

FIRST[®]

AGILE[™]

PRESENTED BY **Qualcomm**

Glacier Peak Site Specific Information
February 25, 2026

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2026 GLACIER PEAK DISTRICT EVENT

Competition Schedule

Friday, March 13, 2026 (Day 0)	
5:00PM - 8:00PM	Pits Open, Inspections, Load In Period

Saturday, March 14, 2026 (Day 1)	
8:00AM - 11:00AM	Pits Open, Inspections
8:30AM - 9:00AM	Drivers Meeting
9:00AM - 9:30AM	Field Calibration
9:30AM - 10:45AM	Practice Matches
11:00AM - 11:15AM	Opening Ceremonies
11:15AM - 1:00PM	Qualification matches
1:00PM - 2:00PM	Lunch
2:00PM - 7:15PM	Qualification Matches
7:30PM	Pits Close

Sunday, March 15, 2026 (Day 2)	
8:00AM	Pits Open
9:00AM - 9:15AM	Opening Ceremonies
9:15AM - 11:00AM	Qualification Matches
~11:00AM - 11:30AM	Alliance Selections (begins 8 minutes after the end of Qualification Matches)
11:30AM - 12:30PM	Lunch
12:30PM - 3:30PM	Playoff Matches & Awards Ceremony
~4:00PM	Pits close 30 minutes following the close of the Closing Ceremony

Activities Schedule

(Day 1) Menstrual Equity Host 2980	
No Host	Quiet Room
8:30 AM	Drivers Meeting
12:00 PM - 3:00 pm	FLL Explore Expo
1:00 PM	Sr. Photo on the field
2:00 PM - 3:00 PM	Leadership Listening session with Jacque
3:15 PM - 4:15 PM	Gender Equity Movement in STEAM by 949 & 9036
4:30 PM - 5:30 PM	Team Sustainability Workshop by 1899
5:45 PM - 6:45 PM	LEGO Camps 101: Building teams brick by brick by 2980
After Last Match	Alumni Photo on the field

(Day 2) Menstrual Equity Host 2980	
No Host	Quiet Room
7:00 AM	Mentor Coffee (See Pit Admin for location)
8:45 AM	Line up for Mascot Parade

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

Heads up - traffic

I-405 closure March 13-16.

Another full weekend closure of I-405 at SR 522 is scheduled for March 13 through 16.

WSDOT needs both full weekend closures to remove the flyover ramp. It's expected that these two weekend closures could cause up to an hour of delays in both directions of I-405.

Glacier Peak

Is a Friday, Saturday, Sunday event

Day 0 is Friday

Day 1 is Saturday

Day 2 is Sunday

To lessen confusion, the rest of this presentation will talk about Day 0, Day 1 and Day 2

District Event RSVP

For each of your district events, we need you to RSVP on

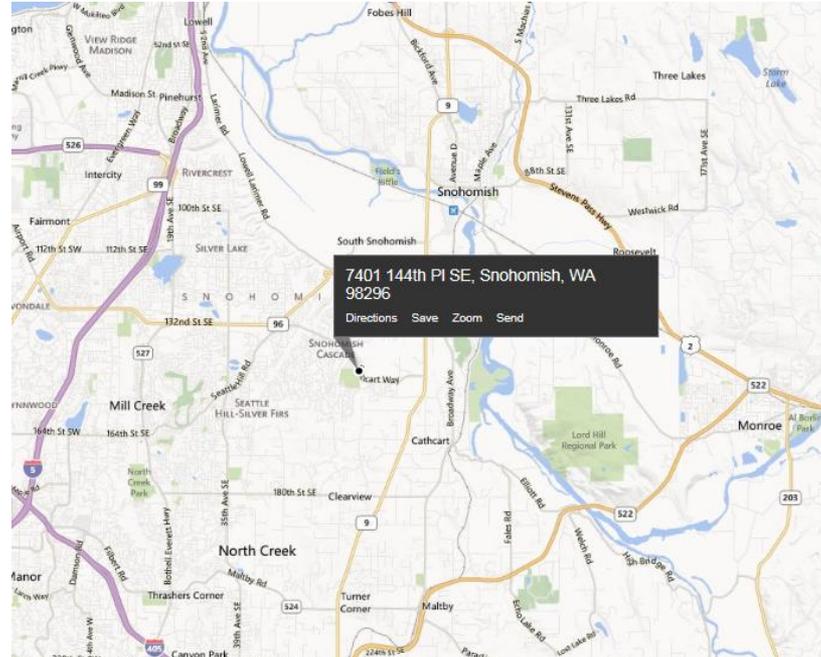
<https://firstwa.org/frc-rsvp/>

On the form, please fill in:

