Eastern Missouri Qualifying Tournament

**FIRST® LEGO® League Qualifier**

**Tournament Date, Time, Location and Contact**

**Date:** December 14 or 15 2019  
**Time:** 8:00 AM – 4:00 PM  
**Location:** MICDS - 101 N. Warson Road, Saint Louis, MO 63124  
**Tournament Contact:** Branson Lawrence (blawrence@micds.org) or Brian Purlee (bpurlee@micds.org)

**Basic Schedule**

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
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<tbody>
<tr>
<td>8:00 AM</td>
<td>Team Check-in &amp; Pits Open</td>
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<tr>
<td>8:30 AM</td>
<td>Coaches Meeting</td>
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<tr>
<td>9:00 AM</td>
<td>Opening Ceremony</td>
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<tr>
<td>9:30 AM</td>
<td>Judging and Practice Rounds Begin</td>
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<tr>
<td>9:48 AM</td>
<td>Official Robot Competition Rounds Begin</td>
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<tr>
<td>2:30 PM</td>
<td>Judging Rounds End</td>
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<tr>
<td>3:15 PM</td>
<td>Last Robot Competition Round Scheduled</td>
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<tr>
<td>3:30 PM</td>
<td>Closing Activities &amp; Awards Ceremony</td>
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</tbody>
</table>
Please enter campus through Entrance #1 on Ladue Road and park in Lot C. This entire lot is available for parking during the event. Even though the school’s address is 101 N. Warson Road, you will be using Ladue Road to arrive at the event.
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Food

You are welcome to bring your own food and snacks to MICDS. Our concession stand will be open from approximately 10:30-3:30. Concessions will include:

- Hot Dogs
- Cheeseburgers
- Nachos
- Soft Pretzels
- Candy
- Chips
- Soda
- Water
- Sports Drinks
- Coffee

Other Food Information:
- Teams are permitted to bring coolers to store food, but please store these coolers in your vehicle or at your team’s table until you are ready to eat.
- We will have tables set up outside of the MAC (the gym where the PIT and competition area is located). Please use these tables for eating and avoid having food inside the MAC (other than stored in a cooler).
- Also, please do not use the tables outside of the MAC unless eating. This allows for enough space for everyone to have lunch.
- Coffee will be available for purchase but not until the concession stand opens. I would recommend making a coffee run in the morning before the event since the concession stand will not open until 10:30.

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!**

Safety

- Please be sure you know where your team members are and that they are behaving appropriately.
- A First Aid station will be available at the Information table.
- This event is advertised to the public. We encourage others to come and see what your students have done. **FIRST** LEGO League is growing because of your efforts and those of others. Use common sense.
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Don’t leave valuables unattended. If something is expensive and a likely target of theft, leave it at home or keep it with you at all times. Encourage your students to do the same.

- We are not responsible for lost or stolen items.

Team Size

The maximum number of children on your team 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, 2019.

Team Check-in

Team check-in will run from 8:00 AM – 8:30 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.

- **Schedule of Events:** Your team will be provided with 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 and two (2) chairs.
- Electricity – A charging station will be provided in the pit area. Please label all components that may be left on the charging table.

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 (Bluetooth connections are not allowed at the tournament.)
- An extension cord and power strip
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- 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 a Core Values poster for display)
- A team banner or other team sign – to hang from your pit table and carry for Opening & Closing Ceremonies
- 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, school, robot, project, etc. that they can share with other teams (ex. pens, bracelets, pencils, etc.)

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 a 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 Table for the next team.
  - Make sure you check that you do not take a mission model from the Practice Table.
  - Offer help to teams that may need it!

Coaches’ Meeting

The Coaches’ Meeting will be held above the **Competition Area at 8:30 AM.** Signs will be posted and a blue light will be flashing to show coaches where to go at that time. 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, Head Referee and Judge Advisor.
- Understand the traffic flow pattern through the competition area
- Ask judging-related questions
- Ask robot game questions
- Ask any other tournament-related question

Our referees and judges have been trained and are professional in their attitudes and behaviors. They are, however, human and are participating in this tournament as volunteers. The ruling of a judge or referee in this tournament can be reviewed by the Head Referee or Judge Advisor on the day of the event but their rulings are final and will not be debated. There is no instant replay.
Judging

Team judging begins at 9:35 AM. We will follow a multi-division format and all assignments are randomly generated. Be advised the schedule may vary, please be flexible and gracious if things are not exact.

