

FIRST Tech Challenge®

New teams get a Jumpstart on next season!

Jumpstart allows rookie teams to get started this year to ramp up for the following season.

Jumpstart is an offer just announced to give new teams a head start for next season. Jumpstart coaches register now, just as if they were participating this season. Once registered, they will receive a full credit towards next season's registration fee and the ability to purchase a full *FIRST* Tech Challenge competition kit at the team discount.

New teams get their hands on the robotics kit now to see how it all works and meet other teams and local volunteers. They can start recruiting their teams and get a head start on the 2018/2019 season.

Jumpstart coaches will have full access to *FIRST* curriculum and training materials. Coaches thinking about incorporating *FIRST* Tech Challenge into classroom activities next fall can plan as much as a full semester's worth of available curriculum.
<http://info.firstinspires.org/ftccurriculumrequest>

Jumpstart is also a great way for *FIRST* LEGO League® teams who are graduating this year to get a leg up on moving to *FIRST* Tech Challenge.

Need based grants are available to rookie teams needing additional financial help getting started. <http://info.firstinspires.org/first-tech-challenge-grants>. Teams applying for need based Jumpstart grants should start the registration process, obtain a temporary team number, and then apply for these grants. Teams applying for these grants should not pay the \$275 registration fee until notified of grant acceptance or decline. This notice should be expected within 10 days of your grant application.

Tell your friends and get them into the action! Deadline for taking advantage of Jumpstart is March 30, 2018.



5 Steps to Jump Start your team into next season

FIRST® Tech Challenge is designed for students in grades 7-12 (ages 12-18) to compete head to head, with robots using a sports model. Teams are responsible for designing, building, and programming their robots to compete in an alliance format against other teams.



1

Learn about Jump Start

The Basics:

- Join without the pressure of competition
- Develop your skill set and practice teambuilding, programming, and much more
- Receive a registration discount for next season



2

Build your team

You'll Need:

- Up to 15 students to join your team
- Two adult Mentors/Coaches
- A meeting space



3

Register and order materials

To Start:

- Learn about registration and materials: www.firstinspires.org/ftc-start-a-team
- Create a profile and Team in the *FIRST* Registration System
- Access the Storefront and order materials

4

Gear up and start building

Be in the know:

- Access our free *FIRST* Class curriculum and other resources in our online resource library
- Connect with other teams
- Build your robot



5

Your team is ready!

A new Season awaits in the fall:

- Season Kickoff is in September
- Stay connected and find a local event near you

