FIRST® LEGO® League Central State Ohio Youth Robotics District

January 12 & 13, 2013

TEAM INFORMATION PACKET

Date: January 12 & 13, 2013

Location: **Central State University**
1400 Brush Row Road
Wilberforce, OH 45384-5800

Basic Schedule January 12th

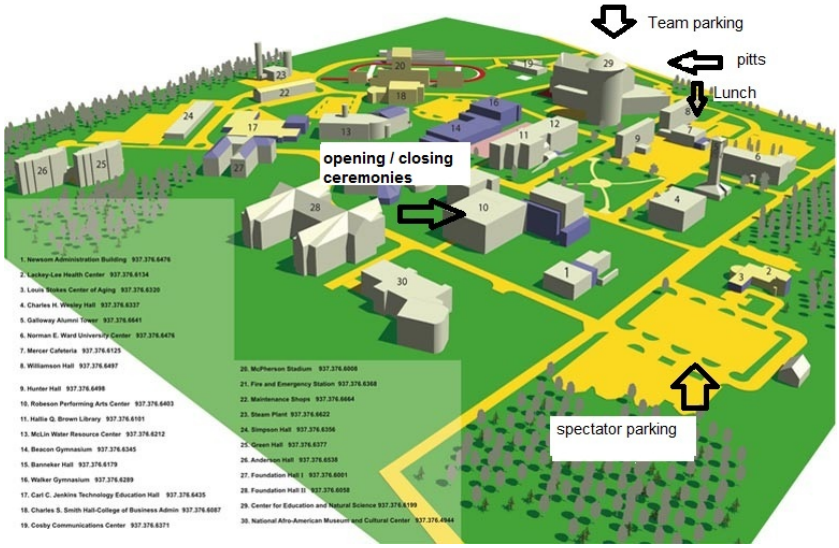
7:00 AM	**Registration Begins/Pits Open**
8:00 AM	**Judging Begins**

Basic Schedule January 13th

7:00 AM	**Registration Begins/Pits Open**
7:30 AM	**Coaches Meeting**
8:00 AM	**Opening Ceremony**
9:00 AM	**Robot Competition Begins**
3:30 PM	**Closing Ceremony**

Rules
The list of rules and procedures for this year's competitions are provided for you in Attachment 1. Please go over them with your team and make sure they understand the procedures to follow while competing.

Parking
Please limit parking to one vehicle per team in lot 29. You are free to park in any other lot you wish.



Lunch
There is no specific time scheduled for lunch. It is up to your team to plan a time for you to eat lunch. Concessions will be available for your team to purchase food throughout the day. We encourage you to bring a lunch

Registration / Check-in
Registration will begin at 7:00 a.m.
Competition badges will be provided at the time of registration. Only team members will receive badges. There are two adult passes provided for teachers, coaches and mentors per team. The badges allow entry into the Pit area*. No one will be permitted in the Pit Area without a badge.*

Opening Ceremony: The Opening Ceremony will occur right before the robot competition begins*. Everyone is required to attend!* Your team can bring a banner or sign to carry during the Opening and Closing Ceremonies.

Spectators
Spectators are welcome and encouraged. There will be seating and a large video screen to enable them to watch the playing fields. Family members will not be permitted in the pit area, on the competition floor, or in the judging rooms.

Pit Area Necessities
You will have a table and an electrical outlet in the pit area to use as a base of operations. You must bring your own computer. There will be technical-savvy people on-hand to assist you.

It is advisable to bring a box in which to carry your robot onto the competition floor. Many times robots will fall apart as they are being carried to the playing field. If you drop your robot on the way to the playing field, your round will not be rescheduled.

You may bring a banner or some other means of identification for your team to hang up in front of your table.

There will be Pit Area guards to make sure that only team members with competition badges are allowed to enter. They are not, however, responsible for lost or stolen items. Never leave expensive equipment unattended!

Coaches: Please be advised that only team members may handle, repair, etc. the robot and its manipulators. No coach/mentor may do any programming. If your team has technical difficulties where adult intervention may be necessary, please inform Pit Administration. They will page a technically savvy person who can either help troubleshoot a technical problem or be that third party witness that adults on the team are not "cheating." Teams whose coaches do work on the robot or its programs risk disqualification.

