

ROBONAUTICA

Massachusetts FLL Championship Tournament

Coach and Team Welcome Packet

Questions?

Email: robonautica@wpi.edu

Phone: 508-831-6750

Website: www.wpi.edu/+robonautica

Last Updated: 16-Dec-08

Welcome to RoboNautica!

Congratulations on earning a spot to participate in the Massachusetts *FIRST* LEGO League Championship Tournament. Your team's hard work has earned them the chance to compete against the top teams from all over Massachusetts and the Northeast!

In this packet, you will find essential information for your team to be aware of as they prepare to participate in RoboNautica. Please read through all the material and bring the appropriate number of copies of items as requested. If you have any questions, you can always email robonautica@wpi.edu.

It is suggested that you print and bring one copy of this document to assist your team throughout the day. Good luck from the entire RoboNautica staff and planning committee!

Location

RoboNautica will take place at Harrington Auditorium on the campus of Worcester Polytechnic Institute. Official address for WPI is:

100 Institute Road
Worcester, MA 01609

A campus map is available here: <http://www.wpi.edu/About/Visitors/campusmap.html>

Directions

<http://www.wpi.edu/About/Visitors/directions.html>

From the East

Take Mass. Turnpike (I-90) to **Exit 11A** (I-495). Proceed north to exit 25B (I-290), then west into Worcester. Take **Exit 18** (Lincoln Sq., Rte. 9), turn right at end of ramp, then an immediate right before next traffic light. At next light, proceed straight through, bearing to the right on Salisbury St. At the WPI sign, turn left onto Boynton St., then right onto Institute Rd. Take your first right (Private Way). Harrington Auditorium will be across the Quad on the right as you enter campus and marked with a large "Registration" banner.

From the North

Take I-495 south to I-290. Follow directions from east.

From the South and West

Take Mass. Turnpike (I-90) to **Exit 10** (Auburn). Proceed east on I-290 into Worcester. Take **Exit 17** (Lincoln Sq., Rte. 9), turn left at end of ramp, follow Rte. 9 west through Lincoln Sq., straight onto Highland St., then right at light onto West St. Travel one block and cross Institute Road (onto Private Way). Harrington Auditorium will be across the Quad on the right as you enter campus and marked with a large "Registration" banner.

Parking

You may park

- Anywhere on the main Quad area within marked spaces
- On West St as you enter campus
- In the West St lot at the corner of West & Institute
- In the Stoddard Lot as you exit the Quad by Harrington
- In any WPI parking lot
- On the WPI side of Institute Road

You **CANNOT** park

- In handicap spaces without the proper decals or plates
- In spaces marked for “Zip Cars”
- On streets labeled with “Resident Parking Only”

If you have trouble finding parking, ask security or a staff person to direct you to additional spaces.

Inclement Weather

In the event of inclement weather, a decision will be made about proceeding with the event by 10PM on Friday. If the event needs to be postponed, your main contact on the registration site will receive an email. If you think the weather is potentially an issue, please check your email before leaving for the event in the morning.

Arrival

- You may drop off team members and materials in front of Harrington Auditorium and then proceed to park. Please do not park or leave your car in the area in front of Harrington to make room for others to drop off.

Check-in Process

- Once you enter the lobby of Harrington, please have a coach or team leader stop at the registration desk, check-in, and receive your registration packet. You will also be informed of your event number (a three digit number different from your FLL number) which is how you will be listed on all schedules and on the big screen.
- You will be asked to turn in consent forms for all team members (students and adults). A copy of the consent form is available later in this document.
- Each team will be asked to provide a number that they believe will be closest to their average score during the qualification matches after dropping the lowest score. The team that guesses closest will be given the “Most Reliable Award” during the awards ceremony.
- If you have made arrangements to pay at the door, please have a check available and give it to the registration staff person. Please do not pay in cash.

