



Virginia/DC FLL

Tournament Leaders Meeting

September 29, 2012



Agenda



- **Overview**
 - Tournaments
 - Theme
- **Tournament Director Info**
 - Pre-Tournament
 - Tournament Details
 - Post-Tournament
- **Judges**
 - Overview
- **Referees (overview)**
 - Overview
 - Missions



Tournament Directors



• Northern (10)

- Eagle Ridge (11/3) – Mark Vanderlyn
- **West Potomac (11/3) – Shardey Mitchell**
- Chantilly (11/10) – Anne Meyer
- **US Patent and Trademark Office (11/10) – Nick Swayne**
- **Osbourn Park (11/10) – Denyse Carroll**
- George Mason (11/11) – Nirup Menon
- Haymarket 1 (11/17) – Gail Drake
- Haymarket 2 (11/17) – Gail Drake
- Stafford (11/17) – Dave Shotwell/Adrian Fredrick
- **Mary Henderson (11/17) – Alex Nette**

• Central (4)

- Harrisonburg (11/3) – Ralph Grove
- Lynchburg (11/10) – Elizabeth Narehood
- Martinsville (11/10) – Anne Stultz
- **Staunton (11/17) – Lee Ann Whitesell**

• Southeast (2)

- Newport News (11/3) – Karen Berger
- Norfolk (11/17) – Karen Berger

• DC (1)

- Wilson (11/10) – Jeff Wetzel

• Southwest (1)

- Abingdon (11/10) – Jeff Webb, Deborah Hensley

• Capital (3)

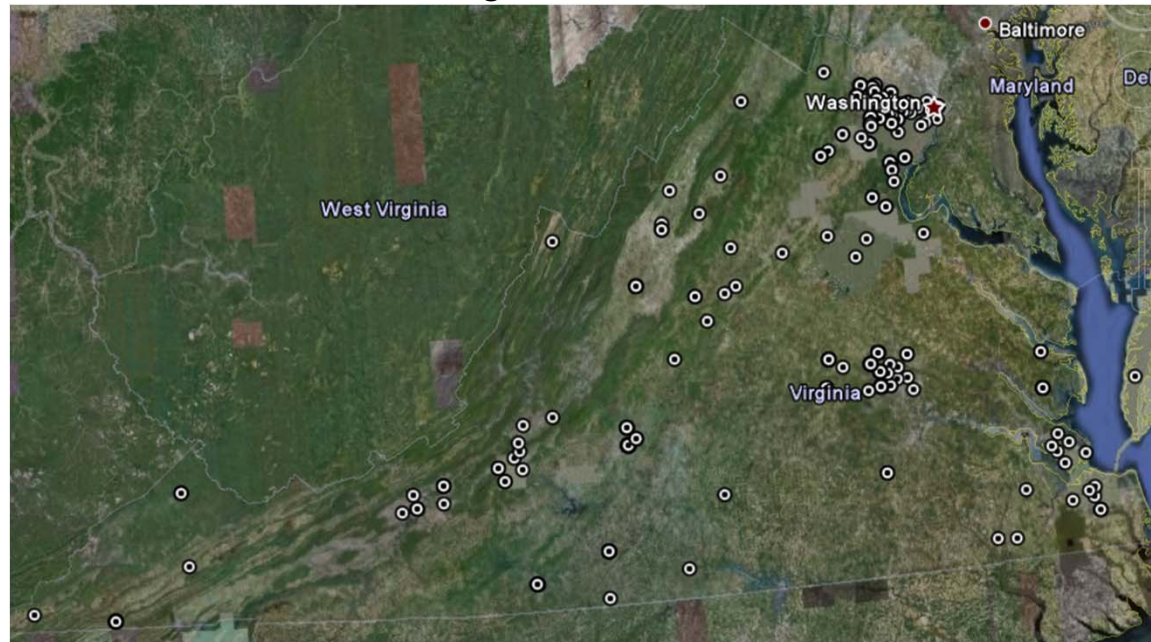
- Bird (11/3) – Steven Panteleo
- Deep Run (11/10) – Ann Kutz
- Maggie Walker (11/17) – Mark Allen/Charlie Aldridge



