



**FLL**

*FIRST® LEGO® League*

**2017**

FLL-Q7, Southeast Missouri State University  
Team Tournament Information Packet

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# FLL-Q8, Southeast Missouri State University

## FLL® Qualifier

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### Tournament Date, Time, Location and Contact

**Date:** Saturday, Nov 18, 2017

**Time:** 9:00AM – 5s:00PM

**Location:** Address: 975 Normal Ave., Cape Girardeau, MO 63701

How to get there

- All activities will take place in the University Center on the main campus of Southeast Missouri State University
- Google map directions are [here](#)
- We will have *FIRST* signs pointing the way to the event.

**Tournament Contact:** Bradley Deken <bdeken@semo.edu>

### Basic Schedule (The time for Judging and Robotic round are subject to change)

Time	Activity
9:00 AM	Team Check in & Pits Open
9:30 AM	Coach Meeting
10:00 AM	Opening Ceremony (Open to the Public)
10:15 AM	Judging Begins
10:20 AM	Practice Round Begins (Open to the Public)
3:30 PM	End of Day Activity and Closing Ceremony (Approximate, Open to the Public)

### Unloading

- You will want to unload on the Henderson Ave. side of the building. This is the lower level with the bookstore. There is an elevator up to the 4th floor where the event will be located.

### Parking

- Parking lots on campus are shown [here](#).
- Cars/Trucks- Parking lots 1-20, 1-21, and 1-22 are closest to the UC. Otherwise, you may want to use 1-8 or 1-10.
- Busses- If staying on campus, park only on surface lots. Many drivers prefer the large lots at the Show-Me Center (lots 5-1 to 5-7). There is also a lot 1-10 behind Imo's Pizza.

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## Food

The University has a food contract so outside food is highly discouraged. Sack lunches are fine but walking in with 10 bags of McDonalds is not fine.

- The second floor has lunch tables and an all-you-can-eat brunch buffet that includes drinks. Price is \$9.24 per person. The buffet will include a variety of breakfast items (such as Biscuits & Gravy, Breakfast Potatoes, Egg & Sausage Strata, Pork Sausage Patty, and Scrambled Eggs) and lunch items (such as Chicken Tenders, Hamburger on Bun, Broccoli Au Gratin, Italian Style Meatloaf, Macaroni & Cheese, and Mashed Potatoes with Brown Gravy). There will also be a limited number of a variety of a la carte items available as well.
- Due to the possibility of children with peanut and tree nut allergies, we ask that teams do not pass out food or candy that contains nuts.

## Dress

Dress for all teams is casual. In fact, we encourage your team to adopt a fun and unique team identity, which allows others to understand something about your team, your engineering experience, or your Project. Think smart marketing! Remember to **HAVE FUN!**

## Team Size

The maximum number of children on your team attending the event is 10. All members of your team must be between the ages of 9 and 14 years. For the upper limit, no student can be older than 14 years of age as of January 1, 2016 to be eligible to compete.

## Team Check In

Team check in will run from **9:00 AM – 9:30 AM**.

Coaches must submit the following for their teams to the Team Check-in Volunteers:

- **Team Roster (for United States and Canadian regions):** Download your team roster from the Team Registration System, print a copy, and bring it to Team Check-in (this can be found in your dashboard by logging in at [www.firstinspires.org](http://www.firstinspires.org), select “Manage Team Contacts/Roster”, click on “Full Roster” on the left, and then click the blue “Print Roster button”). Staple additional [FIRST® Consent and Release Forms](#) to the Team Roster for any team member or coach who does not have an electronic consent form on file. A FIRST Consent form is required for every team member, coach, and mentor who will be with the team during the competition day.
- **Team Information Sheet:** Please bring four copies of this [http://stlfirst.org/wp-content/uploads/2017/10/Team-Info-Sheet\\_FL005.docx](http://stlfirst.org/wp-content/uploads/2017/10/Team-Info-Sheet_FL005.docx) form – one to turn in at Team Check-in, and one for the Robot Design Judges, one for the Core Values Judges, and one for the Project **FOR INSPIRATION AND RECOGNITION OF SCIENCE AND TECHNOLOGY**

Judges. Your team will deliver the Team Information Sheet to each of your judging teams when you attend your judging sessions.

