



FIRST[®] in Texas
Event Coach Guide

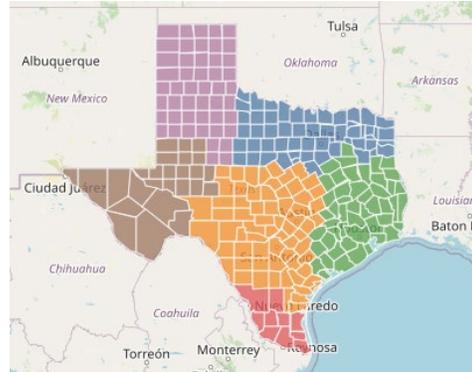
2025 – 2026
UNEARTHED Season



The purpose of this guide is to provide an overview of an official FIRST® in Texas LEGO® League Challenge in-person tournament. This planning guide is based on official FIRST guidance. [Click here](#) for FIRST HQ documentation.

FIRST in Texas Model

FIRST in Texas FIRST LEGO® operates in five regions, Central, East, North, Panhandle, and South, each led by a FIRST in Texas Program Delivery Partner (PDP). The West region is managed by our partners at University of Texas at El Paso.



Texas FLL Regions ■ Central ■ East ■ North ■ Panhandle ■ South ■ West

Teams across FIRST in Texas may experience the following events:

Level	Organizer	Purpose
Get Ready Events	FIRST in Texas	Community or practice events outside the official advancement pathway.
Qualifier	Local Event Host with FIRST in Texas PDP	Entry-level competition where teams present their projects, compete in matches, and may advance to the Regional Championship.
Regional Tournament	FIRST in Texas	Brings together top teams from Qualifiers within each Texas region to determine advancement to the State Championship.
State Championship	FIRST in Texas	Statewide event showcasing the highest-performing teams from the Regional Tournaments determines advancement to the FIRST Championship.
FIRST Championship	FIRST HQ	Global competition for advancing teams from all FIRST regions around the world.
Open Events	FIRST Partner Organizations	Invitational off-season events hosted by other FIRST Partner Organizations



Key Leadership Roles

Program Leader: A *FIRST* in Texas staff member who supports the statewide delivery of FIRST® LEGO® League. They collaborate with PDPs and HQ staff to align program operations, provide training and resources, monitor event quality, and ensure consistent implementation of policies and standards across all events.

Program Delivery Partner (PDP): A *FIRST* in Texas staff member responsible for implementing and managing FIRST® LEGO® League programs across their assigned area. They oversee team registration, event coordination, and volunteer management to ensure all activities meet *FIRST*® and *FIRST* in Texas standards for safety, quality, and impact. Contact information found at: <https://firstintexas.org/first-lego-league>

Tournament Director or Event Host: A school, organization, or community partner that provides the venue and local coordination for each official FIRST® LEGO® League event.

We welcome all coaches to volunteer at another event! This is a great way to learn more about how the competition works to better support your team.



Team Logistics

Check-In Process

Team check-in will run from 7:30 AM to 8:00 AM. Before the event:

1. Verify your roster on FIRSTinspires.org
2. **Verify and print your roster on *FIRST in Texas Coach Portal*:** Go to the Events area of your [Team Dashboard](#) next to the event your team is assigned to. Click the “Roster” button. Bring this to check-in. Need help? [Watch this video walk-through.](#)

Events			
Name	League	Date	Status
Sample Qualifier #3		2025-11-15	Available View/Select
Robot Qualifier Event		2017-12-15	Approved View/Select Roster
2025 Manor District Event		0000-00-00	Approved View/Select Roster

Competition Check-List

Things to Bring
<i>FIRST</i> and <i>FIRST</i> in Texas Roster
Robot, attachments, extra parts
Fresh batteries/spare batteries/rechargeable battery charger
Computer and battery (if available) and power cord (<i>Bluetooth use is NOT permitted at the tournament</i>)
USB download cable (<i>Bluetooth use is NOT permitted at the tournament</i>)
Extension cord and power strip
Box to carry robot to competition field
Provisions for lunch (check with tournament director for options)
Bin to hold personal and team items (coats, games, etc.) to fit under pit table
Project judging materials, props, and displays
Graphics demonstrating programming strategy for robot design judging
Team games or activities for downtimes (optional)
Team banner or poster to carry for ceremonies or for pit space (optional)



