



NORTHEAST FLORIDA SEASON HANDBOOK

**CITY
SHAPER**



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Purpose of this Document

The purpose of this document is to describe participation procedures and expectations for teams in the Northeast 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 Renaissance Jax. All procedures discussed in this manual are implemented equally at all tournaments in our region.

What is the difference between *FIRST*[®] and Renaissance Jax?

- **FIRST** (For Inspiration and Recognition of Science and Technology) is the 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.
- **Renaissance Jax** is the Program Delivery Partner for the *FIRST* LEGO League program, managing all program delivery activities, including supporting team development in our region.

Contacting Renaissance Jax

We encourage teams to contact us with any questions, including Judging or Robot Game clarifications. You can always get in touch with us via the contact information provided below. The staff and Regional Planning Team of Renaissance Jax are responsible for managing all aspects of the *FIRST* LEGO League Program in the Northeast Florida Region. We're happy to help!

The Tournament Director is your first point of contact regarding any event-specific questions you have related to a particular competition - but only after your team has successfully registered for that event.. Otherwise, please contact Renaissance Jax staff. *FIRST* LEGO League teams with additional inquiries can also contact *FIRST* directly by emailing firstlegoleague@firstinspires.org.

Renaissance Jax Staff
www.renaissancejax.org/team

North Florida *FIRST* Senior Mentor

Celena M. Crews
ccrews@firstinspires.org

General Inquiries

info@rjax.org

Robot Game

FLLRef@rjax.org

Coaches

FLLCoach@rjax.org

Project Judge

FLLProjectJudge@rjax.org

Core Values

FLLCoreValues@rjax.org

Robot Design

FLLRDES@rjax.org

Revisions to this Document

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

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.
- Emails from Renaissance Jax will be sent to the contacts associated with a team's account.
 - **We utilize MailChimp for our communications; make sure info@rjax.org is saved in your address book!**

Coach Blasts

- Team contacts will be automatically added to the Renaissance Jax Coach Blast mailing list.
- Coach Blasts are your primary source of information and updates.
- There will be at least one Coach Blast each month.
- Coach Blasts will also be added to the Coach Blast Archive on our website at www.rjax.org/coach-blasts.
- Got a team parent or mentor that's not a listed contact, but still wants to receive the Coach Blasts? No problem! They can sign up on our website. Make sure they check the box for Coaches > FLL to get on the right list.

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 Renaissance Jax but only after your team is a registered team with *FIRST*.
- 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
- Northeast Florida Resources: <https://renaissancejax.org/fll-resources>
- Northeast Florida FLL Coach Collaboration Network (Facebook Group)
<https://www.facebook.com/groups/389397431635397/>

Find us Online

- Website: www.renaissancejax.org
- Facebook: [@renaissancejaxinc](https://www.facebook.com/renaissancejaxinc)
- Meetup: <https://www.meetup.com/renaissancejax/>
- Instagram: [@renaissancejax](https://www.instagram.com/renaissancejax)
- Twitter: [@RenaissanceJax](https://twitter.com/RenaissanceJax)

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:

<https://renaissancejax.org/wp-content/uploads/2019/08/How-to-Register-a-Team.pdf>.

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 competition field. There is an option to order an EV3 MINDSTORMS 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 event fee to Renaissance Jax Inc. 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 that want to be involved in *FIRST* LEGO League, consider splitting them into multiple teams.
- **Every student team member must be between the ages of 9 to 14 as of January 1 of the Challenge Release Year.** For the CITY SHAPER Season, any student who is 9 to 14 or younger as of January 1, 2019, is eligible to participate in *FIRST* LEGO League. We greatly value older minds, but they are unable to participate. Older students that 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.
- **All students can only be a member of one *FIRST* LEGO League Team.**

Registration for Returning Teams

Returning teams keep their team number and, unless expired, 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.

