FIRST® LEGO® League
Judge Advisor
Pre-Tournament Preparation Pack
Qualifiers Edition

Core

Robot Game

Values

Project

FIRST LEGO LEAGUE

ANIMAL ALLIES®
**FIRST LEGO League Core Values**

- We are a team.
- We do the work to find solutions with guidance from our Coaches and Mentors.
- We know our Coaches and Mentors don’t have all the answers; we learn together.
- We honor the spirit of friendly competition.
- What we discover is more important than what we win. We share our experiences with others.
- We display Gracious Professionalism in everything we do.
- We have fun.
10 Tips for Judge Advisors

From Skip Gridley, Global Judge Advisor

Skip Gridley has served as Ohio’s Judge Advisor from 2005-2011 and as FIRST LEGO League Global Judge Advisor since 2008. He works with FIRST LEGO League staff to manage and improve judging in FIRST LEGO League and serves as Judge Advisor for a World Festival. When he’s not busy with FIRST, Skip is a Senior Aerospace Engineer in the Aerospace Vehicles Integration Branch at Wright Patterson Air Force Base in Dayton, OH.

10. Be prepared.
The most important thing you can do as a Judge Advisor is be ready for each section of the tournament day. Have the information and materials you need at your fingertips. Remember to have contact information available for Judges, the Tournament Director, and who to ask if you need help during the event.

9. Remember you’re managing people, not outcomes. As a Judge Advisor, it’s not your job to select the teams to receive awards or determine any other answers. Instead, your task is to help the Judges come up with the best solutions possible, while recognizing that there is often more than one right answer.

8. You will need to manage situations that are not in the rule book.
While we hope that the Judge and Judge Advisor training materials and tools give you the right resources, we cannot cover every situation that happens at FIRST LEGO League events. As a Judge Advisor, you should use your best judgment to resolve any challenges or questions that come up. Focus on FIRST’s mission to inspire and recognize kids in science, technology, engineering, and math and you’ll do the right thing.

7. Create an atmosphere where everyone can contribute and have fun.
When you see Judges who haven’t had a chance to contribute, find ways to engage them in the discussion. Encourage the louder contributors to let others speak as well. Trust everyone to do their assigned jobs; avoid micromanaging. It’s ok to respectfully agree to disagree. Keep the tone positive and professional even while having passionate discussions.

6. Follow the rules.
It can be tempting to bend the rules to recognize your favorite team or the team with a particularly compelling story. However, the rules help create a fair and consistence experience for teams across the world. Award eligibility, Champion’s Award criteria, and all other rules must be followed as written. As the Judge Advisor, help ensure consistency by making sure your Judges stay within the rules as they select teams for awards.

5. Be aware of the time!
One of the most challenging parts of the Judge Advisor’s job is keeping the judging process aligned with the tournament schedule. Constantly monitor the judging schedule and your progress. Think of contingency plans in advance: What can you do to catch up if you get behind?

4. Focus on official and relevant judging criteria.
Sometimes, Judges will get focused on a small or irrelevant fact or behavior from a team. What school a team is from or what happened at a prior tournament should not impact how a team is judged. Help the Judges use the rubrics and award descriptions as their only criteria for assessing teams.

3. Resolve any problems right away.
Do your best to resolve any issues or problems before leaving the tournament. In the event that you need to disqualify a team, communicate the problem behavior with the coach. In addition, clearly document the facts of any incidents that happen in case the FIRST LEGO League Partner or Tournament Director needs to answer questions about them after the event.

2. See the teams!
Avoid getting stuck in the Judge Deliberations room all day. As much as your schedule allows, make time to sit in on judging sessions and visit teams in the pits. Interact with the teams directly to see the impact the FIRST LEGO League has on kids.

1. Keep calm and robot on!
Judge Advisor can be a hard job! Catch your breath, take a moment to think, and trust your intuition. Ask your Tournament Director or an experienced Judge for help if needed. You are an important part of making a FIRST LEGO League tournament run smoothly. Thank you!
FIRST LEGO League Judge Advisor Resource Guide

FIRST LEGO League Wiki Judging Resources Workspace
https://firstlegoleague-judges.pbworks.com/w/home
- Award Structures and Descriptions
- Judging Lite
- Rubrics
- Prep Packs
- Deliberations Worksheets
- Global Innovation Award Instructions for Judge Advisors
- Sample scripts
- Locally-delivered training resources

FIRST LEGO League Website
firstlegoleague.org
- The Challenge
- The Challenge Guide
- Challenge Updates
- Judging FAQ’s

Judge Prep Packs
Available as part of Judge Certification or on the FIRST LEGO League wiki
- Judging Primers
- Rubrics
- Sample Questions
- Comment Starters
- FIRST LEGO League Project
- FIRST LEGO League Robot Game

Can’t find something? Please ask at flljudge@firstinspires.org
1. How is the Champion’s Award determined? Are certain weights used?

