

Overview of the Day

This is an overview of how the Lancer-Bot-Mania tournament will run from a team perspective. Items underlined have a link for your convenience:

Arrival:

- Please review the [Event Readiness](#) as you prepare for the tournament.
- Doors open to teams at 7:30am. Please see the Tournament [Agenda](#).
- Use the entrance to Lakeshore High School that is indicated on the [Event Parking Map](#).
- Once a team has arrived at the school, the coach will check-in at the registration table. The team can proceed to their assigned team table where they will meet their team ambassador who will guide the team through all the activities for the day.
- Please have your registration fee of \$75 Cash (*exact amount only*) or check made payable to "Lakeshore High School and in the memo line FLL Robotics" to be paid at the registration table.
- Turn in nomination forms for [Coach / Mentor Awards](#). Blank forms will be available at check-in. Forms must be turned into the registration desk no later than 11am. Team members are encouraged to write these nominations.

Pit Area:

- At check-in, the team will receive their pit assignment. Your pit area will have a sign with your team name and number on it. Each pit will have a rectangular table. The pit is your "home base" for the day. Teams deck out their pit area to reflect their team spirit, project idea, any way that they feel will distinguish themselves as a team.
- **No food or drink will be allowed in the pit area.**
- There will be 2 practice tables in the pit area with a signup sheet. Teams will be allotted 10 minutes on the general use practice tables. The table will be monitored by event personnel. Please use gracious professionalism in the sharing of these tables.
- Power will be available for every pit. Teams are asked to bring a **power strip and an extension cord**. Please label all your gear.
- Internet access is restricted at the school.
- Coats and other personal belongings should be stored in a team's pit area. An empty storage bin is useful for this purpose.
- Rubber-soled shoes are recommended.

- Nothing that could potentially scratch the wooden gym floors will be allowed in the gym and/or stored under your pit tables. These items must be left at lunch tables.

Cafeteria:

- Outside food is allowed, however crock pots and other cooking devices are **NOT** permitted.
- In the spirit of gracious professionalism, teams are asked to share tables with other teams as needed.
- Food and drink are not allowed in the pit, competition floor or classroom area. Please use the cafeteria for this purpose.

The Event:

- Prior to opening ceremonies, there will be a short Coach Meeting held in the gym by the competition tables. Each team should send one coach/mentor.
- The head referee will give a brief talk and answer any questions.
- Teams should start heading to the gym for opening ceremonies at 9:10am. Be ready to show off your team spirit!
- After opening ceremonies, robot matches will begin and judging sessions will continue. Please be punctual!

Judging:

- Teams who are to be judged immediately after opening ceremonies are welcome to take their gear to their judging area prior to opening ceremonies to ease congestion. Teams will not be allowed to enter the room until their scheduled judging time.
- Only the students (10 maximum) + Coaches (2 maximum) will be permitted into judging rooms.
- Robots are allowed in the judging rooms.
- No spectators allowed in judging rooms.
- No video or audio recording allowed in judging rooms.
- Allow 5 minutes to travel from the pit/competition area to the judging area.
- Teams should check-in at the judging table 5 minutes before their single judging session.
- No computers, projectors, microphones, wifi...are provided in the judging room. **Please bring everything you need for your team's judging session.**
- [Team Profile](#) sheets are welcome, but not required. Teams can turn one in at the start of the judging session.

- Judges will be following the details described in the [Session Judging Flowchart](#) process. Teams should be familiar with this flowchart and plan to follow it. The total time in the interview room will be 30 minutes.

Competition Floor:

- We will be running 4 rounds of matches. There is no practice round.
- Teams may bring a small cart/tray to the table to store their gear. All attachments must be in full view at all times.
- Please do not bring any mission models to the tables; teams must use the mission models at the table and then leave them there afterwards.
- Drivers should be in the queuing area 10 minutes before their competition time; a coach may be with the team in the queuing area.
- Only team members will be allowed on the competition floor, along with their coaches.
- Team members can gather behind the designated cheering line to cheer their drivers.
- Once a team is led to the competition table, they will have about 1 minute to prep their robot (calibrate light sensors, for example).
- The MC will count down 3..2..1..LEGO! On “LEGO”, the match begins.
- Teams will have 2 ½ minutes to accomplish as many missions as possible.
- Once a match ends, drivers stay at the table but *do not touch anything!* Referees will document the number of missions completed on the table then ask the drivers to initial the score sheet.
- Drivers may then pick up their robot, innovation project model and any other equipment they brought to the table. All mission models stay at the table.

The Finale:

- After all match rounds are completed, including the tournament bracket matches, teams usually start tearing down their pits and packing up, then gather in the gym to dance and celebrate all their hard work.
- Lancer-Bot-Mania will be recognizing 11 Awards:
 - *Champion’s Award - 1st & 2nd Place*
 - *Core Values - 1st & 2nd Place*
 - *Robot Design - 1st & 2nd Place*
 - *Innovation Project - 1st & 2nd Place*
 - *Robot Performance - 1st & 2nd Place*

- *Coach / Mentor Award*

NOTE: Coaches Mentor - please make your teams aware of these awards!

- Up to 10 team members accompanied by two coaches/mentors will come to the competition field to receive their trophy.
- Teams can pick up their judging rubrics, binders, etc. in the gym area after the competition.
- The Lancer-Bot-Mania Qualifying Tournament is advancing 3 teams to the Michigan State Championship in Mason MI on Saturday 01/11/2025.

Good Luck with this year's game *SUBMERGED*

We look forward to hosting you at the Lancer-Bot-Mania Tournament!