

# Team Tournament Information Packet



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# Spectrum *FIRST*® LEGO® League Qualifier

## Tournament Date, Time, Location and Contact

**Date:** December 3<sup>rd</sup>, 2016

**Time:** 7:30 AM – 4:00 PM

**Location:** Strake Jesuit Dining Hall, 8900 Bellaire Blvd, Houston, TX, 77036

**Tournament Contact:** Allen Gregory, [AllenGregoryIV@gmail.com](mailto:AllenGregoryIV@gmail.com), 360-390-5244

**Volunteers:** [RSVP HERE TO VOLUNTEER AT THE EVENT](#)

## Basic Schedule

<b>7:45am-8:30am Registration, Robot Calibration, Table Inspection</b>
<b>8:30am -8:45am Coaches meeting,</b>
<b>9:00am- 12:00pm Judges' Sessions and Practice Rounds</b>
<b>12:00pm-1:00pm Lunch</b>
<b>1:00pm-3:00pm Qualifying Rounds</b>
<b>-Judges' call backs during Qualifying Rounds if needed</b>
<b>3:00pm- 4:00pm Awards and Closing Ceremonies</b>

## Parking

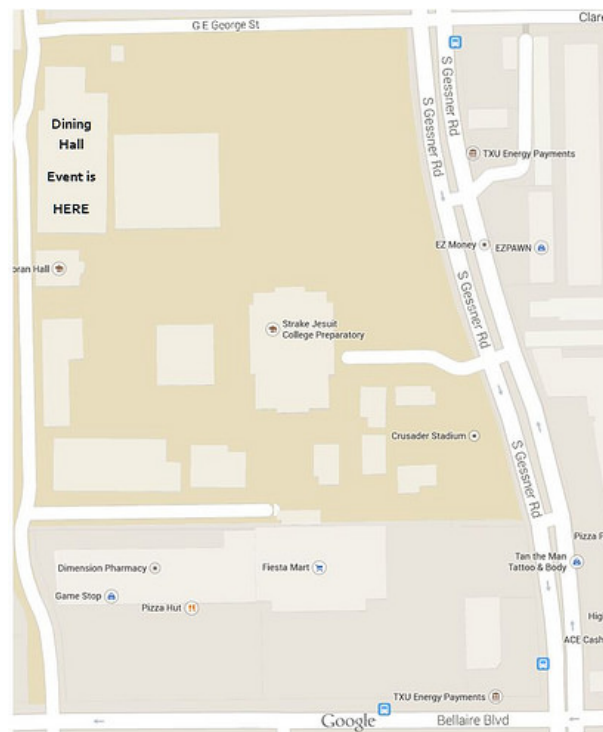
Park in any available space in the parking lot. There are no reserved spots on weekends.

## 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 Size

The maximum number of children on your team is 10.



## Food

### Pre-Order Lunches **\$6 Bag Lunch** [ORDER FORM](#)

Spectrum will be offering pre-order lunches at the event. These are optional and teams may choose to provide their own lunch. You will be expected to pay for the lunches before you retrieve your lunches. You will need to pay with cash or check at the time of the event (or mail a check before the event, email Allen if you are doing this). Each lunch will cost \$6 for a Subway 6" sandwich (Italian bread, American Cheese, tomato, lettuce, & pickle), chips, cookie/dessert, and drink (can of soda or water bottle). Orders are due by 11/30/2015. Please put in orders early or let Allen@Spectrum3847.org know if you are planning on ordering lunches.

### Concessions

- Concessions will be available on site but will be limited to snack and drinks (No hot food such as pizza or hot dogs will be sold at the concession stand)
- Most items will cost \$1 (can of soda, bag of chips, etc)
- Concession stand will be open all day with some breakfast items. Also we are planning to have a limited amount of coffee will be available for purchase.

### Outside Food

- You may bring outside food into the venue but please remember to clean up after yourself. This includes coolers for drinks.
- Teams will be allowed to eat in the pit area, the practice field area, and the patio area outside the Dining Hall.

## Check-in

Team check-in will run from **7:45 AM – 8:30 AM**.

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

- **Team Roster (for United States and Canadian Regions):** Download your team roster from the Team Information Management System (TIMS) website, print a copy, and bring it to Team Check-in. Staple additional [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.

## Pit Area

The Pit is where your team will spend most of the time. For this event it is the main Dining Hall Area below the stage with the competition field.

**Housekeeping:** Please know that the pit space can get very crowded with so many teams and spectators. Please work to pick up after yourself and team members and try to provide walking space for others.



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

Some Pit Area Rules for you to keep in mind:

- 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 the **Competition Area 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

## Judging

Team judging begins at 9:00 AM.

Only team members and one Coach 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

During this session, your team will spend ten (10) minutes with the judges.

You must bring your robot and its manipulators to Robot Design judging. Please bring your laptop, a diagram or a printout of your programming, as well. Also bring any field elements that you need for demonstrating your robot design.

## 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*<sup>®</sup> LEGO<sup>®</sup> League ANIMAL ALLIES Project award, your team needed to identify a problem, design an innovative solution to the problem you selected, and share your problem and solution with others.

For questions about the Project, review the Challenge Updates and visit [Judging FAQ](#) on the *FIRST* LEGO League website.

## Core Values Judging

**Please note Core Values Judging will take place in a separate building from the rest of the event.**

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<sup>®</sup> 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 two (2) minutes sharing their Core Values Poster with the judges. If you would like but this is not required.

The final three (3) 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*<sup>®</sup> LEGO<sup>®</sup> League website.

## Spectators

The dining hall area with the pits and competition area is free and open to the public.

## Robot Game

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.

Your team will participate five (5) times at the competition tables – the Robot Game will begin with two (2) Practice Rounds. The purpose of a 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 Rounds are just that – 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. The practice rounds will take place during the morning judging sessions.

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!**

## Awards

The following awards will be presented at this tournament:

- Champion's Award (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>)
- Robot Design Award (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>)
- Core Values Award (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>)
- Project Award (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>)
- Robot Performance Award (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>)
- Judges Award (x2)
- Coach/Mentor Award
- Volunteer Award



## Championship Advancement

A set amount of teams from this tournament will be invited to advance to the South Texas *FIRST*<sup>®</sup> LEGO<sup>®</sup> League Championship.

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

Gracious Professionalism<sup>®</sup> is part of the ethos of *FIRST*. *FIRST* National Advisor, Woodie Flowers, coined the phrase. “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

The Spectrum qualifying tournament will 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. Please refer to local news and radio for current county advisories.

## Competition Day Checklist

	<b>Team Roster for teams competing in United States and Canadian regions</b>
	Team Information Sheets (Four (4) copies)
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable (Bluetooth use is NOT permitted at the tournament)
	Extension cord and power strip
	Box to carry robot to competition field
	Provisions for lunch (check with Tournament Director for options)
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	Project judging materials, props, and displays
	Core Values Poster (Optional)
	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)