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.
- This year's worldwide challenge is called "Climate Connections". This year's Challenge calls for teams to use robotics to understand and create solutions for tracking climate, observing its effects, and making decisions on the activities that climate affects. With missions exploring ways to study global ice and wildlife, sequester carbon dioxide, protect against storms, and organize to affect climate change, teams will have to program their robots for solutions to understanding and working together to affect long term changes in the weather.
- 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 levee block (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.
- Volunteers with badges are around to help you with problems or questions.
- 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.
- 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 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 (and short people). 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 entrance to the stage in the foyer to the right to get to the bleachers. The stairs on the right are for the use of team members only. 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 to Blach Intermediate School for the use of the building.

ARRIVAL

- Go to the check-in table when you arrive
- Get your handout with pit assignment, team schedules and map
- Get Climate Connection pins for team members
- Check your match schedule and judging schedule.
- If you have not already sent in your forms, turn in your Liability Release forms (one per team member, including coach) along with the Coaches Promise.
- Give the volunteer your cell phone number for judging callbacks.
- Check the volunteer list for any unfilled tournament roles that you can help with.

TOURNAMENT SCHEDULE

10:00 Room setup by advance party.
12:30 Coaches meeting – get your questions out for the referees.
12:30 Team check-in. Competition and practice table setup. Teams set up their pit area.
1:00 Opening ceremonies
1:05 Introduction to FIRST and all the teams. Overview of the rules
1:15 The first teams up must get to the tables and the judging areas.
1:20 Round A (45 minutes)   Matches and Judging session start promptly.
2:05 Round B (45 minutes and 10 minute break)
3:00 Round C (45 minutes)
3:45 Round D (45 minutes) Judging is completed by the end of this round.
4:30 Break (5 minutes)
4:35 Demonstration (15 minutes) by FIRST High School Robotics teams. Judges will meet and determine award category winners. Some teams may be called back for the judges to settle close ratings.
4:50 Robot demonstrations by best performing and note worthy robots.
5:00 Botball demonstration
5:10 Introductions of each team and presentation of participation award. Teams bring up their robots for the group photo. Certificates are prepared.
5:30 Project presentation by selected team.
5:40 Announce the winners
5:45 Ask for volunteers for next year. Thanks to the volunteers and Blach School.
5:50 Take down the room
6:00 Depart
6:30 Tear down squad closes the building. 10:30 – 11:30 Room setup by advance party.

AWARDS

- Awards will be presented at the end of the tournament in several categories.
- Teams can win only one award, not counting the highest robot performance award.
- A Champions Award will be presented to the team with the best overall scoring in the Robot Performance, Research Project, Teamwork, and Design/Programming categories. Note that robot performance is only 25% of the overall score.
- Advancement to the state tournament will be decided by the top finishers in the Champion award category.
- 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 1-28 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.

PACKING LIST

Remember to bring these things to the tournament:

- Team introduction sheets (3 copies) with team photo. Give one copy to each of the 3 judging groups.
- Signed FLL Liability release forms for every team member if you haven't already returned them to NCAFLL.
- 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). Arrive before noon if you are bringing a field (so you have time to set up and still attend the coaches meeting).
- 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 set of allowable parts can be brought to the table for each match.
- Please label everything you bring.
- Cameras and video.
- Printout of this document (please verify your schedule when you arrive)

TOURNAMENT MATCH RULES

Each team will have three matches in the schedule. There are four rounds. During one round your team will be interviewed in the judging rooms on the other side of the Blach campus, around the lunch area with the picnic tables.   During the other three rounds, you will have your three matches.   The schedule shows the nominal time for your matches. Please be sure to check near that time to see if we are on schedule.

We have a lot of matches (36) in this tournament.   A match is scheduled for every 4 minutes. There will be three 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 in which to keep your extra pieces.

3.   The Referee will come to your table and check that you are the right team.   Please tell him any problems that you have with the setup or questions about the match. Tell him when you are ready to run. Be prompt in getting your robot ready to go.

