



**2019 Marble City
FIRST® LEGO® League Qualifier Tournament
and FIRST® LEGO® League Jr. Expo
Information Packet**





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Tournament Date, Time, Location and Contact

Date: December 14th, 2019

Time: 7:30 AM – 5:00 PM

Location: Hardin Valley Academy, 11345 Hardin Valley Road, Knoxville TN 37932

Tournament Contact: Cary Busby, 865-243-0080, busbyscience@gmail.com

Basic Schedule

Time	Activity	Location
7:30 AM	FLL Team Check-in & Pits Open	Gym Entrance
7:45 AM	FLL Coaches Meeting	Multipurpose Room
8:30-10:30 AM	Practice Matches (Open to the Public)	Gym
8:30-11:40 AM	Judging Rounds	D Hallway
11:45 AM	Opening Ceremonies and FLL Jr. Recognition (Open to the Public)	Gym
12:00-12:45 PM	Lunch	Atrium (on your own)
12:45-3:55 PM	Robot Game Official Rounds (Open to the Public)	Gym
4:30 PM	Awards Ceremony	Gym

Parking

Ample parking is available in the main lot in front of Hardin Valley Academy. Team entrance is near the gym (west end of HVA).

Concessions and Lunch

Limited concessions will be available for purchase, including snacks, donuts, and bake sale items to benefit FIRST Team 3824, HVA RoHAWKtics.

Teams should bring lunch or have it delivered. There are several restaurants on Hardin Valley Road, along with a Food City.

Snappy Tomato Pizza (10612 Hardin Valley Rd., (865) 769-1300), offers the following special pricing to visiting FLL and FLL Jr. teams who order by December 11:

- 1 topping Large (3-4 adults) \$7.00; additional toppings \$1.50
- 1 topping Beast (feeds 8-10 adults) \$19; additional toppings \$2.50
- 2 Liter Coke products \$2.79



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 9 and 14 years.

10 “Kids” Per Team Rule - The *FIRST* website provides the following regarding the size of FLL teams:

With growing interest in FLL, some coaches have more than 10 children wanting to join the team. If they are not in a position to form a second team, they must make the difficult decision to select the final 10 members. We recognize this is not an easy choice, and appreciate the care and thought given to making this final decision. As such, we remind coaches who may have chosen not to make this selection to respect all those coaches globally that did. We must enforce our 10 team member policy at all FLL events. Teams attending an event with more than 10 children will be informed by the event organizer that the team is more than welcome to participate in the event to gain the valuable experience, but they will not be eligible for awards.

We will follow the *FIRST* guidelines above at all qualifying events. Furthermore, if it comes to the attention of any of the judges or referees at an event that there have been more than 10 children on a team but only 10 have been selected to attend the tournament, the tournament coordinator will verify that the information is correct through discussion with the coaches and, if it is confirmed, the team will not be eligible for awards or to advance.


Team Check-in

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

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

- **Team Roster:** Print a copy of your team roster and bring it to Team Check-in. Staple additional [FIRST® Consent and Release Forms](#) to the Team Roster for any team member who did not mail one at the time of registration. 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.

Your team will receive the following at Team Registration:

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- **Event Map:** Everything occurs inside Hardin Valley Academy. Only 2 registered coaches or mentors may accompany teams to the judging rooms. **NOTE: At least one adult Coach is required to supervise the team at all times during the tournament.**
 - **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule.

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 cafeteria table
- At least two (2) chairs
- Electricity – Bring an extension cord and a power strip, as there may not be one for every 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
- An extension cord and 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 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. Please, no stickers.

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.**
- **DO NOT BRING YOUR PRACTICE TABLES, MATS OR MISSION MODELS TO THE REGIONAL EVENT.** We will have practice tables available for teams to use on a time-limited basis, and there is no space for each team to bring their own table or mat.
- 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 **Multipurpose Room (South side of Pits) 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 and Judge Advisor
- 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.

Only team members and up to 2 Coaches will be allowed into the judging rooms. One team Coach will be permitted to record the judging session; however, that adult should remain in area designated by the judges. 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 any digital media, 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 team members are required to be at each judging 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. The team should be prepared to present your **Robot Design Executive Summary** (as 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.

Please note: there will NOT be a robot challenge table in the Robot Design room. Instead, teams and judges should focus on the process of design, strategy and use of sensors to accomplish their goals. Judges will have a printed image of the complete table for reference.

You must bring your robot, its manipulators, 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 CITY SHAPERSM 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**, between the judging blocks and 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. After this ceremony, you will be ready to tackle the Robot Game!



Spectators

The Robot Game is free and open to the public. 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 CITY SHAPERSM 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.

Two team members will be allowed at a time at the competition table. The remaining team members must stay behind the draped off area. Let the referees know if you will be tagging in and out. Each team will have 4 opportunities to run their robots. Please do not leave the table area until the table has been reset. This will eliminate teams walking away with mission models.

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.

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!**

Table Specifications – Our tournament will use competition tables with 2 x 4 walls.

Advancement

Team Advancement Policy - Teams are eligible for advancement if they meet the following criteria as **required** by the FLL Global Standards and Challenge document.

Teams must:

1. Have between 2 and 10 members
2. Complete all required sections of the Project
3. Have no disqualifying Core Values behaviors
4. Be competing at their first official FLL event of each qualifying level during the season
5. Perform well in all three judged areas (Core Values, Project, and Robot Design)
6. Meet the minimum Robot Performance hurdle percentage. The hurdle is based upon the advancement rate at the qualifier. At a 24 team qualifier, which is the size of this regional qualifier, teams must have a table score in the top 40% of the table scores at the event to advance.



Awards

The following awards will be presented at this tournament:

- Champion's Award
- Robot Design Award
- Core Values Award
- Project Award
- Robot Performance Award

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

“The FLL Marble City Regional qualifying tournament may 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 and check the coach’s registered email if conditions deteriorate. If the event must be canceled, it will not be rescheduled, and advancement to the *FIRST* LEGO League Championship will be determined by lottery of teams registered for this event.”

Competition Day Checklist

	Team Roster for teams competing in United States and Canadian regions
	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
	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)

2019 Marble City **FIRST[®] LEGO[®] League Jr. EXPO** Information



FLL Jr. Schedule

Time	Activity	Location
8:30 AM	Team Check-in & Pits Open	Gym Entrance/Atrium
9:00 AM	FLL Jr Coaches Meeting	B Hallway
9:30 AM	FLL Jr Reviews	Atrium
11:45 AM	Opening Ceremonies and FLL Jr. Recognition (Open to the Public)	Gym

FLL Jr. teams will talk to an adult Reviewer about their work. At an FLL Jr. EXPO, we recognize the accomplishments of ALL teams!

FLL Jr. Team projects will be on display in the Atrium from 9 am – 12 pm

The 2019 Marble City FLL Jr. EXPO is presented by
Bricks 4 Kidz Knoxville.

