FRC Team 1678 Citrus Circuits
Student Team Handbook
2023-24

About The Handbook

This handbook is intended to contain the information needed for all 1678 team members to understand the administrative and logistical procedures for FRC Team 1678 Citrus Circuits. It is updated yearly by Core Leadership to accurately represent current standards.

Contents

1 About FIRST

FIRST, For Inspiration and Recognition of Science and Technology, is a non-profit organization dedicated to inspiring young people to be leaders and innovators in science and technology. Through programs such as FIRST Robotics Competition and FIRST Lego League, students are encouraged to excel in the areas of science, technology, engineering, and mathematics. FIRST was founded in 1989 by Dean Kamen (inventor of the Segway and the insulin pump) and has since become an international organization that has reached hundreds of thousands of students from elementary school through high school. For more information, visit https://www.firstinspires.org/.

1.1 About FRC

FIRST Robotics Competition (FRC) is FIRST's oldest robotics program. It is designed to provide a rigorous engineering challenge to high school students as well as teach leadership, collaboration, and project management. Over three thousand teams have anywhere from fewer than ten to over one hundred students with guidance and support from adult mentors. Each year, every FRC team builds a robot to compete in a game released in early January.

1.2 Gracious Professionalism

As part of its mission to encourage student leadership and collaboration, FIRST promotes Gracious Professionalism as one of its core values in all levels of competition. Their website describes this ideal as follows: "With Gracious Professionalism, fierce competition and mutual gain are not separate notions. Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process. They avoid treating anyone like losers. No chest thumping tough talk, but no sticky-sweet platitudes either. Knowledge, competition, and empathy are comfortably blended."

1.3 Coopertition®

FIRST also promotes the philosophy of Coopertition®, which is described as "displaying unqualified kindness and respect in the face of fierce competition. Coopertition is founded on the concept and a philosophy that teams can and should help and cooperate with each other even as they compete. Coopertition involves learning from teammates. It is teaching teammates. It is learning from Mentors. And it is managing and being managed. Coopertition means competing always, but assisting and enabling others when you can."

2 About the Team

FIRST Team 1678 Citrus Circuits is an FRC team. Team members are 9th–12th graders in the DJUSD schools. Our program is centered around three tenets: a hands-on project-based learning environment, a thriving presence in the competitive scene, and a focus on reaching out and expanding the influence and impact of STEM in our community. These ideas—education, empowerment, and excellence—form the three pillars of our program and serve as the basis for our mission and vision statements.

2.1 Vision, Mission, and Motto

2.1.1 Vision Statement

We transform our communities through education; we engage people of all ages through outreach; we inspire others with our commitment to excellence. We strive to Educate, Empower, and Excel.

2.1.2 Mission Statement

Team 1678 pursues our vision by building a student-led, mentor-driven environment that fosters innovation and teaches interpersonal and technical skills. We also develop local partnerships and community outreach while striving to compete at the highest level possible.

2.1.3 Motto

The three goals that Team 1678 aims to achieve are embodied in our motto: "Educate. Empower. Excel." These words capture the impact we make in our communities, both local and abroad.

2.2 Team History

Team 1678 was founded as "EnGen Robotics" in 2004 by Steve Harvey, a math teacher at Da Vinci Charter Academy. In 2007, we changed our name to "Citrus Circuits." Over the years, the team has grown from around 15 students to now include nearly 100 students from Davis Senior High School, Da Vinci Charter Academy, Holmes Junior High, Emerson Junior High, and Harper Junior High.

The team won its first competition in 2011 at the Sacramento Regional, sending 1678 to the World Championship for the first time, where we advanced to the quarterfinals of the Curie Division. This began a streak of regional competition wins and trips to the World Championship, including winning the World Championship in 2015 for the game Recycle Rush. The team has continued to advance each year to the World Championship, and as of 2023, is the only team to have made it to the final round on the Einstein field for nine consecutive years.

In addition to regional competition wins, the team has been recognized with the prestigious Impact Award (formerly known as the Chairman's Award) each year since 2018, and received the Engineering Inspiration Award in 2022. The team has also received the Autonomous Award and Entrepreneurship Award at the World Championship, as well as numerous other technical and cultural awards at regional competitions. In 2021, Citrus Circuits was one of three winners of the Game Design Challenge for the game Storm Surge.

2.3 What we do
2.3.1 Educate

One of our primary goals is to provide a strong educational platform for our students. FRC allows us to foster a unique learning environment where students work alongside professionals and experienced peers to gain industry standard skills in both technical and non-technical fields. We also promote STEM education through our various outreach programs.

2.3.2 Empower

Our team's outreach programs allow for students to empower their surrounding communities by creating educational opportunities and spreading excitement for STEM.

At our Saturday *Farmers' Market* booth—the team's first outreach program—students promote our team and outreach by greeting and engaging with local community members.

We put on *Robot Demonstrations* to share our robot and program with people of all ages and backgrounds. We reach out to elementary and junior high school programs, summer camps, retirement centers, and more.

Davis Youth Robotics (DYR) is our year-round program for supporting and maintaining robotics teams for elementary and junior high school students. Our DYR program is split into three different branches: *DYR League*, which consists of the local teams we coordinate, help mentor, and host tournaments for; *DYR Schools*, where we fund and support various local elementary and junior high school robotics programs; and *DYR RoboCamps*, week-long robotics summer camps entirely put on by our team.

Every fall we organize the *Fall Workshops* series, in which trained student leaders and industry professionals present on a variety of topics at the Capital City Classic offseason competition. These workshops predominantly feature 1678 students and mentors presenting on subjects ranging from team management to programming and prototyping. In addition to organizing presenters, 1678 documents and records the lectures, sharing them on YouTube for the rest of the FRC community to view.

In our *Diversity in STEM (DiSTEM)* program, we work to educate and empower underrepresented groups in STEM fields. We host STEMinars with graduate students, professors, and industry professionals to share their experiences with our team and community. We also host monthly *Girl Powered* events, where girls in grades 3-8 complete hands-on STEM activities with female 1678 students.

Citrus Circuits develop and maintain the *Shelter Finder App*, a mobile application used by the Davis Police Department and Local Shelters to find open shelters and free beds for local unhoused people.

Our *Alumni Relations* program works to keep past team members informed and engaged with the team and its activities. We also look to 1678 alumni to help provide training and other resources to current 1678 students, and to promote our existing and future program initiatives.

