



# Team Information Packet



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# Voltage Challenge

## FIRST® LEGO® League Challenge

### Qualifier

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#### Tournament Overview

Welcome to the Voltage Challenge, a FIRST® LEGO® League Tournament to be held on Saturday, December 16, 2023, at Melbourne High School! Our Volunteers and Judges are looking forward to providing the best experience for your teams. The event will be from 8:00 a.m. to approximately 5:00 pm with registration opening at 8:00 am. The coaches meeting will be at 8:45 a.m. All teams should plan to arrive by no later than 8:30 am. Team pit areas will be assigned to each team. Teams will receive their event schedules and a map of the tournament on the day of the tournament.

***The event is in need of one thing for the event – game pieces. Therefore, for any team who would be willing to bring their game kit for the event to use, you will be 2 pizzas. We are looking to borrow a total of 3 game kits, thus the time 3 teams you connect me will get this offer.***

FIRST Robotics Competition Team 386 is excited to have you at our tournament. If you have any questions, please feel free to contact your tournament director, DeAnn Davila, at [deann.first@gmail.com](mailto:deann.first@gmail.com).

#### Tournament Date, Time, Location and Contact

**Date:** December 16, 2023

**Time:** 7:30 AM – 5:00 PM

**Location:** Melbourne High School, 74 Bulldog Blvd, Melbourne, FL 32901

**Tournament Contact:** DeAnn Davila, [deann.first@gmail.com](mailto:deann.first@gmail.com), 321-223-6329

#### Voltage Challenge Schedule\*

| Time     | Activity   | Location                                |
|----------|--|---|
| 8:00 AM  | Team Check-in & Pits Open                              | Cafeteria                               |
| 8:00 AM  | Registration   | Outside Cafeteria                       |
| 8:30 AM  | Coach Meeting  | Cafeteria                               |
| 8:55 AM  | Opening Ceremony (Open to the Public)                  | Cafeteria                               |
| 9:15 AM  | Judging Begins (All Judging is CLOSED to the public)   | Bldg 8, Rooms A and B, see posted signs |
| 9:15 AM  | Practice and Official Robot Round (Open to the Public) | Cafeteria                               |
| 11:25 AM | Lunch Break  | Outside Cafeteria                       |
| 12:05 PM | Judging Begins (All Judging is CLOSED to the public)   | Bldg 8, Rooms A see posted signs        |



|                 |  |           |
|-----------------|--|-----------|
| <b>12:05 PM</b> | Practice and Official Robot Round (Open to the Public) | Cafeteria |
| <b>2:30 PM</b>  | Pit Clean Up and Dance Party! (judges deliberation)    | Cafeteria |
| <b>3:30 PM</b>  | Awards and Closing Ceremony (Open to the Public)       | Cafeteria |

\*Subject to change

## Directions and Parking

From I-95:

- Exit 180 towards Melbourne onto US-192 (New Haven Avenue) for 5.2 mi
- Turn left onto S. Babcock Street for 0.7 mi
- Turn right

onto Bulldog Blvd.

From US 1 (North):

- Turn right onto Babcock Street for 1.9 mi.
- Turn left

onto Bulldog Blvd.

From US 1

(South):

- Turn left on E. Hibiscus Blvd. for 0.9 mi.
- Turn right onto S. Babcock

Street for 0.3 mi. Turn right onto Bulldog Blvd.

When Teams and Spectators arrive, they should park out in the front parking lot. From there, follow the signs to the cafeteria for registration and pits. See map below.



## Dress

Dress for all teams is casual. 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 Innovation Project. Remember to **HAVE FUN!**

## Team Size

The maximum number of children on your team is 10. All members of your team must be between the ages of 9 and 14 years (in the United States, Canada, and Mexico), or between the ages of 9 and 16 years outside North America. For the upper limit, no student can be older than 14 years of age (or 16 years of age outside North America) as of January 1 of the Challenge year.

