

CENTRAL FLORIDA SEASON HANDBOOK
2024/2025

SUBMERGEDSM

FIRST[®]
LEGO[®]
LEAGUE

CHALLENGE

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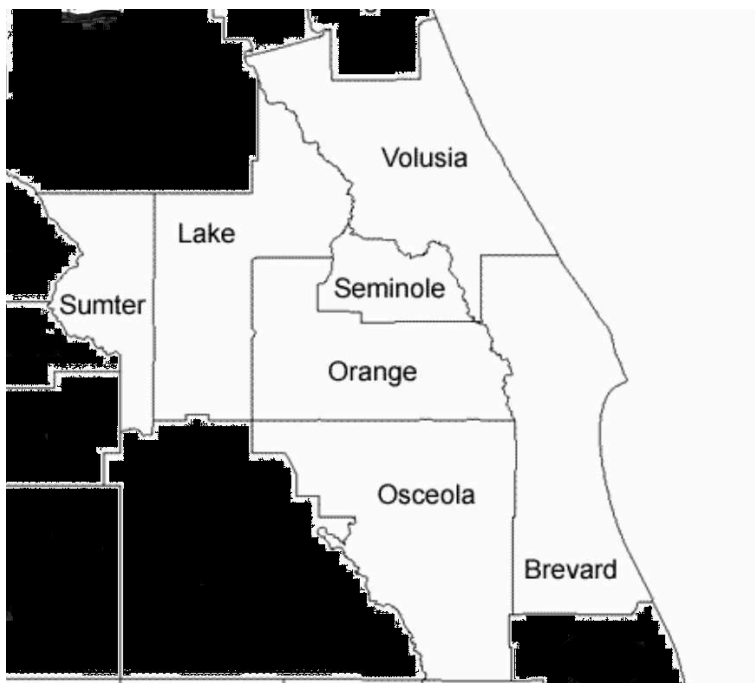
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Purpose of this Document

The purpose of this document is to describe participation procedures and expectations for teams in the Central Florida Region. In the following pages, teams will find information on important details and deadlines for before, during, and after official tournaments that are under the jurisdiction of Infinity Center of Education. All procedures discussed in this manual are implemented equally at all tournaments in our region.

What is the difference between *FIRST*[®] and Infinity Center of Education?

- **FIRST** (For Inspiration and Recognition of Science and Technology) is a global organization, headquartered in New Hampshire, that provides innovative, engaging, mentor-based programs designed to inspire young people to be science and technology leaders and innovators.
- **Infinity Center of Education** is the Program Delivery Partner for the *FIRST* LEGO League programs in Central Florida, managing all program delivery activities, including supporting team development in our region.
 - The Central Florida Counties are Volusia, Sumter, Lake, Osceola, Brevard, Orange, and Seminole.



Contacting Infinity Center of Education & *FIRST* Partners in FL

We encourage teams to contact us with questions, including Judging or Robot Game clarifications. You can always contact us via the contact information provided below. The staff and Regional Planning Team of Infinity Center of Education manage all aspects of the *FIRST* LEGO League Program in the Central Florida Region. We're happy to help!

Infinity Center of Education is your first point of contact regarding any event-specific questions you have related to a particular competition. *FIRST* LEGO League teams with additional inquiries can also contact *FIRST* directly by emailing firstlegoleague@firstinspires.org.

NOTE: When emailing us - in the subject line please specify that you are a Central Florida LEGO Team. Then, make sure to include your team number and name in your email. This will prioritize your email within our inbox.

Central Florida *FIRST* LEGO League Program Delivery Partners – All General Questions

Daniel Penny, III
dpenny@firstpartners.org

Joyce Walters
jwalters@firstpartners.org

Website: <http://www.infinityfll.com>

Phone: (321-966-5056) Ext. 1

Central Florida *FIRST* Senior Mentor (also our Regional Head Judge) All Judging Questions

Andy Milluzzi amilluzzi@firstinspires.org
HeadJudge@infinityfll.com

Central Florida Regional Head Referee All Robot Game Questions

Steve Bowman
HeadReferee@infinityfll.com

Central Florida Regional Homeschool Director All questions on implementation for Homeschool Purposes, etc.

