



Quincy High School Gymnasium
Saturday May 20, 2017
9:00AM – 2:00PM

Competition Overview

Teams will rotate through three areas of competition including the Robot Game, Project Judging, and Core Values Judging. Each team will attend an assigned time for Project Judging and Core Values Judging once; the number of Robot Game matches will be determined by the number of teams registered, we are hoping for 4-5 matches each. If a team missing a judging component or match, it will not be rescheduled. Robot performance awards will be determined by the score of a team's best single match so if there is a conflict in schedule or delays, priority should be given to judging components.

Robot Game and Project Judging details will be released via email, to all teams, at the same time. Kits and game pieces will be delivered to each team's coach immediately following the game release.

Robot Game

Matches will take place simultaneously on 2 FLL fields (1 field = 2 tables). Thus, 4 teams will be competing at the same time. Each match will be 2 ½ minutes in length. Matches will occur on a 7-minute cycle, meaning that every 7 minutes a new set of four teams will begin their match.

The FLL rules allow tables to be constructed using either 2"x3" or 2"x4" side walls. Our Robot Game will run on tables constructed using 2"x4" side walls. (Hint: Wall height will matter for this year's game)

Only **three** students at a time will be allowed at the competition table. Mentors will not be allowed at the table. Students should present their robot to the referees prior to the match for a quick inspection of the parts to be used during the match.

The robot competition match and judging schedule will be released prior to competition. Please review the schedule prior to the tournament to verify that there are no conflicts with your scheduled match and judging times.

There will be no practice matches, as robot performance awards will be determined by the score of a team's best single match.

General Judging Information:

ALL student members of your team must participate in AT LEAST one of the three portions of competition including **Robot Game, Research Project Judging, or Core Values Judging**. Not involving every student in at least one session is a violation and subject to disqualification of your team from awards.

Teams MUST bring in all items that are required for their judging session with them.

Teams CANNOT GO INTO THE JUDGING ROOMS EARLY TO EXAMINE, PRACTICE, SETUP, etc. This violates the rules and your team will be disqualified.

The events ARE NOT RESPONSIBLE for technology that does not function correctly. Your team WILL NOT be given any additional time for technical issues.

When you arrive to your judging room, never just walk in as you are likely to interrupt another team's judging session or the judge's deliberation. Wait outside the room QUIETLY for a judge to indicate you should enter.

THERE ARE NO ADULTS ALLOWED IN THE JUDGING ROOMS! The students on your team must be able to move in, setup, and talk with the judges on their own. Trust the kids on your team and let them shine! **We recommend sending one student into the judging room with a smart phone or video camera as a designated recorder so the presentation may be viewed by parents and adults later.**

Research Project Judging

The research project will be released at same time as Robot Game. Teams should research and prepare a 5-minute presentation *in any format* on the topic provided. Teams must bring all presentation materials with them to competition.

Project judging sessions are 10 minutes long. The first 5 minutes are for the team to setup and present their project. Please consult the judging criteria and project documents (when released) to understand what must be presented in the 5 minutes.

At the end of the five minutes, the judges will stop your team whether or not the presentation is complete. The final 5 minutes are allotted for the judges to ask questions of the team and about their project.

If any materials are given to the judges which must be returned, the team must take them at the end of their project judging session. All materials left with the judges will not be returned to teams.

Core Values Judging

The FLL Core Values are the cornerstones of the FLL program. They are among the fundamental elements that distinguish FLL from other programs of its kind. By embracing the Core Values, participants learn that friendly competition and mutual gain are not separate goals, and that helping one another is the foundation of teamwork. For more information on Core Values please refer to the first site at <http://www.firstlegoleague.org/mission/corevalues>

During this 10-minute session, Judges will lead the team in a Core Values Activity to help see how the team problem-solves as a group.

Judges will drive the session by asking questions and asking teams for specific examples of the different areas of Core Values.

Awards Information:

While all teams will be recognized and awarded for participation, to be considered for one of the top awards, your team must participate in all areas of the tournament, including Robot Game, Project Judging, and Core Values Judging.

