

# FRC 2023-2024 Student Handbook

Team #4135

The Iron Patriots



[www.beyerrobotics.org](http://www.beyerrobotics.org)

## Contents

1. What is FIRST?.....	3
2. FIRST Robotics Competition (FRC).....	3
3. FIRST Philosophy.....	3
4. Team Membership.....	4
Team Membership Criteria.....	4
Full Time Membership Criteria.....	4
4. Team Organization.....	5
Student Leadership.....	5
Team Co-Captains.....	5
Sub-Team Captains.....	5
Sub-Teams.....	6
Mentors.....	7
5. Team Seasons.....	7
6. Competitions and Travel Team.....	8
Travel Team Positions.....	9
Team Roles.....	9
Supporting Team Members.....	9
7. Grades.....	9
8. Awards.....	10
9. Behavior.....	10
10. Consequences.....	10
Enforcement of Policies.....	11
11. Team Code of Conduct – General Expectations.....	11
12. Workspace Rules.....	12
13. Competition Travel Rules.....	13
14. Team Dress Code Rules.....	13
15. Communication.....	13
16. Contact and Final Notes.....	14
Team 4135 Student Contract.....	15

## 1. What is FIRST?

---

*For Inspiration and Recognition of Science and Technology* (FIRST) is an international youth organization that operates the *FIRST Robotics Competition* (FRC), *FIRST Tech Challenge* (FTC), *FIRST LEGO League* (FLL), and *FIRST LEGO League Jr.* (FLL Jr.). It was founded by Dean Kamen (inventor of the Segway) and Woodie Flowers in 1989. FIRST's expressed goal is to develop ways to inspire students in engineering and technology fields. For more information, visit <http://www.firstinspires.org>.

## 2. FIRST Robotics Competition (FRC)

---

*FIRST Robotics Competition* is an international high school robotics competition. Each year, teams of high school students, coaches, and mentors work from the first Saturday in January to their first competition to build game-playing robots that weigh up to 125 pounds (most seasons). The robots that are built will compete in regional competitions which require certain tasks to be completed in order to score points. The game changes yearly, keeping the excitement fresh and giving each team a more level playing field. While teams are given a standard set of parts, they are also allowed a budget and encouraged to buy or make specialized parts.

Each January the FIRST Development Committee releases a new game and we build a robot to compete in that game. Teams are allowed until their first competition to design and build a robot for the competition. Regional Competitions begin in March and go into the month of April. The FIRST Championship (qualification only) takes place at the end of April. Besides the robot competition, there are many other aspects of FIRST Competitions. Awards are given for design concept, robot function, team spirit, exhibiting gracious professionalism at a competition, safety, and spreading information about FIRST to the community, the most notable among them the Impact Award and the Engineering Inspiration Award. The Impact Award and the Engineering Inspiration Awards also allow the teams to advance to the FIRST Championship.

## 3. FIRST Philosophy

---

The philosophy of FIRST is expressed by the organization as Coopertition and Gracious Professionalism. Gracious Professionalism is a way of working together that encourages high-quality work, emphasizes the value of others, and respects individuals and the community. Coopertition is founded on the concept and a philosophy that teams can and should help and cooperate with each other even as they compete.

## 4. Team Membership

---

Our team is open to all Modesto City Schools high school students. The Iron Patriots is a Varsity Team with a significant time commitment including meetings, workshops, events and outreach. Students must be reliable, responsible, and able to work independently and safely in a metal shop. Students must be in good academic standing with a 2.0 and no grade less than a D . School work comes first!

Members are expected to be on-time, responsive to mentors and other adult volunteers, be eager to work and clean up, and have a positive attitude. Everyone is expected to help with fundraisers including our Spaghetti Dinner, our annual FLL tournament, and attend outreach events throughout the year.

Students join the team by attending the required parent and student meeting in early September and registering on our team roster and FIRST. Late-comers are allowed with captain approval. The last day to join the team is the second Saturday of build season, Saturday, January 13th 2024.

### Team Membership Criteria

ALL team members must meet all criteria below to stay on the team.

- Turn in all required forms by the designated deadline. This includes permission slips, fundraising materials, FIRST registration, etc.
- Take and pass the tool ID test with 80% or higher. Pass the safety quiz with 100%.
- Notify the captains and your sub-team captain of any absences on discord with at least 12 hours notice.
- This is a varsity team, the expectation is students will attend every build session in January and February.
- Students who miss 2 weeks in a row without notifying captains will be assumed dropped and will need to have coach approval to come back.
- Sign in and out of every meeting. If you don't sign out, hours will be **voided**.
- Maintain contact with captains on discord and respond promptly when asked.
- Join Discord, this is our main method of communication.

