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FIRST[®] LEGO[®] League Challenge Program Addendum

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About *FIRST*® LEGO® League Challenge

Friendly competition is at the heart of *FIRST* LEGO League Challenge, as teams of students ages 9-16 engage in research, problem-solving, coding and engineering – building and programming a LEGO robot that navigates the missions of the SUPERPOWERED robot game. All activities will be held in **Ballroom, Level 3** at the George R. Brown Convention Center, where you can see 108 teams work on their robots and compete.

Awards and Ceremonies

Date: Saturday, April 22

Time: 1:00 pm – 3:50 pm

Location: George R. Brown Convention Center, Level 3, General Assembly

We encourage all teams to attend the Awards Ceremony – trophies will be presented, and we'll celebrate teams' accomplishments from the event. During the ceremony, teams will get a sneak peek at the upcoming season!

Coaches' Meeting

Date: Wednesday, April 19

Time: 2:30 PM – 3:30 PM

Location: George R. Brown Convention Center, Level 3, General Assembly

Make sure that at least one of your team's coaches is on-site and available to attend the Coaches' Meeting. This is your opportunity to hear about important procedures and timelines, and it gives you the opportunity to ask questions.. Don't miss this important meeting!

Encore Performances

FIRST LEGO League's World Festival Encore is a celebration for all teams. Each team will be assigned an Alliance Partner and together, play a robot game that will be released Saturday morning at 8:00 AM CT. Bring your robots, computers, and extra parts and join us for lots of fun and excitement, tons of Gracious Professionalism, and Core Values for good luck, in what we know will become a legendary part of the *FIRST* LEGO League World Festival celebration for years to come. For bragging rights only, game on everyone!

Event Logistics:

- Alliance Partnerships announced by 5:00 PM CT – Thursday, April 20, 2023
- Ballroom Doors Open for Encore: 7:45 AM CT - Saturday, April 22, 2023
- Encore Game Release 8:00 AM CT
- Official Game Begins 9:15 AM CT
- Winner and Finalists announced Saturday, April 22 during the Explore and Challenge Joint Celebration at 1:00 PM CT in the General Assembly.
- Curious to learn more? Join us Saturday morning!

Required Confirmation of participation:

To participate in the Encore, please complete this [registration form](#) by April 20, 2023, at 2:00 PM CT.

Family Engagement Zone

Join us for fun, hands-on learning through play at the *FIRST* LEGO League Discover Family Engagement Zone, located near the *FIRST* LEGO League Explore and Challenge event areas on Thursday and Friday between 10 am and 4 pm. Stop by to challenge your family and friends to Six Bricks activities, build amazing LEGO® DUPLO® creations using the STEAM Park by LEGO® Education set, and find out more about [FIRST LEGO League Discover](#) and [Family Engagement](#).

Judging

Just as you were judged in your regional events, your team will be judged in a single, consolidated Judging block, following the Judging Session Flowchart and using the *FIRST*® LEGO® League rubrics. An additional 15 minutes of question-and-answer time has been allocated since participants represent the top-tier teams from around the world. Your total time spent in your Judging session will therefore be 45 minutes.

Judging Requirements:

- Presentations must be in English, and they must be live presentations. Fully pre-recorded video presentations are not permitted.
- Translators are welcomed and encouraged for teams that do not speak English to communicate with the judges during the question-and-answer portion of each Judging session.
- All materials that are brought into the judging pod should be taken by the team when they leave. The team can refer to items as visual aids during their presentations, but judges will not have time to look at any materials after the team leaves.

Judging Room Setup:

- Projectors and screens **will not be** provided in judging rooms. You will be required to provide all support equipment if you need to enlarge the Project Presentation (i.e., a PowerPoint Presentation). A power source **will not** be provided, so plan accordingly.
- The Judging room will have a few chairs – otherwise, the space will be open. A small table will be provided for team use. A small number of chairs are available for spectators. If chairs are needed for your presentation, please take them from the spectator area.
- The judges will be seated facing the entrance at a table with a device to record and submit rubric scores. Teams and accompanying spectators should **not** walk behind the judging table for any reason.
- Each Judging area will be enclosed by tall pipe and drape and these areas will not be soundproof. Multiple teams will be judged in the same general area, so we ask that teams modify any presentation style that might interfere with Judging sessions in your area. For instance, singing loudly or playing musical instruments can interfere with other teams and their presentations. We ask that you make quieter presentation choices.

