



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

## **BC FLL Championship February 16, 2020**

**ROBOT GAME**

**PROJECT**

# **CORE VALUES**

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

200 BEDFORD STREET ■ MANCHESTER, NH 03101



FOR INSPIRATION & RECOGNITION OF SCIENCE & TECHNOLOGY

# BC FIRST® LEGO® League Championship

## Tournament Date, Time, Location and Contact

**Date:** February 16, 2020

**Time:** 7:30 AM – 6:00 PM

**Location:** Royal Bay Secondary School, 3500 Ryder Hesjedal Way, Victoria, BC V9C 0J6

**Tournament Contact:** Uschi Leslie; [Uschi.Leslie@shaw.ca](mailto:Uschi.Leslie@shaw.ca); 250 857 6669

## Basic Schedule

Time	Activity
7:30 AM	Team Check-in & Pits Open
8:00 AM	Coach Meeting #1 (first group of teams)
8:15 AM	Judging Begins
9:45 AM	Opening Ceremony
10:15 AM	Coach Meeting #2 (second group of teams), Judging Continues
11:00 AM	Official Robot Rounds Begin
4:00 PM	Robot Game Ends
5:00 PM	Closing Ceremony

First Group of Teams			Second Group of Teams		
Team #	Name	City	Team #	Name	City
25771	Tech Junkies	Victoria	35976	Hephaestus II	Surrey
25772	MARKZ	Victoria	40561	UNO	Richmond
25773	Help Me Lego	Victoria	42126	Urban Planners	Vancouver
25774	Gigabots	Victoria	42444	Willowstone Thunder	Kelowna
28889	Lansdowne Lumberjacks	Victoria	42651	JunioTech Cyber Raptors	Parksville
32841	Marvel Robotics	N. Vancouver	42805	Meadowridge Blue - Zoomers	Maple Ridge
37530	Trueinspire Mars	Surrey	44811	Buran	Vancouver
37980	CyberBots	Vancouver	44828	RoboSolutions	Vancouver
38131	High Voltage	Victoria	45298	TEAM	Richmond
38859	The FIRST Order	Smithers	45300	PYTHAGORAS PYTHONS	Richmond
45605	CITY SABERS	N. Vancouver	45301	SUPER LEGO BUILDER JUNIOR	Richmond
45896	Faro Brick Breakers	Faro	46736	TFA202	Richmond
46081	Yukon All-Sparks	Whitehorse	48287	Meadowridge Orange - ETC	Maple Ridge
46814	Wrookies	Prince George	49986	Infinitely Flaming Marshmallows of the Future	Surrey
47914	Post-Millennial Falcons	Prince George			

## Directions and Parking



Take Hwy. 1 to exit 14 (Millstream Rd. in Langford); turn south and follow Millstream Rd. which turns into Veteran's Memorial Parkway until its end at Latoria Road. Turn left on Latoria Rd., then left onto Ryder Hesjedal Way; the school is on your left. There is construction going on at the school and there is very little parking in front of the school. Please just unload there and then park in the large general parking area north of the school sports fields.

## The Venue

Our venue is a new school with a very interesting layout. One unusual aspect is that we are NOT using a gym for the pit area and competition tables.

We will have the Opening and Closing in the school's theatre; the pit tables and practice tables are in a large open area, and the competition tables are on the next floor up. There is no seating to watch the competition tables but we will show the matches on several screens, and there are several (standing room) places from which you should have quite excellent views of the robot matches.

The judging rooms are on the third floor.

As you can see, the practice tables are not as close to the competition tables as at other tournaments – please take that into account when your team is scheduled at either of those.

## FLLJr. EXPO

We will have a small FLLJr. EXPO in the morning – come and have a look!

## Food

One of the local *FIRST* teams will run a concession where you can buy juice, chips, chocolate, granola bars and fruit cups. We are also arranging a pizza service: If you buy pizza online at a certain local vendor we will pick up all the pizzas and bring them to the school at lunch. More details to come!

Of course you are welcome to bring your own food, too.

## 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. All members of your team must be between the ages of 8 and 14 years. For the upper limit, no student can be older than 14 years of age as of January 1 of the Challenge year.

## Team Check-in

---

Team check-in will start at 7:30 AM. We have two groups of teams; those in the first group need to arrive earlier. Their coaches' meeting is at 8:00 AM, and judging starts for them at 8:15 AM. The second group teams need to arrive by 9:45 AM for the Opening Ceremonies; their coaches meeting is at 10:15 AM, and they start with judging at 10:30 AM.

This arrangement allows teams from the Lower Mainland to attend this tournament as a day trip. Of course any team in the second group is welcome to arrive early, too.

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 consent and release forms (found here:

[https://www.firstinspires.org/sites/default/files/uploads/resource\\_library/first-youth-team-member-paperwork-2016-2017.pdf](https://www.firstinspires.org/sites/default/files/uploads/resource_library/first-youth-team-member-paperwork-2016-2017.pdf))

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.

Your team will receive the following at Team Registration:

- **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule.

## Team Pit

---

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
- At least two (2) chairs
- Electricity – We will have robot/laptop charging stations in the pit area. Bring 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)
- A USB cable to download programs to your robot (**Bluetooth use is restricted!**)
- Your laptop computer and power cord
- A 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 Project / Robot / 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 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:

- Please do NOT put any mats or challenge set pieces on the floor. We appreciate your team bringing their challenge set but only if that set is to be shared with other teams, either in a judging room or on a practice table.
- 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.**
- Wifi is probably not available in the school.
- Remember to be gracious professionals when using a Practice Table:
  - Each team will have one marker to book one 10-minute practice time slot at a time.
  - You book a time slot by placing your marker in the appropriate spot on the practice table reservation board.
  - The first time slot will be pre-assigned for each team so that you can be sure of practice table time before your first robot run.
  - After their first practice, teams can sign up for more 10 minute practice table time slots, but only for one at a time, by moving their marker to another spot on the reservation board.
  - 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 near the registration table at 8:00 AM for the first group of teams and at 10:15 AM for the second group. 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 or do practice 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 8:15 AM for the teams in the early group. Your team will spend ten (10) minutes with the various sets of judges and have five (5) or more minutes to regroup in between. Since the project presentations sometimes involve costumes and props, all teams will have more than 5 minutes time before and after their Innovation Project interviews.

