

# LOS ALTOS ROBOTICS - FLL TOURNAMENT PROGRAM - NOVEMBER 13, 2011










12:30 - 12:50	Each team has five minutes on a competition table to test their robots
1:00	Opening ceremonies
1:30 - 4:15	Robot Competition Matches (See detailed schedule)
4:30 - 5:00	Demonstration by FIRST High School Robotics teams
	Robot demonstrations by best performing and noteworthy robots
5:00 - 5:30	Teams bring up their robots for a group photo
	Project presentation by selected team
	Raffle prizes awarded
5:30	Announce the winners







## AWARDS

- Core Values
- Robot Design
- Project Presentation
- Robot Performance (Top Score)
- Champion's Award
- Advancement to Championship Event (7 Teams)

## ROBOT COMPETITION SCHEDULE

Round	Match #	Time	Table	Pit#	Team		Pit#	Team
<b>A</b>	1	1:30 PM	A1	5	Gears	A2	6	40 Loyola SAPlings
	2	1:35 PM	B1	7	SAP0wer4	B2	8	Adroits
	3	1:40 PM	A1	9	Kung Food	A2	10	Fantastic Lego Legion
	4	1:45 PM	B1	11	The Other Team Again	B2	12	Alien Calamari
	5	1:50 PM	A1	13	Pieceful Programmers	A2	14	Extreme Kennedy
	6	1:55 PM	B1	15	Hazardous Waste	B2	16	Lightning Bots
	7	2:10 PM	A1	7	SAP0wer4	A2	5	Gears
	8	2:15 PM	B1	8	Adroits	B2	6	40 Loyola SAPlings
	9	2:20 PM	A1	11	The Other Team Again	A2	9	Kung Food
	10	2:25 PM	B1	12	Alien Calamari	B2	10	Fantastic Lego Legion
Round	Match #	Time	Table	Pit#	Team	Table	Pit#	Team
<b>B</b>	11	2:45 PM	A1	15	Hazardous Waste	A2	13	Pieceful Programmers
	12	2:50 PM	B1	1	The Cyborgs	B2	2	Mat Scientists
	13	2:55 PM	A1	3	Robotic Ravioli	A2	4	MINITW
	14	3:00 PM	B1	14	Extreme Kennedy	B2	9	Kung Food
	15	3:05 PM	A1	8	Adroits	A2	16	Lightning Bots
	16	3:10 PM	B1	10	Fantastic Lego Legion	B2	11	The Other Team Again
Round	Match #	Time	Table	Pit#	Team	Table	Pit#	Team
<b>C</b>	17	3:30 PM	A1	4	MINITW	A2	2	Mat Scientists
	18	3:35 PM	B1	3	Robotic Ravioli	B2	1	The Cyborgs
	19	3:40 PM	A1	14	Extreme Kennedy	A2	15	Hazardous Waste
	20	3:45 PM	B1	16	Lightning Bots	B2	13	Pieceful Programmers
	21	3:50 PM	A1	5	Gears	A2	12	Alien Calamari
	22	3:55 PM	B1	6	40 Loyola SAPlings	B2	7	SAP0wer4
	23	4:00 PM	A1	4	MINITW	A2	1	The Cyborgs
	24	4:05 PM	B1	2	Mat Scientists	B2	3	Robotic Ravioli

