Tournament Judging Overview

North Texas Region 2018 Kick Off

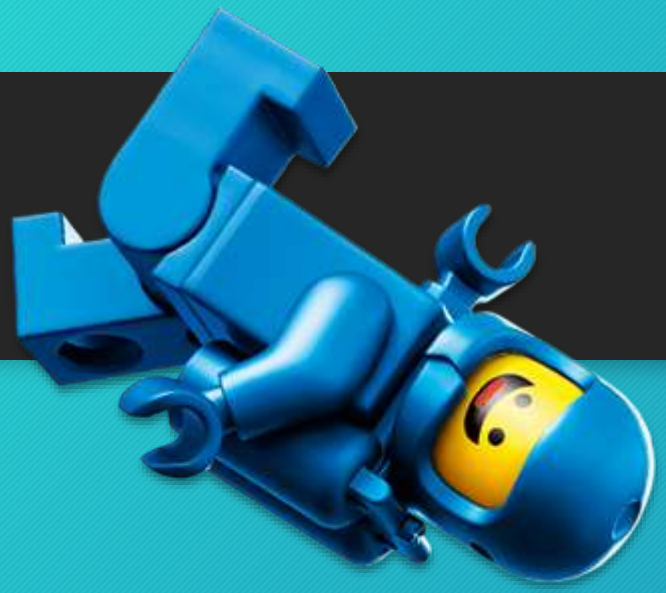
Thank you!

You are making a difference!

What we discover is more important than what we win.

Welcome New Coaches!

- If this is your rookie season, you will certainly feel overwhelmed.
- There are a multitude of veteran coaches and resources available for help.
- Ask questions.



Tournament Overview

North Texas Region Tournaments

- Non-Official tournaments
  - Scrimmages
  - Invitational tournaments
- Official Qualifying tournaments
  - Regional Qualifiers
  - Second-Round Qualifiers
  - Regional Championship

Four Areas of a Competition

***FLL*® CORE VALUES**

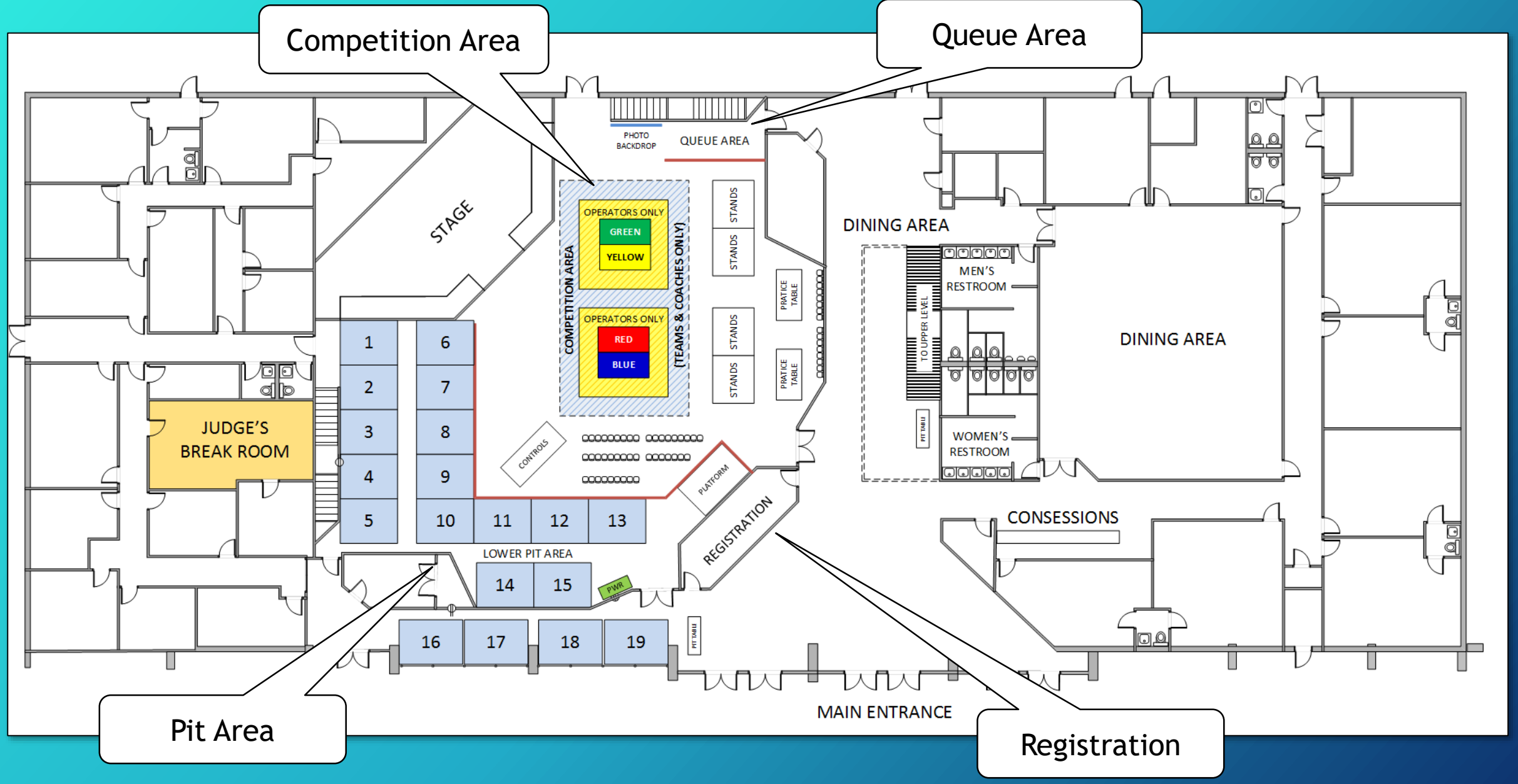
CORE VALUES (TEAMWORK)

