FIRST LEGO LEAGUE CHALLENGE

Team Information Packet

University of Southern Indiana FLL Qualifying Tournament
November 21, 2026

FIRST LEGO LEAGUE

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USI FLL Qualifying Tournament

FIRST® LEGO® League Challenge Qualifier

Tournament Date, Time, Location and Contact

Date: November 21, 2026
Time: 7:30 a.m. – 3 p.m. (Central Time)
Location: Carter Hall & University Center East, University of Southern Indiana, 8600 University Blvd., Evansville, IN 47712
Tournament Contact: Allison Grabert; afgrabert@usi.edu; 812-228-5019

Challenge Schedule

Time	Activity
7:30 AM	Team Check-in & Pits Open (Carter Hall)
8:15 AM	Coach Meeting (Carter Hall)
9:00 AM	Judging Begins (UC East - All Judging is CLOSED to the public)
9:30 AM	Practice Round Begins (Carter Hall - Open to the Public)
12:30 PM	Official Robot Rounds Begin (Carter Hall - Open to the Public)
3:00 PM	Robot Game Ends
3:30 PM	Closing Ceremony (Carter Hall - Open to the Public)

Parking

Once on campus, following the boulevard signs to parking near the Screaming Eagles Complex.

Food

- Lunch vouchers to The Loft (USI Dining Hall) in the amount of $15 will be provided for all official team members and up to 2 coaches. The voucher must be surrendered to the cashier when lunch is purchased. No change will be given. Lunch and breakfast items can be purchased by all visitors from 10:30 AM – 3:00 PM.
- Lunch can be purchased and eaten when it is convenient for teams based on their individual schedules and should be eaten at the tables located on the 1st and 2nd floors of the University Center dining area. Lunch may NOT be eaten in Carter Hall. Please return your trays, dishes, etc. to the tray return area by The Loft cashiers. Also, please make a big effort to clean up your eating area and throw away your trash.
- Starbucks is located in Rice Library and will open from 10 a.m. – 5 p.m. *(subject to change)*
- Per USI Policy, coolers and outside food items are not permitted in the University Center.

Dress

Dress for all teams is casual. We encourage your team to adopt a fun and unique team identity, which allows others to understand something about your team, your engineering experience, or your Innovation Project. Remember to ***HAVE FUN!***

Team Size

A competitive team consists of a minimum of two (2) and a maximum of ten (10) children. Team members must be between the minimum and maximum age or grade allowed in their region.

Team Check-in

Team check-in will run from 7:30 AM – 8:15 AM.
Coaches must submit the following for their teams to the team check-in volunteers:

- **Team Roster (for United States and Canadian regions):** Download your team roster from the Team Registration System, print a copy, and bring it to team check-in. A *FIRST* Consent form is required for every team member, coach, and mentor who will be with the team during the competition day.

Your team will receive the following at Team Registration:

- **Team Badges or Lanyards:** One badge will be provided for each team member and two coaches. Your team will only receive two coach badges, even if your team works with more than two coaches and mentors. Your team will need to decide what two adults will be spending the day with the students. ***NOTE: At least one adult coach is required to supervise the team at all times during the tournament.***
- **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule. You will be notified of any changes to the schedule by email. Changes will also be updated on the website.

Pit Area

The Pit is where your team will spend most of the time. This is where you will work on your robot and programming. This is also the area where you can enjoy downtime with your team, get to know other teams, see their robots, and find out about their Innovation Projects. Your team will have access to:

- One standard-sized table
- At least two (2) chairs
- Electricity – Bring an extension cord and a power strip, as your access point will consist of a single outlet/plug. A power strip will allow you to charge your robot and your laptop at the same time.

We recommend that you bring the following for your team to have in the Pit Area:

- A bin or large bags (like trash bags) to store personal belongings, like coats, under your table.
- Your robot and all your robot supplies (attachments and additional building pieces)
- Your laptop computer and power cord
- An extension cord and power strip
- A box or small bin to carry your robot and attachments to and from the competition area. You must unload all your equipment onto the table at official matches.
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)

Some Pit Area Rules for you to keep in mind:

- Coaches should refrain from handling the robot, attachments, or the computer. ***NOTE: If your team encounters technical difficulty, let someone at the tournament know so that the officials at the event understand why a coach might need to handle a robot or work on the computer.***

- Remember to be gracious professionals when using a Practice Table:
    - Practice table reservations may be made prior to the tournament on our website.
    - Be mindful of your time and other teams' needs. Please be courteous and allow a team facing a crisis to use your practice time).
    - Reset the Practice Table for the next team.
    - Make sure you check that you do not take a mission model from the Practice Table
    - Offer help to teams that may need it!

