



Advancement Policy

2016 Pilot

Advancement Percentages

When planning their tournament structure, *FIRST* LEGO League has the following **recommendations** for the number of teams to advance:

- 10% is the minimum percentage of teams that should advance
- Around 30% is the recommended percentage of teams to advance
- 50% is the maximum percentage of teams that should advance

Taking into account the recommendations for advancement percentages, the *FIRST* LEGO League Partner for each region will determine the percentage of teams that will advance for each event. To determine how many teams will advance, multiply the advancement percentage by the total number of teams at the event. Round to the nearest whole number to find the number of teams advancing.

Number of teams advancing = (Advancement %) * (total number of teams at event)

Example: A qualifying tournament has space for 12 teams to attend. Starting with an approximately 30% of teams advancing times 12 teams gives 3.6 teams advancing. Rounding up, 4 teams will advance from this event to the next level. The advancement percentage for this event is $4/12 = 33\%$.

Team Eligibility for Advancement

Teams are **eligible** for advancement if they meet the following criteria as **required** by the *FIRST* LEGO League Global Standards and Challenge document. Teams must:

- Have between 2 and 10 members
- Complete all required sections of the Project
- Have no disqualifying (Red-level) Core Values behaviors
- Be competing at their first official *FIRST* LEGO League event of each qualifying level during the season
- Perform well in all three judged areas (Core Values, Project, and Robot Design)
- Meet the minimum Robot Performance hurdle percentage for advancement

Robot Performance Advancement Hurdle (2016 Pilot)

Teams advancing must meet a minimum “hurdle” percentage in robot game scores in order to advance. **For the 2016 ANIMAL ALLIES Pilot, the Robot Performance Advancement Hurdle will be 75% for all events.** Regions participating in the pilot should use the 75% hurdle for advancement eligibility across all events in the region.

Robot Performance Hurdles always apply to the planned number of teams at an event.

Example: 12 teams are expected to attend an event, but one team does not arrive. Teams still must be in the top 75% out of the planned 12 teams ($75\% * 12 \text{ teams} = \text{Top 9 teams are eligible to advance}$).



Advanced Notice of Robot Performance Advancement Hurdles

Partners are **required** to announce the advancement hurdle to teams before the tournament. Ideally, the event announcement would include the percentage of teams advancing and the Robot Performance Advancement Hurdle.

Example: “There are spaces for 12 teams at this qualifying tournament. The Judges will select four teams to advance to the Championship, using the Champion’s Award criteria. Teams must be in the top 75% of Robot Game scores to be considered for advancement.”

The Robot Performance Advancement Hurdle may **not** be changed during deliberations or any other time during the tournament day. The hurdle is considered a fixed barrier that teams must meet or exceed to be considered for Champion’s Award. This procedure ensures that all teams know the policy and it is applied consistently for all teams and all tournaments.

Advancing Team Selection Procedures (2016 Pilot)

All advancing teams (except one) are selected using the Champion’s Award criteria: teams must be well-rounded across all three judging areas plus meet the 75% minimum Robot Performance Hurdle. These advancing teams may be selected using the “golf score” approach of adding the team’s room ranks to create an overall rank, then removing any teams blow the hurdle. Judge Advisors are encouraged to use the Advancement Calculator, available as a stand-alone tool or within Judging Lite to select teams.

During deliberations, the Judges select one additional team to advance, who is also above the 75% Robot Performance Hurdle. The Judges may select any eligible team that they believe deserves to advance. This team could be the next team on the Champion’s Award ranked list, a team who had a high Robot Performance score, a team receiving an award, a team with strong performance in judging, a rookie or “rising star” team, or any other team they choose.

Example: 4 teams are advancing from a 12 team tournament. Using the “golf score” ranks, three teams are selected to advance. The team who received the Project Award received their Challenge set late, so they were only able to accomplish one mission and were ranked 9th in Robot Performance. The Judges want to give this team the opportunity to continue working on their innovative Project idea and successfully complete more missions, so they are selected as the 4th advancing team.

Partners may choose whether to announce that the team that was selected by the Judges or to include them in the list with the advancing teams without special recognition.

Champion’s Award Robot Performance Hurdle

The Robot Performance Hurdle for advancement does not impact the hurdle for Champion’s Awards. **Teams at all tournaments must be in the top 40% of Robot Game Scores to be considered for Champion’s Awards.**