



Tournament Overview

North Texas Region 2015

Part 2 of 2

Robot Games



Competition Matches



- During the day, teams has at least three competition matches lasting 2½ minutes each.
- Your two team members who operate the robot should follow the table referee's instructions at the table, but they should not be afraid to ask the referees if they have any questions or concerns.
- Before starting, have the operators scan the table to make sure it is properly set up. If the robot operators have a question about the table setup they should talk to the referee immediately. Once the match starts, it is too late to change the table.



Competition Matches



- Most tournaments allow teams to rotate robot operators out during their matches, but there are a few tournaments where fire codes prevent switching.
- Typically there is a taped-off zone around the competition tables the only the robot operators and referees are permitted in. All other team members and coaches must stay in the designated spectator zones.



TIP: By the time your team runs several matches, performs for the Robot Design judges, and practice runs, the robot's batteries may be low. Remember to check the batteries throughout the day.

Scoring Confirmation



- At the end of each match, **do not** move the robot or anything on the robot playing field until score sheet is reviewed and initialed.
- The referee will record the missions using the official scoring sheet.
- The referee will review the missions completed, and penalties if any, with the two team members at the robot playing field. The scores are not totaled on this score sheet.





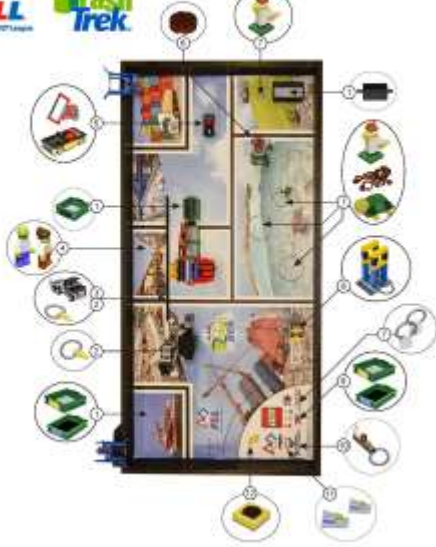
Scoring Confirmation



- The assigned team operator will initial the score sheet if they agree.
- If not, the team member, not a coach or adult, must talk to the Referee.
- If there is still a disagreement. The Head Referee will then ensure that the score sheet accurately reflects the condition of the field.
- Video replays of a match cannot be use not in questioning a score.

Team #: _____ Referee: _____
Round: _____ Table: _____



Team Initials: _____

(please circle all selections or fill in the blanks)

1	1004 Sorting - Yellow/White Bars in Matching Green Bin	NONE	_____ (1-15)
	Bars in Bins completely safe from Transfer	NONE	_____ (1-15)
	Bars in Bins NEVER completely in their Transfer	NONE	_____ (1-15)
2	1004 Sorting - Black Bars Only	NONE	_____ (1-12)
	Bars in original position - leaving Power Box	NONE	_____ (1-4)
	Bars in matching Green Bin or (usable)	NONE	_____ (1-12)
	Bars elsewhere in play	NONE	_____ (1-12)
3	1003 Mailbox	0	1 2
	Mailbox in Truck and/or Paddock		
4	1002 Transport	Yes	No
	Truck supports all of Yellow Bin's weight		
	Yellow Bin completely East of Truck's Guide		
5	1004 Cans	Yes	No
	1+ pieces completely in Safety Area		
6	1004 Scrap Cars	Yes	No
	Engine/Motor/axle installed in untraded car		
	Car completely loaded in East Transfer		
	Car NEVER even partly in Safety		
7	1003 Composting (only one gets credit)	Yes	No
	Compost ejected, NOT completely in Safety		
	Compost ejected AND completely in Safety		
8	1007 Cleanup	0	1 2
	Radio: Bags completely in Safety		
	Animals completely in any Circle without Bags	0	1 2 3
	Chicken completely in Small Landfill Circle	Yes	No
9	1010 Dredgation	Yes	No
	All Robots no longer in setup position		
10	1001 Using Recycled Material	0	1 2
	Your Green Bin or Matching Yellow Bar in Opp Safety		
	Opp Green Bin or Matching Yellow Bar in Your Safety	0	1 2
11	1009 Salvage	Yes	No
	Valuables completely in Safety		
12	1011 Purchasing Decisions	0	1 2
	Try Pieces completely in Safety		
13	1012 Repackaging (Power Box)	Yes	No
	Compost perfectly sealed in empty Toy Package		
	Package in original condition	Yes	No