Alex McHugh
Homeschool@infinityfll.com

Revisions to this Document

Revisions and addendums to this document will be emailed directly to coaches through our regular Coach Blast emails.

Finding Information

Emails

- All teams can have up to three (3) contacts listed on their Dashboard Account at www.firstinspires.org.
 - Coach 1, Coach 2, and Team Administrator, otherwise known as Purchaser/Organizer.
- Emails from Infinity Center of Education will be sent to the contacts associated with a team's account.
 - **Please sign up for email communications at <http://www.infinityfll.com/FLL/mailling-list/>**
 - This will allow us to confirm communications are working before anything important is communicated for the season.

Coach Blasts

- Team contacts will be automatically added to the Infinity Center of Education Coach Blast mailing list.
- Coach Blasts are your primary source of information and updates.
- There will be at least one Coach Blast each month during the offseason and bi-weekly during the season. Please note additional emails may be sent as needed for specific events, etc.
- Coach Blasts will also be added to the Coach Blast Archive on the website for Central Florida
 - [[Coach Blast Archive](http://www.infinityfll.com/archived-newsletters-and-e-mail-blasts/)], <http://www.infinityfll.com/archived-newsletters-and-e-mail-blasts/>
- Got a team parent or mentor that's not a listed contact, but still wants to receive the Coach Blasts? No problem!
 - **Please sign up for email communications at <http://www.infinityfll.com/FLL/mailling-list/>**
 - This will allow us to confirm communications are working before anything important is communicated for the season.

Online Resources

- The *FIRST* Website: <http://firstinspires.org/> - Register your team here and load your team contacts
 - Event Registration happens separately with an invoice from Infinity Center of Education but only after your team is a fully registered team with *FIRST* (2 coaches YPP & Reg. Payment).
- The *FIRST* LEGO League Website: <http://firstlegoleague.org/> - Global information on FLL
- The LEGO Education Website: <http://education.lego.com/> - Purchase your LEGO Robot parts
- Central Florida Resources: Resources can be found at <http://www.infinityfll.com>.

Find us Online

- Website: <http://www.infinityfll.com>
- Facebook: <https://www.facebook.com/groups/213733634841518>

Starting the Season

National Registration

The first step is to get your team registered with *FIRST*. All teams must first register with the national registration system. You can access a step-by-step guide to registration on our website at [Coach/Mentor Checklist](#)

As part of national registration, teams will pay the registration fee and order the Challenge Set. The Challenge Set includes the season's mat and LEGO elements that form the LEGO portion of the competition field. There is an option to order a Spike Prime Kit from LEGO Education if needed.

This registration process is required and only teams with valid registrations will be allowed to participate in official *FIRST* LEGO League events, and only after paying the league or event fee to Infinity Center of Education via a separate invoice (after registration is paid to *FIRST*).

It is important to keep the following in mind:

- **All teams must have a minimum of 2 and a maximum of 10 team members.** In total, each *FIRST* LEGO League Team can only have up to 10 total student team members that work on the Robot and Project. Additional student involvement beyond 10 team members is unfair and grounds for disqualification. If you have more than 10 students who want to be involved in *FIRST* LEGO League, consider splitting them into multiple teams. (Contact Joyce or Daniel to discuss further)
- **Every student team member must be between the ages of 9 to 14 as of January 1 of the Challenge Release Year.** For the SUBMERGEDSM Season, any student who is 9 to 14 or younger as of January 1, 2024, is eligible to participate in *FIRST* LEGO League. We greatly value older minds, but they are unable to participate. Older students who want to be involved should consider mentoring a *FIRST* LEGO League team or joining a higher-level *FIRST* program.
- **Each team must have 2 screened adults (listed on your team roster) to supervise only your team.**
 - How to get screened:
<https://www.firstinspires.org/sites/default/files/uploads/about/us-screening-steps.pdf>
- **Please see the Participation Rules for more guidance.**

Registration for Returning Teams

Returning teams keep their team number (unless expired) and returning coaches do not need to re-complete Youth Protection Plan (YPP) screening. Once a team updates their information, they will be granted access to purchase a Team Registration, Challenge Set, and other LEGO products.

