FIRST LEGO League Tournament Day Information 2018
FIRST LEGO League

Season and Tournament Information

If you have any questions, or would like to start a team, please contact:

Jacque Grimm
Program Supervisor
FIRST LEGO League, FIRST LEGO League Jr

jacqueg@firstwa.org
Summary

- Tournament Day
- What should the team bring
- Student Registration and Team Roster
- Awards and Advancement
- Events need your support
- Resources
Qualifier Tournaments

• 21 Qualifier Tournaments in 2018
  – 5 events in Eastern WA
  – 16 events in Western WA
  – Event Schedule finalized by early October
  – Only one Regional Qualifier per team

• Tournament Sizes
  – Typical event is 33 teams
  – Range of event sizes 17 – 33 teams
  – Smallest event: North Seattle Saturday
  – Largest events: King & Snohomish Counties
• Regional Qualifiers: December 1\textsuperscript{st}, 2\textsuperscript{nd}, 8\textsuperscript{th} and 9\textsuperscript{th}
  – Saturdays and Sundays, ~8am to 5pm
  – Teams attend one Qualifier on one day only
• Semi-Finals (Western WA only): January 19\textsuperscript{th} and 20\textsuperscript{st}
• State Championships
  – Eastern WA: January 12\textsuperscript{th}, 2019
  – Western WA: February 10\textsuperscript{th}, 2019
• Three main activities for teams
  – Pit area and practice tables
  – [Morning] Project, Robot and Core Values Judging
  – [Afternoon] Robot Contest
• Award Ceremony late afternoon

Free & Open to the public!
Typical Qualifier Schedule

8:00 am: Team Check-in (no earlier!)
8:35 am: Coaches Meeting
9:00 am: Judging sessions begin
Noon: Lunch break
12:45 pm: Opening Ceremony
1:00 pm: Robot Game
4:30 pm: Award Ceremony
Tournament Day Notes

• Best time for Spectators: 12:30-4:30
• Event is Free and Open to the Public
• Setup Pit from 8:00-8:30 am
  – Items to bring – see list
  – Do not bring extra chairs or any items that will not fit on or under team’s pit table
  – Pits crowded – Keep aisles clear
  – Team can set up pit while coach is checking in
Team Check-in

- Check-in 8:00 am (NOT before)
  - Volunteers are preparing the event site
- One Coach should go to the Check-in station
  - Bring Team Roster to Check-in
  - More on Team Roster in a few slides
- The Team and additional adults can proceed directly to Pit Table for setup
- Pit Tables labeled with Team Number. Do not swap with other teams.
What to Bring

• Robot
• Extra robot batteries and charger (if rechargeable)
• Laptop computer for program changes
• Project Presentation
• Food, drinks and snacks (unless otherwise noted)
• Extension cord and power strip

• Team Information Sheet (Optional)
  – Three copies, one for each judge panel
• Team Roster (Required)
  – Includes Consent and Release indication for each student
  – Students registered online by parents in STIMS
• Challenge set pieces and mat (to share with organizers if needed)
Event Specific Information

Each Event location has a webpage with map and details:

http://firstwa.org/Team-Resources/FIRST-LEGO-League-Team-Resources/Events
Team Roster

• Coach
  – From team dashboard – invite parents
  – Need their email address
  – Keep a separate list of who you contacted because you will not have a record in your dashboard

• Parent
  – Create parent account at FIRST
  – Add students
  – Apply to the Team number in the email the coach sent you
Team Roster - continued

• Coach – After students apply to team
  – When parent/student applies – accept to team
  – Print Roster from dashboard
  – Any students not on the printed roster need to be written in by hand.
  – Signed Paper consent form is required only for students who are hand written on the roster
  – Keep a copy of any signed consent forms. You will need a new copy for each event the team attends
  – Tip documents on our website at FLL Downloads
How to Invite Team Contacts
How to Manage Team Contacts
How to Print Team Roster (1)
How to Print Team Roster (2)
How to Print Team Roster without Denied Applications

