Bidding Process, Expectations, and Requirements to Host ARCC 2027

Revision	Publication Date	Major Changes
2027 Rev A	7/26/2026	Amends RMNA to ARC Updated for 2027 Bid Due Dates extended due to increased bid requirements
2026 Rev A	7/14/2025	Changes to how team fees are handled Increased venue requirements Restructuring of deliverables

- 1. Relationship between ARC, RMOC, and the Host Team
- 2. Benefits and Obligations
- 3. Finances
- 4. Bidding Schedule for ARCC 2027
  - 4.1. Bid Reports
  - 4.2. Community Presentations
- 5. Deliverables
  - 5.1. Deliverable #1: Bid follow-up
  - 5.2. Deliverable #2: Sponsorship Sync
  - 5.3. Deliverable #3: Shipping Plan
  - 5.4. Deliverable #4: Competition Events & Schedule
  - 5.5. Deliverable #5: Advertising, Visuals and Merch
  - 5.6. Deliverable #6: Volunteers Plan
  - 5.7. Deliverable #7: Floor Plans
  - 5.8. Deliverable #8: Post Competition
- 6. Appendix
  - 6.1. Terminology
  - 6.2. Volunteer Counts
  - 6.3. Venue Layout Requirements
  - 6.4. Sponsor Requirements

1. Relationship between ARC, RMOC, and the Host Team

Role of the RMOC: The RMOC has a limited role in ARC competitions. They do:

- Creation of RoboMaster Rules and Competition Software
  - ARC continues to have freedom to modify these as we see fit
- Funding operating cost of ARC
  - Each year, the ARC 501c3 signs a contract with the RMOC allowing us to have this competition. They cover certain costs, typically including but not limited to logistics (storage and shipping), design materials (graphics and signs), and on-site materials like tape, cables, etc.
- Supply of referee systems and other equipment
  - The ARC 501c3 owns and stores its own set of equipment such as competition fields and network/AV equipment. The RMOC loans and provides certain equipment, such as referee system, projectiles, and RFID cards, to the ARC 501c3.
- Ensure that we run a high-quality ARCC
  - This includes check-ins with ARC and asking lots of questions. Upon the RMOC's request the Host may be asked to provide certain competition details/information for them to review.

Role of ARC: ARC has a vested interest in having fair, fun, and accessible competitions each year for all teams. The scope of their work includes, but is not limited to:

- Major Decisions with:
  - Community impact (such as who the host is) with community input
  - Impact spanning multiple years
  - Impact on growth & publicity of ARC
- Competitive Work:
  - Managing & operating ARC equipment used in Inspection, Refereeing, etc.
  - Working together with the Host to train all Volunteers
  - Collecting and managing the "source of truth" about participating teams, such as pass/fail status of all registration assessments, shipping addresses, and contact information, to ensure timely delivery of all key components that the RMOC has historically struggled with
  - Determination of all tournament events & their formats. This traditionally includes 3v3, 1v1, Engineer Challenge, and ARCTIC; but the final list will be released with each year's Events Manual.
- Logistics:
  - Coordinates with the previous and current Hosts to transport the ARC equipment between locations
  - Inventories, tracks, and ships existing ARC equipment, and purchases new ARC equipment as needed
  - Register teams in the ARC registration system
- Production and Public Relations
  - Create online content (livestream, videos, shorts, posts)
  - Provide equipment, training, and skilled staff to create live content at events
  - Engage with online and in-person audiences with giveaways, on-stage appearances, and interviews

Role of the Host: The host has a primary goal of organizing and executing ARCC 2027. They are responsible for but not limited to:

- Event Organization:

    - Identifying & utilizing a venue for ARCC
    - Determining the dates of competition with ARC
    - Designing a key visual, Event T-shirts, stickers, etc.
        - Note: Sales will be conducted through the ARC 501c3, which would pay for procurement of merch
    - Recruiting and organization of event volunteers
    - Repairing, maintaining, and upgrading of ARC equipment, for example:
        - Repairing/replacing/upgrading the field components due to wear & tear or rule changes
        - Note that the host is not financially responsible for this
- Fundraising
    - Raising operating funds to cover the event, including but not limited to:
        - Venue and equipment rental costs
        - Hospitality for volunteers and Staff
        - Event merchandise/souvenirs
    - Keeping public records and publishing transparent finances for the event
        - Transparency with all incoming sources of funds
        - Transparency with all (predicted) spending
        - Publishing a final budget report with total revenues and expenditures after the event
- Communication
    - Communicate with ARC about any trouble or lack of resources they have and successful completion of any milestones