Coaches' Meeting

The Coaches' Meeting will be held in the **Competition Area at 8:15 AM.** At least one team coach should attend this meeting. Make sure that another coach or mentor is assisting the team to set up their pit area during this time. At this meeting, your team's coach will have the opportunity to:

- Meet the Tournament Director
- Meet the Head Referee
- Understand the flow pattern through the competition area
- Ask judging-related questions
- Ask Robot Game questions
- Ask any other tournament-related questions

Judging

Team judging begins at 9:00 AM. Each team will be judged within a single judging session. Your team will spend ten (30) minutes with your assigned judging pod. Only team members and two (2) coaches will be allowed into the judging rooms. One team coach will be permitted to videotape the judging session; however, that adult should remain in designated areas. Nobody from the team should stand behind the judges. Coaches should be silent observers of the judging process and refrain from influencing the session in any way. If you choose to use a PowerPoint presentation, be prepared to present from your laptop. Presentation A/V equipment is not available in the judging rooms. The judging schedule is tight. Please be on time for your judging session.

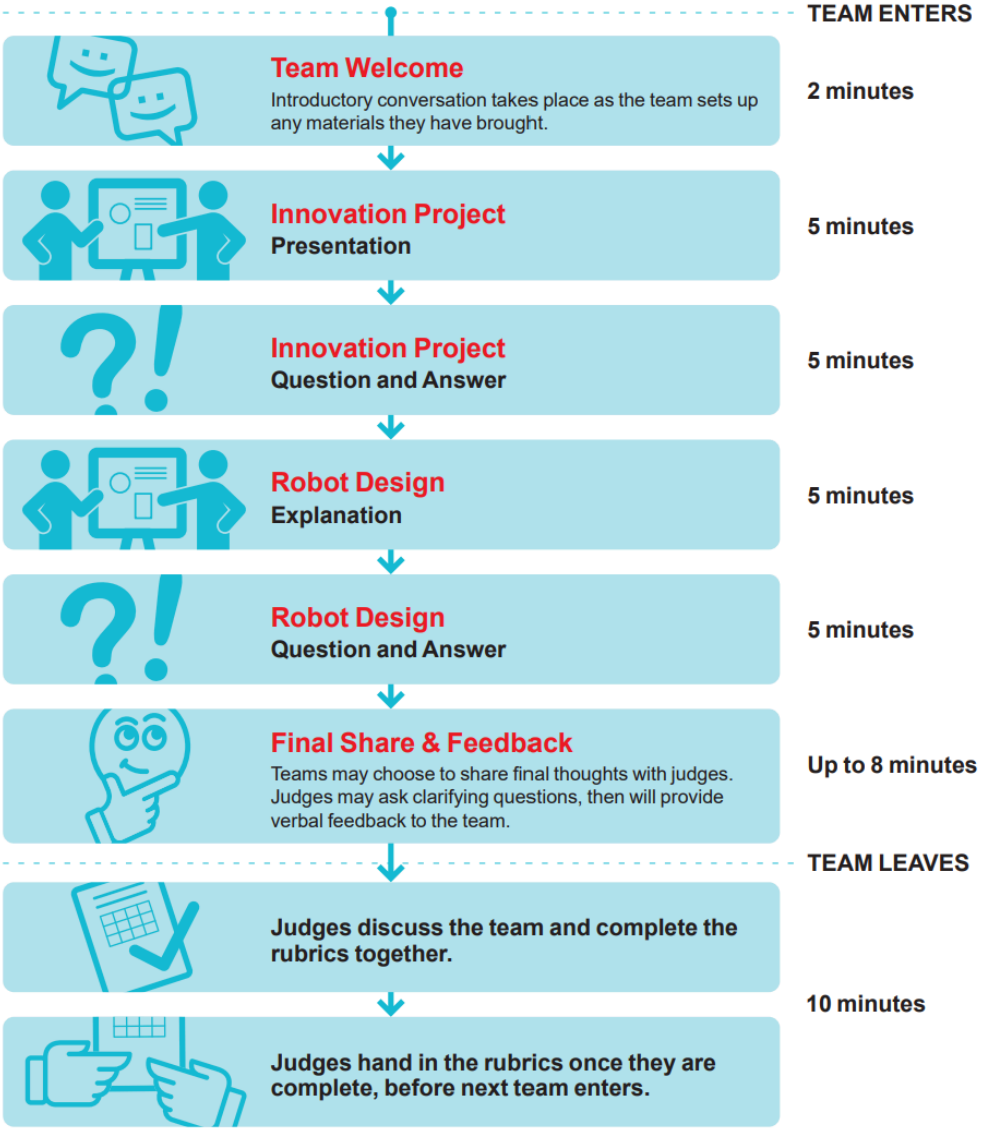
All cell phones (team members & coaches) must be turned off during the judging sessions.