VA/DC FLL Current Status

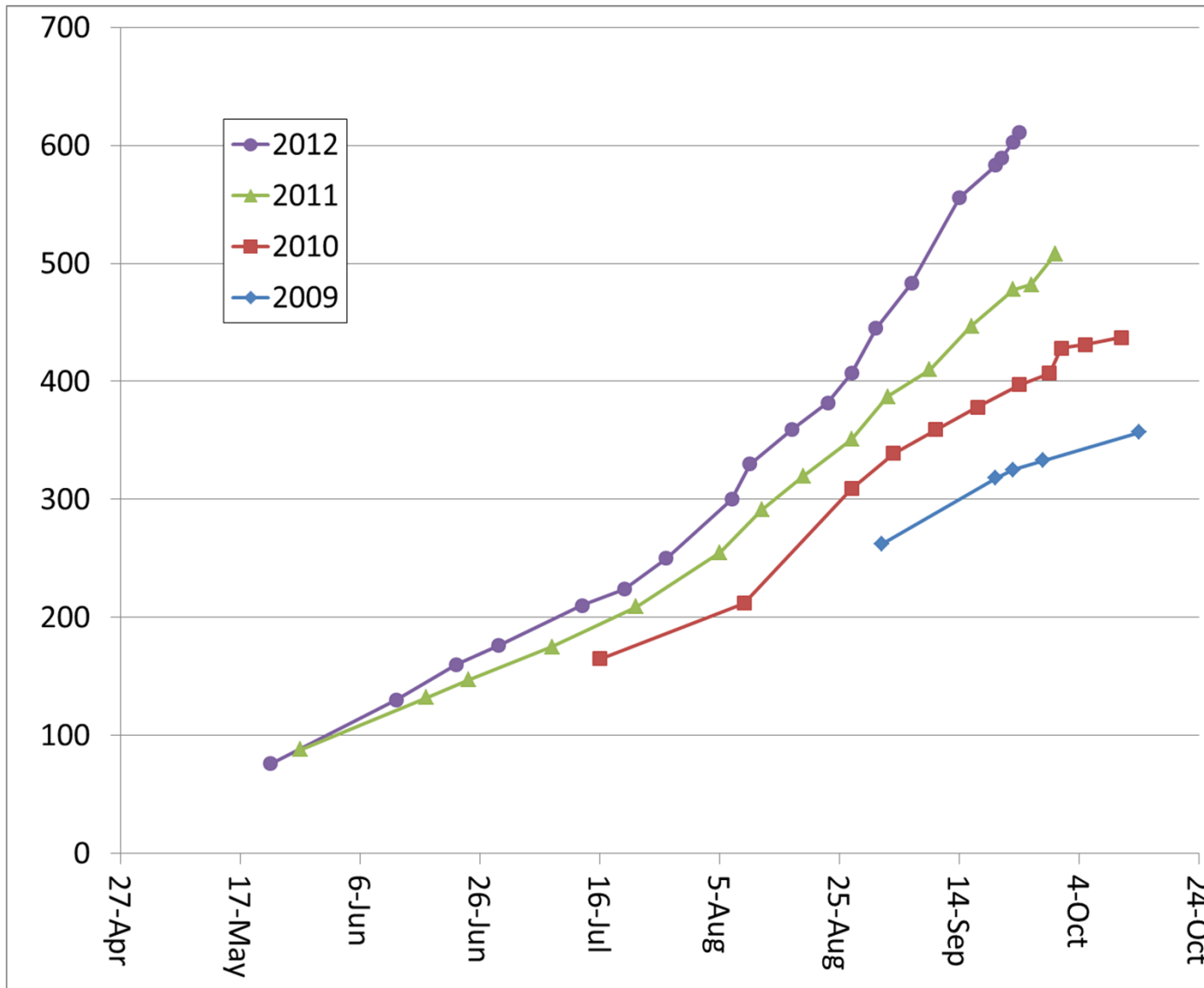


- **611 Teams in Virginia/DC as of 9/24/12** (compared to 478 on 9/23/11)
- 21 Regional Tournaments up from 20 in 2011
 - Returning events at Abingdon, Chantilly, Harrisonburg, Lynchburg, Maggie Walker, Deep Run, Newport News, Norfolk, Stafford, Haymarket (x2), Bird, Martinsville, George Mason, Eagle Ridge
 - New events at West Potomac, US Patent and Trademark Office, Wilson, Staunton, Mary Henderson, Osbourn Park
 - Discontinued events at Christiansburg, Reston, Smithsonian, Metz





VA/DC FLL Growth





General Announcements



- Please note that all judge and referee materials are for tournament organizer eyes only unless otherwise specified. **Do not release these to teams.**
- Teams can receive the “scored” judging forms (there are no actual scores now)
 - Comments should be added to the form and how the team performed in each area should be marked
 - Note that this is a change in previous FIRST policy
- All forms, score sheets, training materials, etc. will be posted for the head referees/judges for the tournaments as well as tournament directors
 - They will be posted on Nick Swayne’s FTP site most likely
 - Information about accessing files will be sent at a later date



Not new this year, but still great...



- Tables still do not require lights!!!
 - If your site offers poor lighting, please continue to use
 - Otherwise, they are not needed for judging, pit or competition areas
- VA/DC FLL has 4 Tournament on Wheels (TOW) for use at events.
 - Most trailers come with 10 tables, required kits (maybe), supplies, etc. for event
 - Do not come with sound system, computer, printed, paperwork or volunteers
 - Last year these were used at:
 - Smithsonian, Reston, Bird, Deep Run, Haymarket, Eagle Ridge
 - This year, tournaments indicating an interest are:
 - Bird (Capital, 11/3), Deep Run (Capital, 11/10), Haymarket (Northern, 11/17)
 - West Potomac (Northern, 11/3), Wilson (DC, 11/10), Mary Henderson (Northern, 11/17)
 - Eagle Ridge (Northern, 11/3), Osbourn Park (Northern, 11/10), Haymarket (Northern, 11/17)
 - Small TOW: US Patent and Trade Office (Northern, 11/10), Staunton (Central, 11/17)
 - All other tournaments indicated that they had or had access to tables already...
 - If you require tables, please notify us ASAP!!!



Tournament Director Support



- New tournament coordinators conference calls
 - Once a week, informal meeting (optional)
 - Wednesdays, 8:00-9:00 pm
 - Phone number: (800) 871-8326, Extension: 506, then dial 1010#
- All tournament directors, feel free to contact Karen anytime at:
 - 757-746-0756 (anytime), 757-814-3733 (evenings/weekends only)
 - Email – Karen.T.Berger@nasa.gov (faster response but only for tournament directors/key staff)
 - If you need to give my email to anyone (parent, coach, etc.) please use Karen@vadcfll.org
- Listserv – VADCFL-Tournament-Directors-L@LISTSERV1.JMU.EDU
 - All tournament directors have been added, key volunteers can be added
 - Important information and paperwork will be emailed
 - Great place to ask questions of other directors – all can post to listserv
 - Not for general team use – information on listserv should remain within this group