Judging

Only student team members and two coaches 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 quiet 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 scheduling is tight. You must be on time for your presentation or forfeit the presentation. Please be respectful of our school facility and do not allow team members to roam the halls or wander past the designated judging area boundaries (clearly designated by chairs and tape).

All cell phones (for team members and coaches) must be off during the judging sessions.

Robot Judging

In the Robot Judging area, your team will find a competition table, mat and field set. The team can use the Senior Solutions field for explanation and/or demonstration purposes. During this session, your team will spend ten 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, and should last no longer than four (4) minutes, to allow for the judges to ask your team questions. For specific guidelines about the Robot Design Executive Summary, visit:
http://edoutreach.wpafb.af.mil/Robotics/media/2012/rd_executive_summay.pdf

You must bring your robot, its manipulators and a diagram or a printout of your programming to Robot Judging!

Project Judging
Your team will spend ten minutes with the judges. Your team will have five minutes to deliver your project presentation to the judges – this includes set-up time; the last five 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 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 project award, your team must have done research on the topic, identified an innovative solution to the defined and researched problem, and shared your research and solution with others beyond your team.

Core Values Judging
Your team will spend ten minutes with the judges. During the first five 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. For specific Core Values Poster requirements, visit: http://edoutreach.wpafb.af.mil/Robotics/media/2012/cv_poster_ohio.pdf

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 U.S. *FIRST* website at: http://firstlegoleague.org/event/judging

The Judges
Please advise your team members that the judges are here to help, not criticize. This is your chance to shine and show others what you know! The judges will be asking questions, and they really want to hear what the team members have to say. *They want you to impress them! They want the teams to do well! Do not be afraid of them! Just talk to them. And have fun!*

Pre-Competition Paperwork: We will need a completed FLL "Consent and Release Agreement" for all students and adults on your team. Please bring a signed copy for each person to the competition and we will collect them at Registration. Use the originals to make copies for the next competition. No team member will be permitted to compete without completed release forms!

NOTE: ***Your team members WILL be photographed!!*** (Please refer to the FLL Consent form). If a parent prefers that a child not be photographed, he/she must either tell the child to step out of camera range when a picture is being taken or he/she can choose not to bring the child to the competition. ***By signing the FLL form and participating in the competition, you accept the fact that your child will be photographed and that image may be used on the Ohio FLL website or other Ohio FLL promotional materials! (A child's name will never appear in conjunction with his/her picture unless written permission from the parent is obtained).***

Competition Day Checklist

- ❑ Fresh Batteries/Spare batteries/NXT Rechargeable battery charger
- ❑ Computer
- ❑ USB Download cable (for NXT)
- ❑ Box for your robot
- ❑ Box for downloading programs (RCX)
- ❑ **Team Introduction Sheet (4 copies)**
- ❑ **FLL Consent and Release Agreement (for each team member, mentor and coach)**
- ❑ Judging Materials
- ❑ Core Values Poster
- ❑ Graphics demonstrating programming strategy for Robot Judging
- ❑ Box for storing team stuff (coats, games, etc) under your team table.

Dress
Dress for all teams is casual. This is a sporting event. Team members will be very busy. We want everyone to have fun and be comfortable. If your team would like to adopt a theme, that is fine, too. Remember to ***HAVE FUN!***

Coaches' Meeting
There will be a Coaches' Meeting Sunday at **7:30 AM in the Atrium (Main Competition Area)**. As this will be held during team registration, make sure you have an adult on hand who can get your team registered, as at least one coach from each team will be **required** to attend this meeting. At this time, the schedule and event procedures will be discussed, and you will have the opportunity to ask questions of the Lead Referee and the Judge Advisor.

Team Size
Remember, the maximum number of children on your team is 10! All members should be between the ages of 9 and 14 (must have been no older than 14 years old as of January 1, 2012). Each team should try to have at least three team members present at the competition.

