

# FIRST MID-ATLANTIC DISTRICT EVENT PACKET

## 1 GENERAL

### 1.1 FIRST MID-ATLANTIC SUMMARY

FIRST Mid-Atlantic is the brand pseudonym for Mid-Atlantic Robotics, a New Jersey Non-Profit Corporation with IRS 501(c)(3) exemption as a charitable organization. It was created in October 2010 with the encouragement of [FIRST](#), Manchester, NH. Our mission is to promote and implement FIRST Robotics Competition (FRC) programs for the benefit of all FRC teams in our region which spans all of Delaware, New Jersey and counties in Pennsylvania from Harrisburg eastward.

### 1.2 PURPOSE OF THIS DOC

This document lists rules and expectations that are applicable to all FIRST Mid-Atlantic District Events. The content contained here in this document are equivalent to those listed by FIRST. More information is available on FIRST's website (<https://www.firstinspires.org/resource-library/frc/event-experience>).

*Any supplemental practices specific to FIRST Mid-Atlantic are italicized in red shade.*

## 2 VENUE POLICIES

No outside food is permitted in the competition venues. The host teams or venues are not compensated by FMA for hosting events. The sale of concession food is a fundraiser for the host teams. Please respect this by not bringing outside food to our venues; this includes tailgating, catered meals, meals prepared at home, etc. We understand that a small number of students have specific dietary requirements, therefore, please consult with the Local Event Coordinator on specific dietary requirements that would require those students to bring in outside food.

Standardized Food Prices – There are selected concession items that have standard prices across all FMA district events. These items include: Pizza Slice/Hot Dog \$2 | Water/Soda/Coffee \$1. See Event Specific Packet for additional concession items for each event.

## 3 RULES & EXPECTATIONS

### 3.2 GENERAL RULES

The rules below apply throughout an event: (from load in to load out.)

**E01.** Teams may not be in The Pit Area outside of pit hours.

**E02.** All team members must wear safety glasses (only ANSI-approved, UL Listed, CE EN166 rated, AS/NZS certified, or CSA rated non-shaded) while in and around the playing field and in the pit area. Lightly tinted lenses are permitted provided eyes are clearly visible to others, but reflective lenses are prohibited.

**E02-1.** All team members must wear closed toed/heel shoes

**E02-2.** All team members must tie back long hair.

**E03.** Teams are not permitted to save seats for team members that are not present.

**E04.** Teams may not hang banners or ribbons or otherwise to designate seating. (Event staff will remove and discard any banners, roping, etc., used to designate seating) Please take turns sitting in the bleachers if seating is limited. If there is a crowding problem, we ask that you kindly leave after your team's match and return later, if possible.

*Do not leave items in the stands overnight to save seats (including banners, team promotional items, etc.). All items will be removed from the stands overnight by Event Staff.*

**E05.** Items may not be thrown from audience seating.

## FIRST MID-ATLANTIC DISTRICT EVENT PACKET

**E06.** Do not bring or use

- skateboards
- 'hoverboards'
- drones
- bottled gas tanks (e.g. helium)
- noisy devices, such as floor stompers, whistles and/or air horns
- walkie-talkies
- noisemakers

**E07.** Do not arrange for Internet access or phone lines from venue service providers or attempt to use venue internet connections reserved for event purposes (e.g., FMS or streaming).

**E08.** Do not sell any products. This includes food, hats, shirts or any promotional products.

**E09.** Do not distribute any food products, such as candy, water, soft drinks or fruit.

**E10.** Do not sell raffle tickets.

**E11.** Do not invite or bring live bands to play in the audience.

**E12.** Do not play loud music in The Pit Area.

**E13.** Teams may not damage bleachers, floors, or other venue features.

**E14.** Inappropriate clothing is not permitted. (Consider what a tribunal of Grandmothers would deem as "inappropriate" clothing)

**E14-1.** Teams may only practice with their robot in their individual pit space or in designated practice areas that are open to all teams at events. Teams may not set up their own practice equipment outside their pit space. When practicing in their pit space, safety must remain the top priority for teams. If Event Management determines an in-pit practice setup is unsafe, or interferes with activity in adjacent pit spaces or pit aisles, the team will be required to discontinue the activity.

**E14-2.** Teams may not expand their pit activities to empty pit spaces.

**E14-3.** Teams may not swap pit spaces with other teams without Event Management approval.

**E14-4.** Teams may not set up their own 802.11a/b/g/n/ac (2.4GHz or 5GHz) wireless communication (e.g. access points or ad-hoc networks) in the venue. A wireless hot spot created by a cellular device, camera, etc are also considered access points.

