



SRC Event Layouts

The example event layouts in this section are designed to help Event Hosts visualize different ways to arrange equipment, volunteers, and team flow for a successful Sphero Robotics Competition (SRC) event. Since every venue is unique, these layouts should be used as a starting point and customized to fit your available space, equipment, and volunteer resources.

The examples range from simple event setups requiring minimal equipment and volunteers to larger events supporting 20 or more SRC teams, demonstrating how your event can scale as participation grows.

Each setup shows the layout during Team Check-in & Inspection, and then a separate slide during Matches and Tech Trials so you can see how volunteers and equipment change.

Slides 2 & 3:

- 10-12 Teams
- Minimal volunteers & equipment

Slides 4 & 5:

- 10-20 Teams
- Standard volunteers & equipment

Slides 6 & 7:

- 20+ Teams
- Standard volunteers & equipment

Slides 8+ Show SRM Event Layouts



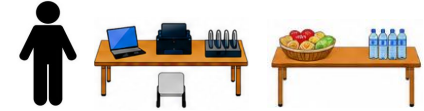
SRC Event: 10 - 12 TEAMS

During Check-in & Inspection

Minimal Equipment & Volunteers

**VOLUNTEER SNACKS,
PRINTER, CHARGING
STATION**

Event
Management
Operator

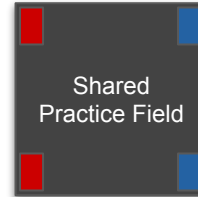
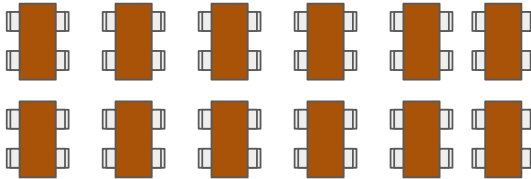


STATUS DISPLAY

*Team Check-in &
Inspection Status*



TEAM STAGING AREA



Shared
Practice Field

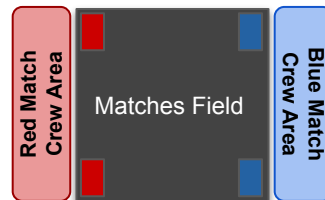
TEAM & VOLUNTEER CHECK-IN

Match & Tech Trial Queuers



MAIN DISPLAY

*Team Check-in & Inspection
Status or Logos*

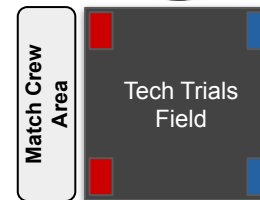


Red Match
Crew Area

Matches Field

Blue Match
Crew Area

FIELD DISPLAY



Match Crew
Area

Tech Trials
Field

INSPECTION

*Head Referee & Tech Trial
Scorekeeper*

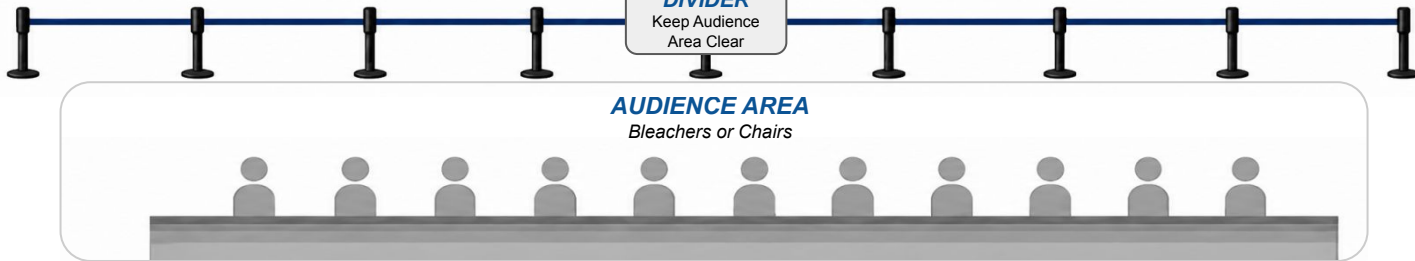


DIVIDER

Keep Audience
Area Clear

AUDIENCE AREA

Bleachers or Chairs





SRC Event: 10 - 12 TEAMS

During Matches & Tech Trials

Minimal Equipment & Volunteers

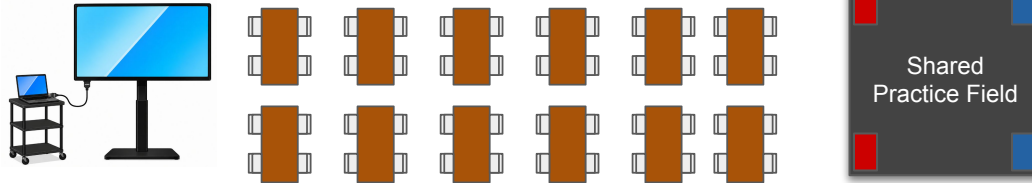
**VOLUNTEER SNACKS,
PRINTER, CHARGING
STATION**

