

## 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 opportunity 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 New England or World Championships. (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 work sessions as they are able, **and** attend the competitions. Being at the work sessions 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 work session by:

1. Indicating in advance your intention to attend the work session, 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 work session.
4. Helping to clean up or helping with some other needed team function.
5. Being productive and behaving appropriately during the work session. That includes wearing your safety glasses. Productivity will be verified by **your assigned squad mentor with whom you have actually worked** during the work session.
  - a. On Friday evenings and Sunday afternoons you may earn a maximum of three (3) productivity points.
  - b. On Saturdays, you may earn up to five (5) productivity points.

You will lose a point if you sign up for a work session 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 work sessions.

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

### Qualifying

You don't have to be perfect, just reasonably good! To be "in good standing" you will have to earn a number of points (to be determined), comparable to attending ~2/3 of the work sessions and earning 5 of the 7 possible points in the Friday and Sunday sessions and 6 of 9 points on Saturdays. So you can qualify even if you are occasionally late or absent, sometimes have to leave early, and so on.

### Saturday conflicts

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 work sessions or other events. But you will not get the benefits of being "in good standing."

## **Arriving at or Leaving a Work Session – 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** work sessions.
- 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.
  - a. On Friday evenings and Sunday afternoons you may earn a maximum of three (3) productivity points.
  - b. On Saturdays, you may earn up to five (5) productivity points.

**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="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div>	
mentor eval.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	mentor _____	

**This is the same scorecard filled in**

Your self evaluation

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 type="checkbox" value="2"/>	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; font-size: 2em; color: red;">3</div>	
mentor eval.	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	mentor <u>JW</u>	

Mentor score

Mentor initials

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

The mentor didn't agree with you about being productive.