Review of Missions

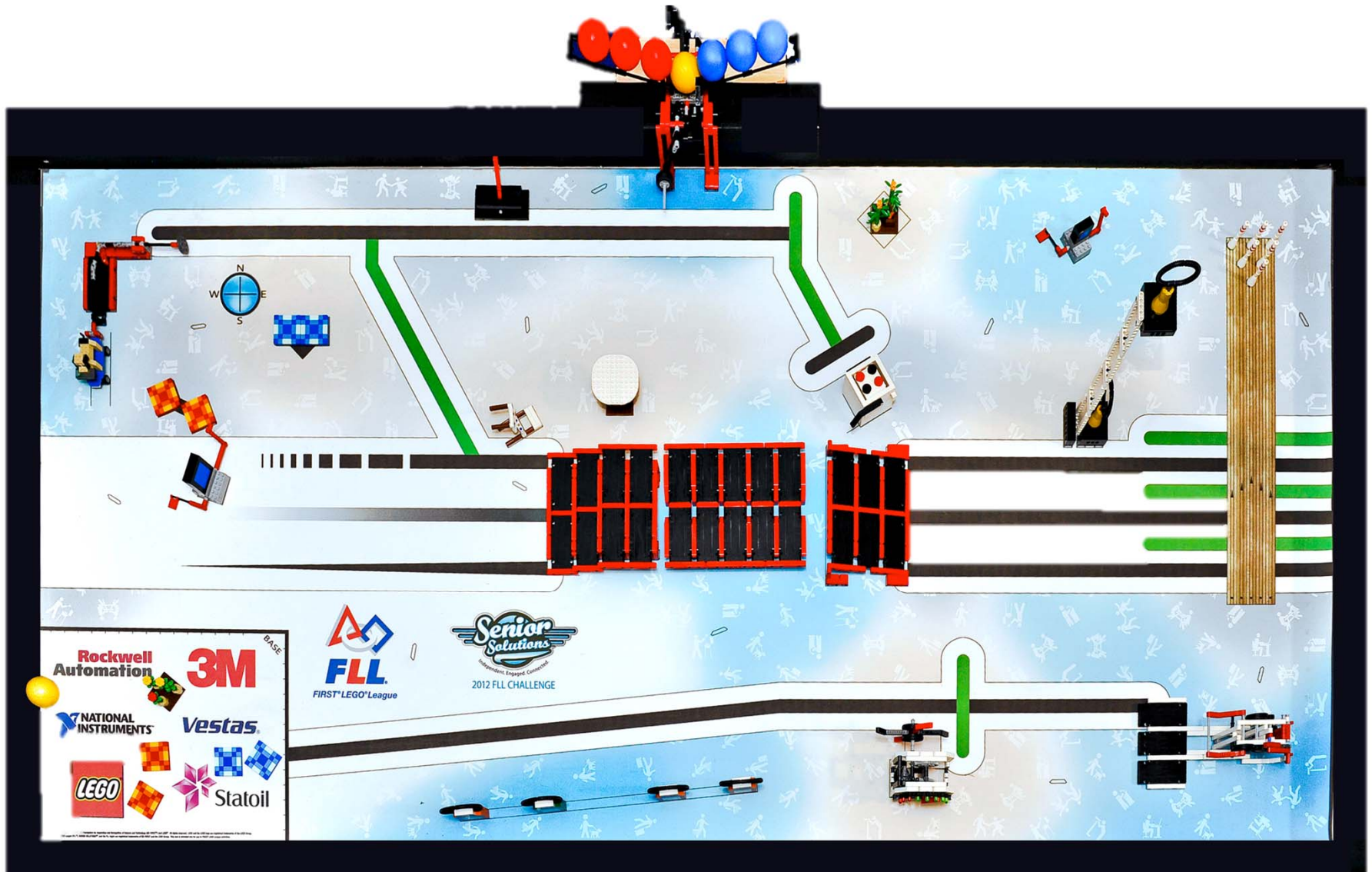
September 28, 2012

Steve Scherr

ref@vadcfll.org



Senior Solutions Robot Game





Robot Game Rules



- The FLL Robot Game is played by an autonomous robot
- A match is 2 1/2 minutes long. Teams get at least 1 minute to set up.
- Two game fields are joined back-to-back, with one team on each side
- Multiple table pairs may run simultaneously



Robot Game Rules



- Two members of a team may be at the table operating the robot
- The rest of the team stands nearby
- Team may store objects in a box
 - Try to provide a stand at each table, e.g. tray table or chair



Robot Game Rules



-
- Cycling all teams through one match each is called a round
 - Each team has at least 3 matches, → 3 rounds
 - The practice round is very helpful—both for volunteers and for teams
 - The team's best score in any match is what counts



Robot Game Rules



- Missions are results or actions worth points
- After the match, the referee records the state of the playing field and gets agreement from the team
- The Scorekeeper uses the scoring program to total points and compile results



Missions



-
- Theme: Independent, Engaged, Connected
 - Some missions have a harder and easier version
 - Mission point values are pretty high—large range of theoretical values (-60 to 700+)
 - Lots of missions have some restrictions on how the teams accomplish them
 - Fewer models (and small pieces) than last year 😊



Delivery Missions



- MISSION: GARDENING

- GOAL: Deliver the plants to the Garden area

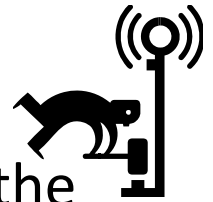
- MISSION: QUILTING

- GOAL: Deliver the quilt squares to their matching areas



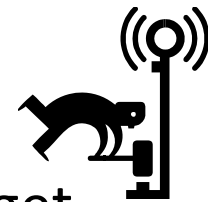
- MISSION: WOODWORKING

- GOAL: Bring the chair to Base and fix it. Put it under the table for more points.



