



FIRST[®] LEGO[®] League Team Tournament Information Packet



www.firstinspires.org

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Table of Contents

Tournament Date, Time, Location and Contact.....	3
Basic Schedule	3
Directions.....	3
Parking	3
Restrooms & Elevators.....	4
Food	4
Team Size.....	5
Team Check-in	5
Pit Area.....	6
Coaches' Meeting	6
Judging	7
Robot Design Judging	7
Project Judging.....	7
Core Values Judging	7
Opening Ceremony.....	8
Spectators.....	8
Robot Game	9
Awards.....	9
World Festival Advancement	10
Razorback Invitational Advancement.....	10
What is Gracious Professionalism®?	10
Tournament Cancellation Policy.....	10
Competition Day Checklist.....	11

Mississippi FIRST[®] LEGO[®] League Championship

Tournament Date, Time, Location and Contact

Date: February 10, 2018

Time: 7:15-5:30 PM

Location: A. E. Wood Coliseum, 200 South Capitol St., Clinton, MS 39058

Tournament Contact: Teresa Lanum, 601-212-9763

Basic Schedule

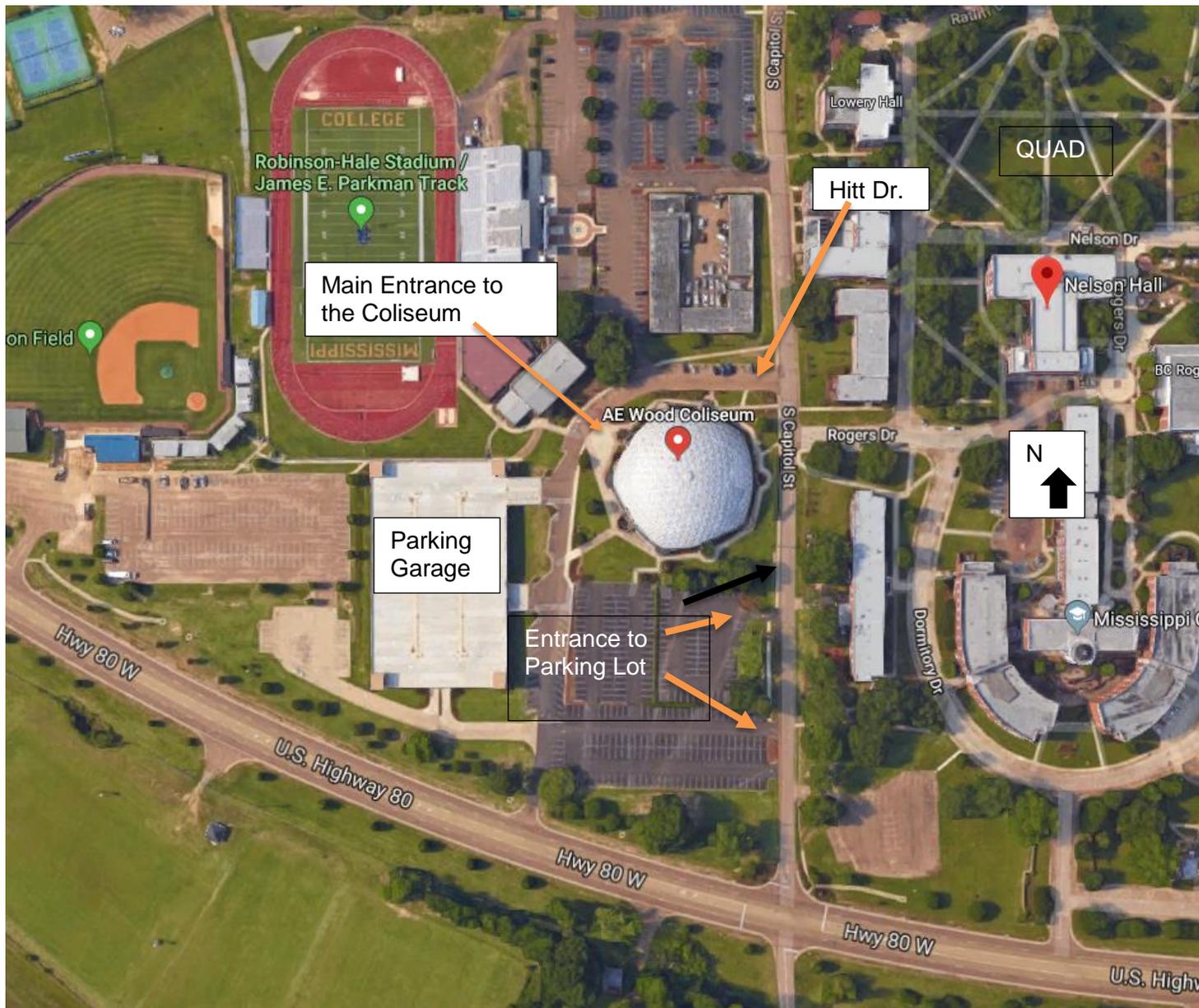
Time	Activity
7:15 AM	Team Check-in & Pits Open
7:45 AM	Coach Meeting
8:30 AM	Judging Begins (All Judging is CLOSED to the public)
8:30 AM	Practice Rounds Begin
11:45 AM	Opening Ceremony
12:45 PM	Official Robot Rounds Begin
4:00 PM	Robot Game Ends
4:45 PM	Closing Ceremony