Team Information and Form Submission

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

Step One: Update Your Northeast Florida Team Information

Create your Team Information Sheet by downloading the document from our website and completing it. You can access it here: rjax.org/wp-content/uploads/2019/08/Team-Information-Sheet_fillable.pdf. You are required to provide this document to the Tournament Director for any event(s) you attend, including Practice events. The Team Information Sheet will be made available to Judges, the Judge Advisor, the Head Referee, and possibly the Event Emcee. While not a factor in judging deliberations, the Team Information Sheet will help your team be more memorable!

Please be sensitive to any team names that might be offensive or violate branding standards (see below). Any serious concerns will be addressed to the coach via email.

Branding and Design Standards

FIRST® and LEGO® own trademarks to 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.
 - 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
- **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 into the national registration system. Renaissance Jax 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 for all team members, including coaches and mentors.

Continued on next page

Step Three: Submit the Required Forms

Ensure that a Consent and Release form is submitted for all participants by logging into the *FIRST* Dashboard. Any paper version(s) of the form will need to be turned in directly at Registration for any Tournament you attend.

FIRST LEGO League requires the following information on each Consent and Release form: (This refers to the paper version only. Otherwise, the forms will be rejected.)

- Participant full name
- Physical Address or Email Address (both preferred)
- The Parent/Guardian name and Date of Birth of the Student
- It must be signed by the Parent/Guardian.

FIRST centrally manages the collection of Consent and Release forms. 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. Instructions can be found at www.firstinspires.org/sites/default/files/uploads/resource_library/youth-registration-guide-v3.pdf.

Paper alternatives will be in place for parents without access to the internet/computer and can be found at www.firstinspires.org/sites/default/files/uploads/resource_library/first-youth-team-member-paperwork-2016-2017.pdf.

Northeast Florida Events

For the *FIRST* LEGO League CITY SHAPERSM season, there are Kickoff, Workshop, Practice, Qualifier and Championship Events. In-between all of these regular season events are plenty of opportunities for outreach. Teams may be asked to attend outreach events, help showcase to potential sponsors, or have fun opportunities to take part in. Stay tuned to the Coach Blasts coming from info@rjax.org for more details.

You can view a full schedule of events during the season at <https://renaissancejax.org/events/> or view the current season's tournament schedule at www.rjax.org/schedule.

Events Timeline

- Practice Events will be held between October and December.
- Qualifying Tournaments will be held between December and February.
- The Championship Tournament will be held on February 29, 2019 and will accommodate 60 teams.
- The Florida *FIRST* LEGO League State Invitational will take place in Northwest Florida in March TBA.

Northeast Florida Event Registration Fees

Season dues are \$200/team and provide access to workshops, training, one Practice event, and one Qualifying Tournament.

If a team advances to the Northeast Florida *FIRST* LEGO League Regional Championship, an additional fee of up to \$250/team will be invoiced.

How will Payments be Accepted?

Invoices will be sent from Renaissance Jax Inc.- only teams with 2 coaches who have passed YPP will be allowed to register for and participate in official *FIRST* LEGO League events, only after paying the event fee to Renaissance Jax Inc. via a separate invoice and only after registration is paid to *FIRST*.

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

- A payment service, such as PayPal
- Check, made out to Renaissance Jax Inc.
- Credit Card
- Purchase Order (PO)

Bulk Registration

Organizations paying for more than 10 teams at once will need to work directly with Renaissance Jax using a Purchase Order as soon as they are able and submit final payment no later than October 25, 2019.

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 September 11, 2019 and closes November 20, 2019.
- Teams will register via Eventbrite with an access code. Access codes are provided to teams upon receipt of Event Fees payment.
- Sign-ups are on a first-come, first-served basis. We have enough events in geographic proximity to the location of our teams that event access will not be limited by travel restrictions.
- Teams will automatically receive email confirmations for each event they sign up for from the Eventbrite system.
- **Teams are not allowed** to participate in more than one Practice event and one Qualifying Tournament, although they are allowed to attend as spectators (all ages) or volunteer (ages 12+) if they wish at events. Our programs are excellent opportunities for students to complete service hours for Bright Futures and other scholarships.

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 [FIRST LEGO League Deliverables document](#). All Renaissance Jax *FIRST* LEGO League events are free to attend and open to the public.