Event
Management
Operator

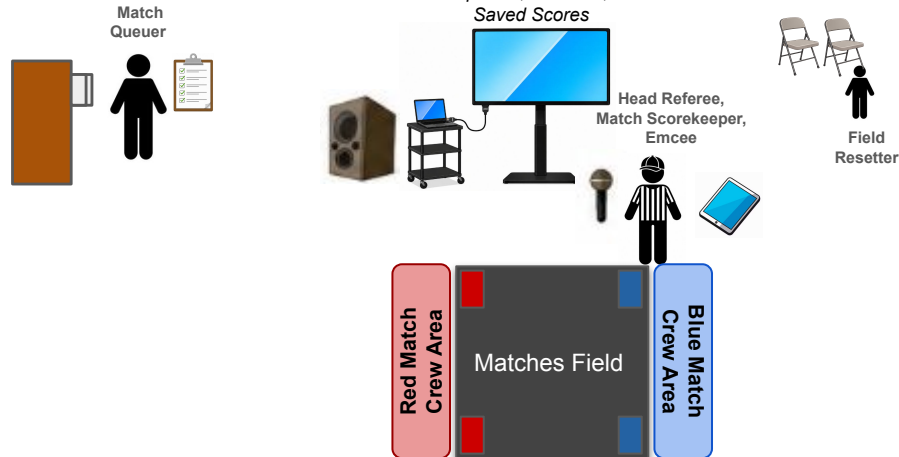


STATUS DISPLAY
Schedule & Rankings

TEAM STAGING AREA



MATCHES QUEUING



TECH TRIAL QUEUING



AUDIENCE AREA
Bleachers or Chairs

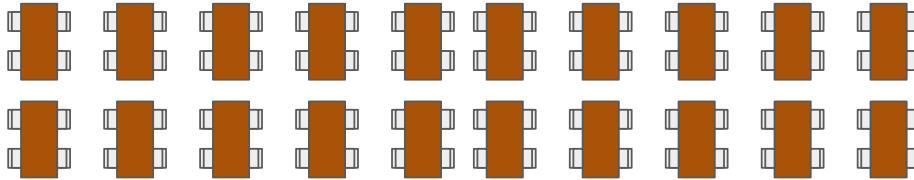


SRC Event: 10 - 20 TEAMS

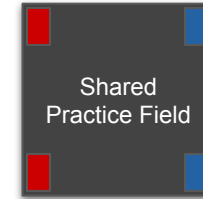
During Inspection & Check-in

Standard Equipment & Volunteers

TEAM STAGING AREA



STATUS DISPLAY
Team Check-in & Inspection Status



Event Management Operator



VOLUNTEER SNACKS, PRINTER, CHARGING STATION

TEAM & VOLUNTEER CHECK-IN

Match & Tech Trial Queuers

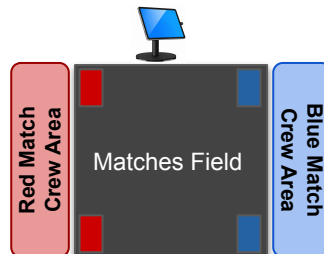


MAIN DISPLAY

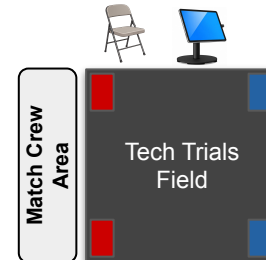
Team Check-in & Inspection Status or Logos