Directions

From Interstate 20 East or West, take the Springridge Rd. Exit 36. At the top of the ramp head north toward downtown Clinton. Turn left onto Highway 80 West. At the first traffic light turn right onto Capitol St. Turn left into the parking lot from Capitol Street. See map on next page.

Parking

Only vehicles actively unloading should use Hitt Drive. It is a one way street with the entrance to it off of Capitol St. All vehicles can park in the parking lot south of the A.E Wood Coliseum. The drive in front of the Coliseum is narrow. It is preferred that teams park and carry items in from the parking lot. Teams may also park in the parking garage.



Restrooms & Elevators

Restrooms are located in the lobby where teams enter at the beginning of the day. The ladies restroom is located at the end of the lobby nearest the competition area. The gentleman's restroom is located on the opposite end near the team pits.

The facility has no elevators. The second level can be accessed by doors on the outside of the building located on Capitol St.

Food

- Concessions will be provided on-site. Bottled water, soft drinks, candy, coffee, donuts and chips will be sold for \$1 per item throughout the day.
- Mississippi College is offering box lunches that can be pre-ordered until February 2, 2018. Mississippi College will set up a table and distribute boxed meals beginning at 11:00.
- Robotics Alliance of Mississippi will also be selling pizzas which must also be pre-ordered by teams by February 2, 2018. Teams will pick up pizzas at concessions.
- A Lunch Pre-order form can be found at www.msfirstfl.org website under the CHAMPIONSHIP tab.
- There is no designated eating space. If the weather is nice, teams can eat on the Quad of the Mississippi campus.
- We do ask that teams treat the facility like it is their home away from home and discard all garbage in trash cans. If a can is overflowing, please bring it to the attention of a volunteer, so it can be emptied. Accidents happen. If a team spills drinks or a bathroom needs some attention, please find a volunteer to assist with clean up.

Team Size

The maximum number of children on your team is 10. All members of your team must be between the ages of 9 and 14 years. For the upper limit, no student can be older than 14 years of age as of January 1, 2017.

Team Check-in

Team check-in will run from 7:15 AM – 8:00 AM.

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 **if the make-up of your team is different than it was at the qualifier you competed at.** Staple additional [FIRST® 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. If your team needs to turn in certain forms, the tournament director will notify you directly.

Your team will receive the following at Team Registration:

- **Schedule of Events:** Your team will be provided information about the tournament day, including a competition schedule.
- **Lunch Tickets:** Your team will be provided with lunch tickets that will be used to collect pre-ordered lunches either at concessions or the table set up by Mississippi College catering.

- **Additional Information:** Pit Admin will have schedules and team lists posted on a display board. Your team will be assigned a Pit #. You use this Pit # when reserving the practice tables, so remember it.

