



WHO SHOULD LEAD YOUR DRONE RACING PROGRAM?



The General Manager (GM) is the driving force behind your school's drone racing program. Even without being a drone pilot, a GM can successfully guide and support students in this exciting, hands-on STEM activity. The role is less about mastering flight skills and more about fostering a supportive, organized, and enriching environment where students can learn, compete, and grow.

KEY RESPONSIBILITIES

STUDENT RECRUITMENT & REGISTRATION: Recruit students and manage their registration on the Fenworks League Platform. Follow our onboarding guide to ensure your school, students, and teams are properly registered and activity fees are paid.

EQUIPMENT & SIMULATOR MANAGEMENT: Oversee the school's drone equipment and Velocidrone accounts, ensuring all hardware, software, and required websites are ready for use.

PRACTICE & COMPETITION ORGANIZATION: Coordinate practices, including scheduling physical drone use and simulator time. Make sure students submit their times or match scores each week.

COMMUNICATION & SUPPORT: Serve as the point of contact for Fenworks, promptly responding to admin outreach and providing updates as needed.

TIME COMMITMENT

Your school has the flexibility to set the level of involvement that works best for your schedule and resources. For a strong and consistent program, we recommend planning 2–3 hours of practice per week and 1–2 hours of competition each week.

Choosing a GM for your drone racing program is a step toward opening exciting new STEM opportunities for students. With the right leader, students can experience a meaningful, educational, and thrilling drone racing season. No piloting expertise required; just a passion for student growth, innovation, and success.

