



# FIRST Lego League

## Juneau Robot Jamboree – Saturday, November 21

### Volunteer Positions

**THANK YOU!!! Volunteers are the key to our tournament success!**

**This year, we will need nearly 40 volunteers to fill all of the necessary positions for the tournament. If you are interested in volunteering, please read the descriptions below to help decide what role you'd like to help in.**

**Contact Becca at [rparks@jedc.org](mailto:rparks@jedc.org) or 523-2334 to sign-up or for more information.**

#### **JUDGES - Robot Design Judges (4), Teamwork Judges (4), Research Project Judges (4)**

The judging panel should reflect a cross section of the population and be objective with all judging decisions. These men and women serve as role models to the participants through their actions and frequent interactions during the event, most significantly during the team presentations. Technical Judges should have some programming and design experience. Research Judges should have some background in the science behind the challenge (this year is "Smart Move"). Judges must commit to attending a 90-minute training session in addition to the entire tournament day, starting with morning orientation and remaining through the closing ceremonies. All judges will be provided with a Judges' Handbook with current judging standards and awards descriptions.

#### **Referees (4)**

Referees must commit to a 1-2 hour training session before the event in addition to individual time spent reviewing the game rules before the competition. Referees must also commit to the full tournament day, arriving for the morning orientation and remaining through the closing ceremony.

#### **Field Resetter (4)**

Field resetters are responsible for resetting the table after each competition match. This volunteer needs to be familiar with the game rules and robot missions.

#### **Timekeeper (1)**

Timekeeper starts and resets clock for each match and monitors transition time to keep the tournament running on schedule.

#### **Team Queuer (2)**

These volunteers make sure that teams are ready to go in the competition area. This is a great way to be close to the robot action and have a chance to meet all the teams. Queuers are generally on their feet all day.

#### **Scoresheet Runner (2)**

Scoresheet runner takes the scoresheets from the referee to the scorekeeper at the end of each match. This is great role for younger volunteers that aren't on a team but want to be close to the action!

#### **Score Keeper (1)**

This volunteer calculates team scores for each match based on scoresheets filled out by the referees. It would be great to have someone who is spreadsheet & number savvy for this role!

**Pit Manager (1)**

This volunteer is the key to keeping the tournament on schedule! He/She needs to be a strong leader with great organizational skills. This person will coordinate with the Head Team Queuer and the Judging Assistants, with the help of the other queuers and pit runners, to get all the teams where they need to be at the right time. This position should be filled with someone who has experience volunteering at an FLL tournament.

**Pit Runner (3)**

These volunteers need to wear their sneakers and be ready for a long day on their feet! The pit runners assist the pit manager with helping teams get to the right place at the right time. This is a great way to get to know the teams and get a complete tournament feel—perfect for a first time volunteer!

**Judge Assistants (3)**

Judge assistants queue waiting teams in the judging area and make sure that the individual judging rooms stay on schedule. These volunteers get to experience the quieter side of the tournament and are invited to step into the judging areas to see a session or two. This is a great role for someone who is interested in judging, but not ready to jump into it quite yet.

**Practice Table Manager (2)**

These volunteers will monitor the practice tables in the pit area to ensure that all the missions remain in tact and participants are following FLL Core Values while using the table. This is a great role for a parent and/or first time volunteer.

**Registration (2)**

These volunteers help at the beginning of the tournament to sign teams in, collect participant forms and explain the schedule and pit area map to teams.

**Info Table (4)**

These volunteers are available throughout the day to provide programs, schedules and general information on FLL to spectators, VIPs and media representatives. This table will also serve as lost and found and have basic medical supplies for the event.

**Emcee/Play-by-Play Announcer (1-2)**

This person is the visible, audible host for the event and should be well-spoken, enthusiastic, and have knowledge about FIRST Lego League and the season's Challenge and its rules. The Emcee should be particularly familiar with FLL Core Values and communicate those throughout the day.

**DJ (1)**

The DJ keeps the energy of the tournament going by playing high-energy, age-appropriate music throughout the tournament. The DJ will work with the technical director and the emcee to coordinate music with announcements. The DJ is also responsible for bringing a recording of the national anthem for the opening ceremony.

**Photographer (1)**

We want to document these great events! Unfortunately, the lighting in the tournament area makes this a rough role for an amateur. Please let us know if you have experience and can help! Ideally, we'd like to make videos & photos of the event available for sale to help raise funds for next year.