<table>
<thead>
<tr>
<th>Role</th>
<th>Youth</th>
<th>Parent/Guardian</th>
<th>Phone</th>
<th>Application Status</th>
<th>Consent Form</th>
</tr>
</thead>
<tbody>
<tr>
<td>student</td>
<td></td>
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<td>Accepted</td>
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<td>student</td>
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</tbody>
</table>

Tick 'Include Denied Application Status Students' to include denied applications in the roster.
One adult in each family would have gotten mail on **** from donotreply@firstinspires.org. Please look in your junk folder as well.

This is an invitation from FIRST for your child to join the ***team - ****. We need this paperwork completed by the end of next week (**). 

If you haven't started the process as yet, please read the email and follow the instructions. Here are some steps that might help.

1) If your child was on an FLL team last year and you registered online, you already have an account on firstinspires.org. If you do not remember your password, click on "Forgot Password" and go through the steps.

2) Once you are logged in to firstinspires.org, please do the following:
   - Click on Parent/Guardian – youth.
   - Click on Add a youth
   - Enter all details of your child- first name, last name, email address, Phone, address (click on use parent phone if you like), Birth day. Demographic info is very useful for companies that plan to sponsor teams. Past program participation do not count this year. Acknowledgements – click 3 checkboxes (please read what you are agreeing to), click Next
   - Click on School, choose school, ignore student id, Grade, answer Free lunch Q, click on Next
   - Select FIRST Lego League (FLL), Team # ***** , click on Apply

I would see the student's name in the list and can approve membership. Please note that I cannot see any details except for parent name, email address & phone # (which I have already!).
Coach Roster Tips on [www.firstwa.org](http://www.firstwa.org)

Coach and Parent Tip Sheet available on FLL Downloads page under FLL Team Resources on [www.firstwa.org](http://www.firstwa.org)
FIRST LEGO League

ROBOT GAME

PROJECT

CORE VALUES
Evaluation of Your Team

• During the regional qualifiers, your team is evaluated on the three primary elements:
  – Project Presentation
  – Robot Design and Construction
  – Core Values

• Evaluations are subjective and are done by a panel of volunteer judges

• Awards are assigned by the judging panels

• Judges use rubrics: READ THEM!

http://firstwa.org/Programs-Events/FIRST-LEGO-League/FIRST-LEGO-League-Downloads
Morning Judging Schedule

- Robot Design, Project Presentation, and Core Values judging starts in the morning before the robot contest (generally 9-noon).
- A schedule for each team is posted on tournament day.
- Teams are retrieved from their pit table and returned by volunteer runners.
- Teams have 10 minutes in each Judging session.
Project Presentation

• Your team must:
  – Identify a human physical or social problem faced during long duration space exploration within our Sun’s solar system and propose a solution. Create an innovative solution that makes the problem better
  – Share it with others
  – Present a summary of the project to the judges that tells the story and demonstrates your team research results

• Presentation format is up to your team. Use humor, skits, and other engaging elements to tell your story. Examples include newscasts, plays and songs.
• Watch presentation examples online, practice in front of an audience, etc.
Robot Design

• Your team must:
  – Create a strategy to maximize points in 2.5 minutes
  – Build a robot that interacts with mission pieces autonomously, students only touch the robot in base
  – Program the robot to accomplish missions – read the rules!

• The robot is judged for its design quality
• The robot ALSO gains the team points during the mission competition
• There are hundreds of tutorials online for both EV3 and NXT Mindstorms kits
Core Values Judging

• Judges evaluate your team with an activity during the Core Values session. Coaches may not observe this session.

• The judges are also observing your team at random times during the day.

• Input from referees, volunteers and other teams IS accepted!