- MISSION: BOWLING

- GOAL: Use the ball to knock down the pins. Teams get two chances with the yellow ball.

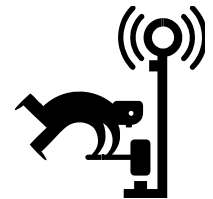




Manipulation Missions



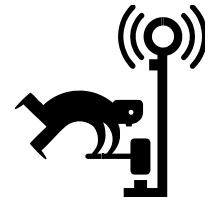
- MISSION: STOVE
 - GOAL: Turn the burners off (make them black)
- MISSION: VIDEO CALL
 - GOAL: Raise the flags on the video monitors
- MISSION: FLEXIBILITY
 - GOAL: Bring the yellow loops to Base
- MISSION: SERVICE ANIMALS
 - GOAL: Push the dog with the machine so it gets into Base



Physical Fitness Missions

- MISSION: STRENGTH MACHINE

- GOAL: Lift the weight high by pulling on the bar



- MISSION: CARDIOVASCULAR EXERCISE

- GOAL: Turn the pinwheel clockwise so that the pointer advances (1/4 turn per trip from Base)
- Designed to consume all extra time
- Used to assess touch penalties (can be unlimited)

- MISSION: TRANSITIONS

- GOAL: Balance the robot on the unstable platform at the end of the match

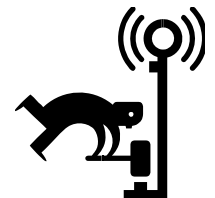




Interaction/Sensing Missions



- MISSION: MEDICINE
 - GOAL: Bring the Green bottle to Base without disturbing the Orange bottles (random setup)
- MISSION: SIMILARITY RECOGNITION AND COOPERATION
 - GOAL: End up with the pointers on both tables parallel.
- MISSION: BALL GAME [“Future Effects of our Current Decisions”]
 - GOAL: Earn points for all balls left on the machine.
 - Earn more points if team’s ball is in center.





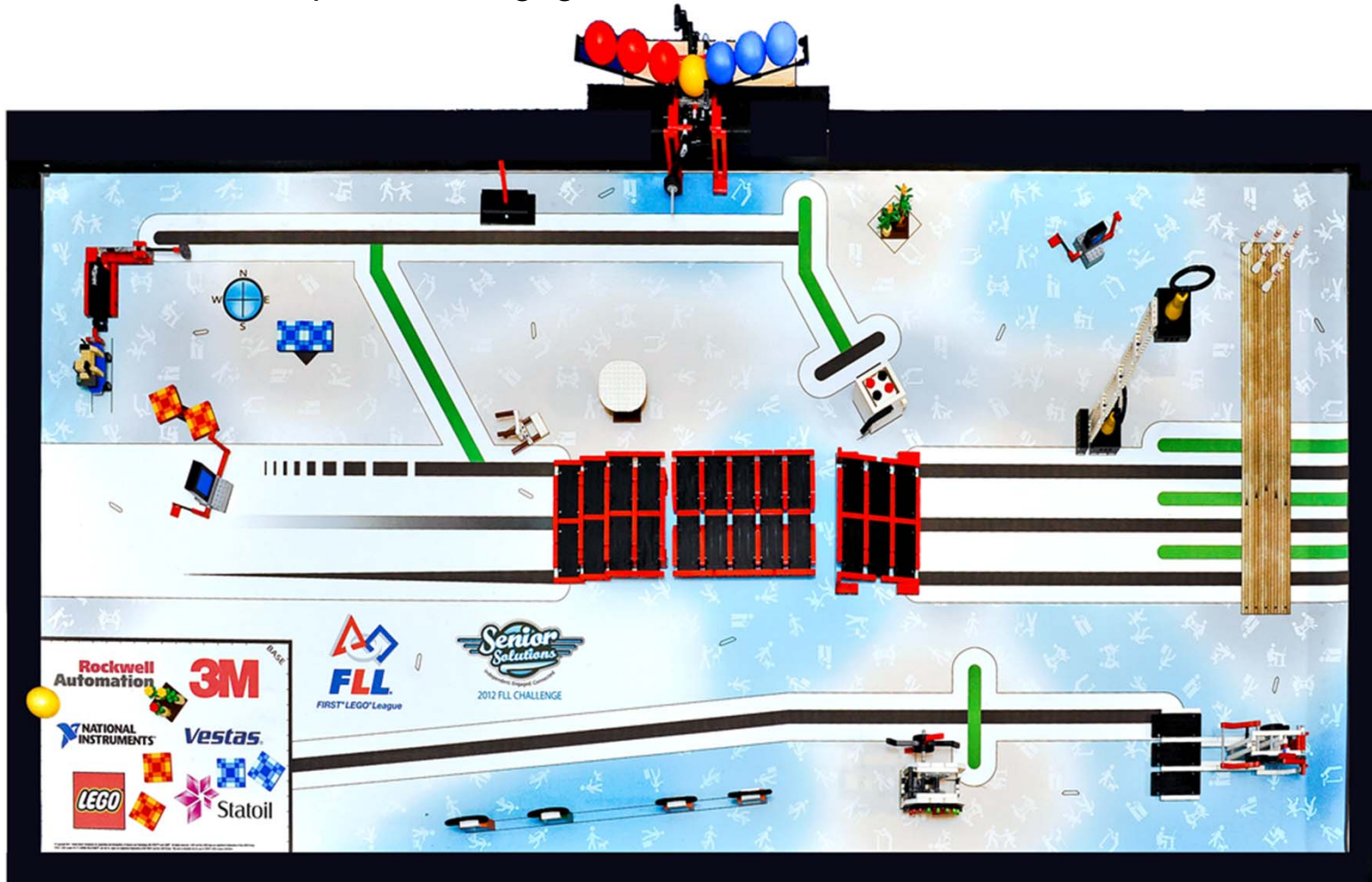
Tournament Specific Information



- Notify in advance and in coaches meeting
- Accessibility issues
- Space for box on stand near table
 - Will you provide stands?
- Option: Coaches nearby during a match
- Steve's Suggestions:
 - Start judging before table rounds—refs can visit pit
 - End judging before table rounds—judges can deliberate

