

International Team Registration FIRST Tech Challenge

FIRST® is a global robotics community that prepares young people for the future.







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Overview of Starting a Team

- Create a FIRST® Account
- Create a Team Profile
- Invite Primary Contacts
- Enter Storefront
 - o Pay for Season Registration (\$ 0,00)
 - o Generate a Quote
- Register your team for the Benelux competition

For additional assistance contact us at

Email:

info@ftcnetherlands.eu

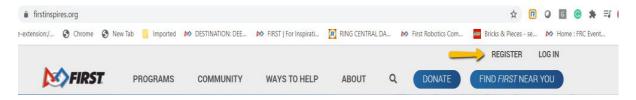




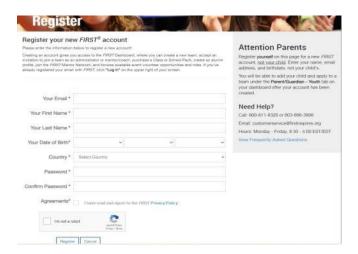
Create a FIRST® Account

Register a FIRST Account

1. To create a new account, go to www.firstinspires.org and click on "Register" at the top right corner of your browser.



2. Complete the Registration Page



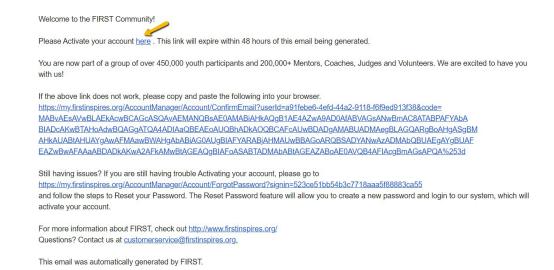
a. You will receive the below message after clicking "Register."



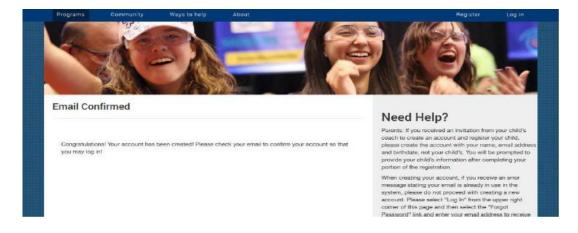




4. You will receive an email to confirm and activate your account which looks like this. You can Activate your account by clicking "here".



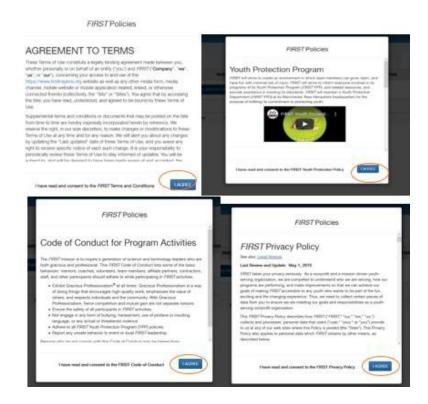
- a. If your email does not come through, check your spam or junk email folder.
- b. If you have not received the email within a few hours, return to the login page and click "Forgot Password" and follow the steps to change the password.
- Once you confirm your email, you will see this screen. Login using the email/password you used to register which will redirect you to your dashboard where you will need to complete your profile



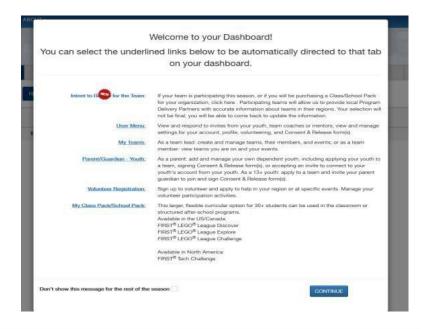




6. You will then need to agree to the *FIRST* Terms & Conditions, the Youth Protection Program policies, the Code of Conduct for Program Activities, and the *FIRST* Privacy Policy the first time you login.



7. After reading the "Welcome to Your Dashboard" page, click "Continue". You can also choose to not show this message again for the remainder of the season.







