



# Nebraska *FIRST* LEGO League: Judging Step-by-Step for Teams

Updated 8/2012

Every team has seven judged or scored events at a Nebraska FLL tournament, including a practice robot game round:

- 3 Judging Sessions: Robot Design, Project, and Core Values
- 1 Robot Game Practice Round
- 3 Official Robot Game Rounds

Qualifying Tournaments will include all seven events. This document will help your team know what to expect and what to bring to each event.

## Judging

- Most teams will bring some type of visual aid to all three judging sessions (Project poster/handouts/other materials, Core Values Poster, Robot Design Executive Summary handouts/poster/other materials). These items are intended as tools for the judges to help them have the right information to complete the rubrics in each category. Teams will not be penalized if they do not have visual aids, but teams will not have their benefit while talking to judges. Teams who do not bring visual aids for whatever reason should expect to verbally provide the judges with information for each item on the rubrics.
- Teams should begin each judging session by handing a copy of the Team Profile Sheet available at <http://www.usfirst.org/roboticsprograms/fll/stuff-to-bring-to-an-event>
- The judges determine awards through a ranking process at each event.
- Awards will be announced at the end of each tournament during the awards ceremony, including which teams will advance to the Championship.
- Since awards are determined through rubrics, there is no “score” that accompanies the judged events. In addition, complete team rankings are *only* used by the judges to determine awards, and are not released to teams at any time.
- Rubrics will be sent to teams within one week of the tournament.
- Teams who are advancing to another tournament or looking ahead to participating next year should use the rubrics as guides for improvement.



## Project Judging

### Bring

- Team Profile Sheet – 2 copies
- Any tools needed for your presentation: computer, poster, props, etc. An LCD projector will be provided.

### Preparation

- Practice your team's presentation and be sure it is no longer than 5 minutes, including set up
- Practice answering questions from the judges
- Every team member should participate in the presentation in some way
- All presentations should be interactive; if you create a video, plan to have the team members participate in the presentation beyond pressing play
- Use the Project Rubric to prepare your presentation and answer each criterion. Rubrics are available at <http://firstlegoleague.org/event/judging>

### Arrival

- Arrive *at least* 5 minutes before your scheduled judging time.
- Check in with the queuer or room monitor and wait in the specified area.
- Keep your voices low in the waiting area to not disturb other teams.
- Any set up time is included in the 15 minutes total per judging session.

### During

- Begin your presentation by handing a copy of your Team Profile Sheet to the judges.
- Introduce your team, team members, and project.
- Include every step of the project in your presentation, from brainstorming to research, to your solution. Remember to include how you shared your project.
- Expect to spend about 5 minutes answering questions about your project.

### After

- Thank the judges before departing the judging room.

## Robot Design Judging

### Bring

- Team Profile Sheet – 2 copies
- Robot with attachments
- 1-page handout to accompany verbal Robot Design Executive Summary
- Poster to accompany the verbal Robot Design Executive Summary (*optional*)
- Laptop computer with robot programs (*optional*)

### Preparation





- Prepare and practice a Robot Design Executive Summary presentation lasting 4 minutes or less. Details about the Robot Design presentation are available here: <http://4hset.unl.edu/4hdrupal/node/535>
- Practice answering questions from the judges.
- Every team member should participate in the presentation in some way
- All presentations should be interactive; if you create a video, plan to have the team members participate in the presentation beyond pressing play.
- Use the Robot Design Rubric to prepare your presentation and answer each criterion. Rubrics are available at <http://firstlegoleague.org/event/judging>.

#### Arrival

- Arrive *at least* 5 minutes before your scheduled judging time.
- Check in with the queuer or room monitor and wait in the specified area.
- Keep your voices low in the waiting area to not disturb other teams.
- Any set up time is included in the 15 minutes total time allotted for each session.

#### During

- Begin your presentation by handing a copy of your Team Profile Sheet to the judges.
- Give each judge a copy of your Robot Design Executive Summary handout
- Introduce your team, team members, and robot.
- Give your Robot Design Executive Summary presentation
- Run at least one program on your robot as the conclusion of your presentation.
- Expect to spend about 5 minutes answering questions about your project.