Robot Losses Score:
3xAnimal, 2xPaddle, 1xKibble, 1xPackage, 2xPipes, 2xBags, 1xCompost,
12xSBars, 2xYellow Bars, 3xGreen Bars, 1xYellow Bar, 1xCar, 1xEngine,
1xTruck, 1xValuable, 2xMachine

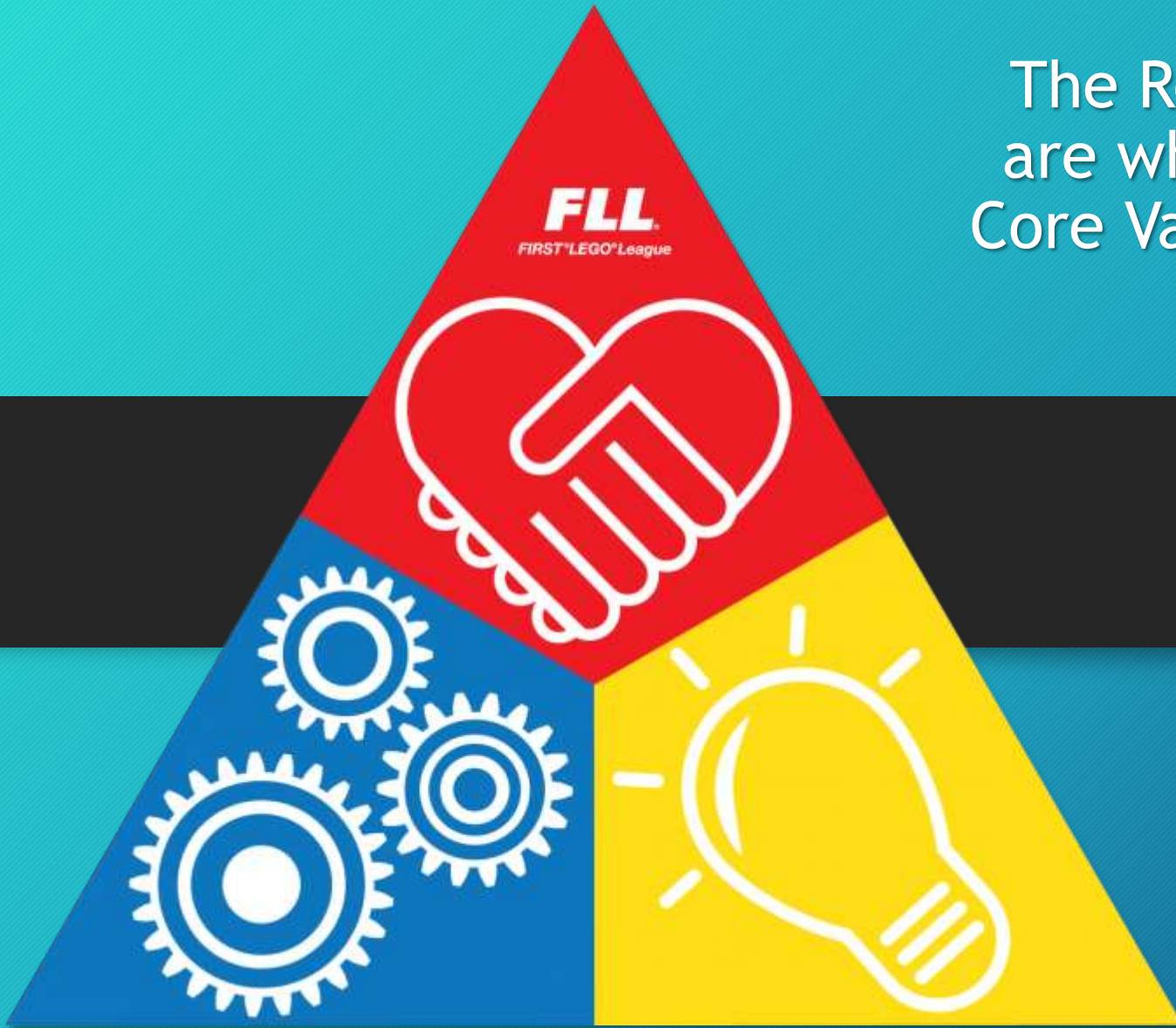
Scoring Confirmation



- One team member is responsible for reviewing and initialing the score sheet. The score sheet does not display points, only if the mission was accomplished or not.
- This is your team's only opportunity to bring up any difference of opinion. Once the team member signs (initials) the score sheet, you are no longer permitted to dispute the score.
- As in other competitions, the referee's ruling on the field is final. Graciously accept the referee's final decision.

