

Date: March 22, 2017

Subject: Email #4: *FIRST*® LEGO® League World Festival at the *FIRST*® Championship – St. Louis – Robot Game Preparation – Team Pictures

Dear World Festival Teams:

We are excited to welcome you to the *FIRST*® LEGO® League World Festival at the *FIRST*® Championship in St. Louis, Missouri, USA on April 26 – 29, 2017! Below is information that may be helpful to you and your team as you plan your trip.

Items in **green** are specifically for teams **outside** the United States and Canada.

Items in **blue** are specifically for United States and Canadian teams.

Items in **yellow** require action by ALL teams.

This is the 4th email blast for the *FIRST*® LEGO® League World Festival at the *FIRST*® Championship in St. Louis. If your team has recently registered and missed the previous email blasts, you will be able to view archived PDF versions [here](#).

Robot Game Preparation



***FIRST*® LEGO® League ANIMAL ALLIESSM Challenge**

As always, make sure you have reviewed and studied the Robot Game documents (Field Setup, Missions, Rules) and the Challenge Updates. You can find this information on the *FIRST* LEGO League website [here](#).

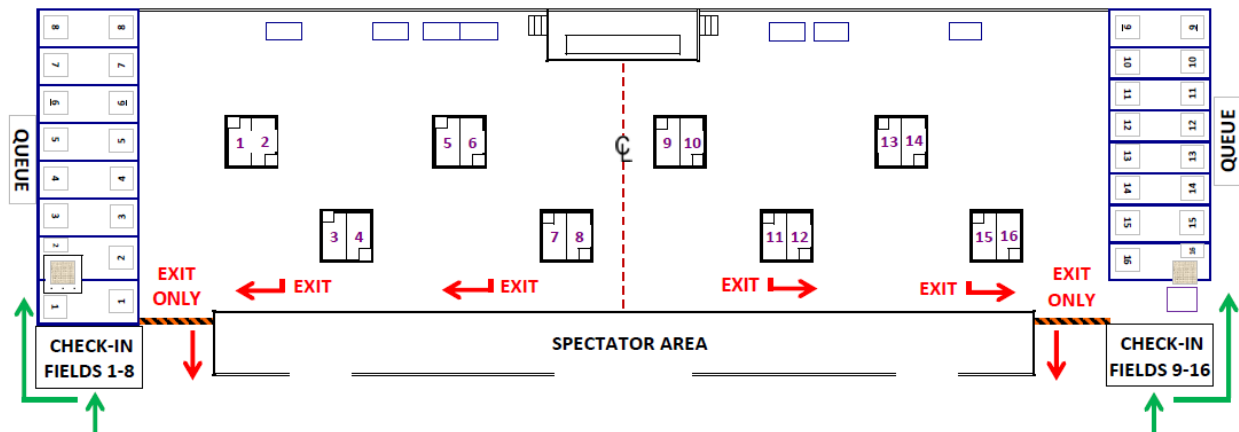


Game Play – Many Opportunities for you to Play!

Each team is scheduled to participate in three (3) practice rounds on Thursday and three (3) official competition rounds on Friday. Only the official competition rounds on Friday will be used to determine awards.

You will have the opportunity to get to know eight (8) teams, as you will move to the robot game queuing area at the same time throughout the competition, and these teams will be located close to each other in the Pit.

Queuing Process



- Ten (10) minutes before their scheduled match, teams will “check in” at one of the two match check-in stations, depending on the field number for their match. In the diagram above, check-in for fields 1-8 is on the left; check-in for fields 9-16 is on the right. **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, per Rule R09. **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.

Spectators

Along with the Coaches, Team members, and official translators, teams may have up to four (4) spectators on the competition floor, designated by a Spectator Button. All must display the proper credentials and must queue with the team in order to enter the competition area. Different spectators may join the team for each of the six rounds, if you so choose.

Storage and Team Area



The World Festival has specific requirements for where teams may place their people and their equipment in the competition area. These requirements are for safety and fairness due to the size of the World Festival, the number of teams competing, and since teams are traveling from all over the world.

- Teams may not bring team-supplied tables or carts into the competition area. A small stand will be provided next to each competition Field that your team may use for Storage, as allowed in Rule R12. The stand is 19" X 14.5" (48 cm X 37 cm). Your team must not put boxes or game Equipment on the floor next to the competition Field.
- Each Field will have a Team Area marked on the floor that will be at least 10' X 7' (305 cm X 213 cm). 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 at the end of the Field where one person may stand to take pictures or video during the match.
- We recommend that you bring a box or container to carry your Robot and Equipment to the competition area. Your team may place the box on the stand

by the Field, or you may keep your storage box(s) in the Team Area. Storage boxes may be held by team members or placed on the floor inside the Team Area only. Mission Models are not allowed in the Team Area; they must be stored on the Field or on the stand, in view of the Ref (R12). Any time you take to setup in your Team Area is part of the time to prepare promised in Rule R09.

Coaches' Meeting

There will be a coaches' meeting from 2:30 – 3:30 PM on Wednesday. Please attend this meeting, as many of your questions about the World Festival will be answered.

Mission Clarifications

The *FIRST* LEGO League World Festival Head Referees, Karen Berger and Steve Scherr, have provided these clarifications about ANIMAL ALLIESSM Missions that may have been treated differently in some Regions.



M01 – Shark Shipment. For the Bonus in M01, the Tank Floor is made up of the blue LEGO pieces, the black rubber pieces and the flat tan base pieces. All other pieces used in the tank model are part of the tank walls.



M03 – Animal Conservation. The Referee will not reset the red axle after a successful switch, unless the team asks for it to be reset. Please remember that M03 requires each team to choose an animal before the match starts.

M06 – Milking Automation. Please remember that the Robot Game Field Setup says that the “Release-cow is pulled all the way out.” Teams will earn 15 points for M06 if all Milk has rolled out and one or more of the Manure pieces have rolled out.

M15 – All Samples. The “More” restriction from M09 also applies for Transport of M15 Manure Samples.

Picture perfect: Send us a picture of your team's favorite moment from the ANIMAL ALLIESSM season – meeting, competing or getting ready to come to *FIRST*® Championship! We'll use the photos in a special slideshow at the event.

- **File format:** JPG file, high resolution picture (preferably at least 2 MB in size)
- **Send to:** Dan Maggio - dmaggio@firstinspires.org
- **Deadline:** Monday, April 10, 5 p.m. ET.

Please label your photo with your Team Name as follow:

St. Louis teams: **STL- TeamName.jpg** (For example, STL-Cat Squad.jpg)

Please see the reminders below – they are still important!

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Reminders:

- **Deadline: World Festival Team Registration and Payment – March 24, 2017 – Action REQUIRED**
- **Consent and Release Forms – Due April 3rd - Action REQUIRED**
Please email your team's signed Consent and Release forms - English version can be found [here](#) and Spanish version [here](#) to flwf@firstinspires.org no later than April 3rd, for all outside United States and Canadian teams and for **any team member or coach from the United States or Canada that does not have an electronic version on file with FIRST.**
- **Traveling Abroad? – Action May Be Required**
Teams traveling from outside of the United States and who need assistance to secure visas should contact us as soon as possible. Email flwf@firstinspires.org to get individualized official letters if needed to help speed the visa process along.

Email the additional *FIRST* Consent forms to flwf@firstinspires.org by April 3rd, 2017.
Go Teams!

With High 5's and Admiration,
WF Team Support