#### After

- Thank the judges before departing the judging room.

## Core Values Judging

#### Bring

- Team Profile Sheet – 2 copies
- Core Values Poster

#### Preparation

- Have your team do a few teambuilding activities during practices. Many ideas are available through a Google search. The activities should pose a challenge or problem to the team and ask them to work together to solve it.
- Create a Core Values Poster following the guidelines posted at <http://4hset.unl.edu/4hdrupal/node/535>



- Practice short, informal presentation about the team's Core Values Poster, lasting 2 minutes or less.
- Practice answering questions from the judges about Core Values
- Use the Core Values Rubric to as you prepare. Rubrics are available at <http://firstlegoleague.org/event/judging>.

#### Arrival

- Arrive *at least* 5 minutes before your scheduled judging time.
- Check in with the queuer or room monitor and wait in the specified area.
- Keep your voices low in the waiting area to not disturb other teams.

#### During

- Begin the judging session by handing a copy of your Team Profile Sheet to the judges.
- Introduce the team to the judges.
- Expect to spend about 5 minutes completing a teamwork activity for the judges to observe how the team works together
- Next, present your Core Values Poster to the judges, lasting less than 2 minutes.
- Last, the judges will ask some questions of your team for the remainder of the judging session..

#### After

- Thank the judges before departing the judging room.
- Do not tell other teams about the teamwork activity. Every team should have no knowledge of the specific activity when they arrive at the Core Values judging room.

## Robot Game

#### Bring

- Robot with a fully charged battery
- All attachments your team has designed for use during the round
- Any measurement devices, made of LEGO elements, your team has designed to assist with placing the robot
- A box, tray, or folding TV-style table to hold any parts not being used at that time (*Optional*. Other team members may hold parts if you choose not to bring a container for them.)
- Any signs, banners, or other props to cheer on the team members at the table (*Optional*)

#### Preparation





- Read the rules carefully to ensure your robot complies with all rules. As specified in the rules, do not bring extra elements, including field set up models or extra robot parts, to the table.
- Practice timed robot game rounds. A sample score sheet is available starting in October at <http://firstlegoleague.org/challenge/2012seniorsolutions>.

#### Arrival

- Arrive *at least* 5 minutes before your scheduled game time
- Check in with the team queuer and wait in the specified area
- Use the time between rounds to set up at the robot game table
- Only two team members at a time are allowed at the robot game table, but they may switch off during the round. The entire team is expected to attend every event.

#### During

- 1 Practice Round
  - The practice round allows teams and referees to have a practice, warm-up round before official game rounds begin.
  - Referees will score this round like official game rounds, but the scores are not recorded or counted toward the final game standings.
  - Teams may use the practice round or the time before the games begin to check light sensor readings on the table.
- 3 Official Game Rounds
  - A team's highest score across the three rounds will count in the final standings.
  - At the end of the round, team members must sign off on the score sheet. After the team has agreed on their score at the end of the round, the score is final. No one, including coaches, has the ability to appeal after the team initials the score sheet. Any questions about robot game scoring during the tournament should be directed to the Head Referee.

#### After

- Scores will be posted on a screen immediately after being entered by the scorekeepers.
- Teams may choose to make modifications to their programs during time between rounds.



## Things to bring for Judging

This list is compiled from above. You may want to bring additional items listed here:

<http://www.usfirst.org/roboticsprograms/fll/stuff-to-bring-to-an-event>

- Six (6) copies of your Team Profile Sheet
- Any tools needed for your Project or Robot Design presentation: computer, poster, props, etc.
- Robot with fully charged battery
- All attachments your team has designed for use during the round
- 1-page handout to accompany verbal Robot Design Executive Summary
- Poster to accompany the verbal Robot Design Executive Summary (*optional*)
- Core Values Poster
- Any measurement devices, made of LEGO elements, your team has designed to assist with placing the robot
- A box, tray, or folding TV-style table to hold any parts not being used at that time (*Optional*. Other team members may hold parts if you choose not to bring a container for them.)
- Any signs, banners, or other props to cheer on the team members at the table (*Optional*)