



Team Information Packet

Middle Tennessee Qualifier
December 10, 2022
Adventure Science Center

Sponsored by Tennessee Valley Authority (TVA)



Table of Contents

Tournament Date, Time, Location, and Contact	3
Directions	5
Parking	4
Food	6
Dress	5
Team Size	5
Team Check-in	6
Pit Area	8
Coaches' Meeting	9
Judging	10
Opening Ceremony	11
Spectators	12
Robot Game	12
Awards	13
Championship Advancement	14
What is Gracious Professionalism®?	14
Tournament Cancellation Policy	15
Competition Day Checklist	15



Middle Tennessee Qualifier

FIRST® LEGO® League Challenge

Tournament Date, Time, Location, and Contact

Date: Saturday, December 10, 2022

Time: 7:30 am - 3:30 pm

Location: Adventure Science Center, 800 Fort Negley Blvd, Nashville, TN 37203

Tournament Contact: Cory Clemmons, cclemmons@adventuresci.org, (615) 401-5073

Adventure Science Center will be open to the public on Saturday, December 10, 2022, from 9:00 am - 6:00 pm.

Admission Prices:

FLL Competing Team Member = FREE + 2 general admission tickets

FLL Competing Coach = FREE + 2 general admission tickets

FLL Non-competing Team Member = FREE ** Team Member name MUST be on the team's roster given to Adventure Science Center prior to the event.

All other guests attending Middle Tennessee Qualifier:

Youth (ages 2-12): \$12

Teen/Adult (ages 13 + up): \$16

Schedule

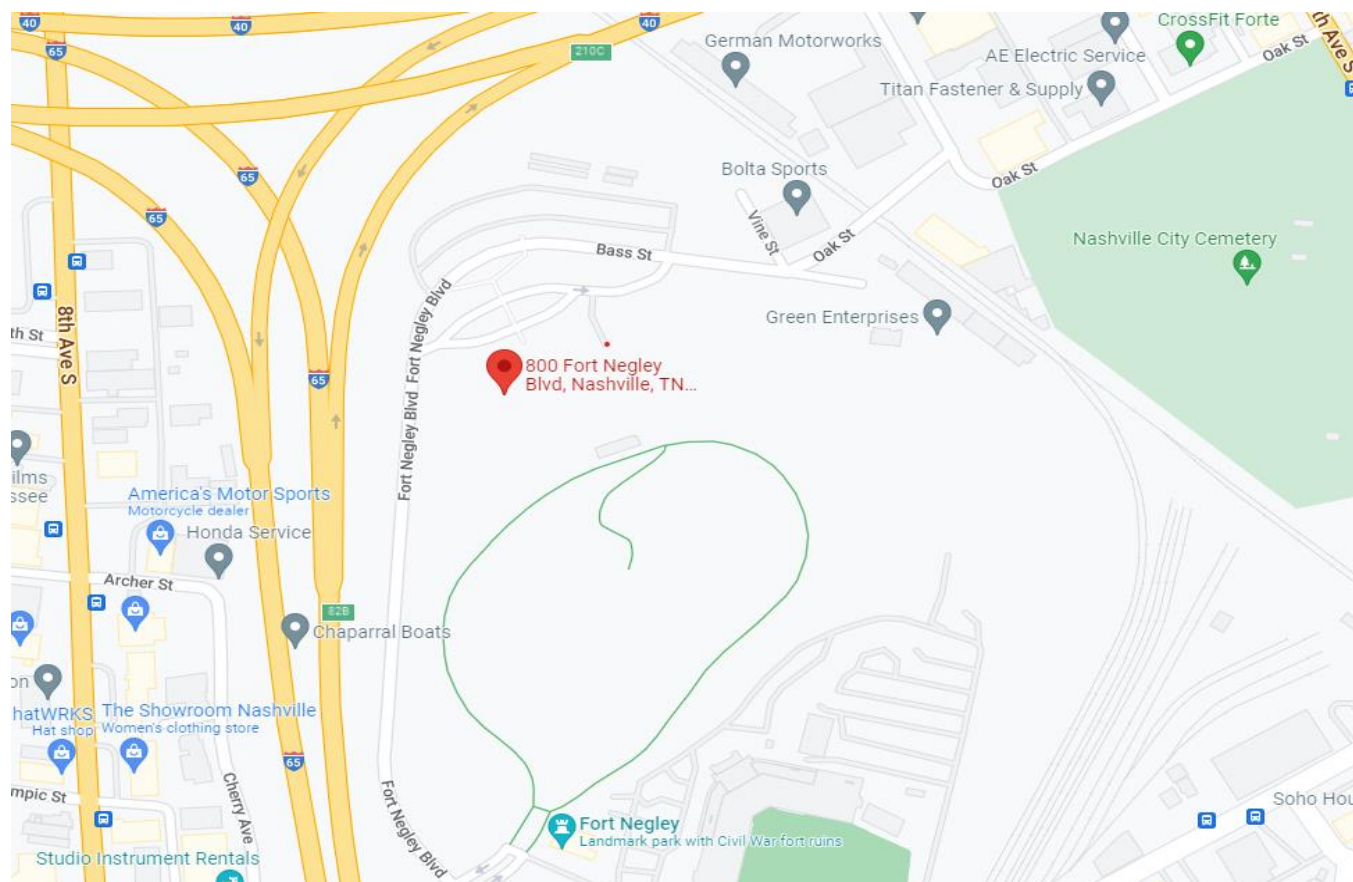
Time	Activity
7:30 am	Team Check-in & Pits Open
8:00 am	Coaches' Meeting
8:30 am	Opening Ceremony
9:00 am	Judging Begins
9:00 am	First Round of Robot Game Begins
10:40 am	Second Round of Robot Game Begins
12:30 - 1:15 pm	Lunch Break
1:30 pm	Third Round of Robot Game Begins
2:30 pm	Robot Game Ends
3:00 pm	Awards and Closing Ceremony