**E14-5.** No Team or Team member shall interfere or attempt to interfere with any other Team's or *FIRST* wireless communication. Except as expressly allowed for purposes of communicating with the Team's own Robot on the Field or a Practice Field, no Team or Team member shall connect or attempt to connect to any other Team's or *FIRST*'s wireless network. Violations of this rule may lead to dismissal from the event and/or legal action based on applicable law.

**E14-6.** Wireless ROBOT control is only permitted on the FIELD or Practice FIELD. ROBOTS must be operated by tether ONLY when outside the FIELD or Practice FIELD. Violations of this rule will result in a verbal warning. Repeated violations will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

**E14-7.** If operating wirelessly on the Practice FIELD, ROBOTS must use the provided Practice Field radio for communication. A violation of this rule will result in a verbal warning. Repeated violations will be addressed by the Head REFEREE, the Lead ROBOT Inspector and/or Event Management.

### 3.3 WHAT TO BRING

Depending on a team's resources and event goals, there are a variety of items that they may find helpful. This section identifies common tools, references, etc. that are strongly recommended and specifies rules, as appropriate.

**Competition Spirit.** We ask that you bring attention to your team in ways that are in good taste and in the spirit of the competition.

## FIRST MID-ATLANTIC DISTRICT EVENT PACKET

**Consent and Release Forms** (if not done electronically). Hard copies of the Consent and Release forms must be turned in to the Pit Administration desk before a team is eligible to compete at an event. Details on the Consent and Release form process are available [here](#).

We strongly encourage all students and mentors to submit their Consent and Release forms electronically, because it makes the check-in process easier and there's no excess paperwork to collect and keep track of. Additionally, electronic Consent and Release forms cover a team member for the entire season: from Kickoff through FIRST Championship. However, "hard copies" of the form (i.e. printed and signed) must be provided at each event attended.

- Mentors registered in the [Team Registration System](#) may complete the electronic Consent and Release form in that system.
- Student team members/Parents may complete their Consent and Release forms electronically via the [Youth Registration System portion of the Dashboard](#). More information can be found [here](#).
- Mentors must turn in a Team Roster when they check-in at Pit Administration, along with any hard copy forms. Rosters and hard copy forms must be turned in at each competition event the team attends.
- *An additional FIRST Mid-Atlantic Consent & Release Form must be submitted to all FIRST Mid-Atlantic District Events. These forms are available for electronic submission or may be turned in to Pit Administration at the first event a team attends. More information is available [here](#).*

**Flags.** We encourage teams to bring team flags and/or signs for display in their pit area and/or the playing field area, under these rules:

**E15.** Do not cover or move other team or sponsor signs already in place.

**E16.** Share the available space fairly with other teams.

**E17.** Do not obstruct the view of spectators.

**E18.** Hang signs in a safe manner.

**E19.** At the end of the event, safely remove all signs and anything used to hang the signs (tape, string, etc.).

**E20.** Respect venue-specific rules regarding sign location and hanging method.

**Team Flags.** *There is no storage by the competition field for team flags. Teams who wish to have the Master of Ceremony wave their flag during team introductions must bring the flag to the playing field for each match and place it in front of their driver station. A field personnel will return the flag to the Technician or robot cart during the match. Any flags left behind at the conclusion of the event will be discarded.*

**Mascots and Team Costumes.** Many teams display their team and school identify by including their mascot in the event. This is strongly encouraged, but consider that awards acceptance often means descending and ascending stairs/bleachers. Mascot and other costumes must be safe and comfortable for the wearer.

**Robot Carts.** Most teams use carts to transport their robot throughout an event. Carts are not required, but are strongly recommended (to minimize risk of muscle strains, dropped robots, and other hazards).

Any team using a robot cart must abide by the following rules:

**E21.** Carts must be easy to control, maneuver, and pose no risk to bystanders. Carts identified as unsafe by event staff may not be used.

**E22.** Carts must fit through a standard 30-inch door.

**E23.** Carts must remain in the team pit area (or in the cart staging area, if during a match) when not in use.

**E24.** Carts may not damage flooring.

**E25.** Carts may not be equipped with music or other sound-generating devices, except for devices of reasonable volume used for safety purposes (e.g. to make others in the direct vicinity aware that a robot is on the move).