### Full Time Membership Criteria

Full Time membership requires all of the criteria above, plus:

- Attend 85% of regularly scheduled build season meetings along with the kickoff meeting
- Participate in fundraising events
- Participate in at least 3 outreach events

Full time members will be eligible for:

- Consideration for travel team
- Leadership positions following their first full year (2nd full season)
- Varsity letters after two years of full time membership
- Graduation cords after 3 years of full time membership

## 4. Team Organization

---

Team leadership consists of the coaches, team co-captains, and sub-team captains, and mentors.

### Student Leadership

Student leadership consists of the team co-captains and sub-team captains. Student leadership will regularly meet with coaches and/or mentors to address upcoming events, any issues that arise, or improvements for the team. Any sub-team captain position may be split between two people to reduce the workload for teaching purposes. No leadership position is automatically granted a spot on the travel team.

All student leadership positions must have been a full-time active team member the previous year. If no such person is suitable for the position, it will be dealt with on a case-by-case basis.

### Team Co-Captains

At the conclusion of the competition season, the team coaches, with input from the mentors and current captains will choose the team co-captains for the next school year. Their decision will be based on commitment, involvement, and qualifications. Candidates must be a full-time member and should have held a sub-team captain role or have shown leadership in other areas. Students interested in the co-captain role will submit an interest application at the end of the build season. Team captains **can not** also serve as a sub-team captain.

Responsibilities of the team co-captains will include the following:

- Ensuring the team is a safe and welcoming environment for all members.
- Keeping the team together and on track. Team leadership has the authority to make final decisions and to set and enforce deadlines for the team. The team co-captains are expected to lead each meeting, work with the sub-team captains, know what the various parts of the team are doing, and ensure team members are acting responsibly .
- Communicating with the team and mentors.
- Working with parent volunteers to ensure all people involved know what is going on.
- Reviewing and approving materials written on behalf of the team, especially for awards.
- Engaging all team members during the season.

### Sub-Team Captains

Members interested in a sub-team captain position must apply for it by completing the application distributed by the team co-captains. If the member is interested in keeping their position as a sub-team captain, they must reapply for it every season, but are not guaranteed automatic acceptance.

Sub-team captains are expected to have experience with the sub-team and to make sure that new members of the team are exposed to what the sub-team does. If new members are interested, sub-team captains will help provide the relevant training. Sub-team captains must coordinate with the team co-captains and other sub-team captains as to what the sub-team is required to do. Sub-team captains are required to be actively working during every meeting and

are responsible for assigning duties to keep all members of their sub-team actively involved. Sub-team captains are expected to serve as an example and to always display exemplary behavior.

### Sub-Teams

- **Business:** This sub-team is responsible for promoting STEM in the community, advertising the team, organizing events, writing and submitting awards, and helping to secure funding (donations or sponsorship) for the team. Members of this division also manage our social media sites and our website, take photographs, create graphics and videos for team presentations
- **CAD:** The CAD (Computer-Aided Design) team is responsible for creating a 3D model of the robot design that will serve as a blueprint for the construction of the robot. They may also be responsible for designing/fabricating custom parts for the robot using industrial tools such as the plasma cutter or the laser cutter.
- **Drive:** This sub-team is responsible for driving the robot at competitions and at presentations. They also take the lead in developing a drive strategy for the competitions.
- **Electrical (Wiring):** The Electrical Team wires the robot and creates any pneumatic systems needed. They take the mechanical systems designed and fabricated by the Mechanical Team and make them controllable.
- **Mechanical:** The Mechanical Team uses part drawings and industrial machines to build and assemble the robot as a whole.
- **Procurement:** The sub-team is responsible for inventorying new parts/tools, as well as ordering new supplies and writing BOMs (Bill Of Materials). They are supercritical for organization.
- **Programming:** This sub-team programs the robot itself. Their work centers on using object-oriented programming in Java. They collect sensor data such as that from gyros, hall effect sensors, and limit switches. They use this data in their program to download onto the robot autonomous routines and teleoperated code.
- **Safety:** The Safety Team is responsible for ensuring the team's safety in the shop, around the robot, and at competitions. They keep track of all safety violations, and make sure everyone is prepared in case of the event of an emergency. At competitions, they talk to members of other safety teams about how others promote safety within their own teams. Safety captains should also create a safety binder, a safety plan, and encourage all team members to get safety certified in first aid and CPR.
- **Scouting:** The Scouting Team researches events/competitions and the teams which will be competing at them. They are responsible for reaching out to these other teams and organizing scrimmages. At competitions, they "scout" for good teams, either by visiting the pits or recording them in the competition, using a pre-made system unique for each year's competition. Scouting captain is responsible for making sure that **every** team member has a job at the event, either assigned by the captain or as a volunteer.