The 2012 CHALLENGE

Can *FIRST*® LEGO® League teams improve the quality of life for seniors by helping them continue to be independent, engaged, and connected in their communities?





Judging

September 29, 2012

Karen Berger for Mark Allen



Judging Basics



- There are three types of judging (all judging sessions are 10 minutes):
 - Robot Design
 - teams will discuss the mechanics and programming for their robots
 - There should be a table in the room so that they can show the judges missions
 - Research Project
 - Teams will have 5 minutes to present their research, problem, solution and how they shared it
 - 5 minutes starts when they enter the room
 - 2nd 5 minutes is for the judges to discuss with the team and ask questions
 - Core Values
 - Teamwork component is completed in the judging room with a “surprise” 5 minute task as well as discussions with the judges
 - Take into account feedback from referees, pit, etc. for core values
- VA/DC FLL policy is that only 2 coaches/mentors and 1 historian are allowed with the team in the judging room
 - Some teams may not take any adults into judging with them
 - When possible, seat adults behind the team (or at least out of line of sight of the team)
- Have someone outside monitoring the hallways to keep them quiet and keep the judges on time/schedule
- VA/DC FLL policy is that we do not officially provide anything for the research room than space – no requirement to provide projectors or screens



Judging



-
- Judge Rubrics
 - Posted under “coaching resources” at www.vadcfl.org and on Nick’s FTP site
 - Tournaments should get printed rubrics from JMU as well
 - Judges for each Division
 - How many will you have?
 - How will you manage the divisions?
 - Judges “Scoring”
 - Must “score” each team, not just winners
 - No need to turn in score sheets during the day anymore
 - Provide comments to teams!!!
 - Core Values
 - Have both a room and roving evaluation? – at least room is required
 - Teamwork challenge will be emailed in week before event
 - Consider input from the Pit Manager and Referee



Role of Head Judge



- Know the rules concerning FLL awards, challenges, rubrics etc.
- Assure your tournament has an adequate number of judges (and hopefully experience). Pair judges accordingly.
- Assure facilities are adequate (with TD).
- Train the judges. Make sure judges are aware of the difficulty in catching up and remembering previous teams if they do not stay on schedule with good notes.
- Assure Teamwork exercise has appropriate materials.
- Take care of the judges needs (schedule, breaks, food, forms etc.)
- Resolve issues or conflict – keep judges separated from coaches or parents
- Keep on time, Keep TD informed of any and all issues. Assure volunteers to keep teams in line, on time, and quiet when outside judging rooms.
- Lead deliberation process and resolve issues quickly (must make decisions).
- Make final decisions on awards.
- If you have the experience, have 2 head judges (DIV I and DIV II).
 - Also, makes training easier. Robot Design can separate from the other judges.



Some Details for Most Tournament



-
- If you have 2 sets of judges – leave deliberation time before last robot run
 - 1 hr minimum
 - 1.5 if call backs
 - First scoring done with both sets of judges to calibrate
 - Try to get middle team before opening ceremonies if able
 - Calibrate time at opening ceremonies
 - Make sure there is interaction time for core values and project presentation
 - 2 adults per room – manage where they are
 - Take notes
 - Have extra judge of each type in case someone doesn't show up
 - Leave facility clean
 - Leave room set up the same and write a thank you
 - No more than four judging sessions per hour per set of judges
 - Bubble sort sheet – use to keep track of top teams



Tournament Directors



Pre-Tournament Details



Basic Tournament Volunteers



- Tournament Director
- Assistant Tournament Director
- Set Up volunteers (night before?)
- Registration (am only)
- Emcee
- Head Referee and either
 - 2 referees per table side
 - 1 referee and one table setter per table side
- Floor Manager
- Score Keeper
- Score runners
- Pit Manager
- Head Judge
 - 2 judges per core values room
 - 2 judges per research project room
 - 2 judges per robot design room
- Judge assistant(s)
- Teardown volunteers (pm only)

Can be any age:

- Score runners
- Judge assistants

High school students or older:

- Registration
- Emcee
- Referee (if mature)
- Score keeper
- Pit manager
- Floor manager
- Set up
- Tear down

Adults only:

- Judges
- Head referee
- Head judge

This is a generic list – you may not need all these people.
Feel free to talk to Karen if you have questions about how
many you need for your tournament



Schedule Development



Scheduling Options

- Use Schedule Program
 - Program developed by Phil Smith, VA/DC Technical Advisor
 - Scheduler can be accessed at <http://grove.cs.jmu.edu/scheduler> or by getting a copy from Phil Smith
 - Assistance available from Phil Smith or Sam LaPlante (laplante@vt.edu)
 - Program supports 2 divisions, multiple judging rooms, competition rounds of different lengths, etc.
- Develop Your Own



Schedule Considerations



What does a schedule need?