- Which event you are RSVPing for
- The onsite main contact for each team
- We need a contact **mobile phone** number for your team – **Please don't list a school number, you are not at the school when we need to reach you!**
- Tell us if you need a table, or you won't get one!
- Please do this by **Friday, 2-27-26** (if you fill it out after this, you will not be guaranteed a table)

Glacier Peak District Event

7401 144th PI SE Snohomish WA 98296



Logistics: Arriving at Glacier Peak

7401 144th Pl Se Snohomish WA 98296



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Trailer Parking.
There is no
security overnight.

Van/Truck
load in area



Please don't arrive
before 4:30 pm Day 1

Pits won't open until
5pm

We are setting up the
room from 3pm to 5pm

Trailer unload area.
Please unload and
move trailer to
parking lot to the
west

Logistics: Parking

Parking in school lots OK.

There is no really good bus parking. Your driver needs to make arrangements



Load-In

Follow instructions from onsite staff. (Load in map on previous slide)

You may NOT park in the loading area. The driver MUST stay with the vehicle. Drop it and park in designated area. Staff your unload team appropriately to make this happen.

Bring a cart! You will need a cart with at least 3" diameter wheels. Our cable protection bumps are 2" in height. We recommend 4" or larger wheels.

Load in day is not final build day, your goal is to pass inspection load in day!

Please note, the load in period is from 5 pm to 8 pm, your team must load in during that period.

Trailer Parking

- Park at your own risk on Saturday. There is space in the trailer area (see previous slide) but no security
- There is no security
- We will not be responsible for anyone's trailers
- You may park with a trailer on Sunday

Arrival & Parking Days 1 & 2

Please arrive after 8:00 am

Please do not arrive before 8:00 am!

Please do not show up early!

- The doors may be open, please don't come inside until 8:00 am. We are using our volunteer resources to prepare for a great competition day and don't want to have to use them to stand guard at the doors!
- If you show up early, expect to wait outside the building even if the weather is bad

Logistics: Food

Concessions will be open Day 0, Day 1 and Day 2

- Please bring small change for concessions
- Can do CC transactions (will be a fee)

Bringing Food?

- You may bring food into the venue
- Clean up after yourself
- **Tables by concession stand are for eating at. Please do not leave or store stuff on these tables. Don't make our staff and volunteers ask you to clear your stuff.**
- **Please don't plug in crockpots, we will unplug them!**

About the pit Power

Pit power is limited. We are putting up to 6 teams on a single 20 amp circuit

- Charge your batteries overnight at home / hotel
 - (Remember: 12 rounds may require several batteries)
- No compressors or other large motors
- Limit 400 watts per team, 2400 watts per 6 team Power Alliance
- Lighting should go with low wattage

High school gyms have very little power

- You may NOT use any outlets in the gym
- The game equipment uses all available power
- We will remove and confiscate any equipment from gym outlets until after awards ceremony on Saturday. **You have been warned!**

Safety Glasses

Teams are expected to provide safety glasses for their team members and spectators to use in the pits

We will not be handing out any safety glasses out to teams at this event.

Team Volunteer Requirements

All teams will be required to help staff the safety glass table.

Though we will do not hand out safety glasses, we will need 2 people at a table at the entrance to the pits checking to be sure anyone entering the pits is wearing safety glasses. Please sign up for a slot when you check-in your team.

Other event volunteer opportunities include Practice Field staff, field reset, queueing, ambassadors.