Your team will receive the following at Team Registration:

- **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule.

## Pit Area

The Pit is where your team will spend most of the time. This is where you will work on your robot and programming. This is also the area where you can enjoy downtime with your team, get to know other teams, see their robots, and find out about their Projects. Your team will have access to:

- One standard-sized table
- At least two (2) chairs
- A shared charging station

Teams will NOT have access to Internet

We recommend that you bring the following for your team to have in the Pit Area:

- A bin or large bags (like trash bags) to store personal belongings, like coats, under your table
- Your robot and all your robot supplies (attachments and additional building pieces)
- Your laptop computer and power cord
- An extension cord and power strip
- A box or small bin to carry your robot and attachments to and from the competition area
- A team display board (or feel free to set up your Core Values poster for display)
- A team banner or other team
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)
- Items to share with other teams (optional) – At many tournaments, teams bring something little that says something about their team that they can share with other teams. PLEASE AVOID PRODUCTS CONTAINING NUTS

Some Pit Area Rules for you to keep in mind:

- Coaches should NEVER work on the robot, the attachments or the robot programming. In fact, coaches should refrain from handling the robot, attachments or the computer – save your internet surfing for another time. **NOTE: If your team encounters technical difficulty, let someone at the tournament know so that the officials at the event understand why a coach might need to handle a robot or work on the computer.**

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- Remember to be Gracious Professionals® when using the practice table:
  - Be mindful of your time and other teams' needs (In the event that another team has a crisis with their robot - robot repairs, loss of firmware, etc.- please be courteous and allow a team facing a crisis to use your practice time).
  - Please limit practice time to 5 minutes per session
  - Reset the practice field for the next team
  - Make sure you check that you do not take a mission model from the practice field
  - Offer help to teams that may need it!

## Coaches' Meeting

The Coaches' Meeting will be held in the **Indian Room at 9:30 AM.** At least one team coach should attend this meeting. Make sure that another coach or mentor is assisting the team to set up their pit area during this time. At this meeting, your team's coach will have the opportunity to:

- Meet the Tournament Director
- Meet the Head Referee
- Understand the flow pattern through the competition area
- Ask judging-related questions
- Ask robot game questions
- Ask any other tournament-related question

## Judging

Team judging begins at **10:15 AM.** Each team will be judged within a judging division. Each Judging Division will contain 11 or 12 teams.

Only team members and two (2) coaches will be allowed into the judging rooms. One team coach will be permitted to videotape the judging session; however, that adult should remain in designated areas. Nobody from the team should stand behind the judges. Coaches should be silent observers of the judging process and refrain from influencing the session in any way. If you choose to use a PowerPoint presentation, you will have to use your own computer. You will also need your own projector if you want to enlarge the presentation. The judging schedule is tight. You must be on time for your judging sessions or forfeit the session.

***All cell phones (team members & coaches) must be turned off during the judging sessions. DO NOT ENTER A ROOM UNTIL THE DOOR IS OPEN***

The following outlines what you can expect in each of the judging sessions.

## Robot Design Judging

In the Robot Design Judging area, your team will find a competition table, mat, and field set. The team can use the FLL Trask Trek field for explanation and/or demonstration purposes. During this session, your team will spend ten (10) minutes with the judges. The team should be prepared to present your **Robot Design Executive Summary** (as outlined in the Robot Design

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Executive Summary document), which should last no longer than four (4) minutes, to allow for the judges to ask your team questions.

***You must bring your robot, its manipulators, and a diagram or a printout of your programming to Robot Design Judging!***

## Project Judging

Your team will spend ten (10) minutes with the judges. Your team will have five (5) minutes to deliver your Project presentation to the judges – this includes set-up time; the last five (5) minutes are reserved for the judges to ask questions. This presentation should be rehearsed and polished. The judges will wait until your presentation is over to ask questions. Please stick to the five (5) minute time limit! Props and costumes are permitted, and judges will look for creativity in the presentation style. .

For questions about the Project, visit the [Judging FAQ](#) on the *FIRST* LEGO League website.

