

DISTRICT CHAMPIONSHIP EVENT PACKET 2026

1 WELCOME

Welcome and congratulations for advancing to the *FIRST* Mid-Atlantic District Championship at Lehigh University! This event marks the culmination of months of hard work, creative problem solving, and incredible teamwork. The REBUILT competition was fierce, and your design, strategy, and fabrication skills will continue to be tested again at this District Championship. You have learned what it means to be part of a team and you have contributed to its success. We wish all of the participating team members great success, volunteers amazing fun, and spectators an epic exploration into the MAR dig site! Good luck to everyone as we make one final splash into the *FIRST* Rebuilt FMA Season!

2 VENUE INFORMATION & MAP

Stabler Arena
124 Goodman Drive
Bethlehem, PA 18015

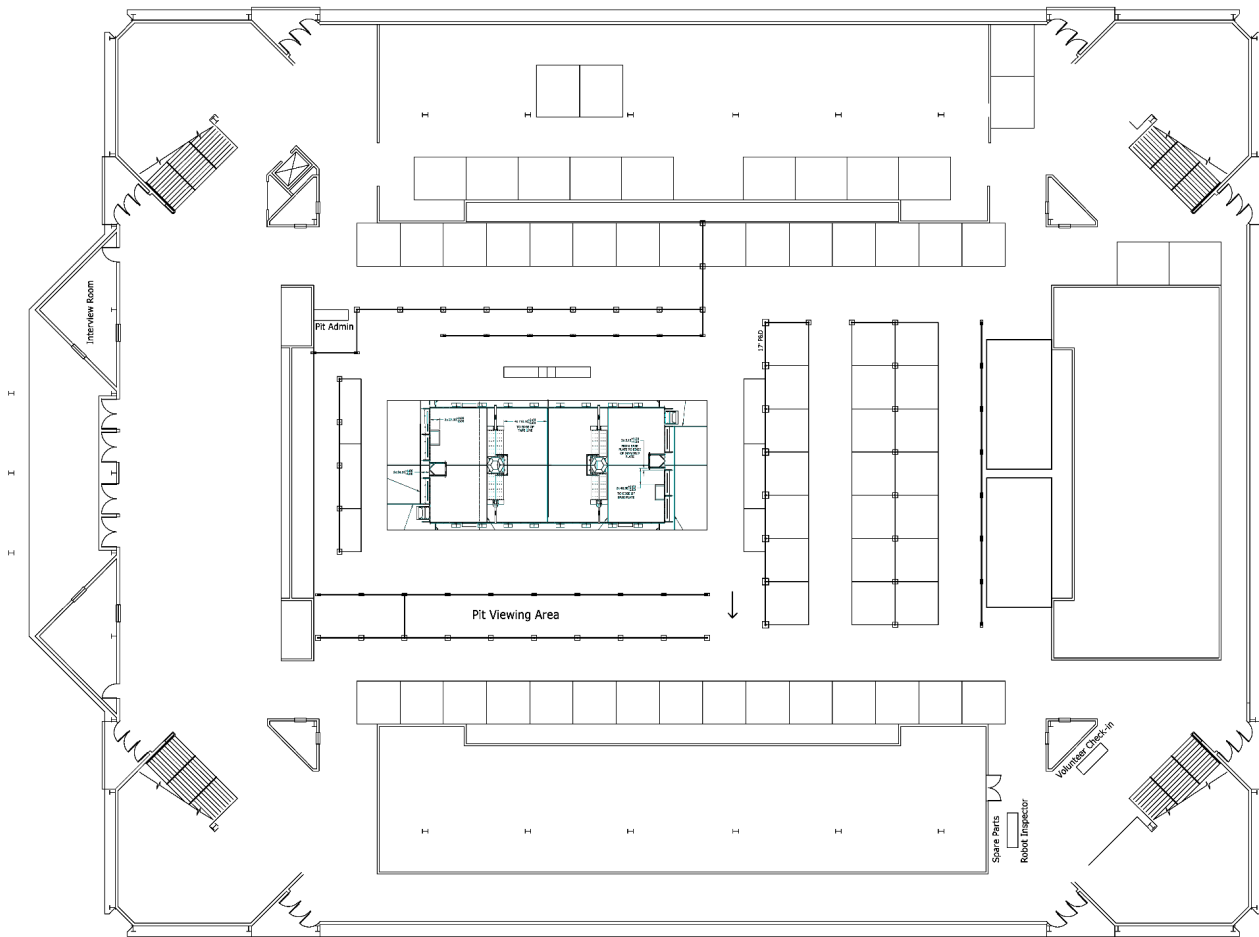
Load-In & Parking Map.



Note: Please follow the directions of the traffic attendants and queue prior to load-in.