A: The Champion’s Award recognizes a team that "embodies the FIRST LEGO League experience, by fully embracing our Core Values while achieving excellence and innovation in both the Robot Game and Project."

At an official event Judges will look for balanced, strong performance across all three areas; this means that all three judged sessions (Core Values, Robot Design, and Project) are weighted equally to determine the initial group of Champion’s candidates. All candidates must also meet the following requirements:

- Robot: The team must score in the top 40% of all teams participating in the Robot Game at the event.
- Project: The team must complete all parts of the Project, including the identification of a real world problem related to the Challenge theme, creation of an innovative solution and sharing their research and solution with others, as well as any other season-specific requirements that may exist.
- Core Values: The team must adhere to all Core Values throughout the event and the season.

All candidate teams are then reviewed during a deliberative process that considers Robot Performance placement and other qualitative factors. Final determination of the award winner(s) is based on a vote of the full judging panel.

2. Does FIRST LEGO League have an official policy on how teams advance to Championships from Qualifiers?

A: Teams are eligible for awards and advancement only at the first official event of each qualifying level attended during season. In most cases, event capacity within a region limits team participation to only one qualifying event each season. In some cases, teams may be able to attend more than one qualifying event, but it is important to note that they do so for fun only—they would not be able to win awards or be advanced to a Championship based on performance at a second or additional event.

The qualifier advancement policy is based on Champion’s Award criteria. As described above, Champion’s Award criteria require that the team, performs well in all three judged areas (Project, Robot Design and Core Values) and receives a Robot Performance score in the top 40% of official Robot rounds among other requirements.

Note if more than 20% of teams will advance from a qualifier to a Championship, the Partner should adjust the minimum Robot Performance Score "hurdle" for advancement (See the official Advancement Policy). Contact your local Partner or Tournament Director to find out what advancement hurdle will be used at the event you are attending.

It is possible for a team to receive a 1st Place Core Award but not advance to Championship if their Robot Performance score is below the top 40% of teams at the event. Or, a team may win 1st Place in Robot Performance but not advance to Championship due to not having performed well in one or more of the three judged areas.

3. Is it possible to win the Robot Performance Award based on field/game score without doing the Project?

A: It is not possible to win the Robot Performance Award without doing the Project. Teams must participate in all 3 judged areas (Project, Core Values and Robot Design) and the Robot Game to be eligible for any Core Awards and Robot Performance is a Core Award. This rule encourages teams to embrace the spirit of discovery and focus on all aspects of the Challenge.
4. Can elimination or alliance rounds be used to determine Robot Performance Award?

A: The Robot Performance Award recognizes a team that scores the most points during the Robot Game. Teams have a chance to compete in at least three 2.5 minute matches and only the highest score out of the three matches counts. While some events may hold elimination or alliance matches for the excitement and fun, these may not be used to determine the Robot Performance Award. Instead, any awards provided for elimination or alliance matches may only be Local Awards. Note that scores from any alliance or elimination rounds will not be used to determine the Robot Performance bar (at or better than the top 40%) needed to be met for qualifier advancement or Champion's Award consideration.

5. What happens if my team goes past 5 minutes when giving their Project presentation?

A: Some Judges may warn the team that they have gone over five minutes, while others will allow the team to finish. In some cases, the tournament may need to keep a very strict time schedule, so Judges will end the presentation at five minutes. If the Judges allow a team to go over five minutes, that may reduce the amount of time Judges have to ask questions and could affect how the Judges assess your team. Your team should practice timing their presentation before the tournament to reduce the chance they will go over five minutes.