Judging Session Flow:

The only change from the [Judging Session Flowchart](#) used at regional events is that the judges have an additional 15 minutes to question the team before the team must leave the judging room, taking all materials they brought in with them.

Awards:

- The *FIRST* LEGO League Awards structure will be used at World Festival, including all official Optional Awards and a special team selected Peer Award. The Champion's Award will be determined by equally weighting team ranks in the three judging areas (Core Values, Project, Robot Design) AND Robot Game, at 25% each. *Gracious Professionalism*® scores from each of the Robot Game matches will feed into the Core Values rank.
- Peer Award and Coach/Mentor nomination ballots will be available at Pit Administration and should be returned by noon ET Friday for consideration. One ballot per team only, please.

LEGO® Mosaic Building Activity

Join us for a fun, collaborative build as we put together a large LEGO® mosaic to celebrate the SUPERPOWEREDSM season and get ready to reveal our next Challenge! The activity will be located outside of the *FIRST* LEGO League Explore and *FIRST* LEGO League event spaces, and will mirror Challenge Pit Hours Wednesday-Friday.

Load-in/Setup

Teams will be asked to load-in and setup models and "Team Pit Space" between the hours of 11:00 AM and 4:30 PM on Wednesday, April 19.

Pits

The Pit 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 to a 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 Innovation 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 simultaneously.
- Please do NOT bring or use helium balloons or open flames. No team should cook or prepare food in the Pit area.

Practice Rounds

Practice Tables:

- There are several practice tables set up near the Pits in the Ballroom for optional use by teams on Thursday & Friday.
- Teams can choose to utilize these practice tables by "signing up" for time slots at the nearby desk. First come, first served.
- Practice tables are monitored only for time, teams are expected to keep the tables and mission models in proper shape.
- Laptops/tablets/cables are allowed in the practice table area.

Practice Matches:

- There are three (3) *scheduled* practice matches on Thursday for each team. While not required for score ranking, every team is highly encouraged to attend each of their practice matches.
- These dress rehearsal practice matches are held on the actual competition tables. Matches are

- queued, inspected, timed, and scored by referees - just like the full competition will occur on Friday.
- At the end of the day, scores from practice matches are reset.

Queuing

- Fifteen (15) minutes before their scheduled match, teams will “check-in” at the match check-in station in the Ballroom, located at the end of the Pits.
- Teams should *not* proceed directly to the General Assembly room.
- Important for the entire team to be present at the Ballroom check-in station by the Arrival Time. Teams will wait in the designated queuing area until escorted over in a group to the competition floor in the General Assembly room.
- Teams who are not present at the Ballroom queue station when the group leaves for their match, will likely forfeit that match.
- Team "buttons". Each team member, each coach, and each match spectator - must be wearing a round Team Button in order to enter the queue and have access to the competition floor. All others wishing to observe the matches must do so via the main seating in the General Assembly room.

Robot Game

Setup and Scoring:

- Teams will have up to two (2) minutes to prepare following the Equipment Inspection. NOTE: If a team takes too much time to set up, 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 the team's score 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.
- A reminder that all mission models and team equipment must remain at the competition table during the match. Team members are not permitted to store items off of the table and team members in the team area are not permitted to be holding mission models or team equipment (per Before The Match - Match Setup). Team equipment cannot be stored on the floor at any time.