Gracious Professionalism

The goal of this tournament is to provide an exciting opportunity for students to have fun and display the results of their hard work. Please remember that the tournament staff members are all volunteers who share in this goal. Regrettably, events may happen that are controversial or disappointing for some teams. However, all judge and referee decisions are final. Please refer any comments to the head referee or judge coordinator.

Gracious Professionalism will be expected from all participants and spectators.

Tentative Competition Agenda

9:00-10:00	Registration/Setup
10:00-10:15	Welcome/Opening Ceremonies
10:15-12:00	Competition Rounds & Judging
12:00-12:30	Break for Lunch**
12:30-1:30	Competition Rounds
1:30-2:00	Raffle Drawings & Awards Ceremony

**Note: Food and beverage only served/sold from 11:00am to 12:30PM

One extra-large cheese pizza and 10 waters will be provided for each participating school. Additional pizza, candy, or soda will be for sale.

2017 Competition Specific Rules

- This year's challenge will be **NATURE'S FURY!**
- All FIRST Lego League rules, regulations, scoring, and judging from the 2013 FLL competition "Nature's Fury" will be followed and enforced unless otherwise noted in this document. (i.e. there will not be technical judging at our competition).
- All scoring questions may be directed to the head referee whose decision is final.
- Players must show respect towards teammates, opponents, and volunteers at all times.
- Please note some specifics we would like to highlight below.

Controllers

You are allowed a maximum of one controller in the competition area in any one match. Choose one of the LEGO-manufactured types (EV3, NXT, RCX).

Sensors

You are allowed as many sensors as you like, but the types are limited to touch, light, color, rotation, ultrasonic, or gyro/angle. Choose your favorite combination from among the LEGO-manufactured types shown here. No other sensors are allowed.

Software

The robot may only be programmed using LEGO MINDSTORMS RCX, NXT, EV3 or RoboLab (any release). No other software is allowed.

Notes to other equipment

- LEGO string and tubing may be cut to length.
- A paper list to keep track of robot programs.
- Marker may be used only in hidden areas, for ownership identification
- Paint, tape, glue, oil, zip-ties, etc. are not allowed.
- Other electric elements/devices are not allowed at the competition table.
- LEGO wires and converter cables are allowed as needed.
- Spare electrical parts are only allowed in the PIT area.
- Objects functioning as remote controls are not allowed anywhere, any time.
- Bluetooth must be off.
- A box may be used for carrying and storing your equipment, off the table only.

Violations

If the robot is in violation of the equipment rule and cannot be corrected, the decision about exactly what to do rests with the tournament officials, but it is possible the team may not be eligible for awards.

Research Project

Please see the attached document outlining the research presentation criteria from the 2013 FLL competition **Nature's Fury**.

Requirements:

Teams should research and prepare a 5-minute presentation *in any format* on the topic provided. Teams must bring all presentation materials with them to competition.

Project judging sessions are 10 minutes long. The first 5 minutes are for the team to setup and present their project.

At the end of the five minutes, the judges will stop your team whether or not the presentation is complete. The final 5 minutes are allotted for the judges to ask questions of the team and about their project.

Judging Criteria:

- 1. Innovative Solutions:** Are all topics discussed and completed according to directions? Was your research thorough and innovative design well thought out, realistic, and unique?
- 2. Communication:** Was your project neat and clear? Are the facts and ideas well-presented and easy to understand?
- 3. Creativity:** There are lots of remarkable and different topics to choose from. Your presentation should be both educational and entertaining for the judges. Help us enjoy learning what you've learned by having both a creative topic and presentation!
- 4. References:** What is the source of your research? Tell us where you got your facts and ideas. Give the Web address (URL), when the site was last updated and the author of the site. If book or article: title, author and publication date.

Additional Research Judging Information:

If any materials are given to the judges which must be returned, the team must take them at the end of their project judging session. All materials left with the judges will not be returned to teams.

Teams CANNOT GO INTO THE JUDGING ROOMS EARLY TO EXAMINE, PRACTICE, SETUP, etc. This violates the rules and your team will be disqualified.

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