Teams may only use the main entrance on Thursday-Saturday. Teams may not enter through the loading dock except during Wednesday load-in.

Arena Layout.



Pit Assignments will be available at the event.

3 PRE-EVENT CONSIDERATIONS

What to Bring. Bring the following items to ensure a smooth team check-in and event experience.

- Printed Team Roster
- Any Paper Consent and Release Forms for participants that did not complete them electronically
- Safety Glasses for all Team Members and Spectators in attendance
- Pit Safety Items (Fire Extinguisher, First-aid Kit, Battery Spill Kit, etc.)

Bring Fluids. FMA strongly encourages teams to bring water bottles or cases of water for team members. Water fountains are located on the second floor of the arena. There is no limitation to outside food and beverage brought into the venue for the District Championship.

Note about outside food: At district events, host teams are not compensated by FIRST Mid-Atlantic for hosting events. The sale of concession food is a fundraiser for the host teams. In



addition, the host venues agree to moderate the cost of concessions across all events. At the District Championship at Lehigh University, FIRST Mid-Atlantic does not have any control on prices for concessions. The price of water is much higher than the standardized pricing at District Events and therefore we strongly encourage that teams bring their own water to the event for all team members.

Under the Bleacher Pits. There are pit spaces under the bleachers or around the back stairwell. These pits are slightly larger than 10'x10' and are generally quieter than the arena floor pits, however may have ceiling height limitations. There are no announcements or field audio available under the bleachers, therefore teams must be aware of the match times and queue accordingly. If your team would like to be assigned to these pits, please contact Team Support (teamsupport@midatlanticrobotics.org) prior to the event. These pits are available first-come, first-served.

4 CONTACTS, ACCOMODATION, & EMERGENCY

Event Assistance/Support. For any issues, questions, or concerns that arise during the event, please direct them to Pit Admin. If you need immediate assistance or have any specific queries related to event operations, Pit Admin will be able to reach Event Management via radio.

Emergency. In the event of an emergency at the FMA Championships Event, make sure to listen to the instructions from the event staff as it may be necessary to evacuate or clear a path for emergency personnel. We recommend setting up a team meeting place outside of the arena beforehand. A card with this location as well as your hotel and other important team contacts would be a great handout to remind your team!

First Aid is located on the second level behind Section 4.

Note: If you have an emergency, please contact any volunteer for directions.

Event Accommodations. FIRST and FIRST Mid-Atlantic strive to host inclusive, accessible events that enable all individuals, including individuals with disabilities, to engage fully. If you or your team needs an accommodation for the event, please reach out to Team Support (teamsupport@midatlanticrobotics.org) at least 72 hours in advance of the event so we can help. Wheelchair ramps for Driver Stations will be available at the event and can be requested from the Event Manager or FTA. An elevator between levels is located in the venue near the main event entrance. If you cannot locate it, please ask any Lehigh University staff member for directions.

Additional Questions. If you have any questions in advance of the event, please reach out to us at: teamsupport@midatlanticrobotics.org

5 FIRST EVENT RULES – ADDENDUMS

The following rules are addendums to FIRST's Event Rules.

E101. Safety Glasses. Team members shall bring their own safety glasses. There are no safety glasses available to teams at events. If a team is bringing guests (e.g. Team Sponsors or parents), the team will be responsible for providing safety glasses for them. Safety glasses will not be on sale.



- E105. Teams Must Check In.** During Team Check-In, the Team Mentor must provide the Team Roster and any paper copies of the Consent and Release Forms.
- E402. Team Load-in.** There is a **limit of 6 team members** during load in. One team member **must** be an adult. Additional team members must leave the venue. Please load-in your material, set up your pit, get inspected, and promptly exit the venue.
- E801. No Saving Seats.** Teams may not hang banners, ropes, etc., or use backpacks, totes, spirit items, etc. to designate seating. (Event staff will remove and discard any material used to designate seating). Do not leave items in the stands overnight to save seats (including signs, team promotional items, etc.). All items will be removed from the stands overnight by Event Staff. Event management may reserve seats for attendees who require accommodations.
- 10.6.5 Pit Crews.** Three additional pit crew members are permitted into the team queueing area during playoffs. Hand tools only may be brought into the playing field area. Pit Crew badges may or may not be provided. However, due to space limitations around the playing fields, additional pit crews must leave the playing field area after their team enters the field during Playoff Rounds 1, 2, & 3. Pit Crews may remain in the queueing area during Playoff Rounds 4 & 5 & during Finals.

6 EVENT SAFETY

Designated Entrances. Teams should use the designated entrances to the venue. Do not enter the venue at any location except the designated entrances. Do not open the door to allow entry except at the designated entrances.