Create or Update a Team Profile

How to Create a New Team

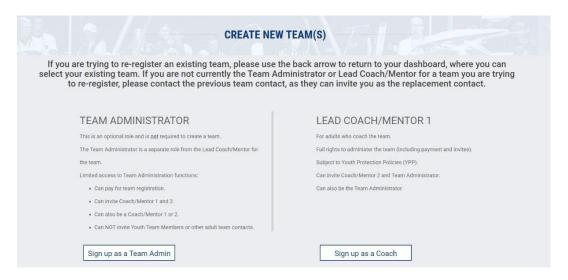
- * For teams who have not registered in a previous season.
 - 1. Navigate to www.firstinspires.org and click "Log In."



2. Click "Create a New Team(s)"



3. Select your role:



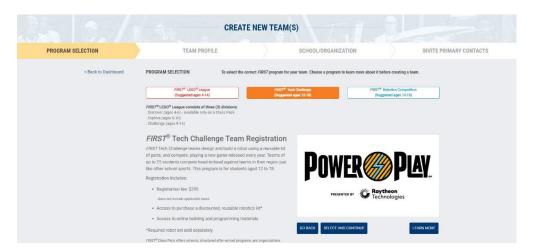
- a. Team Admin The Team Admin is a separate role from the Lead Coach/Mentor for the team. Limited access to team administration functions include: Paying for team registration, inviting Coach/Mentor 1 & 2, can also be Coach/Mentor 1 or 2. You cannot invite youth team members or other adult team Contacts.
- b. **Lead Coach/Mentor 1** For adults who Coach the team. Full rights to administer the team (Including payment and invites). Subject to Youth





Protection Policies and screening. Can invite Coach/Mentor 2 and Team Admin. to the team, can also be the Team Admin role concurrently.

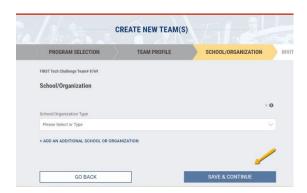
4. Select your program and click "Select and Continue"



5. Fill in your Team Profile Information and click "Save & Continue."



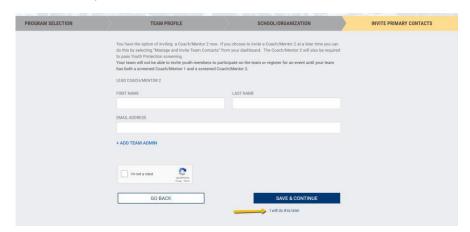
6. Fill in your School/Organization information and click on "Save & Continue" once more



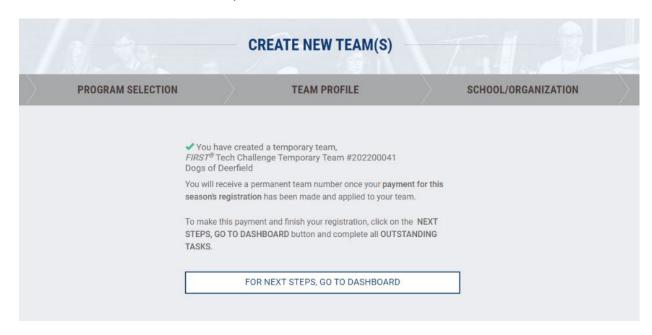




7. Next Invite your "Lead Coach/Mentor 2" information.



- a. If you cannot do this right away, that is ok. Click on the text that says "I will do this later" under the save and continue button. Please note, you will need to have two lead Coach/Mentors to be able to invite youth members to your team.
- 8. You will come to the below screen which will show your temporary team number. Click on "For Next Steps, Go To Dashboard"



9. Back on your dashboard, you will see your teams listed & your permanent team number.







Invite a Lead Coach/Mentor from the Dashboard

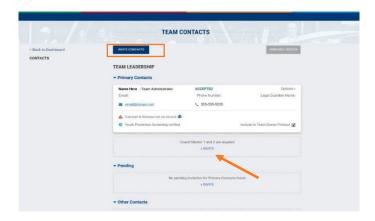
If you did not invite the Coaches/Mentors during your team creation, you can invite them from the Dashboard.

NOTE: Hyperlinked text will appear in a blue font. Click on text to be taken directly to different areas of the site.