Additional Volunteer Needs

Adult Roles

6 - Judges

1 – Machine Shop Attendant

1 – Test area/Practice Field
attendant

Test Area rules and changes

Test Area (Formerly called the practice field)

FIRST Robotics Competition events have TEST AREAS. TEST AREAS are areas at events where teams can test their ROBOT with representative FIELD elements. Teams may also be able to test their starting AUTO modes but TEST AREAS are not designed for full FIELD play such as AUTO modes that traverse larger areas of the FIELD or interact with multiple FIELD elements. TEST AREAS are tether-only. FUEL is not provided and if a team wishes to practice with FUEL, they must bring their own.

FIRST provides a recommended layout, but events may need to tweak exact placement depending on the space available in the venue. **Teams may not relocate elements from their original locations.** The layout is specifically intended to discourage testing of complex AUTO routines.

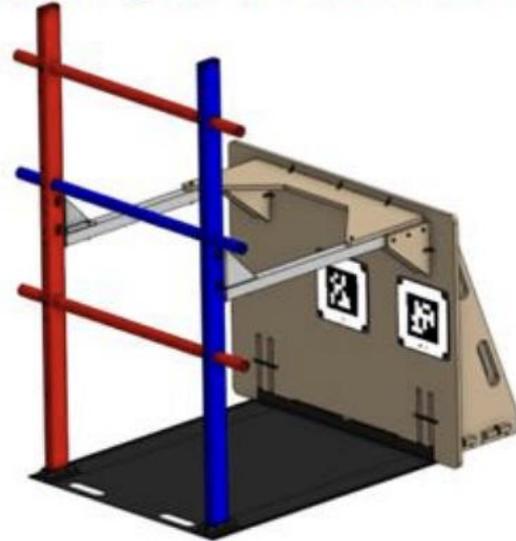
Test Area safety

There are safety concerns with the test area tower:

- There is no weight on the back of the tower to prevent tipping when a robot climbs
- **A person (an adult from the team planning to hang on the tower) needs to stand on the back of the tower to prevent tipping**
 - **This person needs to be paying attention to what is going on with the robot to ensure safety**

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Gene Haas Foundation



Schedule Overview: Whole Event

Day 0:

- Load in and inspection

Day 1:

- Inspection,
- Driver & Coaches Meeting will be at 8:30 am **Keep in mind inspection AND judging is also happening at this time so plan accordingly.**
- Practice matches
- Qualification Matches

Day 2 AM:

- Qualification Matches

Day 2 PM:

- Final Rounds / Team Departures

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Map reference only, not drawn to scale

Wheel requirements for carts, boxes, and anything rolling

Our venues will have power cord covers (aka Yellow Jackets)

- Our yellow jackets are 2" tall

Your FRC robot cart **MUST** have > 3" diameter wheels

- Wheels must be in good working order. No damaged or stuck wheels. Soft rubber. No hard plastic or steel tread wheels.
- Maximum weight for your carts, tool boxes, etc will be 50 lbs per inch of wheel size (1 cart, 4 x 3" wheels, 600lbs max)

Under no circumstances will we allow wheels less than 3" in diameter on ANY equipment / boxes / carts

- Very high likelihood of damage to floors
- You won't clear our cable management equipment

All wheels must be non marking rubber or synthetic wheels

- No steel wheels. No sharp wheels.

Who to bring Day 0

You really want your core robot builders and mentors Day 0.

Depending on your teams logistics, you might consider having a partial team Day 0 and the whole team Day's 1 & 2.

Day 0 is NOT a good spectator day

- It is ALL in the pits Day 0.

Day 0: Inspection Process: 5PM

Inspection involves 4 steps

- Size and weigh-in at the inspection station
- Control system inspection at the CSA station
- Physical robot inspection at your pit starting 5PM
- Connection to the field controller at least once by Day 1 morning
 - Our goal is for you to be able to connect Day 0 night if you are ready.

Inspectors are your friend! Inspectors are here to help get you on the field safely and fairly. They will help you pass inspection.

Starting the inspection process

You may enter the weight / size line at any time after 5PM Day 0.

After weight and size, stop at the CSA desk for the control software check.

You may sign up at the Inspection desk for an in-pit inspection appointment starting at 5 PM. We invite you to sign up early.