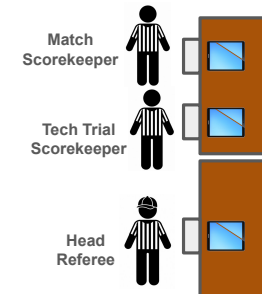
FIELD DISPLAY



FIELD DISPLAY



INSPECTION



STATUS DISPLAY
Team Check-in & Inspection Status

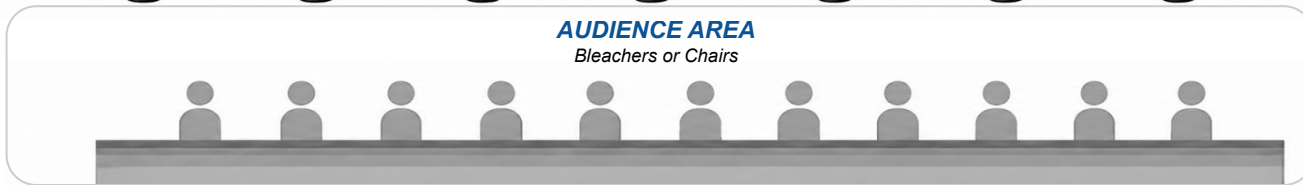


DIVIDER

Keep Audience Area Clear

AUDIENCE AREA

Bleachers or Chairs





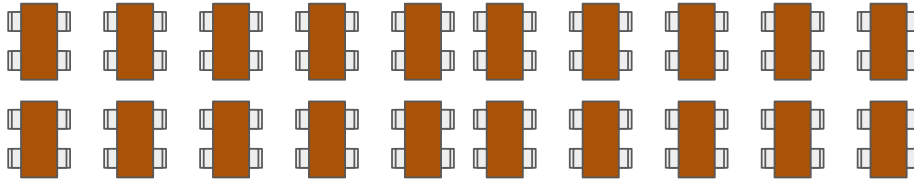
SRC Event: 10 - 20 TEAMS

During Matches & Tech Trials

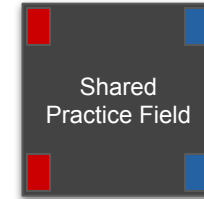
Standard Equipment & Volunteers

**VOLUNTEER SNACKS,
PRINTER, CHARGING
STATION**

TEAM STAGING AREA



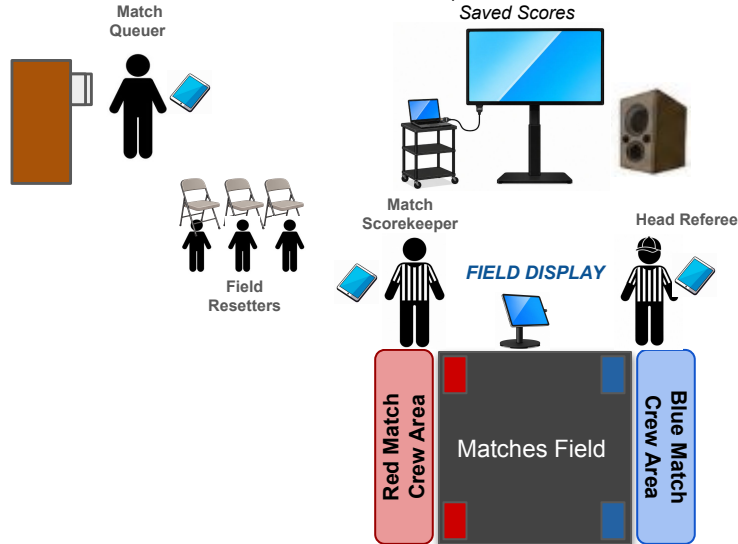
STATUS DISPLAY
Ranking & Schedule



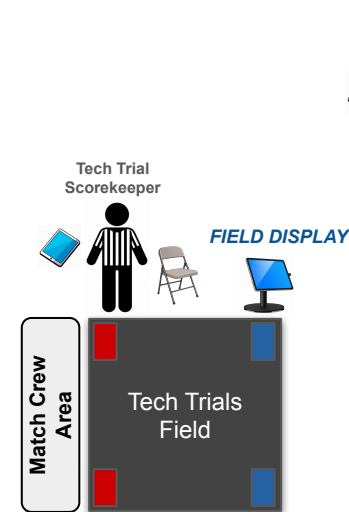
Event
Management
Operator



MATCHES QUEUING



TECH TRIAL QUEUING



STATUS DISPLAY
Ranking & Schedule

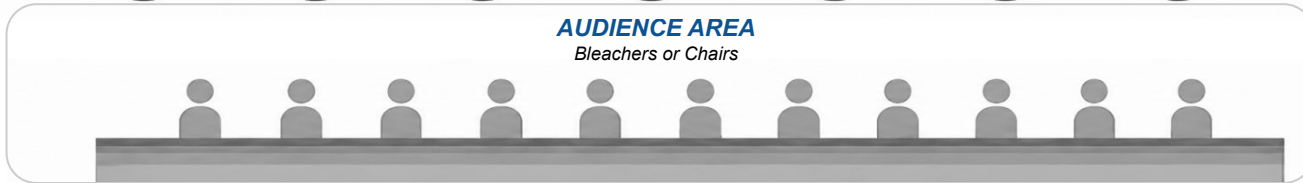


DIVIDER

Keep Audience
Area Clear

AUDIENCE AREA

Bleachers or Chairs





SRC Event: 20+ TEAMS

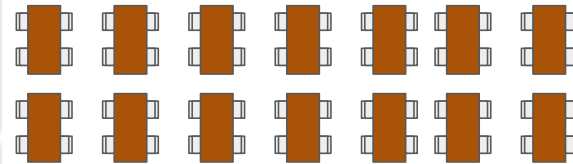
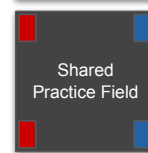
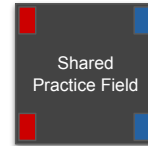