Our *Citrus Service* program epitomizes the FIRST message of Gracious Professionalism. At every competition, a team of dedicated 1678 students actively provides support and resources to other teams.

2.3.3 Excel

Our team strives to excel in all facets of our program, from competitive success to community presence. We work towards building the most competitive robot possible and creating the most robust match strategy, in addition to qualifying for other technical and non-technical awards.

Since the 2015 season, where we won the World Championship, we have won every FRC regional event we have attended. We are the only team in the world to ever achieve an eight-year Einstein streak. The Einstein field is the highest level of competition at the Championship event, where the subdivision alliance winners all compete against each other to be World Champion. Beyond that, we are the only team to have done so while consistently being the alliance captain or first pick of our alliance.

There are many awards in FRC. Some are given for design aesthetic, robot function, or an interesting mechanism, while others are given for team spirit, exhibiting Gracious Professionalism, or spreading FIRST to the community. Every year, we submit for the Impact Award (previously known as the Chairman's Award), given to a team that exemplifies and spreads FIRST's messages about Gracious Professionalism and STEM. Winning the Impact Award at the FIRST Championship will induct the team into the Hall of Fame, ensuring that they will be invited to every FIRST Championship from that point onwards. We have won the Impact Award at a regional level for five consecutive years: 2018 (Sacramento Regional), 2019 (Central Valley Regional), 2020 (St. Louis Regional), 2021 (Greater Central Valley Remote), and 2022 (Sacramento Regional).

Our founding mentor Steve Harvey and Head Coach Michael Corsetto have both received the Woodie Flowers Finalist Award. The award is presented at each Regional Competition to a mentor who best leads, inspires, teaches and empowers their team. Citrus Circuits also has numerous students who have received the prestigious Dean's List award, presented to a student who holds exemplary passion for and epitomizes *FIRST* ideals.

More information about awards in FRC can be found at https://www.firstinspires.org/robotics/frc/awards.

3   Team Organization

3.1   Mentors

Our mentors consist of a group of industry professionals, teachers, parents, and community members. Most mentor one or two subteams and are here to teach, guide, and lead alongside the students. Mentors are integral to the success of our team.

3.2   Student Leadership

Student Leadership consists of all subteam leads and the two captains. Student Leadership meets every week with Head Coach Michael Corsetto, Lead Mentor Brook Ostrom, and robotics program teacher Kanwar Singh to coordinate upcoming events, plans for the next few weeks, and address any issues or improvements for the team.

No Student Leadership member is automatically granted a spot on the Travel Team.

All Student Leadership positions must be students who will be in 10th–12th grade and were 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.

The Head Coach and Lead Mentor, in consultation with the two captains, may remove a student from a leadership position for repeated or egregious violations of team rules or standards, or when a student is unable to fulfill their responsibilities as a member of Student Leadership.

3.2.1 Captains

The Head Coach, Lead Mentor, Captain, and Vice Captain form the team's Core Leadership.

The Captain and Vice Captain of the team are chosen by the previous year's Core Leadership.

Responsibilities of the captains include:
- Leading the team to success in its educational, competitive, and outreach goals.
- Ensuring that 1678 is a safe and welcoming environment for all of our members.
- Keeping the team together and on track. This means that Core Leadership has the authority to make final decisions for the team, and to set and enforce deadlines for the team. The captains are expected to lead each meeting, work with the subteam leads, and know what the various parts of the team are doing.
- Communicating with the team, mentors, and parents.
- Working with parent volunteers to coordinate logistics at team events and competition.
- Approving written materials prepared on behalf of the team, especially for awards.
- Managing all online forms of team organization and communication including the team Slack, team emails, and the team Google Drive.

3.2.2 Subteam Leads

Subteam leads are appointed by the past year's Core Leadership. Subteam leads are expected to have experience with their subteam and ensure that members of the subteam understand the team's purpose and goals, and receive appropriate training to achieve those goals. Subteam leads coordinate with the captains and other subteam leads to plan their subteam's schedule and tasks.

3.3 Subteams

Our team is split into six primary subteams: Hardware Design, Hardware Fabrication, Hardware Electrical, Software Robot, Software Scouting, and Business/Media. In addition, there are two secondary subteams: Strategy and Impact Award.

Hardware Design uses CAD software to design the drivetrain and other mechanisms on the robot, as well as make part drawings for the Hardware Fabrication subteam to use. Once Hardware Fabrication makes the parts, the two subteams work in collaboration to assemble the robot.

Hardware Fabrication uses part drawings and industrial machines such as mills, lathes, and routers to create parts for the robot.

Hardware Electrical wires the robot and creates any pneumatic systems needed. Their job is to take the mechanical systems designed and fabricated by the mechanical team and make them controllable.

Software Robot writes code in Java to control the functions of the robot, integrating data from sensors including encoders, limit switches, and vision systems to give the robot awareness of its surroundings. Software Robot is responsible for ensuring the robot performs responsively in both Autonomous and Teleoperated (remote controlled) modes.

Software Scouting supports our match strategy and picklist creation by developing software to collect, process, and utilize data about teams at our competitions. Software Scouting is split into two groups —Front-End, which handles the code and user interface for the four apps, and Back-End, which handles the data processing and calculation of the Server.

Business and Media is responsible for most of our fundraising efforts by contacting sponsors, applying for grants, and managing our budget. Members of this subteam also manage our team media, photographing and taking video of all team events and competitions; promote our program through our website, the local newspaper, and various social media sites; and design our team apparel.

Strategy develops competition strategies during the build and competition season. Members are expected to fully understand the game rules, follow FRC forum posts, contribute to discussion during strategy meetings, and deeply analyze strategies that other FRC teams are employing. During competition, along with the drive coach, the match strategist uses strategy developed by the subteam to plan out our matches.

Impact Award (previously known as the Chairman's Subteam) focuses on compiling and documenting all our team's outreach. In addition, this subteam creates the Impact Award submission each year, consisting of an essay, executive summary, video, and presentation.

3.3.1 Subteam Selection

In their applications, new students indicate their top four subteam preferences. Based on those, Core Leadership assigns students to subteams and releases the list of subteams before the start of regular team meetings. Although not everyone's assigned subteam will be their first choice, our team does our best to accommodate everyone's preferences.

Subteam switches will not be permitted until a member's second year (unless extenuating circumstances occur). If a problem arises, it is the responsibility of the team member to communicate with their respective subteam lead.