After you've checked in

- To get to the pit area, go left in the lobby and down the set of stairs. The pit area is laid out in groups of 8 based on your assigned event number. Each group will have a "Group Leader" who will help keep that group on schedule, walk the teams to judging, and be your go-to person during the event. If you have any questions on the schedule, how to get somewhere, etc, ask your group leader!
- Please proceed to your pit table and begin setup. You will have at least two plugs available, one for charging your robot and another for a laptop. Please be courteous and use only those plugs available at your pit table.
- Teams **ARE NOT** allowed to setup practice fields or mats in the pit area. There will be one practice field setup for each group of 8 teams. Teams may only use the practice field in their group area. Please be fair about sharing the use of the table and not taking all the practice time.
- There are many coat racks available throughout the pit area near each group. Please use them to avoid clutter on tables, under tables, and in walkways.
- During the day, please keep the walkways and aisles clear for safety reasons and to make traffic flow to and from matches and judges easier.
- Each team is being provided with a Breakfast Basket with orange juice, granola bars, and fruit. If your team does not consume all the items in the Breakfast Basket, please do not throw away the remaining items! Instead, give them to your Group Leader so they may be donated to a local food bank or shelter at the end of the event.

Tournament Information

Event Schedule

0730: Teams arrive

0815: Mandatory coaches meeting with Head Referee in 3rd floor lobby

0845: Opening Ceremonies

0910: Matches and Judging Begin

1130: Lunch break

1200: Judging Resumes

1215: Matches Resumes

1400: Playoff Matches Begin

1530: Awards Ceremony

1700: Event Ends

Cameras and Photography

Videotaping and photography are permitted at the event. Please be aware that there may be media present at this event and, by entering the event, you are aware that your likeness may be used in the promotion of this and future events. All teams are asked to sign consent forms pertaining to this issue.

Food

- A concession stand with food will be available throughout the day on the Main Floor of Harrington Auditorium.
- Each team will be provided with a Breakfast Basket in the morning.
- Teams are allowed to bring food into the event.
- There are many restaurants available one block from campus on Highland St (pizza, subs, etc) and a grocery store located about a block away on Park Ave (Price Chopper).
- PLEASE RECYCLE and place all garbage in the many trash cans available throughout the facility!

Field Lighting

RoboNautica does not use florescent lights above the fields. The event takes place in a well and evenly lit auditorium. If any calibration needs to be done, it is suggested you do it at the practice fields. There may be a limited window of opportunity for calibrating sensors on the competition field early in the morning. Teams would only be allowed to go out, read in the data, and do nothing else on the official fields. Talk with your Group Leader to get access.

Qualifying Matches

Each team will receive 5 qualifying matches throughout the morning and early afternoon. At the end of these matches, the lowest score will be dropped and the other four scores will be added together to get the team's robot performance score. Teams will then be ranked from 1 to 64 based on that score.

This rank will be used to determine when and who teams play in the single-elimination playoff bracket (available later in this document). It will also be provided to the judges and used in determining the Champion's Award winner.

This score will also be used to give out the Most Reliable Award using the score guess each team provides at check-in and the Robot Consistency Award (team with the smallest difference between their high and low score).

Playoff Matches

All teams will earn a spot in the Playoff Matches. Each team will be ranked and play in the first round according to that rank. The high score from each table pair will proceed to the next round. Once we are down to the final four teams, they will play in 4-way competition for the Robot Performance Award, with the high score winning. Please make sure your team has a copy of the Playoff Bracket and follows their progress through the matches accordingly. The bracket shows what color your team will be playing on as they advance through the rounds.

Judging

Teams will be required to participate in all judges portions of the competition. Technical and Project judging will occur throughout the day in the Campus Center. Teamwork judges will be observing teams in the pit and on the field throughout the day and may stop by to talk with your team.

Judging Sessions

- Each team will be given a 30-minute block during which they will attend judging.
- Teams will go to their project and technical judging at the same time, so please bring all necessary materials with you to the judging session.
- Teams will have 10 minutes with one set of judges, followed by a 5 minute break, and then return to the same room to meet with the other set of judges for 10 minutes.
- Your Group Leader will walk all 8 teams to and from the judging sessions.
- **NO ADULTS**, coaches, parents, siblings, or non-team members are allowed in the judging sessions for setup or during the judging time. They may help the teams transport materials to the Campus Center and prepare in the hallway but must wait outside the room. If you have a team member with special needs, please make arrangements prior to the event by emailing robonautica@wpi.edu.
- Teams are asked to bring two copies of their team information sheet (located later in this document) and give one each to the technical and project judges to assist them later with deliberations and share any important team information.

Project Judging

In the Project Judging sessions, teams will have 5 minutes, including setup, to present to a pair of judges. Teams will be required to stop their presentation at the end of the 5 minutes. There will be no screen or projector available in the judging area. If you need power for your presentation, you must bring a long extension cord to reach any available outlets in the room. Judges will be sitting at a round table which the team may place props on. There will also be some chairs available in the room for team members to sit or place other props on. There will be no other materials available in the room for use by the team. The presentation will be followed by a 5-minute Q&A session with the judges.

