

Coaches' FTC Championship Checklist & Guidelines

Please make sure that everything you and your team bring to the tournament is well labeled with your team's number and the appropriate individuals' names.

Required in advance:

- Confirm contact email with tournament directors as early as possible before tournament (nick.brandt@intel.com , kevin.w.rudd@intel.com).

Recommended in advance:

- There are specific programming requirements that must be met to compete; ensure that you have the correct Master Code, Easy C/MPLAB, and Competition Template. Review <http://www.usfirst.org/community/fvc/content.aspx?id=6650> for the latest information.
- There will be four robots in the arena which results in bumping. This implies some robot hardening is necessary.
- Review the FTC Game Rules. <http://www.usfirst.org/community/fvc/content.aspx?id=962>
 - The team is responsible for knowing all of them. We recommend you carefully review the following:
 - 2.2.4 General Game Rules- <G5> and <G9>
 - 2.4.5 Quad Quandary Specific Game Rule <SG6> & Robot Inspection Checklist Appendix 4
- Review 6.3- Courtesies and Rules: Elect a Safety Captain & Robots in pit must be tethered. Exception: You can and are encouraged to bring your own food. We'll let you know if concessions will be available.
- Gracious Professionalism – Review 1.4

Required:

- Your team's robot and your team's Engineering Notebook.
- The rest of the parts from the kit that your team used to build its robot.
- Vex battery charger and extra Vex rechargeable batteries.
- A computer and cable to program your robot.
- Something to carry your robot in from place to place or a wheelie cart.
- FIRST Consent and Release Forms signed by parent or guardian (if under 18). (Turn them in at the registration desk.).
- Printed copies of your robot's programming.
- Safety Glasses for everyone on the team including adults in pit and arena area and judging hallways.**

Optional:

- Sack lunch for each team member. We encourage bringing sack lunches to ensure that your team stays on schedule.
- Camera., Snacks, Trinkets to share with other teams (buttons, stickers, etc.), Pit decorations.
- There will a limited number of pay phones or no pay phones at all; cell phones are helpful.

What NOT to bring:

- Valuable items such as jewelry, video games, CD players. The tournament is not responsible for lost or stolen items.
- Anything dangerous or that would detract from the fun educational nature of the event.