2. Benefits and Obligations

Table 2-1: Key Obligations

	Host	ARC
Key Obligations	● Find, design, reserve, and pay for a venue ● Source and coordinate volunteers ● Provide manpower for logistics (Receiving packages, loading/unloading storage boxes) ● Communicate with venue staff throughout the year and during competition	● Manage shipping and storage of competition equipment ● Pay for the material cost of upgrades and repairs to the field ● Provide a grant for the Host team to offset costs ● Conduct training for volunteers

Table 2-2: Key Benefits

	Host Team	University & Local Community
Key Benefits	● No or reduced travel and housing costs and logistics, no risk of losing robots in shipment ● Access to ARC equipment for practice and advertisement. For example: ○ Use of the ARC field and field components for testing or regional conferences (With permission) ○ Showcase and giveaway of ARC souvenirs ○ Control the schedule of ARCC so it doesn't fall during your finals week	● ARC has attracted between 300 and 400 attendees in the past and is expected to grow as the number of attending teams grows. Social media and the stream get thousands of views, and host team universities consistently report being very happy that they can hold such a large event. ● With such large-scale events, the Host can arrange events with the university to showcase the student impact the hosting team is making on campus and their growing influence in STEM fields ● The Host can connect to the local county tourism government agency or related organizations. The influx of attendees could be a great opportunity for the host's local community.

3. Finances

Registration Fees: The registration fees will be announced in the 2027 season Participant Manual, and fees shall be collected by the ARC 501c3. Registration fees are used by ARC to pay for:

- The host grant / venue costs
- Volunteer lunch & swag
- Building new game pieces, and maintaining existing ones
- Shipment of Referee System and other materials to/from China
- Storage and transportation of ARC equipment

Hosting Grant: The Host may apply for a grant of up to $15,000 from ARC, contingent on meeting milestones throughout the season. To apply, the Host shall submit a budget for the amounts and dates of disbursement requested, itemized, with quotes or receipts for each item. ARC will then review internally and disburse the grant.

Fundraising: We want to ensure that sponsors are treated fairly, while allowing the Host and ARC to both fundraise to maximize income.

- The event benefits offered to sponsors by the Host and ARC must be identical and cost the same price. A meeting will be held early in the season to cooperatively set these benefits and costs.
- Funds raised by the Host are fully kept by the Host
- Funds raised by ARC are kept by ARC
- Note that ARC has rules regarding allowed event sponsors, and must approve all event sponsors. Please read Sponsor Requirements for more information on this.

Why do this? In order to increase funding for ARC and grow the competition, it is important for ARC to develop relationships with sponsors spanning multiple years. The goal here is *not* to poach sponsors, and both organizations should work together cooperatively so as to not overlap. ARC hopes to have enough money someday so that hosts don't need to fundraise at all and team fees can be lowered or even eliminated.

Covered Costs: ARC will cover certain costs beyond the grant. With prior approval, the following categories are eligible for reimbursement:

- Supplies to construct, improve, or repair the field, e.g. floor mats, wood, screws, paint, etc.
- Logistics costs, including truck/UHaul rentals and costs to ship competition materials
- Cost to produce signage and visuals
- Consumable Competition Supplies: Tape, zip ties, paper, printing, etc.

4. Bidding Schedule for ARCC 2027

The bidding process for ARCC **2027** will be baselined using this document and may be updated with a following release specific to the **2027** Season.

Table 4-1: Key Dates for Bidding

What	When	How
Intent to Bid	08-Aug-**2026**	Email a non-committing intent to bid for ARCC 2027 to operations@arc-robotics.org
Bid Report & Slide Deck due	12-Sep-**2026**	Email completed bid report to operations@arc-robotics.org for publication
Live Presentations to ARC community	12-Sep-**2026**	Scheduled event in Discord
Community Voting Closes	19-Sep-**2026**	Voting to take place via google form
Host of ARCC 2027 chosen	21-Sep-**2026**	The Selected Host will be informed via email. Once they accept, an announcement will go out to the team mailing list, ARC Website, and ARC Discord

The team placing a bid should prepare **TWO** deliverables: a Bid Report & Slide Deck. Both are due on the same day, which will be immediately prior to the community presentations. It is the responsibility of the bidding team to ensure all hyperlinks to external resources (google drive/sharepoint) are publicly accessible.