4.   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 in front of the stage.   The Announcer will check that you are ready and then countdown to the start of the match.

5. 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.

6. 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 4 minutes) to complete this review.   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 8 minutes.

	Track 1 Room	Track 2 Room
Research Presentation	A5	D4
Robot Design	T1	B1
Teamwork	T1	B1

The judging is done in classrooms at the west side of the campus.   They are behind the office around the lunch area with the picnic tables.   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. After your round of judging you may return to the matches.

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. This event shares a room with the programming event.   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 effect your score.
Research Presentation. This session is the time for the team to present their research project.   Many 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!   Target 5 minutes for your presentation to allow time for the judges questions.
Teamwork.   Judges interview the team about how the team is structured and other aspects of teamwork.

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, Tom Sartor.

The Judges are interested in learning what the team members have to say. Coaches and Parents can watch as long as the team members do all of the talking or the adults will be asked to leave.

Give a copy of your Team Introduction Form to each set of judges.   A photo will help the judges remember your team.   Write your cell phone number on the Form.

During the judging deliberations, we may find it necessary to call your team back to the judging area. If your team can be reached by cell phone, please make sure that the judging team has the cell phone number. Write it on your Team Introduction Form.

Los Altos Robotics 2008 Tournament Teams
By team name

Team# (PIT#)	FLL#	Name	Coach(s) & Managers	School	# & Grade	Year
6	3591	Bionic_Builders	Warren Horowitz	Springer	4-6th	4
20	6914	Bullis_Boyz	Andrew Colman	BCS,Gardner	4-5th	2
9	5164	Cyborgs	Bhaskar Ramamurthy	Almond	4-5th	2
5	2094	Etamilc	Steven Silverman	MVHS,LAHS	5- 7th to 10th	7
7	5653	Fortune Cookies	Mike Murray	Oak	2-4th,2-5th	1
21	5817	Globe_Trotters	Srinivasan Seshadri	Cupertino	2-6th,2-7th,1-8th	2
23	5560	Indescribable McCain	Alice Wang	loyola,blach	3-5th,2-7th	2
11	4815	KARP	April Liu	Oak	4-4th	1
4	666	Lego_Legends	Gordon Elder	Oak,Loyola	3-5th,3-4th	2
18	4966	Lego_Lightning	Bob Stoll	Oak	4-5th	2
13	1778	Lego_Lords	Finbarr Crispie	Blach	4-8th	3
15	3641	Lego_Sages	Peter Tong	Springer	3-6th,1-4th	3
10	4967	Lightning Legos	Steve Kelem	other	2-8th	5
1	1039	Los_Altos_Geek_Squad	Derek Witte	Covington	3-6th	2
14	1342	Master_MindStorms	Matt Crowley	Loyola	4-4th	1
12	5851	Robot_Snappers	David Patmore	Bullis	4-4th	1
2	3959	SAP Inspired Innovators	Shivani Govil	other	7 girls	?
19	3763	SAPphire Force	Madhukar Govindaraju	other	8-6th	1
22	1992	Shadow_Dragons	Sandy Leung	Cupertino	4-7th	1
17	5558	Springer_Starbots	Alex Apffel	Springer	6-5th	2
16	6733	St, Joseph Atherton	Jennifer Buonafede	other	1-5th, 1-7th, 1-8th	1
3	5775	Team 5775	Barbara Shi	Bullis	4-6th	1
24	5018	The Teeth	Steve Kelem	Bullis	4-6th,1-5th	3
8	6842	The_Unstoppable_Bots	Raj Ganesan	other	3-5th,1-7th	1