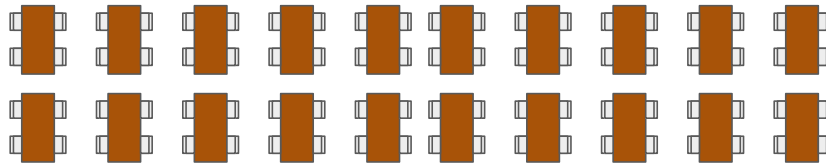
During Inspection & Check-in

Standard Equipment & Volunteers

STATUS DISPLAY

Team Check-in & Inspection

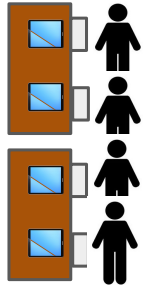
TEAM STAGING AREA



Team & Volunteer Check-in

Match Queuers & Tech Trial Queuers

MAIN DISPLAY
Up Next, In-Match,
Saved Scores



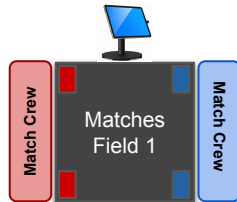
Event
Management
Operator



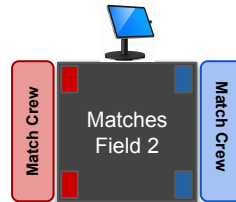
VOLUNTEER SNACKS,
PRINTER, CHARGING
STATION



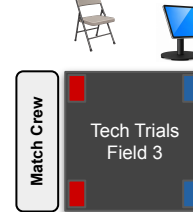
FIELD DISPLAY



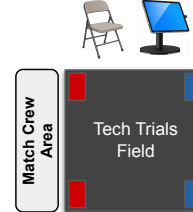
FIELD DISPLAY



FIELD DISPLAY

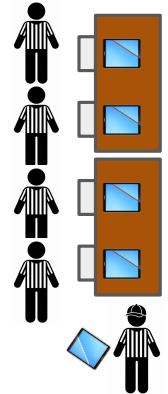


FIELD DISPLAY



INSPECTION

Head Referee, Match Scorekeepers, Tech
Trial Scorekeepers



STATUS DISPLAY
Team Check-in &
Inspection



DIVIDER

Keep Audience
Area Clear

AUDIENCE AREA

Bleachers or Chairs





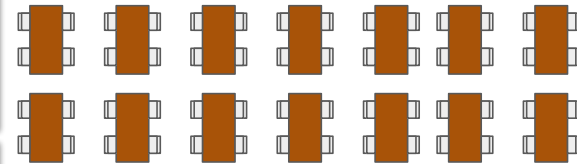
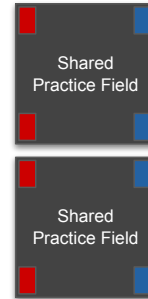
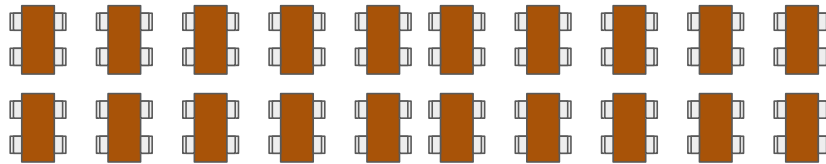
SRC Event: 20+ TEAMS