PROJECT

ROBOT DESIGN

ROBOT CHALLENGE

Teams to adhere to ***FLL***® Core Values throughout the season and while competing in all four parts of an ***FLL***® Competition.



UME Prep 2015 Tournament Floor Plan

Team Pit Area

- The pit will be your team's home for the day.
- Check with the event volunteers to find out if spectators are allowed in the pit.
- It may have a staffed pit administration table where you can ask questions or get updates during the day.
- Your team may be assigned a specific pit location to set up when you register (a pit station or pit table), but some events are first-come, first-served.

Team Pit Area

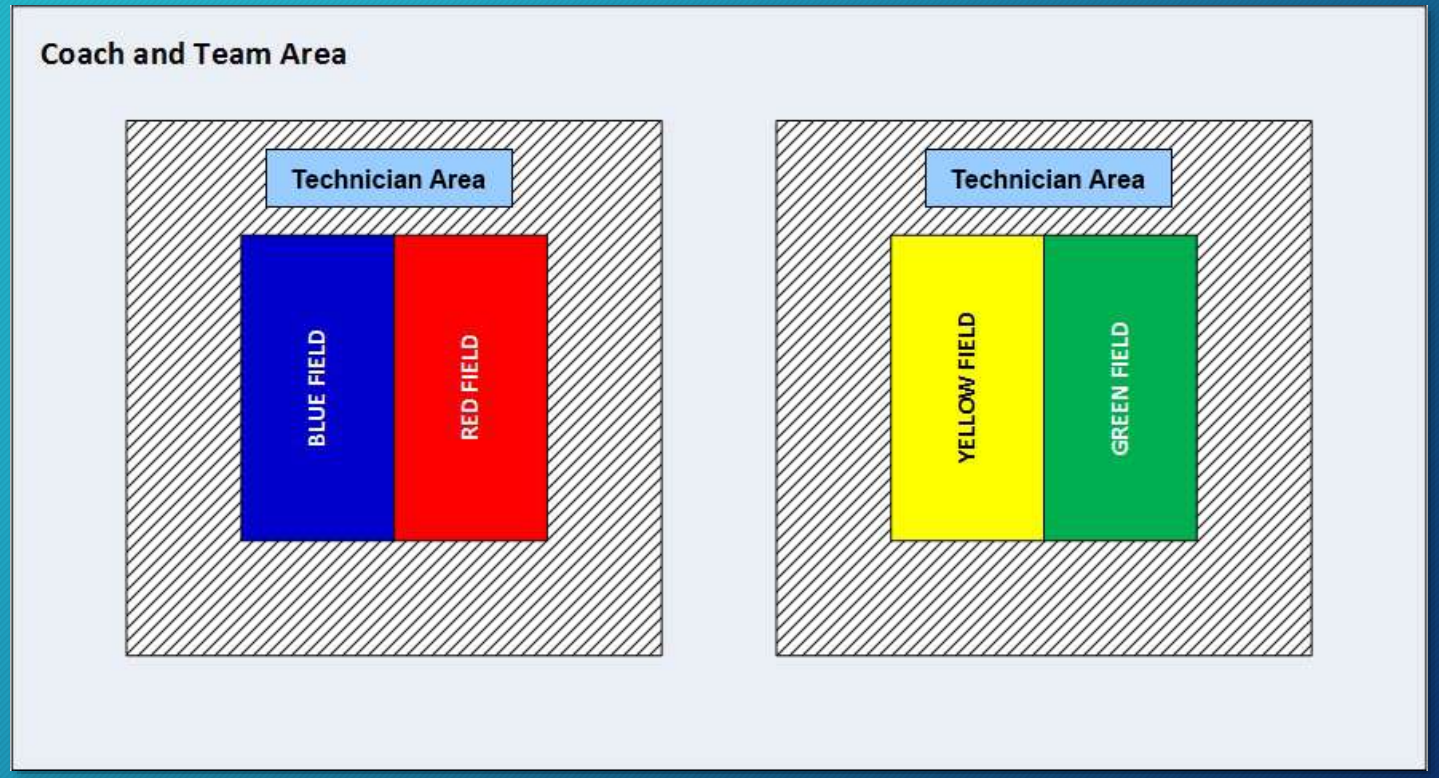
- Generally, a table will be provided so your team can set up a display (optional) for other teams to see, showcase your Core Values poster, robot, and project, and make minor repairs.
- If your team has any posters or banners, set them up to show your team spirit.
- Regardless of the size of your team's pit station, be gracious and keep your team within the borders of your pit area.
- Electricity might be provided at the pit, but some venues will not have convenient electrical outlets. Charge your laptop and robots are fully charged before the tournament.

Competition Area

The competition area is where the robot take place.

Includes:

- Official Fields
- Technician area
- Coach and team area
- Spectators area



Queuing area

- The queuing area is like the on-deck box in baseball. This is where your team will wait for their next robot run.
- Be at the queue area at least five minutes before your next robot run. Check in with the queuing person.
- Have your robot and attachments with you and ready.

Practice Field(s)

- Many tournaments provide access to a practice field where teams take turns running matches with their robot. If a field is provided, scheduling is often tight and teams may need to reserve a time slot to practice.
- Some hosts provide mission models, some do not. You are permitted to bring your own at most tournaments.

Judging Rooms

- Judging sessions for Core Values, Robot Design, and the Project generally take place in rooms separate from the competition area.
- Your team will participate in each of these sessions typically before lunch, so make sure your team knows where all sessions are located and what time the team needs to be there.