3.3.2 Secondary Subteams

In addition to their primary subteam, students may join **one** of the two secondary subteams: Impact Subteam or Strategy Subteam. There is no prerequisite to join either of these.

3.4 Outreach Programs

In addition to our subteams, Citrus Circuits has several outreach programs, as explained in Section 2.3.2. Each of these outreach programs has a student lead who is in charge of organizing and delegating tasks to those who are interested in supporting the program. Outreach leads are not considered regular members of team leadership and do not attend leadership meetings, but must still be outstanding team members willing to go above and beyond to improve the team's outreach efforts.

3.5 Leadership Selection Process

All selection to official leadership positions on Citrus Circuits occurs through a nomination and interview process. While a few outreach leadership positions are selected in the fall, most outreach positions and all other team leadership positions are selected in early May.

At the start of the leadership selection process, students will be asked to apply for leadership positions and/or to nominate others who they believe are deserving of a position through a Google Form. All members and mentors of the team are encouraged and expected to provide their input via the form.

After collecting the nominations, Core Leadership will confirm that each nominee would like to be considered as a candidate for each of the positions they have been nominated for. Students are not required to be a candidate for any leadership positions they were nominated for but are not interested in.

The candidates will be interviewed by Core Leadership, and occasionally a mentor from the relevant subteam or outreach group will sit in on the meeting. Each interview will be 5-10 minutes in length, depending on the position and interview schedule.

After all candidates have been interviewed, core leadership will discuss and select a suitable lead for each leadership position based on many factors, including:
- Past experience
- Dedication and contributions to the team
- Technical competency, where applicable
- Leadership, management, and organizational skills
- Ability to serve as an outstanding representative of the team
- Ability to complete duties listed in the position's Job Description
- Interview performance and substance
- Nominations submitted by past subteam leads, fellow team members, and mentors

Students may only hold one leadership position at a time, except under extenuating circumstances.

After leadership positions have been selected, Core Leadership will send an offer message to each student selected. If a student does not accept a position offered, Core Leadership will review and send an offer to another candidate. After all open leadership positions have been filled with accepted offers, Core Leadership will announce the results of the leadership selection process to the team.

4   Student Expectations

In order to remain a member of Team 1678 Citrus Circuits, all students are expected to follow the listed student expectations:

- Forms
    - Submit all required forms by the first official team meeting. This includes those listed on the registration page on our website, field trip forms, and others. The registration process can be found on www.citruscircuits.org/register.
    - Register online with STIMS. This includes the FIRST Consent and Release form, which is separate from the team's.
- Grades
    - Students are expected to balance their team responsibilities with their school work. Schoolwork should be considered as a first priority, even before robotics. Students must have no grades below a 'C' for all progress reporting periods. If your grades are suffering due to robotics, Core Leadership will have a discussion with you about whether or not you can remain a team member for that season.
- Outreach Requirements
    - Students are required to volunteer for outreach activities during each season. Requirements include staffing a minimum of two shifts at the Farmer's Market, volunteering for at least one DYR tournament, and volunteering at the Capital City Classic off-season competition and the Sacramento Regional competition. Volunteer support for other Citrus Circuits outreach events, such as mentoring a DYR team or staffing a Girl Powered event, is also highly encouraged and considered in making selections for travel team and leadership positions.

4.1   Attendance Policy

4.1.1 Attendance Standards

Attendance is taken at every team meeting by each subteam lead. You are required to notify team leadership about late arrivals and absences. You should contact your subteam lead by email or Slack as soon as possible, preferably at least 24 hours in advance. Longer absences should be communicated earlier. These are the following criteria for attendance:

- Present
    - Being physically present is not enough—students must be attentive and productive during meeting time to be marked "present." Present markings will count positively towards your attendance percentage.
- Absent Notified & Partial Notified
    - If you know ahead of time that you will miss a meeting, your subteam lead should be informed at least 24 hours prior to the meeting. If you do so, your absence will be marked as "notified" and you will have the ability to make up for your absence. All notified absences are still counted negatively towards your attendance percentage.
- Absent Made Up & Partial Made Up
    - For notified absences ONLY, you have the ability to make up any work from the meeting, including homework and self-studying any material covered during training. If this action

is taken, the absence will be counted positively towards your attendance percentage. It is YOUR responsibility to proactively ask the subteam lead for work to make up.
- Absent Unnotified & Partial Unnotified
    - Unnotified absences cannot be made up and will count negatively towards your attendance percentage.
- Unproductive
    - If you are not sufficiently productive or are distracting others during a meeting, the subteam lead may mark you "unproductive." You will be given warnings when you are marked unproductive so you know what behavior was at fault and should not be repeated. Being marked "unproductive" will count negatively towards your attendance percentage and cannot be made up.

4.1.2 Monthly Team Member Evaluations

At the end of each month, the team roster will be re-evaluated to ensure that only those who are committed will remain as members of the team. In general, students below **80%** attendance rate will be considered for re-evaluation. All students below the **80%** threshold for the current month will be notified by a member of leadership, as a warning. Final decisions for dismissal based on attendance will be made at the end of offseason and throughout the season.

Dismissal from the team will also take into consideration issues outside of attendance. Dismissal for reasons other than attendance will be handled using the procedure outlined in Section 4.6 Consequences. Reason for dismissal may include, but is not limited to:
- Behavior in and outside of team meetings
- Initiative
- Work ethic
- Contribution to team environment

Subteam leads will talk to students that are not meeting the requirements necessary to stay on the team or have exhibited behavior that puts them at risk of being removed from the team. If it is found that a student should be removed from the team at the end of the month, the student and their parents will receive an email explaining the reason for the removal and will be removed from the team Slack.

4.1.3 Mental Health Days

Citrus Circuits recognizes that balancing the robotics season with school, family, and other responsibilities can become stressful and wear on a student's mental and physical health. The health of a student is always our first priority and thus we offer members the option of Mental Health Days. When needed, every student may make use of a Mental Health Day, where they can choose to either arrive late to a meeting, leave early, or not attend. There is no defined reason to use a Mental Health Day—mounting stress, family responsibilities, and other events are all equally valid. Unless your use of mental health days become excessive, there will be no questions asked. In the case of excessive usage, the subteam lead will speak with you about their circumstances and the best way for you to proceed. You must notify your subteam lead in advance when possible and the absence will be excused.