- Team & Spectator Entrance: This is the entrance that all attendees, except for volunteers, should be using.
- Volunteer Entrance: This entrance is for assigned volunteers only.

The loading area entrance may not be used by teams for entry except during load-in.

7 EVENT FEATURES

Pit Administration. Pit Administration is 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:

- Team Roster: Turn in your team's roster and any hard copy Consent and Release forms
- Registration Packet: Check-in and receive your envelope with Drive Team Ribbons, Houston Shipping Information and other important information
- Questions: Get answers to most questions, including machine shop access
- Lost and Found: Can be found at Pit Admin
- Incident Reporting: Report an illness, injury, or other incident. A laptop will be available at Pit Administration for individuals to complete the online report forms

Driver's Meeting. The Driver's Meeting will take place around the playing field. Members from the drive team should attend to meet with the Head Referee, FTA, and field volunteers.



Team Flags. There is no storage by the competition field for team flags. Teams who wish to have the Emcee wave their flag during team introductions shall bring their flag to the playing field for each match and place it in front of their driver station. 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.

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.

Media Pass. No media passes are distributed at *FIRST* Mid-Atlantic events, however team members may use the pit viewing area during their team's matches.

Pit Viewing Area. The pit viewing area is for media and pit crews of teams during their matches. The pit viewing area will be cleared after each match. Teams may only enter this area during their team's match. Any abuse of the pit viewing area may result in barring or removal of the pit viewing area.

Driver Buttons Ribbons. Upon checking with Pit Administration, teams will receive ribbons to attach to their 2026 Drive Team buttons. Only team members with ribbons on their Drive Team buttons are permitted into the field area. Safety Captain buttons are not permitted into the field area.

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 and creates a safety and accessibility hazard. All photographers & videography **MUST** be taken from the pit view area, stands, or areas that do not block traffic or views.

Test Area. We will have two Test Areas set up, and both are **tether only**. Teams are responsible for bringing their own game pieces labeled with their team number to the Test Area. Each Test Area is set up the same and will operate the same way. Teams will be allowed 12 minutes (including on/off time) for each time slot and teams shall remove their robot prior to the end of their time slot and as directed by the Test Area Volunteer(s). Up to four teams are permitted to use the Test Area at a time, two on each side, depending on what elements are being used and as directed by the Test Area Volunteer(s).

Due to space restrictions and safety, **only 2 members per team are allowed on the Test Area carpet**. Only 5 team members total are allowed around the Test Area if your team is practicing. If repairs to robots are required, teams must leave the Test Area. Per rule E604, When using a tether on Test Areas, teams must keep a safe distance from all ROBOTS and moving elements and must not interact directly with the ROBOT when it is enabled. Generally, a safe distance is ~6' from the ROBOT.

Per rule E601, teams must have passed inspection prior to using the event Test Area.

The Test Area will operate on a filler line system.

- When your team wants to use the Test Area, send one (1) representative to check-in with the Test Area Volunteer and add your team number to the queue list



- Your representative can choose to wait in line, or can choose to come back when the queue line is shorter and it is closer to the time when your team will be up.
 - The robot should not be in the queue line with the representative due to space
- The Test Area volunteer will instruct the team on where they are in the queue. It is then the team's responsibility to ensure their robot and necessary team members are at the Test Area when it is their turn in the filler line. If the team representative is not present when their slot is made available, they will be removed from the queue.
 - Teams will not get to choose which Test Area they use - teams will be instructed on which test area elements by the Test Area Volunteer(s) depending on which one is available when it is their turn.
- If a team misses their spot in the filler line, they can be added to the end of the list, but they will not jump other teams that are already on the list.

To avoid crowding around the Test Area and to do our best in keeping the aisles as clear as possible, please only send the number of people that are needed; do not have extra people crowding around the Test Area or waiting in the filler line and only have your robot at the Test Area when you are next to go on the field. There is no need to keep your robot in line with you while you wait, as a team member can bring the robot once it is your turn on the field.

The test area closes after the last qualification match each day for general team use. For teams participating in Playoffs, the test area will remain open until the end of Round 1.

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 or directional signs to find the preset traffic pattern. Pit Administration & Queue Volunteers do not make announcements or alert individual teams when drive teams and robots shall report for matches. It is up to the team to report to matches on time. The video displays in the arena will show which match is on the field.

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

Graduating Senior Photo. There will be a photo of all graduating seniors on the field at the start of the lunch break on Thursday. All current team seniors are encouraged to join. Listen to event announcements for locations to queue.

Alumni Photo. There will be a photo of all FIRST Alumni on the field at the start of the lunch break on Friday. The photo may be rescheduled if there are time limitations.