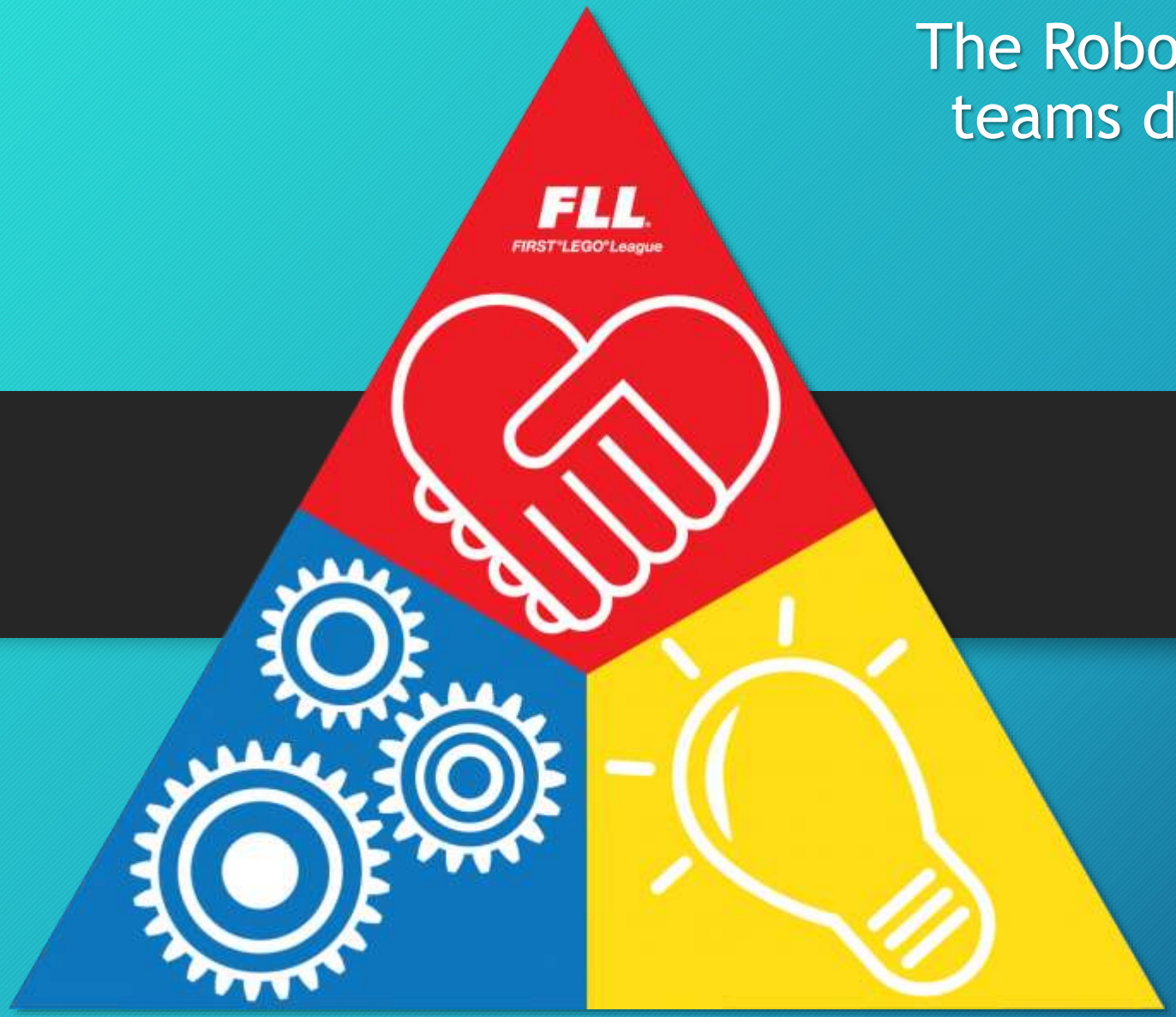
How a Tournament Day Works

Time Management

- Review the day's schedule with your team members. Competition schedules are usually very tight, so it's important that your team is ready and on time.
- The Head Coach should concentrate on getting to the scheduled judging appointments and rounds on time.
- Delegate the responsibility of keeping your team together to your team captain or another coach or mentor.

