

2020-2021 Team Handbook

Team #4135
The Iron Patriots

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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. 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 takes place at the end of April.

Besides the robot competition, there are many other awards in FRC. Some 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 Chairman's Award. Chairman's 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. Joining the Team

Students members are expected to make a significant time commitment to the team, actively participating in meetings, workshops, and events/outreach. Commitment to the team increases substantially during the months of January through May.

Members are expected to be reliable and assist with team administrative tasks. Some examples include the following: being on-time, being responsive to mentors and other adult volunteers, being eager to work and clean up, having a positive attitude and assisting newer members. Everyone is expected to help in our regular fundraisers such as the Spaghetti Dinner and any other scheduled fundraising events, as well as our annual FLL Tournament, the Iron Patriot Fest.

Any student who attends a school part of Stanislaus County may join the team. There are two different categories of team membership: semi-active team members and active team members.

Semi-Active Team Members simply have to be a student in grades 9–12, show up for two consecutive team meetings, and show interest. Semi-active team members will not be eligible for the traveling team, nor be allowed to run for leadership positions like team co-captain. Semi-active team members who have not attended meetings for more than a month are assumed to have left the team.

If an active team member no longer meets the requirements of being an active team member, they may continue on the team as a semi-active team member.

Active Team Members must meet the criteria listed below to be considered an active team member.

- All required forms must be submitted by the designated deadline. This includes any registration forms, permission forms, etc.
- Register on firstinspires.org and fill out the FIRST media and parent consent form by the given deadline.
- Attend more than three quarters of all scheduled meetings. Some meetings and events are more important, such as the Competition Kickoff Meeting and all meetings during the build season from January to February. These meetings will be weighted accordingly, and attendance records will be kept for all meeting and outreach events.
- Attend all sub-team or travel team meetings if you are requested to be present. This includes certain extended hours during build season and in preparation for competition that may require a “skeleton crew” to work on projects.
We will try to give at least 24 hours’ notice of any scheduled meeting. Sub-team captains will need to clear official meetings with team leadership.
- Notify team leadership about late arrivals and absences. Please contact your sub-team captain or team co-captains by email as soon as possible, preferably at least 12 hours in advance. Use your best judgment and let us know earlier for longer absences.

5. Travel Team

A travel team will be selected for any event which requires the team to travel several hours from the Modesto area. This will be an event where the team needs to coordinate travel and/or lodging arrangements. There will be a limited number of team members selected for the travel team.

Travel team members must be active team members and will be selected from the active team members according to the travel team criteria, which will be a combination of a student's behavior, work ethic and fit for the roles outlined for the competition. 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. The surest way to get on the travel team is to make yourself useful, work hard, and be pleasant. All positions are performance based.

Travelling Team Positions

- **Tier 1 - Core Team Roles**

- Chairman's Award Presentation Group
 - Presenter 1
 - Presenter 2
 - Presenter 3
- Dean's List Nominee (if competing at the travel competition)
- Drive Team
 - Coach / Drive Captain
 - Drivers (2)
 - Human Player
- Head Scout / Scouting Captain
- Pit Crew - Mechanical
- Pit Crew - Electrical
- Pit Crew - Programming
- Safety Captain
- Team Captain

One person may fulfill multiple roles at team leadership's discretion.

If you qualify to be a Tier 1 member you are expected to set an example to other members in terms of your academic performance, attendance, commitment to team goals, and behavior. In particular, your attendance and behavior during all meetings should be outstanding. If it is not, the team leadership may place you on probation and you may lose your status as a Tier 1 member. Tier 1 members have priority placement on the travelling team, but are not guaranteed a spot.

- **Tier 2 - Documentation and Assistance Roles**

- Media
- Additional Pit Crew Members
- Scouting Team Members
 - Scout 1
 - Scout 2
 - Scout 3

+additional to fill a (most likely) 16 person travel team

The scouts will assist the head scout in collecting data on the other teams. Tier 2 members will be selected based on attendance, behavior, commitment to team goals, and academic performance. For the presentation group, a substantial knowledge of team history and outreach efforts is necessary. There are a limited number of spots available.

- **Tier 3 - Supporting Team Members**

These team members are invited to attend the event, but any travel costs (hotel, airfare, etc.) will not be paid by the team. Tier 3 members are expected to act as a part of the scouting team if they attend the event.

6. Grades

School is important. Students should have no grades below a 'C' 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.

Part way through 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. No more than one F will be tolerated, and the coach and team co-captains reserve the right to review grades to decide other consequences.

7. 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.