## Team Check-in

Team check-in will run from 8:00 AM – 8:45 AM.

Coaches must submit the following for their teams to the team check-in volunteers:

- Once you have unloaded and parked your vehicles, the coach should go to the registration table with all signed consent and release forms to register the team. Coaches must present valid Photo-ID to check in. Only the coach may check in the team.
- **Team Roster (for United States and Canadian regions):** Download your team roster from the Team Registration System, print a copy, and bring it to team check-in. Staple additional [FIRST® Consent and Release Forms](#) to the Team Roster for any team member or coach who does not have an electronic consent form on file. A *FIRST* Consent form is required for every team member, coach, and mentor who will be with the team during the competition day.

Your team will receive the following at Team Registration:

- **Team Badges or Lanyards:** One badge will be provided for each team member and two coaches. Your team will only receive two coach badges, even if your team works with more than two coaches and mentors. Your team will need to decide what two adults will be spending the day with the students. **NOTE: At least one adult coach is required to supervise the team at all times during the tournament.**
- **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule.
- **Seating:** Plenty of seating is available in the match area. Limited seating is available in the pit area. The seats are attached to high school cafeteria tables, so for more comfortable seating you may want to bring your own. There is room for our own chairs in the pit area, but the open area for chairs in the match area will be limited to handicap seating only.
- **Additional Information:**
  - The Cafeteria is separated into two sides. The left side will be the game area and the right side will be the pit area. The Awards and closing ceremonies will occur on the right/game side of the Cafeteria.
  - Make sure everyone on your team knows your FIRST LEGO League team number. All announcements and scoring information will be by team number.



- After registering, the team can proceed to the pit area to begin setting up their table. Each team will have a table with their team name and number on it. Your team packet will include several items to help enhance your team's experience during the day. Because FIRST is all about fun, we strongly encourage teams to decorate their pit area to show off their team spirit and identity!
- The pit area is where concessions are sold and teams can "hang out" between performance rounds, judging, etc. Like an auto race, the teams come here to tune up their robots, exchange parts, etc. Each team will have a table and some space.
- Due to the danger of having extension cords stretching across the pit area floor, charging stations will be setup for team robots and laptops. Please do not charge personal items at these stations.
- There will be 2 practice tables available with a sign-up sheet and attendant for each table.

## What to Bring to the Tournament

- Team Roster,
- Robot, batteries, accessories and extra parts.
- Computer with the program.
- Robot Design Executive Summary
- A safe container to carry the robot in – protecting your robot from being jostled around.
- Presentation and needed props/supplies.
- PASSWORD for the computer.
- Consent and Release forms (if they were not completed electronically).
- Team Information Sheet (5 copies if not already emailed to the director ahead of time)
- Map to the tournament location
- Your Kids (Seriously, make sure you know how they are getting to/from the tournament)
- Money for concessions.
- Your enthusiasm and Team Spirit!
- OPTIONAL: Any type of chair that you will be comfortable sitting in during the day. Think about tailgating or using beach chairs. If it is a nice day outside, your team might want to take advantage of all of the open space.



## Pit Area

The Pit is where your team will spend most of the time. This is where you will work on your robot and programming. This is also the area where you can enjoy downtime with your team, get to know other teams, see their robots, and find out about their Innovations Projects.

Your team will have access to:

- One standard-sized table
- At least two (2) chairs
- Electricity – Bring an extension cord and a power strip, as your access point will consist of a single outlet/plug. A power strip will allow you to charge your robot and your laptop at the same time.