To check whether your screening is still in good standing, as it expires after two or three years, check outstanding tasks in your *FIRST* Dashboard (left).

Team Reminders

Once you have successfully registered your team with *FIRST*, it is important to complete all the required paperwork.

Step One: Always remember the Branding Standards

FIRST® and LEGO® own trademarks for their brands and require them to be used in specific ways. For full details, visit <https://www.firstinspires.org/brand>. Brief examples include:

When using the *FIRST*® Word mark, always do the following:

- *FIRST* should always be in italics and always in CAPITAL LETTERS.
- No period between the letters.
- A registered trademark symbol should always be superscripted.
- Do not alter the *FIRST* or *FIRST* Program Logos. ONLY use as distributed.
 - Do not change the colors, alter the icon, typographic elements, rotate or distort.
 - Do not put in tight graphics or add borders.
- LEGO® should always be in all capital letters and have the registered trademark emblem superscripted as well.
 - Example of correct full program name: *FIRST*® LEGO® League Challenge
 - Do not use the abbreviated program name: FLL.

Step Two: Update Your Team Roster

Coaches will need to work with students' parents to add all members of the team to the national registration system. Infinity Center of Education needs this information to be completed to ensure compliance with *FIRST* LEGO League participation rules and to ensure that all forms get processed appropriately. You will need to ensure that you have the full name and birth date of all team members, including coaches and mentors. [FIRST Youth Registration Guides](#)

Step Three: Submit the Required Forms

FIRST® is adapting safety and registration processes for all participants to accommodate the expanded program experience, including new remote event options. **For the 2024-2025 season, all Youth Team Members are required to complete the online youth registration to participate in *FIRST* remote and in-person team meetings, events, or competitions.**

Coaches will create their roster in the online registration system and invite parents to fill out the forms online. Parents will need to create accounts with *FIRST* and complete the forms for their children.

Resources:

- [System Overview for New Parents](#)
- [System Overview for Returning Parents](#)
- [System Guide](#)
- [Mobile DevInfinity Center of Education Instructions](#)

Requesting a Paper Form

In cases where a student is unable to register due to lack of internet access or an undue burden, *FIRST* will not require registration in the Youth Registration System and the youth may submit a paper copy Consent and Release Form. The parent should contact the Lead Coach/Mentor of their child's team to request a paper copy of the *FIRST* Consent and Release Form. The Lead Coach/Mentor will then contact Joyce Walters with Infinity Center of Education at jwalters@firstparnters.org, who will review the request and determine if an exception will be made.

Central Florida Events

For the *FIRST* LEGO League SUBMERGEDSM season, there will be a Kickoff (or 2) followed by Scrimmages, Qualifiers, and a Championship Event. In between all of these regular-season events are plenty of outreach opportunities. Teams may be asked to attend outreach events, help showcase *FIRST* to potential sponsors, or have fun opportunities to take part in. Stay tuned to Coach Blasts for more details.

You can view a full schedule of events during the season at [EVENT CALENDAR WEBSITE LINK](#) the week of August 24, 2024. Calendar Link: <http://www.i3infinity.com/FLL/fl-submerged-schedule>

Events Timeline

- Practice Events will be held between September 28 - October 26.
- Qualifying Tournaments will be held between November 2 - December 14, Saturdays.
 - December 14th is the last Qualifying Tournament in Daytona Beach, FL.
 - Investigating a Sunday event based upon interest and volunteer availability
- The Championship Tournament will be held in January and will accommodate 54 teams.
- Advancement to State:
 - The Florida *FIRST* LEGO League State Championship will take place in Central Florida on February 7-8, 2025 (Location: TBA)
- Advancement to Worlds:
 - *FIRST* Championship will take place in Houston, TX on April 16-19, 2025

Central Florida Event Registration Fees

- Season dues will be collected via Infinity Center of Education. Fees are \$178/team and provide access to one scrimmage and one Qualifying Tournament.
- Kickoff and any workshops/training(s) during the season are included at no additional cost to teams. There may be a coach camp and off-season robot-only events offered in the future for a small fee.
- If a team advances to the Central Florida *FIRST* LEGO League Regional Championship, an additional fee of up to \$158/team will be invoiced for this season.
- If a team advances to the Central Florida *FIRST* LEGO League Innovation Project Spotlight, an additional fee of up to \$78/team will be invoiced for this season.

