

Team 6153: The Blue Crew

Team Handbook



Introduction

We are The Blue Crew and we are a not-for-profit robotics team based in Farmington, Maine. We mainly operate out of Mt. Blue Campus and are headed by lead mentor Mr. Richard Wilde. This handbook will give you all of the tools you will need to be successful on this team. This book includes our policies, requirements, and more.

Our Goal

Our goal as a team is to spread STEM (Science, Technology, Engineering, and Mathematics) values in our local community here in Franklin County to help create the next generation of problem solvers and thinkers. We believe that it is key to aid the next generation of problem solvers here in Western Maine to continue down the path of STEM.

Our Story

In the summer of 2015, a senior at Mt. Blue High School met some students who were a part of a FIRST robotics team in a neighboring school district. Inspired, he gathered a group of friends together and went to an off season meet, Mainely Spirit, hosted by team 2648. After seeing FIRST robotics in action, the five of them were hooked. Over the next few weeks, they created a budget and pitched it to the school's computer technology teacher, who agreed to be the team's mentor. Word spread throughout the school, and now Blue Crew has 18 members and 2 mentors.

Blue Crew is based at the Mt. Blue Campus, and has access to Foster Career and Technical Education Center's vocational education facilities. This gives our team a distinct advantage: at our school we have access to a state-of-the-art composites manufacturing facility, various welding and machine shop tools, multiple 3D printers and a CNC machine, as well as complete access to the Robotics classroom.

What makes Blue Crew different from other teams is how it was founded. While many teams are created by a school as an effort to increase STEM curriculum, Blue Crew is completely student driven, and has been from the beginning. Students organized the visit to an off-season meet. Students created a budget and sought mentors. While we do have mentors that are instrumental in the success of our team, as well as the education of our members, Blue Crew takes FIRST's mission to create leaders one step further.

Our Teams

FIRST Robotics Competition (High School)

We operate a FRC team for high school level kids who are interested in STEM values. Together, we build advanced robots to complete the game at hand. Every year, a new game challenge is released and we then have a six-week build period to build the best robot we can to compete at competition.

FIRST Lego League (Middle School)

We help our local middle school to have a FLL team by having some of our FRC team members help mentor the FLL team. FLL is a wonderful program that teaches kids the importance of STEM early on before they have the chance to join our FRC team.

Joining the Team

Eligibility

- Turn in the contract at the end of this handbook.
- Comply with all team and school rules.
- Participate with the team throughout the **entire** year.

Joining

If you would like to join the team, then you can just attend any meeting and we will help you the rest of the way. We also would request that you email our lead mentor Mr. Richard Wilde (wilde@bluecrew6153.org)*.

* If You Have Already Attended a Team Recruitment Meeting Then You Can Ignore This.

Communication

Email

Once you join the team, your email as well as your parents email will be added to an email list where you and your parents will receive important notifications about the team and events.

Slack

Once you join the team, you will also be invited to our Slack group via email. Slack is our preferred platform for member-to-member, subteam, and team communication.

Phone

This will only be used to contact you at events in emergency situations.

Requirements

Out-of-State Events

In order to attend an out-of-state event, you must complete 20 hours of fundraising as well as 20 hours of team time*. Fundraising events are specifically designated events such as helping operate the root beer float stand, talking with sponsors, and more. Team time is time that is spent working with the team on anything not related to fundraising such as attending meetings and working on the robot. All hours attended will be kept on record and members who have attended more than the required amount will have a greater chance of attending events with limited spots available.

If you did not complete your 40 hours of team-related work, then you will have the option to pay to go, although this is greatly discouraged. We try to fundraise so money is not a barrier for anybody who wishes to be a part of the team.

* This May be Waived in Certain Cases to be Decided by the Team Leadership & Mentors.

Fundraising

Events that count as fundraising are events in which we raise money on the team's behalf. Some events that count as fundraising are outlined below.

- Operating the Root Beer Float Stand
- Operating the School Store
- Acquiring Sponsors*

* Only When Approved by the Team Leadership

Team Time

Team time is time where you work with the team. Some examples are listed below.

- Attending Meetings

- Attending Season Meetings
- Working on Approved Robotics Work Outside of Meetings*
- Helping to Mentor our FLL team

* Only Work Approved by the Team Leadership & Mentors Beforehand Will Count.

Events

If you do not complete your 40 hours of team-related work, you can still attend events within The State of Maine. If you complete your 40 hours of team-related work, you will be able to attend a second qualifying event that may be outside of The State of Maine. In years that we attend The New England District Championship Event, a group of 16 members which include at least 2 mentors will attend and on years that we attend The World Championships, a group of 12 members which includes at least 2 mentors will attend. The number of available slots on a trip may change at the leadership and mentors discretion. In years we attend The New England and World Championship events, members in valuable positions determined by the mentors and leadership will be listed first and then subsequent members that have the highest number of total hours.