Advice for bids:

- Bidding is an opportunity for ARC and the ARC teams to interview the person(s) who is ultimately responsible for the event next season. Who would you trust to run the event for all 300+ participants?
- Walk through your prospective venue. Take pictures and videos of the space, walk through how you envision teams to flow through competition, and observe where power, network, AV access locations are.
- The largest hurdles we have experienced in the last few years are logistical and financial
- Previous competitions bring something new and creative, such as conference housing (2023), the arts & crafts / poster-making station (2024), ARCTIC (2025), Drone and Dart side comps (2026). Try to come up with something you can add to the event that enhances the experience and sets you apart.
- ARC Robotics is an American organization, and all ARC Equipment is held in the USA. While there is no policy barring hosting this event in a foreign country, bids to host outside of the USA should address the additional challenges faced for both ARC and participants (travel visas, equipment import/export, added travel cost, etc.).

4.1. Bid Reports

Format: PDF Document
Please prepare a detailed report containing the following information at a *minimum*:

- **Funding and Organization:**
  - List of the Team members who are dedicated to event hosting, and their relevant experience
    - These team members, while they can be technical members of the team, are expected to prioritize Hosting over team-related work
    - It is mandatory for the dedicated Host team members to have **ZERO** involvement with team-related work during the competition itself
  - A total budget for the event (be as detailed as possible with the information available to you), including both ARC-reimbursed and host-covered expenses
  - Planned sources of funding
  - Team fundraising ability & history of fundraising
  - Team finances, especially cash-on-hand for placing venue reservations and fronting reimbursable costs
- **Volunteers:**
  - What networks do you have to recruit volunteers? Show proof that you've already contacted these groups and opened discussions about volunteers.
- **Venue:**
  - Quotes or estimated costs, including any required overtime fees or other fees
    - Include estimate for equipment rental, such as tables, chairs, AV equipment, floor coverings, etc.
    - Be sure to have quoted Labor costs for AV/facilities staff, setup/teardown labor, etc.
  - Available dates
    - Place a (cancelable) reservation, and identify a potential backup venue
  - Rough floor plans and layouts
    - See Appendix for requirements
    - A/V resources: What kind of support/resources does the venue A/V staff (if applicable) provide?
  - Evidence you've physically visited the venue to learn about the space
  - Confirmation of venue-specific restrictions or concerns, for example:
    - Ability to launch projectiles (i.e. if netting is required on the roof of the arena)
    - Ability to eat food in the venue
  - Access to food nearby for participants (Lunch, Dinner)
- **Accommodations:**
  - Student/Conference Housing
    - If offered, when will teams be able to book? What is the method of booking (Handled by the Host manually, or more like traditional hotel booking)?
    - Options such as meal plans, length of stay
    - Cost
  - Other housing availability, including AirBnBs, hotels, etc.
    - Cost, proximity
  - Transit options & convenience
    - Local public transportation
    - Proximity of major airports to venue/housing
  - Things to do outside of ARCC

- Local parks, restaurants, attractions
- Both things that are a ~day trip (Things in the town) and things that can be visited daily (in evenings after close)

4.2. Community Presentations

Format: Google Slides or PowerPoint Presentation (.pptx format) The bid presentation should cover all topics from the report, in a presentation format. You will be given 20 minutes including Q&A. All community presentations will be done sequentially, with additional Q&A with all hosts after all bids have been presented.

Table 4-2: Bid Evaluation

Community Influence (~40%)	ARC (~60%)
Google form sent to ARC community to collect feedback and input	Final decision will be made by an internal vote

5. Deliverables

Per the schedule above, the following are expected as deliverables between both the host and the ARC. Regular check-ins between ARC and the Host will facilitate transferring resources and keeping all parties up-to-date in order to organize a successful event. At a minimum, ARC will meet with the Host monthly, moving to every two weeks starting 3 months before competition. At these meetings, all hosting deliverables will be reviewed. While this document lists responsible parties, task ownership is ultimately negotiable – the idea is to freely communicate and work to each party's strength to run a successful competition.