- Pay close attention to your judging schedule and arrive at least five (5) minutes before your designated time. If you miss your time slot, you will NOT be rescheduled.
- All cell phones (team members & coaches) must be turned off during the judging sessions.
- All judging times: 10 minutes/session.
- All judging takes place in classrooms.
- You must bring any audio/visual equipment needed for your presentation. No computers or projectors are provided in the judging rooms.
- It is often difficult to understand a child who is chewing gum or sucking on hard candy.
- Respect other teams by being quiet in the hallways when other teams are being judged.
- Coaches and parents are allowed in the judging rooms as long as they remain silent and do not disrupt or contribute to the judging process. All spectators must be in front of judges, not behind them.
- Please thank your judges for their time.

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

**Robot Design Judging**

Your team will spend ten (10) minutes with the judges. Your team will have five (5) minutes maximum to present your **Robot Design Executive Summary** (explanation available in the team portal section of our regional website at [http://stlfirst.org/fll-team-portal](http://stlfirst.org/fll-team-portal)). In the judging area, your team will have a table on which to set their robot and attachments. A scaled-down image of the game field will be available for reference. A game field set will NOT be present. The last five (5) minutes are reserved for the judges to ask questions.

**You must bring your robot and all the attachments used in the competition. You are also encouraged to bring printouts of your programs.**

**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. Adults may carry very heavy or valuable items, but may not set up.

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.
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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?

The final five (5) minutes are reserved for the judges to ask the team questions about the activity and their season.

For information about all judged areas, reference the FIRST LEGO League website.

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.

Inspection: You may use a box or bin to carry your robot and attachments to the competition table. For inspection, place everything on the table that will be used for competition and place the box under the table. After inspection, no items should enter or leave the game table.

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 Tournament 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 and Tablet 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 five (5) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and HAVE FUN!
Awards

The following awards will be presented at this tournament:

- Champion’s Award
- Robot Design Award
- Core Values Award
- Project Award
- Robot Performance Award
- ACE (Advance to Championship Event) Awards

Championship Advancement

2-4 teams from this tournament will be invited to advance to the Eastern Missouri FIRST LEGO League Regional Championship held on January 12, 2020, at St. Louis Community College – Florissant Valley. Teams MUST accept or decline their invitation before leaving the competition.

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® Executive Advisory Board Co-Chair & Distinguished Advisor, Dr. Woodie Flowers. “Gracious Professionalism is a way of doing things that encourages high-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 team members, volunteers, coaches, and families to behave as Gracious Professionals.

Tournament Cancellation Policy

This qualifying tournament may be canceled or delayed due to causes and conditions beyond the tournament organizers’ control, including, but not limited to inclement weather, acts of nature, government restrictions, and/or any other cause beyond the tournament organizers’ control. Coaches will receive an email if the event is canceled. If the event must be canceled, it will not be rescheduled, and advancement to the Eastern Missouri FIRST LEGO League Regional Championship will be determined by a lottery of teams registered for this event.
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## Competition Day Checklist

<table>
<thead>
<tr>
<th>Item</th>
<th>Notes</th>
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<tbody>
<tr>
<td>Team Roster for teams competing in United States and Canadian regions</td>
<td></td>
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<tr>
<td>Robot, attachments, extra parts</td>
<td></td>
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<tr>
<td>Fresh batteries/spare batteries/rechargeable battery charger</td>
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<tr>
<td>Computer and power cord</td>
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<tr>
<td>USB download cable <em>(Bluetooth use is NOT permitted at the tournament)</em></td>
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<tr>
<td>Extension cord and power strip</td>
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<tr>
<td>Box to carry robot to competition field</td>
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<tr>
<td>Provisions for lunch <em>(see above for options)</em></td>
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<tr>
<td>Bin to hold personal and team items <em>(coats, games, etc.</em>) to fit under pit table</td>
<td></td>
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<tr>
<td>Project judging materials, props, and displays</td>
<td></td>
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<tr>
<td>Materials needed for Robot Design Executive Summary presentation</td>
<td></td>
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<tr>
<td>Printout of programs for robot design judging <em>(optional)</em></td>
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<tr>
<td>Team games or activities for downtimes <em>(optional)</em></td>
<td></td>
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<tr>
<td>Team banner or poster to carry for ceremonies or for pit space <em>(optional)</em></td>
<td></td>
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<tr>
<td>Team giveaways <em>(optional)</em></td>
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