
LOS ALTOS ROBOTICS TOURNAMENT

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.
- Thank you to all of the Parents and Coaches that make the teams possible. Thank you also to the many volunteers that put on this competition. The Los Altos Robotics Board had a huge role in planning what happens today and getting everything in place for the tournament. Thank you board members.
- This year's worldwide challenge is called "Nature's Fury". This year's Challenge calls for teams to use robotics to discover what can be done when intense natural events meet the places people live, work, and play.
- 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 the referee places a red penalty object on the runway. 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.
- Here is a brief overview of the schedule. There will be four rounds of competition for the robots. The first round will be for practice and the score in that round will not count toward the final standings of today's robot competition. Teams will be judged during one of the second, third or fourth rounds of the robot competition and their robots will compete in the other three rounds. Teams will be judged on robot design, understanding of core values and their research project. We are on a tight schedule so teams are responsible for getting to the tables and judging rooms ON TIME. If you miss your scheduled time you will not be able to make it up. The times in rooms for the judging rounds are in a separate document attached to the email that distributed this handout and also on the board on the right side of the auditorium. We will also make a limited number of hard copies of the master schedule available in the auditorium on the day of the competition. After the competition rounds end at 4:00, we will have demonstrations of another youth robotics program and have some demonstrations from some of today's best performing robots while the judging is finalized and an overall winner is determined. We will finish off with an awards presentation at around 5:00.
- To avoid messing up other team's robots, teams must download their programs by using a USB cable. Bluetooth is forbidden by FLL rules.
- Spectators must stand behind the control lines to view the matches. Please respect the control lines in front of the match tables. **The front row is for KIDS ONLY.** Adults should stay behind the second control line.
- The bleachers on the stage are for those who want to sit down while watching the matches. Please don't stand in front of the bleachers. Use the stairs at the RIGHT of the stage. **DO NOT STAND ON THE STAIRS.**
- Only team members and one photographer per team are allowed inside of the competition area marked off by the control lines. **No coaches and other adults (except tournament volunteers) are allowed in the competition area.** The team photographer should move to the square marked in tape on the floor which is on near the East end of the table opposite the base where the teams start their robots. The photographer should remain on the marked square for the duration of the match.
- No flash photography of competition fields is allowed. Flashes can mess up robots using light sensors. We also ask that you do not photograph or videotape someone else's robot for the purpose of copying their designs unless they give you permission.

- Send your best photos this weekend or Monday morning to Michael@LosAltosRobotics.org for possible inclusion in Los Altos Robotics website and the newspaper.
 - Restrooms are to the right of the stage.
 - Please eat food and drinks outside. It is OK to have water inside. There are picnic tables in the quadrangle in the middle of the campus.
 - Our tournament is supported by Playing@Learning in Fremont; they manage the Northern California program for First LEGO League (Nor Cal FLL).
 - Thank you to Blach Intermediate School for the use of the building. Los Altos schools have been very supportive of FLL. In particular we would like to thank Sandra McGonagle, principal and Michelle Landrith of Blach school.
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ARRIVAL

- Go to the check-in table when you arrive
 - Check your match schedule and judging schedule.
 - Give the volunteer your cell phone number for judging callbacks.
 - Check the volunteer list for any unfilled tournament roles that you can help with.
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TOURNAMENT SCHEDULE

- **7:30 Room setup by advance party, tables and game pieces delivered by 8:00. Please put a name and cell number on the table we can use to contact you at the tournament.**
- **8:30 Team welcome to come in and check-in. Competition and practice table setup. Teams set up their pit area.**
- **8:40 Coaches meeting – get your questions out for the referees.**
- **8:45 morning volunteer check-in** (except for set up crew)
- **9:00 Opening Ceremonies**
- **9:05 Introduction to FIRST and all the teams. Overview of the rules**
- **9:15 The first teams up must get to the tables**
- **9:30 Practice Round Starts**
- **9:45 Judge sign-in**
- **10:45 to 11:45 Slice 1 of robot competition and team judging***
- **11:45 to 12:30 lunch**
- **12:15 afternoon volunteer check-in**
- **12:30 Slice 2 (60 minutes and 15 minute break) of robot competition and team judging***