- Lunch break for teams and volunteers – doesn't have to be at same time for all
- 10 minutes for each team in with each set of judges
- Minimum of 4 minutes between each team for judges to fill out paperwork – more is better!!!
- Recommend no more than 4-5 consecutive teams in a judging room before judges get a break
- Recommend judging finish before robot performance rounds
- If calibration judging is used, teams should only be judged once per type – do not repeat!
- Try to group teams in judging by division
 - If possible, have judges only judge one division each
 - If team divisions are skewed, make sure all of the smaller group are judged by the same judges to make deliberations easier
- Try to have a few teams in a row first thing in the morning, followed by a break, to allow the pair of judges to self calibrate
- Ask volunteers to be at the tournament 2(?) hours before opening ceremonies.



Setup Recommendations



- New mats flatten much faster and do not need to spend as much time rolled out but they do come folded. Best to try to roll them for at least a few days prior to the tournament
- Get access to the site and setup the day before
- Take digital pictures of any rooms so they can be used to recreate room condition
- Put a protective material (cloth, sock, carpet, etc.) on below the table legs to prevent damage to floor
- Watch the kind of tape used on floors (painters tape recommended or talk to school)
- Thoroughly test audio equipment/timing system and scorekeeping computers, preferably the night before



Communications



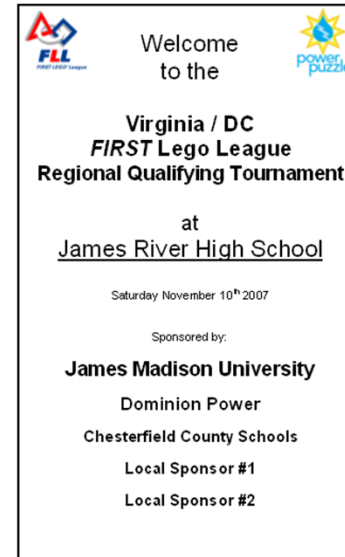
- Teams
 - Send email by 10/22
 - Provide all the logistical details (via email and Web) when available
 - Examples available
 - Provide information on tournament to Ralph Grove
 - Tournament website URL (if you have one), or
 - Tournament details (Ralph will add to VA/DC FLL website)
- Volunteers
 - Check in with your head judge and head referee – they need the most pre-tournament preparation and will be responsible for training the other judges and referees
 - Confirm, reconfirm, have a meeting?
- VA/DC FLL website – www.vadcfl.org – will post important policy related announcement to teams (e.g., using carts, numbers of adults in judging, etc.)



Tournament Details

Registration

- **Cost (note increase and change)**
 - You will not collect this! We are collecting fees during regional tournament registration
 - \$100 to Virginia/DC FIRST LEGO League (check, cash or school PO)
- **Return to JMU**
 - Release forms
 - Leftover supplies (shirts, awards, ribbons, etc.)
- **Release Forms – MUST have release forms for:**
 - A child to participate
 - Any coach or mentor who will be on the competition floor
 - All volunteers
- **Programs**
 - Will you provide them?
 - What will they include?
 - Standard Template will be provided (see to the right for sample from previous year)



Welcome to the
Virginia / DC
FIRST Lego League
Regional Qualifying Tournament
at
James River High School
Saturday November 10th 2007
Sponsored by:
James Madison University
Dominion Power
Chesterfield County Schools
Local Sponsor #1
Local Sponsor #2


Schedule of Events	
Team Registration	8:00 – 9:00
Opening Ceremony	9:00 – 9:30
Competition Events	9:45 – 2:30
Robot Performance	
Robot Design	
Project Presentation	
Teamwork	
Parade of Teams	2:45 – 3:00
Closing Ceremony	3:00 – 4:00
Event Locations	
Pit Area – Spectators Welcomed	
Division 1 – Auxiliary Gym	
Division 2 – Auxiliary Gym	
Robot Performance – Spectators Welcomed	
Main Gym	
Robot Design – Teams Only	
Division 1 – Rooms 106 & 107	
Division 2 – Rooms 108, 109, 110 & 111	
Project Presentation – Teams Only	
Division 1 – Rooms 116 & 117	
Division 2 – Rooms 118, 119, 120 & 121	
Teamwork – Teams Only	
Division 1 – Rooms 126 & 127	
Division 2 – Rooms 128, 129, 130 & 131	
Behavior and Safety Guidelines	
Behavior Expectation –	
Safety Exits –	

Challenge Background
Power Puzzle: Energy Resources - Meeting the Global Demand
How do our personal energy choices to heat our homes, fuel our cars, charge our cell phones, power our computers, or even download music to our iPods impact the environment, economy, and life around the globe? Which resources should we use and why? Explore how energy production and consumption choices affect the planet and our quality of life today, tomorrow, and for future generations.

Scoring Processes

Robot Performance	25%
Robot Design	25%
Project Presentation	25%
Teamwork	25%

School Layout



2007 State Tournament
December 9th – 10th
James Madison University, Harrisonburg, VA



About FIRST
FIRST (for Inspiration and Recognition of Science and Technology) was founded in 1989 by inventor Brian Bales to inspire young people's interest and participation in science and technology, based in Manchester, N.H. FIRST is a 501(c)(3) non-profit public charity. FIRST is supported by a strong network of sponsors and volunteers.

FIRST provides the FIRST Robotics Competition for high school students and the FIRST LEGO League for 6 to 14-year-olds. FIRST also offers the Junior FIRST LEGO League for 6 to 9-year-olds and the FIRST Tech Challenge, a student-led robotics competition for middle and high school students. All events are open to all students and are held by the local chapter in the US. For more information, visit us at www.first.org.

