

Our Future: **BUILT BETTER  
TOGETHER**

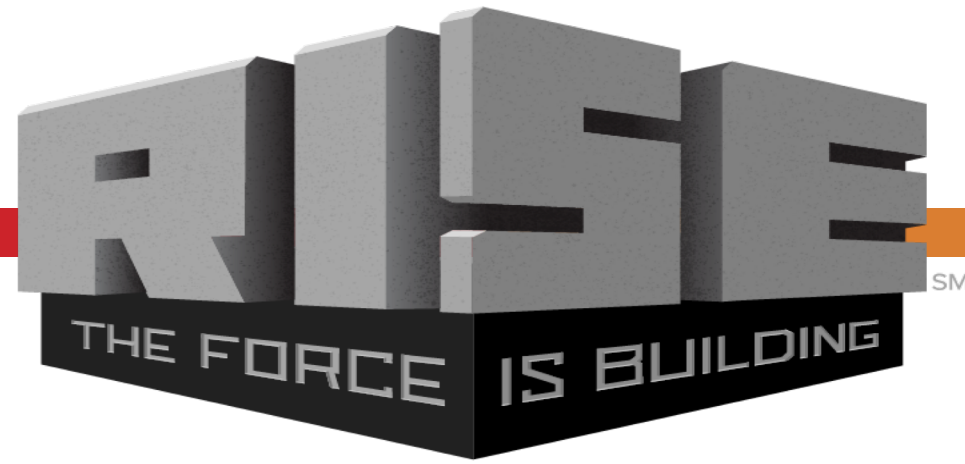
## **WHAT LIES AHEAD – FRC 2020**

**FIRST / Volunteers / What's New / Event Registration  
KOP & FIRST Choice / Tips / No Stop Build Day**



FIRST

PROGRAMS



**FIRST**  
LEGO®  
LEAGUE JR.



**FIRST**  
LEGO®  
LEAGUE



**FIRST**  
TECH  
CHALLENGE



**FIRST**  
ROBOTICS  
COMPETITION

# Welcome – FIRST Lego League JR. “**DISCOVERY EDITION**”



is a playful introductory STEM program for teams of children ages 4-6, that ignites their natural curiosity and builds their habits of learning.





## K-12 STEM PROGRAMS

### *FIRST*<sup>®</sup> LEGO<sup>®</sup> LEAGUE JR.

Captures young curiosity by exploring real-world scientific challenges, learning teamwork, and working with motorized LEGO<sup>®</sup> elements

GRADES

K-4

### *FIRST*<sup>®</sup> LEGO<sup>®</sup> LEAGUE

Elementary and middle school-aged students research a real-world engineering challenge, develop a solution, and compete with LEGO-based robots of their own design

GRADES

4-8

### *FIRST*<sup>®</sup> TECH CHALLENGE

Teams of middle and high school-aged students are challenged to design, build, and program a robot to play a floor game against other teams' creations

GRADES

7-12

### *FIRST*<sup>®</sup> ROBOTICS COMPETITION

High school-aged teams compete head to head on a special playing field with robots they have designed, built, and programmed

