

APRIL 29 - MAY 2
DETROIT, MI



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FIRST® LEGO® League Guide - Detroit



FIRST



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Awards and Ceremonies

Awards Ceremony

Date: Saturday, May 2

Time: 1:30 pm – 4:00 pm

Location: Grand River Ballroom

We'll be kicking off the Awards Ceremony with a joint Closing Celebration involving all *FIRST*® programs at 1:30 pm, followed by the *FIRST*® LEGO® League Awards Ceremony. We encourage all teams to attend – trophies will be presented, and you never know what interesting people may show up to speak and high-five teams!

Encore Performances

Date: Saturday, May 2

Time: 8:30 am- 10:00 am

Location: Grand River Ballroom

All teams are encouraged to join us for Encore Performances, where 14 teams will be invited to share their robots and Innovation Projects. The teams with the top 8 highest scores from the official robot rounds will be invited to participate in the Encore robot matches.

These matches are strictly for fun, will follow an elimination match format, and will have no impact on the official awards. In addition, Innovation Project Judges will select six other teams to present their Projects.

The 14 teams selected to participate in the Encore Performances will receive their invitations in the Pits on Friday, May 1. The invitation list will also be posted at Pit Administration and on the *FIRST* Championship App, as well as announced by Emcees on Friday afternoon.



Medal Ceremony

The Medal Ceremony will immediately follow the Encore Performances, starting at 10:30 am.

Coaches' Meeting

Date: Wednesday, April 29

Time: 2:30-3:30 pm

Location: Room 430A

At least one of your team's coaches should attend this important meeting. Make sure that another coach or mentor is assisting the team to set up their Pit area during this time.

Judging

Information coming soon!

Pits

The Pit Area, located in Hall E, is where your team will spend most of its time. It is the area where you can showcase your team, relax between your scheduled events, practice with your robot, and most importantly, get to know other *FIRST* LEGO League teams from all over the world!

Your team will be assigned 10 feet x 10 feet (3 meters x 3 meters) Pit space which will be your home at the World Festival. Each Pit space will have one standard-sized table and two chairs. Short pipe and drape will frame the Pit space on three sides, but any Pit decorations you bring must be supported with a structure you bring or create. You may decorate it in a way to showcase your country, state, your Project, and/or your unique and fun team identity. We encourage you to be creative, but please consider the following limitations and restrictions:

- Decorate within your 10 feet x 10 feet (3 meters x 3 meters) Pit space. Also, consider 10 feet (3 meters) as a height limit as well. For safety reasons, your decorations must remain within this space.
- You will have access to one (1), 120-volt electrical outlet. We encourage you to bring an extension cord and a power strip for you to plug in multiple devices.
- Please do NOT bring or use helium balloons or open flames. No team should cook or prepare food in the Pit area.

Robot Game Queuing

- Ten (10) minutes before their scheduled Robot Game match, teams will "check-in" at the match check-in station. **NOTE:** Your team will check-in at the same check-in station for all six matches.



- Teams will wait in the designated queuing area until instructed to enter the competition floor
- Teams will have at least one (1) minute to prepare, as written in Rule 18. **NOTE:** If a team takes too much time to setup, the match may begin before the team is ready. Your team should practice setup at home so your team is prepared to begin your match on time.
- Two team members and one translator, if required, should review and sign the team's score sheet with the Referee and then move out of the competition area promptly to allow the table to be reset in time for the next team. Your team should decide which team members will review the score sheet prior to the start of the match.

Robot Game

Robot Testing Tables

There will be 12 robot testing tables that your team may reserve for 10-minute time slots. You will have a team marker (that is the same as your World Festival team number) located at the reservation area, and you may reserve time on one of the tables. Walk-on teams may be accommodated as open table-space allows. This process will be reviewed at the Coaches' Meeting on Wednesday afternoon.

Robot Game Information

As always, make sure you have reviewed and studied the Robot Game information (Field Setup, Missions, Rules) and the Challenge Updates. You can find this information on our website: <http://firstlegoleague.org/challenge>

Robot Game Play

There are many opportunities for you to play! **Each team is scheduled to participate in 3 practice rounds on Thursday and 3 official competition rounds on Friday.** Only the official competition rounds on Friday will be used to determine awards.

Scoring Disputes

There are no time-outs or re-matches. If you don't agree with a judgment call on the playing field, please follow this procedure:

- Do **not** leave the playing field.
- Only team members should speak to the referee and explain your difference of opinion.
- If you don't agree with the table referee, ask for a Head Referee.
- Graciously accept the Head Referee's decision and leave the field. The Head Referee's ruling is final, and there is no appeal.



Robot Match Queuing Process

- Ten (10) minutes before their scheduled matches, teams will “check-in” at the match check-in station for their game Field. **NOTE:** There are two check-in stations, one for game Fields 1-8 and another for game Fields 9-16.
- Along with coaches, team members, and official translators, teams may have up to 4 spectators on the competition floor. All spectators must wear their spectator buttons and must queue with the team to enter the competition area. Spectators stay in the team area with the team while at the field. Different spectators may join the team for each of the six rounds, if you so choose.
- Teams wait in the designated queuing area until instructed to enter the competition floor.

Setup and Scoring

- Teams will have at least one (1) minute to prepare, as written in Rule 18. **NOTE:** If a team takes too much time to setup, the match may begin before the team is ready. Your team should practice setup at home, so your team is prepared to begin your match on time.
- Two team members and one translator, if required, should review and sign the team’s score sheet with the referee and then move off the fields promptly to allow the table to be reset in time for the next team. Your team should decide which team members will review the score sheet prior to the start of the match.

Storage and Team Area on field

Information coming soon!

Mission Clarifications

World Festival uses the English versions of the Robot Game documents posted at <http://firstlegoleague.org/challenge>. If your team has a question for the World Festival Head Referees please send it to fllwf@firstinspires.org.

Schedule

Visit the [FIRST Championship App](#) and/or the [schedule](#) on the website for a detailed schedule of events.

Team Check-in

Date: Wednesday, April 29

Time: 11:00 am – 4:30 pm

Location: *FIRST* LEGO League Pit Area

Team check-in will take place at the *FIRST* LEGO League Pit Administration table, located in the Pit area. We request that only one (1) coach stand in line for check-in. The remaining team members, accompanied by an



adult, can begin setting up their Pit. If you are a team from Canada or the United States, each team member must have a FIRST Consent form on file electronically in the system. If you completed these steps, you are not required to submit paperwork at Team Check-in. If you are a team from outside Canada or the United States, you were required to submit your FIRST Consent forms for each team member and coach prior to the event. If you completed this step, you are not required to submit paperwork at Team Check In. Your team will receive the following at check-in:

- **Team Buttons:** You will receive 10 team buttons (1 for each team member). Additionally, you will receive 2 coach buttons, 4 spectator buttons, and if you are traveling with a translator, you'll receive 1 translator button. Team buttons must always be visible. Coaches have full access to team-only areas. Up to 4 spectators may join the team in judging (the four may not switch out and must stay with the team for all three judging sessions), and 4 spectators may join the team to access the team-only area of the robot competition. The team Pit area is not restricted and is open to the public. NOTE: At least one adult coach is required to supervise the team at all times during the event.
- **Schedule of Events:** Your team will be provided information about the overall event, including a competition schedule.