Hours Reset

Effective on every June 1st, an "hours reset" will occur in which you will start to gain hours to count towards trips again. This means your previous hours will be discarded as the new robotics fundraising season begins.

Team Positions & Subteams

Subteams

Build

The build team is in charge of building the robot and other various build projects.

Design

The design team is in charge of designing anything the team needs like the robot.

Software Engineering

The software engineering team is in charge of making sure the robot runs and functions properly by using code.

Drive

The drive team is in charge of driving the robot.

Safety

The safety team is in charge of keeping members safe, preparing for medical emergencies and preventing medical emergencies.

Business

The business team is in charge of all team-related business ventures and all of the team finances.

Operations

The operations team is in charge of ensuring that everything goes smoothly at events and all of the time in general.

Social Media

The social media team is in charge of letting people know who we are and when we are doing events.

Spirit

The spirit team is in place to cheer the team on at events and to promote our team in a positive light.

Team Positions

- Senior Team Captain(s)
- Junior Team Captain(s)
- Build Director
- Design Director
- Software Engineering Director
- Drive Director
- Safety Director
- Business Director
- Operations Director
- Social Media Director
- Spirit Director

Meeting Rules

Meeting Times

Meetings will generally occur every Tuesday at 5:30 PM in Mr. Wilde's room unless stated otherwise. These meetings are mandatory and attendance will be kept. If you cannot attend a meeting please let a mentor or captain know ahead of time.

General Courtesy

At meetings the agenda should be followed first, and then after the agenda is complete, members will have the chance to speak about topics not on the agenda. If you have a topic you would like on the agenda, please speak with the operations director as they are in charge of the agenda.

You must listen to others at the meeting while they are speaking and not interrupt. Please take all ideas into consideration before dismissing them. If it is needed, a vote may be called but ultimately, the decisions are made by the mentors and the leadership.

Safety

General Rules

1. You must always wear safety glasses while working with the robot and/or dangerous machinery.
2. You must always wear ear protection while using or near loud machinery.
3. Use of open toed shoes are not permitted.
4. Follow the safety protocols of FIRST.
5. Know what you're doing when working with tools.
6. Your hair should always be up for people with long hair.
7. You should always know where the first aid kit is in case of emergency.

Travel Rules

General

Please respect rules and curfews placed by team mentors and adults. It is important that everyone complies with these so we can keep everyone safe.

In addition, you will be expected to behave in a manner that would be accepted in school. If you do violate any school handbook policies during your travels with the robotics team, you may be subjected to disciplinary action through the administration at Mt. Blue Campus. Any violation of the school handbook is considered the responsibility of a mentor to present to the administration. An exception can be made to this, in the event that the physical or emotional well being of a member was jeopardized during a trip.

Banned Activities

- The possession or usage of Illicit substances (not including prescribed medications)
- Engaging in sexual relations
- Carrying Weapons

Guidelines for Travel

- Follow school policies and the law.
- Adults should know where you are at all times.
- Before leaving to go any place, let an adult know beforehand and you must go in at least a group of two people.
- You must get a blue slip signed well in advance, before attending any trip.

Failure to Comply

If you fail to comply with the rules pertaining to banned items/activities you will be immediately dismissed from the team. If you fail to comply with the guidelines for traveling with the team, you will receive a warning. A second warning will result in the consideration of your dismissal from the team.

Contact

Coach - Richard Wilde - wilde@bluecrew6153.org

Team Captain - Benjamin Andrews - ben@bluecrew6153.org

Junior Team Co-Captain - Matthew Gallant - matt@bluecrew6153.org

Junior Team Co-Captain - Christopher Marshall - chris@bluecrew6153.org

Business Director - Andrea Jones - andrea@bluecrew6153.org

Operations Director - Hallie Pike - hallie@bluecrew6153.org

Authority of the Handbook

The rules and policies set forth in this handbook are binding and must be followed by all team members. The handbook is subject to change at anytime and all members will be notified of the change.

Student Contract

By signing below, I acknowledge and understand all points listed below:

- I have read the handbook and agree to comply with all of the policies outlined within.
- The equipment used by the team may be dangerous and could cause harm if used incorrectly. I know that I am not allowed to use any equipment until trained on how to use it safely.
- I agree and consent to allow my photographs, name, or comments to appear in media related to the team.
- I understand that violation of any of the policies is punishable to and including dismissal from the team.

Student Name

Student Email

Student Cell Phone Number

/ /

Student Signature

Date

Parent Email (If Student is Under 18 Years of Age)

/ /

Parent Signature (If Student is Under 18 Years of Age)

Date