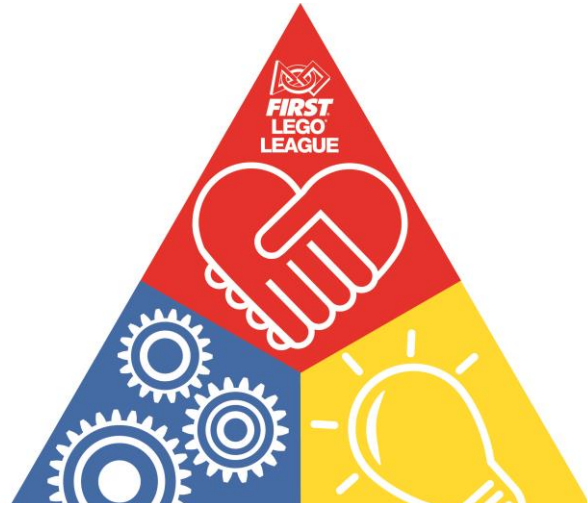




FIRST[®] LEGO[®] League Team Tournament Information Packet



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200 BEDFORD STREET ■ MANCHESTER, NH 03101



FOR INSPIRATION & RECOGNITION OF SCIENCE & TECHNOLOGY

Eastern Missouri *FIRST*[®] *LEGO*[®] League Qualifier

Tournament Information

Date: Saturday, November 11th

Time: 8:00 am – 3:30 pm

Location: Bishop DuBourg High School
5850 Eichelberger Street
St. Louis, MO 63109

Tournament Contact: Dr. Bridget Timoney – btimoney@bishopdubourg.org
Mr. Cullen Clifford – cclifford@bishopdubourg.org

Parking: Please park in the front parking lot on Eichelberger. Enter through the main entrance under the canopy.

Basic Schedule

Time	Activity
8:00 AM	Team Check-in & Pits Open (The Building will not open until 8:00 am)
8:30 AM	Coaches Meeting
9:00 AM	Opening Ceremony (Open to the Public)
9:30 AM	Judging Begins (All Judging is CLOSED to the public)
9:40 AM	Practice Rounds Begins (Open to the Public)
11:00 AM	Official Robot Rounds Begin (Open to the Public)
3:00 PM	Judges Deliberations & Afternoon Program
3:30 PM	Closing Ceremony (Open to the Public)

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 Check-in

Team check-in will run from 8:00 AM – 9:00 AM.

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

- **Team Roster:** Download your team roster from the Team Registration System, print a copy, and bring it to Team Check-in. 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 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 Judges. Your team will deliver the Team Information Sheet to each of your judging teams when you attend your judging sessions.

Food

- A concession stand will be provided near our cafeteria on the first floor.
- We will be serving Jet's Pizza for lunch (\$2 per slice or \$13 per pizza). You may pre-order pizzas so they will be ready for a quick pick-up during your lunch break.
- Food and drinks are NOT allowed in our gym. We ask that teams eat lunch in our cafeteria.


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 small table
- Two (2) chairs
- There is NO Electricity at the table. There will be a charging station available in the pit area.

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
- 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)
- 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.



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.**
- 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).
 - 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 **Room 303 at 8:30 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

Opening Ceremony

At **9:00 AM** just prior to the start of the Robot Performance rounds, join us for the Opening Ceremony! This is a fun celebration to open the spectator portion of the event. After this ceremony, you will be ready to tackle the Robot Game!

Spectators

The Robot Game is free and open to the public, starting at **9:40 AM**. The judging portion of the event, which will happen all morning, is closed to the public. Thank you for respecting this policy. 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 *FIRST*® LEGO® League Robot Game. All of the game documents can be found on the *FIRST* LEGO League website.

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

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 score 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 (10) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and **HAVE FUN!**

Judging

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.

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 field for explanation and/or demonstration purposes. During this session, your team will spend ten (10) minutes with the judges.

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. A standard 110v outlet will be available in the Project Judging Room for your AC powered devices.

Remember, to be eligible for a *FIRST* LEGO League Project award, your team needed to identify a problem relating to the theme, design an innovative solution to the problem you selected, and share your problem and solution with others.

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?

For information about [all judged areas](#), reference the *FIRST* LEGO League website.

Awards

The following awards will be presented at this tournament:

- Champion's Award
- Robot Design Award
- Core Values Award
- Project Award
- Robot Performance Award

Championship Advancement

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