*At the beginning of the season, seven sub-teams will work until a robot design is officialized. They are as follows.*

- **Business**: This sub-team will begin working on projects and start documenting the build season or begin other activities the Business Team Captain sees fit.
- **Mock-Field**: This sub-team will work on constructing certain elements of this year's game field. Many of the members of the mechanical team will be pulled into this area.
- **Procurement/Clean-up**: This sub-team will work on cleaning the shop and inventorying parts. Their goal is to have the shop in its ideal state once the robot design is finalized.
- **Design Team**: The Robot Refinement sub-team will consist of the Team Co-Captains and other team members chosen by leadership with expertise and knowledge of the rules and expectations of the game. These people will be pulled from several other sub teams. This group will discuss scenarios and determine what design is best.
- **Programming**: This sub-team will begin a mock up of the code needed for the season's game. A general outline is necessary to ensure minimal time between wiring and drive-testing
- **CAD**: This sub-team will work closely with the Design team to create a 3D model of the robot and each working aspect.
- **Wiring**: This sub team will work on setting up fast connect wires and wire extensions.

## **Mentors**

Mentors are adult volunteers who donate a great deal of their time and effort to help the team. Students should actively listen to all advice and suggestions that Mentors offer. They bring vast experience and knowledge without which our team would not be where it is or be able to grow in its abilities to be competitive.

## **5. Team Seasons**

---

### **Off Season: September - December, Wednesdays after school\***

This is where new students get an introduction to the team and sub-team options, robot basics, competition strategies. All students will be trained on tools and will need to pass a tool identification quiz and safety quiz. Returning students lead meetings, and work on development projects. Team members will submit their top sub-team preferences and will be placed into sub-teams at the end of the off-season. There are no guarantees that you will be on the subteam you prefer. Captains and coaches try their hardest, space is not always available. Returning team members will lead meetings and begin working on sub-team projects. While full-time attendance is expected, the attendance requirements are not as strict during the off-season. This is the try-out portion of the team season.

### **Build Season: Jan. 6th, 2024 - Feb. 29th, 2024 Sat. 9-5 pm, Tues. & Thurs. 5:30 pm-8:30 pm.\***

Build season is where it all comes together. At Kickoff, we will receive the game, and we will design, build, program, and wire the robot by the February deadline. Because we intend to keep our build season to 8 weeks, we need our strongest commitment during build season. Sundays and school holidays may be added as needed, but are not required for attendance tracking.

**Competition Season: March 1, 2024-April 21, 2024 As needed\***

During competition season, we will be preparing the team for competition and attending competitions. We may add additional hours to continue working on the robot, but it will be less time consuming than the build season and probably involve a skeleton crew of selected students. It is not a requirement for remaining an active member of the team. \*all three timeframes and schedules are tentative and subject to change.

**Competitions: March TBD, Championships (if we qualify) are in April**

A travel team that potentially could consist of 24-30 students will be selected at the end of February for each competition. The travel team will have transportation, food, and hotels arranged by the Boosters. Travel team selection criteria is outlined in detail in the student manual. Travel team students leave after school on a Wed. or Thurs., returning Sat. or Sun. respectively. Team members who are not part of the travel team are welcome to attend competitions on their own and join the team in the stands for scouting.

**Summer Season: May - August**

During the summer, regular meetings are not scheduled. However students will be able to participate in various community outreach events such as our Summer STEM Camp, county fair or presentations to local community groups. Students who participate in these outreach events will be able to count these events toward the upcoming season full time membership criteria.

## **6. Competitions and Travel Team**

---

The team attends two Regional Competitions in March, often in Davis, Fresno, or Monterey, sometimes as far as Idaho or Arizona. Competitions are 3 days long, from Thur-Sat or Fri-Sun, the travel team will leave Modesto the evening before the competition, staying 3 nights in a hotel. Some years the team qualifies for the World Championships, which is held in Houston, TX in April.