• Judges are looking for signs that Gracious Professionalism is alive & well, on and off the field
Additional Morning Activity

- The Competition Tables will be open for teams to practice and calibrate sensors.
- Typical Practice time ~ 9:30-11:30 am.
- Students may talk to Referees during practice time to clarify any questions.
- More information from Head Referee in a few slides.
- Someone should be in the team’s Pit area at all times so that Pit Runners can find the team for Judging sessions.
Robot Game Afternoon

- The contest is held in a main gym or large area
- There are 3 rounds in the robot contest
- Best single score determines winner
- Teams are retrieved by runners, and queued up to 3 matches early
- Teams are returned to the pits after the match
- Bluetooth and WiFi are not allowed
Awards

Qualifiers < 24 Teams

Regional Champions

<table>
<thead>
<tr>
<th>Project</th>
<th>Robot Design</th>
<th>Core Values</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Judge Award</strong></td>
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<tr>
<td><strong>Robot: Performance</strong></td>
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</tbody>
</table>

- Robot Performance awarded based on highest points earned during Robot Game but only awarded to a team who participated in all 3 areas
- Teams may only win one Judged award
- Judge’s Award is optional at any event

Qualifiers >24 Teams

Regional Champions

<table>
<thead>
<tr>
<th>Project: Research</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project: Innovative Solution</td>
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<tr>
<td>Project: Presentation</td>
</tr>
<tr>
<td>Robot: Mechanical Design</td>
</tr>
<tr>
<td>Robot: Programming</td>
</tr>
<tr>
<td>Robot: Strategy &amp; Innovation</td>
</tr>
<tr>
<td>Core Values: Inspiration</td>
</tr>
<tr>
<td>Core Values: Teamwork</td>
</tr>
<tr>
<td>Core Values: Gracious Professionalism</td>
</tr>
<tr>
<td><strong>Judge Award</strong></td>
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<tr>
<td><strong>Robot: Performance</strong></td>
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**FIRST WASHINGTON**

“The sport of science, technology and teamwork.”
The Champions Award

The most prestigious award goes to the team who demonstrates core values and highest achievement in all categories:

– Project Presentation
– Robot Design
– Core Values
– Robot Performance (in top 40%)
Advancement Criteria
Champions Criteria

- Team has between 2 – 10 members
- Complete all required sections of Project
- Have no disqualifying Core Values behaviors
- Perform well in all 3 Judged Areas: Core Values, Project, Robot Design
- Meet the minimum Robot Performance hurdle
  - Hurdle to Advance = Top 75% of teams at the Qualifier
  - Hurdle for Champions Award = 40% for all Regional Events
Advancement to Championship Event

Central & Eastern Regions

12/1 Richland

12/8 Pasco

12/8 Wenatchee

12/8 Spokane

12/9 Spokane

Eastern Washington State Championship
January 12, 2019
Advancement to Championship Event

Western Washington Regions

6 Qualifiers
12/1

4 Qualifiers
12/2

4 Qualifiers
12/8

2 Qualifiers
12/9

Semifinals
1/19

Semifinals
1/20

16 Qualifiers feed into the 4 Semi Finals.

4 Semi Finals feed into the Western Washington State Championship

Western Washington State Championship
February 10th, 2019
Advancement to Semifinals

- Four Semifinal Events planned for Western WA regions
- Events will be on Saturday 1/19 and Sunday 1/20
- Advancing teams randomly placed into events.
- Most placements will be in the closest geographic event, but not guaranteed.
- Teams notified of event placement by 12/20
Event Needs: Volunteers

• Each Qualifier tournament needs about 50 volunteers
• For 21 Qualifier tournaments on 4 days:
  o ~ 900 volunteers are needed
  o ~ 450 adult volunteers needed for Judging
• How many volunteers did your team recruit?
• Coaches, you can volunteer to judge at any event where your team is not competing
• Send volunteers to: www.firstinspires.org
Event Needs: Equipment

• Each Qualifier Tournament needs lots of tables:
  – Practice tables
  – Judge room tables

• Challenge Sets
  – Teams need to provide challenge sets for practice and judging rooms

• Teams bringing equipment can indicate at this link:

Notes from the Head Referee

- Kevin Torrico
- FLLHeadReferee@firstwa.org
Field Setup Notes

• Field is pushed against the south wall and centered east-west.

