

## Event Preparation Tips for FLL Challenge

Info: <https://www.firstinspires.org/resource-library/fll/challenge/challenge-and-resources>

### Before the Event

- get all kids signed up with C&R signed (requires 2 coaches with YPP done)
- questions? Look here: <https://www.firstinspires.org/resource-library/youth-registration-system>
- print roster to bring to event
- be prepared for delay if any incomplete roster
- watch event prep video with the team  
<https://www.youtube.com/watch?v=OTmQigVHNMg&feature=youtu.be>
- you will get a team info packet containing location, list of teams, schedule, food, awards, checklist of what to bring, etc.

### At the Event

- teams get detailed schedule
- coach meeting, covering
  - this is all about the kids, not the adults
  - any particulars about the venue – washrooms, judging rooms, off-limits areas
  - schedule
  - reminder about judging – be on time, coach must not interfere, core values are judged everywhere, not just during the judging session
  - where and when to get rubrics
  - food
  - safety – First Aid, emergencies
  - practice table use
  - lost and found, general info
  - non-team members should not approach judges or refs about a team's performance

### judging

- check out the judging slideshow posted here <https://firstroboticsbc.org/fll-challenge-season-information/> under "coach resources"
- no coaching while in the judging room
- who carries what into the room? (team needs to carry everything)
- practice the presentation
- check against rubrics; make it easy for the judges
- don't make it too long (5 min max)
- have a list of what you definitely want to get across
- don't leave anything (paper, pamphlets) with the judges

### robot runs

- practice robot runs, including coming to the table and setting up
- check robot game updates online
- who carries what to the tables?
- once there, everything needs to be on the table or in your hands
- if you carry a bin, where will it go?
- get set up, have programs ready
- know program order, who will run what, who will be at each launch area, will you swap?
- remember people can't switch between launch areas
- no handing anything directly to other launch area
- check the table before start, tell ref if anything seems wrong
- wait for the ref to give the ok to take robot away at the end
- if not agreeing with ref at the end, team (not the coach) should ask for head ref