Technical Judging

In the Technical Judging sessions, teams will have 10 minutes to present their robot to the judges and answer any questions. If the team wishes to have a formal presentation, you may use the first 5 minutes as presentation time. Otherwise, the judges will just use that time to ask questions and observe the robot. There also will be no power readily available, but teams are encouraged to bring a printed copy of their program or have a laptop available to show the judges. Teams are also encouraged to bring their robot and all attachments as there will be a field mat (without mission models) available for teams to show their robot in action to the judges.

Teamwork Judging

Throughout the day, judges will be walking around the pit area and observing teams as they play on the field to see their teamwork, gracious professionalism, and spirit in action. These judges may stop by your pit to talk with your team members as well. Please welcome them! However, they will not have scheduled times to visit your team so if it conflicts with an upcoming match or another judging session, please just let them know so they can come back at another time.

Besides teamwork, these judges will be responsible for awarding other trophies such as Team Spirit, Success Against All Odds, Outstanding Mentor Award, and contributing to the Judge's Award nominations.

Awards

The following are the descriptions of the awards available at RoboNautica:

Champion's Award (Best, 1st Runner-up, 2nd Runner-up): The Champion's Award is the most prestigious award that any team can win. It celebrates the ultimate success of the *FIRST* mission and FLL values. It measures how the team members inspire and motivate others about the excitement of science and technology, solve problems, and demonstrate respect and gracious professionalism to everyone involved in the competition.

To be considered for the Champion's Award, teams must perform well in the equally weighted technical and team presentation categories.

- Robot Design
- Robot Performance
- Project Presentation
- Teamwork

Robot Performance (1st, 2nd, 3rd, and 4th Place): Robot Performance awards are determined by teams competing in the Playoff Matches at the end of the competition day. The team with the highest score in the match of the final four will win in Robot Performance.

Robot Consistency (Best and Honors): Awarded to the team who has the smallest difference between their highest and lowest score during the qualification matches, therefore showing just how consistent of a performer they are.

Innovative Design (Best and Honors): Awarded to the team who makes the technical judges say "WOW" based on their design, programming, or strategy of executing the missions.

Programming Award (Best and Honors): Awarded to the team that the technical judges determine has the best programming of all the teams. This can be awarded for organization, multi-tasking, advanced techniques, and unique ways of solving problems.

Research Quality (Best and Honors): Awarded to the team the project judges determine has done the most thorough, complete, and relevant research on their problem as it relates to the FLL theme and the project description.

Innovative Solution (Best and Honors): Awarded to the team who has the most innovative solution as determined by the project judges. Innovative solutions use existing things in new ways, employ out-of-the-box thinking, or apply technology in different ways.

Creative Solution (Best and Honors): Awarded to the team that impresses the project judges in the presentation room with their inventive and ingenious solution and presentation.

Teamwork Award (Best and Honors): Awarded to the team that showcases their adherence to the FLL values the best to the teamwork judges. Candidates for this award work well together, cheer each other on, and value the contributions of every team member!

Judge's Award (3): Three judge's awards will be given to teams that do not fit in any of the predefined categories of the other awards. Judges may spot a great act of gracious professionalism, see a spectacular team in the judging room, or hear a story about a team that just needs to be recognized!

