



World Festival at the *FIRST*[®] Championship in St. Louis
Team Information Packet

Team Information Packet

Dates: April 26-29th, 2017

Location: America's Center, 701 Convention Plaza, St. Louis, Missouri 63101

Tournament Contacts: Ashley French, *FIRST LEGO League* Teams Coordinator.

For on-site questions, please report to *FIRST LEGO League* Pit Administration.

Championship App & Website

We encourage teams to download the *FIRST* Championship App on their phone, for up to date detailed program schedules, interactive maps, activities, team information and event alerts. This App also allows you to create your own personalized schedule.

You will be able to search and download the App in the Apple App store or Google Play Store by searching "2017 *FIRST* Championship"

Teams may also find detailed schedules and activities on the Championship website:

<https://www.firstchampionship.org/st-louis-home>

Directions to the America's Center

For Driving Directions to the America's Center: The St. Louis Executive Conference Center at America's Center is located at Washington Avenue and Eighth Street. We can be identified by our central, copper-domed rotunda and our curved facade.

From Lambert-St. Louis International Airport

Take I-70 east to the Broadway/Convention exit #249c. Proceed on Broadway two blocks and turn right onto Convention Plaza.

From I-44

I-44 intersects with I-55 near downtown. Use the Washington Ave exit #292. Left on Washington Avenue to Washington entrance.

From I-55

See above directions after I-44.

From Illinois Via Poplar Street Bridge

Continue on 64 west. Take Exit 40A toward Stadium/Tucker Blvd. Continue straight on 9th Street to Walnut. Right on Walnut to 7th Street. Left on 7th Street to Washington Ave.

From Illinois Via Stan Musial Veterans Memorial Bridge

Take the left exit for Tucker Blvd. Continue straight on Tucker to Washington Ave. Left on Washington Ave. Continue straight to 800 Washington Ave.

From I-64 (Highway 40)

Take I-64 to the last Missouri exit at Broadway. Go left at the end of the ramp to Fourth Street. Left on Fourth. Left on Washington Avenue to the Washington Entrance.

From I-270

I-270 does not extend into downtown St. Louis. It does intersect with I-55, I-70, I-44, and I-64 at various points to access downtown.

You will be able to see interactive maps on the *FIRST* Championship App.

Parking

Downtown parking is available at any of the street meters or public parking lots on a first-come, first-served basis. Expect to pay \$1 per hour at street meters. Make sure you are aware of all parking restrictions and time limits.

You can use the following interactive website to help you plan for downtown parking close to the America's Center at the following link: <http://www.downtownstl.org/parking/>

Transportation

Shuttle service will be provided, free of charge, to all *FIRST* Championship and World Festival badged team members, volunteers, family members, and friends. These shuttles will run during event hours.

If you are looking for transportation options to get your team to and from St. Louis, check out the Get Sports website for group and non-group air travel, charter busses, rental vehicles and more: <http://gettravel.com/2017-first-robotics-championship-st-louis/>

Where to go when your team arrives:

Team Badging – Wednesday, April 26th, 2017 – 11:00 AM – 4:30 PM

- Enter America's Center through the Washington Street Entrance and follow the signs to the Kiosks. The Main Contact listed in the Experient Website should have received an email containing a bar code one week prior to the event.
- You can either scan the barcode received in your email or search using your World Festival Team Number/Name.
- You will have the opportunity to scan your roster, make simple changes such as typo's or add one or two missed team members

- A “print all” function will allow you to print all of your badges at one time.
- If your team arrives not having preregistered (completing the badging process), Experient Staff members will be available counters to assist you.

Team Check In – Wednesday April 26th – 11:00 AM – 4:30 PM

For team check-in, proceed to Hall 1, Pit Administration.

We kindly request that only one (1) coach stand in line for team check-in. The remaining team members, accompanied by an adult, can begin setting up in the Pits.

If you are a United States or Canadian Team, 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 a country other than the United States or Canada, 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 Pit Administration:

- **Team Buttons:** You will receive a team button for each team member (10). Additionally, you will receive two (2) coach buttons, four (4) spectator buttons, and one (1) translator button - for teams who are traveling with a translator. Your team button **MUST BE VISIBLE AT ALL TIMES**. The coaches have full access to team only areas. Up to four (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 four (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 tournament.**
- **Schedule of Events/Program Book:** Your team will be provided information about the overall event, and the *FIRST LEGO League* World Festival, including a competition schedule.
- **Team Gifts:** Team gifts will be located under your team’s pit table.

Coaches’ Meeting – Wednesday, April 26, 2016 – 2:30 PM – 3:30 PM, Rooms 241 - 242

At least one team coach should attend this meeting. Make sure that another coach or mentor is assisting the team to set up their pit area during this time.