## FIRST MID-ATLANTIC DISTRICT EVENT PACKET

In addition to the rules listed above, teams are strongly encouraged to put the team's number on the cart, refer to the [FIRST Safety Manual](#) for robot lifting techniques, and practice putting the robot on and off the cart to develop a quick, fluid routine.

**Robot Traffic Etiquette.** *Be cognizant of those around you and be aware of robot traffic. Do not yell "Robot" when moving through the pit area; kindly ask others to step to the side so that you may get through.*

**Team Giveaways.** Teams often bring small items to give away to others at the event. This is completely optional, but is a great way to promote your team's identity. The most popular item to give away is a button with your team logo and number.

*Team stickers and decals are not allowed to be distributed as they are often left behind (and on) the venue.*

**Other Items.** In addition to the items described throughout this section, a one-page checklist, [Suggested List of Items to Bring to an Event](#), covers other tools/aids teams should consider bringing.

### 3.4 WHAT TO DO

**Load In.** See the event's agenda for times in which teams are invited to load their robots and equipment in to their pit areas.

In general, Load In can be stressful for teams and volunteers; which can be mitigated by preparation and planning. Unanticipated factors, like traffic, weather, or other events, can change a team's scheduled arrival time, making the process difficult. The most important things a team should remember are to be safe and embody Gracious Professionalism. Teams that experience smooth and easy Load Ins are encouraged to check with others to see if they can help and make their experience as positive as possible.

**E26.** Teams must bring their equipment in safely.

**E27.** Teams may only bring materials to and leave materials in their pit area.

**E28.** Teams must leave when done with drop off (or, in the case of Early Pit Setup, when setup is complete).

**E29.** No work, of any kind, may be done on the robot or robot-related materials (e.g. items in a team's withholding allowance). The only exception is that teams may plug chargers in and start charging batteries.

**E30.** The robot must stay in the bag and sealed.

**Early Pit Setup.** *There is no Early Pit Setup at FIRST Mid-Atlantic District Events.*

**Check-In.** Event check-in takes place at the Pit Administration station the evening before and/or the first morning of each event.

**E33.** An adult team member must check in no later than ninety (90) minutes before Qualification Matches are scheduled to start.

Upon receipt of your team's consent and release forms, each team will receive the following:

- Drive Team & Safety Captain Buttons
- Pit Map
- Practice Match Schedule, if available
- Event Team List

**Get Inspected.** To ensure all robots are eligible to compete (per the Game and Season Manual, released on Kickoff), there is an official Robot Inspection Station at each event staffed by certified Inspectors. Inspectors can help find problems and/or provide suggestions during an early inspection.

Robots must pass inspection before competing in Qualification matches.

Inspectors will use a checklist for inspecting robots; a draft copy of which will be posted on the [Game and Materials site](#) during the build season. Inspectors check off items on an inspection sheet as the team meets each piece of inspection criteria. Teams are strongly encouraged to use this checklist to pre-inspect the robot before bagging it. This will help official inspection go smoother and quicker.

# FIRST MID-ATLANTIC DISTRICT EVENT PACKET

Teams are encouraged to start the Inspection process as soon as possible. Bring your robot to the Robot Inspection Station early. Partial inspections, such as height and weight compliance, help prevent an inspection clog at the end of the day.

If an Inspector identifies something noncompliant on a robot, the team should correct the issue and return for inspection, or ask for an inspection to be completed in your pit, until the robot passes.

Inspectors may re-inspect randomly before or after matches to ensure continued safety and compliance.

**Pit Closing Etiquette.** Teams must adhere to the Pit closing time each day. Many people working in the Pit area are volunteers and deserve to have a set closing time. Get ready for Pit closing in advance by assigning team members and mentors to the role of pit clean up and organization. Please make sure your pit space and surrounding areas are clean when you leave the site each day.

**Report Medical Incidents.** *FIRST* strives to create an environment in which team members can grow, learn, and have fun with minimal risk of injury. *FIRST* requires that physical injuries and medical problems, however slight, be documented and reported to the party conducting the event or his or her designee and to *FIRST* Headquarters within 48 hours of the occurrence. Should an incident or illness occur at an event, we ask that you do the following:

- Report it to the EMT or nurse.
- Have an adult mentor complete a Medical Incident Report at Pit Administration. Pit Administration staff will be available to help complete the form. Once the form is completed, it should be turned in to Pit Administration, who will take the process from there.