## Core Values Judging

Your team will spend ten (10) minutes with the judges. During the first five (5) minutes, your team will be given a surprise teamwork activity to complete in front of the judges. The judges will be looking for evidence of your team dynamics: How well does your team communicate? Do they respect each other? Do they incorporate each other's ideas into the solution? Does your team have leaders? Do they incorporate elements of Gracious Professionalism® in the way they communicate with each other? Are they able to solve the problem and complete the task?

This event will NOT use the Core Values Poster for judging.

The final three (3) minutes are reserved for the judges to ask the team questions about the activity, the poster and/or the season.

For information about [all judged areas](#), reference the FLL website.

## Spectators

The Robot Game is free and open to the public, starting at **10:00 AM.** Please remember to respect the Team Only areas – the competition floor area (the area where teams queue and compete) and the judging area.

## Robot Game

Your team is responsible for knowing and understanding the challenge. All of the game documents can be found on the FLL website.

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

Questions from the ***student team members*** are always welcome.

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**Housekeeping:** A small table at each competition field will be provided for teams to organize their robot attachments or field elements during game play.

**Coaches:** Two coaches will be permitted to join the team on the competition floor, but you must stay behind the line with the team and refrain from actively directing the team during the game. Please do not touch or handle the robot or attachments during this time. Consider yourselves spectators with the best spot in the house to watch the game.

Your team will participate four (4) times at the competition tables – the Robot Game will begin with a Practice Round. The purpose of the Practice Round is to give your team the opportunity to experience the queuing process, competition timing, and of course, to get rid of some of those nerves. This Practice Round is just that – a practice – and it does not count, even if this is the best round your team has at this tournament. Your Robot Performance score is the highest score your team achieves out of the three official rounds.

**NOTE: Remote controls are not allowed anywhere at this tournament (This includes Smartphone applications that enable you to control your robot remotely). Bluetooth may not be used. Your team could be disqualified if you are found remotely controlling your robot anywhere during the competition or if your Bluetooth is enabled in the competition area!**

Make sure you are ready to compete at least ten (5) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and **HAVE FUN!**

## Awards and Certificates

The following awards will be presented at this tournament:

- Champion's Award
- Robot Design Award (2)
- Core Values Award (2)
- Project Award (2)
- Robot Performance Award (2)
- Global Innovation Nomination (1)

## Championship Advancement

Two teams from this tournament will be invited to advance to the FIRST LEGO League Championship held on (January 13, 2018 sat St. Louis Community College-Florissant Valley ), based on [Champion's Award](#) criteria.

## What is Gracious Professionalism®?

Gracious Professionalism® is part of the ethos of FIRST. The idea and phrase are found throughout FIRST, but no one has been a stronger champion than FIRST National Advisor, Woodie Flowers. "Gracious Professionalism is a way of doing things that encourages high-

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quality work, emphasizes the value of others, and respects individuals and the community. With Gracious Professionalism, fierce competition and mutual gain are not separate notions. Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process.”

We expect all of the team members, volunteers, coaches, and families to behave as Gracious Professionals.

## Tournament Cancellation Policy

The qualifying tournament will only be canceled or delayed due to causes and conditions beyond the tournament organizers’ control, including, but not limited to, Acts of God, government restrictions, and/or any other cause beyond the tournament organizers’ control. In the event of inclement weather, the tournament will be canceled if the area is under a Level 3 Snow Emergency. Please refer to local news and radio for current county advisories. If the event must be canceled, it will not be rescheduled, and advancement to the Eastern Missouri FLL Championship will be determined by lottery of teams registered for this event.

## Competition Day Check-List

	<b>Team Roster for teams competing in United States and Canadian regions</b>
	<b>Team Information Sheets (Four (4) copies)</b>
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable ( <b>Bluetooth use is NOT permitted at the tournament</b> )
	Extension cord and power strip
	Box to carry robot to competition field
	Provisions for lunch (check with Tournament Director for options)
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	Project judging materials, props, and displays
	Core Values Poster is not required and will not be used for judging
	Graphics demonstrating programming strategy for Robot Design Judging
	Team games or activities for downtimes (optional)
	Team Banner or poster to carry for ceremonies or for Pit space (optional)
	Team Giveaways (optional)

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