During Matches & Tech Trials

Standard Equipment & Volunteers

STATUS DISPLAY
Schedule & Ranking

TEAM STAGING AREA



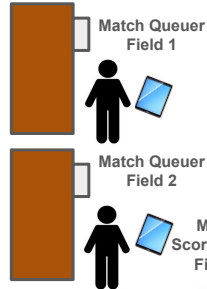
Match Runners



Tech Trial Runners



Match Queuing



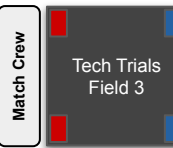
MAIN DISPLAY
Up Next, In-Match,
Saved Scores



Match Scorekeeper
Field 2



Event
Management
Operator



Tech Trial Queuing

STATUS DISPLAY
Schedule & Ranking



DIVIDER
Keep Audience
Area Clear

AUDIENCE AREA

Bleachers or Chairs





SRM Event Layouts

The example event layouts in this section are designed to help Event Hosts visualize different ways to arrange equipment, volunteers, and team flow for a successful Sphero Robotics Mission (SRM) event. Since every venue is unique, these layouts should be used as a starting point and customized to fit your available space, equipment, and volunteer resources.

The examples range from simple event setups requiring minimal equipment and volunteers to larger events supporting multiple SRM Programs, demonstrating how your event can scale as participation grows.

Each setup shows the layout during Team Check-in & Inspection, and then a separate slide during Missions so you can see how volunteers and equipment change.

Slides 9 & 10:

- 1 SRM Program
- 10-14 Teams
- Standard volunteers & equipment

Slides 11 & 12:

- 2 SRM Programs
- 10-14 Teams each
- Standard volunteers & equipment

Slides 13 & 14:

- 3 SRM Programs
- 10-14 Teams each
- Standard volunteers & equipment

Slides 2-7 Show SRC Event Layouts



SRM Event: 1 SRM Program, 10 - 14 TEAMS

During Check-in & Inspection

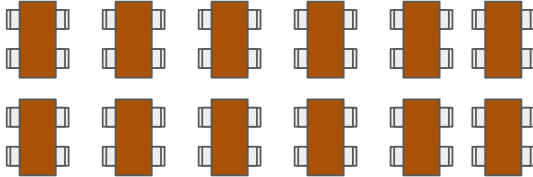
Standard Equipment & Volunteers

STATUS DISPLAY

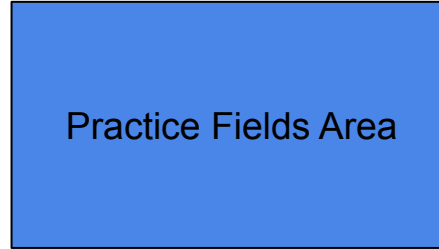
Team Check-in & Inspection Status



TEAM STAGING AREA

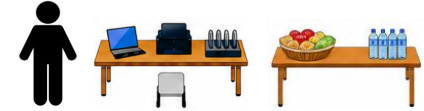


Practice Fields Area



**VOLUNTEER SNACKS,
PRINTER, CHARGING
STATION**

Event
Management
Operator



TEAM & VOLUNTEER CHECK-IN

Queuer & Volunteer Captain



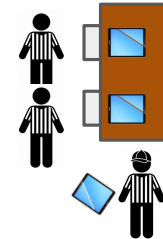
MAIN DISPLAY

*Team Check-in & Inspection
Status or Logos*



INSPECTION

Head Evaluator & Evaluators



STATUS DISPLAY

Team Check-in & Inspection Status



indi
Field

indi
Field

DIVIDER

Keep Audience
Area Clear

AUDIENCE AREA

Bleachers or Chairs





SRM Event: 1 SRM Program, 10 - 14 TEAMS

During Missions

Standard Equipment & Volunteers

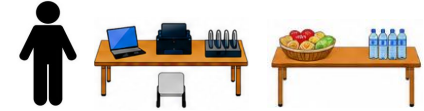
**VOLUNTEER SNACKS,
PRINTER, CHARGING
STATION**