MISSION	SCORING	PTS
	<b>MISSION: Read the Rules page, Field Setup page, and the Updates page.</b> <b>SCORING CONDITION(S):</b> If you don't read them carefully you will not do well at all.	Infinite
	<b>MISSION: POLLUTION REVERSAL</b> <b>SCORING CONDITION(S):</b> Balls touching the mat are worth <b>4 POINTS EACH</b>	2x4= Max 8
	<b>MISSION: CORN HARVEST</b> <b>SCORING CONDITION(S):</b> <b>Get points for one of these only:</b> ANY piece of corn touching the mat is worth <b>5 POINTS ONLY</b> (additional pieces do not add to your score). <b>[OR]</b> ANY piece of corn in Base is worth <b>9 POINTS ONLY</b> (additional pieces do not add to your score).	Max 9
	<b>MISSION: FISHING</b> <b>SCORING CONDITION(S):</b> Big fish in Base are worth <b>3 POINTS EACH</b> , if the baby fish is still touching its mark.	3x3= Max 9*
	<b>MISSION: PIZZA AND ICE CREAM</b> <b>SCORING CONDITION(S):</b> Pizza and ice cream in Base are worth <b>7 POINTS EACH</b> .	2x7= Max 14
	<b>MISSION: FARM FRESH PRODUCE</b> <b>SCORING CONDITION(S):</b> The yellow farm truck in Base is worth <b>9 POINTS</b>	Max 9
	<b>MISSION: COOKING TIME</b> <b>SCORING CONDITION(S):</b> The white pointer in the red zone is worth <b>14 POINTS</b> .	Max 14
	<b>MISSION: STORAGE TEMPERATURE</b> <b>SCORING CONDITION(S):</b> The thermometer spindle clicked/dropped fully showing the low red temperature is worth <b>20 POINTS</b> (the spindle needs to drop all the way).	Max 20
	<b>MISSION: PEST REMOVAL</b> <b>SCORING CONDITION(S):</b> Rats in your Base are worth <b>15 POINTS EACH</b> (to you only).	2x15= Max 30
<b>DISTANT TRAVEL To the East</b>	<b>MISSION: DISTANT TRAVEL</b> <b>SCORING CONDITION(S):</b> The robot touching the east wall is worth <b>9 POINTS</b> . See Rules 22-Touching and 23-Scoring.	Max 9
<b>SUBTOTAL</b>		

MISSION	SCORING	PTS
	<b>MISSION: REFRIGERATED GROUND TRANSPORT</b> <b>SCORING CONDITION(S):</b> Get points for one of these only... The trailer in Base is worth <b>12 POINTS</b> . <b>[OR]</b> The trailer with meat inside, and no germs inside, with any of its wheels touching the port dock north of the white line is worth <b>20 POINTS</b> , and <b>6 ADDITIONAL POINTS</b> for each big fish inside. For fish points, the baby fish must still be touching its mark.	20+ 3*6= Max 38*
	<b>MISSION: GROCERIES</b> <b>SCORING CONDITION(S):</b> EACH grocery unit is worth <b>2 POINTS</b> if the table is supporting all of its weight, and no weight other than grocery units (the flower centerpiece can be there too).	12x2= Max 24
	<b>MISSION: HAND WASH/BACTERIAL SCORING CONDITION(S):</b> Bacteria in or on the sink are worth <b>3 POINTS EACH</b> , only if all of these are true: <ul style="list-style-type: none"> <li>All were in Base at some time prior to being in the sink.</li> <li>While between Base and the sink, each was the only one in motion.</li> <li>All equipment involved with each bacterium's trip to the sink was               <ul style="list-style-type: none"> <li>completely in Base at the beginning of the trip.</li> <li>completely out of Base at the end of the trip.</li> </ul> </li> <li>The sink is supporting all the weight of every germ, and not supporting any weight except germs.</li> </ul> <i>Bacteria getting to the sink any other way are given back to the team in Base by the referee.</i>	48x3= Max 144
	<b>MISSION: HAND WASH/VIRAL SCORING CONDITION(S):</b> <b>Get points for one of these only...</b> One to eight viral germs in the sink are worth exactly <b>6 POINTS only</b> . <b>[OR]</b> Nine or more viral germs in the sink are worth exactly <b>13 POINTS only</b> .	Max 13
	<b>MISSION: GOOD BACTERIA</b> <b>SCORING CONDITION(S):</b> SCORING CONDITION(S): Yellow bacteria are worth <b>6 POINTS EACH</b> in Base only.	12x6= Max 72
	<b>MISSION: DISINFECT</b> <b>SCORING CONDITION(S):</b> Empty dispensers are worth <b>12 POINTS EACH</b> , if NO bacteria is touching the mat outside Base. <b>[OR]</b> <b>7 POINTS EACH</b> , if ANY bacteria is touching the mat outside Base.	4x12= [OR] 4x7= Max 48
<b>SUBTOTAL</b>		

**TOTAL →**

Max 452

Date/Time of Run: \_\_\_\_\_ By: \_\_\_\_\_

\* Note: Total maximum points reflect that the fish can be used in two different missions.