6. Can the Coach help the team setup their Project presentation?

A: As stated in the Project document, teams should plan a presentation that they are able to set up and break down with no adult help. The coach should refrain from helping the team setup any presentation materials or props. There may be rare instances when a presentation prop or other item is too bulky or heavy for team members to carry. In this instance, some tournaments may allow the coach to assist the team, or the tournament may provide volunteers to move the heavy/bulky item. Check with your tournament organizer before the tournament if you have any questions about tournament policies and procedures.

7. Do tournament directors have the flexibility to create their own judging tools or additional requirements for teams, other than those specified in the Challenge document?

A: Each official tournament is held to a set of “Global Standards,” designed to provide a consistent experienced for teams attending official events. Some items, including the rubrics, are required to be used by events exactly as provided by FIRST. Other items may be modified to meet local needs.

Official tournaments will not have any new or additional requirements, such as a binder or video, other than the required items outlined in the Challenge document, Coaches’ Handbook, and FIRST website.

Each region may choose to require teams to present a Core Values Poster or Robot Design Executive Summary. In addition, some regions may have completely optional additions that are only used for local awards. These local, optional additions will not be taken into account by the Judges for any Core Awards.

If you have any questions about what is required at your tournament, please contact your FIRST LEGO League Partner or Tournament Director.
The Deliberations Process: Reminders & Tips for Judge Advisors

To facilitate deliberations at a FIRST LEGO League event requires preparation, a strong understanding of process steps, and an ability to be both flexible and firm. Deliberations are more an art than a science, and expect that each experience will be different. While no two deliberative sessions will ever be exactly alike, the FIRST LEGO League Deliberations process is intentionally designed to run the same way for all events.

Here are a few reminders and tips to help you guide the deliberations process. Please review the Quick Start Guide to FIRST LEGO League Judging for a detailed explanation of each step, posted in the Judging Resources section of the FIRST LEGO League wiki. All Judge Advisors should complete the Judge Advisor Certification every year to be well prepared.

Step 1: Complete Judging Sessions
- Each team should meet with at least two Judges for a minimum of 10 minutes during a structured judging session for each of the three areas (Core Values, Project, and Robot Design)
- Each judging pair must complete one FIRST LEGO League Rubric for each team. Judges should complete rubrics, make detailed notes, and rank teams as they see them.
- **Critical Outcome:** Completed Rubrics and comments: one per room

Step 2: Nominate and Rank Teams
- Each Judging Pair initially reviews their teams seen throughout the day and prepares a Nomination Worksheet specific to their judging area (see Project Nomination Worksheet, Robot Design Nomination Worksheet, Core Values Nomination Worksheet).
- **Critical Outcome:** Individual Award Nominations - approximately 2 per room
- **Critical Outcome:** 1-N Ranking for overall area- one per room (N= the number of teams reviewed by the Judging Pair)

Step 3: Select Champion’s Candidates
- Using the within-room rankings from all three judging sessions to determine the highest ranked teams plus the number and variety of award nominations across all three areas and considering any initial Robot Performance scores, the Judge Advisor identifies potential Champion’s Award Candidates. Head Judges or the entire group of Judges can assist if appropriate.
- Remember… Champion’s Award winners must score in the top 40% of all teams at the event in the Robot Game and meet the Award Eligibility criteria.
- **Critical Outcome:** Candidates group selected by JA and HJ and confirmed by all judges.

Step 4: Determine Optional Call-backs
- The purpose of call-backs is to gather any additional information about teams that is necessary for judges to make decisions.
- It is important to communicate to teams that a call-back does not imply they will win an award; similarly a lack of a call-back should not generate an expectation that a team won’t win an award.
Step 5: Discuss Award Candidates
- All Judges in each core area to meet together to discuss all teams nominated for awards.
- Judges should keep presentations about the teams they saw short and factual. We recommend that a 2 minute (+/- as time allows) limit be set for each presentation and strictly enforced.

Step 6: Complete Initial Deliberations
- Once all nominated teams have been presented to all area judges, the group must work together to rank order these teams in a fair manner. The outcome from this step in the process should be captured on the appropriate area ranking worksheet: Project Ranking Worksheet, Core Values Ranking Worksheet, Robot Design Ranking Worksheet.
- After presentation and discussion of candidates, voting is typically the easiest method to create a merged ranking of all nominated teams.
- **Critical Outcome:** 1-N ranking for each award in each area (N= the number of teams nominated for each award)

Step 7: Discuss Champion’s Award Candidates
- The first award to be determined is always the Champion’s Award, as it is FIRST LEGO League’s most prestigious award.
- One representative from each of the three core areas provides a short, factual, timed presentation to highlight key team strengths for all the judges.
- Share any pertinent information with the group, such as exceptionally positive or negative Core Values inputs from other volunteers or the Robot Performance ranking.

