
ANNOUNCEMENTS

- FIRST LEGO League (FLL) exists because of Dean Kamen. He created FIRST in 1989 to excite children about Science and Technology. FIRST worked with LEGO to create FLL in 1998. Thank you Dean Kamen and FIRST.
- This year's worldwide challenge is called "Food Factor Challenge". This year's Challenge calls for teams to use robotics to solve a set of Food Safety missions as well as research, develop, and share their innovative food safety solutions.
- Teams start missions with their robots positioned in the base at the southwest corner of the playing field. The mission starts when the team releases the robot in the base and ends when they touch the robot or when the 2-½ minutes long match ends. If a team member touches a robot outside of the base, a yellow bacterium (if available) is removed. This encourages teams to program their robots to return to the base after each mission.
- Please help the Referees and Coaches – they are all volunteers.
- Restrooms are to the right of the stage.
- Please eat food and drinks outside. OK to have water inside. There are picnic tables in the quadrangle in the middle of the campus.
- Now is a good time to sign up for volunteer positions at the Sunday November 13 competition. Our goal is to have all positions filled by the end of the scrimmage. The sign-up sheet is on the bulletin board.
- To avoid messing up other team's robots, teams must download their programs by using a USB cable. Bluetooth is forbidden by FLL rules. RCX users must shield the IR transmission.
- Spectators now stand behind control lines to view the matches. Since most parents want to watch their kid's matches, this allows them to get in and out. Please respect the control lines in front of the match tables. The front row is for KIDS ONLY. Tall people should stay behind the second control line.
- The bleachers on the stage are for those who want to sit down while watching the matches. Use the stairs at the RIGHT of the stage. DO NOT STAND ON THE STAIRS.
- Our tournament is supported by Playing@Learning in Fremont; they manage the Northern California program for First LEGO League (NCAFLL).
- Thank you Blach Intermediate School for the use of the building.

SCRIMMAGE SCHEDULE

- **10:00 Room setup by advance party - competition and practice tables may be delivered from now till 12:30.**
- **12:00 – 1:00 Referee Training – Separate room**
- **12:15 Volunteer check-in**
- **12:30 Room open to teams. Volunteer check-in continues. In order to assign pit areas, teams must check-in at the information table. They can then set up their pit area. The competition and practice tables are to be setup during this time.**
- **1:00 Opening ceremonies. Present the colors and sing Star Spangled Banner.**
- **1:05 Game description - Go over the rules for the benefit of both the spectators and the team members and give a description of how the scrimmage will work.**
- **1:10 Team introductions.**
- **1:20 Teams sign-up on the scoring board**
- **1:25 Matches begin. We should be able to complete a 2.5 minute match and be ready for another match to start every 3-3.5 minutes. With three sets of competition tables, this will allow for 16 - 20 matches per hour. All teams should have plenty of opportunities to run their robots and to watch other teams.**
- **2:35 Break. Botball demonstration. At the front at table A&B, we will also have a Question & Answer session on the details of the missions and competition rules.**
- **2:50 Matches resume.**
- **4:00 The rounds end, award category winners are determined, and the certificates are completed. Teams can start to pull their materials together while this is being done.**
- **4:15 Announce the winners. Ask for volunteers to put on the November 14 Local Competition.**
- **4:30 Thank volunteers and Blach Intermediate School. Take down the room.**
- **5:00 Depart.**
- **6:00 Tear down party closes building**

SCRIMMAGE DAY MATCH RULES

Teams will compete in any order. The teams put their names on the scoring board to indicate that they are ready to compete. Since there are many teams signing up, the teams must remember their match number. That number will be announced to tell the corresponding team when to go to their assigned table at the assembly area to compete. Please try to be at your assigned table in time for your match. If a team has not arrived at the table by the start time, it will lose its place to a standby team and will have to sign up for a later match.

There will be three sets of two adjoining fields (or tables), with two teams at one of the sets. The two teams will begin their match at the referee's direction. While the two teams are competing, the teams on the other fields have already scored their run and should be preparing for their next round.

The blue lines around the fields show the area where there should only be two participants from each team. Of course, teams may switch members as needed. Young spectators should always stay behind the first set of stanchions, while adults should stand behind the second set of stanchions.

As soon as a team has finished competing in their match, they may put their team's name back on the board for another match. The matches will continue until the competition time is over. Teams can compete as many times as they want in the available time. We will even give out an award for the team that competes the most times. There will be other just-for-fun awards too. Remember, the Scrimmage is all for fun of it, and for learning more about how the actual FLL competitions work.

PIT TABLES AND PRACTICE FIELDS

For the use of each team for storage and working on your robots, a 6' length of table is assigned in the PIT area. The PIT number is the same as the team number posted on the information poster. The PIT area is tight so please do not block access to the tables behind you. Keep your chairs up to the table when not in use. The PIT areas are numbered from 1-25 starting at the front left.

Plug strips are available under the tables for you to plug in your laptop and/or battery charger. You may use additional cords or strips, but please keep the wires neat. There is limited power available in the room, so please reduce your laptop power when not using it by turning it off or putting it in hibernate mode. Do NOT use any other appliances – like cup warmers or fans – in the PIT area.

Between matches, teams are encouraged to work on their robots and use the practice fields. Please share the practice fields with the other teams and try to limit your use of a practice table to five minutes if some other team wants to use it. Please respect the practice tables as if they belonged to your team. Do not step on the tables and be careful to restore the loose pieces before you leave the table.