**Report Non-Medical Incidents.** *FIRST* maintains a culture where concerns about safety, comfort, and fairness can be raised and addressed. If anyone states that they feel threatened or uncomfortable because of verbal abuse, inappropriate contact, or other negative behaviors that are not in the spirit or event rules of *FIRST*, we ask that you complete a Non-Medical Incident Report to formally document the event.

This form may be used to report witnessed violations of any rules in this section, such as the rules against seat saving or throwing objects from seating areas. The fastest and easiest way to resolve such issues is often to have a friendly conversation with the individual or individuals engaging in the behavior. It's very possible they are not aware of the rule being violated. However, if you are not comfortable doing so, or have attempted that approach and it has not worked, please report it on the Non-Medical Incident Report form.

*FIRST* takes all disclosures and indications of risk seriously, and will work to resolve the issue quickly, while honoring every individual's right to privacy.

Non-Medical Incident Forms are kept at the Pit Administration area or can be completed electronically [here](#) and may be completed anonymously. Pit Administration staff will be available to help complete the form. Once the form is completed, it should be turned in to Pit Administration, who will take the process from there. If it is necessary to complete a Non-Medical Incident Report when away from an event, the report may be completed electronically and submitted following the instructions on the form [here](#).

## 3.5 EVENT FEATURES

**Schedule.** Each event publishes a schedule detailing location and timing (including when to drop-off your robot, when you can set up your pit area, ceremony timing, etc.), which is linked from the event's "Event Information" page on the *FIRST* website ("Event Information" pages can be found [here](#)). Most events will have schedules published by mid-February for the event that year.

Teams are encouraged to review agendas for each event they will attend and have them available (either hard copy, soft copy, or bookmarked on a device) while on site.

**Ceremonies.** At every event, there are Opening and Closing Ceremonies to show honor and respect for represented countries, sponsors, teams, mentors, volunteers and award winners. Ceremonies provide everyone with the opportunity to applaud the successes of team members and mentors. They also give teams a chance to "meet" the judges, referees, MCs and other important persons and sponsors involved with the event.

At the Awards Ceremony, *FIRST* presents trophies and medallions to outstanding teams. We encourage all team members to attend the ceremonies, on time, to show appreciation for the event and those people involved who are volunteering their time and efforts.

## FIRST MID-ATLANTIC DISTRICT EVENT PACKET

An exception is if a few team members need to remain in their pit to continue work on their robot during the Opening or Closing Ceremonies, they may.

Event rules specific to ceremonies are as follows:

**E34.** Team members may not use power tools, hammers, or other noisy tools.

**E35.** No more than 5 team members are allowed in the team's pit during ceremonies.

**E36.** Team members, including any remaining in the pits, should exhibit peaceful behavior during the presentation of all national anthems.

**E37.** Traditionally, Team members stand to face the flag, remove hats, and either sing along or maintain a respectful silence during the anthems of all nations present at the event. If Team members wish to abstain, they have a right to do so, as long as they remain silent and non-disruptive.

**E38.** Do not form "tunnels" during the Awards Ceremony.

**First Aid / EMT Station.** Each event hosts a First Aid Station to assist with any injury or illness. First Aid Stations are in the Pits (refer to the Pit map or Pit Admin for the exact location), and teams should make sure all team members know where to get First Aid.

**E39.** Pit Administration Station must be notified of any injuries or illness.

**Lost and Found.** If you find or lose an article, report to the Pit Administration station to fill out a "Lost Item Report" or turn in an article you find. We will make every reasonable attempt to return articles to owners.

**Machine Shop.** Some events host a machine shop, open during specific hours (see the event's agenda), to help teams with repair and fabrication of their robots. Machine shops are typically sponsored by the host team.

In most cases, the machine shop is on site and readily accessible to all teams. If a team attends an event where the Machine Shop is off-site, volunteers are in place to transport parts to and from the machine shop. In this case, a team fills out a Machine Shop Request Form that travels with the parts, so the machine shop staff and volunteers can follow their directions. The event should set up a method of communication between the venue and off-site Machine Shop in case there are any questions.

**E40.** Team members may not travel with the robot to off-site machine shops.

**E41.** Teams may travel to the off-site Machine Shop on their own, either by walking or using their own vehicle, but all student team members must be accompanied by an adult at all times.

### Team-Provided Mobile Machine Shops

*FIRST* welcomes team-provided mobile machine shop facilities/trailers at events that comply with *FIRST* and venue requirements.

**E42.** Team-provided shops must provide their own security measures for the equipment (for example: bring a lock for a trailer).

Neither *FIRST* nor the venue will provide these services, nor are they liable for any loss or damage to team-owned equipment that should occur at the event.