For details on scoring see **Page 19** in
2015 **FIRST**® LEGO® League (FLL®) Challenge Handbook.

The Robot Game and Project
are what teams do. The *FLL*®
Core Values are how they do it!



FLL® Judging

FLL[®] Judging

- In addition to points scored during robot competition, each team is judged on its Core Values, Robot Design, and Project.
- This happens in classrooms which are typically separated from the main competition areas to eliminate noise and distractions.
- Only team members are permitted in the judging rooms. Teams are permitted to video session, but setup and take down of video equipment is part of your time.
- Your team will participate in each of these sessions typically be for lunch, so make sure your team knows where all sessions are located and what time the team needs to be there.

Judging Sessions

- Judging sessions are each 15 minutes total, each divided into three five minutes segments.
 - Demonstration/Challenge time
 - Questions and Answer time
 - Judges' discussion, evaluation, and rubrics time
- A timekeeper typically ensures sessions remain on schedule.

TIP: Prior to the competition, review the **FLL**® Rubrics carefully and with your team. Available on-line at <http://www.firstlegoleague.org/event/judging>.

Robot Design

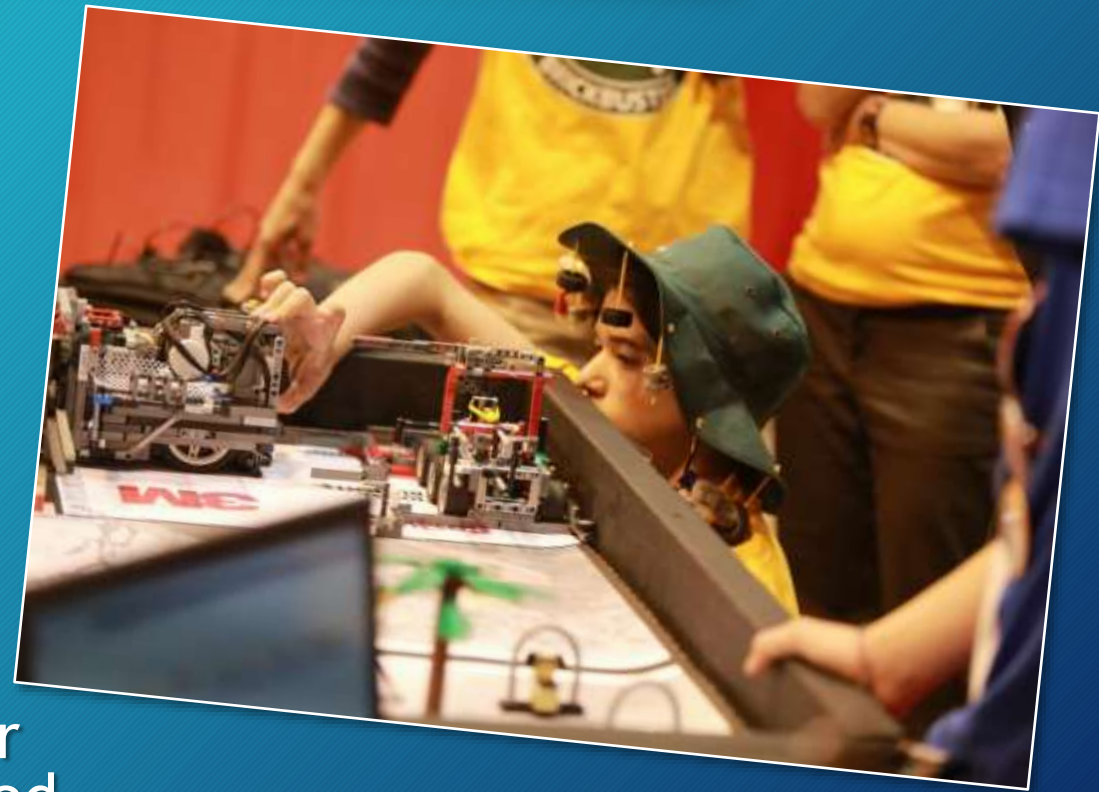


- Each team meets with a two judge panel.
- There is a *FLL*® half (practice) table in each Robot Design Judging room with mission models.
- Teams can be asked to explain their robot design decisions and may be asked to demonstrate one of their programs.
 - May be a specific questions like: “Why did you chose treads over tires?” or a general question.
 - You may be ask to demonstrate your favorite, best, or most problematic program.

