



## **Floor Boss Job Description**

### **Purpose:**

The Floor Boss, as the name implies, is the “boss” at the competition and manages all activities occurring on or associated with the Game Floor. The Floor Boss works with the Emcee, Pit Boss, Referees, Scorekeepers and On-Deck Lead. The Floor Boss coordinates and orchestrates these teams to keep the competition moving smoothly and on schedule. The Floor Boss provides a single point-of-contact for any issues or disputes, and is responsible for resolution of issues/disputes in accordance with the rules/regulations in affect at the event. Specific Tasks/Responsibilities of this role include:

- Being present on the Game Floor at all times during the contest
- Responsible for keeping the Robotics competition “flowing” (i.e., on schedule)
- Final authority for any dispute that arises during the contest
- Provides consultation and backs up the head referee on decisions
- Monitors the Game Floor (and surrounding area) for safety and takes corrective actions as necessary
- Acts as the “trouble shooter” to resolve any problem that arise during the matches
- Is very familiar with the rules and the Q & As, and will reference the official copy (at scoring table) as necessary to address disputes
- Provides input (i.e., is a judge) for “Most Creative Design” Award

### **Report to for problem solving:**

The Floor Boss is the final Authority on all disputes. The Floor boss should confer with others (e.g., Head Referee, Pit Boss) as necessary to gather facts pertaining to any disputes.

### **Number Needed:**

- One for Practice Day
- Two for Game Day (one primary and one backup)

### **Knowledge required:**

Complete understanding of all rules and regulations pertaining to the competition, including general rules (including Pit Protocol), as well as game-specific rules. An understanding of safety concerns in and around the game floor.

### **Skills required:**

Excellent communication skills. Ability to read and thoroughly understand all rules and Q&A’s associated with the game. Ability to gather facts and make decisions objectively based on rules/regulations. Ability to explain nuances of rules/regulations (e.g., game-specific scoring structure). Ability to make timely and critical decisions, which may not be well-accepted by all parties involved. Ability to judge the creativity and design of robots.

### **Interface / work with:**

Head Referee (game ruling decisions), On-Deck Lead (flow of competition), Scorekeepers (readiness/scoring inquiries), Pit Boss (Pit Protocol), Compliance Judge (Robot compliance throughout competition).