Registration Process:

1. Teams complete and pay registration fees with *FIRST* on the *FIRST* Dashboard.
Note: This requires that both coaches have their YPP training/background checks complete. See the *FIRST* Dashboard top right corner for any RED bubbles.
2. Teams complete the registration form with Infinity Center of Education.
3. Teams pay league dues online or <https://buy.stripe.com/00gdRL50B6fo5dS8ww>
4. Teams submit their *FIRST* Team Roster to the Infinity Center of Education Event Portal two weeks prior to any event. If a change takes place at any time, please resubmit the *FIRST* Team Roster identifying the change made.

Payments may be submitted through our payment portal using one of the following methods below.

- Online payment link: <https://buy.stripe.com/00gdRL50B6fo5dS8ww>
- Mailed check/money order - please request a STRIPE invoice be emailed by sending the Team Number to danielpennyiii+yhxmspicercrzbyetcz@boards.trello.com. Checks and money orders must be made out to Infinity Center of Education and mailed to the address on the invoice.

When are we Event Ready?

The following criteria must be met before a Event Registration Code will be provided to your team to select an event:

- Team with 2 coaches who have completed YPP
- *FIRST* Roster delivered digitally to Infinity by email: danielpennyiii+d6rffhvf3n1geaenwmng@boards.trello.com
- National Registration is paid
- League dues are paid

Bulk Registration

Organizations paying for more than one team, may do so through STRIPE, but we ask for each Team Number to be listed in the Team Number field separated by a comma.

Refund Policy

No refunds, except under extreme circumstances, will be accepted. Refund requests will be handled on a case-by-case basis.

Registration & Assignment Process

- Event registration opens for all Events: August 24
- Event registration closes for Scrimmages: October 15
- Event registration closes for Qualifier Tournaments: December 1
- Team will register using Infinity Event Manager Portal: www.infinityfll.com
 - Sign-up slots are on a first-come, first-served basis
 - Infinity Center of Education is working hard to have events in geographic proximity to the location of teams so that event access will not be limited by travel restrictions.
- Teams will automatically receive email confirmations for each event they sign up for confirming their participation and any additional event information unique to that event.
- **Teams are not allowed** to participate in more than one Qualifying Tournament, although they are allowed to attend as spectators (all ages) or volunteer (ages 13+) if they wish at any event. Our

programs are excellent opportunities for students to complete service hours for Bright Futures and other scholarships.

- **Teams may be allowed** to participate in more than one Scrimmage event if space is available in the event within 7 days prior to the event date. An additional fee, \$48, will be required to participate. Infinity Center of Education will invoice all interested teams if space is available.
- **Event Hosts.** Hosting team **cannot** attend the same **qualifier** that they are hosting. If the team(s) is hosting a scrimmage – the team(s) are allowed to attend as the team(s) do not qualify for the next level at the scrimmage events.

We encourage teams to read the [FIRST LEGO League Event Guide](#) to prepare for their upcoming events. Region specifics for events are outlined below.

Types of Events

To prepare for your events, review the event guide for teams (noted above). All Infinity Center of Education *FIRST* LEGO League events are free to attend and open to the public. **The terms Practice Event and Scrimmage may be used interchangeably in this document and other Infinity Center of Education Publications.**

Scrimmage Events (Practices)

Scrimmage Events for the 2024-25 season will be Robot-centric with Opportunities to Sign up with Judges/Experts to help prepare for the Qualifier. This new format was made with all teams in mind. We are trying to have a less stressful 1st event approach. There will be a what to expect at a Qualifier session and/or a Pre-Recorded Slide Deck to help guide the teams. **These events are not advancement events/tournaments.** Please use this as a practice event, meet other teams, ask other teams for guidance, and have fun.

These events are not meant to intimidate teams and it's not about being "ready"; our volunteers are trained and ready to help teams at these events!

No Trophies will be handed out at these events, but Participation Certificates will be made and handed out to the teams for an award ceremony demonstration.