Coach Meeting

The Coaches' Meeting will be held in the Competition Area. At least one team coach should attend this meeting. Make sure that another coach or mentor is assisting the team to set up their pit area during this time. At this meeting, your team's coach will have the opportunity to:

- Meet the Tournament Director and ask any event-related questions
- Meet the Head Referee and ask any robot game questions
- Ask judging-related questions

Team Pit

The Team Pit is where teams will work on robots and programming. This is also the area where teams can enjoy downtime, get to know other teams, see their robots, and find out about their Innovations Projects.

Only two coaches/mentors are allowed in the Pit Area with the team.

- Coaches should refrain from handling the robot, attachments, or the computer.
- Remember to be gracious professionals when using a Practice Table. Each event will have a different system of assigning time slots.

Robot Game

The Robot Game is generally in a gymnasium, and this often doubles as the space for the opening and closing ceremonies. The Competition Area is usually split into two sections, a secure section where the tables and teams are and the spectator section. **Only the two coaches are allowed to accompany the teams into the secure area.**

Game Standards

- All teams should participate in three separate Robot Game matches.
- Each match is 2.5 minutes and has two teams playing opposite each other
- Teams need to follow the rules found in the Robot Game Rulebook for the season.

Coach Robot Game Notes

1. Any robot used in competition must be built and programmed by team members.
2. Coaches are not allowed to interfere with team equipment or laptops.
3. In-Person Events: Judging takes precedence over matches.
4. Know your team #
5. Match queuing: Report to the queue area 5 minutes before match time.

