



MEMBER BEHAVIOR CONTRACT

The PowerKnights Robotics Team Registration Forms, Contracts & Instructions

Member Behavior Contract

As you embark on this exciting journey, we'd like to remind you of our behavioral guidelines. Team events/travel can be one of the highlights of your school year, and we know you've worked hard to earn the ability to attend the event with the team. We strive to make events enjoyable, exciting, safe, and educational. You as the event attendee, have a responsibility to yourself, your fellow students, team mentors, and team sponsors, to conduct yourself in ways that contribute to the success of the event. This document is a guideline for your expected behavior. Note that there are more situations that can arise than can ever be anticipated. If you are ever unsure of anything, get help from your chaperone or trip/event leader. Always act in a responsible manner that protects your safety and the safety of all others on the trip.

The Buddy System

During events it is expected that you will always have someone with you when you leave the area your group is currently in, for example if you want to go to buy a snack or need to use a restroom. It is also expected that you check in with one of the mentors in the immediate area, letting them know where you and your buddy are going, and approximately how long you will be gone. Be sure to check back in with the same mentor when you return. Note: It is possible that the mentor may ask you to wait a bit, if the time you choose to leave is not a good time. If this is the case, please respect the mentor's request and remain with the group. This is true for all students including the drive team students.

How to Behave

Remember, what you do and don't do, are choices you make. Attending events/traveling with the team is the highest privilege. To make trips better we expect you to follow the following guidelines:

1. Be courteous at all times.
2. Pay strict attention when chaperones, trip leaders, or mentors are instructing you.
3. Refrain from roughhousing at all times.
4. Be on time.
5. Keep your language clean and polite.
6. Obey chaperones, trip leaders, and mentors at all times.
7. Responsible conduct is required at all times.
8. Shoplifting, alcohol, illegal drugs, tobacco, fireworks, snap rocks/poppers, and weapons of any kind are forbidden. You and your belongings may be searched at the discretion of any chaperone, trip leader, or mentor with the team. If a search is required, the search will be performed by a leader of the same sex as the student being searched, along with another witness.
9. If you are ill or hurt, call your chaperone, trip leader, or mentor immediately.
10. Team shirts are required to be worn at all events.

Hotel Stay Guidelines

1. Keep your voices down while in your room or walking in the halls of the hotel.
2. Walk, in the hallways and hotel, and at all other venues.
3. Your chaperone, trip leader, or Safety Captain will point out fire exits to you at check-in.
 - a. Remember how to get there from your room. If there is an alarm:
 - b. take your key,
 - c. leave your belongings,
 - d. leave by the nearest fire exit, (be sure the door is cold before opening)
 - e. and meet at the designated meeting place.
4. Room keys.
 - a. In case you are issued a physical key (non-electronic). Save the envelope your key came in, to return it to the leader at the end of the hotel stay. Select a room leader to keep the key to your room. Always be sure the room leader has the key to your room before leaving and locking the room.
 - b. If you are issued an electronic room key be sure that you and / or your trip partner(s) have a room key prior to leaving the room. This is especially important to remember if you are going to a pool at the hotel, as the room key often is used to access the pool area also.
5. Keep your hotel room neat. (If your room is dirty or there is another problem when you check in, let your chaperone or trip leader know immediately.)
6. In-room phone usage:
 - a. You may use the in-room phone to call your chaperone, trip leader, or mentor's room if the need arises. (Any charges to your room will be charged to your parents.)
 - b. To call home, use your cell phone.
7. Keep your door locked while you are in the room. Secure the door with the secondary lock i.e. chain, flip lock, etc.
8. No one is allowed in your room except your roommate(s), a chaperone, and your trip leader. Your partner(s) should be with you if ANYONE other than your roommates comes into your room. Hotel staff and security guards are not allowed into your room, (except for the maids when you are not there). If you are unsure, call your chaperone or trip leader immediately.
9. When someone knocks, be sure you know who it is before opening the door, leaving the secondary lock still in place for a second verification of their identity.
10. Boys are not allowed in girls' rooms and girls are not allowed in boys rooms unless a chaperone is present at all times as well.
11. If there is a pool, and swimming is allowed, swim only with a chaperone present and during assigned pool hours. (And with a partner present).
12. If your hotel has balconies, never lean or climb on the railing. Stay on your own balcony.
13. If you call room service or use a pay TV movie, you will be required to pay for it. If room service is allowed, it is cash basis only. (Any charges to your room will be charged to your parents.)
14. Quiet hours are set by your chaperone and trip leader. You will be in your room quietly until the meeting time set by your chaperone and trip leader.
15. Lights-out will be set at which time your lights will be out and you will be in bed.
16. You must sleep in your assigned room each night.
17. Dress appropriately for the events and weather of the day. We do not usually return to the rooms for a change of clothes.
18. Bring what you need for the entire day.
19. Remain in your room until the designated time to assemble as a group.

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20. Be sure to leave a tip for room service each morning of your stay (typically \$1 per person staying in the room).
 21. If you need help at any time for anything, call your chaperone or trip leader.
 22. Before check-out, re-check your room to be sure you have everything.
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Travel Guidelines

1. Stay in your seat while on the bus or airplane, keeping your legs and feet out of the aisles.
 2. Keep your possessions in sight at all times. If you must leave something, leave it with a chaperone, trip leader, or mentor, unless the bus has been designated for that purpose. You are responsible for any loss of your possessions. Never carry another person's bag.
 3. Remain with your group at all times, unless groups have specific permission to break up. Use the buddy system at all times.
 4. Always check with your assigned chaperone before going anywhere and when you return.
 5. Obey all traffic signals. Use crosswalks and traffic signals when available.
 6. Pay attention and be careful when you are using stairs, escalators, elevated walkways or balconies.
 7. Stay off structures, embankments and any other area that is not designated for climbing or walking.
 8. Keep in your group, not talking or interacting with strangers.
 9. If you need help at any time for anything, call your chaperone or trip leader.
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Consequences

There are actions you may choose to take that may result in these consequences. The trip leader(s) are the final authority on any consequences to be applied to you. There are 3 levels of consequences:

1. You will be issued a warning.
2. You will be required to call home, in the presence of a chaperone, trip leader, and / or mentor, and explain to your parents what you did and what the next consequence will be.
3. You will be sent home. Your parents will be required to pay for the extra cost to send you home. This may include an airline ticket for you, an airline ticket for a chaperone to escort you to your parents and return to the trip, transportation to the airport and any other related costs.

The trip leaders may require any level of consequence without going through the lower levels. Level 3 can be the immediate consequence for use of alcohol, illegal drugs, fighting, vandalism, theft or causing harm to anyone. Any damage to property or theft found to be your responsibility will be paid for by your parents. Your school may also be notified.

Acknowledgement

I acknowledge that I have received a copy of the "Event Travel - Student Behavioral Guidelines" document.

I have read and understand the contents of this document and will act in accord with these rules and procedures as a condition of my travel attendance with the PowerKnights Team 501.

I understand this agreement is valid for the entirety of the 2018 to 2019 FIRST Robotics Season / FRC501 The PowerKnights Robotics Team Season from July 1st, 2018 to June 30th, 2019

Member Name:

Member Signature:

Date:

Parent/Guardian Name:

Parent/Guardian Signature:

Date:



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