4.2 Codes of Conduct

Student behavior is subject to all local, state, and federal regulations, including those of the Davis Joint Unified School District, with regard to bullying, harassment, discrimination, or other behavior that creates an unsafe or hostile team environment. These include actions at school, during team meetings, or in online forums used by team members regardless of whether they are team-sanctioned communication platforms or not. In addition, team members are subject to the following team-specific expectations.

4.2.1 Everywhere

When you wear the lime logo, you are representing our team, our schools, our community, our sponsors, and yourself wherever you are, even within Davis. You should treat others with respect and kindness. Additionally, your behavior impacts everyone that you represent. At competition, 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. Any invited guests must understand this and behave accordingly. All your actions as a team member reflect directly on 1678's team image.

4.2.2 During Team Meetings

Team members are not to use their phones at team meetings or functions unless it is necessary for the work they are doing for their subteam or otherwise directed by student leads or mentors. Unacceptable behavior includes but is not limited to: playing games, using social media, or other distracting and unproductive tasks. Students who continue to exhibit unacceptable behaviors during a team meeting may be sent home.

You are expected to respect others at all times and should follow the Golden Rule—treat others how you want to be treated—to help sustain our professional and respectful working environment.

To create a professional working environment conducive to new ideas and change, our team has a strict no bullying or harassment policy. This includes physical, online, or verbal bullying. In addition to these guidelines, see the districts' general policy here. You are expected to take initiative during team meetings. If you have nothing to do, you should be seeking out tasks from their peers and leaders or mentors on the team.

4.2.3 Online

When representing our team online, please remember Gracious Professionalism. Just like at competition or in public, you are representing our team, and must remember to be humble, professional, and considerate. To prevent any unprofessional behavior, 1678 students are not allowed to post on FRC-related subreddits, FRC Discord servers, and/or any other FRC-related social media platform. Students are allowed to have a Chief Delphi account, but all posts and thread replies must be reviewed by a member of Student Leadership or a mentor before being shared.

4.2.4 At Competition

- Plan to attend for the duration of the competition and stay with the team until the competition is over, and, in the case of competitions that require travel, we return to Davis. You are not allowed to leave competition early or to attend other events with family or friends while on travel team.
- Always be respectful to other teams, event volunteers, and parents.
- Stay with the group. If you need to go anywhere, let the appropriate student lead or chaperone know and find a reasonable time to do so. If you are needed and you are not present, it will reflect poorly on you.
- Stay on task and fulfill your role on the travel team. Making friends with students from other teams is highly encouraged, but when you are scouting or performing other travel team tasks during competition, refrain from excessive socialization with 1678 members and other teams.
- Follow the Dress Code outlined in Section 4.4.

4.2.5 Incident Report Form

Subteam leads may fill out incident report forms for behaviors during team meetings, competitions, or other team events where students have violated team policies, including excessive phone use, being unproductive, or otherwise being disruptive. These incident report forms will be reviewed by Core Leadership and will be taken into consideration when selecting travel team or selecting students for leadership positions, and may be the basis for removal from the team if the behaviors are consistently repeated. If team members observe violations of team policies, they should bring it to the attention of their subteam lead.

Any more serious incidents related to bullying, harassment, discrimination, or other behavior that creates an unsafe or hostile team environment should be directly reported to your subteam lead, a mentor, or members of Core Leadership.

4.3   PDA Policy

All members and mentors of 1678 are expected to maintain professional behavior, both in public and at team meetings. Professionalism can be upheld by establishing and adhering to a standard of behavior, shown through a student's attitude, attire, and communication. Additionally, all relationships on the team must remain professional, especially with any potential for public displays of affection (PDAs). PDAs are acts of romantic physical intimacy visible to others, not to be confused with platonic acts of friendship. Robotics meetings and events are places for students to work and be focused, and PDAs can be distracting not only to those involved but also to those who witness it. If engaging in a PDA, students create an unprofessional image and an impaired working environment for the team, whether during a team meeting, competition, or other event. Therefore, all forms of PDA are considered inappropriate and are prohibited at any team event. If you are in a relationship, do not let it interfere with robotics.

Unacceptable PDA includes but is not limited to:
- Intimate touching
- Hand holding

- Caressing/stroking/fondling
- Kissing
- Cuddling
- Sitting in another person's lap
- Rubbing or massaging
- Hugging in a romantic manner

We expect mentors to apply these guidelines to themselves with the maturity of an adult mentor. Additionally, student and mentor relationships must always remain strictly platonic and professional. See FIRST's Youth Protection Policy for more detail.

Failure of a student to adhere to this code will result in initial warnings from the captains, and possibly involvement from mentors. If an inappropriate situation arises in which Core Leadership feels it is necessary to intervene in the moment, they will do so.

4.4 Team Dress Code

- All students must adhere to the Davis High School dress code, available online (page 7). This includes but is not limited to:
    - Students must wear clothing that covers one's undergarments and private parts.
    - Students must NOT wear clothing that depicts violence, obscenities, pornography, nudity or sexual acts in any manner.
    - Students must NOT wear clothing that displays hate speech targeting groups based on their race, ethnicity, gender, sexual orientation, gender identity, religious affiliation, or any other protected group.
- In addition:
    - Long hair must be tied back.
    - Jewelry is not acceptable if it can entangle into robot parts or into machinery, and is generally discouraged.
    - Closed-toe shoes must be worn at ALL times.

4.4.1 Team Apparel

If you are wearing a team shirt or any piece of team apparel, you are representing us regardless of where you go. Do NOT behave inappropriately while wearing team apparel.

Shirts and other team apparel may NOT be noticeably modified—for example, a leftover large shirt given to a petite student may be tailored, but cutting off sleeves, lowering the neckline, or any damage to any logos is not allowed.

Team apparel should not be sold to anyone outside of our team, regardless of the circumstances. It can be traded to other FRC members, but should NEVER be sold to them.

4.4.2 At Competition

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. Team members may also wear a team sweatshirt or any other team-approved apparel, such as hats or windbreakers. Throughout each competition, team members should not cover their team t-shirt with any outerwear that is not branded with a Citrus Circuits logo. 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 will be an option to wear in place of the current year's t-shirt. Details will be relayed to the travel team before each competition.

4.4.3 Other Events

Events like fundraisers and off-season competitions are slightly less formal than regionals and championships. Those events may allow previous years' shirts. For important events, we may select a certain shirt. For events that are more formal, such as presentations, we may choose to use a business casual dress code.