8. Performance Criteria

Attendance

- Outstanding: Attend all scheduled build season meetings unless exceptions are discussed with and approved by team leadership at least 48 hours in advance with a total of no more than 3 tardies.
- Satisfactory: Miss no more than 3 days (after school build sessions count as half days) unless exceptions are discussed with and approved by team leadership at least 48 hours in advance and have a total of no more than 3 tardies.
- Unsatisfactory: Not meeting the above criteria

Behavior

- Outstanding: Stay engaged, productive, and seek direction from team leadership when you are not sure what you should be doing. Keep distracting or off-task behavior (silliness, playing games, socializing, etc.) to a minimum. Actively engage in moving our team forward. Take personal responsibility and stay focused and productive throughout the season.
- Satisfactory: Stay engaged and productive and seek direction from team leaders when you are not sure what you should be doing. Keep distracting or off-task behavior (silliness, playing games, socializing, etc.) to a minimum.
- Unsatisfactory: Not meeting the above criteria. Examples would be wandering around, socializing excessively, playing video games instead of working, continuous snacking to avoid working, not cleaning up after yourself, etc.

9. Team Code of Conduct – General Expectations

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 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 and Remind on a daily basis is necessary.
- Ask questions. While we love people to take initiative, pretending you know how to do something if 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.
- Stay focused. A little bit of goofing off is expected, however, 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. Any guests you invite or bring must understand this and behave accordingly.
When representing our team online, please remember gracious professionalism. You are representing our team just like at competition or in public, so remember to be humble, professional, and considerate!
At competition, respect the other teams. Remember gracious professionalism, and always be respectful. Stay with the group and if you need to go anywhere, let team leadership and/or adults know and find a reasonable time to do so. If you're needed and you're not there, it will reflect poorly on you. It is important that you stay on task and fulfill your role on the team.
- 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.

10. 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 who uses the equipment first.
- Follow all safety guidelines and protocols. For tools especially, using them is a privilege, not a right, and safety is paramount. 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.
- If a student leaves before a work session is over, he or she must give an appropriate amount of notice and obtain permission from team leadership and the relevant sub-team captain. The student must also help clean up before leaving.
- 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. 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.

11. 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 who is going, where they are going, when they plan to get back, and who in the group has a cell phone.
- No one is allowed to enter a room not assigned to them unless permitted by those assigned to said room.
- 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 the team needs to leave the hotel early, team members will be permitted to leave their room at a reasonable time.

- 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.

12. Team Dress Code Rules

- Team shirts and other team gear may NOT be noticeably modified (for example, a leftover large shirt given to a petite girl may be tailored, however 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 may 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 of an appropriate length with no holes or tears. 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, in which case that t-shirt supersedes the current year's t-shirt. Details will be discussed before each competition. Chairman's presentation group is 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.

13. 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 escalation is provided as a guideline only, and violators may be subject to more serious consequences, at the discretion of the coach and team co-captains. Members that break school rules may also be reported to the school administration. For less serious offenses, team leadership may determine the consequences.

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. The number of offenses for each consequence may vary. Minor offenses consist primarily of attitude issues and simple mistakes, such as forgetting to wear safety glasses upon initially entering work zones (NOT when operating machinery). Most minor offenses can be amended by performing the task called for in the Behavior Contract. Major offenses include most safety violations and attitude issues that have affected others and/or resulted in additional conflict. This cannot be amended, but certain cases may be reduced to a minor offense if the conflict can be resolved. Every consequence will be the same for each member, no matter what their position is on the team.

- Removal From Travel Team Consideration: 2-4 minor offenses, 1 major offense
The member will not be able to be selected on to travel team, no matter what their position is on the team
- Removal From Competitions: 5-8 minor offenses, 2 major offenses
The member will not be allowed to attend any of the competitions as a member of the team (meaning they will not be allowed to work in the pit, drive the robot, present to judges, and receive awards) and will not receive financial aid for travel, hotels, and food if they do decide to come on their own time.
- Suspension From Team: 8-10 minor offenses, 3 major offenses
The member will be suspended from the team and team meetings/practices and other events for a minimum of 4 and a maximum of 7 days depending on their offense. Major violations will adhere to the maximum amount.
- Removal From Team: 11 or more offenses, 4 or more major offenses
The member will be removed from the team entirely and will no longer be allowed to attend any team functions as a team member.

14. Team Organization

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

Student Leadership

Student leadership consists of the team co-captains and sub-team captains. On occasion student leadership will meet with the coach 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 be student team members who will be in 10–12th grade and have been a team member in 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

NEW FOR THE 2020-2021 SEASON: At the conclusion of the competition season, the team coaches, with input from the mentors, will choose the team co-captains for the next school year. Their decision will be based on commitment, involvement, and qualifications. In order to be considered, those interested in the position must express so to the coaches and must be or have been a sub-team captain at some point during their team membership. Team captains **can not** be a current 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 keep people responsible for themselves.
- 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

Sub-team captains lead programming, electrical/wiring, mechanical, scouting, safety, driving, procurement, CAD, and business divisions of the team, or sub-teams.

NEW FOR THE 2020-2021 SEASON: 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-Teams

- Business: This sub-team is responsible for promoting STEM in the community, advertising the team, organizing events, and helping to secure funding (donations or sponsorship) for the team. For example, presenting at community events and

preparing for the prestigious Chairman's Award (the highest award given in FIRST). Members of this division also manage our social media sites and our website, take photographs, create graphics and videos for team presentations (including the Chairman's Award Video).