- **1:45 Slice 3 (60 minutes and 15 minute break) of robot competition and team judging.* Judging is completed by 2:45.**
- **3:00 Slice 4 (60 minutes and 15 minute break) of robot competition.* Judges will meet and determine award category winners. Some teams may be called back by the judges.**
- **4:00 Break and initial clean-up (10 minutes). Judges finalize deliberations and certificates are prepared.**
- **4:10 Demonstration (10 minutes) by FIRST High School Robotics team.**
- **4:20 Robot demonstrations by best performing and noteworthy robots.**
- **4:30 Project presentation by selected team.**
- **4:45 Introduction of each team. Teams bring up their robots for the group photo and participation awards.**
- **5:00 Announce the winners**
- **5:15 Ask for volunteers for next year. Thanks to the volunteers and Blach School.**
- **5:20 Take down the room**
- **5:30 Tear down squad closes the building.**

*See detailed schedule. Matches and Judging session start promptly.

AWARDS

- Awards will be presented at the end of the tournament in several categories.
- Teams can win only one award in addition to robot performance awards for the highest performing robots.
- A Champions Award will be presented to the team with the best overall scoring in the Robot Performance, Research Project, Core Values, and Design/Programming categories. Note that robot performance is only 25% of the overall score. If there is a 1st place robot score tie in the robot performance competition, the 2nd and 3rd highest scores will be used to break the tie.
- The top finishers in the Champion Award category will advance to the Peninsula Regional tournament.
- Inappropriate behavior from team members or coaches may eliminate teams from advancement.
- Each team can pick up its feedback rubrics from the judging immediately after the awards.

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 1-24 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. Teams are responsible for restoring tables to competition-ready condition when their teams are done practicing. 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.

PACKING LIST

- Snacks / food / water / drinks (for eating outside)
- Robot, attachments, computer, download cable, software backup on USB
- Field and field pieces (if you are bring a field). Please deliver the field by 8:00am if you are bringing a field. Please put a name and cell number on the table we can use to contact you at the tournament.

- Extension cords and a plug strip. Please avoid overloading the plugs and creating trip hazards. There will be a plug strip within 8' of your pit area.
- While you can bring more than one robot to the competition, only one NXT or EV3 controller and set of allowable parts can be brought to the table for each match.
- Please label everything you bring. It helps us return it to you if it is found
- Cameras and video. Please do not videotape other teams' robots for the purpose of imitating their designs without the team's permission.

Please label everything you bring. It helps us return it to you if it is found.

TOURNAMENT MATCH RULES

Each team will have one practice match that will not count toward the final results and three other scored matches that will count. During one round your team will be interviewed in the judging rooms on the other side of the Blach campus. A schedule showing the times for your matches is attached. However, please re-check the schedule on the day of the tournament in case there are last minute adjustments. It will be your team's responsibility to get to each of your events on time. If you find any problem in your schedule, alert Derek Witte at derek_witte@yahoo.com.

We have a lot of matches in this tournament. A match is scheduled for every 5 minutes. There will be two sets of fields to accomplish this. While the teams are competing on one set, the teams on the previous set score their run and the teams on the next set are setting up their robot. This will require careful coordination; therefore,

READ THIS CAREFULLY.

1. Prior to the match BEFORE your match, assemble to the LEFT of the area in front of the stage labeled "TEAM PREP AREA". Your team will be instructed to assemble by the announcer. A volunteer – a Queuer --will check that your team is ready. The running match and the upcoming matches will be on the projected display between the pits and the competition tables.

2. When the team ahead of you leaves the table, the Queuer will conduct you to the proper table to begin setting up your robot. There will be a box provided near your base on which you can keep your extra pieces.
3. Only team members and one photographer per team are allowed inside of the competition area marked off with the yellow tape. Coaches and other adults are not allowed in the competition area. The team photographer should move to the square marked in tape on the floor which is on near the East end of the table opposite the base where the teams start their robots. The photographer should remain there for the duration of the match.
4. The Referee will come to your table and check that you are the right team. Please tell him or her any problems that you have with the setup or questions about the match. Tell him or her when you are ready to run. Be prompt in getting your robot ready to go.
5. When you are ready to run, there should be only two team members actually at the table. These members may swap with other team members at any time. Members not at the table should stay back behind the blue line. The Announcer will check that you are ready and then countdown to the start of the match.
6. Start your robot and run it in accordance with all the rules governing the missions. The Announcer will count down the end of the match. Nothing happening after the end of the match counts.
7. Do not touch anything on the table until the Referee is finished scoring your match on his form. He will review the score with the team member that you select to approve his scoring. You have until the following match finishes (about 2-1/2 minutes) to complete this review. We want perfect scoring so please check your match score carefully. Once you are satisfied with his score, the Referee will release your team to pack up your robot and to leave to the RIGHT side of stage.