4.5   Training Standards

Each of the subteams has a comprehensive list of training standards that must be met before build season. Failure to meet these standards will result in removal from the team by January 1st. The training standards for each subteam can be found here.

4.6   Consequences

Violations of any of the above student expectations will be addressed through a progressive disciplinary review based on the seriousness of the behavior, recognized effort by the student to rectify the behavior, and any repeated violations.

4.6.1   Initial Violation

Based on evidence and reports presented to Core Leadership, as well as interviews with the victim of the behavior, a meeting will be held between Core Leadership and the student to discuss the behavior and specifically how it violates team, DJUSD, or other standards of behavior. Core Leadership and the student will develop an approach to address the issue. For issues of bullying and harassment, a reconciliation meeting or mediation may be scheduled with the subject of the violation, if appropriate.

4.6.2   Second Violation

If the behavior is repeated, or if the student does not follow or engage in the recommended steps to rectify the initial behavior, a meeting will be held with the student that will include their parent(s) or guardian(s), a Davis High School or other DJUSD representative, and members of Core Leadership.This meeting will discuss the violation and may result in such measures as temporary suspension from team meetings, or loss of leadership position or other position of responsibility, particularly if the behavior is related to another student that they supervise or direct.

4.6.3 Third Violation

If the behavior continues past the second meeting, the student will be removed from the team in consultation with Davis High School or DJUSD representatives. This removal from the team is effective for the remainder of the school year. Students are encouraged to consider applying for the team the following year, but application to the team may include a follow-up meeting before acceptance to review the past violations, and discuss how the behavior has been acknowledged and addressed.

4.6.4 Behavior Violations at Competition

For most competitions, the team is away from home. Behavior violations at competition are particularly serious since they may involve issues that result in immediate safety concerns or have a negative effect on team cohesion and performance. As a result, students may be asked to leave the competition, which may require them to be picked up by a parent or guardian, or have a parent or guardian arrange for transportation home. This transportation will be at the expense of the student and their parent or guardian. The determination to have a student sent home is at the discretion of the field trip supervisor. In some cases, the behavior will be addressed following the competition using the procedures outlined above, but students may have their participation or attendance at the competition limited.

4.7 Student Advocate

Citrus Circuits has established the position of Student Advocate in order to provide students with a third-party resource to help resolve issues and concerns they may have with regards to the team. This position is not intended to replace the opportunity for students to bring their concerns to student leadership or mentors, but to provide a more anonymous alternative.

The Student Advocate will serve as a neutral party whose major function is to provide independent, impartial, confidential and informal assistance to students on the team. The Student Advocate will work to bring student concerns forward safely and effectively. All issues raised by students will be brought forward to the lead mentors and the mentor group, and in some cases also to team leadership. In all cases, students will remain anonymous and only the information needed to provide context to the situation, such as subteam membership, will be made available.

The current Student Advocates are **Kelly and Jay Stachowicz.** They are parents of team alumni and understand the structure of the team, subteam roles, and the challenges students often face within the environment of a large robotics team.

4.7.1 Contact Information

The Student Advocates can be contacted by email at Limeaid1678@gmail.com. This is a private email account and is not accessible by any student or mentor on Citrus Circuits.

They can also be reached by text or phone call at:
Kelly Stachowicz—(530) 681-7341
Jay Stachowicz—(530) 867-2138

They are committed to having an initial response back to students within 24 to 48 hours of any contact.

4.7.2 Communication Process

The Student Advocate is available to students through an email address not linked to any Citrus Circuits accounts, as well as by text or phone. The Student Advocate may reply to students through email or request to speak with them through whatever platforms or methods may be appropriate, and that the student is comfortable with, in order to discuss issues in more detail and gain more context for the issue.

Once the Student Advocate feels they have enough information regarding a student concern, they will bring the issue forward to the lead mentors for discussion and presentation to the mentor team. The Student Advocate may also provide input on possible resolutions based on their understanding of the situation. Once a course of action has been decided upon by the lead mentors, and, as appropriate, in consultation with the mentor team, the Student Advocate will be informed about the actions that have been taken.

If needed, the Student Advocate may bring specific issues to the team leadership group for discussion. There should be general reporting to the leadership group regarding issues that are brought to the mentors so that student leadership is kept aware of the activities of the Student Advocate and the efforts of the mentors to resolve conflicts as they arise.

4.7.3 Accountability

In order for the Student Advocate program to be effective, legitimate student concerns that are brought forward by the Student Advocate need to have some type of resolution.
In cases where the issue is in regard to negative interactions between a mentor and a student or students, the mentors will openly discuss the issue and determine a course of action that will help improve future interactions. For more serious or repeated issues, mentors may be asked to take a break from working directly with students for an appropriate length of time. Mentors take student concerns seriously, and are committed to examining how their actions and words may affect students.

For issues between students, mentors will work with leadership to discuss and address specific situations, and work with the students involved to provide some level of conflict resolution while maintaining the anonymity of the students bringing up concerns.

5   Workspace Rules

1. If you wish to borrow a piece of team equipment outside of a meeting, ask the responsible mentor and the leader of the subteam or outreach program that uses the equipment.
2. Follow all safety guidelines and protocols. Use of team tools 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.
3. Return all tools and equipment to their given places.
4. If a student leaves before a meeting is over, they must give an appropriate amount of notice and obtain permission from their subteam lead. The student must also help clean up before leaving.
5. Do not download or install programs onto the programming, CAD, or business/media computers without the permission of the respective subteam lead and a reason directly related to robotics

or the team.

6. 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 15 will still happen at the end of the official meeting time, and any students staying later will be expected to leave their workspace clean.

7. Personal equipment brought to team meetings or events must be in compliance with all school rules. In particular, personal knives and multitools containing knives will not be allowed at team meetings or events. Violations of this rule will result in confiscation of the tool in question; repeated violations may result in removal from the team.

6   Traveling to Competition

For all of 1678's events, a Travel Team is selected by Core Leadership according to the Travel Team criteria (Section 6.1). All Travel Team members are chosen based on who will best represent our team at competition and fulfill the responsibilities of the respective competition roles.

Travel Team lists will be announced at least **a week and a half** prior to the event to allow time to turn in forms and organize logistics.

Before each event, the Travel Team will be re-evaluated and re-selected. This reselection process will take into account your behavior at previous events, as well as your recent behavior during and outside team meetings.