*Schedule subject to change. Final schedules will be sent out to coaches.



Directions

Adventure Science Center
800 Fort Negley Blvd
Nashville, TN 37203



Parking

Parking is free to museum guests. Adventure Science Center will be open to the public 9:00 am – 6:00 pm on Saturday, December 10, 2022. Parking will be tight on the day of the competition and all teams are encouraged to carpool. You may park in the upper or lower parking lot. Parking may be more challenging to find in the afternoon if teams go offsite for lunch.



Food

Teams can purchase food from the in-house Subway and Vega Yogurt and Treats on the second floor, bring a lunch to enjoy in the Pit Area or at the picnic tables in the lower parking lot, or go offsite for food and return. Parking may be more challenging to find in the afternoon if teams go offsite for lunch. Group (10 orders or more) Subway Order forms can be available upon request. Prices will vary.

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! 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. For the upper limit, no student can be older than 14 years of age as of January 1st of the Challenge year.

10 “Kids” Per Team Rule - The FIRST website provides the following regarding the size of FLL teams:

With growing interest in FLL, some coaches have more than 10 children wanting to join the team. If they are not in a position to form a second team, they must make the difficult decision to select the final 10 members. We recognize this is not an easy choice, and appreciate the care and thought given to making this final decision. As such, we remind coaches who may have chosen not to make this selection to respect all those coaches globally that did. We must enforce our 10 team member policy at all FLL events. Teams attending an event with more than 10 children will be informed by the event organizer that the team is more than welcome to participate in the event to gain the valuable experience, but they will not be eligible for awards.



Admission Prices:

FLL Competing Team Member = FREE + 2 general admission tickets

FLL Competing Coach = FREE + 2 general admission tickets

FLL Non-competing Team Member = FREE + ** Team Member name MUST be on the team's roster given to Adventure Science Center prior to the event.

All other guests attending Middle Tennessee Qualifier:

Youth (ages 2-12): \$12

Teen/Adult (ages 13 + up): \$16

We will follow the FIRST guidelines above at all qualifying events. Furthermore, if it comes to the attention of any of the judges or referees at an event that there have been more than 10 children on a team but only 10 have been selected to attend the tournament, the tournament coordinator will verify that the information is correct through discussion with the coaches and, if it is confirmed, the team will not be eligible for awards or to advance.

Team Check-in

Team check-in will run from 7:30 AM – 8:00 AM.

Teams can pull up through the fire lane and a staff member or volunteer will help you unload materials from your vehicle. After parking, coaches can check-in at the Check-in Table. Or teams can park and walk their materials up to the entrance.

Coaches must submit the following for their teams to the Team Check-in volunteers:

- **Team Roster:** 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.
- Non-competing team members must be on a roster given to Adventure Science Center so additional team members can receive free admission if they will be



attending the event. This roster must be turned in prior to the event, **NOT** at the check-in table. Rosters can be emailed to Cory Clemmons, Tournament Director, clemmons@adventuresci.org.

Your team will receive the following at Team Registration:

- **Team Name Badges:** 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.
- **Additional Information:** Building map of Adventure Science Center.