Robot Design



- Team members should be prepared to discuss why they made certain choices in both robot mechanical design and programming.
- Team profiles sheet can be made, printed and copies offered to the judges. If the judges take them, great - if they decline that is fine too. This help the judges remember your team.
- If your team has keep an Engineering Notebook, it is good to take it along. Offer to let the judges review it, and be prepared to explain it.



Project



- Each team meets with a two judge panel.
- The first five minutes teams present their Projects using any creative way to they chose to highlight their project solutions .
- Presentation time includes any set-up of props and/or audio visual equipment.
- Teams are expected to bring all props and/or audio visual equipment required for their Project. Electrical outlets are may or may not available.

Project



- Team will be asked did they shared their projects with anyone and how often. (Check the rubrics.)
- The team must complete all parts of the Project, including the identification of a real world problem related to the Challenge theme, creation of an innovative solution and sharing their research and solution with others, as well as any other season-specific requirements.



Core Values



- Each team meets with a two judge panel.
- Team members are typically presented a teamwork challenge. Judges observe team as they work the activity and then ask questions.
- It is not critical the team completes the challenge, rather how they work together as a team while working to solve the challenge.
- **FLL**® North Texas Region does not require Core Value posters, but teams are welcome to make one.
- Some tournaments will have “roaming” Core Value judges that roam the pits and other areas looking for displays of good Core Values and bad.

Core Values



- Remind your team **parents** that the Core Values apply to them as well. Display of poor Core Values by parents or coaches can **negatively effect** your team.
- Remember as a coach or a team you can report displays of good or poor Core Values to any Referee or Judge. Some tournament provide cards to the coaches to do so.

Awards Selection Process

- At the end of judging sessions, the judges meet to review all teams. To advance the team must score in the top 40% of all teams participating in the Robot Challenge at the event.
- They may ask some teams to return to a judging room for a “call-back” or visit you in the pit, so it is a good idea to have at least a few team members at your pit station when you are not competing.
- A call back does not mean your team will receive an award, or does a lack of a call back mean your team will not get an award. It simply means that the judges want to clarify something.

Awards Selection Process

- The Robot Performance awards go to the teams with the best scores in the Robot Game. In addition, a team can win only on more than one award in addition to the Robot Performance Award.
- In addition to trophies/awards, top overall teams are invited to advance to the next level of competition. There's not a direct correspondence between trophies and advancement - it's possible for a team that wins a trophy to not advance, and for a team to advance that didn't win a trophy. For example of a team that was 4th best in every category may not win a trophy or award, but clearly they're one of the top overall teams and should advance.

Awards Selection Process

- The wait for the final awards decision can be difficult for teams. Prepare your team for a waiting period at the end of the day.
- Your team may choose to have items to display for other teams. This could include other LEGO® projects, other robots, or demonstrations.
- This is an ideal time for your team to:
 - Pack up your pit table and displays and load up the cars to prepare to leave after the awards ceremony.
 - Police your pit area, remove all trash and look for dropped LEGO® pieces.

Awards Selection Process

- Your Qualifier host may choose to do a demonstration, have a special guest speaker, or run an exhibition round on the robot performance table to keep the crowd occupied while the judges make their decisions.
- The wait for the final awards decision can be difficult for teams. Prepare your team for a waiting period at the end of the day.
- This is an ideal time for your team to:
 - Pack up your pit table and displays and load up the cars to prepare to leave after the awards ceremony.
 - Police your pit area, remove all trash and look for dropped LEGO® pieces.