All team members in good standing are welcome to attend the Regional Competitions on their own. A limited number of students will be selected by the coaches and captains to travel with the team for each Competition and stay in a hotel with travel arranged and partly paid for by the Boosters. Students are expected to pay approximately \$100-150 toward their hotel room and will be responsible for paying for their own dinners.

A travel team will be selected for each event. Travel team members must be active, full-time team members and will be selected according to the travel team criteria, which will be a combination of:

1. Number of hours attending meetings
2. Behavior & work ethic
3. Overall contribution to the team including outreach hours
4. Fit for the roles outlined for the competition



Students will be disqualified if they do not meet the grade requirements for eligibility. The travel team will be announced at least two weeks prior to the event to allow time to turn in forms and organize logistics. **No one** is guaranteed a position on the travel team, not even team leadership. **The travel team will be re-evaluated and re-selected for each event.** All positions are performance based.

## Travel Team Positions

### Team Roles

- Impact Award Presentation Group (3)
- Dean's List Nominee (at the event which the nominee is competing) (1-2)
- Drive Team (Coach, Drivers (2), Human Player)
- Team Captains (2)
- Scouting Captain
- Pit Crew (Mechanical, Electrical, Programming) ( about 5 on a rotational schedule)
- Quality Check Lead and/or Safety Captain
- Scouting team (about 7 on a rotational schedule)
- Event Volunteers signed up through the FIRST website (3-4)
- Media (1-2)

One person may fulfill multiple roles. Team members are expected to set an example to other members in terms of your academic performance, team commitment, and behavior.

### Supporting Team Members

These team members are invited to attend the event, but any travel costs (hotel, airfare, food, etc.) will not be paid for or organized by the team. These team members will need to have a parent or designated adult supervising them at competitions. Supporting members are expected to act as a part of the scouting team if they attend the event. All competition participants must do a job. No one should sit in the stands playing on phones, game consoles, be sleeping, or distracting others.

## 7. Grades

---

School is important. **Students should have no grades below a 'D'** for all progress reporting periods. Students are responsible for their schoolwork as a first priority, even before robotics. If your grades are suffering due to robotics, please have a discussion with the team co-captains about whether or not you can be an active team member.

At the beginning of the build season, a grade check will be issued and must be returned by a given date. **A minimum GPA of 2.0 is required for competition eligibility.** The coaches and team co-captains reserve the right to review grades to decide other consequences. An additional grade check will be expected prior to competition to determine qualification on the travel team.

## 8. Awards

---

- Varsity Letters will be awarded to team members after two years of full-time team participation.
- Graduation Cords will be awarded to graduating seniors who have been full-time members for at least 3 years.
- Patches will be awarded to captains, sup-team captains, Dean's List nominees, all travel team members for each event attended, and FIRST icon patches for all active team members.

Varsity letters, graduation cords, patches, as well as Mentor Awards are presented at the End of Year Party & Awards Night in late May.

## 9. Behavior

---

All team members must obey the rules as set forth in the Modesto City Schools Conduct Code, and the following team rules:

- Fulfill team expectations as well as possible, and to the best of your ability.
- Follow the Behavior Contract as the team agrees upon. This will be signed in a separate behavior contract document.
- Actively seek out projects to work on and remain engaged for the entire meeting.

### Harassment and Bullying

In accordance with the Modesto City Schools Student Conduct Code, the team does not tolerate bullying or harassment of any kind. This includes racial, sexual, physical, verbal, and online harassment. These include actions at school, during team meetings and events, or in any online forum. If a student has experienced or witnessed any incidents, they should **immediately** report the incident to Mrs. Pagani, Ms. Valencia, or another mentor/adult if the teachers are not present.

## 10. Consequences

---

**The Behavior Contract and Code of Conduct are intended to provide members with an outline of expectations in order to help ensure that everyone's experience is positive. In general, team members who are not conducting themselves in a manner consistent with these expectations can expect the escalating consequences detailed.**

The Code of Conduct and Rules are expected to be self-enforcing. Students who observe their teammates violating the Code of Conduct and Rules are expected to remind their teammates of their existence. Continued violation of the Code of Conduct and Rules should be reported to the coach and team co-captains. Students who observe continued behavior which is not in line with the Code of Conduct or Rules and fail to notify team leadership may be considered a participant in the violation and may be subject to disciplinary action.

## **Enforcement of Policies**

A member's number of offenses will have an impact on their level of participation.