Step 8: Vote for Champion’s Award
- After presentations, questions, and sufficient discussion of all teams in consideration, the formal vote for Champion’s Award winner(s) takes place.
- Any Champion’s Award winner is removed from consideration for any other team awards, except Robot Performance.

Step 9: Finalize Remaining Core Awards
- Teams that do not win a Champion’s Award are considered for awards under the categories where they were originally nominated.
- Awards are assigned based on the rankings previously determined for Core Awards during initial deliberations.
- With the exception of the Robot Performance award, no team is allowed to win more than one team award.
- When a team is ranked high in more than one Core Award category, the team should be given an award in the judging area it was ranked highest, as all Core Awards (beyond the Champion’s Award) are of equal weight.
- When award placements are equal, a determination must be made as to the most appropriate award to give that team through discussion among the Judges.
Step 10: Finalize Optional Awards and Prepare for Closing Ceremonies

- Finalize any remaining optional awards such as Judges Awards and Local Awards
  - These award categories must only be used to recognize teams for an accomplishment not addressed by a Core Award category.
- Determine any Special Recognition Awards for individuals: Outstanding Volunteer and Coach/Mentor.
- Prepare the final, complete list of ALL awards for the event and review with all Judges.
- Judges write Award Ceremony scripts that are meaningful and fun.
- Collect all rubrics and review for completeness and appropriate comments
- Assemble any materials provided by teams during the judging sessions that should be returned (e.g. Project binders, prototypes, etc.)
- Prepare to release final feedback to teams
  - DO release to individual teams: A copy of their completed rubric for each area
  - DO release to the public: All officially completed robot round scores and a list of all award winners
  - DO NOT release: Judging evaluations for every team or any information regarding rankings of teams in consideration for awards.
- **Critical Outcome:** Scripts for all awards
- **Critical Outcome:** Written rubric-based feedback to all teams

Award Eligibility

*FIRST LEGO League teams participating in official events must meet these criteria in order to be eligible for awards at official events. Official events include all qualifying tournaments, Championship tournaments, and World Festival.*

In order to be considered for any Core Award, teams must:

- Match maximum age requirements, which state that youth must be 16 or younger globally, or 14 or younger in the US, Canada, and Mexico.
- Have 10 or fewer team members. **As a Judge Advisor, if you or a Judge suspect a team has more than 10 team members participating at the tournament, notify the Partner or Tournament Director to address the situation with the team.**
- Participate in all three judged areas and the Robot Game to be eligible for Core Awards.
- Be at their first official event at each tournament level during the season.
- Have all team members participate in each judging session – this rule means that teams cannot divide their team to go to judging.
- Demonstrate Core Values and have no behaviors serious enough to warrant disqualification.

In addition, teams being considered for the Champions Award or advancement must have Robot Game scores that meet or exceed the hurdle required. See the Quickstart Guide to *FIRST LEGO League Judging* or the Judge Advisor Training for more information about selecting Champions Award candidates and the Advancement Policy for more information about the advancement hurdle.
1. Judging Pairs
   - Completed Rubrics + Comments – 1 per room

2. Nominated & Ranked Teams
   - Individual Award Nominations – ~2 per room
   - 1-N Ranking for Overall Area – 1 per room

3. Judges Judge Advisor & Head
   - Select Champion's Candidates
   - Champion's Candidates Selected by JA/HJ
   - Number dependent on tournament size

4. Call Backs
   - Optional

5. Discuss Award Candidates
   - 1-N Ranking for Each Award in Each Area

6. Initial Deliberations

7. Discuss Champion's Candidates
   - Vote for Champion's Award
   - Number dependent on tournament size

8. Optional

9. Finalize Remaining Core Awards
   - Finalize Optional Awards

10. Scripts for All Awards
    - Written Feedback to All Teams

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Additional Notes:
- Judging Sessions
- Individual Judging Areas
  - Head Judges Facilitate
  - Judge Advisor & Head Judges
  - Vote for Champion's Award
  - Scripts for All Awards
  - Written Feedback to All Teams
Awards Structures

**Championship Tournaments** /
**Option** for Qualifying Tournaments

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<th>Core Awards</th>
<th>Champion's</th>
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<td>Inspiration</td>
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### Core Values Award Nominations Worksheet

#### Inspiration
This award celebrates a team that is empowered by their FIRST LEGO League experience and displays extraordinary enthusiasm and spirit.