Covington Road

Parking Lot

Multi
Competition

Bike Cage

Counselor
Rothenberg

Office

A5
Project 1

H1
Music
McNulty

Drama
H2
Chorus

PE
H3

restrooms

H4
PE
S. Kane Koren

Bike Cage

Gym

T1
PE/Health
Design 1
Teamwork 1

T2
Staff
Room

A4 Library
Andrews

Lipinski
A1
Art

A2
Computer labs

A3

H1-4 A1-A5 B1-B4 C1-C4 T1-T2 D1-D4 E1-E3 G1-G2 F1-F4

Emergency evacuation – Class line up

Field

B1
M. Harris
Design 2
Teamwork 2

B2
Spencer

B3
Dewberry

B4
Gonzalez
Allyn

**Science
Garden**

D1
Waxman

**Lunch
area**

student store

C1
Chandler

C2
Ritter

**Basketball
Volleyball
Courts**

D2
Lipinski

restrooms

C3
Rolland

C4
C. Kane

D3
MacKenzie

stage

Quad

G1
Lopez

G2
Wade

restroom

D4
Stejskal
Project 2

E1
Brusven

E2
Andersen

F1
Van
De Vanter

F2
Moerner

F3
Chron

F4
Hortigman

Tennis Courts

Liewer
E3
Technology

Access Road

Bike Cage

Rear Bridge

Blach Intermediate School

FLL Tournament Schedule

Legend:
- P (yellow) = Project Judging
- T (red) = Teamwork Judging
- D (blue) = Technical Design Judging
- (gray) = Competition Table

Fixed schedule blocks: Team Check In & Coaches Meeting · Opening Ceremonies · Break (4:30) · Demonstrations · Team Introductions and photos (5:10) · Awards (5:40) · Cleanup (5:50)

Team #	Team Name	Judging Slot 1	Slot 2	Slot 3	Comp Rd 1 (1:20–1:52)	Comp Rd 2 (2:05–2:37)	Comp Rd 3 (3:00–3:32)	Comp Rd 4 (3:45–4:17)
1	Los_Altos_Geek_Squad	P1 (1:20)	T1 (1:35)	D1 (1:50)	Judging	B	F	E
2	SAP Inspired Innovators	D1 (1:20)	P1 (1:35)	T1 (1:50)	Judging	C	A	D
3	Team 5775	T1 (1:20)	D1 (1:35)	P1 (1:50)	Judging	D	E	B
4	Lego_Legends	P2 (1:20)	T2 (1:35)	D2 (1:50)	Judging	E	C	F
5	Etamilc	D2 (1:20)	P2 (1:35)	T2 (1:50)	Judging	F	B	A
6	Bionic_Builders	T2 (1:20)	D2 (1:35)	P2 (1:50)	Judging	A	D	C
7	Fortune Cookies	P1 (2:05)	T1 (2:20)	D1 (2:35)	A	Judging	F	E
8	The_Unstoppable_Bots	D1 (2:05)	P1 (2:20)	T1 (2:35)	B	Judging	A	D
9	Cyborgs	T1 (2:05)	D1 (2:20)	P1 (2:35)	C	Judging	E	B
10	Lightning Legos	P2 (2:05)	T2 (2:20)	D2 (2:35)	D	Judging	C	F
11	KARP	D2 (2:05)	P2 (2:20)	T2 (2:35)	E	Judging	B	A
12	Robot_Snappers	T2 (2:05)	D2 (2:20)	P2 (2:35)	F	Judging	D	C
13	Lego_Lords	P1 (2:50)	T1 (3:00)	D1 (3:15)	A	B	Judging	E
14	Master_MindStorms	D1 (2:50)	P1 (3:00)	T1 (3:15)	B	C	Judging	D
15	Lego_Sages	T1 (2:50)	D1 (3:00)	P1 (3:15)	C	D	Judging	B
16	St, Joseph Atherton	P2 (2:50)	T2 (3:00)	D2 (3:15)	D	E	Judging	F
17	Springer_Starbots	D2 (2:50)	P2 (3:00)	T2 (3:15)	E	F	Judging	A
18	Lego_Lightning	T2 (2:50)	D2 (3:00)	P2 (3:15)	F	A	Judging	C
19	SAPphire Force	P1 (3:45)	T1 (4:00)	D1 (4:15)	A	B	F	Judging
20	Bullis_Boyz	D1 (3:45)	P1 (4:00)	T1 (4:15)	B	C	A	Judging
21	Globe_Trotters	T1 (3:45)	D1 (4:00)	P1 (4:15)	C	D	E	Judging
22	Shadow_Dragons	P2 (3:45)	T2 (4:00)	D2 (4:15)	D	E	C	Judging
23	Indescribable McCain	D2 (3:45)	P2 (4:00)	T2 (4:15)	E	F	B	Judging
24	The Teeth	T2 (3:45)	D2 (4:00)	P2 (4:15)	F	A	D	Judging