Storage and Team Area on field:

- World Festival has specific requirements for where teams may locate their people and equipment during matches. These requirements are for safety and fairness because of the size of the World Festival, the number of teams competing, and since teams are traveling from all over the world.
- Team Area: Each field will have a team area marked on the floor that will be at least 66 sq. feet/6 sq. meters. Except for the team technicians, all team members, coaches, and spectators must stay within the team area while at the field. In addition, there will be a space marked near the end of the field opposite Base for a team photographer.
- We recommend that you bring a container or small cart to carry your robot and team equipment. Once you arrive at the table you should unpack all necessary items from the container/cart and put them on the table. The container/cart should then be stored in your team area and cannot be used by the team during the match.

Robot Game Clarifications

- Wind Turbine model issues – we are aware that at some competitions during the season, when the robot pushes the model, the Energy Units don't always roll out. This happens more often when the model is not well maintained. Referees will do their best to maintain the models throughout the competition, but issues still may occur.
 - Teams are expected to know this model does not always work as intended and should plan accordingly.
 - Teams will have the opportunity to ask the referee to test the model by hand before the start of their match.

- c. Energy Units not rolling out when the robot activates the model will not be a reason to rerun the match.
2. Robot interrupted when partly in Home and transporting objects that are completely in Home:
 - a. If the Robot is interrupted when partly in Home area and transporting mission models or equipment that is fully in Home when robot is interrupted (Mission models not with robot at launch): Team keeps the objects.
 - b. Objects partly or fully out of Home are taken by the referee.
3. Robot interrupted while transporting Dinosaur:
 - a. During an interruption where the robot is completely outside home, and the dinosaur toy is in the possession of the robot, the team has the option to take the dinosaur toy (and any energy unit or rechargeable battery inside the dinosaur toy) to either the left home area (where it will not score for being in the left home area based on rule During the Match: Outside Home 3) or to the right home area (where the team would have the option to try again to move the dinosaur to the left home area).
 - b. The robot itself may be moved to either home area in accordance with rule Outside Home 1.
4. Smart Grid – Bonus points scored only if both orange connectors are fully raised, regardless of whether there is a team on the other table or not.
5. Hybrid car – If the hybrid unit extends out from back of car, the team will score because there is no requirement for completely in.
6. Inspection and Set Up: Reminder that when a team arrives at the table they should immediately start setting up for the inspection (teams will have 1 minute to get their equipment ready for inspection). Once the inspection is complete, they will have 1-2 minutes to prepare the robot to run (rule Before the Match: Match Set Up 3). Teams should practice setting up for inspection and preparing to run after the inspection. Due to the limited time in the schedule, matches may start before a team is ready if they exceed these time limits.
7. Storage: Reminder that all team equipment must be stored on the table or in the hands of one of the technicians at the table (rule Before the Match: Set Up 2). Teams will not be allowed to store equipment on the ground, with team members not at the table or on side tables/carts.
8. Lighting: While the organizers will do their best to have uniform lighting on each table, there is a strong possibility that there will be variations from table to table so teams should be prepared for that. Additionally, the practice tables will be in a different area from the competition tables and will almost certainly have different lighting.
9. Because the pits and robot game queuing area are in a separate room from the competition area, teams should plan to arrive at the queuing area 15 minutes prior to their match. Match starts will not be delayed to accommodate teams that arrive late.

Schedule

Visit the *FIRST* Championship App, [website](#), or Pit Admin for a detailed schedule of events.

Team Check-in

Date: Wednesday, April 19

Time: 11:00 AM – 3:00 PM

Location: George R. Brown Convention Center, Floor 3, Ballroom

Teams will be able to print their badges at the Experient Kiosks in the George R. Brown Center. The Main Contact listed on the Experient website should receive an email containing a bar code one week prior to the event. The Main Contact can scan the barcode in the email or search for their team by team number/name. After receiving your team's badges, please proceed to the festival space (located in **the Ballroom, Level 3**) and head to the Pit Admin table to check-in your team and receive your assigned Pit Space and detailed information about the event. Please make sure that team members are accompanied by an adult at all times. 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, 2 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 2 spectators may join the team in judging (the coaches and spectators may not switch out and must stay with the team for all three judging sessions), and 2 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 with information about the overall event, including a competition schedule.