**E43.** Team-provided shops must be run by properly trained individuals who are 18 years or older.

**E44.** Student team members may not operate shop equipment.

**E45.** Team-provided shops must comply with local restrictions, such as fire codes and venue approval.

*FIRST* will do its best to convey any relevant needs and work on your behalf to gain venue approval through a professional, legal process.

**E46.** Team-provided shops must be equipped with their own electrical sources.

**E47.** Access to Team-provided shops may not be restricted to certain teams (i.e. all teams at an event must have equal access to Team-provided shop services).

**E48.** Job requests must go through the same counter/process as a *FIRST* provided shop.

We recommend using a standard Machine Shop Request Form.

## FIRST MID-ATLANTIC DISTRICT EVENT PACKET

**E49.** Team-provided shops may only operate when the Pit is open.

**Machine Tools at Events.** Small, bench-top machinery, with appropriate guards, is permitted in team pits. 'Small' machinery is machinery that can be easily lifted by one person.

Examples: Small band saws, drill presses, desktop CNC mills, and sanders.

When using tools in the pit, be sure to use them properly, in a safe and controlled manner. Unsafe operation, especially those that endanger others and your team, will be subject to scrutiny by the event staff and safety reviewers. Their findings may result in team warnings or event expulsion.

Please adhere to the following safety rules regarding pit safety and tool use:

**E50.** Tools that throw sparks are prohibited. Examples: Electric welders, bench grinders and angle grinders.

**E51.** Tools that produce open flames are prohibited. Examples: Gas welders and propane/MAPP gas torches.

**E52.** Floor standing power tools are prohibited. Examples:

Full-size drill presses, full-size band saws and full-size table saws.

**E53.** Grinding or painting in the pit is prohibited.

**E54.** Brazing/welding is prohibited at the team pits.

**E55.** Soldering may be done using an electric iron/gun only.

**Pit Administration.** Pit Administration is centrally located in the Pit area. *FIRST* staff members and/or volunteers run this area to check teams in and help teams and visitors. Come to the Pit Administration to:

- turn in your team's roster and any hard copy Consent and Release forms,
- check-in and receive your check in envelope and badges,
- get answers to most questions, including machine shop access,
- ask about lost and found articles, and
- report an illness, injury, or other incident.

**Queuing.** Teams should designate a team member to know the team's match schedule, carefully watch the clock, alert the team when a match is coming up, and review the Pit map to find the pre-set traffic pattern.

*Pit Administration & Queue Volunteers do not make announcements or alert individual teams when drive teams and robot shall report for matches. It is up to the team to report to matches on time.*

If a team is in any of the first three matches of any day of competition, the team's robot and drive team must queue prior to the Opening Ceremony.

**Scouting.** Because teams must pick partner teams for Playoff Matches, many teams research other teams' strategies and robot capabilities. Teams often use the Qualification Schedule to plan scouting efforts.

**Security.** There have been occasions when items such as cameras and laptops have "disappeared" from the Pit or competition area. Use common sense and do not leave valuable items unattended. Neither the site, *FIRST* Mid-Atlantic, nor *FIRST* is responsible for any theft. Take valuable items with you, or designate a team representative to remain with them in the team Pit or competition areas.

**Spare Parts Station.** Select robot parts are available at each event, however availability varies from event to event. If a team needs a replacement high-value item, "Loaners" are on hand and must be returned before the end of the event.

Teams are encouraged to bring unused parts to assist and support each other. This kindness can expand your *FIRST* network of friends as you exchange parts.

**Staff Badges.** At events, *FIRST* staff, event staff and volunteers wear badges with their role. Should team members or mentors have questions or a problem, staff and volunteers will help find the answer.



## FIRST MID-ATLANTIC DISTRICT EVENT PACKET

**Team Pits.** A team pit is the designated space, usually 10 ft. by 10 ft. by 10 ft., where a team may work on their robot. Each team is assigned a pit space marked with their team number. This helps team members, judges, and visitors find teams easily. Each team's pit has a table and power outlet.

*Fill out the pre-event survey or contact the event coordinator in advance if you do not need a pit table or coordinate with Pit Admin for removal of pit table. Do not remove the table yourself without approval from Pit Admin.*

Teams, volunteers, FIRST staff and guests spend a lot of time in the Pit area. Get to know other teams and help each other when you can. Time is short and help is very often right "next door" in the adjacent team pits.