1. Under Team Contacts/Roster, click on either "Primary Contacts" or "Manage Contacts."



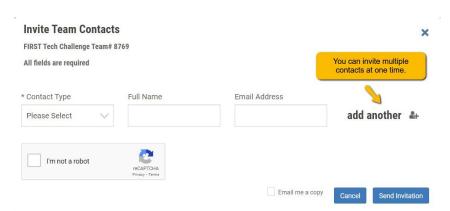
2. Click on "Invite Contacts" at the top or click "Invite" under the Coach/Mentor area.







3. Complete the contact information and click "Send Invitation."



4. A confirmation pop-up will appear.



- 8. Once you have invited your Lead Coach/Mentor 1 or 2, they will receive an invitation via email.
 - a. They must complete their profile and accept your invitation.

Options Under Team Contacts

- 1. Each role for the team is listed on the Team Contacts page. You can also manage Contacts under "Options":
 - a. **Send Email** This is a one-way email system.
 - b. Invite a Replacement
 - c. **Delete this Contact** If you do not have a replacement or the information is wrong, you can delete the contact.
- 2. The status of the invitation is listed next to their name/role.

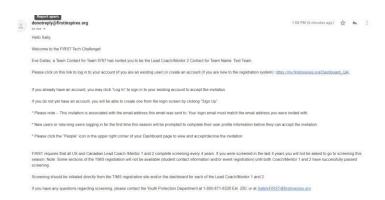






Locating Your Invitation

1. Once you have sent out the Invitation, your Lead Coach/Mentor 1, Lead Coach/Mentor 2 or Team Admin will receive an invitation email.



 The invited contact will need to <u>Create a FIRST Account</u> and login to accept your Invitation, which is located at the top right of the Dashboard.

How to Accept Invite

- 1. You have two ways to access invitations
 - a. Click on the Invitation icon or click your name and a drop down will appear.
 - b. Click on "My Roles/Invitations."



3. Click on "Accept" under the Invitation or click "Accept All" if multiple invitations are listed.







The Pitsco Storefront: Registering Teams

To Register Your Team

*Teams outside of North America pay any registration fees to their <u>local Program Delivery</u>

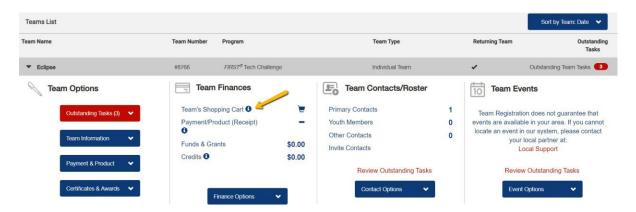
<u>Partner</u>, and will show a \$0 balance due. However, you still must go through the steps
below to register.

Follow these simple steps to *REGISTER* your team:

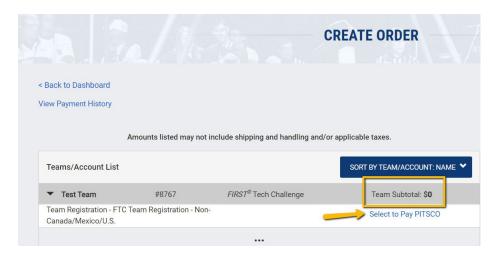
1. Log into your team dashboard at www.firstinspires.org.



2. Under Team Finances, select "Team's Shopping Cart."



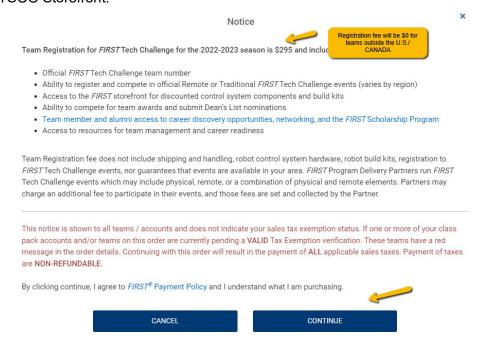
3. From the "Create Order" page, click "Select to Pay Pitsco" to order additional materials.







PITSCO Storefront.



5. Move through the tabs to order product or select "Checkout."



6. Enter your billing and shipping information and select "Review My Order" to complete registration process.