Sample Schedule by Team

			Official Rounds Match Schedule									Robot Judging			Project Judging			Core Values Judging		
Team #	Pit #	Team Name	Match #	Time	Table	Match #	Time	Table	Match #	Time	Table	Slot	Room	Time	Slot	Room	Time	Slot	Room	Time
1749	1	RoboLions	1	9:00A	Red Table	22	1:00P	Green Table	46	3:48 P	Yellow Table	2	Robot Design 3	9:15 A	6	Project 2	10:15A	8	Core Values 1	11:00 A
6713	2	Space Robots from Outer Space	12	10:45A	Green Table	31	2:03P	Red Table	45	3:41 P	Blue Table	9	Robot Design 3	11:15 A	4	Project 1	9:45A	6	Core Values 3	10:15 A
13246	3	Seguin Robotics	10	10:12A	Green Table	19	11:39A	Blue Table	34	2:24 P	Yellow Table	4	Robot Design 2	9:45 A	1	Project 2	9:00A	7	Core Values 3	10:45 A
13284	4	Techno GPCIs Blue	13	10:53A	Red Table	19	11:39A	Red Table	47	3:55 P	Blue Table	9	Robot Design 2	11:15 A	2	Project 1	9:15A	4	Core Values 1	9:45 A
13286	5	Techno GPCIs Pink	11	10:20A	Red Table	21	11:53A	Blue Table	41	3:13 P	Blue Table	1	Robot Design 1	9:00 A	5	Project 1	10:00A	8	Core Values 3	11:00 A
13287	6	Techno GPCIs Blue 2	14	11:01A	Green Table	17	11:25A	Red Table	35	2:31 P	Blue Table	11	Robot Design 2	11:45 A	3	Project 2	9:30A	5	Core Values 2	10:00 A



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 judging time.

Judging Sessions

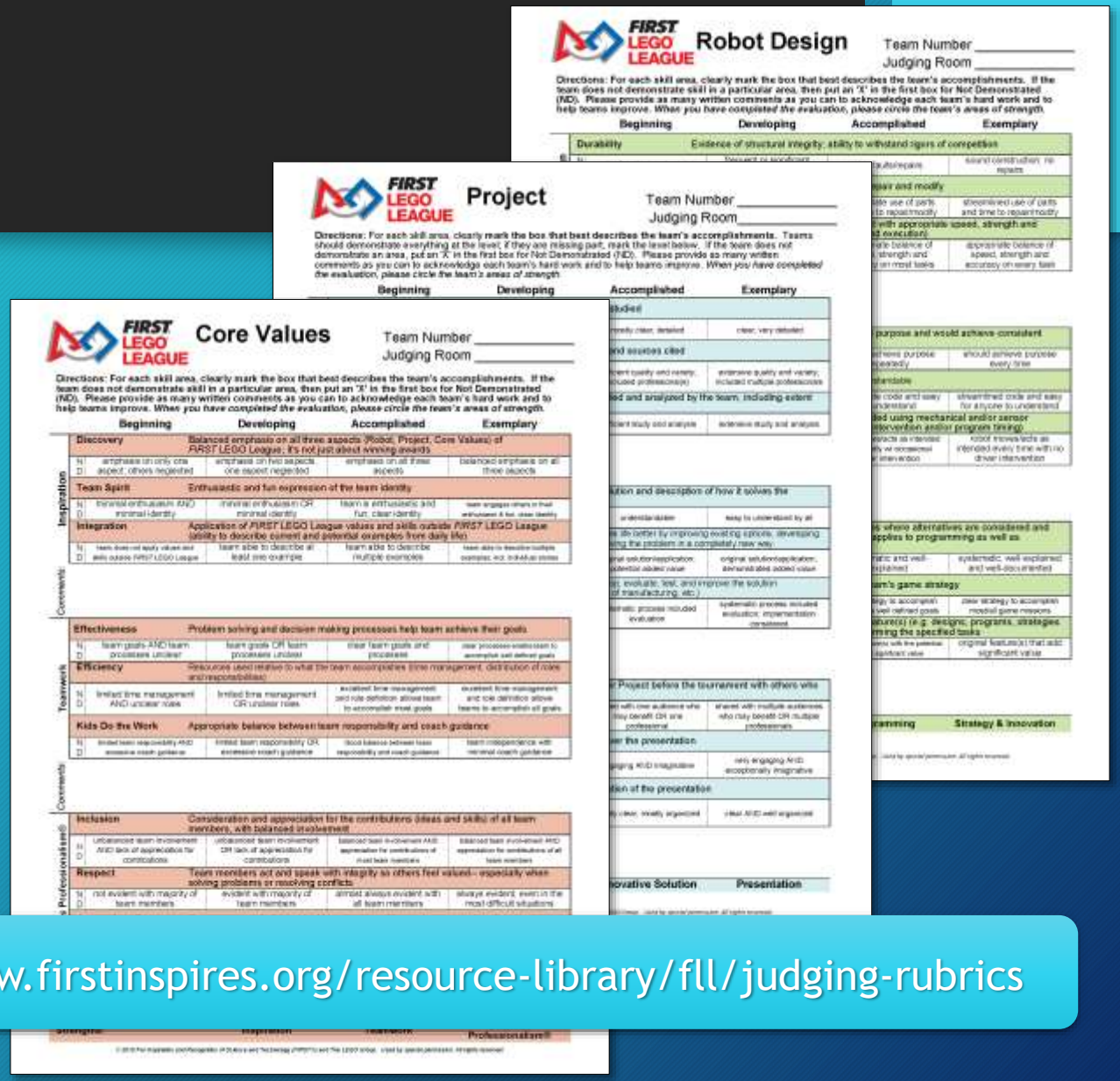
- Judging sessions are each 15 minutes total, each divided into three five minutes segments.
  - Demonstration/Challenge time
  - Questions and Answer time
  - Judges' discussion, evaluation, and rubric completion time