STATUS DISPLAY
Ranking & Schedule

TEAM STAGING AREA

Practice Fields Area

Event
Management
Operator



Queuing Area

Queuer

MAIN DISPLAY
Event Timer

Emcee

Evaluator

Head Evaluator

Evaluator

indi
Field

indi
Field

BOLT Field

RVR Field

DIVIDER

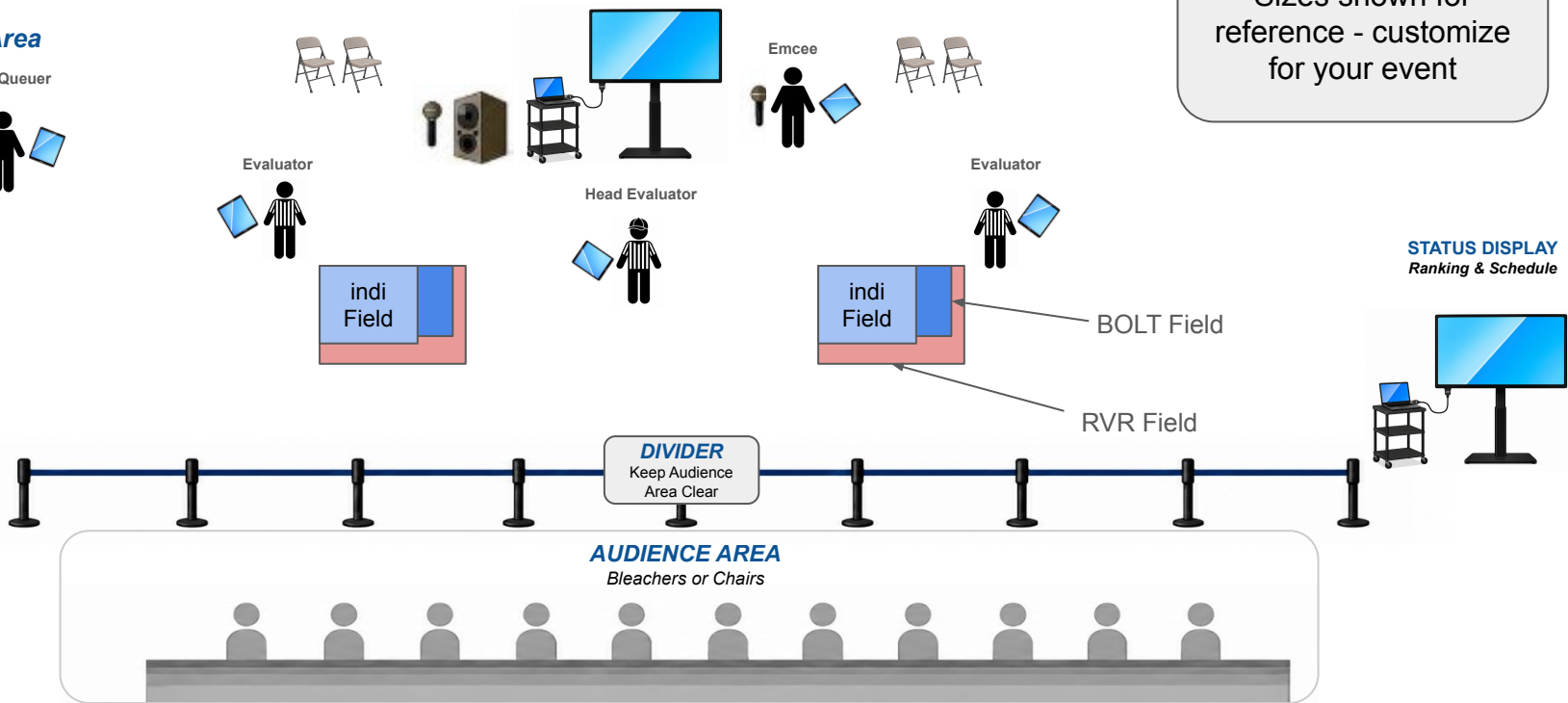
Keep Audience
Area Clear

AUDIENCE AREA

Bleachers or Chairs

STATUS DISPLAY
Ranking & Schedule

Note: (3) SRM Field
Sizes shown for
reference - customize
for your event





SRM Event: 2 SRM Programs, 10 - 14 TEAMS Each

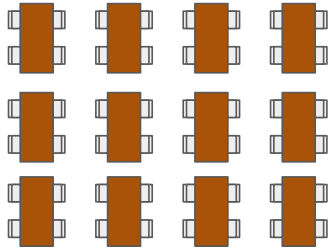
During Check-in & Inspection

Standard Equipment & Volunteers

Event Management Operator
VOLUNTEER SNACKS, PRINTER, CHARGING STATION



indi TEAM STAGING AREA

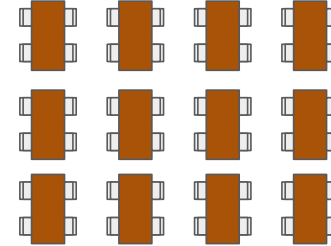


STATUS DISPLAY

Team Check-in & Inspection Status



BOLT TEAM STAGING AREA



TEAM & VOLUNTEER CHECK-IN

Queuers



MAIN DISPLAY

Team Check-in & Inspection Status or Logos



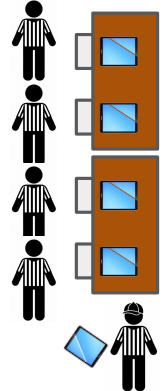
MAIN DISPLAY

Team Check-in & Inspection Status or Logos



INSPECTION

Head Evaluator, indi Evaluators, BOLT Evaluators

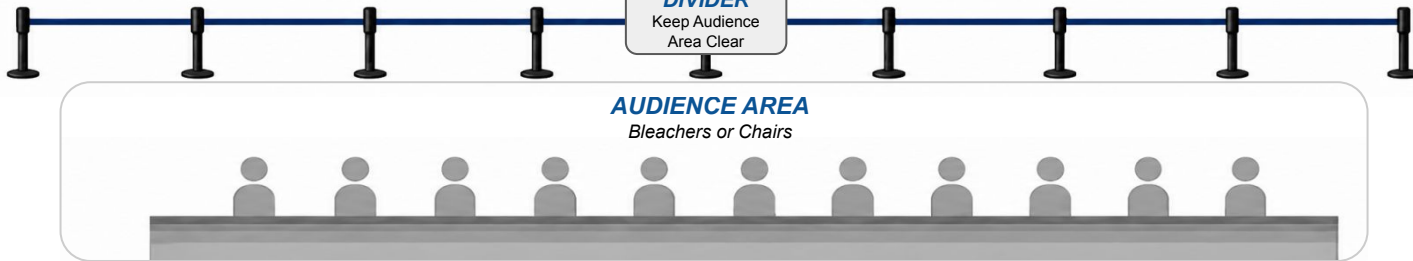


DIVIDER

Keep Audience Area Clear

AUDIENCE AREA

Bleachers or Chairs



STATUS DISPLAY

Team Check-in & Inspection Status





SRM Event: 2 SRM Programs, 10 - 14 TEAMS Each

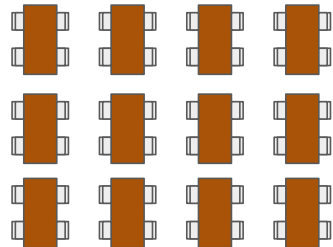
During Missions

Standard Equipment & Volunteers