Qualifying Tournaments

Qualifying Tournaments, or "Qualifiers", are "official" sanctioned events for officially registered teams and lead up to the Central Florida Regional Championship. Teams that receive official bids at their Qualifier will advance to the Central Florida Regional Championship and/or to an Innovation Project Spotlight Event.

Innovation Project Spotlight Event

This is an opportunity to expand and share the Innovation your team developed for the season challenge. The teams that advance to this level will have a unique experience to educate/share with others (like professionals) on their innovative ideas and an additional award opportunity.

Regional Championship

This is the highest level of an event in our Central Florida Region. Teams that advance from the Regional Championship will advance to the Florida State Championship and could have the opportunity to go to the World Festival in Houston, Texas, and several other international *FIRST* LEGO League Open invitational events. (Please note this information for next-level competitions will be adjusted as we are in the know.)



General Event Policies and Procedures

Registration and Assignments

- Once an assignment has been made for any event, it is final and will not be changed with few exceptions.
 - Teams cannot swap tournaments under any circumstances with the exception of a certifiable medical emergency for the adult(s) running the team (documented and signed by a licensed professional). Feeling as if the team is ‘not ready’ does not count - everyone has the same amount of time and with our fair judges, your team will most likely do better than you can imagine if you just show up.
- We do not maintain a “waitlist” for any events. Teams who do not make it into their preferred event(s) will be offered another event, they then can choose to register for.
- We do not “overfill” events. Team capacity is set by a contractual agreement between Infinity Center of Education and the event hosts based on team concentrations and venue safety constraints.
- All event assignments are made following the specific policies noted below.
- **In the event of technical difficulties encountered with registration, Infinity Center of Education will**

notify teams via a coach blast to explain the issues and place registration on hold. A new registration date and time will be announced and teams will be given at least 3 days' notice, including at least 1 full business day of notice for a new registration date and time. Previous registrations made when technical difficulties were encountered will be wiped and not apply.

Questions your team's "Event Ready Status":

- If you are "Event Ready" you will receive an email with the next steps to register with Infinity Center of Education.
- If you are not "Event Ready", you will get a reminder email to finish the outstanding tasks on your FIRST Dashboard from Infinity Center of Education.
- Email Infinity Center of Education Staff if you have any questions.

Event Drop or No-Show Policy

Teams need to understand that all Event Directors and their event-day management team are volunteers giving many hours of their time to provide teams with a fantastic experience that allows all *FIRST* LEGO League Participants to celebrate their accomplishments and enjoy a journey of discovery.

For this reason, once a team registers to attend any Scrimmage or Qualifier Event, the team is required to attend the event. Therefore, BE SURE you are registering for the event your team wants to attend. Only under extreme circumstances, which must be approved by Infinity Center of Education Staff, an exception be made. If a team drops or no shows from any event after they have registered, the following policies are in effect:

- Event fees will not be refunded.
- Dropping or not showing up to an event does not guarantee a replacement event can be scheduled.

If the team fails to attend their registered event without prior communication to Infinity Center of Education, it will be considered a serious violation of Gracious Professionalism® and the team will be disqualified from advancing beyond a Qualifier Event (to the Regional Championship or beyond). Teams unable to make an event must notify Infinity Center of Education Staff at least seven days prior to the event by contacting Joyce Walters (jwalters@firstpartners.org) and Daniel Penny (dpenny@firstpartners.org)

Event Cancellation Policy (Includes Hurricanes)

The safety of all program participants is of utmost priority. In the event of inclement weather, or another circumstance that could adversely affect the safety of any participants, Infinity Center of Education, at the discretion of the Executive Director with help from the *FIRST* LEGO League Program Director and Venue Staff, may cancel an event. If cancellation occurs, Coaches and Volunteers will be notified by email and phone (call or text) based on the contact information listed in the *FIRST* Dashboard/Volunteer Registration System. Infinity Center of Education will work to reschedule the event, if possible, or will work to make other accommodations for teams as necessary to ensure a globally consistent *FIRST* program experience.

