

STUDENT'S GUIDE TO THE DAY OF THE STATE CHAMPIONSHIP

Congratulations on qualifying to the State Championship! You have come so far over the last few years and we are excited to reward you with an awesome day celebrating your season!

1. Your teacher or coach should check your team in at the registration table. (DO NOT GO TO REGISTRATION)
2. You should find your team area in the pit. This is where you should go to meet your teammates and coaches.
3. Go ahead and familiarize yourself with the key locations of the tournament. Use the map in section 4.2.
 - a. Pit area: on the east half of the coliseum floor
 - b. Charging stations: in pit area
 - c. Skills Fields: on south end of coliseum floor
 - d. Main fields: on west half of Coliseum floor
 - e. Queuing: in center of Pits, this is where inspection will be in the morning
 - f. Concessions: third floor concourse, use stands to reach third floor
 - g. Sales: on north end of coliseum floor
 - h. Restrooms: third floor concourse, use stands to reach third floor
4. It is your team's responsibility to look after your equipment. Make sure everything is labeled and easily identifiable. Everyone has the same equipment and things can accidentally be taken in the heat of competition. You should have your own extension cords and power strips just in case, although we will have power stations set up.
5. If you are going to get in line for a skills attempt, keep in mind that you are still responsible for getting to your alliance matches on time, even if you are in line. It's a good idea to get a third person to stand in the skills line with you in case you and your driving partner need to go to queueing.
6. Please help your teachers and the tournament staff by making sure you are on time to your matches. You should be in queueing at least three matches ahead (10-15 minutes early). We will be queueing three matches at a time, so you won't be allowed to run onto the field right before your match starts.
7. **If a team does not show for a match, the referees will wait no more than 30 seconds after calling for the team.**
 - a. Technical issues are a part of the competition, but to provide the best experience for *EVERYONE*, we must keep things moving. Rule <G7> states that *Teams must be prepared to play when they bring their Robots to the Field. For example, Teams must ensure that their batteries are charged and their VEX IQ Controller is paired with their Robot before placing the Robot on the Field.*
 - b. Per rule <T10>, teams that do not have at least one driver at a match on time will be considered a no-show and receive zero points.
8. Be prepared to handle rules disputes at the field with **respect** and proper conflict resolution skills as per <T2> and <G1>.
 - a. **Drive Team Members should be familiar enough with the game manual or Q&A to quote or navigate to the rule or Q&A relevant to their issue** (VIQC Hub app is highly recommended). **Failure to do so is disrespectful to the referees and other teams for delaying the schedule.**
 - b. The head referee will explain decisions as thoroughly as necessary, and once stated, **their final decision is not subject to appeal.**

Lastly, have a good time! Do not let mistakes, failures, or disputes discount your experience. The things you are learning through competing here are far more valuable than any trophy or banner that will ultimately sit on a shelf long after you finish school.