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. The Pit will be located on the 2nd floor at Adventure Science Center. Elevators, a ramp, and stairs will be available and open to the public. There may be a wait on the elevator availability depending on the number of guests in the building, teams should plan accordingly.

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

Adventure Science Center will be open to the public on the day of the Middle Tennessee Qualifier. Teams are able to explore the Science Center during their downtime or



between judging and the robot game. Teams are responsible for following their provided schedule and **MUST** be on time for all events. **Team members will be required to be with an adult at all times.**

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 and trash
- Your robot and all your robot supplies (attachments and additional building pieces). You might want to bring additional backup batteries or robot kits.
- 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
- A team display board (or feel free to set up your Core Values poster for display)
- A team banner or other team sign – to hang from your pit table and carry for Opening & Closing Ceremonies
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)
- Items to share with other teams (optional) – At many tournaments, teams bring something little that says something about their team that they can share with other teams.

Some Pit Area Rules for you to keep in mind:

- Coaches should NEVER work on the robot, the attachments or the robot programming. In fact, Coaches should refrain from handling the robot, attachments or the computer – save your internet surfing for another time. **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.**
- You can bring practice mat(s). We will have practice tables available for teams to use on a scheduling basis, but you may want to set up your mat in your assigned Pit Area for additional practice.



- Remember to be Gracious Professionals when using the practice table:
 - Be mindful of your time and other teams' needs (In the event that another team has a crisis with their robot - robot repairs, loss of firmware, etc.- please be courteous and allow a team facing a crisis to use your practice time).
 - Reset the practice field for the next team
 - Make sure you check that you do not take a mission model from the practice field
 - Offer help to teams that may need it!

Coaches' Meeting

The Coaches' Meeting will be held at **8:15 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 9:00 AM. (See your Team Schedule for specific times).

- Each team will be judged within a single judging session. Your team will spend thirty (30) minutes with your assigned judging pod.



- Only team members and two (2) coaches will be allowed into the judging rooms (no other spectators). 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, projection will be available in all judging pods. Any time used to set up AV equipment subtracts from the team's presentation time, so teams are encouraged to keep setup simple.
- 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 sessions. Teams are expected to be familiar with the [judging rubrics](#).

Robot Design Judging

The team should be prepared to present your Robot Design and allow for the judges to ask your team questions.

Project Judging

Your team can bring props and costumes, and judges will look for creativity in the presentation style. A standard 110v outlet will be available in the Project Judging Room for your AC powered devices.

Remember, to be eligible for a FIRST LEGO League Challenge Innovation Project award, your team needs to identify a problem relating to the theme, have a creative, well-researched solution; and effectively communicate their findings to judges and the community.

For questions about the Project, visit the [FLL Superpowered Challenge Overview](#) on the FIRST LEGO League website.

Core Values Judging



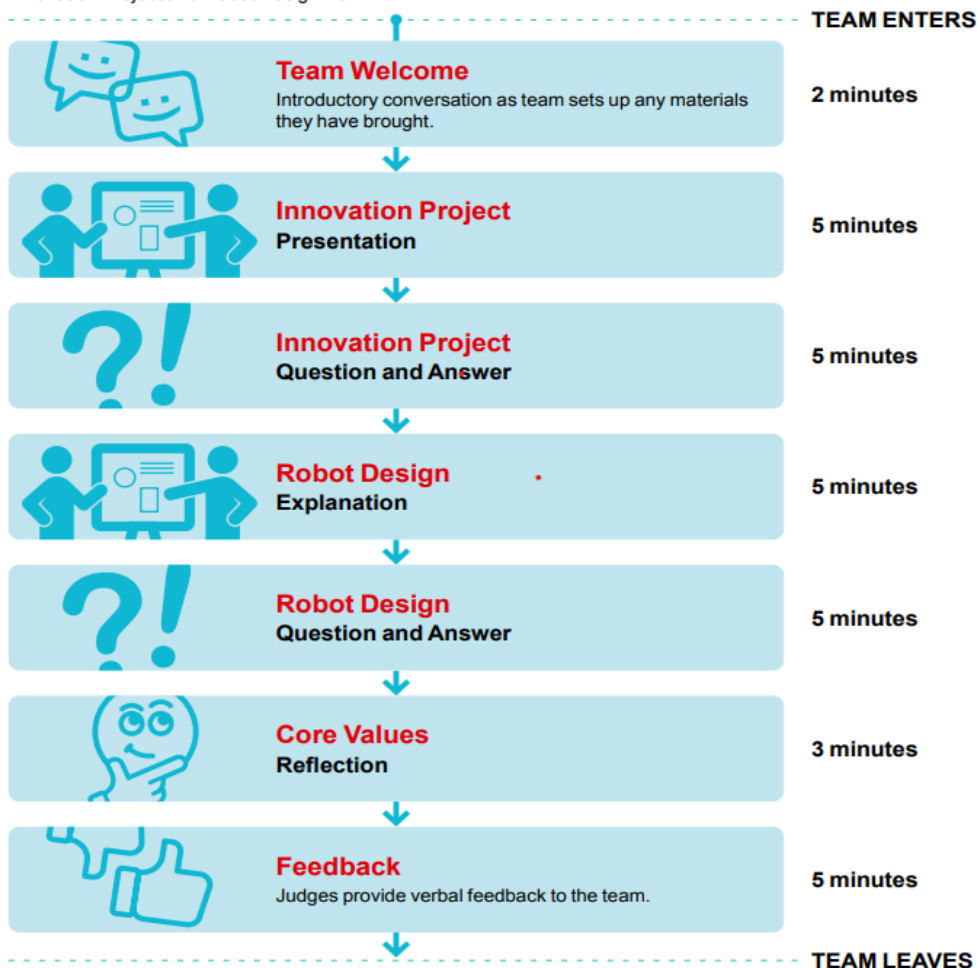
The judges will be looking for evidence of your team dynamics: How well does your team communicate? Do they respect each other? Do they incorporate each other's ideas into the solution? Does your team have leaders? Do they incorporate elements of Gracious Professionalism® in the way they communicate with each other? Are they able to solve the problem and complete the task?