***FIRST* Championship Welcome Ceremonies – Thursday, April 27 – 6:15 PM – 7:30 PM – Edward Jones Dome**

Please join *FIRST* and teams from all four *FIRST* programs, *FIRST*[®] LEGO[®] League Jr., *FIRST*[®] LEGO[®] League, *FIRST*[®] Tech Challenge and *FIRST*[®] Robotics Competition, as we open the *FIRST*[®] Championships together.

Encore Performances and Medal Ceremony – Saturday, April 29 – 8:30 AM – 10:45 AM

All teams are encouraged to join us Saturday morning for the Encore Performances where fourteen (14) teams will be invited to share their robots and Projects with everyone. The teams with the top eight (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, Project Judges will select six (6) teams to present their Projects at the Encore Performances.

The fourteen (14) teams selected to participate in the Encore Performances will receive their invitations in the pits on Friday, April 28. 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. The Encore robot matches and Project presentations will be held on the *FIRST* LEGO League Robot Competition area from 8:30-10:00 AM on Saturday. The Medal Ceremony will immediately follow starting at 10:15. Pits will close at 11:45 AM.

***FIRST* LEGO League Awards Ceremony – Saturday, April 29 – 3:30 PM – 5:00 PM – America’s Grand Ballroom**

Stay for the Awards Ceremony – trophies will be presented, and you never know what interesting people may show up to speak and to high-five teams!

***FIRST* Championship Closing Celebration – Saturday: 3:00 PM – 7:30 PM – Edward Jones’ Dome**

We hope your team can stay for the closing and event celebration!

Pit Area

The Pit is where your team will spend most of your 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 the other *FIRST* LEGO League World Festival competition teams from all over the world!

Your team will be assigned to a 10' x 10' (3 meter x 3 meter) pit area that will be your team’s home at the World Festival. Each pit will have one standard-sized table and two chairs. Short pipe and drape will frame the pit 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, your state, your project, and your unique and fun team identity. We encourage you to be creative, but please consider the following limitations and restrictions:

- Decorate within your 10' (3 meter) cube. 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, open flames, and no team should cook or prepare food in the Pit.

Practice Tables

There will be twelve (12) practice tables that your team may reserve for ten (10) minute time slots. You will have a team marker that is your World Festival team number, located at the Practice Table reservation area, and you may reserve time on one of the tables. Walk-on teams may be accommodated as open table space allows. Make sure you show up for your reserved time. This process will be reviewed for you at the Coaches' Meeting.

Pit Administration

This is your team information station. Please report any problems you may have to Pit Administration, including medical issues/problems, lost and found items, etc. The Pit Administration volunteers are there to help!

Judging

You will be required to report to the Judge Queuing table, located next to Pit Admin. 20 minutes prior to the start of your first judging session.

It is the team's responsibility to get to their judging sessions on time; there are no announcements in the Pits calling teams to judging sessions. If a session is missed, there is no room in the schedule to reschedule.

Your team will be judged in a judging block. Your team will move from one judging session, to the next judging session, to your final judging session during a single, 55 minute time block. Each judging session is fifteen (15) minutes, and your team will have five (5) minutes between judging sessions. 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. Judging rooms are rooms 100 – 106.

Project Judging

You will be required to present your Project presentation during the first five (5) minutes of your judging session. The five (5) minute time limit includes your setup. The judging area will have a few chairs – otherwise, the space will be open. The Judges will have a table, and you may set a poster board on the table for the Judges to see. Projectors 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). Remember – all Presentations must be in English, and they must be live presentations. Pre-recorded video presentations are not permitted. **NOTE:** You will be presenting in a small area to two or three Judges, so a PowerPoint presentation can be shown right from your laptop computer screen that can be

placed on the Judges' table. We recommend simple, low-technical presentations, which require less support and are less likely to fail during your judging session.

Core Values Judging – Core Values Poster - REQUIRED

Your team will be required to complete a surprise teamwork activity during the first five (5) minutes of your Core Values judging session. Your team will have two (2) minutes to present your Core Values Poster (located at the following link:

<https://firstinspiresst01.blob.core.windows.net/fll/animalallies-challenge-guide.pdf> on page 4), which is required for Core Values judging at World Festival. The following eight (8) minutes are reserved for the Judges to ask your team questions.

