



FLL VOLUNTEER ROLES



Position	Description of Assignment
Head Judge	Guides Judges through training and during event. Leads judge's Deliberations Meeting at championship event.
Judges	Project Judges- (2 per room) Judge and complete score sheets after listening to teams presentations about their research project. Engineering/science background preferred. Teamwork Judges- (2 per room) Judge and complete score sheets after team works together to solve a specific teamwork challenge. Technical Judges- (2 per room) Judge and complete score sheets after identifying how well the robot was programmed. Engineering/science background preferred.
Head Referee	Guides Referees through training and during event. Resolves disputes in scoring of each round of competition.
Referees	Keep score of the number of points a team earn from robot performance on the competition table and complete score sheets for each round.
Timekeeper	Keeps Time of current match taking place.
Competition Table Attendants	Assist referee in resetting table between matches. (2 per table)
Scorekeeper	Tracks score by score sheets provided by referee and places it into scoring software.
Score Sheet Runners	Runs the score sheet from the competition table to the scorekeeper.
Emcee	Leads the Opening and Closing Ceremonies, announces teams competing, provides a play by play of the tournament action.
Greeters	Greets teams as they arrive and provides directions to ECS Building for judging.
Parking Attendants	Assist visitor transition from parking area to competition area
Registration Attendants	Guides teams through the registration process as they arrive. Provides teams with tournament day packet.
ECSS Building Greeters	Helps team locate their specified judging room.
Judges Room Volunteers	2 per room: 1 inside room to monitor time, 1 outside room lining up the next group to go in.
Pit Announcer	Calls team numbers to get teams prepared and lined up to go onto the competition area.
Pit Attendants	Assists Pit Announcer by lining teams up to be ready to go onto the competition area. Assists teams with needs in the pit area.
Practice Table Attendants	Coordinate use of the practice tables.
Volunteer Room Attendant	Oversees the Volunteer Room and assists volunteers with needs.
Crowd Control	Monitor the flow of traffic in assigned areas
Guides	Guide teams as they walk between buildings.
Event Set-up	Help set up for event. Needed day before event, 5:00 p.m. – 10:00 p.m.
Event Strike	Help strike event. Needed day of event, 5:00 p.m. – 7:00 p.m.
General Volunteers	Volunteers to assist as needed; most commonly, these volunteers assume the role(s) of volunteers who were previously assigned but cannot attend the event.