- A timekeeper typically ensures sessions remain on schedule.

FLL® Rubrics

Are the questions to the test ahead of time.

- Read over and study them.
- Have your team members read over them.
- Use them to evaluate your team progress.



Rubrics are available on-line at: http://www.firstinspires.org/resource-library/fll/judging-rubrics

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 should be prepared to discuss their choices in both robot design and programming.
- Team profiles sheet printed and offered to the judges. If the judges take them, great - if they decline that is fine too. They help the judges remember your team.
- If your team has kept an Engineering Notebook take it along. Offer to let the judges review it, and be prepared to explain it.

Robot Design Executive Summary (RDES)

- To help the Robot Design judges quickly and consistently learn about your robot and the design process used, we are requiring a short presentation.
- The purpose of the RDES is to give the Robot Design judges an outline of your robot and all that it can do. The RDES is intended to help your team consider in advance the most important information to share with the judges.

Required at **ALL** tournaments starting in 2017/18 season.
Details in the Challenge Guide for details.

Robot Design Executive Summary (RDES)

- Your team will determine how much time to invest, but realistically it should only take a few hours to develop and practice the RDES. The RDES is NOT intended to be as extensive or time consuming as your Project.
- Your team presents the RDES at the beginning of your Robot Design judging session. The entire presentation, including the trial run, should not take any longer than **four (4) minutes**. Following your Robot Design presentation the judges ask questions to team. You are not required to provide a written version of the RDES to leave with the judges.

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 observes 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.
- 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.