Please make sure to review **the rubrics** with your team prior to coming to the event. The following outlines what you can expect in each of the judging session:

Judging Session Flowchart

Teams should demonstrate ***FIRST*® Core Values** in everything they do. Judges will be excited to see how teams used **teamwork**, **discovery**, **inclusion**, **innovation**, **impact**, and **fun** throughout their Innovation Project and Robot Design work.

Judging is a time to celebrate a team's accomplishments, but it is normal to feel nervous. Judges will do their best to encourage teams during the session. Teams should not leave anything in the judging room when they leave.



Spectators

The Robot Game is free and open to the public, starting at 12:30 PM. The judging portion of the event, which will happen all morning, is closed to the public. Thank you for respecting this policy. Please remember to respect the team-only areas – the competition floor area (the area where teams queue and compete) and the judging area.

Robot Game

Your team is responsible for knowing and understanding the *FIRST* LEGO League Challenge Robot Game. All the game documents can be found on the ***FIRST* LEGO League website**.

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

Coaches: Coaches: Two coaches will be permitted to join the team on the competition floor, but you must stay behind the line with the team and refrain from actively directing the team during the game. Please do not touch or handle the robot or attachments during this time. Consider yourselves spectators with the best spot in the house to watch the game.

Your team will participate four (4) times at the Tournament Tables – the Robot Game will begin with a Practice Round in the morning. The purpose of the Practice Round is to give your team the opportunity to experience the queuing process, competition timing, and of course, to get rid of some of those nerves. This Practice Round is just that – a practice – and it does not count, even if this is the best score your team has at this tournament. Your Robot Performance score is the highest score your team achieves out of the three official rounds.

NOTE: Remote controls are not allowed anywhere at this tournament (This includes Smartphone applications that enable you to control your robot remotely). Bluetooth may not be used. Your team could be disqualified if you are found remotely controlling your robot anywhere during the competition or if your Bluetooth is enabled in the competition area!
Make sure you are ready to compete at least ten (10) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and ***HAVE FUN!***

Awards

Descriptions of *FIRST* LEGO League Challenge awards can be found **here**. The following awards will be presented at this tournament:

- Champion's Award
- Core Values Award
- Innovation Project Award
- Robot Design Award
- Robot Performance Award
- Coach/Mentor Award
- Peer Award

Championship Advancement

A set number of teams from this tournament will be invited to advance to a Semi-State *FIRST* LEGO League Challenge based on Champion's rank. The number of advancing teams has not been released by FIRST Indiana yet. This will be updated as soon as those numbers are revealed.

What is *Gracious Professionalism*®?

Gracious Professionalism® is part of the ethos of *FIRST*®. The idea and phrase are found throughout *FIRST,* but no one has been a stronger champion than *FIRST* Executive Advisory Board Co-Chair & Distinguished Advisor, Dr. Woodie Flowers. "*Gracious Professionalism* is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community. With *Gracious Professionalism*, fierce competition and

mutual gain are not separate notions. Gracious Professionals learn and compete like crazy but treat one another with respect and kindness in the process."

We expect all team members, volunteers, coaches, and families to behave as Gracious Professionals.

Tournament Cancellation Policy

Although we never want to see an outreach event cancelled or delayed, we take the safety of our teams and their families very seriously. The University of Southern Indiana FLL Qualifying Tournament will be canceled or delayed due to causes and conditions beyond the tournament organizers' control, including, but not limited to inclement weather, acts of nature, government restrictions, and/or any other cause beyond the tournament organizers' control. Please refer to local news and radio for current county advisories. If the event must be canceled, it will not be rescheduled, and advancement to the Indiana FIRST LEGO League Semi-State Challenge will be determined by lottery of teams registered for this event.

Competition Day Checklist

	Team Roster
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable *(Bluetooth use is NOT permitted at the tournament)*
	Extension cord and power strip
	Box to carry robot to competition field
	Special dietary provisions for lunch
	Bin to hold personal and team items (coats, games, etc.) to fit under pit table
	Project judging materials, props, and displays
	Graphics demonstrating programming strategy for robot design judging
	Team games or activities for downtimes (optional)
	Team banner or poster to carry for ceremonies or for pit space (optional)
	Team giveaways (optional)
	Field kit