



# **FIRST<sup>®</sup> LEGO<sup>®</sup> League Championship Information Packet**



[www.firstinspires.org](http://www.firstinspires.org)

200 BEDFORD STREET ■ MANCHESTER, NH 03101




FOR INSPIRATION & RECOGNITION OF SCIENCE & TECHNOLOGY

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# Kansas City Region FLL Championship *FIRST*<sup>®</sup> *LEGO*<sup>®</sup> League

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## Tournament Date, Time, Location and Contact

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**Date:** Saturday, February 25, 2017

**Time:** 7:30 AM – 5:30 PM

**Location:** Metropolitan Community College Business and Technology Campus, 1775 N Universal Ave, Kansas City, MO 64120

**Tournament Contact:** Gretchen Neis, [neisg@kcstem.org](mailto:neisg@kcstem.org)

## Basic Schedule

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Team Registration and Pits Open	7:30am
Coaches' Meeting on bleachers near game	7:45am
Judging Begins	8:30am
Practice Rounds begin	8:30am
Opening Ceremonies	11:45am
Official Robot Rounds	12:45am
Awards/Closing Ceremonies	4:45pm
End of event	5:30pm

## Directions

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<http://mcckc.edu/our-campuses/business-technology/maps.aspx>

## Parking

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See attached map.

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## Food

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We will have concession stand food available for purchase. A menu will be provided when available.

- You are permitted to bring food into the facility. Coolers are permitted.
- There will be seating for eating in Exhibit hall B. Please contain meals to this area.

## T-shirts

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Northwest Design Ink will be selling t-shirts at the competition. Please see the attachment for the design. Here are the prices:

STYLE Prices Start From	
T-SHIRTS	\$18
LONG SLEEVE T-SHIRTS	\$25
TIE-DYE T-SHIRTS	\$25
DRI-FIT APPAREL	\$25
SWEATPANTS	\$40
HOODIES	\$45
JACKETS	\$55

## Dress

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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

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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 as of January 1, 2016, to be eligible to compete in the **FIRST**® LEGO® League ANIMAL ALLIES<sup>SM</sup> Challenge season.

## Team Check-in

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Team check-in will run from 7:30 AM – 8:15 AM.

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

- **Team Roster (only for teams who were scheduled to compete at Wyandotte):** Download your team roster from the Team Registration System, print a copy, and bring it to Team Check-in. Staple additional



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[FIRST<sup>®</sup> 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.

Your team will receive the following at Team Registration:

- **Orange Bracelets:** One bracelet will be provided for each team member and two Coaches. Your team will only receive two Coach bracelets, even if your team works with more than two Coaches and Mentors. Your team will need to decide what two adults will be spending the day with the students. **NOTE: At least one adult Coach is required to supervise the team at all times during the tournament.**
- **Schedule of Events:** Your team will be provided information about the tournament day, including a competition schedule.

## Pit Area

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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:

- Electricity – Bring an extension cord and a power strip, as your access point will consist of a single outlet/plug. A power strip will allow you to charge your robot and your laptop at the same time.

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 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 that they can share with other teams (ex. A team might pass out Kiss candies with a note to remind teams about the K.I.S.S. principle, “Keep It Simple, Silly.”) Or

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whatever else you would like to share that says something about your team, your school, your project, your robot, etc.

- Wifi is not provided at this venue. Please plan on accessing wifi on your own if needed.

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.**
- There are NO WOODEN TABLES allowed in your pit area. You may bring your mat and pieces, and/or a foam practice table but leave your wooden practice table at home.
- 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. Remember to bring your own movable pieces for the practice fields.
  - Offer help to teams that may need it!

## Coaches' Meeting

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The Coaches' Meeting will be held in the **Competition Area at 7:45 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

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Team judging begins at 8:30 AM. Each team will be judged within a judging block. Your team will spend ten (10) minutes with a set of judges, have five (5) minutes to regroup, spend ten (10) minutes with the second set of judges, have five (5) minutes to regroup, and spend ten (10) minutes with your final set of judges.

Only youth team members will be allowed into the judging rooms. Nobody from the team should stand behind the judges. If you choose to use a PowerPoint presentation, you will have to use your own computer. You will



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also need your own projector if you want to enlarge the presentation. The site will not provide AV equipment or wifi. The judging schedule is tight. You must be on time for your judging sessions or forfeit the session.

**All cell phones (team members) 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 *FIRST*® *LEGO*® League ANIMAL ALLIES<sup>SM</sup> 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 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. 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 ANIMAL ALLIES<sup>SM</sup> 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 two (2) 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?

After the activity, your team will spend no more than three (3) minutes sharing their Core Values Poster with the judges.

The final five (5) 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 *FIRST* *LEGO* League website.

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## Opening Ceremony

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At **11:45 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 and will occur after your judging sessions are complete. The ceremony will begin with a Parade of Teams – bring your team banners or signs (if you have them) and your team spirit! After this ceremony, you will be ready to tackle the Robot Game!

## Spectators

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The Robot Game is free and open to the public, starting at 12:45 PM. 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

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Your team is responsible for knowing and understanding the *FIRST*® LEGO® League ANIMAL ALLIES<sup>SM</sup> 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. Please stay in the team “corral” area so that our timers, referees and announcers can move about freely. If you want to video or photograph the match it must be in the team “corral” area.

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. The practice round is mandatory. If your team is unable to run your robot due to technical difficulties, please notify the head referee. 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! Please leave your ipads in your pit as well, even if they are turned off.***

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!**





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## Awards

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The following awards will be presented at this tournament:

- 3 Robot Design Awards; Mechanical Design, Programming, Strategy/Innovation
- 3 Core Values Awards; Inspiration, Teamwork, Gracious Professionalism
- 3 Project Awards; Research, Innovation Solution, Presentation
- 1 Robot Performance Award-table competition
- 2 Champion's Awards; Overall winner and second overall winner with regard to categories above
- 1 Judges' Choice award

## Championship Advancement

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Two (2) teams from this tournament will be invited to advance to the World Festival in St. Louis, April 27-29, based on [Champion's Award](#) criteria. There are other invitational tournament spots offered to the Champion's Award winners as well. More details will be provided to the qualifying teams.

## What is *Gracious Professionalism*<sup>®</sup>?

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*Gracious Professionalism*<sup>®</sup> is part of the ethos of *FIRST*<sup>®</sup>. 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-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

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The Kansas City Region FIRST LEGO League Championship tournament will only be canceled or delayed due to causes and conditions beyond the tournament organizers' control, including, but not limited to, Acts of Mother Nature, government restrictions, and/or any other cause beyond the tournament organizers' control. In the event of inclement weather, the tournament will be canceled if Jackson County 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 FLL World Festival will be determined by lottery of teams registered for this event. We will communicate with teams through email and website if necessary.

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## Competition Day Checklist

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	<b>Team Roster (Wyandotte advancing teams only)</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
	Snacks or lunch if not ordering from food trucks
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	Project judging materials, props, and displays
	Core Values Poster
	Robot Design Executive Summary
	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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