For information about this season's [FLL Challenge Resources](#), reference the FIRST LEGO League website.

Judging Session Flowchart for Teams

Your team should be demonstrating Core Values in everything you do. The judges are excited to see how you show TEAMWORK, DISCOVERY, INCLUSION, INNOVATION, IMPACT and FUN as you present your Innovation Project and Robot Design work.

This is your time to shine, so enjoy your session with the judges. Tell them everything about your work and remember to take everything with you when you leave.



Opening Ceremony

At 8:30 AM just prior to the start of the judging and competition 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!

Spectators

- In the Competition Area, the Robot Game is open to guests at Adventure Science Center. Spectators may enter through the blue doors from the lobby, but are not allowed in the competition floor area, pit area, or judging rooms. Spectators should follow the signs directing them to Jack Wood Hall.
- The judging portion of the event, which will happen all morning, 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](#).

Housekeeping:

- Trash cans are provided in the Pit Area. Please keep your team's Pit area clean and organized.

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 three (3) times at the Tournament Tables. Your Robot Performance score is the highest score your team achieves out of the three official rounds.
- If your team is on deck, please stay in the Competition Area until your game is over. Afterwards, you may go to the Pit Area or explore Adventure Science Center.

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 robot's 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 and in the "On Deck" area. Remember to respect the referees and the other teams – and HAVE FUN

Table Specifications – Our regional will use competition tables with 2 x 4 walls.

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
- Engineering Excellence Award
- Breakthrough Award
- Rising All-Star Award



- Motivate Award

Championship Advancement

Qualifying teams from this tournament will be invited to advance to the East Tennessee FIRST LEGO League Championship held on **Saturday, February 11, 2023**, at Tennessee Tech University in Cookeville, based on Champion's rank. Advancement announcements will be made after all Qualifier tournaments have been completed.

Team Advancement Policy - Teams are eligible for advancement if they meet the following criteria as **required** by the FLL Global Standards and Challenge document.

Teams must:

- Have between 2 and 10 members
- Complete all required sections of the Project
- Have no disqualifying Core Values behaviors
- Be competing at their first official FLL event of each qualifying level during the season
- Perform well in all three judged areas (Core Values, Project, and Robot Design)
- Meet the minimum Robot Performance hurdle percentage. The hurdle is based upon the advancement rate at the qualifier. At a 24-team qualifier, which is the size of this regional qualifier, teams must have a table score in the top 40% of the table scores at the event to advance.

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 National Advisor, 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 Middle TN City qualifying tournament may 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. Changes will be communicated with coaches via email. In the unlikely event that the tournament must be canceled, it will NOT be rescheduled, and advancement to the East Tennessee FIRST LEGO League Championship will be determined by lottery of teams registered for this event.

Competition Day Checklist

	Team Roster for teams competing in United States and Canadian regions
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable (Bluetooth use is NOT permitted at the tournament)
	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 – please, no stickers)