Check-In Procedures

- Only ONE Coach of a team needs to check the team in at any event. Coaches are not allowed to send any other designated adults to complete the check-in process unless their is prior communication

with Infinity Center of Education and the adult is listed on the *FIRST* Team Roster. A coach will be listed as Coach 1 or Coach 2 on the *FIRST* Team Roster. Any other adult should be listed as a Mentor.

Practice Tables

Practice Tables are provided at events for teams to test new code and make final tweaks to their robots. Practice Tables do not have a sign-up sheet, however, no team “owns” it and it is expected that the table will be shared (remember Gracious Professionalism®). In order to help each other and support the ideology of giving every team an equal opportunity to succeed.

- On a first-come, first-served basis after Opening Ceremonies, teams can utilize Practice Tables.
- If a team is waiting to utilize the table, a 5-minute time to wrap up will be given.
- Teams that hoard tables excessively may impact their ability to win awards at tournaments, based on feedback from roaming Core Values Observers (AKA any Volunteer).
- Practice Tables will be set up to the best of the tournament host’s ability; however, we cannot guarantee that they will be perfectly in line with the specifications of the Challenge.
- Only Mission models with dual-lock will be provided on the Practice Tables - Any loose pieces will not be provided. If you want to practice, you will need to bring your loose pieces with you to events to use on the practice tables.
- Please do not bring additional practice sets to the event, you will be asked to remove them. The practice tables supplied are the only ones allowed at the competition. This is a safety concern due to egress, venue space, and ADA compliance.

Robot Game

- Only Coaches and Team Members are allowed into the Queuing area.
- Robot Inspection is performed when the teams arrive at the competition table. Referees verify the robot is competition-legal, then measure it along with its attachments for special scoring this year. Refer to the Robot Game Rules for clarification.
- Teams are **not** allowed to bring another robot or any other electronics, including a computer, to the competition tables. Programming must be done in the pits and at the practice fields.
- Teams must verify the setup of the competition field with the Referee **before** a match starts. No exceptions.
- Team members must then divide into two groups and position one group on each side of the field (left and right). These members cannot switch sides during the match. Teams of:
 - Four or more: Position two technicians at each home area. All other team members must stand back. Teams may never have more than two technicians at a single home area, but team members may swap places with technician(s) from the same side at any time.
 - Three: Position two technicians on one side and one on the other (team choice).
 - Two: Position one technician on each side.
 - At the end of each match, the referee will ensure the scoresheet accurately reflects the condition of the field. The referee will then review your team’s scoresheet with the 2 technicians, including completed Missions and remaining precision tokens. This is your team’s only chance to bring up any difference of opinion. After the referee and technicians have discussed the scoresheet, a team member must sign it to signify the team’s official endorsement.

- **Only a student team member is allowed to talk to the head referee if there is any disagreement. Coaches may be present and listen to the conversation, but are encouraged to be a support system for the students during discussions.**
- **The Referee's ruling on the field is final.** Make sure your team and its supporters are prepared to graciously accept the referee's final decision.
 - Video footage will not be used by Referees as a factor in rulings.

Judging Sessions

- Teams must attend the combined Judging session to be eligible for any awards at the tournament.
- In the event of a conflict between the Robot Game match schedule and the judging schedule, teams will attend their judging session. The Head Referee will schedule additional matches as needed.
- Spectators
 - Only Coach 1 and Coach 2 will be allowed to enter the judges' room. Each coach will have a designated place in the room, being mindful that their involvement can affect the outcome of the Judging Session.
 - Your students practiced for today – Let them shine.
 - Coaches should not answer any question unless a Judge directly asks you a specific question and that is a rare occasion.
 - Video Capturing - allowed only during the presentation part of the Robot Design and Innovation Project portion. There will be NO Video capturing of the Judges, Judges' Paperwork, or during the Questions and Answer portions of the judging timeline.
- Rubrics are **not** scoresheets. **Awards are guided by rubrics but are not guided by a "rubric score."** They are intended to give judges a way to remember the teams & notes they have taken throughout the day on who did what within the judging sessions.
- Session Formats – Combined Judging please see the flow of the judges' room from *FIRST*.
 - [Judging Session Flowchart](#)

Award and Advancement Eligibility

To be considered for any Award, teams must:

- Match age requirements.
- Have 10 or fewer team members.
- Participate in all three judged areas in the combined judging session and the Robot Game.
- Have all team members participate during the judging session at the event (unless ill, etc.). Exceptions can be made by request and accepted on a case-by-case basis. Judges are trained to manage situations that may arise throughout the day.
- Demonstrate Core Values and have no behaviors serious enough to warrant disqualification.