Pit Area

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 8' that is 30" wide.
- Two (2) chairs
- Charging Stations for the robots located at the east and west ends of the Pit Area
- Practice Tables with a reservation system. There will be six (6) teams per practice table.

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
- 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 Core Values poster for display)
- A team banner or other team sign – to hang from your pit table and carry for 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.
- At the end of the day, a place will be designated where teams can dispose of large props and presentation boards and other items unable to fit inside the garbage cans.

Some Pit Area Rules for you to keep in mind:

- 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.**
- 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



Mississippi FIRST LEGO League HYDRO DYNAMICS Championship

- 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 7:45 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 8:30 AM. Each team will be judged within a judging block. Your team will spend ten (10) minutes with a set of judges, have five (5) minutes to regroup, spend ten (10) minutes with the second set of judges, have five (5) minutes to regroup, and spend ten (10) minutes with your final set of judges.

Judging is located on the second floor of the Coliseum. Teams will be escorted to judging. Teams will enter judging via the staircase located in the northwest end of the Coliseum. This staircase is in the lobby closest to the men's restrooms. Teams will exit judging via the staircase at the northeast end of the building. Basically teams will not enter and exit judging uses the same staircase.

Only team members and two (2) coaches will be allowed into the judging rooms. A taped off area for coaches to stand will be marked at the back of the room near the entrance to the room. Coaches should remain in this space and not address the judges for any reason. **Coaches should be silent observers of the judging process and refrain from influencing the session in any way.** If a team chooses to use a PowerPoint presentation, the team will have to use its own computer. The team will also need to supply its own projector if it wants to enlarge the presentation. The judging schedule is tight. Teams must be on time for 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

In the Robot Design Judging area, your team will find a competition table, mat, and field set. 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 Design Executive Summary** (as

Mississippi FIRST LEGO League HYDRO DYNAMICS Championship

outlined in the Robot Design Executive Summary document), 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 attachments, and a diagram or a printout of your programming to Robot Design Judging!

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 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.

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 LEGO League website.

Opening Ceremony

At **11:45 AM**, one hour prior to the start of the Robot Performance rounds, join us for the Opening Ceremony! This is a fun celebration to open the spectator portion of the event and will occur after your judging sessions are complete.

Spectators

The Robot Game is free and open to the public, starting at 12:45 PM. The judging portion of the event, which will happen all morning, is closed to the public. Thank you for respecting this policy. Please remember to respect the Team Only areas – the competition floor area (the area where teams queue and compete) and the judging area.

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* LEGO League website.

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

Housekeeping: We will provide teams with a small table next to the competition tables.

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. Referees reserve the right to refuse to allow coaches onto the competition floor if any of the above requests are violated.

Your team will participate four (4) times at the competition tables – the Robot Game will begin with a Practice Round. The purpose of the 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 Round is just that – a 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.

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
- Champion's Award Runner Up
- Mechanical Design Award
- Programming Award
- Strategy & Innovation Award
- Robot Performance Award
- Inspiration Award
- Teamwork Award
- Gracious Professionalism Award
- Research Award
- Innovative Solution Award

Mississippi FIRST LEGO League HYDRO DYNAMICS Championship

- Presentation Award
- Robot Performance Award
- Coach/Mentor Award
- Outstanding Volunteer Award

World Festival Advancement

The Champion's Award team from this tournament will be invited to advance to the World Festival at the *FIRST*® Championship held in Houston, Texas, USA: April 18-21, 2018 based on [Champion's Award](#) criteria.

Razorback Invitational Advancement

The Champion's Award Runner Up team from this tournament will be invited to advance to the Razorback Invitational in Fayetteville, Arkansas, USA: May 17-20, 2018 based on [Champion's Award](#) criteria.

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* National Advisor, 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 Mississippi FIRST LEGO League Championship has to 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. If the event must be canceled, it will not be rescheduled, and advancement to the World Festival will be determined by lottery of teams registered for this event.”

Competition Day Checklist

	Team Roster for teams whose makeup has changed since the qualifier.
	Team Information Sheets 3 copies to hand in at judging interview (optional)
	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
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	Project judging materials, props, and displays
	Core Values Poster
	Robot Design Executive Summary
	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)

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