Round	Match #	Time	Table	#	Team		Table	#	Team	
A	1	1:20 PM	A	7	Fortune Cookies		B	8	The_Unstoppable_Bots	
	2	1:24 PM	C	9	Cyborgs		D	10	Lightning Legos	
	3	1:28 PM	E	11	KARP		F	12	Robot_Snappers	
	4	1:32 PM	A	13	Lego_Lords		B	14	Master_MindStorms	
	5	1:36 PM	C	15	Lego_Sages		D	16	St, Joseph Atherton	
	6	1:40 PM	E	17	Springer_Starbots		F	18	Lego_Lightning	
	7	1:44 PM	A	19	SAPphire Force		B	20	Bullis_Boyz	
	8	1:48 PM	C	21	Globe_Trotters		D	22	Shadow_Dragons	
	9	1:52 PM	E	23	Indescribable McCain		F	24	The Teeth	
B	10	2:05 PM	A	18	Lego_Lightning		B	13	Lego_Lords	
	11	2:09 PM	C	14	Master_MindStorms		D	15	Lego_Sages	
	12	2:13 PM	E	16	St, Joseph Atherton		F	17	Springer_Starbots	
	13	2:17 PM	A	24	The Teeth		B	19	SAPphire Force	
	14	2:21 PM	C	20	Bullis_Boyz		D	21	Globe_Trotters	
	15	2:25 PM	E	22	Shadow_Dragons		F	23	Indescribable McCain	
	16	2:29 PM	A	6	Bionic_Builders		B	1	Los_Altos_Geek_Squad	
	17	2:33 PM	C	2	SAP Inspired Innovators		D	3	Team 5775	
	18	2:37 PM	E	4	Lego_Legends		F	5	Etamilc	
Break										
C	19	3:00 PM	A	20	Bullis_Boyz		B	23	Indescribable McCain	
	20	3:04 PM	C	22	Shadow_Dragons		D	24	The Teeth	
	21	3:08 PM	E	21	Globe_Trotters		F	19	SAPphire Force	
	22	3:12 PM	A	2	SAP Inspired Innovators		B	5	Etamilc	
	23	3:16 PM	C	4	Lego_Legends		D	6	Bionic_Builders	
	24	3:20 PM	E	3	Team 5775		F	1	Los_Altos_Geek_Squad	
	25	3:24 PM	A	8	The_Unstoppable_Bots		B	11	KARP	
	26	3:28 PM	C	10	Lightning Legos		D	12	Robot_Snappers	
	27	3:32 PM	E	9	Cyborgs		F	7	Fortune Cookies	
D	28	3:45 PM	A	5	Etamilc		B	3	Team 5775	
	29	3:49 PM	C	6	Bionic_Builders		D	2	SAP Inspired Innovators	
	30	3:53 PM	E	1	Los_Altos_Geek_Squad		F	4	Lego_Legends	
	31	3:57 PM	A	11	KARP		B	9	Cyborgs	
	32	4:01 PM	C	12	Robot_Snappers		D	8	The_Unstoppable_Bots	
	33	4:05 PM	E	7	Fortune Cookies		F	10	Lightning Legos	
	34	4:09 PM	A	17	Springer_Starbots		B	15	Lego_Sages	
	35	4:13 PM	C	18	Lego_Lightning		D	14	Master_MindStorms	
	36	4:17 PM	E	13	Lego_Lords		F	16	St, Joseph Atherton	