**Students will receive 2 WARNINGS.**

**The 3rd incident will result in PARENT notification**

**The 4th incident will result in removal from the team.**

## **11. Team Code of Conduct – General Expectations**

---

### **Team Member Expectations**

The Iron Patriots is a student-led team, new students will learn skills from more experienced students. Mentors and coaches are here to provide support, but the students take the lead. Students will learn many aspects of robotics and team building during regular meeting hours, but learning also takes place outside the team hours. Students can take the Robotics Pathway courses in order to have teacher-led learning, three courses are available to Beyer students.

Team members can also take the initiative to learn outside of team meetings, and sub-team captains can help provide resources and recommendations for outside learning in programming, CAD, design, marketing, etc. Students who feel they are not engaged during meeting hours should immediately bring up concerns to their sub-team captains and actively seek out work to do.

We expect everyone on the team to be mature and responsible young adults. This effectively translates into:

- **Take initiative** to do things, within reason. You will get out of the team what you put into it!
- **Be on time and stay in touch**. Our team does a lot of work and most of our communication at meetings. If you do not attend, we may assume that you are no longer interested in being a part of the team. Be on time both to meetings and in finishing your work. Deadlines will be set for tasks, and it is expected that those tasks will be completed by those deadlines. If you can't finish a task, it is your duty to make sure it gets finished by someone else. Checking email, Remind, and Discord on a daily basis is necessary.
- **Ask questions**. While we love people to take initiative, pretending you know how to do something you don't is a very bad idea that can lead to extremely dangerous situations. It is not expected that someone will know everything, even if they have been a team member for years. If you need help or an explanation, ASK.
- **Be mature**. If you have a question or concern about a recent event on the team or decision by team leadership, we expect you to come to team leadership to discuss the issue in a calm, mature, and professional manner.
- **Be gracious and professional**. Sometimes things don't go as you expect. Appreciate what everyone does. Maintain courteous relations with everyone on the team. You don't need to be everyone's best friend, you only need to work well enough with everyone who works with you, whether they are part of the team or not.

- Be respectful to everyone, whether they are present or not. Members must respect mentors' wisdom. Listen to their advice. Discuss concerns respectfully. Make sure all communication on discord is respectful
- Stay focused. Distracting or off-task behavior should be kept to a minimum. If you need to burn off some energy, take it outside and away from the machine shop. Goofing off in the same room as a bandsaw or a power drill can have dangerous consequences.
- Maintain a good image of the team AT ALL TIMES. You are representing our team, our schools, our community, our sponsors, and yourself wherever we may be. Treat others with respect and kindness. Your behavior impacts everyone that you represent. What you say to another team member and how you say it may be overheard by a judge, potential sponsor, or member of another team. Please be mindful of any negative attention and bad impressions. This includes the use of offensive language such as profanity. Be humble, professional, and considerate!
- Be safe. Know safety procedures and follow them. Using tools is a privilege, not a right, just like being on the team.
- Obey rules and team leadership. If you have been notified of something, that stands. If something feels unfair, please bring it up with team leadership, but team leadership has the final decision.

## 12. Workspace Rules

---

- Long hair must be tied back.
- Jewelry is not acceptable if it can entangle into robot parts or into machinery, and is generally discouraged.
- Sweatshirts or any other articles of clothing with loose ties that can entangle into robot parts or into machinery are generally discouraged, but may be worn if the loose ties can be tucked away (ex. The strings of a sweatshirt into the opening for the neck).
- Closed-toe shoes must be worn for work on the robot, in the Robotics Shop, or in the pits. This applies to both the shop and at competitions.
- If you wish to borrow a piece of team equipment, ask the Coach AND the sub-team captain first.
- Follow all safety guidelines and protocols. Do not use a machine or tool unless you have been trained and signed off to use that equipment.
- **Return all tools to their given places.**
- Wear safety glasses around the robot, when using power tools, when in work areas/pits, or when in potentially dangerous situations.
- Malicious destruction of team property is strictly prohibited and will result in immediate removal from the team.
- Do not download or install programs onto the programming, CAD, or business/media computers without the permission of the coach and respective sub-team captain and a reason directly related to robotics or the team.
- At the end of each meeting the last 15 minutes will be dedicated to a "clean 15," at which time every member in attendance will help clean up the space that was used even if they did not personally use that space. If students are staying later than the official

meeting time, the clean fifteen will still happen at the end of the official meeting time, and any students staying later will be expected to leave their workspace clean.