We recommend that you bring the following for your team to have in the Pit Area:

- A bin or large bags (like trash bags) to store personal belongings, like coats, under your table
- Your robot and all your robot supplies (attachments and additional building pieces)
- Your laptop computer and power cord
- An extension cord and power strip
- A box or small bin to carry your robot and attachments to and from the competition area. You must unload all your equipment onto the table at official matches.
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)

Some Pit Area Rules for you to keep in mind:

- Coaches should refrain from handling the robot, attachments or the computer. **NOTE: If your team encounters technical difficulty, let someone at the tournament know so that the officials at the event understand why a coach might need to handle a robot or work on the computer.**
- Remember to be gracious professionals when using a Practice Table:
  - The 2 practice tables will have attendants and a sign-up sheet for each table.
  - Be mindful of your time and other teams' needs. Please be courteous and allow a team facing a crisis to use your practice time).
  - Reset the Practice Table for the next team
  - Make sure you check that you do not take a mission model from the Practice Table
  - Offer help to teams that may need it!

## Coaches' Meeting

The Coaches' Meeting will be held in the **Competition Area (left side of cafeteria) at 8:30 AM**. 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. At this meeting, your team's coach will have the opportunity to:

- Meet the Tournament Director
- Meet the Head Referee
- Understand the flow pattern through the competition area
- Ask judging-related questions
- Ask Robot Game questions
- Ask any other tournament-related question

## Judging

Team judging begins at 9:15 AM. Each team will be judged within a single judging session. Your team will spend ten (30) minutes with your assigned judging pod. Only team members and two (2) coaches will be allowed into the judging rooms. One team coach will be permitted to videotape the judging session; however, that adult should remain in designated areas. Nobody from the team should stand behind the

judges. Coaches should be silent observers of the judging process and refrain from influencing the session in any way. If you choose to use a PowerPoint presentation, Check what AV equipment will be available for the teams in the judging pod. The judging schedule is tight. Please be on time for your judging session.

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

Please make sure to review the [rubrics](#) with your team prior to coming to the event. The following outlines what you can expect in each of the judging session:

## Food

Food and drinks will be sold outside the Cafeteria/pit area with the menu and price list below. Pizza pies can be ordered ahead of time. Food can be brought in the facility and coolers are allowed. We are requesting that team eat outside the Cafeteria using the tables in the courtyard. Food will be available during the entire event.

# Voltage Concession Stand

*Selection and Prices are tentative*

## Food

|                                 |         |
|---------------------------------|---------|
| Cheeseburger                    | \$3.50  |
| Hamburger                       | \$3.25  |
| Hot Dog                         | \$3.00  |
| Pizza (Per Slice)               | \$2.00  |
| Pizza Pie, Cheese               | \$10.00 |
| Pizza Pie, Cheese and Pepperoni | \$12.00 |

## Snacks

|                 |        |
|-----------------|--------|
| Donuts          | \$ .75 |
| Chocolate Candy | \$1.50 |
| Skittles        | \$1.50 |
| Extreme Sours   | \$1.50 |
| Air Heads       | \$ .50 |
| Chips           | \$ .50 |