Special Award Eligibility Requirements and Considerations:

- To be eligible for Project Awards, teams must complete all three parts of the project.
- To be eligible for Robot Design Awards, the Robot must be built within the rules of the Robot Game.
- To be eligible for Core Values Awards, teams and all parties associated with the team (Coaches, Mentors, Parents, etc.) must uphold and display the Core Values, Gracious Professionalism®, and

Coopertition®. Failure to do so may impact award eligibility in general.

- To be eligible for the Robot Performance Award, teams must participate in all three judged areas in addition to the Robot Game.

To qualify for Advancement (moving to the next level of competition), teams must:

- Meet all Award Eligibility Requirements
- Complete all required sections of the Project
- Perform well in all three judged areas and the Robot Game

Note: A team can receive 1st Place in one of the four areas Core Values, Innovation Project, Robot Design or Performance Award, but not advance to Championship if the team does not score well in the other three judged areas and robot game.

To review how the Champion's Award is determined, the Guide can be found here: [Award List](#)

Adult Intervention

It is easy for anyone to get caught up in the excitement at tournaments, but they are the team's opportunity to shine. Adults play an important role in coaching and supporting the team, but **the team's robot and Project must be the work of team members**. If judges or referees notice adults directing a team's performance they may ask the adult to leave the immediate area.

Judges are trained both to give any benefit of the doubt to the team and to recognize an overabundance of adult participation. A team's inability to answer questions, or to make robot adjustments without the direct assistance of an adult, will be evident and will impact award eligibility.

Alternate Bids

Teams attending a Qualifier may be offered an "alternative bid." An alternative bid is a bid issued to a team that might not have met the necessary requirements to advance or was lower in overall ranking at the event, so they were not selected to advance but the Judging Panel still feels strongly about. If the Judging Panel at the event believes that the team has a strong potential for growth if they move forward or that they are a good candidate for replacement, they may be offered an alternative bid.

Two "alternate bids" per event may be issued. If a team is offered an alternate bid, they are entered in as a "representative" for the event from which they were nominated. If a team that was offered a bid and is advancing to the Regional Championship drops or cancels from attending the event or chooses not to accept the bid, then the alternate team will be chosen. This will be handled by selecting from the events as hosted in the season and then by a random lottery. So, if a team from the very first official qualifier (getting a bid) cannot attend the Regional Championship it is highly likely that an alternate bid from the very first official qualifier will be asked to take their place.

Questions regarding the Alternative Bid Policy should be directed to the Regional Head Judge, Andy Milluzzi.

Volunteer Success

Volunteers are the secret ingredient for making the Infinity Center of Education and *FIRST* mission possible. Without the positivity, energy, and passion of our volunteers, we would not be able to provide the environments

or experiences of *FIRST* LEGO League to our region.

Sometimes, however, volunteer recruitment and retention can be difficult. Each year, it can occasionally become a challenge to find volunteers.

- Every team attending a Scrimmage or Qualifier **should** provide at least one adult (18 years or older) non-coach volunteer. All volunteers will need to register with www.firstinspires.org and Sign Up. Once they apply for an event and pass the Youth Protection Screening, our volunteer coordinator will add them to a role if needed. Volunteers from teams, if scheduled to volunteer, would be placed in roles that they should be able to see their team robot games and cheer the team on right before their judging session.
- Every team attending the Central Florida Regional Championship **must** provide at least two adults (18 years or older) non-coach volunteers. These volunteers will be identified during the Regional Championship registration process for Coaches to identify by name and email, so that Volunteer Coordinator can invite/assign them appropriately. Volunteers are critical to our success!
- Infinity Center of Education strongly recommends that every coach of a team that registers for any Qualifier should register an adult team representative, whether it is a coach or another adult associated with the team, to judge another Qualifier in the region that their team(s) will not attend or be affiliated with. This allows new teams to observe more experienced teams and have a representative with hands-on experience in the judging practice.
- Coaches and team members are encouraged to volunteer in other roles at events that their team is not registered to attend. Students aged 13 to 15 should be volunteering with their parent or coach. We will not be responsible for youth left unattended.
- Adult volunteers must **not** bring young youth, requiring their supervision, with them to volunteer.