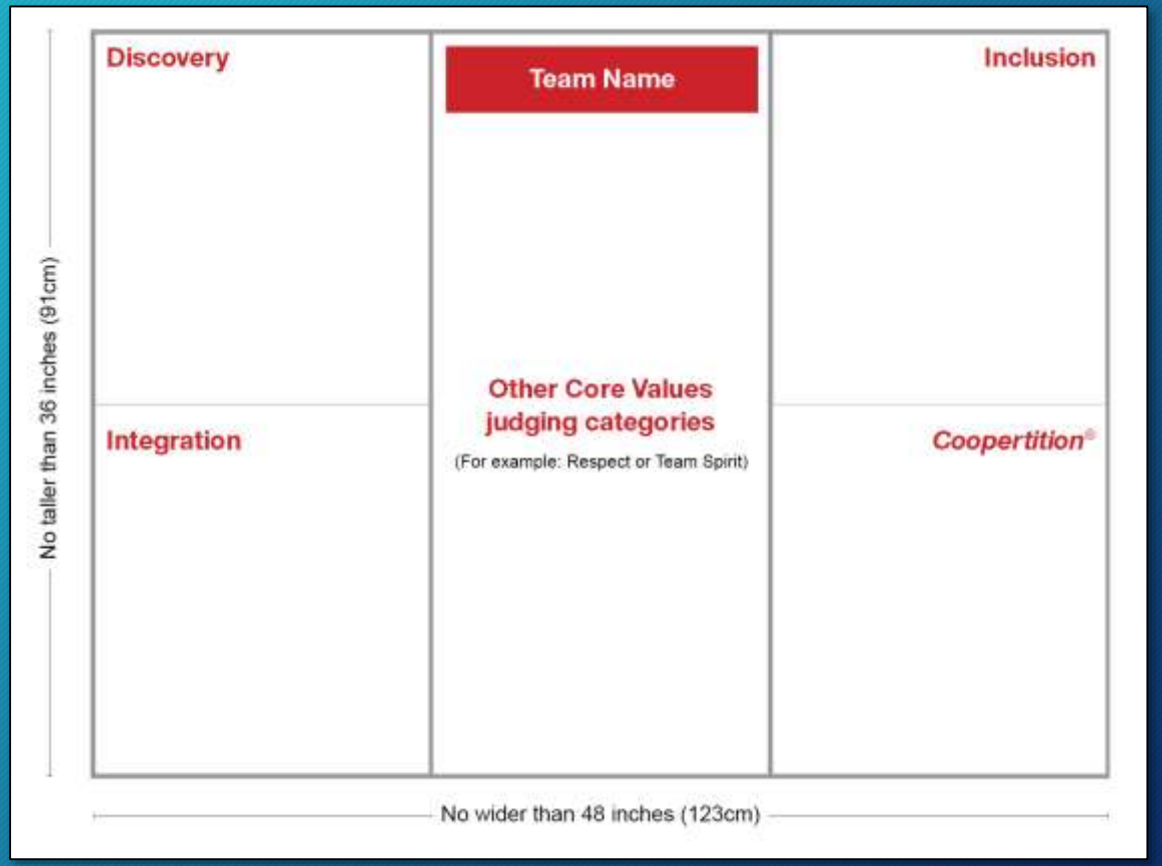
Core Values Poster

The Core Values poster is designed to help the Core Values Judges learn more about your team and its unique story.

Core Values have five panels:

- Discovery
- Integration
- Inclusion
- Cooperation
- Other (center panel)

Required at **ALL** tournaments starting in 2017/18.
Details in the Challenge Guide



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 75% of all teams in the Robot Challenge at the event. (Champion Award 40%)
- Judges may ask some teams to return to a judging room for a “call-back” or visit you in the pit. 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.
- You team may chose 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

- The Qualifier host may have a demonstration, special guest speaker, or run an exhibition round on the robot performance tables 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 the 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

- Read the **Coaches Handbook**, even if you are a veteran coach.
- Read the **Challenge Guide**, and have team members read it too.
- Read the **Event Guide for Teams**.

NEW

Challenge, Updates, & Resources available online at the *FIRST*® website.

Tips for being competitive – Core Values

- Demonstrate FLL® Core Values, Coopertition, and Gracious Professionalism throughout the tournament – make sure the teams know the Core Values. (**New for 2018**)
- In Core Values Judging, have team members give **specific** examples of applying Core Values both within the team setting and in outside.
- Team members should interact with the judges whenever they can. Judges may evaluate teams in casual conversation or observation in the pits or competition areas.
- If judge(s) come to your pit, let the team members talk, not you.

Tips for being competitive - Project

- Complete ALL THREE elements of the Project.
  - Identify a Problem
  - Design a Solution
  - Share with Others

Demonstrate to the judges how your team meets judging criteria in the rubrics.

Tips for being competitive – Robot Design

- In Robot Design, have team members give specific examples of problems they have encountered, and how they solved.
- Explain why you made robot design choices, not just what they are.
- Follow the parts and software rules for your robot design.

Practice a lot, asking the team a lot of questions that a judge might.

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

- Communicate with successful veteran teams/coaches

Don’t forget to have FUN!.

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 roster and 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!

Volunteering

The best way to understand judging is to volunteer. You can volunteer at any tournament your team is not competing at:

- Regional Qualifiers
- Regional Championship
- World Festival

Online Resources

https://youtu.be/chSLW55qBAA FLL(R) Tournament Review

Remember to join the North Texas Google Group: northtexasfll@googlegroups.com

http://www.roboplex.org

Questions