

Talon Robotics Captain's Application

Any sophomore or junior with one year's FIRST experience is eligible to apply to be a captain for the next season. Completed applications should be turned in to Sandy Olson or emailed to solson@standrewlu.org before Friday, May 12, 2017. Applications will be made available to all team members prior to the vote. Applicants are encouraged to make a short presentation on Tuesday, May 16, 2017 before voting takes place.

Student Name _____

Student Grade (2016/17): Sophomore Junior

Position Applying for: Engineering Business Either

1. Why do you want to be a captain? What vision do you have for the team next season?

2. Describe any leadership position you have had or what skills you possess that make you a good candidate.

3. How do you plan to organize the team and/or get other team members involved?

4. Additional Comments

My student has discussed this application with me and I understand the time commitment involved for the 2017/18 robotics season.

Parent Signature _____

Team 2502 Captain Job Description

Position Summary

The captain oversees team functions and acts as a messenger with team members, schools, business, and community partners. In addition, they enforce team policy and procedures, run team meetings and oversee the design and production of the robot. Finally captains ensure that all team members are actively involved on the team.

Position Overview

- Leadership position, significant level of responsibility
- High visibility role
- Mentoring team members develop leadership and mechanical build / electrical skills / programming
- Interesting and varied responsibilities
- Great resume and scholarship opportunities
- Large time commitment

Ideal Qualities

1. Strong organizational skills
2. Excellent communication skills—both written and oral
3. Willing to make a significant time commitment outside of school especially during build and competition season.
4. Good collaboration skills with team members and mentors.
5. Humility – not needing to be in the center of everything
6. Strong understanding of team organization
7. Willing to describe and/or demonstrate needed skills to others.
8. Dependability – stick with the program through good and bad.

Responsibilities

- **Expectation is that you need to get others involved in building the robot. The captains roll is to delegate, follow-up, mentor and oversee the other members of the team.**
- Understand that the future of the team is dependent on our ability to teach other team members how to contribute to the development of the robot or other non-build activities. Think about how prepared other team members will be when you are no longer on the team.
- Need to be willing to try and get other kids involved every night – find and identify task that they need to do.
- Work with mentors to order parts for the robotics build season and other team activities.
- Help provide opportunities for the team to access training/education during the off-season through programs run by others or programs run by team members. (ie. CAD, Build, Programming, etc.)
- Identify areas that the team is weak in and ask mentors for help in developing that area.
- Check your emails daily
- Assign team members to be the “leads” for specific areas and/or sub-system teams. Follow up regularly with the team “leads” to get reports on progress and provide guidance.
- Communicate student concerns to head mentors
- Work closely with lead mentors to coordinate fundraising & community outreach efforts, communicate progress to sponsors.
- Promote team unity & cohesion; discover and defuse personality conflicts.

- Serve as role models and mentors for all team members.
- Update team weekly on progress of robot as a whole and on support functions.
- Enforce team policies and procedures.
- Attend a Captains meeting weekly during the build and competition season and meet regularly during rest of year.
- Captains will plan and schedule the team activities, develop team communications, make decisions, and provide regular team meetings.

Experience and Skills Needed

- One years' experience on a FIRST team before they can apply for captain. (FTC experience is acceptable)
- Ability to "take charge," be assertive, but tactful
- Strong interpersonal, communication, and leadership skills
- Ability to collaborate with others
- Self-directed individual
- Strong assessment skills
- Ability to work as a member of a team
- Behave with Gracious Professionalism

Time Commitment

- **Commitment:** Approximately a one year commitment and the election is for a single, 1 year, term. The term runs from the "year end" banquet to the next year's banquet. The banquet is typically held in May.
- **APPROXIMATE time commitment:** 2 weeks a month during summer, 3-4 days a week during school year, daily during build season
- The captains are expected to be at the team activities. If they are not available they are expected to make arrangements with the other captains to ensure the activity is covered.

Training/Support

Captains will be given the opportunity to attend some training events and will have regular meetings with mentors.

Unable to complete duties

If a captain is no longer able to support the responsibilities of being a captain or the other captains feel they are not providing the support required, then the mentors will meet with the captains to attempt to resolve the conditions. If there is not an agreeable solution that captain may be replaced.