## Drinks

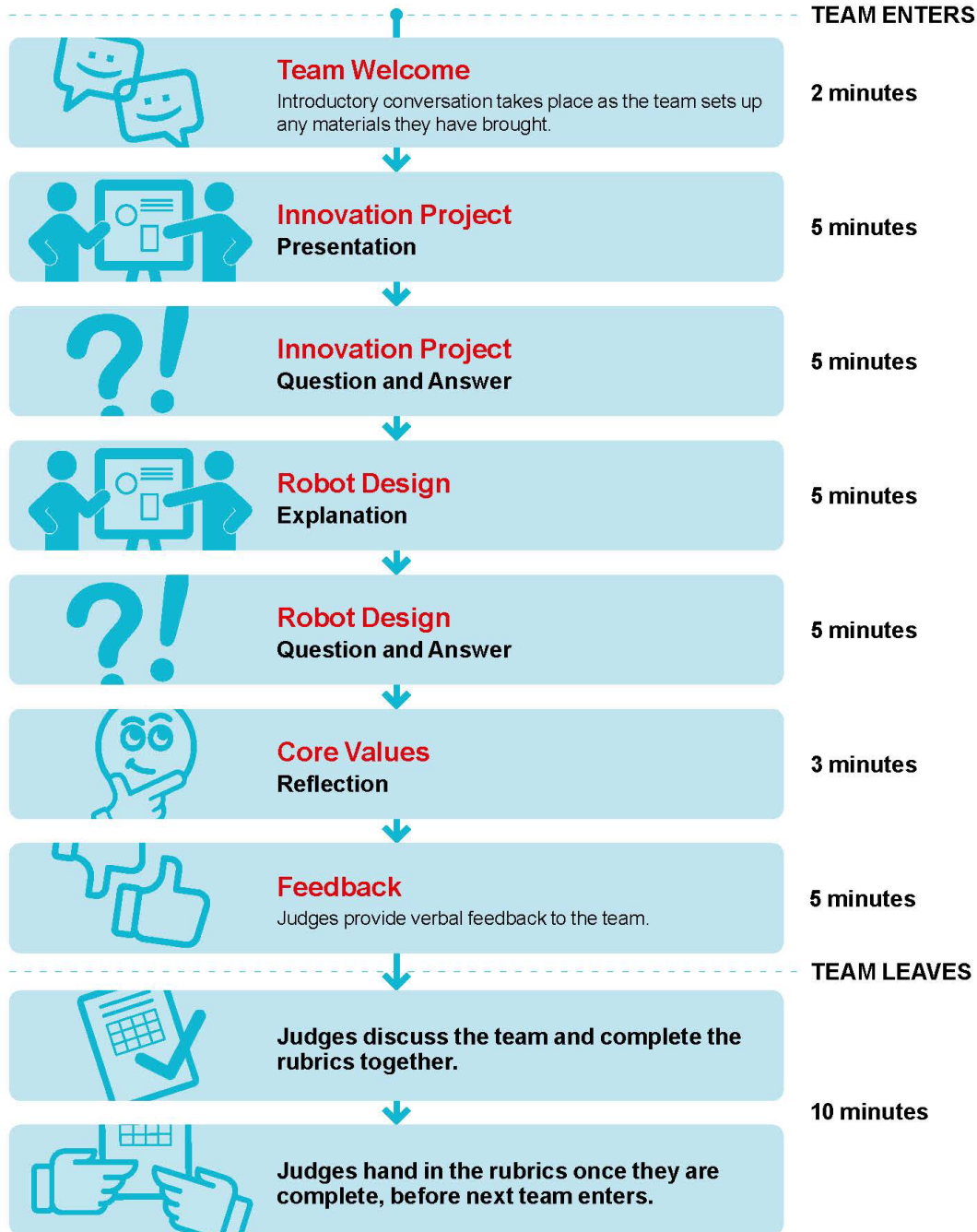
|               |        |
|---------------|--------|
| Coffee        | \$0.75 |
| Soda/Gatorade | \$1.00 |
| Water         | \$1.00 |



# Judging Session Flowchart

Teams should demonstrate Core Values in everything they do. The judges are excited to see how they show **teamwork**, **discovery**, **inclusion**, **innovation**, **impact**, and **fun** as they present their Innovation Project and Robot Design work.

This is the team's time to shine, so try to settle their nerves and encourage them. Please make sure they don't leave anything in the judging room, including any documentation, when they leave.



## Opening Ceremony

At **8:55 AM** just prior to the start of the Robot Performance rounds, join us for the Opening Ceremony! This is a fun celebration to open the spectator portion of the event and will occur after your judging sessions are complete. The ceremony will begin with a Parade of Teams – bring your team banners or signs (if you have them) and your team spirit! After this ceremony, you will be ready to tackle the Robot Game and judging!

## Spectators

The Robot Game is free and open to the public, starting at 8:00 AM. The judging portion of the event, which will happen all day, is closed to the public. Thank you for respecting this policy. Please remember to respect the team-only areas – the competition floor area (the area where teams queue and compete) and the judging area.