**E56.** Aisles must be kept clear.

**E57.** Children under 12 MUST be accompanied in the Pit by an Adult at all times.

**E58.** Any pit structures that is deemed unsafe or outside specifications by FIRST personnel, event management, and/or local committee members must be removed.

**E59.** The height of a team's pit may not exceed 10 feet (this includes the height of signs, flags, banners, etc.).

**E60.** Keep your equipment and team members within your assigned area, and do not "grow" into the aisle or any other spaces in the venue. If your team is too large to fit into the allotted pit space, encourage your team to leave the area to scout other teams and/or to watch the matches.

**E61.** Do not add to your space by setting up in another area.

**E62.** Teams may not build any structure that supports people or items for storage above the work area in their pit.

**E63.** Team signs, flags, and displays must be securely mounted to the pit structure.

**Playoffs - Additional Pit Crew.** Alliances shall return to their pit during quarterfinals. During semifinals, robots shall remain near the field in designated locations indicated by FIRST Staff or Event Volunteers. Three (3) pit passes per team will be provided. There is no limit to the age of the additional pit members, but they must remain in their designated queuing area during matches. Basic hand tools may be brought to the field, however no large rolling pit set-ups may be brought to the field.

**Traffic Flow.** At each event, there is a predetermined traffic flow pattern to maximize safety and efficiency of the team/robot entrance to and exit from the competition area. Refer to the Pit map and/or direction signage for the flow. Queuing volunteers maintain this pattern at each competition event. Please obey the traffic rules to ensure an efficient lineup for practice and competition.

**Media Pass.** No media passes are distributed at FIRST Mid-Atlantic district qualifying events. Media passes will be made available for the District Championship.

**Do Not Block the Aisles.** Be cognizant of those around you. No standing / taking pictures / socializing against the pipe and drape around the playing field. This blocks the view from the stands. All photographers & videography MUST be taken from the stands or areas that do not block traffic or views.

**Practice Field during Playoffs.** Each alliance will receive a pass to the practice field during the alliance captains meeting. The pass may be used to receive priority at the practice field. If there are no alliances in line for the practice field, any team may use the practice field on a first-come, first-served basis. The practice field will close at the conclusion of Quarterfinals.

**Senior / Alumni Photo.** There will be a photo on the field during Saturday lunch break of current team seniors and of FIRST alumni at each event. The photo may be rescheduled if there are time limitations.

**Lost-and-found.** Contact Event Coordinator for lost items. Any items left behind will be kept for 7 days. Arrangements must be made to pick up items in this time period.



# FIRST MID-ATLANTIC DISTRICT EVENT PACKET

## 4 DISTRICT EVENT SCHEDULE

### 4.2 DAY 0 – FRIDAY

4:00 PM	Pits Open to Teams
5:30 PM to 6:30 PM	Field Measurement & Calibration (if competition field is available)
6:00 PM	Robot Inspection Open
6:30 PM to 9:00 PM	Field Test Matches for fully inspected robots; Limit of 3 matches per team
9:00 PM to 9:45 PM	Off-field Robot Connectivity Tests Begin; All teams that are not fully inspected must report to the field for robot connectivity tests.
10:00 PM	Pits Closed to Teams

### 4.3 DAY 1 – SATURDAY

8:00 AM	Pits & Arena Seating Open to Teams; Machine Shop open (if available)
8:30 AM to 10:15 AM	Practice Matches Begin
10:15 AM	On-field Driver's Meeting Begins
10:30 AM	Opening Ceremonies
11:00 AM	Qualification Matches Begin
1:00 PM to 2:00 PM	Field Break
2:00 PM to 7:00 PM	Qualification Matches
7:00 PM	Pits, Machine Shop & Arena Seating Closed to Teams
	Pits & Arena will remain open until 7PM or 30 minutes after the conclusion of the last match

### 4.4 DAY 2 - SUNDAY

8:00 AM	Pits & Arena Seating Open to Teams; Machine Shop open (if available)
8:30 AM	Optional Driver's Meeting if required by the Head Referee
9:00 AM	Opening Ceremonies
9:30 AM to 12:30 PM	Qualification Matches
12:30 PM to 1:00 PM	Alliance Selections
	Alliance Selections will begin 15 minutes after the last qualifying match
1:00 PM to 2:00 PM	Field Break
2:00 PM to 5:00 PM	Elimination Rounds
5:00 PM	Awards Ceremony
7:00 PM	Pits, Machine Shop & Arena Seating Closed to Teams
	Pits & Arena will close 30 minutes after the Awards Ceremony