Lost and found. Contact Pit Admin for lost items. Any items left behind will be made available at the FMA Warehouse during the Houston Championship Transportation Drop Off periods. Please contact teamsupport@midatlanticrobotics.org to coordinate picking up any lost items after the event during these times. Any items remaining after this time period will be discarded.

Machine Shop. There will be an on-site machine shop. Teams shall bring their own material for any machine shop job. Teams should bring the material and the completed Machine Shop Request Form (available from Pit Admin) to Pit Admin when they need machine shop assistance. Teams should not take requests directly out to



the Machine Shop. Any job for the machine shop should take no more than 30 minutes and the Machine Shop Attendant will have the authority to reject jobs that exceed a reasonable request.

Public Wi-Fi. There is no public wi-fi.

E301 *No wireless communication. Teams may not set up their own 802.11a/b/g/n/ac/ax/be wireless communication (e.g. access points or ad-hoc networks) in the venue.

Quiet Rooms. A Quiet Area will be located in the Rauch Fieldhouse at the Innovation Fair.

Gender Neutral Bathrooms. If a gender neutral bathroom is requested, please see the Event Manager.

Youth Protection Concerns. If a youth protection incident occurs at an event that you would like to report to *FIRST*, please complete an electronic youth protection form. Forms can be accessed by visiting the [FIRST Youth Protection page](#). As these forms go directly to *FIRST*, and it is rare that the information is passed along to local FMA leadership, we kindly ask you to forward a copy of the incident to us at teamsupport@midatlanticrobotics.org or alert the Event Manager to the issue. This way, we can work locally and quickly to address any issues. When completing the form online, you are able to forward a copy to yourself, and then forward along to FMA.

8 FOOD & MEALS

Food will be available for purchase in Stabler Arena during the event. Teams also have the option to pre-order sandwiches or pizza directly with Lehigh. Pre-Order forms are posted at this link: <https://midatlanticrobotics.com/events/mar-championship/>. Pre-Orders are due by Wednesday, April 15.

Outside food options near Stabler Arena are limited, so please plan accordingly.

9 INNOVATION FAIR

The Innovation Fair will be in the Rauch Field House each day, open between 10:00AM and 4:00PM.

Participants are encouraged to visit and check out the offerings. Highlights of the Innovation Fair include:

- Sponsors
- Colleges and Universities
- Video Game Area
- Team Eating and Socializing Area
- FIRST Hall of Fame Team Display
- FTC and FLL Displays
- Scavenger Hunt
- Alumni and Student Project Area
- Event Apparel Area



FIRST MID-ATLANTIC DISTRICT CHAMPIONSHIP

Competition Schedule

(Day 0 - Wednesday)	
5:00PM - 8:00PM	Load In, Set Up Pits, Get Inspected (6 Team Members Only)

(Day 1 - Thursday)	
7:45AM	Pits, Machine Shop, Registration and Inspection Open; Arena Seating Open to Teams
8:00AM-8:45AM	Field Open for Measurement and Calibration
9:00AM	Load-in Ends
8:45AM - 10:45AM	Practice Matches
10:00AM	Innovation Fair Opens
10:45AM-11:15PM	Driver's Meeting
11:00AM	Safety Captains Meeting
11:15AM - 1:00PM	Qualification Matches
1:00PM-1:45PM	Field Break/Lunch
1:45-6:30PM	Qualification Matches
4:00PM	Innovation Fair Closes
~7:00PM**	Pits, Arena and Machine Shop Close 30 minutes after the conclusion of the last match

(Day 2 - Friday)	
7:45AM	Pits and Machine Shop Open; Arena Seating Open to Teams
8:00AM - 8:20AM	Opening Ceremonies
8:30AM - 12:00PM	Qualification Matches
10:00AM	Innovation Fair Opens
12:00PM - 12:45PM	Field Break/Lunch
12:45PM - 6:30PM	Qualification Matches
4:00PM	Innovation Fair Closes
~7:00PM**	Pits, Arena and Machine Shop Close 30 minutes after the conclusion of the last match

(Day 3 - Saturday)	
7:45AM	Pits and Machine Shop Open; Arena Seating Open to Teams
8:00AM - 8:40AM	Opening Ceremonies; MAR Legacy, WFFA, & VOY Awards Ceremony
8:40AM - 12:30PM	Qualification Matches
10:00AM	Innovation Fair Opens
~12:30PM – 1:00PM	Alliance Selections (begins 8 minutes after the end of Qualification Matches)
1:00PM - 2:00PM	Lunch
2:00PM - 6:00PM	Playoff Matches & Awards Ceremony
4:00PM	Innovation Fair Closes
~6:30PM**	Pits close 30 minutes following the close of the Closing Ceremony

***Schedule subject to change. All times are estimated based on flow of rounds.
See Pit Administration table for updated times.*