### 13. Competition Travel Rules

---

- To travel outside of the hotel or competition area, students are required to be in groups of three or more students and have the explicit permission of a chaperone who must know where they are going, when they will return, and who has a cell phone.
- No one is allowed to enter a room not assigned to them unless permitted by those assigned to said room. No boys in girls rooms, no boys in girls rooms.
- All students are required to be in their room by curfew and not allowed to leave until dawn except in case of emergency. Unless specified at the team meetings at competition, curfew is 10 PM.
- If a student does not have a personal cell phone, they will be expected to buddy up with a student that does. This information shall be communicated to a chaperone.
- All students are required to be up and ready to leave at the designated time every morning.
- Students must follow all directions given by coaches, captains and chaperones.
- Parents must agree to pick up their child at their own expense if the student is ill, injured, or breaks any rules in the travel conduct contract (provided with permission slips.)

### 14. Team Dress Code Rules

---

- Team shirts and other team gear may NOT be noticeably modified (cutting off sleeves, lowering the neckline, or any damage to any logos is not allowed).
- DO NOT wear a team shirt or any piece of team gear while not behaving in an appropriate manner. Even if you're just wearing it to school, you are representing our team.
- At competition, it is important for the team to maintain a unified image. As such, we require all team members who are attending as part of the team to wear the current year's t-shirt on designated days. They must also wear black, denim, or khaki pants, shorts, or skirts of an appropriate length. **Must wear team shirts, jackets/sweatshirts on competition days**. On practice days of competition, the team may decide to relax the standards and allow previous years' shirts. The team may also decide to create a specific t-shirt for an event or request team members to wear a specific shirt on travel days. Details will be discussed before each competition. Impact presentation group and Dean's List interviewees are the only exception to this rule on the event of the presentation. Otherwise, all must adhere to the given parameters.
- DO NOT wear another team's clothing while at any event. This does not exhibit team spirit and is not acceptable, unless allied with teams in the playoffs.

## 15. Communication

---

Effective communication within the team is important to make sure all members are aware of upcoming events and important team announcements. Students and Parents need a current email address on file for general updates. ALL students need to join Discord, this is the main method of communication. The team and boosters use REMIND, especially during travel, for important reminders. Members are expected to check their email, texts, discord daily and respond promptly. REMIND: (All students & Parents) Text @frc4135 to 81010 DISCORD: (All students) <https://tinyurl.com/team4135> REGISTER: [beyerrobotics.org/register](http://beyerrobotics.org/register) - Join the team roster w/ student ID, email. Etc.

## 16. Contact and Final Notes

---

- Heidi Pagani, Coach: [Pagani.H@monet.k12.ca.us](mailto:Pagani.H@monet.k12.ca.us)
- Karla Valencia-Nunez, Coach: [Valencia-Nunez.K@monet.k12.ca.us](mailto:Valencia-Nunez.K@monet.k12.ca.us)
- Captains: Audrey Rosenow & Hudson Monday (contact on Discord)
- Boosters: [beyerschoolrobotics@gmail.com](mailto:beyerschoolrobotics@gmail.com)

We expect all team members to follow and understand all rules and policies in this handbook. School leadership reserves the right to set consequences for major violations and consider confidential information in decisions. Team leadership may also change the handbook during the season. If this occurs, the team will be notified of the modifications promptly.

## Team 4135 Student Contract

*Please print this page, sign and submit it at the date provided by your team co-captains.*

By signing below, I, the student, agree with the following:

- I have read and understand the 2023-2024 Team Handbook, especially the team expectations, rules, and team code of conduct.
- I understand that to be considered an active team member, I must follow and fulfill the criteria outlined for active team members in section 4.
- I understand that not everyone will be able to travel to events and will agree to abide by the travel team criteria once it is shared with the team.
- I will behave in a responsible, mature, and graciously professional manner while on or representing the team.
- I understand that if there is a problem I can bring it to the attention of team leadership to work it out.
- I understand the progressive discipline outlined if I am not following the team rules.

\_\_\_\_\_  
Student (print first and last name)

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

By signing below, I, a parent or legal guardian, agree with the following:

- I have read and understand the 2023-2024 Student Handbook. I have read the parent handbook and understand what is expected of me as a parent of a team member
- I understand that for my child to be considered an active team member, they must follow and fulfill the criteria outlined for active team members in section 4.
- I understand that not everyone will be able to travel to events and will agree to abide by the travel team criteria outlined in this handbook.
- I understand that my child is expected to be respectful, mature, and responsible for themselves. If they have a question or concern about the team, I can let them interact with team leadership for themselves.
- I understand the progressive discipline outline if my child is not following the team rules

\_\_\_\_\_  
Parent (print first and last name)

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date