

FIRST Nevada — Team Season Budget

Cost Estimate for the 2024 - 2025 INTO THE DEEP Season

	New Team	Veteran Team	Notes	Your Team
FIRST				
Registration Fee (1)	295	295		<input type="text"/>
FIRST Nevada				
Season Fee (2)	200	200		<input type="text"/>
PITSCO (3)				
Control Set (4)	275	0	Driver Station, etc	<input type="text"/>
Electronics Set (5)	315	0	Control Hub, etc	<input type="text"/>
Robot Hardware Set (6)	640	0	\$630 - \$640	<input type="text"/>
Taxes + Shipping (7)	100	50	Varies (\$50 - \$150)	<input type="text"/>
Various Vendors				
Additional Parts (8)	100	500	Varies (\$0 - \$1,000+)	<input type="text"/>
Miscellaneous / Other				
Game Set (9)	100	400	Varies (\$0 - \$500)	<input type="text"/>
Team T-shirts (10)	150	150	Varies (\$0 - \$300)	<input type="text"/>
Supplies & Printing (11)	100	100	Varies (\$0 - \$200)	<input type="text"/>
Giveaways (12)	50	50	Varies (\$0 - \$100)	<input type="text"/>
Transportation (13)	300	300	Varies (\$0 - \$600+)	<input type="text"/>
Team Food/Snacks (14)	250	250	Varies (\$0 - \$500+)	<input type="text"/>
TOTAL	\$2,875	\$2,295		<input type="text"/>

NOTES:

- (1) The FIRST Registration Fee covers the cost of registering one team for the competition season, regardless of team size (up to 15 allowed).
- (2) The FIRST Nevada Season Fee covers the Kickoff, Webinars/Workshops, Scrimmage, League Meets (at least two), a League Tournament (either Northern Nevada or Southern Nevada) and, if the team qualifies to advance, the Nevada State Championship.
- (3) All registered FTC teams, including Rookie and Veteran teams, are allowed to purchase one each of the control, electronics and hardware sets at a discount each season. Rookie teams will need to purchase all three the first year; Veteran teams may purchase all, some or none depending on the need for spare/replacement parts.
- (4) The "Control and Communications Set" contains the hardware required for the "Drivers Station," where team members drive the robot; it includes a communications interface (Driver Hub), controllers (gamepads) and a webcam (for computer vision on the robot).
- (5) The "Electronics Modules and Sensors Set" contains the Control Hub, which is required to control electronics on the robot (such as motors, servos and sensors) and communicate with the Driver Hub, as well as some sensors, a power switch and various wires.
- (6) Currently, the available hardware "starter" kits via the FIRST Storefront are from PITSCO (\$630) and REV (\$640). Technically called the "FTC Competition Sets," each contains a wide variety of hardware needed to build the structure of a robot. Legal hardware kits from other vendors are available, too, although not via the FIRST Storefront (i.e., they must be purchased directly from the vendors).
- (7) Most, but not all, FTC teams are part of tax-exempt entities, so sales tax is not required; if it is, it would range from about \$50 to \$100. Shipping for all three sets is about \$25 - \$50 in the contiguous United States.
- (8) Teams may want to purchase additional parts to achieve a specific design or to have spares available, as well as to replace parts that have broken or worn out.
- (9) Teams can purchase the official field elements used in the season's Robot Game to practice with, but this is not required. Game Sets are available as partial sets (\$390) and complete sets (\$460). Individual game elements can be purchased for less than \$100, and that typically is sufficient for practice. Also, reasonably handy teams usually can build facsimiles of the field elements for even less.
- (10) Team T-shirts are not required. Also, teams can cut costs by using plain T-shirts and decorating them with markers, etc.
- (11) Teams typically need to purchase posterboard, binders, etc. Some teams may pay for printing.
- (12) Teams often give small items to other teams at tournaments as a form of goodwill and/or promotion; it could be as simple as a team "business card." This is not a requirement. Also, you can make giveaways instead of buying them.
- (13) Many teams have "free" transportation because it is provided by parents (perhaps with some sharing of fuel costs). However, some school-based teams are required to use school/district transportation, which can be very expensive if vans/busses/etc with district drivers are required.
- (14) Food varies greatly: some teams do not provide any food (e.g., sack lunches); some purchase team meals/snacks. This estimate assumes a team meal (e.g., pizza) at two League Meets and the League Tournament, as well as snacks for meetings.