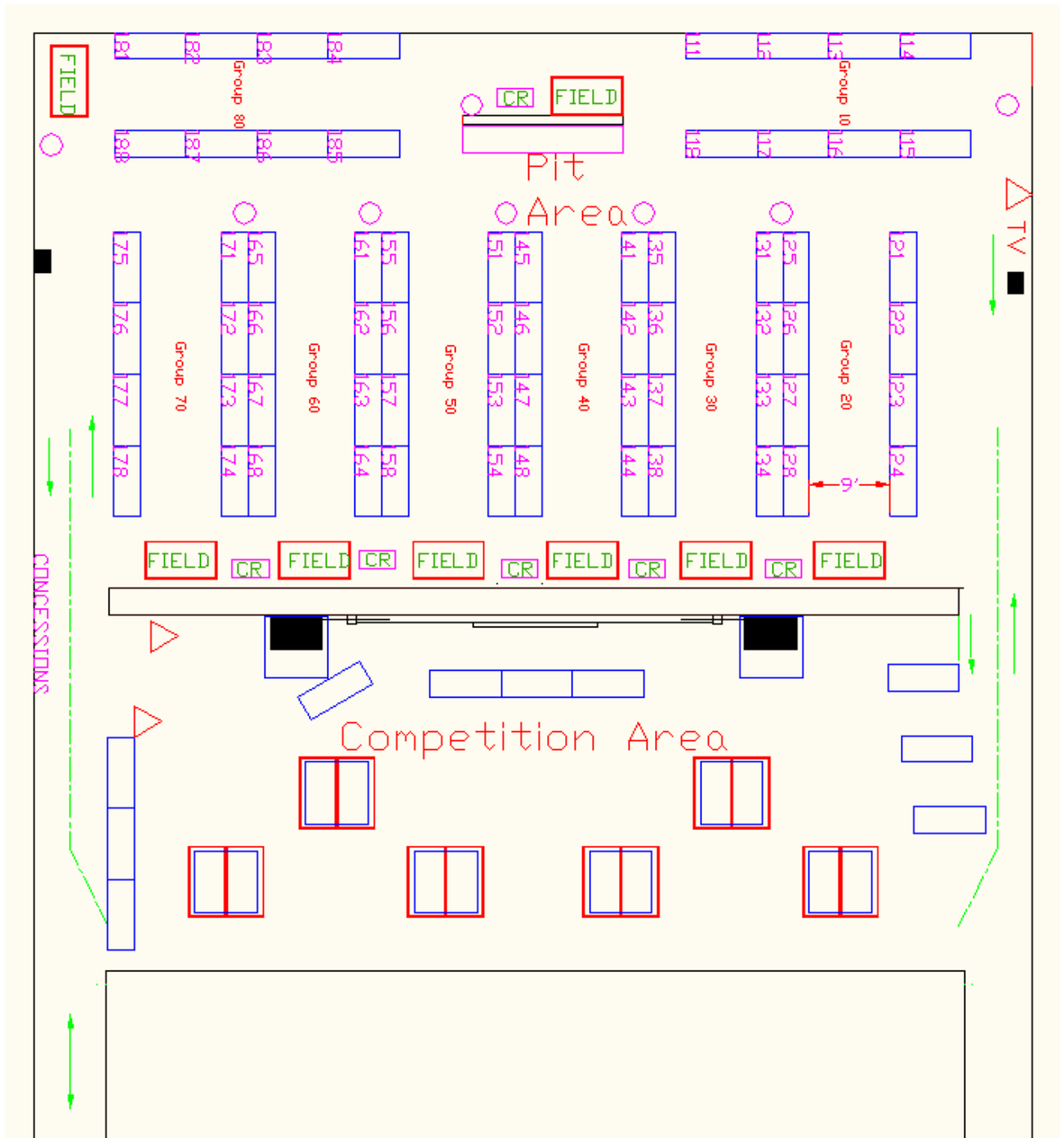
Most Reliable (1): Awarded to the team who guesses closest to their average score in the qualification matches. Only teams who provide a guess during registration will be eligible for this award.

Success Against All Odds (1): Awarded to the team who faces great obstacles and still comes out shining! All teams face difficulties, but not all teams let those challenges hold them back.

Team Spirit (1): Awarded to the team who shows great spirit throughout the season and the entire event. Teamwork judges will observe teams, talk with the MC, referees, and other volunteers to determine the team best suited to win this award. Cheering loudly definitely helps, but this award is about the entire team embodying the spirit of FIRST!