Judging Track 1

Time		Round		#	Project 1 — Team	#	Design 1 — Team	#	Teamwork 1
1:20 PM		A		1	Los_Altos_Geek_Squad	2	SAP Inspired Innovators	3	Team 5775
1:35 PM				2	SAP Inspired Innovators	3	Team 5775	1	Los_Altos_Geek_Squad
1:50 PM				3	Team 5775	1	Los_Altos_Geek_Squad	2	SAP Inspired Innovators
2:05 PM		B		7	Fortune Cookies	8	The_Unstoppable_Bots	9	Cyborgs
2:20 PM				8	The_Unstoppable_Bots	9	Cyborgs	7	Fortune Cookies
2:35 PM				9	Cyborgs	7	Fortune Cookies	8	The_Unstoppable_Bots
2:50 PM		Break							
3:00 PM		C		13	Lego_Lords	14	Master_MindStorms	15	Lego_Sages
3:15 PM				14	Master_MindStorms	15	Lego_Sages	13	Lego_Lords
3:30 PM				15	Lego_Sages	13	Lego_Lords	14	Master_MindStorms
3:45 PM		D		19	SAPphire Force	20	Bullis_Boyz	21	Globe_Trotters
4:00 PM				20	Bullis_Boyz	21	Globe_Trotters	19	SAPphire Force
4:15 PM				21	Globe_Trotters	19	SAPphire Force	20	Bullis_Boyz

Judging Track 2

Time		Round		#	Project 2 — Team	#	Design 2 — Team	#	Teamwork 2
1:20 PM		A		4	Lego_Legends	5	Etamilc	6	Bionic_Builders
1:35 PM				5	Etamilc	6	Bionic_Builders	4	Lego_Legends
1:50 PM				6	Bionic_Builders	4	Lego_Legends	5	Etamilc
2:05 PM		B		10	Lightning Legos	11	KARP	12	Robot_Snappers
2:20 PM				11	KARP	12	Robot_Snappers	10	Lightning Legos
2:35 PM				12	Robot_Snappers	10	Lightning Legos	11	KARP
2:50 PM		Break							
3:00 PM		C		16	St, Joseph Atherton	17	Springer_Starbots	18	Lego_Lightning
3:15 PM				17	Springer_Starbots	18	Lego_Lightning	16	St, Joseph Atherton
3:30 PM				18	Lego_Lightning	16	St, Joseph Atherton	17	Springer_Starbots
3:45 PM		D		22	Shadow_Dragons	23	Indescribable McCain	24	The Teeth
4:00 PM				23	Indescribable McCain	24	The Teeth	22	Shadow_Dragons
4:15 PM				24	The Teeth	22	Shadow_Dragons	23	Indescribable McCain

Room assignments		see map for location
Project 1	A5	Library conference room
Design 1	T1	Health/PE room
Teamwork 1	T1	Health/PE room
Project 2	D4	Classroom
Design 2	B1	Classroom
Teamwork 2	B1	Classroom

17. Team Introduction Page

Team Name _____ **Team #** _____

School/Organization _____

State _____ **Coach(es)** _____

_____

Names of Team Members	Age

Please answer the following questions:

1. How did your team work on the technical aspects of the robot?

2. How did your team work on the Challenge Project?

3. Is there a story about your team that you would like to share with the judges?

Additional Instructions: Please bring 3 copies of this form to the tournament. One copy is for your team, and the others are for Registration, Technical Judges, and Performance Judges. Attach a "team with robot" picture to the three documents listed above, and write the names of the children and adults shown in the photo.

TeamIntroductionForm_v02