• East and West edges will likely be taped down to limit mat curl.

• If you are trying Food Production or Lander Touchdown, please make sure your models are built like the instructions. Check Bag 4, Step 46 and Back 6 + 7, Step 40 to ensure your models are built correctly.
Base Reminders

- Base is the AREA in the Southwest corner of the field and extends from the quarter-circle to the thin curved line to the field-side of the border walls (it had a grid in it).

- During a launch, the robot and the robot is about to use must fit in base and be under 12”.
  - Students may not be holding jigs the moment the robot is launched.
  - Jigs and wires may not hang over the top of the walls.

- When coming back to base, there is no height limit, but the base restrictions still apply.
  - If the technicians touch the robot when it has something hanging over the wall, they will be assessed a penalty.
Updates

- Latest updates came out on Nov 13.
  - Please review these prior to coming to the competition.
  - There have been major updates to a few missions that I expect many teams to try.
• Teams are encouraged to shut off their robot when they are done, even if the match hasn’t ended.
  – This saves batteries and prevents field damage.
  – If the robot is left in place, a penalty will not be assessed.
  – Cannot be used for a “precision stop”

• Teams may always ask a referee to grab a robot that they cannot reach (though the referee may also have a hard time reaching it).
The competitions are hosted by numerous volunteers all over the state.

There will be some variation event-to-event, but we do our best to keep the events consistent.

Teams are warned to prepare for variations (GP4), and all teams at a particular event will have to deal with the same conditions.

Expect all of the tournament fields to be less flat than the field you practice on.
Field Tables

• Most qualifiers, semi-finals, and finals will use the Gatorboard tables with short walls and Lauan Plywood on top of the Gatorboard.

• Gatorboard is lighter and more flexible than plywood.
  – Tables may “bounce” due to large, quick movements by robot attachments.
  – Technicians should be careful not to lean on the tables.

• Tables are not locked together; tilting one table will not tilt the other, tough large bumps may transfer.
Competition Day

• Competition fields will open for practice matches starting between 9:00 and 9:30 and will close before lunch.
  – First come, first served. Time limit if teams are waiting.
  – Competition area rules apply

• Competition rounds after lunch.

• Scores will not be posted online after the event. Take a picture of the scoreboard if you want a copy.
Referees

- Referees are trying to help teams while maintaining a fair competition environment.
- All referees are volunteers.
- In addition to giving up weekends for competitions, they also spend many hours reviewing the rules and attending training sessions.
- Referees will make mistakes; there is a question box for students and the Head Referee to discuss any questions a team might have.
Interacting with Referees

• For anything related to the game, referees should be interacting with students.

• This means parents/coaches should not:
  – Be part of the score sheet review at the end of the match.
  – Ask questions in the question box.
  – Argue with any referee.
Tips to Improve Competition Performance

• Try to have a good first match, even if it means you don’t try everything.
  – Reduces student nerves for remaining matches, judges see a reasonable score during deliberation.

• Practice on the competition fields.
  – Refs will let you know if you are breaking the rules and may help improve your robot.
Questions?

• Event Schedule, Program Questions:
  – Check website event page
  – Jacque Grimm, jacqueg@firstwa.org

• Volunteer Questions:
  – Marissa Birmingham, marissab@firstwa.org

• Referee Questions:
  – Check FLL Challenge updates
  – Kevin Torrico, fllheadreferee@firstwa.org
Resource Links

• FLL Downloads on website:
  – www.firstwa.org / Team Resources / FIRST LEGO League / FLL Downloads

• Event Map and Details:
  – www.firstwa.org / Team Resources / FIRST LEGO League / Events
  – www.firstwa.org / Master Calendar / Date