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#### Teamwork
This award recognizes a team that is able to accomplish more together than they could as individuals through shared goals, strong communication, effective problem solving and excellent time management.

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#### Gracious Professionalism™
This award recognizes a team whose members show each other and other teams respect at all times. They recognize that both friendly competition and mutual gain are possible, on and off the playing field.

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#### Judges Award
Judges Awards allow the freedom to recognize remarkable teams that stand out for reasons other than the Core Award categories.

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#### Coach/Mentor
Coaches and mentors inspire their teams to do their best, both as individuals and together. This award goes to the coach or mentor whose leadership and guidance is clearly evident and best exemplifies the FIRST LEGO League Core Values.

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<th>Name</th>
<th>Team</th>
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#### Call-Back Teams
Please choose one Primary and one Alternate team to call-back. The Alternate team may be called back if the Primary team is called-back for the Champion’s Award.

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<th>Team</th>
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# Project
## Award Rankings Worksheet

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<th>Research</th>
<th>Innovative Solution</th>
<th>Presentation</th>
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<tr>
<td>This award recognizes a team that utilizes diverse resources to formulate an in-depth and comprehensive understanding of the problem they have identified.</td>
<td>This award recognizes a team’s solution that is exceptionally well-considered and creative, with good potential to solve the problem researched.</td>
<td>This award recognizes a team that effectively communicates the problem they have identified and their proposed solution to both the Judges and other potential supporters.</td>
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## Judges Awards Listing

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## Coach/Mentor

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Advancement Policy

Advancement Percentages
When planning tournament structures, FIRST LEGO League has the following recommendations for the number of teams to advance:

- 10% is the minimum percentage of teams that should advance
- Around 30% is the recommended percentage of teams to advance
- 50% is the maximum percentage of teams that should advance

Taking into account the recommendations for advancement percentages, the FIRST LEGO League Partner for each region will determine the percentage of teams that will advance for each event. To determine how many teams will advance, multiply the advancement percentage by the total number of teams at the event. Round to the nearest whole number to find the number of teams advancing.

Number of teams advancing = (Advancement %) * (total number of teams at event)

Example: A qualifying tournament has space for 12 teams to attend. Starting with an approximately 30% of teams advancing times 12 teams gives 3.6 teams advancing. Rounding up, 4 teams will advance from this event to the next level. The advancement percentage for this event is 4/12 = 33%.

Team Eligibility for Advancement
Teams are eligible for advancement if they meet the following criteria as required by the FIRST LEGO League Global Standards and Challenge document. Teams must:

- Have between 2 and 10 members
- Complete all required sections of the Project
- Have no disqualifying (Red-level) Core Values behaviors
- Be competing at their first official FIRST LEGO League 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 for advancement

Calculating Robot Performance Advancement Hurdles
Teams advancing must meet a minimum “hurdle” percentage in robot game scores in order to advance. Partners are required to use the following procedure to determine the Robot Game hurdle percentage for advancement:

1. Calculate the percentage of teams advancing from each event.
2. Round your advancement percentage to the nearest 5. (Follow standard rounding rules.)
3. Locate the rounded advancement percentage in the table.
4. Announce the Robot Performance hurdle percentage for advancement to teams before the event.
For tournaments advancing more than 50% of teams, the Robot Performance hurdle percentage for advancement is 75%. Partners must consult with their Partner Services Manager if they wish to use larger Robot Performance hurdle percentage for advancement.

**Example:** 33% of teams are advancing from an event. Round 33% up to 35% and consult the table. The advancement hurdle is 62% for this event. If 12 teams are attending the event, 12 x 62% = 7.44 teams. Rounding down to 7 teams means that teams must be in the top 7 scores to be eligible to advance.