## Robot Game

Your team is responsible for knowing and understanding the *FIRST* LEGO League Challenge Robot Game. All of the game documents can be found on the [FIRST LEGO League website](#).

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

**Housekeeping:** Please place all unwanted items in the trash cans.

**Coaches:** Two coaches will be permitted to join the team on the competition floor, but you must stay behind the line with the team and refrain from actively directing the team during the game. Please do not touch or handle the robot or attachments during this time. Consider yourselves spectators with the best spot in the house to watch the game.

Your team will participate four (4) times at the Tournament Tables – the Robot Game will begin with a Practice Round. The purpose of the Practice Round is to give your team the opportunity to experience the queuing process, competition timing, and of course, to get rid of some of those nerves. This Practice Round is just that – a practice – and it does not count, even if this is the best score your team has at this tournament. Your Robot Performance score is the highest score your team achieves out of the three official rounds.

**NOTE: Remote controls are not allowed anywhere at this tournament (This includes Smartphone applications that enable you to control your robot remotely). Bluetooth may not be used. Your team could be disqualified if you are found remotely controlling your robot anywhere during the competition or if your Bluetooth is enabled in the competition area!**

Make sure you are ready to compete at least ten (10) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and **HAVE FUN!**

## Awards

Descriptions of *FIRST* LEGO League Challenge awards can be found [here](#). The following awards will be presented at this tournament:

- Champion's Award
- Core Values Award
- Innovation Project Award
- Robot Design Award
- Robot Performance Award
- Coach/Mentor Award

## Championship Advancement

Four teams from this tournament will be invited to advance to the Central Florida LEGO League Championship held on Saturday, January 13, 2023 at Edgewater High School in Orlando, FL based on Champion's rank. Two alternate/wildcard bids will also be given to the teams that qualify.

## What is *Gracious Professionalism*®?

*Gracious Professionalism*® is part of the ethos of *FIRST*®. The idea and phrase are found throughout *FIRST*, but no one has been a stronger champion than *FIRST* Executive Advisory Board Co-Chair & Distinguished Advisor, Dr. Woodie Flowers. "*Gracious Professionalism* is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community. With *Gracious Professionalism*, fierce competition and mutual gain are not separate notions. Gracious Professionals learn and compete like crazy but treat one another with respect and kindness in the process."

We expect all team members, volunteers, coaches, and families to behave as Gracious Professionals.

## Tournament Cancellation Policy

"The Voltage Challenge qualifying tournament will be canceled or delayed due to causes and conditions beyond the tournament organizers' control, including, but not limited to inclement weather, acts of nature, government restrictions, and/or any other cause beyond the tournament organizers' control. Please refer to local news and radio



for current county advisories. If the event must be canceled, it will not be rescheduled, and advancement to the Central Florida *FIRST* LEGO League Championship will be determined by lottery of teams registered for this event.”)

## Competition Day Checklist

|  |   |
|--|---|
|  | <b>Team Roster for teams competing in United States and Canadian regions</b>          |
|  | Robot, attachments, extra parts   |
|  | Fresh batteries/spare batteries/rechargeable battery charger                          |
|  | Computer and battery (if available) and power cord                                    |
|  | USB download cable ( <b><i>Bluetooth use is NOT permitted at the tournament</i></b> ) |
|  | Extension cord and power strip  |
|  | Box to carry robot to competition field   |
|  | Provisions for lunch (check with tournament director for options)                     |
|  | Bin to hold personal and team items (coats, games, etc.) to fit under pit table       |
|  | Project judging materials, props, and displays  |
|  | Graphics demonstrating programming strategy for robot design judging                  |
|  | Team games or activities for downtimes (optional)                                     |
|  | Team banner or poster to carry for ceremonies or for pit space (optional)             |
|  | Team giveaways (optional)   |