Sample schedule to give a sense of what order and rough deadlines these deliverables should be ready by: 2026 Example Schedule

Deliverable Due Dates are relative to the Start of the ARCC 2027 Event.

5.1. Deliverable #1: Bid follow-up

Due: T-9 Months

- For the **Host**: If not done already, place reservations/holds on venues for the determined dates of competition
- For the **Host**: If not done already, submit grant/sponsorship applications which are dependent on winning the bid, such as conditional grants offered by the university. (This is not the Hosting Grant, which can be submitted later.)
- For **ARC**: Set up channels for communications with the host (Discord)

5.2. Deliverable #2: Sponsorship Sync

Due: T-9 Months

- For **both**: The competition will have both host team sponsors and ARC organization sponsors, including tabling and advertising. The host team and the ARC will meet early to discuss and align on their sponsorship packages. See Finances for more information.
  - Both the host team and ARC shall have the same sponsorship rewards and tiers in regards to the competition (i.e. table space, iconography on event merch or banners, etc.)
  - Both the host team and the ARC are responsible for fundraising

5.3. Deliverable #3: Shipping Plan

Due: T-4 Months

- For **both:** Work together to determine when and where to ship competition equipment
  - What storage facilities are nearby, prices, distance from team, etc.
  - Where can packages be shipped (e.g. someone's house, lab space)
  - Where palletized material can be shipped
- For **ARC**:
  - Communicate what equipment needs to be shipped to run the competition
  - Track and share inbound packages so they can be received and verified
- For the **Host**: Work with the venue to determine where competition equipment can be loaded and stored

- Ensure that the venue has a loading dock or other suitable location to unload and that the Host has permission in advance to use it
- Ensure that the venue has any relevant equipment (such as a forklift or carts for moving equipment) needed

- For the **Host**: Provide a method for other teams to ship robots to competition
  - Provide teams with an address to ship robots to and a place to store them until participant team members arrive

5.4. Deliverable #4: Competition Events & Schedule

Due: T-4 Months

- For **both:** Determine the dates of competition, factoring in (but not limited to):
  - Participating teams' academic schedules
  - National Holidays (affects Sponsors' ability to attend)
  - Venue Availability
- For **ARC:** Based on the outcome of registration, determine which events (3v3, 1v1, etc.) will be a part of ARCC 2027
  - ARC will then create the initial drafts of the week-long schedule
  - ARC will then release the Site Manual for ARCC 2027

5.5. Deliverable #5: Advertising, Visuals and Merch

Due: T-4 Months

- For the **Host**: Design and share a 'visual theme' for the annual event. This should include a color palette and/or a key visual, while conforming to the ARC visual design guide. Past examples include:
  - University of Colorado, Boulder had mountain motifs with a matte color palette
  - University of California, San Diego had the beach and palm trees with dark blue and gold color palette
- For the **Host**: Design T-shirts and other event merchandise
- For the **Host**: Create competition-specific resources for publication on arc-robotics.org, such as local transportation resources and recommendations
- For **ARC**: Purchase T-shirts and other event merchandise. ARC will front the cost for all merchandise, but will also retain the profits. ARC will operate the payment platform for attendees to purchase merch.
- For **ARC**: Provide the host with any necessary relevant templates and resources, such as past graphics, schedules, and venue layouts. Review designs and ensure that the internal policies of ARC and sponsors are met. Publish event-related content created by the host promptly on arc-robotics.org
  - Produce all other required graphics, including banners, badges, and signage
  - Ensure sponsors do not have conflicting interests, design/language is appropriate for all audiences, etc.
- For **both**: Social Media Responsibilities
  - Utilize arc-robotics.org to advertise the event
  - Create social media posts advertising and building excitement for the event (Through respective own social media accounts)

5.6. Deliverable #6: Volunteers Plan

Due: T-3 Months

- For **ARC**: Work with the host to determine the number of volunteers needed in competition positions (Referee, Inspection, Queuing, A/V) and provide previous years' forms and spreadsheets as resources
- For the **Host**: Determine potential sources of volunteers (FIRST/VEX, Local robotics clubs, other university groups, alumni, parents, etc.). Begin the recruitment process and advertising/distribution of volunteer collection. Build a plan for volunteer food.
  - Build a form for volunteers to sign up on, and a way to see when and what volunteers are assigned to (i.e. an Excel spreadsheet)
  - Research volunteer food options such as venue requirements, university catering, or local restaurants. Build an estimate for how much food is necessary, dietary needs, and cost.