About the LEGO Group
The LEGO Group, a privately-held, family-owned company based in Billund, Denmark, is one of the world's leading manufacturers of high quality, creative and educational play materials for children. The company is committed to the development of children's creative and imaginative abilities, and its employees are guided by the motto adopted in the 1950s by founder Ole Kirk Christensen: "Only the best is good enough." For more information, visit www.LEGO.com.

LEGO, MINIFIGURE and their respective logos are trademarks of The LEGO Group.



Opening Ceremony/Housekeeping



-
- Facilities
 - Fire Exits
 - Restrooms
 - Rules
 - Who is allowed in Judging Rooms (maximum of 3 adults - 2 coaches and 1 “historian”)
 - # of kids at table
 - Areas off limits
 - Where is food allowed?
 - Food
 - Is any available or where to get some
 - Schedule
 - Recognize Sponsors and Volunteers
 - Get everyone excited for a fun day of Legos!



Scorekeeping



- Scoring Programs
 - Head Referee/Judge will send out approved scoring program
 - Test before the tournament
 - Save during tournament day numerous times including to a USB drive
 - Save paper results
- Results Presentation
 - What and when will you present
 - Each tournament will receive a tournament specific set of award to give (note that you may have more awards than authorized to give). Please follow the worksheet
- Complete award selection prior or during Parade of Teams



Award Determination

- **Tournament Directors will receive a list of awards to be given at their event**
- **Only one judged award per team (robot performance is NOT a judged award)**
- **Robot performance – highest score wins**
 - If teams tie, go to second highest score, third highest if necessary
 - Teams can win robot performance and a judged award
- **Judged Awards - Assign awards in order of:**
 - Champions award(s)
 - 1st place robot design, research project and teamwork
 - You will not have 2nd places except possibly for Championship (except for Haymarket???)
 - Each tournament will get Judge's Awards to give out
- **Hint: list teams with the top 4-5 scores for each category before deliberation**
 - Identify teams that did well in all categories – discuss who should win champions award(s)
 - Once a team wins an award, cross off for all other categories
 - Identify teams that did well in robot design – discuss who should win 1st
 - Cross off team from all other categories
 - Repeat for Research Project and then Teamwork
 - New judging process and scoring program helps with this
- **Discuss any teams that remain on lists for possible Judges Awards (optional)**
- **Approximately 30%-50% of teams should win awards (suggestion)**



Award Determination (cont.)



Changes last season for “scoring” and awards

- There are no “scores” for judging – ranking instead
- Each set of judges should rank the teams that they saw and if multiple sets of judges are judging a single division, the rankings will need to be combined
- The Champion would be the team that all judges agree did the best in all three judged areas
- The Champion should also be in the top “40%” of teams in robot performance
- The 40% rule is flexible, especially if there are only a few teams in the division
 - Take into account that there may be very small changes in score separating the top 40% and the next few teams – it is ok to pick a team outside the 40% in this case
 - If the top 40% changes during the deliberations (i.e. you start deliberations before the 3rd round starts and the team rankings shift), it’s probably ok to use a team that was in the top 40% at the start of deliberations, especially if they are close to the top 40%

The 40% rule is not a hard rule, more of a strong suggestion



Closing Ceremony and Awards



- Parade of Teams
 - Format is up to tournament – some have a formal parade, some call up teams individually
 - Make sure to recognize each team (a great time to give out ribbons) since this may be all some teams get
- Recognize Volunteers and Sponsors
- Awards
 - TD's will receive a list of standard awards to give
 - Consider recognition of non-award winning teams
 - Have judges write 1-2 sentences about winning team for awards ceremony
- Announce Advancing-to-Championship Teams
 - Provide Championship Info to Teams at Tournament
 - TD's will receive list of how many teams per division move to Championship
 - Follow the worksheet directions on the number of teams advancing. There are limited number of Championship slots and numbers are pre-determined
 - Recommended – Do not announce runner up teams, talk to the coach before they leave that day
- Announce how teams should pick up judge comments



Post-Tournament Details



Teardown



- Table disassembly
 - A lot easier this year without the lights!
- Facility Cleanup
 - Make sure site is cleaner than you found it
 - Return rooms to original condition or better (use digital photos)
 - Check with facility staff before leaving
- Material Storage
 - Field setup kits are needed for tournaments the next weekend/states
 - After the tournament, go through kits, make sure they are complete
 - Consolidate any incomplete to make as many complete as possible
 - Mark what is missing from incomplete kits
 - Email Karen Berger with how many completes/what is missing
 - A little work after your event but saves major headaches for next person!
 - Return all materials to the TOW in an organized format if applicable



Results



-
- **Championship and Awards**
 - Send via email to Karen Berger that night
 - Include team name, number, and division
 - Who will be going to championship tournament
 - Who won each award at your tournament
 - You can just fill out the worksheet
 - **Lessons Learned**
 - Expect to receive an email after the tournaments wind down, please be thinking about what went well and what didn't
 - Send any comments, good or bad, from yourself or participants to Karen Berger
 - **Volunteer List**
 - Provide a list of volunteers, affiliation, and electronic contact information for your tournament. We want to thank them and possibly solicit for greater involvement.



