

# What To Expect When You're Competing

# Typical Itinerary

- Check-In
- Coaches Meeting
- Judging and Practice Rounds
- Lunch
- Opening Ceremony
- Competition Rounds
- Closing Ceremony and Awards

# Coaches Meeting

- All coaches and the Head Referee (may include Judge Advisor)
- Policies and Procedures for Matches
- Q&A for Coaches

# Judging and Practice Rounds

- Judging
  - Core Values
  - Robot Design
  - Project
- Practice Round
  - One per team

# Competition and Ceremonies

- Competition Rounds
  - Three per team
- Ceremonies
  - Opening
  - Closing and Awards

# Awards (Qualifier)

- Champion's Award
- Core Awards
  - Robot Design Award
  - Core Values Award
  - Project Award
  - Robot Performance Award

# Awards (State)

- Champion's Award (1st, 2nd, 3rd Place)
- Core Awards (1st Place)
  - Mechanical Design Award, Programming Award, Strategy & Innovation Award
  - Inspiration Award, Teamwork Award, Gracious Professionalism® Award
  - Research Award, Innovative Solution Award, Presentation Award
  - Robot Performance Award

# Awards - All Events

- Must compete in all four aspects of FIRST® LEGO® League to be eligible for the Champion's Award or Core Awards
- All awards are based on Judging except the Robot Performance Award
- Champion's Award teams must also perform in the Top 40% of Robot Performance
- No team may win more than one award EXCEPT the Robot Performance Award



# Awards - All Events

- Judges Award
  - Optional
  - Special recognition for something outside the judged areas
- Coach / Mentor Award
  - Team nominations at the event.
- Volunteer Award
  - Not a team award
  - Outstanding volunteer at the event

# Advancement (Qualifiers)

- Based on Judging and must be in Top 75% in Robot Performance
- Advancing Teams
  - Announced at qualifying event
  - Guaranteed
- Wild Card Teams
  - Announced at qualifying event
  - Chosen by lottery after all qualifiers

# After State

- FIRST® LEGO® League World Festival in Houston, TX
  - Champion's Award 1st Place
- FIRST® Global Innovation Award
  - Best Innovative Solution
  - NOTE: Not necessarily the Innovative Solution Award Winner
- Open and Invitational Tournaments
  - Judging

