

Earning a Place on the Team

All students will need to earn "points" during the build season to be considered "in good standing" with the team. The benefits of being "in good standing" include:

- The right to stay with the team at Bishop Guertin HS whenever the team is able to do so.
- Support for some travel expenses if the team ever needs to stay in a hotel or goes to St. Louis. (This will depend on the state of team finances.)
- Eligibility for the Drive Team, Scouting Team, Safety Team, and Battery Team.
- Eligibility for the Drive Team at off-season event, and possible financial support for related travel expenses.
- Eligibility for recommendation from mentors for college applications, scholarships, special awards, jobs, etc.

We still encourage those not "in good standing," their parents, siblings, and friends to participate in worksessions as they are able, **and** attend the competitions. Being at the worksessions and competitions is fun, and we want as many people as possible to enjoy both of them.

Points will be earned and scored at each worksession by:

1. Indicating in advance your intention to attend the worksession, and then actually attending.
2. Being on time (except for a legitimate reason known in advance.) "On time" leeway 30 min.
3. Staying until the end of the worksession.
4. Helping to clean up or helping with some other needed team function.
5. Being productive and behaving appropriately during the worksession. That includes wearing your safety glasses. Productivity will be verified by **an assigned mentor with whom you have actually worked** during the worksession.

You will lose a point if you sign up for a worksession and then don't attend. You can also lose points for inappropriate behavior. i.e. horsing around, not wearing your safety glasses.

Students may also earn points by an "alternate method" **approved in advance**, for example by making a video, doing publicity, working on the website. These could be done offsite. Students are encouraged to propose alternate methods of earning points if it suits their interests.

Adults will also need to indicate in advance their intention of attending worksessions.

Students (or adults) who are habitually unproductive and/or exhibit inappropriate behavior will be barred from one or more worksessions.

52% to Qualify

You don't have to be perfect, just reasonably good! To be "in good standing" you will have to earn **55 points out of a possible 105**. That's about 52%. You could do that by attending 2/3 of the worksessions and earning 4 out of 5 points. So you can qualify even if you are occasionally late or absent, sometimes have to leave early, and so on.

Saturdays

There are often conflicts with other activities on Saturday. You can qualify as "attending" on Saturday if you attend only a **half day** on account of a legitimate conflict with a team sport, scouts, SAT's etc. But only if you let us know in advance.

Posting of Scores

Point scores will be posted on a **highly visible** bulletin board in the shop.

Students who do not wish to be evaluated at all or who do not accumulate enough points are still welcome to participate in worksessions or other events. But you will not get the benefits of being "in good standing."

Arriving at or Leaving a Worksession – Students and Adults

- Check with Dan or Jim when you arrive. Sign the "attending" log.
- Check with **your assigned mentor** before you leave. On Sunday make sure you have indicated your intention to attend or not for the next **three** worksessions.
- Perform a self-evaluation. **Your assigned mentor** confirm/correct, give you a score for the day, and log you out.

Here's how you earn points:

1. Indicate the previous week whether you plan to attend this day
2. Arrive on time. 30 minutes grace period.
3. Stay until the end.
4. Help clean up or do other team task.
5. Be productive.

This is a sample of a scorecard for the day:

Attending? yes/no _____ If not at the usual time when/why? _____						
	1	2	3	4	5	day score
self eval.	<input type="checkbox"/>	<input type="text"/>				
mentor eval.	<input type="checkbox"/>	mentor _____				

This is the same scorecard filled in

Attending? yes/no <u>yes</u> If not at the usual time when/why? <u>1 pm. b-ball game</u>						
	1	2	3	4	5	day score
self eval.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	3
mentor eval.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	mentor <u>JW</u>

Your self evaluation (points to self eval. row)

The previous week you indicated your intention to attend, but late because of b-ball game. That's OK. (points to yes)

Mentor score (points to **3**)

Mentor initials (points to JW)

The mentor didn't agree with you about being productive. (points to mentor eval. column 5)