IMPORTANT: Before Travel Team selection begins, all team members must inform Core Leadership of anticipated conflicts with competition events no later than the first of February. Exceptions will be made for emergency situations.

6.1   Travel Team Criteria

Academic
- Maintain a "C" or better in all classes

Attendance
- Follow the team's Attendance Policy (Section 4.1)
- Meet necessary expectations for participation in outreach events

Behavior
- Show initiative and be actively engaged in moving our team forward
- Take personal responsibility to stay focused and productive
- Act respectfully and safely during team meetings and when representing our team at events

Performance
- Take initiative in learning material required of their subteam's tasks
- Show unique aptitude at completing subteam projects and tasks
- Be best at filling a described competition roles

6.2   Travel Team Roles

The Travel Team is made up of several predefined roles. Depending on the nature of roles involved, one person may fill multiple roles. The Travel Team consists of at least 20 students and has historically grown

to accommodate up to 44 students.

The qualities below will be used when assessing members to fill competition roles. The team aims to send students who best qualify for each role to events. For every role on Travel Team, members must also exhibit commitment, focus, solid communication, and good performance.

Team Captains
- Responsibilities
    - Communicate logistical information between students, mentors, parent coordinators, and parents and ensure that all students are accounted for throughout competition
    - Fulfill the additional responsibilities of their roles during competition
- Qualities
    - Exceptional organization and communication skills

Drive Team: Driver/Operator/Human Player (3)
- Responsibilities
    - Be dedicated and committed to their role at competition, and committed to attending Driver/Operator/Human Player practice
    - Assist the Pit Crew in diagnosing and fixing problems with the robot between matches
- Qualities
    - Enthusiasm for working closely with the Drive Coach and following their instructions.
    - Willing to put in extra time and effort to be competitive, and to work closely with other Drive Team members.
    - Ability to solve problems on field before matches

Pit Crew: Mechanical/Electrical/Programming (3+)
- Responsibilities
    - Work as a team to diagnose and fix problems with the robot and be prepared to help teams who come to our pit
- Qualities
    - Exceptional knowledge of robot functions
    - Willingness to go above and beyond to ensure robot competitiveness

Match/Pit Strategist (1)
- Responsibilities
    - Prepare match strategy for every match by communicating with other teams regarding robot abilities
    - Relay match strategy to the Drive Coach
- Qualities
    - Exceptional communication skills
    - Ability to quickly coordinate with other teams and make decisions and compromises based on their abilities preferences

Stand Strategists (2)
- Responsibilities
    - Analyze and observe matches qualitatively
    - Contribute to creating a team picklist
    - Advise the match strategist

- Qualities
    - Extensive knowledge of other teams, game rules, and strategies
    - Thoroughness and attentiveness while watching matches

Lead Scout (1)
- Responsibilities
    - Manage logistics for scouts, scouting system, and Travel Team as needed
    - Ensure the wellbeing and safety of scouts
- Qualities
    - Exceptional managerial skills, attentiveness, and familiarity with the scouting system and competition rules
    - Adaptability and the ability to handle stressful situations

Assistant Lead Scout (1)
- Responsibilities
    - Assist the Lead Scout in management
- Qualities
    - Exceptional managerial skills, attentiveness, and familiarity with the scouting system and competition rules
    - Adaptability and the ability to handle stressful situations

Software Scouting Developers (4)
- Responsibilities
    - Ensure scouting system is running consistently and find solutions to technical problems
    - Substitute in for scouts if necessary
- Qualities
    - Exceptional knowledge of scouting system
    - Ability to solve technical problems that arise

Scouting Video System Managers (2)
- Responsibilities
    - Prepare, pack, and keep track of equipment and record for the duration of event
    - Coordinate with the necessary parties to share competition video footage
    - Organize and store video after the event
    - Substitute in for scouts if necessary
- Qualities
    - Familiarity with all aspects of equipment
    - Exceptional organization, planning, and communication skills

Subjective Scouts (3)
- Responsibilities
    - Collect and upload subjective scouting data during qualifications
    - Be available to fulfill other strategic roles during eliminations
- Qualities
    - Ability to stay focused and attentive during long periods of time
    - Strong knowledge of robot capabilities

Scouts (enough to fill the travel team)
- Responsibilities
    - Collect and upload accurate and consistent scouting data during qualification matches

- Be available to scout when needed and talk to other teams when not
- Commit to and attend scout training as requested
    - Qualities
        - Ability to stay focused, attentive, and positive during long periods of time
        - Enthusiastically follows instructions given by various team leaders
        - Asks questions for clarification

Photo/Video/Social (PVS) Media Representatives (2)
- Responsibilities
    - Take photos and videos of team and robot during competition, on and off the field
    - Prepare, pack, and monitor photo and video equipment, as well as the flag and banner
    - Update team social media before, during, and after competition
    - Coordinate with fellow PVS Representative to cover needed media
- Qualities
    - Exceptional communication skills
    - Experience with photography, video, and necessary equipment

Impact Award Presenters (3-4)
- Responsibilities
    - Be prepared and on time for Impact Award Presentation and be team ambassadors
    - Fill additional roles as qualified
- Qualities
    - Committed to team and presentation rehearsal schedule
    - Experience presenting and/or willingness to learn and improve
    - Able to take criticism

Citrus Service (4-8)
- Responsibilities
    - Actively seek out other FRC teams to provide technical help
- Qualities
    - Exceptional communication skills, welcoming and approachable attitude
    - Solid technical knowledge in a specific technical field, with basic knowledge in others

6.3   Travel Team Selection Process

On 1678, the Travel Team selection process is based on the observations of subteam leads, mentors, and Core Leadership.

Before each competition, subteam leads create a list of students they consider suitable for competition roles. They may supplement their selections with descriptions or examples of how each student best fits various competition roles. Following this, Core Leadership meets to decide on a list of students who would best complete the required competition tasks and fulfill the above Travel Team criteria.

Drive Team is selected by Head Coach Mike Corsetto, who has worked with Drive Teams for 15+ years and is extremely knowledgeable about the required personalities and abilities. If you have an opinion about Drive Team roles, please express it to Mike and your opinion will be taken into consideration.

6.4 Travel Team Code of Conduct

- Without explicit chaperone permission, no one is allowed to enter a room of the opposite gender. The Captain and Vice Captain are excluded for the sole purpose of room checks.
- All students are required to be in their room by curfew and not allowed to leave until dawn except in case of emergency. If the team needs to leave very early, team members may leave their room at a designated time. Unless specified during the team meetings at competition, curfew is at 10:00 p.m.