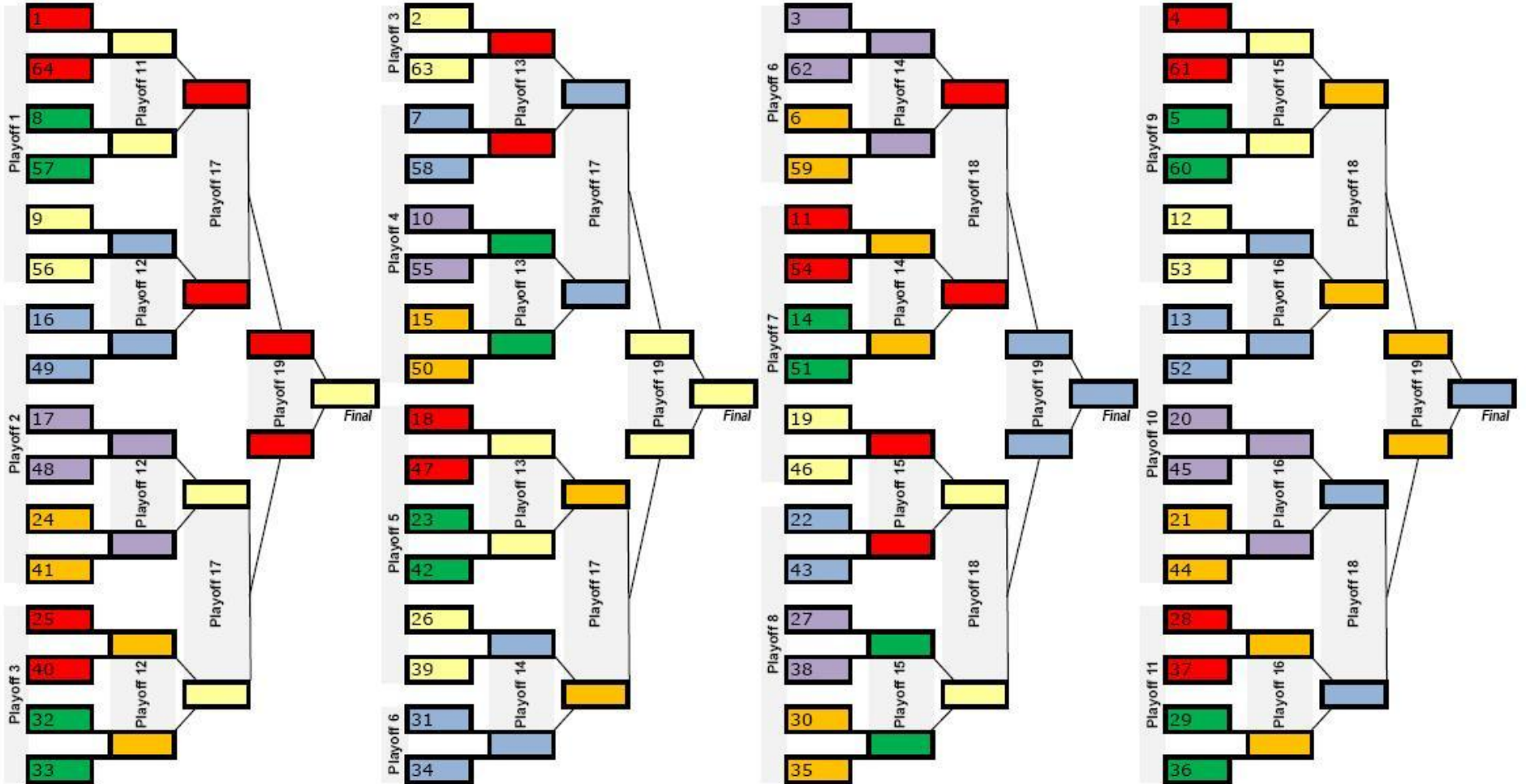
Mentor Award (1): Awarded to the team and mentor who does an outstanding job to support their team and help the kids on their team be the best they can be. Judges will observe teams in action and hear stories from team members to help determine this award winner.

RoboNautica Floor Plan



RoboNautica Playoff Bracket

By Seed Number from Qualification Matches





FLL Team Information Sheet

FLL Team Number:

Team Name:

School/Affiliation/Location:

Team Picture

Team Members:

Coach

Mentors

Robot's Name

Robot Design Information

Tell the judges information you want them to know about your robot's design. You might tell them something about your game strategy you think is cool, or some interesting attachment you designed, or some other facts about your robot that you think are cool.

Research Project Information

Tell the judges information you want them to know about your research project. Examples include something special you learned, who you shared your research with, what experts you talked to, and what you learned about your community.

Teamwork Information

Tell the judges what you learned about Teamwork this season. Let them know about problems you solved, what you've learned about FLL Core Values, and other things you know about how important teamwork is.

Fun Facts About Our Team

Tell the judges anything fun about your team that you want. It could be a funny story, your team motto, or anything else you'd like them to know.

- We have provided Robot Design supporting materials
- We have provided Research Project supporting materials
- We would like our presentation materials returned to us

