

Tournament Packing Checklist

Compiled by Space Cookies VEX, Team 1868

First Aid, Parts, and Non-robot related

First Aid:

Master first aid kit including:

- Alcohol prep pads
- Bandages of varying sizes
- Ointment
- Wraps
- Gauze
- Splint materials
- Chemical ice packs
- Burn relief
- Eyedrops
- Allergy forms
- Incident forms
- Thermometer
- Tweezers
- Basic pain meds
- First aid booklet
- A mentor (or possibly someone on the team) who is certified in first aid

Mini first aid kit including:

- Alcohol prep pads
- Bandages
- Gauze

These kits should be in multiple places, and are just to get any sort of injury covered before you can get them to the master first aid kit if they need more attending to.

(should be in drive bag, backpacks, and hoodie pockets)

Parts:

Mechanical:

- at least a handful of:
 - each size of screws
 - lock nuts
 - keps nuts
 - bearing flats
 - Any other parts you used on your robot
- screwdrivers
 - with handle, and with torque(enough so the entire team can work on the robot at once)

Structure:

- Enough structure parts to rebuild 60-75% of the robot

Motion:

- Enough gears, sprockets, and chain/ chain variants to replace every part of that on the robot, possibly even twice

Electronics:

- Extra batteries
- Battery chargers
- Powerstrips
- Extension cable (if have)
- Wires of all sizes but specifically the ones on your robot
- Vex apps (downloaded onto a person's phone at every competition)
- Power Banks
- Phone chargers

Non robot related:

Food:

- Bring your own lunch
- Snacks
- Refillable water bottle

On person

- Layered clothing (to adjust to the day's changing temperature)
- A solid plan on how to get home