7 Parent Volunteering

Parents who wish to get more involved may mentor or help in the ways listed below. For more information on mentoring, contact Mike Corsetto at corsetto@gmail.com.

7.1 Donations

Just like any other organization on campus, Citrus Circuits provides a great value to students, giving numerous opportunities in many areas. For much of our costs, we seek community sponsorships and grants. However, those sponsorships alone are not enough to cover all operating costs, and we plan that approximately 25% of income comes from parent donations. The parent donation process is introduced and discussed at the annual Parent Information Night in the fall. Every team member will be required to fill out the financial pledge form, but their family is not required to donate.

7.2 Volunteers

We highly encourage parents to participate as parent volunteers as they are necessary for our team to run smoothly. Parent volunteers help to organize events, carpools, and fundraising, and keep the lines of communication open.

7.2.1 Food

During the build and competition season, food is provided by the parents at lunchtime. A sign-up will be available and organized through parent volunteers.

7.2.2 Chaperones

On away trips, we will need chaperones. Chaperones will be adults, usually parents, who are affiliated with the team. They are available throughout the trip as a resource to students at competition and in the hotel, and provide support as needed.

7.2.3 Transportation

Parents are often needed to transport our travel team to closer events like those in Elk Grove and Madera. Parent drivers can also come watch competitions unless competition requirements prevent it. To drive, you must provide a copy of the Volunteer Personal Automobile Use form from the district on file, which is available online at http://www.citruscircuits.org/register. For events that are further away, parent volunteers may help organize plane flights.

7.2.4 Event Volunteering

Parents are also often needed to help out at the events we host—specifically, our DYR League Tournaments in the fall—to fill many crucial roles like judging STEM projects and other awards.

7.3   Mentors

Citrus Circuits is always looking for additional mentor support from adults who have specific skills or technical abilities that they wish to share with team members, although no previous mentoring or teaching experience is required. Mentors are a key component of our team's sustainability and success. We invite any parents interested in mentoring to contact Mike Corsetto (corsetto@gmail.com). We need mentors across all areas of our team, including technical areas like engineering and software development, as well as non-technical areas like leadership development, business and finance. In particular, 1678 is interested in providing more diversity among our mentors, including women and people of color, as part of our efforts to provide a more representative group of mentors and role models.

8   Meetings

Meetings occur in M-1 at Davis Senior High School every Wednesday and Thursday from 6:30–9:00 p.m., **as well as 9 a.m.–5 p.m. on weekends and Monday holidays during build season.** These times are subject to change for Articulation Days or finals weeks. More meetings may occur during certain periods of the year.

Meetings will start with a general team meeting, led by the Captain and Vice Captain. Together, they will give team-wide announcements and share leadership meeting discussion topics. After team-wide announcements, individual subteam leads will quickly break down their subteam agenda.

To discuss something at a meeting with the whole team, send a Slack message to the captains or make use of the section for additional announcements. If appropriate, it will be placed on the agenda.

8.1   Meeting Schedule
Offseason: Late April—Mid December

Offseason goes from the first meeting after FIRST Championships to the last meeting before winter break. During this time, the focus is on recruiting and training new members, promoting certain outreach programs, and raising money for the year. **From after Championships to Build Season, the team meets regularly from 6:30 p.m. to 9:00 p.m. on Wednesdays and Thursdays.** However, additional meetings may be scheduled in order to prepare for offseason competitions or train students.

Build Season: Early January—Early March

In early January at the Kickoff event, we will receive the new game and begin to design, build, program, and wire the robot. Because time before our first competition is limited, we need strong commitment from all members during build season. **In addition to the regular Wednesday/Thursday meetings, we will also have meetings from 9:00 a.m. to 5:00 p.m. on Saturdays, Sundays, and school holidays.**

Competition Season: Early March—Late April

During competition season, we continue to develop our robot alongside attending competitions. We use the time between competitions to review our performance, make improvements to our robot, and continue to run practice matches. Meetings will continue to be held on the same schedule as during build season.

8.2   Calendar of Major Events

This section outlines major events in our annual calendar. Specific dates can always be found on our official team calendar: www.citruscircuits.org/calendar.

Chezy Champs

September 29-October 1, 2023
Offseason competition in San Jose hosted by Team 254 The Cheesy Poofs. The Pit and Drive Teams will stay overnight in San Jose, but carpools will be arranged for other members wishing to attend.

Capital City Classic

October 27-29, 2023
Offseason competition in Elk Grove hosted by Team 1678 Citrus Circuits, Team 2073 EagleForce, and Team 3859 Wolfpack Robotics. The event also includes an annual workshop program with panel discussions from students and mentors throughout the FIRST community. All team members not on the Pit or Drive teams are expected to volunteer for the event.

Madtown Throwdown

Weekend in November
Offseason competition in Madera held by Team 1323 Madtown Robotics. A Travel Team of comparable size to the regular competition season Travel Team will be formed for this event and will stay overnight.

Kickoff

January 6, 2024
Game reveal event, required for all members. After the game reveal, all team members come back to the shop and brainstorm ideas for strategy and design.

Sacramento Regional

Dates to be announced
Because the Sacramento Regional is held locally and we do not have to deal with the associated travel costs, all team members may attend given that they meet all requirements. Because this is our "home" regional, we often organize student volunteers to support the event. Students not on the Travel Team are expected to take advantage of this opportunity to contribute to the robotics community while experiencing the competition environment firsthand.

Two Travel Regionals

Dates to be announced

In addition to the Sacramento Regional, we attend two other regionals. We do not know which two regionals we will be able to attend until late winter/early spring, but information will be shared as we receive it. In the past we have attended competitions both within California and out of state, including events in Las Vegas, Salt Lake City, and St. Louis.

FIRST Championship

April 19-23, 2023

The team will attend the FIRST Championship if we qualify at one of our Regional events. To be eligible to attend, team members must again be selected as a part of the Travel Team and turn in all the field trip forms. The pit and drive teams will fly to the Championship one day earlier than the rest of the Travel Team, which will leave the day after. All members will return together after the conclusion of the event.

