

**FIRST** 2025

# CHAMPIONSHIP

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**BAE SYSTEMS**

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

Updated February 10, 2025

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## About FIRST® LEGO® League Challenge

### Overview

Teams of students ages 9-16 engage in research, problem-solving, coding and engineering – building and programming a LEGO® robot that navigates the missions of the SUBMERGED<sup>SM</sup> Robot Game. 160 teams will present their findings at the FIRST LEGO League Challenge World Festival located in **the Level 3 Ballroom**.

### SUBMERGED<sup>SM</sup> Challenge

In the 2024-2025 SUBMERGED<sup>SM</sup> challenge, FIRST® LEGO® League students learned about how and why people explore the oceans and identified and researched a problem related to the season theme. They also identified a mission strategy and designed, created, and coded a robot to complete missions during a 2.5-minute Robot Game.

## Awards and Ceremonies

**Date: Saturday, April 19, 1:00 pm**

**Location: General Assembly, Level 3**

We encourage all teams to attend the Awards Ceremony – trophies will be presented, and we'll celebrate teams' accomplishments from the event. After the awards ceremony, teams will get a sneak peek at the upcoming season!

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## Coaches' Meeting

**Date: Wednesday, April 16, 2:30 pm – 3:30 pm**

**Location: General Assembly, Level 3**

Make sure that at least one of your team's coaches is on-site and available to attend the Coaches' Meeting. This is your opportunity to hear about important procedures and timelines, and it gives you the opportunity to ask questions. Don't miss this important meeting!

We'll also be hosting a pre-event, virtual coaches' meeting before the event as more teams register. More details to come!

## Encore Performances

**Date: Saturday, April 19, 7:20 am**

**Location: General Assembly, Level 3**

The Encore is a celebration for all teams on Saturday, April 19. Each team will be assigned two Alliance Partners and together, will play a robot game that will be released at 7:20 am (doors open at 7:00 am). Bring your robots, computers, extra parts, and join us for lots of fun! This is for bragging rights only - game on, everyone!

## Family Engagement Zone

**Date: Thursday, April 17-Saturday, April 19**

**Location: Pre-Function Area, Level 3**

Participate in LEGO mural making, building challenges, and more! Adult supervision required.

## Judging

Information coming soon!

## Load-in/Set up

**Date: Wednesday, April 17, 11:00 am – 4:30 pm**

**Location: General Assembly, Level 3**

- Teams will be asked to load-in and set up their team pit space. The pit is where your team will spend most of its time. It is the area where you can showcase your team, relax between your scheduled events, practice with your robot, and most importantly, get to know other *FIRST* LEGO League teams from all over the world!
- Your team will be assigned to an 8-foot x 8-foot (2.4 meters x 2.4 meters) space which will be your home at the World Festival. Each space will have one standard-sized table and two chairs. Short pipe and drapes will frame the space on three sides, but any decorations you bring must be supported with a structure you bring or create.

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You may decorate it in a way to showcase your country, state, your Innovation Project, and/or your unique and fun team identity.

We encourage you to be creative, but please consider the following limitations and restrictions:

- Decorate within your pit space. Also, consider 10 feet (3 meters) as a height limit. For safety reasons, your decorations must remain within this space. **10-foot x 10-foot tents are not allowed due to the size of the pit spaces.**
- You will have access to 1, 120-volt electrical outlet. We encourage you to bring an extension cord and a power strip for you to plug in multiple devices simultaneously.
- Please do NOT bring or use helium balloons or open flames. No team should cook or prepare food in the pit area.

## Load-out

**Date: Friday, April 19**

**Location: Grand Ballroom, Level 3**

We ask that all teams load-out and remove all items from their pits by 4:30 pm on Friday.

## Practice Rounds

### Practice Tables:

- There are several practice tables set up for optional use by teams on Thursday & Friday in Room 332A, Level 3.
- Teams can choose to utilize these practice tables by "signing up" for time slots on a first come, first served basis beginning on Thursday. Only badged team members/coaches will be able to sign up.
- Practice tables are monitored only for time; teams are expected to keep the tables and mission models in proper shape.
- Laptops/tablets/cables are allowed in the practice table area.
- Entry is restricted to badged team members, 2 coaches, and either 1 translator or 1 spectator. Additional visitors will be allowed based on available space.

### Practice Matches:

- There are 3 scheduled practice matches on Thursday for each team in the General Assembly. While not required for score ranking, every team is highly encouraged to attend each of their practice matches.
- These dress rehearsal practice matches are held on the actual competition tables. Matches are queued, inspected, timed, and scored by referees – just like the full competition will occur on Friday.
- At the end of the day, scores from practice matches are reset.

## Queuing

**Fifteen (15) minutes before their scheduled match, teams will “check-in” at the match check-in station in the Ballroom, located at the end of the Pits.**

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- Teams should not proceed directly to the General Assembly room.
- It's important for the entire team to be present at the Ballroom check-in station by the Arrival Time. Teams will wait in the designated queuing area until escorted over in a group to the competition floor in the General Assembly room.
- Teams who are not present at the Ballroom queue station when the group leaves for their match, will likely forfeit that match.
- Team "buttons". Each team member, each coach, and each match spectator - must be wearing a round Team Button to enter the queue and have access to the competition floor. All others wishing to observe the matches must do so via the main seating in the General Assembly room.

## Robot Game

Information Coming Soon!

## Schedule

Visit the *FIRST* Championship App, [website](#), or Pit Admin for a detailed schedule of events.

## Team Check-in

**Date: Wednesday, April 18, 11:00 am – 4:30 pm**

**Location: Grand Ballroom, Level 3**

Teams will be able to print their badges at the registration desk on the first floor at the George R. Brown Center, or at the satellite badging station next to Pit Admin in the Grand Ballroom, which is open until 3 pm on Wednesday. The Main Contact listed on the registration should receive an email containing a bar code one week prior to the event. The Main Contact can scan the barcode in the email or search for their team-by-team number/name.

After receiving your team's badges, please proceed to the level 3 ballroom and head to the Pit Admin table to check-in your team and receive your assigned Pit Space and detailed information about the event. Please make sure that an adult always accompanies team members.

**Your team will receive the following at check-in:**

**Team Buttons:** You will receive 10 team buttons (1 for each team member). Additionally, you will receive 2 coach buttons, 2 spectator buttons, and if you are traveling with a translator, you'll receive 1 translator button. Team buttons must always be visible. Coaches have full access to team-only areas. Up to 2 spectators may join the team in judging (the coaches and spectators may not switch out and must stay with the team for all three judging sessions), and 2 spectators may join the team to access the team-only area of the robot competition. The team pit area is not restricted and is open to the public.

**NOTE:** At least one adult coach is required to always supervise the team during the event.

**Schedule of Events:** Your team will be provided with information about the overall event, including a competition schedule.

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## **World Festival Team Number**

Teams are assigned a special team number for the World Festival, which is different from the team number assigned in your country. The World Festival team number will be used throughout the event and on the event schedule. Teams will receive their World Festival team numbers about a week before the event.