It is helpful for the judges if you bring a "Team Info Sheet" to each judging interview.

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 Practice Table with a Challenge Set. (Please note that these tables may not conform to competition standards - they may have slight bumps, or an incorrect border height, etc.) The team can use the 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 and its features as outlined in the Robot Design Executive Summary document (found here:

[https://firstroboticsbc.org/wp-content/uploads/2019/11/Robot\\_Design\\_Executive\\_Summary.pdf](https://firstroboticsbc.org/wp-content/uploads/2019/11/Robot_Design_Executive_Summary.pdf)), 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, printout or a laptop that shows your programming to the robot design judges!***

### **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 must be live, and it 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 110 V outlet will be available in the Project judging room for your AC powered devices.

If you plan to show slides, video, etc. please be prepared to bring all equipment needed; there are no projectors in the rooms. (It may be easiest if you plan to show your slides etc. on a laptop placed on the judges' table.)

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.

### **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?

After the activity, your team will spend no more than two (2) minutes sharing their Core Values Poster with the judges. Remember that bringing a Core Values poster is optional.

The final five (or three if you brought a Core Values poster) 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.

The Core Values are considered in all judging sessions and even outside of the judging sessions. All volunteers and event organizers may provide input to judges regarding the Core Values displayed by teams during an event.

The "Event Guide for Teams" on the *FIRST* website contains a more detailed description of the judging process. You can find it here:

<https://firstinspiresst01.blob.core.windows.net/fll/2020/city-shaper-event-guide-for-teams-letter.pdf>

## **Opening Ceremony**

---

At **9:45 AM**, after judging for the early group of teams is finished, join us for the Opening Ceremony! This is a fun celebration to open the event with all teams. The ceremony will begin with a Parade of Teams – bring your team banners or signs (if you have them) and your team spirit!

## **Spectators**

---

The Robot Game is free and open to the public, starting at 11:00 AM. The judging portion of the event, which will happen all morning, is only partly open to the public:

No spectators are allowed in the core values interviews.

Up to two spectators (coaches or parents/mentors) can accompany their team into the robot design interview.

Anyone is welcome to watch the project presentation interviews.

However, the spectators need to remain in designated areas, and they must not interfere in any way. No spectators can enter any interview room after the interview has started.

**Video / Photography during interviews:** Spectators are welcome to take video or pictures during the interviews but need to stay in their designated areas. (Please turn off the camera sound when taking pictures.) We will try to videotape portions of the interviews and send the videos to the teams after the tournament.

***All cell phones (team members & spectators) must be turned off during the judging sessions.***

Thank you for respecting this policy.

## 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* website <https://www.firstinspires.org/robotics/fll>. 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 three (3) times at the Tournament Tables. 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 near the competition area. 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:

1. Champion's Award (1<sup>st</sup> and 2<sup>nd</sup>)
2. Robot Design Awards – Mechanical Design, Programming, Strategy and Innovation
3. Core Values Awards – Inspiration, Teamwork, Gracious Professionalism
4. Project Awards – Research, Innovative Solution, Presentation

(A team may only win ONE award out of these first four types of awards.)

5. Rising Star Award
6. Robot Performance Award (1<sup>st</sup> and 2<sup>nd</sup>)
7. Outstanding Volunteer Award

## World Festival Advancement

---

The Champion's Award winner from this tournament will be invited to attend the FLL World Festival in Houston, Texas, April 15-18, 2020. The team will have one week to decide whether they accept this invitation; otherwise it will go to the 2<sup>nd</sup> champion.

## Global Innovation Award

---

The *FIRST*® LEGO® League Global Innovation Award showcases the real-world, innovative solutions created by *FIRST* LEGO League teams from around the world as part of their annually themed Challenge.

We will nominate the top-ranked team in the Innovative Solution category for this award. (BTW this may be a different team from the one that won the Innovative Solution Award!) This team will be asked to submit their Project Innovative Solution to *FIRST*, and if their solution is considered to be amongst the top 20, the team will



be invited to attend the 10<sup>th</sup> Annual *FIRST* LEGO League Global Innovation Award Event, to be held June 7-9, 2020 at Disney's Contemporary Resort and World Showcase Pavilion, Epcot. The team will have one week to decide whether they accept our nomination; otherwise we will nominate the 2<sup>nd</sup> ranked team in the Innovative Solution category.

## 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

If the tournament has to be cancelled, we will do a random draw to determine the 1<sup>st</sup> and 2<sup>nd</sup> champions and overall ranking. If the tournament gets rescheduled and your team can't make the new date, you will unfortunately have lost the chance to compete.

## Competition Day Checklist

	<b>Team Roster</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
	Provisions for lunch (pre-order or bring your own)
	Bin to hold personal and team items (coats, games, etc.) to fit under pit table
	Project judging materials, props, and displays
	Robot Design Executive Summary
	Graphics demonstrating programming strategy for robot design judging (optional)
	Team games or activities for downtimes (optional)
	Team banner or poster to carry for ceremonies or for pit space (optional)
	Team giveaways (optional)