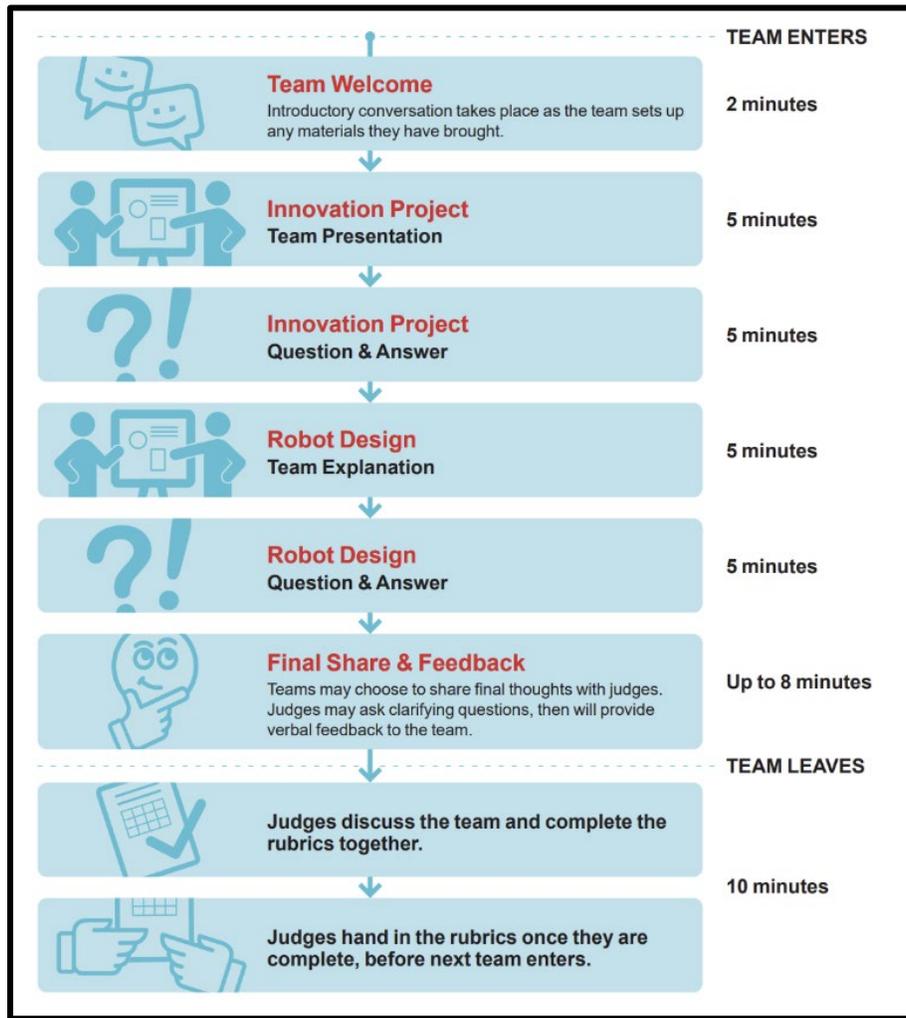


6. Inspection and match setup will be limited and timed:
 - a. Inspection Setup: **2 minutes**
 - b. Match Setup: **2 minutes**
7. **Inspection Reminders**
 - 4 - Motors maximum (attached or unattached, functional or not functional)
 - All equipment must be presented for inspection
 - No duplicate mission models allowed
 - No non-LEGO parts
 - 12" maximum height for inspection purposes only
 - Equipment all in one launch area & less than or equal to 12" = Inspection Bonus
8. **No computers in Competition Area**
9. One notebook per Home
10. Pre-match field visual inspection – Do not touch the field mission models
 - Referees will only make adjustments for misaligned mats, improper model resets, loose or damaged models, or models obviously out of mounting alignment.
 - Referee will not check every model's operation or adjust models for exact, perfect alignment in the mounting location.
 - Must be performed during Inspection & Match Setup Periods
11. No off-field storage: All equipment must be stored on the field or held by technicians. No carts allowed in the competition area
12. Two technicians per Home: swapping allowed per Technician swapping rule
13. Note the designated area for non-technicians, coaches, and spectators
14. Proper launches: nothing can be kept from moving; everything must fit in the Launch Area
15. No handing anything between Home Areas during match – Completely Outside Home Interruption is the only exception
16. **DO NOT LEAN OR PUSH ON TABLES**
17. Post-match scoring
 - Leave all equipment and mission models in place at the end of the match
 - Combined mission models and/or equipment – Must be able to be freed in a single motion
 - Score challenge: Made by kids, not coaches. Scoring challenges are based on Rulebook and Challenge Updates and are made before finalizing/confirming the scoresheet. Head Referee's scoring decisions are final
 - Review scoresheet - Team confirms/initials scoresheet
18. Mission Specific - To be addressed as needed.

Judging

During judging, team members will present their innovation project and robot design work. Judges will ask questions to help them score the team’s progress according to the rubrics, then give positive and constructive feedback to the team. Teams should demonstrate FIRST® Core Values in everything they do. Judges will be excited to see how teams used teamwork, discovery, inclusion, innovation, impact, and fun in all aspects of their work.

- **Coaches and mentors are not allowed in the judging area. Teams will carry all presentation materials to the judging room.**
- **Projectors in judging rooms are not guaranteed.** A team is welcome to bring their own laptop or set-up if wanting to present a virtual presentation.
- **Teams should arrive at the check-in area 10 minutes before their judging round.**





Youth Protection Reporting

Anything that occurs during an event and makes a youth feel uncomfortable or threatened should be addressed. Youth Protection Concerns encompass a wide variety of one-time or ongoing issues such as suspected abuse, bullying, harassment, discrimination, questionable behavior, or violations of the FIRST Code of Conduct.

1. Contact the Event Director or FIRST in Texas staff member inform them of the issue and seek assistance as needed with any immediate remediation.
2. Ensure that all issues are reported promptly using the FIRST Reporting Portal (QR code).

