

Chairmans

What not to do



Who are we?



What is Chairmans?



The Hall of Fame celebrates past *FIRST* Championship Chairman's Award Winners with banners of recognition.

The Chairman's Award is the most prestigious award in *FIRST*® Robotics Competition. The award recognizes a team that reflects sustained excellence and impact within the *FIRST* community, in its own community, and beyond. These teams act as ambassadors by sharing their legacy as Hall of Fame members. They serve as role models and resources for other teams while educating the public in support of the *FIRST* mission.

The Chairman's Award preserves the vision that *FIRST* Robotics Competition is about more than just building robots; it's also building the people who will change the world. We celebrate these award winners and their transformative impact through the *FIRST* Hall of Fame.

Description

The Chairman's Award is the most prestigious award at *FIRST*, it honors the team that best represents a model for other teams to emulate and best embodies the mission of *FIRST*. It was created to keep the central focus of *FIRST* Robotics Competition on the ultimate goal of transforming the culture in ways that will inspire greater levels of respect and honor for science and technology, as well as encouraging more of today's youth to become science and technology leaders.

Overview

The concept of the Chairman's Award enables *FIRST* to recognize teams for their exemplary efforts in spreading the *FIRST* message.

All teams are encouraged to print a copy of their final submission for their records. Teams will receive an email after submitting to confirm the submission has been accepted and also lists which events you are eligible to be judged at.

The teams who have earned the Regional and District Championship Chairman's Award can travel to the *FIRST* Championship to be considered for the Chairman's Award.



Submission Content and Award Emphasis

The Chairman's Award is presented to the team judged to best exemplify the true meaning of *FIRST* through measurable impact on participants, school, and community at large with emphasis on promoting science and technology through *FIRST* programs.

While the Chairman's Award is about "more than robots", teams often leverage their robots to enhance their impact on the broader community. For this reason, it is expected teams in contention for the Chairman's Award will have built a robot appropriate to the game's challenges for the season. This does **not** require the team to have ranked at a certain level during the event, but does require teams to put in more than just the minimal effort necessary to field a drivable robot.

The criterion for the Chairman's Award has special emphasis on recent accomplishments within the last five years. The judges focus on teams' activities over a sustained period, as distinguished from just the robot design and build period.

To help standardize Chairman's Award judging, *FIRST* has developed a definition list for terms commonly used by teams. Teams are responsible for policing their own choice of words. It can be viewed [here](#).

The *FIRST* Robotics Competition is not about machines; it is about the experience of people working together toward a shared goal. Documenting and preserving your team's *FIRST* experience becomes an important component of the over-all *FIRST* experience.

Submission Format

- Each executive summary is limited to 500 characters, including spaces and punctuation.
- The Essay is limited to 10,000 characters, including spaces and punctuation.



What are the Judges Looking for?

- How strongly does the submission document the impact the team has had?
- Has the team explained/demonstrated why/how it should be a role model?
- How well has the team communicated the excitement and impact through participation in FIRST?
- Has the team documented an innovative way to spread FIRST's message?
- How well year-round team partnership effort is reflected in prior years?
- FIRST growth



The Essay

- Do NOT start writing late (start now!)
- Do NOT have only two drafts (just write, plenty of time to change)
- Do NOT be bland and boring (have a theme)
- Do NOT leave anything out (everything you do is significant)
- Do NOT write without structure (follow a storyline, all your points should emphasize your argument of why you're the best)
- Do NOT write without purpose (you should be convincing the judges with every paragraph)
- Do NOT write without a thesis (your goal is to answer the question how do we create culture change?)
- Do NOT forget to include the numbers (your essay should show all the facts)



The Presentation

- Do NOT just rewrite your essay (your presentation is the story of your team, it shouldn't feel like just facts, it's the story behind the facts)
- Do NOT just wing it (practice until you know everything inside and out)
- Do NOT neglect the ability to answer questions (practice the tough ones, figure out how you want to answer to prove your points)
- Do NOT just practice in front of friends (you need to be comfortable in uncomfortable situations)
- Do NOT be unoriginal (Bring in materials to help your presentation stand out and keep your theme present)
- Do NOT neglect to think about the actual presenters
(who is suitable, what should they wear, what should they do)





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The Video

- Do NOT be boring (the goal of the video is emotion)
- Do NOT be afraid in using the media for inspiration (1114's winning video is inspired by an NBA playoffs commercial)
- Do NOT just spend the whole video listing off everything you've done (the point of the video is impact, you shouldn't be just reading the speech again)
- Do NOT be afraid to take risks with it (it's an art piece, you can make it unique)
- Do NOT slack on video quality (the video, audio and production can make or break the video)
- Be creative, sometimes the video is the deciding factor







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Executive Summary

- Do NOT forget to update it (make sure it stays relevant to your teams activity)
- Do NOT be long winded (your goal is to be effective and to the point)
- Do NOT embellish numbers (This goes for everything, be honest with your numbers, follow the FIRST given definitions)
- Do NOT neglect its importance (great place to add things you couldn't elsewhere, and checklist the major criteria)



Talking to Judges

- Do NOT have no one available to talk to judges (there should always be at least one person in your pit, it's better to have two)
- Do NOT just answer their question (provide the answer they want but also connect it with other things, keep the conversation going)
- Do NOT leave out any information (this is a time to reinforce important things and bring up new things)
- Do NOT ignore any content (those answering questions should know the information)



Other Important Tips

- Do NOT be afraid to look at what other teams are doing (figure out makes a good team so you can model your own stuff after it)
- Do NOT be stubborn to change (if something isn't working, change it up)
- Do NOT do it by yourself (this award is a team effort, if everyone doesn't want it you won't be able to make true change)
- Do NOT think in order to win you have to be in 8 different countries (significant change in your community is equally as powerful)
- Do NOT treat the whole process as an award you want to win (you should really care about changing culture and making an impact)
- Do NOT think what you do isn't good enough (have confidence in your work)



Important Tips Continued...

- Do NOT let the judges forget you (give them something they can look at when talking)
- Do NOT neglect talking about chairmans in the pit (display something that shows you're proud of both your robot and your community work)
- Remember the goal isn't to win, but to create culture change, if you work for this the award will come



Resources

- 2056.ca
 - Our submissions are available
- <https://www.facebook.com/Team2056/>
- @frc2056
- Youtube.com/2056public