Robot Design Judging - Robot Design Executive Summary – REQUIRED

In Robot Design judging, your team will find a practice table with the *FIRST LEGO League ANIMAL ALLIES*SM mat and field for your team to discuss your design process and game strategy with the Judges. You will be required to give a four (4) minute Robot Design Executive Summary (located at the following link:

<https://firstinspiresst01.blob.core.windows.net/fll/animalallies-challenge-guide.pdf> on page 25)

Your team will have the opportunity to answer the Judges' questions for the remainder of your time in the Robot Design judging session.

Number of Team Members – Reminder: Teams MAY NOT have more than ten (10) members. Up to two (2) adult coaches, up to four (4) spectators and (1) translator designated by World Festival buttons may join the team in judging rooms. See below for more information on spectator buttons.

Spectators – In Judging

A limited number of spectators may join teams in judging. Each team will be given four (4) spectator buttons in their registration packet. Spectator buttons for judging must be allocated prior to the start of the team's first judging session and must remain unchanged for the full duration of judging. Spectators are allowed to take pictures and videos, but will be limited to the spectator viewing area so they do not distract the team or Judges. Videotaping of the presentations will be permitted; however, coaches and spectators must remain in the designated spectator area in each judging area.

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

Call Backs and Pit Visits – St. Louis

Judging continues Friday morning, with the possibility of Judges visiting teams in the Pit, watching teams on the competition floor, or requesting a "call-back" interview with the team. The list of teams requested for call-backs will be posted at Pit Admin by 4:30PM on Thursday. All call-back sessions for all teams will be scheduled for Friday morning. Call-backs will be questions and answer sessions only. Please do not bring your robot or project props or presentation materials. Plan to arrive at least 5 minutes early and note there will be no judge queuing for call-back sessions. Teams who are not scheduled for call-backs are requested to be in your pit areas on Friday from 8:00 AM – 8:30 AM if you compete in the morning; 12:10 PM –

12:40 PM if you compete in the afternoon. The Judges will be visiting all teams during this time and may also visit teams in between Robot Game rounds.

Project Rehearsal Rooms – Thursday, 7:00 AM – 3:00 PM

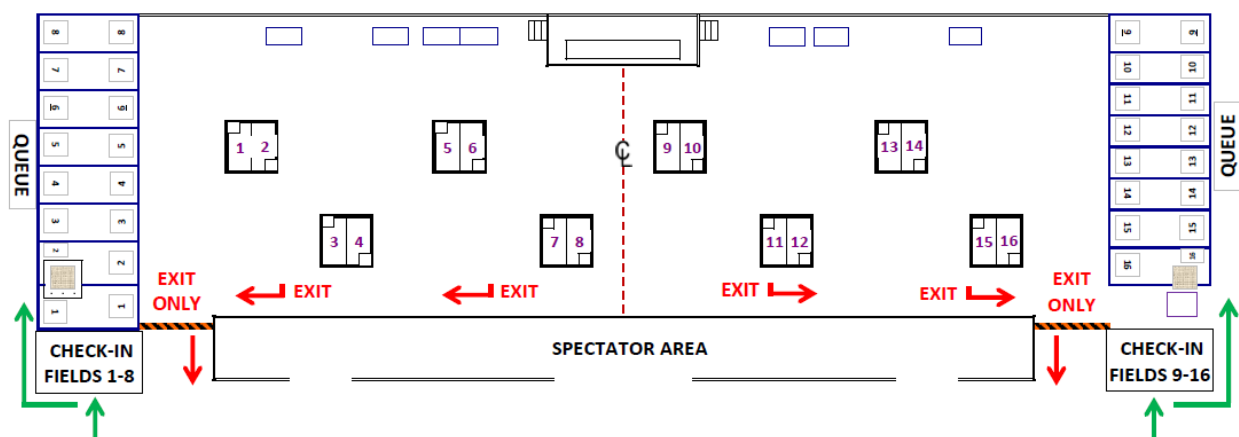
This practice area provides teams the opportunity to rehearse their Project presentation. Project Rehearsal Rooms are in rooms 90 – 96 in the America’s Center. Teams may sign up for times on Wednesday at Pit Admin or on Thursday, outside of room 90. Each time slot is 30 minutes. Teams may invite spectators.

Robot Game: 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: <http://firstlegoleague.org/challenge>

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.

Scoring Disputes

There are no time-outs or re-matches. If you do not agree with a judgment call on the playing field, adhere to the following procedure:

- Do not leave the playing field.
- Only team members should speak to the Referee and explain your difference of opinion.
- Graciously accept the Head Referee's decision, and leave the field. The Head Referee's ruling is final, and there is no appeal.

Storage & 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.

Spectators – Robot Game

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.