Gracious Professional Charms
During the event, our volunteers will be on the lookout for team members who demonstrate random gracious acts. Team members may be rewarded for gracious behavior with a Gracious Professional charms that they can clip to their medals. Please remember that gracious behavior is a reward in and of itself, and we should never expect to get a reward for doing the right thing. These random recognitions are our way of encouraging team members to be thoughtful, kind and helpful to others.

CANCELATION/INCLEMENT WEATHER POLICY
The Central State Ohio Youth Robotics Regional will only be canceled or delayed due to causes and conditions beyond the tournament organizers' control, including, but not limited to, Acts of God, government restrictions, and/or any other cause beyond the tournament organizers' control. In the event of inclement weather, the tournament will only be canceled if Greene County is under a Level 3 Snow Emergency. 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 Central State Ohio Youth Robotics District will be determined by lottery of teams registered for this event.

Invitations to the Ohio State Championship, which will be held at the Ervin J. Nutter Center on the Wright State University campus in Dayton on February 9 & 10, 2013: Seven (7) Teams, based on Champion's Award criteria and up to two (2) Ambassador finalist teams

Advancement is based on Champion's Award Criteria and the Ambassador Team finalists, if awarded, will advance, even if those teams do not qualify based on the Champion's Award Criteria. Since Ohio is advancing 25% of teams from the district to the state championship level, teams must be in the top 50% of robot performance scores in order to advance (the Ambassador Teams, if applicable at this event, do not have to meet this criterion).

For questions about anything in this packet, please contact:

Doug Lapchynski Doug@youthrobotics.org

The following awards will be presented at this tournament (Please see the 2012 FLL Coach Handbook for complete descriptions for each award):

Champion's Award: 1st & 2nd Place

Gracious Professionalism Award

Teamwork Award

Inspiration Award

Robot Performance Award

Strategy & Innovation Award

Programming Award

Mechanical Design Award

Presentation Award

Innovative Solution Award

Research Award

Judges' Award

Central State Ohio Youth Robotics Ambassador finalists (if applicable)

Coach/Mentor Award

Attachment 1

Competition Rules and Procedures

Your team is responsible for knowing and understanding the Senior Solutions robot game. All of the game documents can be found on the FLL website at:
http://firstlegoleague.org/

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

(For the Project Judging, you can find the complete project requirements, including "Frequently Asked Questions," at the above link as well).

Staging/Tournament Play:

- Teams will be called to competition play based upon the times in the tournament schedule.
- Teams will play three official rounds to determine the placing in the final scores. Your score will be the **BEST** of the three official rounds. Ties will be broken by comparing the next best round scores.
- Teams must be in the bullpen at least ten minutes before their scheduled round begins. Teams who are not on time will forfeit the round.
- Note that traffic is one way from the pit area to the bullpen and the bullpen to the pit area. Make sure your team obeys the one way rules.
- The referee will have a score sheet for your team.
- Each team will have a total of five (5) minutes to spend on the competition floor. Within that five (5) minutes, you must complete a two and a half (2.5) minute round. The extra time is used for set-up and positioning the robot. The round will begin on a signal from the referee. Your team is guaranteed a one minute setup time before the start of your match.
- **Only TWO team members are allowed to be directly on the playing field while the robot is running**. Other team members must stand behind the line to cheer the team. Substitutions can be made at any time, but at no time can there be more than two robot handlers on the playing field***, unless there is a robot emergency. By this, we mean that the robot is damaged and is incapable of performing any mission.***
- **After the match is over, the playing field is scored by the referees. Two team members will go over the score sheet with the referee so that both parties agree with the scoring. The team members will then exit the competition floor.**
- Your team, with the exception of the two team members who will go over the scoring with the referee, must exit the competition floor *promptly* at the end of the five (5) minutes. All referee decisions are final.
- After the scores are displayed, the scorekeeper will hold onto the score sheets.

- **Remote control use to change robot programs is not permitted. In fact, remote controls are not allowed anywhere (This includes Smartphone applications that enable you to control your robot remotely)! If you are using the NXT robot, Bluetooth may not be used. Your team could be disqualified if you are found with a remote control anywhere or if your Bluetooth is enabled in the competition area!**

In addition to the above rules, all rules set forth by the *FIRST*® LEGO® League will be enacted!