- 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.
- Drive: This sub-team is responsible for driving the robot at competitions and at presentations. They also take 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 such as mills and lathes to create parts for the robot as specified in the design. They also 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 and sensor data such as that from gyros, hall effect sensors, and limit switches on the robot to program autonomous routines and teleoperated code. FRC games incorporate an autonomous period during the beginning of the match during which the robot must perform pre-determined actions or respond to real-time changes on the field.
- 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.
- 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, only four 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 while refinement is collaborating.
- Procurement/Clean-up: This sub-team will work on cleaning the shop and inventorying parts. Their goal is to have the shop in it's ideal state once the robot design is finalized.
- Robot Refinement: The Robot Refinement sub-team will consist of the Team Co-Captain and other team members chosen by leadership with expertise and knowledge of the rules and expectations of the game. This group will discuss scenarios and determine what design is best.

Mentors

Mentors are adult volunteers who donate a great deal of their time and effort to help the team. They assist with team organization, technical support, and help students in all aspects of running an effective team. Mentors are here to teach, guide, and lead alongside the students. Mentors should be mindful of letting the students do the majority of the hands-on work.

Being a FIRST Mentor requires dedication and a significant time commitment. Please visit <https://www.firstinspires.org/mentors-and-coaches> for more information on volunteering as a mentor. Following your review of the mentor criteria, if you feel that you are able to make the commitment, please contact a coach or another mentor about your interest.

Mentors work extensively with team members during the build season, designing, building, and fabricating a functional robot for competition. Their expertise is the catalyst for the team's and students' success.

15. Parent Involvement

We highly encourage parents to participate as parent volunteers. They are necessary for our team to run smoothly; parent volunteers help to organize trips and fundraising and keep the lines of communication open. Parents who wish to get more involved may mentor, become a Patriot Robotics Booster member, or help in the ways listed below.

16. Donations

Patriot Robotics provides a great value to students, giving numerous opportunities in many areas. For much of our costs, we seek community sponsorship and grants. However, this alone is not enough to cover all operating costs. On occasion we may ask for donations of food, supplies, or items for fundraising events. It is our hope that parents will rise to the occasion and help in these areas.

17. Food

During build season, we work through lunchtime on weekends and, near the end, may pull extended hours that require a dinner break. Food is provided by the parents, usually a homemade meal of some sort. (Six weekends' worth of junk food is a lot for a student's system to deal with.) A sign-up will be available and organized through Boosters. Guidelines for when to bring the food will be provided; however the team may end up pushing the time of the meal later due to workflow productivity or unmet deadlines.

As a general rule, the mentors will eat first, and, as the robot reaches completion, they will be followed by the programmers. The programmers will eat first while everyone else continues working. Once the programmers have eaten, everyone else will eat. This will allow the programmers access to the robot during the meal break period.

18. Chaperones

On away trips, we will need chaperones. Chaperones are adults, usually parents, who are affiliated with the team. Chaperones coordinate with team leadership and Boosters to organize the trip, manage the logistics of hotels and food, and oversee all of the students.

19. Transportation

On away trips, transportation is extremely important. For events like the Sacramento Regional (Davis, CA) or the Central Valley Regional (Fresno, CA), we organize carpools, and it is wonderful to have more than the same five parents driving to each event. In order to transport students, the driver will need to complete the School Driver Registration Form and submit to the school office. This form is available online at www.beyerrobotics.org/boosters.

20. Schedule

Build Season: January 2, 2021 through February 18, 2021*

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 be only slightly longer than 6 weeks, we need our strongest commitment during build season. In addition to the regular Tuesday and Thursday meetings, we will also have meetings from 9 AM to 5 PM on Saturdays, some Sundays, and any Monday holidays.

Competition Season: February 24, 2021 through May 2, 2021*

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.

*Both timeframes are tentative and subject to change.

21. Communication

Effective communication within the team is important to make sure all members are aware of upcoming events and important team announcements. An email distribution list will be maintained for all members, as well as individual lists for students, parents, and mentors. Periodic emails will be sent regarding general updates and on specific topics. Group text messages using REMIND will also be used to notify students, parents, and mentors. The phone number database is especially important when the team is away at an event. Members are expected to check their email and/or text messages daily and respond promptly.

22. Contact and Final Notes

Here is the contact information for the 2020-2021 season:

Heidi Pagani (Coach): Pagani.H@monet.k12.ca.us
Charity Loche (Coach): Loche.C@monet.k12.ca.us
Danielle Haubrich (Team Co-Captain): dhaubrich03@gmail.com
Ben Fichtenkort (Team Co-Captain): benfich000@gmail.com
Boosters President: TBD

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 2020-2021 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 being a semi-active team member will not grant me all the privileges of an active team member.
- I understand that not everyone will be able to travel to “away” 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.

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 2020-2021 Team Handbook, including the parent expectations. I understand what is expected of me as a parent of a team member, outlined in that section.
- I understand that for my child to be considered an active team member, he or she 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 “away” events and will agree to abide by the travel team criteria once it is shared with the team.
- 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.

Parent (print first and last name) Signature Date