TOURNAMENT JUDGING

Three judging events are scheduled for each team, with each event no more than 15 minutes.

Judging Rooms:

Research Presentation	T1 and T2
Robot Design	A5 and C1
Core Values	C3

The judging is done in classrooms and staff rooms at the west side of the campus. They are behind and next to the office. There is a campus map attached to the end of this announcement. Please go to that area during the break before your judging. You will have 10 minutes with each set of judges and 5 minutes to go to the next judging event. The team should bring their robot, laptop and any additional pieces that they use in the competition (the pieces you take to each match), and any materials they wish to use in presenting their research project. Teams will be able to do the 3 judging sessions in one trip. We would encourage teams to take a few minutes before the start of the tournament to locate their judging rooms so that they do not waste time later looking for the rooms where they will meet with the judges. After your round of judging you may return to the matches.

Research Presentation. This session is the time for the team to present their research project. Some teams have not worked on this; if your team doesn't have a presentation just alert the judge. If your team uses a laptop make sure you practice starting it up. You only have 10 minutes total! You should target 5 minutes for your presentation to allow time for the judges' questions.

Under a change in the rules from previous years, FIRST requires that Research Presentation judges must see that a team has fulfilled all three of “Identify a Real-World Problem”, “Create an Innovative Solution”, and “Share your research and solution” requirements directly from their presentations. It is not sufficient to cover these in the question and answer sessions with the judges. In other words, while our judges will have some leeway, it’s best that each team goes into Research Presentation judging understanding that they need to be proactive and specific about each of the three areas *in their presentations -- and before Q&A*. Failure to satisfy this requirement disqualifies a team from an award for the research project or a championship award.

Robot design (and programming). Take your robot and any additional pieces that they use in the competition (the pieces you take to each match). You should have a box or container to safely carry your robot. There is a field setup to demonstrate your robot or its programming. Your team should be prepared to show your programs to the judges, either on your computer or as printed listings. If you take your computer with you, make sure you have it started by the time your judging starts. Practice the startup before the event. There is no time to start up your computer once your judging session starts. You only have 10 minutes; if you have to wait 5 minutes for the computer to startup it will probably affect your score.

Core Values. Judges interview the team about how the team is structured and its observance of the FLL Core Values.

It will be your team's responsibility to get to each of your events on time. If you find any problem in your schedule, alert the Head Judge, Eitan Fensen, or the Scoring Coordinator, Steve Putz.

Coaches and Parents are not allowed in the judging rooms so as to allow the judges to focus more easily on what the team members have to say.

During the judging deliberations, we may find it necessary to call your team back to the judging area. Please leave a cell phone number that can be used for this purpose when your team first checks in.

Food Available at the Tournament

New Visions of Tomorrow will be providing snacks and lunch at the **tournament**. New Visions of Tomorrow is a nonprofit organization dedicated to enhancing the lives of the blind and visually impaired youth through coordinating and hosting educational fun events, as well as fundraising for increased educational opportunities and community events. Their website is <http://www.newvisionsoftomorrow.org/>.

Hours: 10am - 4pm

Snacks: chips, donuts, fruit rolls, fruits

Drink: water, soft drinks

Lunch: Cheese Pizza, Pepperoni Pizza, Veggie Pizza, Combo Pizza

\$15 per pizza for orders placed Before **Nov 14**

\$2.50 per piece on **Nov 17**

We encourage pre-orders before **Nov 14**. This will help us coordinate the amount of pizza, and you will save money in the process.

To place orders before **Nov 14**, please send emails to Susie Zhao szhao@hotmail.com with your team name and team number.

Payments, either by check or cash, will be picked up from your PIT area in the morning on **Nov 17**. Please make the payment to New Visions of Tomorrow if paid by check.

Good luck to all at the competition.

Derek Witte

CAMPUS MAP