Inspection Tips

It is rare for a robot to pass inspection on the first attempt. It is an iterative process.

PLEASE: Get inspected early, even if you are not ready. You might have an issue that takes time to fix.

All teams must connect to field as part of inspection.

You **MUST** pass inspection to earn qualifying points.

Inspection Preparation

Try using the precheck inspection feature in Nexus: <https://precheck.staging.frc.nexus/>

- This gives you each inspection item, the relevant rules, and relevant Q&A posts
- Have multiple members of your team complete this to catch everything

Make a "wire size reference" board

- Attach samples of each wire on your robot to paper or cardboard
- Add easily visible wire size information or documentation

Inspection Tips and Tricks

- Ensure **ALL** battery terminals and connectors are **completely covered**
- Ensure main breaker terminals and connectors are **completely covered** with no metal exposed
- Test that your battery is securely mounted
- Have your robot weight and size checked shortly after load-in
- Start inspection early, even if your robot isn't fully complete

WPA Key Assignment

Your robot radio (WPA Key) must be reprogrammed at each event you attend.

This is required to connect & compete at the field.

A kiosk (with instructions) is provided for you to program your radio.

- The kiosk will be located at inspection or pit admin

Word to the Wise

Day 0 is not the final build day. It is pass inspection day!

Do not be bashful about asking for help. We have all been there before.

What you should bring to check in

Team Rosters with all your team information to **EACH** of your events (including handwritten consent forms for anyone not listed on your printed roster) – The expectation is that your students/mentors have registered online, please only bring printed rosters for those who absolutely can't get registered online

All cords should be labeled with your team number on BOTH ends so we can figure out what plugs in where.

You **MUST BRING YOUR OWN SAFETY GLASSES**

- For your entire team, parents, mentors and **visitors**
- We will not have safety glasses on site for participants or spectators

Veteran Teams

Bring Spare Parts

Please consider bringing unused sensors, motors, control units, and hardware for loan to other teams.

Please look around and if you see a team in need, take time to help get their robot ready to compete!

End of Day 0

The pits close at 7:30PM on Day 0.

You **MUST BE OUT OF THE BUILDING** before 7:30PM.

We dislike doing it, but we will come lead you out of the building starting at 7:25PM. No exceptions.

Drivers Meeting at 8:30 am Day 1

- The Drivers Meeting is scheduled for 8:30 pm Day 1
- The Q & A will be handled a like last year
 - Pit Admin will have a paper Q & A forms
 - Team members can fill out the form with their questions and turn them in at Pit Admin
 - The deadline to turn in forms is **prior to pits closing Day 0**
 - Forms turned in on Day 1 may not be addressed at the drivers meeting
 - **Remember, judging and inspection are both happening during the morning as well. Make sure you have students in your pits.**

Practice Rounds: Day 1 morning

Practice matches are scheduled, and will run Day 1 according to the schedule the FTA's put together

It is very common for teams not to be ready for their scheduled match in the mornings. We will accept teams on a first come/first served basis who wish to take an unscheduled practice round. Check in with the Lead Queuer to get on the list. **You must be through inspection to get on the list for unscheduled practice matches.**

Priority will always be given to teams scheduled and/or teams who have not been on the field at least once. Be gracious and professional if you get bumped for a higher priority team.

Connecting to the field: The Final Step

If you run a practice match during Day 1 morning, the field computer will remember that as your last step of the inspection process.

If you are unable to make a practice match, we are going to ask you to take your robot and control system out to the field for a quick 5 minute test to ensure your system can connect to the field. Your robot will not be on the field, we will simply connect it to the field while sitting on your cart.

THIS IS A MANDATORY STEP!

Many simple issues are solved by doing this that would otherwise cause you problems when it really counts!

Machine Shop Open: Day 1

We have a volunteer machine shop onsite to help you fabricate replacement parts.

The shop has small mills, lathes, and various other tools.

ONLY AUTHORIZED MACHINE SHOP VOLUNTEERS MAY USE THESE TOOLS!

We have excellent volunteer machinists. However, there are limits to what they can do for your team.