GRADES

9-12

## Let's Talk...Choose your category – or – ask me any questions

FIRST

Provincial  
Champs

VOLUNTEERS

WHAT'S  
NEW

EVENT  
REGISTRATION

& Data

KITS, GAME  
PIECES, FIRST  
CHOICE

SEASON TIPS  
FOR TEAMS

Let's be  
FRANK &

LRI Insights

*FIRST*

**INFINITE  
RECHARGE**



# ***FIRST – good to know***



## **2020 Goals**

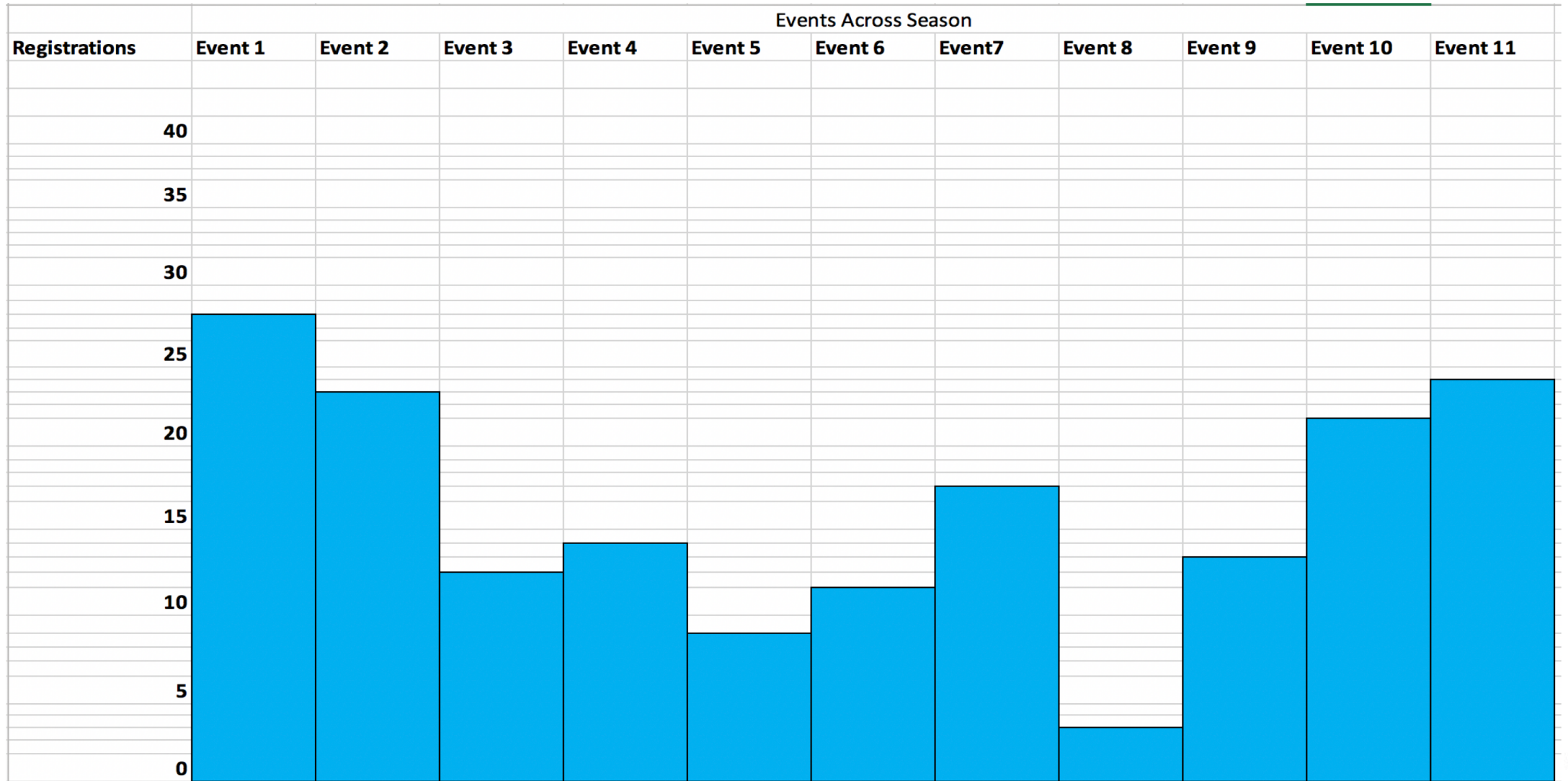
**Ontario 185 FRC Teams**

**Global 4,000 FRC Teams**

# Event Registration – Where are things at?

- 1<sup>st</sup> round done, 166 Ontario teams registered – missing 23 registrations
- 1<sup>st</sup> come 1<sup>st</sup> serve scenario
- Informed teams tell me teams should:
  - spread out events, secure events that are spread out = more time to modify robot
- back to back events are terrible = no time to modify robots
- Currently all have open spots
- More spots to be released soon
- Oct. 10<sup>th</sup>, 2<sup>nd</sup> event registration

# ROUND 1 EVENT REGISTRATION





# What's New...

- FTC – great start Kick Off
- FTC in 2021 – more teams, more qualifying events hosted by FRC teams – application
- FLLJR Discovery Edition, grades k-1, ages 4-6, 40 team pilot in Ontario

# Volunteering – Why not you?

- FIRST Needs You! All roles in all programs – we need more volunteers
- VMS sign up – it's easy
- Become a KRL or event DKRL...Head Referee, FTA, MC, CSA, GA, LRI, Head Queuer, VC and more!

FIRST NEEDS YOU! [Volunteer](#) today!

# 2020 KOP

- 2020 Kits
- Extra Game Pieces
- FIRST Choice round 1 Dec 4<sup>th</sup>, round 2 Jan 9<sup>th</sup>
- Plan ahead!

[Q & A](#)

[Franks Blog & Kit of Parts](#)

# Provincial Championships

- When and where???
- Week 7, April 8-11, Easter Weekend
- 80 teams, two fields, one event...

# Let's be FRANK...



## Impact of No Stop Build Day

- Let's be Frank – words from Frank Merrick
- Many underlying issues which could take years to eradicate
- Q&A Blog – use it or lose it !!!

# TIPS & Thoughts...

- Success = practice & develop autonomous routines!
- Teams should be more prepared for events due to extra time
- Plan robot upgrades between events = requires space b/w events
- More robust robots req'd due to extensive practice and driving
- Engage with teams with full fields for practice – absolute necessity
- Develop and bring many more spare components to an event
- It is clear that you cannot give another team a mechanism, teams must build their own mechanisms

# Lead Robot Inspector perspective...

- DKRL - LRI [hinkelyeung@gmail.com](mailto:hinkelyeung@gmail.com)
- Inspection as usual but no bag or delay time
- NBD is effort to increase work/life balance – caution, burnout
- Cheese caking limits well defined this year

# THANK YOU!