Dress

Dress for all teams is casual. In fact, we encourage your team to adopt a fun and unique team identity, which allows others to understand something about your team, your engineering experience, or your Project. Think smart marketing! Closed-toed shoes are required, and safety glasses must be worn at all times in the *FIRST* Robotics Competition *FIRST* Tech Challenge Pits. Remember to **HAVE FUN!**

FIRST[®] Championship Conferences

The 2017 *FIRST* Championship Conferences will be held on Wednesday April 26 - Friday, April 28 in St. Louis, MO. It is free of charge and open to all. Sessions and Workshops will be conducted by Sponsors, Coaches/Teams, Experts, and *FIRST* Staff.

The conference has been expanded to include:

Sessions and Workshops. Sessions will be 50 minutes. Workshops will provide an opportunity to dig a little deeper into a topic and will be 110 minutes in length.

Topics have been expanded to include areas of interest for all four *FIRST* Programs and will include Program Updates, Technical Resources, Mentor/Coach Resources, Education, Diversity and Inclusion, Innovation, Technology Industry Topics, Innovation, and Scholarship and Alumni.

For more information and Conference schedule, visit the *FIRST* Championship website here: <https://www.firstchampionship.org/conferences-st-louis>

Food

There are several concession area options on the *FIRST* Championship campus, with a variety of different food options. The America's Center and the Edward Jones Dome do not allow any outside food to be brought in and consumed in the *FIRST* Championship campus. Security will ask you to leave with the food immediately.

Merchandise

Brandit Marketing Solutions in conjunction with Northwest Designs will be offering new and exciting merchandise at the Championship. The stores will be open in conjunction with the Pit and competition schedules. Cash and major credit cards will be accepted.

FIRST Innovation Faire – The Marriott Grand Hotel

Visit the *FIRST* Innovation Faire located at The Marriott Grand Hotel. Join us for a Maker Faire-inspired area featuring *FIRST* Sponsors, Alliances, Suppliers, Scholarship Providers, and other Special Guests. All *FIRST* Championship attendees are encouraged to participate in the *FIRST* Innovation Faire, where attendees can receive exciting giveaways, witness new technology demonstrations, and participate in fun, hands-on activities for all ages.

Hours:

- Wednesday: 11:00AM - 5:00PM
- Thursday: 10:00AM - 5:00PM
- Friday: 10:00AM - 4:00PM

Scholarship Row

Scholarship Row is a place for Participants, Parents, and Mentors to talk with representatives from some of the colleges, universities, and organizations that make available *FIRST* Scholarships. This is an ideal opportunity for freshman, sophomores and juniors who are planning for college to talk first-hand to college representatives, seniors can find out about scholarships that are still available for the coming fall.

Hours:

- Wednesday: 11:00AM - 5:00PM
- Thursday: 10:00AM - 5:00PM

Security

Be sure to keep valuable items with you. *FIRST* or the America's Center, Edward Jones Dome does not guarantee security of personal items. We strongly recommend that you do not leave behind valuable items in your Pits at any time, such as personal computers, cell phones, cameras, etc. You can report any lost items to Pit Administration (see Lost and Found).

All teams should plan on having a lockable compartment in their Pit stations where they can store valuable items throughout the event. ***Unfortunately, items such as cameras and laptops are stolen each year.*** Remember, the Pit is open to the public. Please take proper security measures to protect any valuable items, as *FIRST* cannot be held responsible for lost or stolen items at the event.

Event Safety

For safety reasons, individuals entering the event are subject to search by security personnel. Be mindful of the nearest exits while in the America's Center and the Edward Jones Dome so you and your team members know where to go/how to exit in case of an emergency. Review safety procedures and cautions with your team prior to traveling to the event, and designate an emergency meeting spot. Make sure that team members know how to reach one another in the event of an emergency.

- **Incident Reporting:** Report injuries and illness to the Pit Admin when they occur so a *FIRST* staff member can document the incident/problem. If anyone witnesses the accident, that input will be helpful also and may be useful in preventing future problems.
- **Non-Medical Incident Reporting:** Report incidents relating to safety or Gracious Professionalism to the Pit Admin.
- **Safety Glasses:** Every person in the *FIRST* Robotics Competition and *FIRST* Tech Challenge Pit area must wear safety glasses.

Wireless Networks

Free wireless internet access is now available in the common areas of the America's Center. This access is not available on the Pit floor or in the Dome. Due to the wireless nature of *FIRST* control systems, wireless availability will be evaluated during the course of the event. Teams will not be allowed to set up their own wireless networks in the Pits. While we certainly appreciate the positive potential team-created wireless networks could represent, there is a chance such wireless networks could interfere with planned activities during the event.

Thank you so much for joining us in this culminating celebration!!!