<table>
<thead>
<tr>
<th>Advancement %</th>
<th>Hurdle %</th>
</tr>
</thead>
<tbody>
<tr>
<td>≤ 20</td>
<td>40</td>
</tr>
<tr>
<td>25</td>
<td>48</td>
</tr>
<tr>
<td>30</td>
<td>55</td>
</tr>
<tr>
<td>35</td>
<td>62</td>
</tr>
<tr>
<td>40</td>
<td>67</td>
</tr>
<tr>
<td>45</td>
<td>72</td>
</tr>
<tr>
<td>50</td>
<td>75</td>
</tr>
</tbody>
</table>

Robot Performance Hurdles always apply to the planned number of teams at an event.

**Example:** 12 teams are expected to attend an event and 4 teams will advance, but one team does not arrive. Teams still must be in the top 7 teams to be eligible to advance.

**Advanced Notice of Robot Performance Advancement Hurdles**

Partners are required to announce the advancement hurdle to teams before the tournament. Ideally, the event announcement would include the percentage of teams advancing and the Robot Performance Advancement Hurdle.

**Example:** “There are spaces for 12 teams at this qualifying tournament. The Judges will select four teams to advance to the Championship, using the Champion’s Award criteria. Teams must be in the top 75% of Robot Game scores to be considered for advancement.”

The Robot Performance Advancement Hurdle may not be changed during deliberations or any other time during the tournament day. The hurdle is considered a fixed barrier that teams must meet or exceed to be considered for Champion’s Award. This procedure ensures that all teams know the policy and it is applied consistently for all teams and all tournaments.

**Advancing Team Selection Procedures**

All advancing teams are selected using the Champion’s Award criteria: teams must be well-rounded across all three judging areas plus meet the minimum Robot Performance Hurdle. These advancing teams may be selected using the “golf score” approach of adding the team’s room ranks to create an overall rank, then removing any teams blow the hurdle. Judge Advisors are encouraged to use the Advancement Calculator, available as a stand-alone tool or within Judging Lite to select teams.

**Champion’s Award Robot Performance Hurdle**

The Robot Performance Hurdle for advancement does not impact the hurdle for Champion’s Awards. Teams at all tournaments must be in the top 40% of Robot Game Scores to be considered for Champion’s Awards.
**Judge Advisor Quick Reference**

**Questions?**

Email: Contact flljudge@firstinspires.org before or after your event or ask your FIRST LEGO League Partner.

Phone number: Ask your FIRST LEGO League Partner who you should call for help on the day of the event.

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**Award Eligibility**

In order to be considered for any award, teams must...

- Match maximum age requirements (16 or younger; 14 in U.S./CAN/MEX)
- Have 10 or fewer team members
- Participate in all 3 judged areas and the Robot Game (for Core Awards)
- Be at their first official event at each tournament level for the season
- All team members participate in each judging session
- Demonstrate FIRST LEGO League Core Values; No red-level behaviors

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**Judging Policies to Remember**

- No team may receive more than one award (Exceptions: Robot Performance, Coach/Mentor or Volunteer Award)

- Champion’s Award winning teams must be eligible for all awards, have strong performance across all judge areas, complete the Project requirements and be in the top 40% of Robot Game scores. At my event, they must be in the top _____ # of teams.

- Advancement is based on the Champions Award. Refer to the Advancement Policy to determine the Robot Game score hurdle for your event. The hurdle for my event is _____ %. At my event, they must be in the top _____ # of teams.

- All teams must demonstrate Core Values. Refer to the Guide to Core Values Concerns for guidance on addressing Core Values questions.

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**My Reminders**

Use this space to write yourself tips or reminders for deliberations and facilitation

- __________________________
- __________________________
- __________________________
- __________________________
- __________________________
- __________________________
- __________________________

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**My Judging Schedule**

<table>
<thead>
<tr>
<th>Estimated Start Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Judge Meeting</td>
</tr>
<tr>
<td>Coach’s Meeting</td>
</tr>
<tr>
<td>Judging Sessions</td>
</tr>
<tr>
<td>Judge pairs rank/nominate teams</td>
</tr>
<tr>
<td>Select Champion’s candidates</td>
</tr>
<tr>
<td>Call-Backs</td>
</tr>
</tbody>
</table>

**Area Deliberations**

- Judges discuss award candidates
- Rank top candidates for each award

Discuss and vote for Champion’s Award

Finalize remaining Core Awards

Finalize Judges and other optional awards

Write scripts for Award winners

Award Ceremony

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Have fun! Look for ways to help Judges, volunteers, coaches, teams, and spectators all have a great day.