Global Standards

Infinity Center of Education adheres to the Global Standards, as seen below, set forth by *FIRST*.

Our *FIRST* Core Values

The *FIRST* Core Values are a fundamental component of the program, which distinguishes *FIRST* from other programs of its kind. We express the *FIRST* philosophies of Gracious Professionalism® and Coopertition® through our Core Values:

Discovery: We explore new skills and ideas.

Innovation: We use creativity and persistence to solve problems.

Impact: We apply what we learn to improve our world.

Inclusion: We respect each other and embrace our differences.

Teamwork: We are stronger when we work together.

Fun: We enjoy and celebrate what we do!

Commitment to Equity, Diversity, and Inclusion

FIRST is committed to fostering, cultivating, and preserving a culture of diversity and inclusion. We embrace and encourage differences in race, ethnicity, national origin, sex, gender, gender identity, gender expression, disability, age, religion, income, or any other characteristics that make our adult force and students unique.

Exploring, developing, and implementing strategies to become more inclusive and ensure access to our programs to all students (as well as access to key support) is critical for *FIRST* to reach its goal and mission. ALL young people should have the opportunity to become science and technology leaders. *FIRST* will remove barriers to program participation for underserved, underrepresented students. Pursuant to that end, *FIRST* Diversity & Inclusion is a concerted, organized effort to develop strategies to make its programs more accessible and inclusive. *FIRST* does not discriminate based on race, color, national origin, sex, disability, age, status as a veteran who served in the military, religion, gender, gender identity, or gender expression in its programs and activities. Diversity and Inclusion Training is available to aid in this endeavor.

Cultural Sensitivity Statement: *FIRST* is a non-denominational, non-partisan public charity that welcomes all cultures and religions to participate in our programs and activities. We are guided by sensitivity and respect for others, embracing a common goal of inspiring, engaging, and encouraging youth of all backgrounds to be part of the *FIRST* community and embrace the wonders of science and technology.

Commitment to Youth Protection

FIRST and Infinity Center of Education are committed to providing a safe and secure environment in which all participants are able to freely and easily access *FIRST* programs. While participating, we want everyone to be safe. *FIRST* provides training and certification to Coaches, Mentors, and Volunteers regarding Youth Protection which is available [online](#). For more information, please contact Joyce Walters.

Season Overview

FIRST national registration opens May 15, 2024. Event registration through Infinity Center of Education opens August 24, 2024 and closes December 1, 2024 for Qualifiers.

August - September Global Game Reveal Volunteer Recruiting and Training Regional Kickoff	September - October Volunteer Recruiting and Training Scrimmages Workshops
November Volunteer Recruiting and Training Qualifying Events	December Qualifying Events Last Qualifier: December 14th, 2024
January Regional Championship	February Florida State Invitational
March Innovation Project Spotlight	April FIRST World Festival in Houston, TX
May-July International Invitational events for teams that win at the Regional Championship level. Possible Offseason Robot Only Fun Events (Priced separately per event)	
Throughout the Season: There might be additional workshops, zoom meetups, etc. throughout the season not listed. Please remember to read all the emails so you do not miss out.	

Additional Information- Workshops, coach training(s), and other events are offered for teams throughout the year.

Looking for the next level programs in *FIRST*? Contacts for *FIRST* Tech Challenge and *FIRST* Robotics Competition.

FIRST Robotics Competition Questions

Wendy Austin, Central & North Florida *FIRST* Regional Director

waustin@firstinspires.org

<https://www.orlandofrc.org/>

<https://tallahasseeffc.org/>

FIRST Tech Challenge Questions

Hans Wolf, Florida FTC Program Delivery Partner

Hans.Wolf@verizon.net

<http://www.flfirst.org/index.php>