are required to participate in our various outreach events. Outreach events include robot demonstrations, presentations, camps, community service, fundraisers, and FLL (*FIRST* Lego League) competitions. Students must sign up on the Hitchhiker Schedule 24 hours in advance if they plan to help out with an event as well as attend to receive credit for helping out with it.

5.8 Competition

Since *FIRST* North Carolina moved to a district model, the majority of our competitions are a 30 min - 2 hour drive away. We participate in 2 district events (competitions) each year. If we qualify, we may also attend the NC State Championship and World Championships. Competitions are fun, but they require a lot of time, energy, and work. Below are some general rules and requirements for our team members at competitions:

- ❖ **Scouting (See Section 2.5)** -- If you are not on the Pit Crew or Drive Team, you are required to do at least one shift of Scouting. It may not seem as exciting as driving the robot, but it is equally as important.
- ❖ **Cheering** -- Each member is required to cheer on our team and our alliance at competitions. We do not expect you to be jumping up and down, yelling at the top of your lungs, but we do expect you to pay attention and cheer to the best of your ability during our matches.
- ❖ **Pit** -- If you are not needed in the pit (i.e. if you are not a Co-captain, Pit Crew, or Drive Team member), do not be in the pit! There is limited space in the pits, and this will prevent unnecessary crowding.
- ❖ **Conduct** -- A team member's conduct reflects on our team, our sponsors, and Athens Drive High School. Team members are required to be on their best behavior during competitions. We expect each member to practice good safety, Gracious Professionalism[®], and help out where needed on our team and other teams. Unkind talk about fellow teammates or other teams will not be tolerated.

5.9 Student/Parent Participation

FRC is an extracurricular activity that requires a significant year-round time commitment. All team members are required to participate in meetings, outreach events, training classes, and competitions.

Student Involvement:

While students are not required to attend every team activity, keep in mind that attendance and commitment will factor into remaining on the team for the next year, your chances of getting a leadership position, and getting picked for other roles like Pit Crew and Drive Team.

Students are required to participate and contribute to the team during the Off-season as well as in the Build Season and the Competition Season. We also require each student to help with a minimum of 4 outreach events and attend at least 1 competition per season. We require our students to help out with any fundraising for our team and any writing for the Chairman's submission if asked. Though it is mainly the responsibility of the Business Team to write Chairman's up, it is the responsibility of the whole team to help out.

Parent Involvement:

Our students' parents play a significant role on our team. Without their support, The Hitchhikers could not exist. There are a few expectations of our parents:

- ❖ Complete and submit the necessary forms and dues on time
- ❖ Attend parent meetings
- ❖ If their student's behavior violates our Code of Conduct, parents may be called to pick their student up
- ❖ Parents are required to help out with the various aspects of the team: mentoring, arranging travel, building field elements, transporting robots and materials for demos etc.

5.10 Dress Code

Every student should wear appropriate closed toe footwear to robotics activities and clothing that is free from language or graphics that are discriminatory, profane, or political in nature; depict violence, illegal substances, or alcohol.

Outreach:

During all outreach events, team members must wear an orange Hitchhiker

shirt, preferably the most recent year's design with pants. Community service is the only exception where team members may opt to wear something else to avoid ruining their team shirt.

Competitions:

During all competitions, team members must wear the current year's orange Hitchhikers shirt preferably with blue jeans. The Hitchhikers hoodie is also strongly encouraged to replace any personal jackets.

5.11 Code of Conduct

1. Understand and follow the Handbook guidelines, policies, and requirements.
2. Practice good safety and adhere to safety rules.
3. Use clean language.
4. Show good sportsmanship. Do not intentionally harm another team, and exhibit Gracious Professionalism®.
5. No PDA.
6. Have respect for the team, its members, leaders, and mentors.
7. Encourage and support teammates at all times. Members should never blame a teammate for a bad play or a loss. A successful team works together and wins and loses together.
8. Respect the Optimist Farm property, keep the property clean, treat the land as if it was our own, and stay near Magrathea (our build space).

Section 6: Contracts

Below is a list and short description of our team contracts:

- ❖ **Student Contract** -- This contract outlines the expectations of the students on our team.

- ❖ **Student Consent and Release Form** -- This contract outlines the risks that come from being on our team, asks for various permissions, and includes the medical form.
- ❖ **Optimist Club of Raleigh Facility Waiver** -- The Optimist Club of Raleigh have graciously given us our current build space. This contract is a release of The Optimist Club of Raleigh's liability for any property loss, damage, or bodily harm that may occur on their property.
- ❖ **Mentor Contract** -- This contract outlines the expectations of the mentors on our team.
- ❖ **Coach Contract** -- This contract outlines the expectations of the coach on our team.

All students, whether new or veteran, must complete and turn in the Student Contract, the Student Consent and Release Form, and the Optimist Club of Raleigh Facility Waiver.

Anyone who plans to mentor our team must complete and turn in the Mentor Contract and the Optimist Club of Raleigh Facility Waiver. The Coach must complete and turn in the Coach Contract and the Optimist Club of Raleigh Facility Waiver.

FIRST also has a few unique contracts that we may ask people to fill out as necessary.