5.7. Deliverable #7: Floor Plans

Due: T-3 Months

- For the **Host**: Provide floor plan information
  - Provide floor plans for the venue. Plans of rooms should be to-scale, and indicate where power/network/AV ports are.
  - Provide maps of the building (how the individual rooms connect to each other). Designate intended flow paths from one room to another.
- For **ARC**: Design Floor Plan
  - Design venue room layouts (field rooms, pits, inspection, staff rooms, etc.)
  - Venue should have all necessary rooms and a layout conducive towards competition. See Venue Layout section below.
- For **both:** Work together to ensure that venue room layouts are appropriate for competition, including:
  - Travel times between areas for teams
  - Climate control
  - Size and location of areas for teams, competition, and AV

5.8. Deliverable #8: Post Competition

Due: T+1 Month

- For the **Host**: Pack and ship competition materials to the next hosting team sometime **after** the competition is over. This is necessary as the materials will be stored locally after competition.
- For the **Host**: Summarize and publish the budget: cashflow in and out, categorized, and the overall net profit from hosting ARCC
- For **ARC**: Determine when and where the next competition is held. Pay for the shipping of competition materials.

6. Appendix

6.1. Terminology

Table 6-1: Key Terms

Term	Definition
ARC	Operators & Staff responsible for running ARC Robotics. This includes but is not limited to registration, refereeing, inspection, and communicating with the RMOC. These members have the “ARC Operations” role in the ARC Discord and have multiple years of experience working on ARC competitions.
RMOC	RoboMaster Organizing Committee. This is a team of DJI employees in Shenzhen whose full-time job is to organize and run all RoboMaster competitions.
RMUL	RoboMaster University League. This is the original game format that ARC Championships are based on.
ARCC	ARC Championship. This is the once-annual tournament typically held in June-July.
ARC 501c3	The federally recognized 501(c)(3) nonprofit formed for the purpose of supporting the ARC competition. The 501c3 will be in charge of shipping referee systems, providing additional fundraising efforts for the ARC competition, and miscellaneous company management tasks that pop up throughout the season. All workings and filings of the 501c3 will be made public for the community.
ARC Equipment	Items owned by the ARC Robotics 501c3 used each year for the competition. This includes the battlefields, AV equipment, projectiles, etc. These items are stored in UHaul “UBoxes” for consistent storage and easy transportation around the country.
Host	One or more teams that are identified as the event organizers of each year’s ARC Championship

6.2. Volunteer Counts

Table 6-2: Recommended Staff & Volunteer counts for each role, for 1 shift

Category	Role	Staff Count	Volunteer Count
Referee	Pilot Room Referee	0	3

Category	Role	Staff Count	Volunteer Count
Queuing	Staging Referee	0	2-4 (depends on venue layout)
Inspection	Inspector	5	3
Logistics	Projectile Collector	0	2
Logistics	Field Reset	0	8
Other	Merch	0	2

6.3. Venue Layout Requirements

In general, please reach out to Derek in #ARCC with any questions about field layout, such as drawings of layout.

Terminology:
Shall = must have, deal-breaker
Should = try your best to have it, will significantly degrade competition experience and lead to compromises elsewhere
L3 = staging area for teams which have completed inspection, near the inspection area
L2 = staging area for teams which have completed inspection, near the field
L1 = waiting area for the team currently playing a match outside the doors to the field

Requirements:

- General Venue Layout between rooms:
  - Pits -> Inspection is the least important
  - Inspection -> Field is the most important
    - Teams *must* be chaperoned after inspection to the field. The ideal setup was in 2023 where there was only a singular doorway between inspection and the 3v3 field. The worst example was 2025 where there was a decently lengthy walk across an outdoor span.
    - It should be impossible for team members to join/leave the group from inspection
    - It should be impossible for non-pit-crew team members to give pit crew members things once they enter inspection
  - **Design a route for teams to go from pits, to inspection, get chaperoned to L2, and exit projectile return back to pits**
    - From inspection to projectile return the entire path should be isolated (using stanchions or under chaperone supervision)
  - All venue designs must separate ‘secure’ (post-inspection) areas and ‘unsecure’ (audience) areas
- Pits layout
  - Shall have 4x 20A or equivalent drops for power
    - Should have power outlet access for each pit space via extension cords
  - Shall have pit spaces for up to 32 teams
    - All teams are given a 10’x10’ box with a table and a few chairs
    - Please comply with your venue’s fire codes regarding egress pathways and extension cords
    - Pit boxes can touch each other, but no pit boxes should be ‘landlocked’
    - Flooring in the pit space should be able to support tables, chairs, carts, etc.
    - Venue restrictions on robots driving on the bare floor are OK, as long as it is known beforehand so teams can prepare some sort of mat/floor covering

- Shall have accessible outdoor areas for soldering/painting/grinding etc. Power shall be available via extension cord/external power outlets.
- Should have a dedicated netted testing area. Can be a full mock field or a partial enclosure, with the goal of allowing teams to safely test shooting at other robots, test CV, etc. without spewing balls everywhere.

- Inspection Layout
  - Inspection is ideally a separate room, with short hallway connection to the fields
  - Inspection shall have space for logical flow for 3 stations (2x 6' tables ea.) and 2x 6'x6' L3 zones
  - Inspection should accommodate a 100 sqft box of shame
  - Inspection shall have a bypass path for those not needed to tend to the robots but are still on the pit crew
  - Inspection shall have a clear entry door where we will enforce the pit crew size limit
  - Inspection shall have a dedicated exit door where chaperones will enter and take teams from L3 to L2
  - Inspection should have TVs or Projectors to play the livestream
  - Should have 1x 20A or equivalent drops for power
- Field Room Layout
  - 3v3 Field:
    - The field shall be oriented with the 3v3 ref desk on the long edge, red-left blue-right
    - Each L1 shall be at least 4' from the outside of the field. The field is 8x12m (if unchanged) and the walls are ~300mm thick. The L1 spans the entire short-side length of the field.
    - A 4' walkway should be maintained on the 'far' side of the field (in front of the audience). This should be separated from the audience using bollards/stanchions.
    - A 6' walkway should be maintained between the 'near' side of the field and the 3v3 ref desk
    - The production desk and 3v3 ref desks shall be near each other
      - The 3v3 ref desk is made of 3x 6' tables. The 3v3 production desk is made of 4x 6' tables.
    - Within a 5-second walk from each L1 shall be a pilot room. This is most commonly made out of 8' pipe and drape with a 6' table inside of it. Symmetry is appreciated here but not required.
      - Each pilot room shall get a 6' table and two chairs
    - Near the inspected-team entrance shall be 2 4'x8' L2 areas for 2 sets of teams
    - There shall be a projectile unload area (can be separate for 3v3/1v1 or shared)
    - **Design a route for teams to enter from inspection, stage in L2, go to L1s, go to proj return, go to pits**
      - Routes should accommodate carts
    - Teams shall never transit behind the 3v3 ref desk
    - Should have 2x 60A or equivalent drops for power
    - Should have 1x RJ45 ethernet for both Ref and AV desks (shared)
    - Audience area that supports 80+ people
  - 1v1 Field:
    - 1v1 desk shall be on one side of the field, and shall contain the following:
      - Ref desk = 2x 6' tables
      - AV desk = 2x 6' tables
    - There shall be 2x 6'x6' L2s for 1v1. The L2s shall be against a wall near the 1v1 field.
    - The back of the 1v1 desk shall be within 15' of a wall, with no intended walkways behind the desk
    - There shall be 1x L1 (Shared by both teams) in the near-left corner of the 1v1 field (relative

