

## KICKOFF

Kickoff is Saturday, Jan 8 at PSNH located in Energy Park is at 780 North Commercial Street in Manchester. It is very close to the Amoskeag Dam.

There are a couple of ways to get there:

Coming from West High School, going North, take the Amoskeag Bridge over the river. Take the exit ramp to Canal Street which leads off to the right shortly after the bridge crosses the river. At the light (Canal and West Brook), take a right. Energy Park will be the first driveway on your right.

Coming from the highway, you can use the Amoskeag Bridge or the Granite Street Bridge Exit. If using Granite Street, take a left at Commercial Street. Energy Park will be the LAST driveway on your left, just at the final right-hand bend.

Another landmark is Fratello's Restaurant and Not So Plain Jane's. Energy Park is very near those, and across Commercial Street.

Energy Park has plenty of parking. The actual building itself is 'L' shaped with the main entrance at the short end of the 'L' under the big 'PSNH' sign. We will be meeting in Five Rivers Auditorium. There will be people around to help you find your way around as needed.

Please be at PSNH for 9:30am wearing your **Team 501 shirt**. Bring paper and a pen to take notes. Parents are encouraged to stay; the competition in March will make more sense if you see the video and learn about the game now. There will be plenty of seating. The NASA webcast will begin at 10am. We may stay to discuss the game for a while. We should finish up around 12:30pm.

The kick-off event is broadcast on NASA TV, which can be viewed on the internet. Here is the link for NASA TV: <http://www.nasa.gov/multimedia/nasatv/>. Tune in from 10-12 on Saturday, Jan 8.

Please note: Mr Forcier will not be at PSNH since he will be with Jefferson Hall at Southern NH University for the live kickoff event. They will then go to FIRST to pick up the robot kit and then to BURNDY to inventory parts.

**IMPORTANT:** Please remember that during the *entire* build process, all dates, times, meetings, etc. are subject to change with little notice.

Therefore, it is extremely important that you read your emails *daily* to be aware of any changes.

### BUILDING THE PLAYING FIELDS

After we are done at PSNH, we will go to West High to build the playing fields in the woodshop. If anyone can bring supplies, it would be greatly appreciated.

### MANDATORY BRAINSTORMING

There will be a Mandatory Brainstorming session on Sunday, Jan 9th at BURNDY from 10am-2pm at BURNDY. Jen Hosker will lead the team in discussion of how we want to play the game and start robot design concepts.

**IMPORTANT:** *Be sure you have read and know the game rules!* You want to be able to offer intelligent and worthwhile ideas during the entire build process.

### WORK AT BURNDY

Some reminders to all students about our time spent at BURNDY:

They are our team sponsor; we do not want to do anything to jeopardize our relationship with them. Please be respectful of BURNDY employees and the building at all times.

Info for **new students**: You are only allowed in the designated meeting rooms, work areas, or lunch room; please do not go walking down the halls or into rooms or offices.

Please keep cell phones off or on vibrate.

Don't let your grades slip!

Remember Gracious Professionalism!

The entry door is always locked. If you arrive early or shortly after the designated start time, someone will be at the door to let you in. If you

arrive late, there is usually a phone number to call to ask to be let in. You will need a cell phone to call. You may be asked to do door duty, please accept the job graciously.

The door has either a 10 or 20 second alarm. **Do not** leave the door open for long or the alarm will sound and someone will have to come to reset it.

It is OK if you need to leave a meeting early or to come in late, just be courteous and quiet while doing so. If the discussions are too technical or get too long for you, it is ok to leave.

Students need to find their own level of involvement in going to BURNDY. If you really want to help build the robot, can keep up with your school work and have no problem getting to BURNDY, then you can go as much as you want. If you are not that interested in building the robot, need more time to do school work and/or have a hard time arranging for a ride, then you would go less often. Each student needs to find the right balance for themselves.

While we hope to have some donations of food for night meetings, please do not assume there will be something. It is better to be prepared by having eaten at home, or pick something up on the way and eat there. There is a Wendy's, Dunkin Donuts and Mako's Pizza near BURNDY.

If you would like to bring in food or drink to share, some snacks and drinks are allowed in the conference rooms. Jefferson or a veteran team member can give specifics about this. Large quantities of food like pizza, casseroles, etc. are usually eaten in the kitchen/lunch area. Please know that we *appreciate all kinds of food donations*, from cheese and crackers to pizzas, to pans of lasagna. Everything gets devoured very quickly!

When it is time to leave, please be sure to push in your chair and clean up your area of the table by throwing away trash and food spills/crumbs. Please look around and be sure the entire area is left neat and picked up.

Info for **new parents**: It is extremely important to pick up students on time after a meeting at either West or BURNDY. If a meeting end time has been given, parents should arrive **at least 15 minutes earlier** to pick up

their student in case the meeting has finished earlier. Students should not be calling their parent to come **when** the meeting ends.

All students should have their ride home already arranged before going. If you do not, please do not go to BURNDY. Also, no student is to get a ride with another student, it is against school policy. Thanks for your cooperation on this.

Parents who would like to work with the team as a mentor: We do appreciate all help, however it is important to remember that the role of a mentor with FIRST is to let the students come up with the ideas, designs, to problem solve and strategize. The students need to learn things for themselves.