



EVENT CHECKLIST DETAILS

Team Roster

- The Team Roster is a document that lists the student team members and mentors for a *FIRST* Tech Challenge team
- Main and Alternate contacts can access and print the Team Roster from their *FIRST* Dashboard
- Main and Alternate contacts **MUST** both be identified for the team and pass Youth Protection Screening in order to access the Team Roster
- **Every team must submit a printed Team Roster at event Check-In for every event team attends, or they team will not be allowed entrance to the event**
- If any students or mentors are not listed on the Team Roster electronically, the Main or Alternate Contact must "pencil in" the names of the students and mentors on the bottom of the Team Roster (blank lines are provided) and attach a completed paper copy of the Consent and Release Form for each student or mentor who has not completed the forms electronically

FIRST Consent and Release Form

- A completed and signed *FIRST* Consent and Release Form for each student, coach, and mentor is required
- Each student participating at a Qualifying and MA State Championship Event must have a signed *FIRST* Consent and Release Form completed and signed by a parent or legal guardian
- Students, coaches, and mentors cannot participate in the event without a signed Consent and Release Form
- These forms are available electronically via the *FIRST* systems or by special request only, paper copy. Please contact drose@firstinspires.org to request a paper version

of the form, with a brief explanation as to why the request is being made (i.e., why the electronic form cannot be completed)

Engineering Notebook

- Teams may choose to record their season with either a handwritten or an electronic Engineering Notebook.
- If using an electronic Engineering Notebook you must bring a PRINTED COPY.
- Judges will not review online versions. See, for full details.

Control Award Submission Form

- To be considered for the ARM Control Award Teams must submit a Control Award Submission Form
- See [Game Manual 1](#), section 9.2.2. for full details
- See [Game Manual 1](#) Appendix N to access the Control Award Submission Form

Face Masks

- Masks must be worn covering both the nose and mouth at all times at in-person events by BTI staff, volunteers, team members, and attendees.
- Failure to comply will be considered grounds for expulsion from the event. *Please don't let this happen to you!*
- Judging rooms will be limited to no more than 15 youth team members (no mentors) with 6 ft. distance maintained between team and judges
- During the BTI event registration process, coaches/mentors were required to agree to the season mask requirement for all team members. You can review BTI's [COVID-19 Policy](#) for full COVID-19 Health and Safety details.

Safety Glasses

- *FIRST* requires all Teams bring and supply ANSI Z87.1 certified safety glasses for their team members and guests at each competition event attended.
- Regular glasses and sunglasses do not qualify as safety glasses.
- Team members or spectators that wear prescription glasses must wear safety goggles over them or attach safety side shields.

- Tinted lenses are allowed as long as Event personnel can see the volunteers, spectators, or team member's eyes through the safety glasses. Deeply shaded safety glasses used are not acceptable.
- Students, adult team members, and guests must wear eye protection while working on the Robot, when observing Robot building/repair work, while in the Pit Area, and in the Competition Area.

Alliance Markers

- The Alliance Marker Template can be found here in the [DIY Resources](#)
- [Game Manual 1](#), **General Robot Rule <RG06> Alliance Marker -**
Robots must include a Team supplied, Alliance specific marker on two opposite sides of the Robot to easily identify which Alliance a Robot is assigned to. The Alliance Marker must be displayed on the same side of the Robot as the Team number, within a 3" distance of the number. The Alliance Marker must be visible to the Referees during a Match.
 - a. The Red Alliance Marker must be a solid red square, approximately 2.5 inches x 2.5 inches (6.35 cm x 6.35 cm) +/- 0.25 inches (0.64 cm).
 - b. The Blue Alliance Marker must be a solid blue circle, approximately 2.5 inches (6.35 cm) +/- 0.25 inches (0.64 cm) in diameter.
 - c. Both Alliance Markers must be removable in order to swap them between Matches.
 - d. The Alliance Marker must be robust enough to withstand the rigors of Match play. Example robust materials include: 1) Alliance Marker template printed and laminated; mounted on poly-carbonate sheet, wood panel, metal plate,