Practice Events

We recognize that teams have different needs when it comes to a Practice Event. As such, we've developed two types of Practice Events:

- Workshop: Practice tables are set up for teams to program or practice runs, teams visit judges in groups of 2-3, and/or judging sessions may be presented in workshop formats to provide teams with additional preparation
- Tournament-style: This style sets up a venue to emulate a Qualifier schedule with the Robot Game and three judging categories of Robot Design, Research Project, and Core Values.

Our Practice Events will be marked accordingly to assist teams in their selection of Practice Events.

Practice 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!

Qualifying Tournaments

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

Regional Championship

This is the highest level of an event in our Northeast Florida Region. Teams that advance from the Regional Championship go on to World Festival and a number of other invitational events.

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 that they can choose to register for.
- We do not "overfill" events. Team capacity is set by a contractual agreement between Renaissance Jax and the event hosts based on team concentrations and venue safety constraints.
- We do not give preference to rookie or veteran teams when making event assignment decisions. All assignments are made in accordance with the specific policies noted below.
- **In the event of technical difficulties encountered with registration, Renaissance Jax will notify teams via a coach blast to explain the issues and place registration on hold. A new registration date and time will be communicated 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.**

Event Drop or No Show Policy

It is important for teams to understand that all Tournament Directors 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 Practice or Qualifier Event, the team is required to attend the event. Under extreme circumstances, which must be approved by Renaissance Jax Staff, an exception may be made. If the team did not want an event, they should not have registered to attend the event. 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 no-showing an event does not guarantee a replacement event can be scheduled.

If the team fails to attend their registered event, 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 who are unable to make an event must notify the Tournament Director and the Renaissance Jax Staff by contacting info@rjax.org at least two weeks prior to the event.

Event Cancellation Policy

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, Renaissance Jax, at the discretion of the Executive Director with help from the Tournament Director and Venue Staff, may cancel an event. If a cancellation occurs, Coaches and Volunteers will be notified by email and phone based on the contact information listed in the FIRST Dashboard/Volunteer Registration System. Renaissance Jax 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 a Coach of a team may check the team in. Coaches are not allowed to send any other designee to complete the check-in process. A coach will have a *FIRST* Dashboard and be listed as Coach 1 or Coach 2.

Practice Tables

Practice Tables are provided at events for teams to test new code and make final tweaks to their robot. There are **two types of Practice Tables: Official and Open**. Official Practice Tables will have a sign-up sheet that teams must follow. Open 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 equal opportunity to succeed.

- On a first-come, first-served basis after Opening Ceremonies, teams can sign-up in 5- to 15- minute increments at Official Practice Tables.
- Teams that hoard tables excessively may impact their ability to win awards at tournaments.
- Practice Tables will be setup 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.

Robot Game

- Only Coaches and Team Members are allowed into the Queuing area.
- Teams are **not** allowed to bring another robot or any other electronics, including a computer, to the competition table. Programming must be done in the pits.
- Teams must verify the setup of the field with the Referee **before** a match starts. No exceptions
- 2 team members who operate the robot should follow the referee’s instructions at the tournament table. These are called technicians. They should not be afraid to ask the referees if they have any questions or concerns.
 - 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 penalties. This is your team’s chance to bring up any difference of opinion. **A student team member must talk to the head referee if there is any disagreement.** After the referee and technicians have discussed the scoresheet, a team member must sign it to signify the team’s official endorsement.