We **may** have a TIG welder

The machine shop has request forms for your team. It will be located near the loading ramp on the arena floor.

In general, the machine shop will NOT loan you tools.

Day 2: Load Out

No parking in load out area.

Load out during playoff rounds on Day 2 is fine

Reminder, if you have agreed to be a backup robot, you should wait to load out so you can be prepared to compete if needed.

Activities

Menstrual Equity Host: 2980

Quiet Room: **No host**

Activities:

- 12:00 PM – 3:00 PM FLL Explore Expo Day 1
- Sr Photo on the field 1 pm Day 1
- Alumni Photo on the field end of matches Day 1
- Mentor Coffee Day 2: 7am
- Unified Robotics Table
- FRC in the workforce display area

Workshops

Workshops:

- 2:00 pm – 3:00 pm: Leadership Listening with Jacque
- 3:15 pm – 4:15 pm: Gender Equity Movement in STEAM hosted by 949 & 9036
- 4:30 pm – 5:30 pm: Team Sustainability hosted by 1899
- 5:45 pm – 6:45 pm: LEGO Camps 101: Building teams brick by brick hosted by 2980

FIRSTWA Listening Session

Hosted by FIRSTWA staff and community members

FIRSTWA strives to make your team's experience the best it can be!

Support us in this mission by dropping by our listening session and telling us:

- What is working for your team
- What has negatively impacted your team
- Where you most need support



Sessions will be held at all FRC District Events and the District Championship Event.

Please see the individual event schedules for workshop date and time.

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OUR MISSION

GEMS is dedicated to empowering underrepresented students in STEM through impactful communication, confidence-building, self-awareness, and navigating microaggression. By providing workshops meant to build confidence and inspiration, we try to break down barriers, elevate voices and bridge the gap felt by gender minorities in STEM.

GENDER
EQUITY for
MINORITIES in
STEAM



Join us to learn about Gender Equity in STEAM!

gemsfirstrobotics.framer.website

wins.firstrobotics@gmail.com

[@gems.firstrobotics](https://www.instagram.com/gems.firstrobotics)



GOALS

By the end of the next 2 years, GEMS hopes to reach and provide mentorship to 500 gender minorities, increase their leadership roles by 20%, and provide help to gender minorities out of Washington.





Sustainability Workshop

Presented by Saints Robotics 1899

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LEGO CAMPS 101



Building teams brick by brick

Workshop by the Whidbey Island Wildcats, Team 2980
Learn to plan, advertise, design and run your very own Lego camps!



Email: ohhs2980@gmail.com

Instagram: [whidbey_island_robotics_club](https://www.instagram.com/whidbey_island_robotics_club)



WHIDBEY ISLAND WILDCATS

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Unified Robotics Table

Presented by



Unified Robotics

Help us spread STEM to people of all abilities!

Visit us to learn what Unified Robotics (UR) is, why you should consider participating in UR, and how you can start UR teams!

(We also have freebies!)

Nexus App

We will be the Nexus app at our events this year. We are hoping that it makes queueing easier both for teams and volunteers.

Note: **This does not replace the queueing volunteers. If a volunteer is asking you to queue, follow their direction please.**

With the queueing app, you will be able to:

- Set up notifications for up to 8 people
- Set up notifications for 1 channel (slack or discord)
- Anyone can look on their phone to see who is being queued

Nexus App continued...

New this year! You will be able to make parts requests through the Nexus App

You can find more info on how to use the app here: <https://frc.nexus/en/guide/team>

You will receive a QR code in your check in packet that will help you set up the team members to be notified.

Note: This is not an official FIRST app and we do not guarantee that it is accurate but hope as our queueing team gets comfortable with the app, it will be a helpful tool to teams. If a queuer comes to get you in your pit, please follow their instructions.

Backups

If you are not chosen for an alliance, please stick around in the “alliance selection area” for a few moments. Our Lead Queuer will be coming around with a form asking if you can/will stay around to be a back up.

- Please be prepared to answer this question in the event you are not picked for an alliance
- Be sure you understand your ranking at the end of alliance selection and are prepared to compete!
- Alliances, make sure you understand the rules for calling a back up.