to the 1v1 desk)
        - The red corner is far-left, blue is near-right, door is near-left
    - Pilot room(s) shall be nearest the L1. It can either be two separate pipe-n-drape boxes or one room with both pilots inside of it (facing each other).
        - Each pilot station shall get a 6’ table and one chair
        - Pilot room(s) should be at most a 5-second walk from L1
    - 1v1 shall have 1x 20A power drop and 1x RJ45 ethernet drop (though running a cable from 3v3 is also OK)
    - Projectile unload can be dedicated to 1v1 or shared with 3v3
    - Audience area that supports 30+ people
    - **Design a route for teams to enter from inspection, stage in L2, go to L1s, go to projectile return, go to pits**
  - ARCTIC Presentation Area
    - Area to place camera, area to plug in computer for presenter, and projector for clearly streaming the video to the audience
  - Production needs
    - 3v3 Production desk may be adjacent to 3v3 ref desk (see above)
    - Main field room shall have at least 2 large overhead screens visible from the audience
    - Main field room shall have audio input (1/4”) and house speakers
    - Should have auxiliary screens for referees and pit crews to see match timer
  - General layout additions
    - All ‘secure’ areas should be physically isolated from audience areas using stanchions
    - Sponsor area - each sponsor typically has 1x 6’ table. Expect 2-6 sponsors. Sponsors should be in a high-traffic area (typically near the 3v3 field).
    - Sponsor area should have power plugs (1 power strip per sponsor) and room to accommodate a TV stand
    - Big Banner (5m wide 3m tall) - Typically a photo-op place for teams. Could use it as a dividing wall/backdrop if wanted as it is self-standing.
    - Audience area - have as much audience as possible as close to the field as possible
  - General Venue Rules
    - Venue shall have at least 1Gbps Ethernet (combined through all ports)
    - Venue shall be OK with carts/dollies/luggage rolling on their floors, though all robots and field pieces will go on mats
    - Venue shall be OK with us having open-topped fields. **Do not deceive your venue here.**
    - Venue shall have uniform lighting from overhead (no spotlights)
    - Venue must allow eating food in at minimum: pits, ARCTIC presentation room
- Volunteer room
  - Context: the volunteer room is for operations, staff, and volunteers to rest and have lunch & dinner
  - The volunteer room shall accommodate at least 20 people with a few tables and chairs for sitting/eating. Eating must be allowed.
  - The volunteer room shall be reasonably centralized between all other rooms
- Additional areas
  - All competition events will be determined by **ARC** when the Events Manual is released, but the capabilities of your bid to allow for these will be taken into account
    - Unofficial events / side competitions shall not be concurrent with ARCC 2027. We aim to officialize and incorporate additional events to elevate the quality and maintain an operational standard.

- Drone Area requirements:
  - Venue permits flying quadcopter drones of 1.7m wingspan and 13kg mass
  - Projectiles can be contained, or there is a plan to collect projectiles fired in the Drone Area
- Dart Area requirements:
  - Projectiles must be contained, and there is no/minimal risk of damage to the venue
  - The length of the Dart Area must be at least 17m

6.4. Sponsor Requirements

To uphold the brand image desired by ARC Robotics, the following restrictions on sponsors in specific industries exist:

Sponsors in the following industries are entirely disallowed:

- Gambling: websites or apps that facilitate betting on competitive events
- Illicit and controlled drugs
- Explicit content and pornography
- Tobacco/nicotine products, spirits, and alcoholic beverages
- Institutions, organizations, or NGOs related to religious, political, or social advocacy, unless it is related to Robotics
  - For example, no “Turning Point USA”, but “Society of Women Engineers” (in a women-in-STEM context) is OK
- All scams, multi-level marketing (MLM), and other shady businesses. All false and misleading content is strictly forbidden.

The following sponsors have restrictions on the benefits they may access:

- Defense, Arms, Military Industrial Complex (MIC)
  - Defense companies are defined as any company whose home page, on immediate landing, has direct imagery or verbiage relating to the US or foreign Armed Forces
    - For example, rtx.com/raytheon is generally known as a company which makes missiles for the US armed forces and would be considered a defense company, while boeing.com is generally known as a company which makes passenger planes and would not meet this definition
  - Defense companies which do not have clear ties to the US or foreign military can be treated as regular sponsors
  - Defense companies which do have clear ties to the US or foreign military are entitled to the following:
    - No advertising is permitted. This includes Website, Livestream, Social Media.
    - At ARC discretion, advertising on on-site materials (big banner, signs, etc) and Merch (T-shirts) is allowed
    - On-site attendance for advertising (to in-person attendees) and recruitment is allowed