VOLUNTEER SNACKS,
Printer, Charging
Station
Event Management
Operator



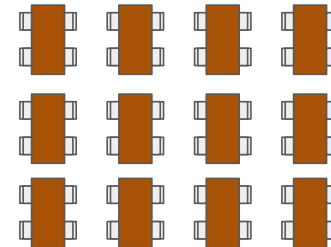
indi TEAM STAGING AREA



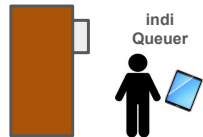
STATUS DISPLAY
Schedule & Rankings



BOLT TEAM STAGING AREA



indi Team Queuing



indi Emcee



MAIN DISPLAY
Event Timer



indi Evaluator



indi
Field



indi Evaluator



indi
Field



Head Evaluator



BOLT Emcee



MAIN DISPLAY
Event Timer



BOLT Evaluator



BOLT
Field



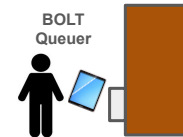
BOLT Evaluator



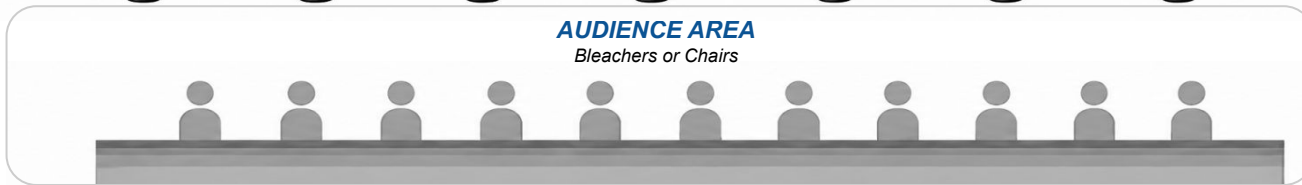
BOLT
Field



BOLT Team Queuing



AUDIENCE AREA
Bleachers or Chairs



STATUS DISPLAY
BOLT Schedule &
Rankings





SRM Event: 3 SRM Programs, 10 - 14 TEAMS Each

During Check-in & Inspection

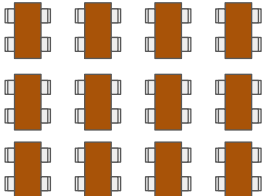
Standard Equipment & Volunteers

VOLUNTEER SNACKS,
Printer, Charging
Station



indi TEAM STAGING AREA

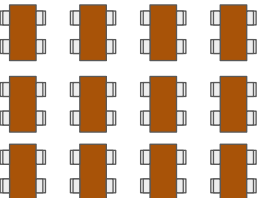
STATUS DISPLAY
Team Check-in & Inspection Status



indi Practice Fields Area

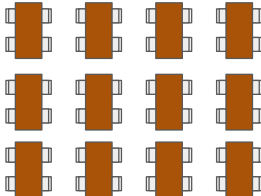
BOLT TEAM STAGING AREA

BOLT Practice Fields Area



RVR TEAM STAGING AREA

STATUS DISPLAY
Team Check-in & Inspection Status



RVR Practice Fields Area

indi INSPECTION

indi Evaluators



Team & Volunteer Check-in Queuers



MAIN DISPLAY
Team Check-in & Inspection Status or Logos



Head Evaluator



BOLT INSPECTION