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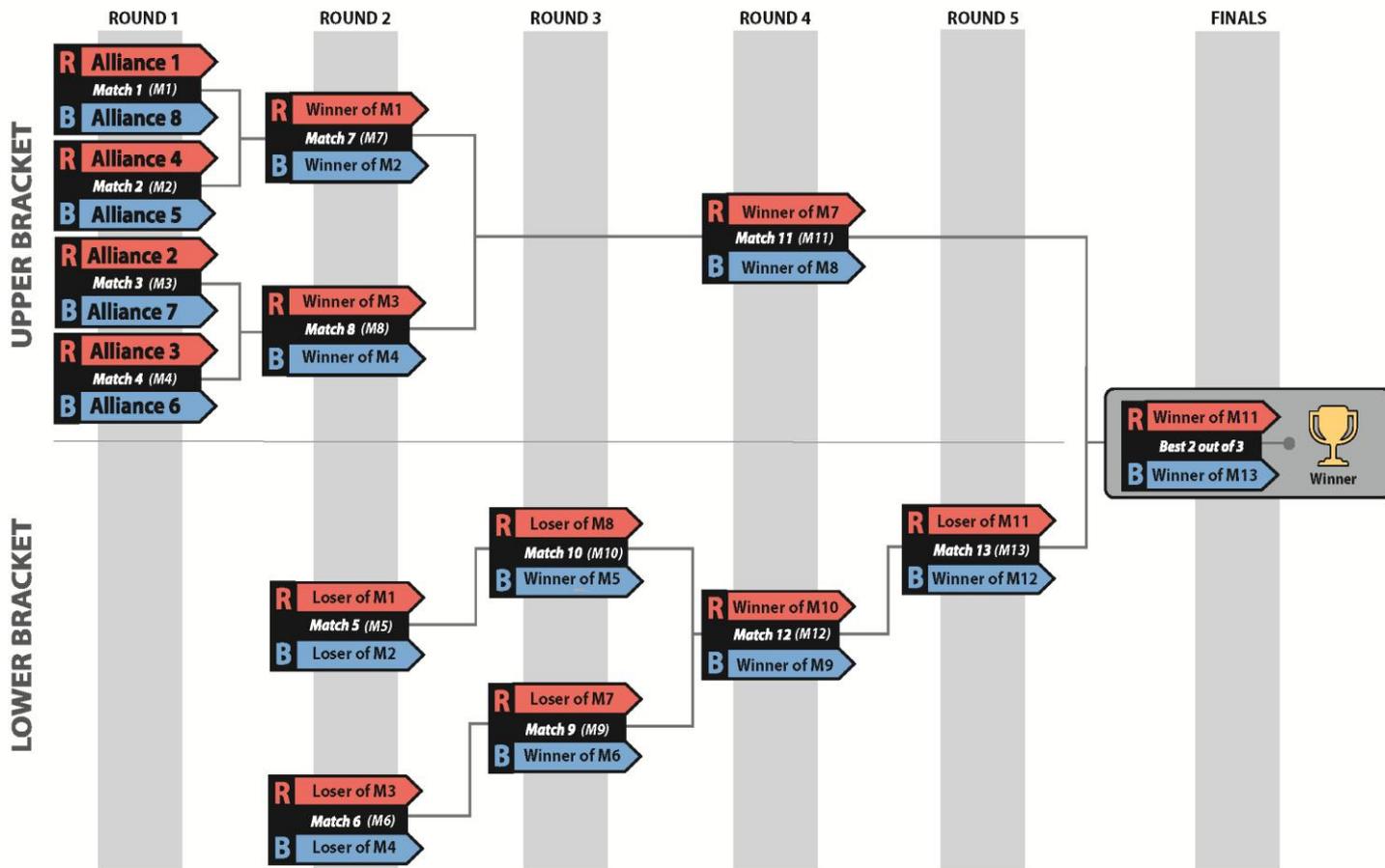
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Double Elimination Bracket