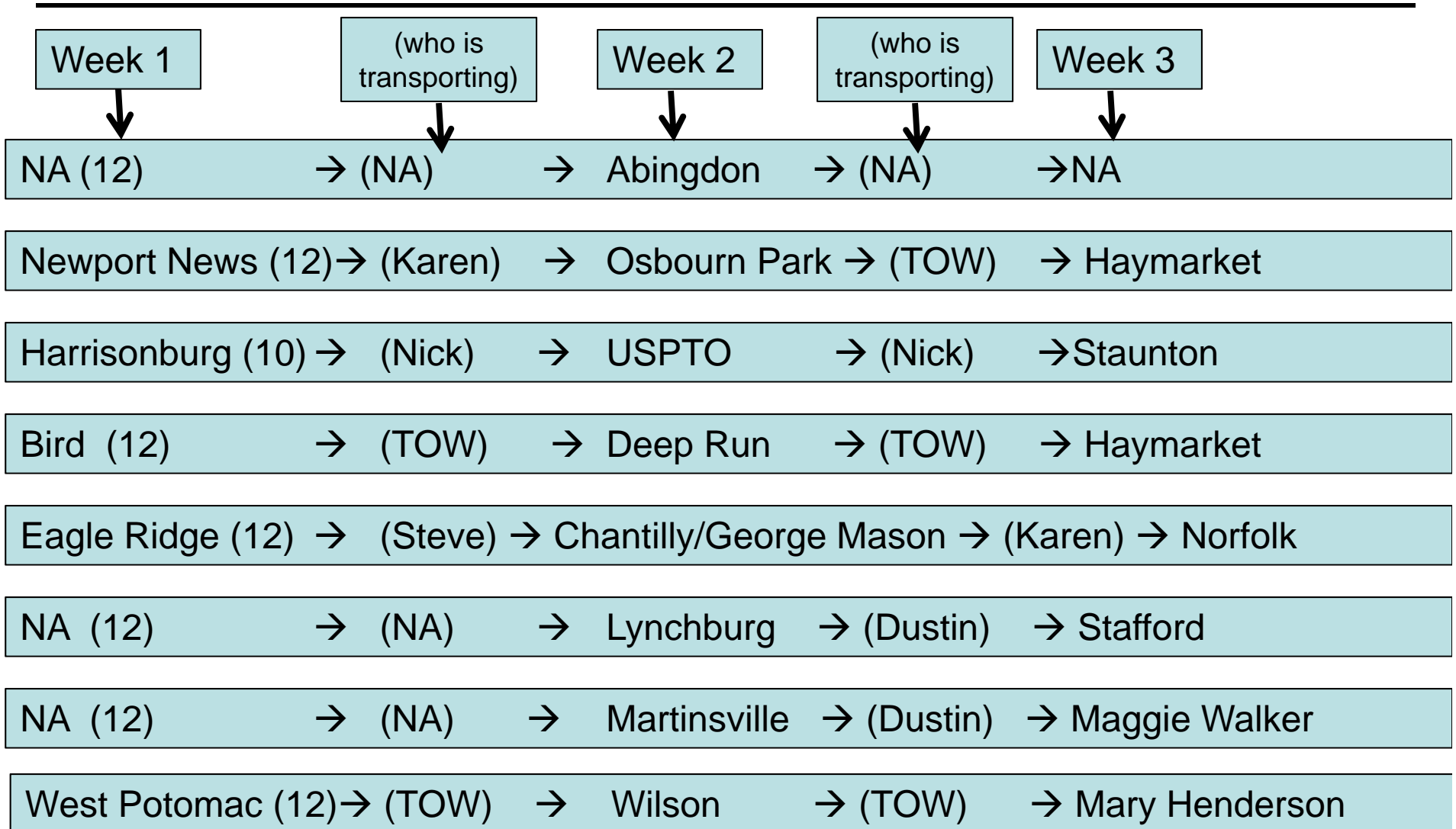
Return of Materials



- Awards, T-shirts, etc.
 - Send to JMU – coordinate with Karen (you may be able to send with someone else and reduce shipping)
 - Some can be carried to JMU in a TOW or by someone going to states
- FLL Kits
 - See notes on previous page/kit movement plan
 - Send all kits to Week 2 or 3 Location(s) or to Championship tournament
- Expense Reimbursement
 - Send receipts to JMU (Nick Swayne) along with your W-9
 - Send in a timely manner (please don't wait until January to send!)
 - It can take 4-6 weeks (early January likely)
- Additional Award Requests
 - Only in VERY rare occasions (provide all necessary info)



Kit Movement Plan





Jr. FLL and FTC



-
- Jr. FLL
 - If you are interested in adding a Jr. FLL tournament to your event, let us know
 - Relatively little impact
 - ~90 minutes
 - Would need table space and a few judges only
 - Consider having someone else organize the event?
 - Contact Sally Sylvester for more info: ssylvester@usfirst.org
 - FTC
 - If you have space and want them, there is a group interested in doing FTC demos at FLL tournaments
 - Please let Karen know if you are interested



Judge Info/Conference Calls



- Important Judge Documents:
 - “Score Sheets” (judges only) – will be given to teams at the end of the tournament
 - Judges Guide (judges only)
 - Missions, Field Set Up, Rules, Q&A for robot design judges (teams already have)
 - should be at least familiar with missions
 - Rubrics (teams already have)
- Training with Skip Gridley and Jodi Kravitz will be in the form of modular recording and are forthcoming
- Recording details will be sent out at a later date and made available to tournament directors.



Referee Conference Calls



- Important Referee Documents:
 - Referee Guide (referees only)
 - Score Sheet (referees only) – score sheet must match scorer's program
 - Missions (teams already have)
 - Field Set Up (teams already have)
 - Rules (teams already have)
 - Game Updates (3 p.m. Friday before tournament) (teams already have)
- Referee Training with Dave Brooks/Scott Evans
 - Date and Time TBD
 - (866) 951-1151
- Robot Game discussion for teams:
<http://www.firstlegoleague.org/challenge/teamresources>
- All calls will be recorded