BOLT Evaluators



MAIN DISPLAY
Team Check-in & Inspection Status or Logos



RVR INSPECTION

RVR Evaluators



MAIN DISPLAY
Team Check-in & Inspection Status or Logos



indi Field

indi Field

BOLT Field

BOLT Field

RVR Field

RVR Field

DIVIDER

Keep Audience Area Clear

AUDIENCE AREA

Bleachers or Chairs

STATUS DISPLAY
Team Check-in & Inspection Status





SRM Event: 3 SRM Programs, 10 - 14 TEAMS Each

During Missions

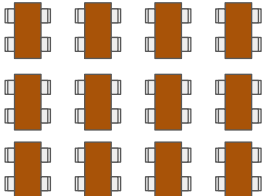
Standard Equipment & Volunteers

VOLUNTEER SNACKS,
Printer, Charging
Station



indi TEAM STAGING AREA

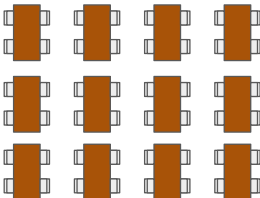
STATUS DISPLAY
Schedule & Ranking



indi Practice
Fields Area

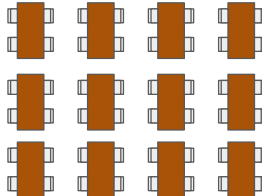
BOLT TEAM STAGING AREA

BOLT
Practice
Fields Area



RVR TEAM STAGING AREA

STATUS DISPLAY
Schedule & Ranking



RVR
Practice
Fields Area

indi Queuing indi Queuer



Head Evaluator



BOLT Queuing indi Queuer



RVR Queuing indi Queuer



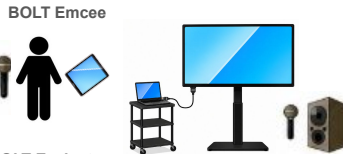
MAIN DISPLAY
Event Timer



indi Emcee

indi Evaluator

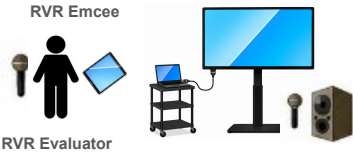
MAIN DISPLAY
Event Timer



BOLT Emcee

BOLT Evaluator

MAIN DISPLAY
Event Timer



RVR Emcee

RVR Evaluator

indi Field

indi Field

BOLT Field

BOLT Field

RVR Field

RVR Field

DIVIDER

Keep Audience
Area Clear

AUDIENCE AREA
Bleachers or Chairs

STATUS DISPLAY
Schedule & Ranking



Field Sizes