Round	MATCH	Upper/ Lower	Gap (min)				Next MATCH (MATCH # (ALLIANCE color))	
			Blue	Red	Blue	Red	Winner	Loser
1	1	Upper	8	1			M7 (R)	M5 (R)
	2	Upper	5	4			M7 (B)	M5 (B)
	3	Upper	7	2			M8 (R)	M6 (R)
	4	Upper	6	3			M8 (B)	M6 (B)
2	5	Lower	L2	L1	0:24	0:33	M10 (B)	
	6	Lower	L4	L3	0:15	0:24	M9 (B)	
	7	Upper	W2	W1	0:42	0:51	M11 (R)	M9 (R)
	8	Upper	W4	W3	0:33	0:42	M11 (B)	M10 (R)
3	9	Lower	W6	L7	0:24	0:15	M12 (B)	
	10	Lower	W5	L8	0:42	0:15	M12 (R)	
6-minute break								
4	11	Upper	W8	W7	0:27	0:36	M14 (R)	M13 (R)
	12	Lower	W9	W10	0:27	0:18	M13 (B)	
15-minute awards break: Imagery, Gracious Professionalism, Team Spirit, and Rising All Star								
5	13	Lower	W12	L11	0:18	0:27	M14 (B)	
15-minute awards break: Autonomous, Creativity, Quality, and Industrial Design								
Finals	14		W13	W11	0:18	0:48	M15	M15
15-minute awards break: Innovation in Control, Excellence in Engineering, Team Sustainability, Judges								
Finals	15		W13	W11	0:18	0:18	M16*	M16*
15-minute awards break: Rookie All Star, Dean's List, Engineering Inspiration**								
Finals	16*		W13	W11	0:18	0:18		
Awards: Remaining awards, Finalists, Winners, and FIRST Impact Award								

What to know

During the quarter & semi final rounds

- There is a upper bracket and a lower bracket so you will not play the same team in every match
- You are out after 2 losses
- There is one 6 minute break prior to the awards breaks
- Match cycle times will be slower than the qualification rounds

What to know

During the finals rounds

- This round is the best 2 out of 3 (Does not matter if you have a loss from the quarter or semi final rounds)
- There are 15 minute breaks between each round
- We will hand out awards during the 15 minute breaks
 - There may be times when the awards take longer than 15 minutes, however, **the expectation is that your team will be prepared to take the field at the end of 15 minutes.**

FIRST Washington Safety Plan for events

Event Safety Information

FIRST Washington events will follow the Standard Response Protocol (SRP) to manage incident responses



What should coaches do?

- Remind your team of existing safety plans
- Identify a team assembly point outside each event venue
 - This is where team members can meet up in case of an evacuation
 - It may also be a good place to meet before leaving the venue
- Tell your team about the SRP

What is the SRP?

Rather than a different response for every scenario, the SRP provides specific vocabulary for just 5 actions that can be used to respond to a variety of scenarios

Learn more at iloveugguys.org

Posters will be placed in key locations at events explaining the 5 actions



HOLD



SECURE



LOCKDOWN



EVACUATE



SHELTER

Hold

Announcement:

Hold in your room or area. Clear the halls.

Hold in your room or area. Clear the halls.



Why?

Clear hallways or walking paths; e.g. allow EMS access

Secure



Announcement:

Secure! Get Inside. Lock outside doors.

Secure! Get Inside. Lock outside doors.

Why?

Protect those inside a building from an *outside* threat; e.g. suspicious persons

Lockdown



Announcement:

Lockdown! Locks, Lights, Out of Sight!

Lockdown! Locks, Lights, Out of Sight!

Why?

Protect those inside a building from an *internal* threat; e.g. an active shooter

Evacuate



Announcement:

Evacuate! To [a location].

Evacuate! To [a location].

e.g. Evacuate to your team's assembly point

Why?

Move people from one location to another *in*
or out of the building

Shelter



Announcement:

Shelter! For [a hazard]. [Use safety strategy].

Shelter! For [a hazard]. [Use safety strategy].

e.g. Shelter for an Earthquake. Drop, Cover, and Hold

Why?

Direct people to perform a protective action

Thanks for viewing

You can contact acollins@firstwa.org with additional questions

These slides will be posted on the event page on firstwa.org