The hardest fun ever! Teams combine the excitement of sports, science and technology, business management, marketing, and fundraising while competing in a unique varsity *Sport for the Mind.*™ In just six weeks with the guidance of adult Mentors, high-school students will design, build, program, and test their robot to meet the season’s challenge.

**You need:**
- High-school-aged students
- Adult Mentor(s)

**To start:**
- Find financial Sponsors
- Plan your meeting place

**Important dates:**
- Registration: May–November
- Kick off/Game reveal: January
- Competitions: February–April

**Use your:**
- Meeting place
- Passion
- Tools
- Time

**Show your stuff:**
- Sign up for an event
- More than 120 events and over 3,000 competing teams

**For more information about scheduling, fundraising, registration, and other resources, visit [www.firstinspires.org/frc-start-a-team](http://www.firstinspires.org/frc-start-a-team)**

[www.firstinspires.org](http://www.firstinspires.org)  
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