The Closing Ceremony

- The closing ceremony is a celebration of everything the teams have accomplished all day and all season.
- Awards and medals are presented and teams are recognized for efforts demonstrated throughout the day. There is plenty of cheering, loud music, smiling faces and picture taking.
- Coaches don't forget to pick up your team rubrics, they are invaluable for fine tuning your team's performance.



Tips for being competitive

Tips for being competitive

- In Robot Design and Core Values Judging, have team members give specific examples of problems they have encountered, and how they solved.
- Demonstrate *FLL*® Core Values, Coopertition, and Gracious Professionalism - make sure the teams know what these concepts are.
- Team members should interact with the judges whenever you can. Judges may evaluate teams in casual conversation or observation in the pits or competition areas.

Tips for being competitive

Provide judges with any extra information that you can

- Team Information sheets-Robot Design information -picture, program printout
- Project information
- Examples of teamwork
- Any other documentation
- Practice a lot, and ask a lot of questions
- Communicate with successful veteran teams/coaches
- Don't forget to have FUN!

Tips for being competitive

- Demonstrate to the judges how your team meets judging criteria in the rubrics.
- Complete ALL THREE elements of the Project.
- Follow the parts and software rules for your robot design.
- Explain why you made robot design choices, not just what they are.

Tournament Preparation

Things coaches, teams, and parents need to know

Before the tournament

- **Attire:** Decide what the team (and perhaps parents/supporters) will wear prior to the contest. T-shirts are common, costumes are fun.
- **Team number:** Make sure you know your team number, and you want to let your parents know the team number as well.
- **Scoring:** Teams are ranked in the robot game by their best score. No match has anything to do with another, nor is there anything for "winning" against the team on the adjoining field in a match.
- **Label your LEGO® bins** (not the parts or robot) and equipment. Item sometimes get left behind and it is easier for tournament host to return it if they know who it belongs to.

Before the tournament

- **Spectators:** Let spectators know what to expect. Spectators get to see only the robot game matches and perhaps the pit area (from a distance). Spectators may want to bring a book, tablet, or something to pass the time between robot game matches.
- **Lunch:** There usually isn't time to leave a tournament to get lunch off-site. Some tournaments will have concessions or a way to pre-order lunches, and they may not be able to handle special dietary needs. Many coaches delegate lunch responsibilities to a team parent. The parent makes sure that lunch is obtained and ready for the team at the lunch break.
- **Water and breaks:** This is an all-day, high-energy sporting event. Everyone involved needs to pace themselves, and be sure to allow for breaks, water, snacks, etc. as needed. I've had team members overlook water/nutrition/bodily needs during the event. Often tense situations can be resolved with just a bottle of water or some crackers.

Communicate before the tournament

It is highly recommended that you communicate with the team member's parents the who, what, where, when, why, and how before the tournament. The more they know ahead of time the smoother your day will go. A letter or email is best, verbally does not work. Communicate more than once.

- **Where** the tournament is, where your team will meet for registration, where to park, where they are permitted to be, where your team will be during the day.
- **When** to arrive for registration, when the team will compete, when the tournament is expected to end.

Communicate before the tournament

- **What** is to be expected during the day, what to bring, what is your team number and name. What the team should wear, and what spectators should.
- **Who** will be with your team, who is responsible for lunches, who to contact if there is an emergency.
- **How and why** they are expected to act.
 - Parents and all spectators are expected to follow *FLL*® Core Values.
 - Parents and spectators can cause their team to be penalized or be noted for the good demonstration of Core Values just like the team members can.

What to Bring to an Event

- Team registration documentation.
- Robot(s) with batteries charged and attachments.
- LEGO® kit(s) (Label kits with team name and number).
- Laptop computer with fully charged battery and AC adaptor.
- USB cable to connect robot (Bluetooth not permitted at tournament).
- Print out of programs and robot specification page.
- Materials, props, and equipment needed for Project presentation.
- Team Engineering Notebook (if one had been kept).
- Team banner, posters, or other decorations for pit space

What to Bring to an Event

- Snacks and drinks.
- Storage box for personal items.
- Some teams bring fun, inexpensive gifts to share with other teams.
- Team Profile Sheet
 - Some regions refer to these as Team Introduction or Team Information Pages.
 - North Texas does not require team profiles. If you do bring them, bring multiple copies to provide directly to the judges.
- Check with your local event organizer if you have any questions regarding plans for use in your pit area.

Remember to have fun!





Questions