The Flow of a match

- On Deck
- Approaching the table
- The match
- Scoring
- Leaving the field
On Deck

• Check in at the right place
• Be early
• Have your whole team ready
• Make sure you have everything you need
  • It’s a good practice to keep all the things you need for your robot in a box
  • There won’t be time during the match to go back
• Cheer for other teams
• Sometimes this will also be inspection time!
Approaching the table

- Have the kids look over the mission models
  - If something looks wrong they need to ask the refs to fix it.
- Set up the first robot mission
  - Assign kids specifically for this
  - You are allowed to bring a side table to the match, make sure to bring your own if the competition does not provide one
- Sometimes you may need to talk to the other team, do this now
  - Or just say good luck 😊
The Match

• 3-2-1-LEGO!
  • We start a match on the “L”
  • 2 and ½ minutes

• Understand risk
  • Know the points on the field
  • Be aware of penalties
    • Sometimes trying a mission again can cause you to lose more points than you could possibly gain.

• Stay calm at the table

• Don’t side-line coach (they’ve got this!)
Scoring

• A kid must sign off on the scoring
  • Good to have someone assigned to this
• All scoring happens at the end of a match
• If there is a debate on scoring:
  • Kids need to bring it up immediately after the match ends and defend their point
  • Once the sheet is signed it is official and unchangeable
  • The coach can NOT intervene with on field scoring
• If a team mate notices a scoring typo the student needs to ask a ref in-between a match.
Leaving the Field

- Make sure you have everything
  - Your robot
  - All attachments
  - Return all field pieces
  - Any cheer equipment
- Thank the refs!
- Even if you had a bad run, leave happy and excited!