9 Media Sharing Policy

Team 1678 uses photos, videos, and documents in a number of ways, including, but not limited to:
- Team organization and planning
- Training new members
- Documentation
- Keeping 1678 team members and mentors informed
- FIRST Award submissions
- Sharing within the 1678 team
- Sharing with the FIRST and/or local communities
- Educating parents, family, and sponsors

9.1 Media Confidentiality

Much of this media contains information the team wishes to keep confidential. We want to keep some aspects of 1678 robot design and strategy confidential during the competition season and limit posting of photo/video material until the appropriate phase of the season. Confidential material is limited to sharing only with 1678 team members and mentors. This excludes previous team members. For posting photos/videos in public forums, the 1678 season is broken into three phases.

9.1.1 Phase 1: Completely Confidential

Phase 1 is the totally confidential period—no media involving the current season's design or strategy may be posted in a public forum (including the team website), shared with a member of another team, or shared with a previous team member (even if they are not mentoring another team). This phase lasts from Kickoff until 1678's first appearance in a regional competition.

9.1.2 Phase 2: Partially Confidential

During Phase 2, some design details remain confidential. This phase begins when 1678 competes in a regional competition and ends when the 1678 official competition season is complete. The robot has

already appeared in public, but some topics remain confidential during Phase 2. Examples include:
- Close-up photos of mechanisms
- New designs/strategies which have not yet been used in public competition
- Video of our robot practicing or scoring outside of public competition(s)

If you are unsure what might be sensitive information, ask Head Coach Mike Corsetto.

In addition, extend this same courtesy to other teams. Any media which shows their robot or mechanisms in the background must be considered confidential until after Championships. This does not apply to photos and videos taken at tournaments which are open to the public.

9.1.3 Phase 3: Offseason

Phase 3 is the offseason, lasting from the end of the official FRC season, until the next season's kickoff. During this time, there is no limit on sharing photos/video from the previous FRC competition season. For new projects during off season, avoid public pre-exposure (examples: off-season robot, new drivetrain). People leading the project decide when to share outside the team. When in doubt, always check with Head Coach Mike Corsetto before posting.

9.1.4 Sharing Confidential Material With Team Members and Mentors

When sharing confidential material via websites such as photo sharing sites and YouTube, access must be limited to those with explicit permission, or by a non-public URL. When sending/posting material or links, include a confidentiality reminder, such as, "Reminder—please limit redistribution to only current team members until after completion of the competitive season." The confidentiality reminder should be included in every email which contains confidential images.

10   Intellectual Property Policy

In order to ensure team knowledge is passed down effectively and to maintain the integrity of team resources, we ask that team members understand that all documentation created for team activities and shared with any team members is considered part of the growing team knowledge base. When information is shared through Google Drive, GitHub, Dropbox, email, or any other sharing service, it becomes part of the team knowledge base and will be considered team Intellectual Property. Materials protected under this Intellectual Property Policy should never be removed from team access.

Careful consideration should be made before sharing team documents to those outside the team. If the Media Sharing Policy does not cover a question you have about sharing documents, ask a mentor or a member of Student Leadership.

11   Media Consent Contract

For our team to promote itself within FIRST, to schools in our district, or to the general Davis community, we ask that all team members understand that they consent to participation in interviews, the use of quotes, and being featured in photographs or videos taken by members of Citrus Circuits or FIRST.

Team members must also agree to grant to Team 1678 Citrus Circuits the right to edit, use, and reuse said products for nonprofit purposes including use in print, on the internet, and all other forms of media. Additionally, team members must agree to release Citrus Circuits, FIRST, and their agents and employees from all claims, demands, and liabilities whatsoever in connection with the above.

12   Contact and Final Notes

Here is the contact information for the current Core Leadership.

Mike Corsetto (Head Coach/Lead Technical Mentor):	corsetto@gmail.com
Brook Ostrom (Lead Mentor/Business and Media):	j.ostrom@sbcglobal.net
Kina Li (Co-Captain):	likinahuayi@gmail.com
Steven Zhang (Co-Captain):	zha.steve.n.t@gmail.com

We expect all team members to follow and understand all rules and policies in this handbook. The leadership team reserves the right to set consequences for major violations and consider confidential information in decisions. Core Leadership also may change the handbook during the season. If this occurs, the team will be notified of the modifications promptly. Lastly, Core Leadership encourages all students to raise concerns about the team directly with them in person or through email. The students and team climate are our first priority, and we strive to do all we can to support our team mission. We hope all of our members can have a part in that process. Thank you and we look forward to a wonderful season with you!

FRC Team 1678 Citrus Circuits Student Contract

Please sign this page and submit it with your registration packet

By signing below, I, the student, agree with the following:
- I have read and understood the Citrus Circuits Team Handbook.
- I understand that to be considered a team member of FRC Team 1678 Citrus Circuits, I must follow and fulfill the criteria outlined in Section 4.
- I understand I am participating in a collaborative competitive team environment. I will respect any decisions made by the Head Coach, Lead Mentor, or other mentors or teachers involved in the program regarding my participation on the team.
- I commit to attending **80%** of all team meetings on a monthly basis.
- I have read and understood the expectations for alerting Team Leadership of absences before competitions (4.1).
- I understand that not everyone will be able to travel to "away" events and will agree to abide by the travel team criteria (6.1).
- I have read and understood the Media Sharing Policy (9), the Intellectual Property Policy (10), and Media Consent Contract (11).
- I will behave in a responsible, mature, and graciously professional manner while on or representing the team.
- I understand that I can always bring problems to the attention of team leadership.

_____   _____   _____
Student (print name)   Signature   Date

By signing below, I, a parent/guardian, agree with the following:
- I have read and understood the Citrus Circuits Team Handbook.
- I have read and understood the expectations for alerting Team Leadership of absence during a competition (4.1).
- I understand that for my child to be considered a team member of FRC Team 1678 Citrus Circuits, they must follow and fulfill the criteria outlined in Section 4.
- I understand that my child is participating in a collaborative competitive team environment. I will respect any decisions made by the Head Coach, Lead Mentor, or other mentors or teachers involved in the program regarding my child's participation on the team.
- I understand my child has committed to attending **80%** of all team meetings on a monthly basis.
- I understand that not everyone will be able to travel to "away" events and will agree to abide by the traveling team criteria (6.1).
- I have read and understood the Media Sharing Policy (10), the Intellectual Property Policy (10), and Media Consent Contract (11).
- I understand that my child is expected to be respectful, mature, and responsible. If they have a question or concern about the team, I can let them interact with team leadership for themselves.

_____   _____   _____
Parent/Guardian (print name) Signature   Date