- **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.
- **Teams may request a score verification.** There are situations where the score sheet does not get properly entered into the scoring computer. If a team feels that their score sheet was not entered properly, a student team member can approach the Head Referee and request that the score be verified. (Team members, coaches, and parents cannot approach the Scorekeeper.) The Head Referee will then decide if a score verification is necessary.
 - *A warning to teams: abuse of this ability can result in a Core Values Concern being reported to the Judge Advisor or may prevent the team from asking for score sheet verifications in the future. All score sheet verifications will occur at the discretion of the Head Referee.*

Judging Sessions

- Teams must attend all three judging sessions in order 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 sessions. The Head Referee will schedule additional matches as needed.
- Spectators
 - Project: Only a single Historian (if your team chooses to employ one) that is over the age of 18 will be allowed to enter in order to record the session for archive, sharing, or educational purposes. You will register for this role through your *FIRST* Dashboard
 - Historians will receive some sort of marking (like a badge or button) to indicate who the approved Historian is for a team when Coaches pick up their packets at check-in. They **must** wear this during the event.
 - Robot Design: Only a Coach of the team may choose to enter the room.
 - Core Values: Only a Coach of the team may choose to enter the room.
- Rubrics are **not** scoresheets. Awards are guided by rubrics but are not guided by a “rubric score.”
- Session Formats
 - Robot Design: No competition tables will be in Robot Design judging rooms. Teams will present their Robot Design Executive Summary to judges for 5 minutes, followed by a 5 minute Question and Answer time with the judges based on their robot design, strategy, and complexity of operations.
 - Project: Teams have 5 minutes to present, including setup, to judges. After your team’s presentation, judges have 5 minutes to ask questions of your team as a whole or may direct questions to individual team members.
 - Core Values: The session begins with a five minute team activity followed by five minutes of questions from the judges. Presentations by teams will not be included in this format, however, teams are welcome to utilize visual aides during the Q&A portion of the judging session.

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 and the Robot Game.
- Have all team members participate in each judging session.
- 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.

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

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

Note: It is possible for a team to receive a 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.

To review how the Champion's Award is determined, the Judging FAQ can be found at www.firstlegoleague.org/challenge.

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, cuing the team, or prompting children, 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 strong potential for growth if they move forward or that they are a good candidate for replacement, they may be offered an alternative bid.

Only 1 “alternate bid” 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 from that event will be invited to attend. In the event that more than one team from a single event drops or chooses not to accept the nomination, additional alternative bid teams from other events will be selected by a random lottery.

Questions regarding the Alternative Bid Policy should be directed to info@rjax.org.

Volunteer Success

Volunteers are the secret sauce for making the Renaissance Jax 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 for Tournament Directors with limited resources. For even the most seasoned and experienced Tournament Directors, it can occasionally become a challenge to find volunteers.

- Every team attending a Practice Event or Qualifier **should** provide at least one adult (18 years or older) non-coach volunteer. The Tournament Director for the event will report a list of the volunteers to the region Volunteer Coordinator.
- Every team attending the Northeast Florida Regional Championship **must** provide at least one adult (18 years or older) non-coach volunteer. Teams who do not meet this requirement will not be permitted to receive their registration packet and schedule for the tournament. The regional Volunteer Coordinator will ensure this requirement is met before competition day.
- Renaissance Jax strongly recommends that every first or second year 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 of the judging practice.
- Coaches and team members (ages 12 and up) are encouraged to volunteer in other roles at events that their team is not registered to attend.

Global Standards

Renaissance Jax adheres to the Global Standards, as seen below, set forth by *FIRST*.

Our 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 on the basis of 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 Renaissance Jax 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 through Schoology. For more information, please contact krystal@rjax.org.

Season Overview

FIRST national registration opens May 1, 2019 and closes October 30. Event registration through Renaissance Jax opens September 11, 2019 and closes November 20.

August - September

Global Game Reveal
Volunteer Recruiting and Training
Pre-Service and School-Year Teacher Training
Build Day for Challenge Kits for Official Tournament Use
Regional Kickoff

September - October

Volunteer Recruiting and Training
Workshops
Practice Events

November

Volunteer Recruiting and Training
Practice Events

December

Last Practice Events
Qualifying Tournaments Begin (teams start to advance to Regional Championship in February)

January

Qualifying Tournaments and advancement to Regional Championship in February

February

Last Qualifying Tournaments
Regional Championship at the Prime F. Osborn III Convention Center

March

Florida State Invitational (Event Host changes annually)

April

FIRST World Festival in Houston, TX.

Additional Information

Workshops, coach trainings, and other events are offered for teams throughout the year.