

WORLD CLASS TOURNAMENT DETAILS

- 8:30 – 8:45 Coaches Meeting
- 9:00 – 9:20 Welcome/Announcements
- 9:30 – 11:45 Robot Game & Judging Starts
- 11:45 – 12:30 Lunch
- 12:30 – 3:55 Robot Game & Judging Continues
- 4:15 – 5:00 Closing Ceremony

JUDGING SESSIONS

Project

The teams are required to **choose a topic** they are passionate about or always wanted to learn; **create an innovative solution** to improve the learning experience, making it easier or more fun to learn; and **share** their solution with others. Must set up & complete presentation in 5 minutes or less with no adult help.

Core Values

Teams will solve a challenge together, demonstrating their core values, team skills and strategies.

Robot Design

Teams show the judges their robot's best physical features and discuss their programs and table challenge strategies.

ROBOT GAME ROUNDS

Teams will participate in a practice round and then in three 2.5-minute autonomous robot table rounds solving as many of the challenge missions as they can.

A special thanks to:

- Lowell HS FRC CardinalBotics
- Document Solutions Company Xerox & Domino's Pizza
- FIRST®—For Inspiration of Science and Technology



- *Playing at Learning* lovingly run by Jill Wilker and Mark Edelman.
- To organizers such as Venkatesh Reddy.
- Mrs. Mary Ghisolfo inviting FLL into Notre Dame des Victoires.

This event would not have been possible without the help of many volunteer staff, judges, referees, coaches, family & team members.

Thank you, all! Gordon Fair and Patty Hoyt - Directors

Volunteers needed for the rest of the season. Visit www.norcalfll.org and click on the VOLUNTEER tab.

Results will be posted at FLLSF.com

5TH ANNUAL SAN FRANCISCO FLL TOURNAMENT AT

Notre Dame des Victoires



NOVEMBER 22, 2014

A volunteer-driven organization, the Mission of FIRST® (For Inspiration & Recognition of Science and Technology) and FIRST LEGO® League is to inspire young people to be science and technology leaders, by engaging them in exciting mentor-based programs that build science, engineering and technology skills, that inspire innovation, and that foster well-rounded life capabilities including self confidence, communication and leadership.

FLL CORE VALUES

- **We are a team.**
- **We** do the work to find solutions with guidance from our coaches and mentors.
- **We** know our Coaches and Mentors don't have all the answers; **we** learn together.
- **We honor** the spirit of friendly competition.
- **What we discover** is more important than what we win.
- **We share** our experiences with others.
- **We** display *gracious professionalism* and *cooptition* in everything we do.
- **We have fun!**



About FIRST:

FIRST® (For Inspiration and Recognition of Science and Technology) was founded in 1989 by inventor Dean Kamen to inspire young people's interest and participation in science and technology. Based in Manchester, NH, FIRST is a 501 (c)(3) not-for-profit public charity. FIRST is supported by a strong network of sponsors and volunteers.

FIRST provides the FIRST Robotics Competition (FRC) and FIRST Tech Challenge (FTC) for students in Grades 9-12 (ages 14-18), the FIRST LEGO® League (FLL) for Grades 4-8 (ages 9 to 14) , and the Junior FIRST LEGO League (Jr.FLL),

For more information, visit www.usfirst.org.

Playing At Learning, playingatlearning.org, a SF Bay Area 501(c)(3) not-for-profit founded in 2004, is dedicated to offering fun, hands-on activities.

Playing At Learning has partnered with FIRST to organize the FIRST Tech Challenge (FTC), and FIRST LEGO League (FLL) programs as well as support the Junior FIRST LEGO League (JrFLL) program - throughout Northern California.

COMPETING TEAMS

Guardians of the Lego Galaxy

Pit #4 Team #6770
San Francisco



Superior Crepe Squad

Pit #1 Team #7052
San Francisco, St. Gabriel School



Robo Tigers

Pit #2 Team #7186
San Francisco, Aptos M.S.



Revenge of the Bananabots

Pit #11 Team #7434
Hillsborough, The Nueva School



Nerdy Ninjas

Pit #7 Team #7453
San Francisco, St. Gabriel School



Lego-ologists

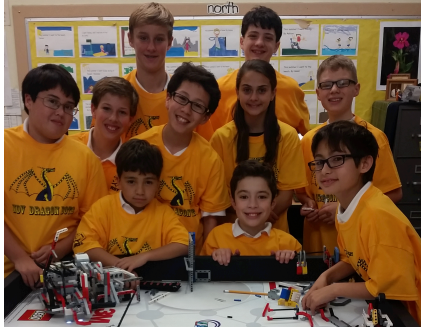
Pit #8 Team #8897
San Francisco, Hamlin School



COMPETING TEAMS

NDV Dragon Bots

Pit #6 Team #419
San Francisco, NDV School



Trobots

Pit #5 Team #2466
San Francisco, Roosevelt M.S.



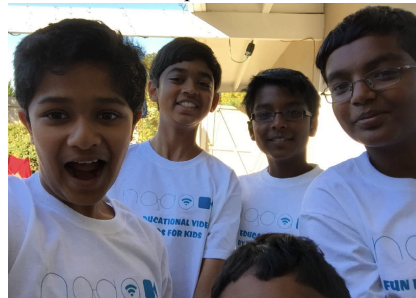
NDV Blue Dragon Bots

Pit #10 Team #2554
San Francisco, NDV School



NADA

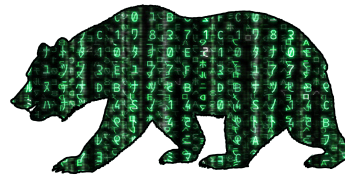
Pit #12 Team #1180
Cupertino



California Logic

Pit #3 Team #2550
San Mateo

California



Logic

The Batmans

Pit #9 Team #6009
San Francisco



TOURNAMENT AWARDS

Champion's Award This is the most prestigious award within FLL. It goes to the team who, in the big picture, is the strongest in all categories.

Robot Design Presented to the team that best demonstrates an original approach to the technical hurdles the team faced.

"World Class" Project Presented to the team whose research, innovative solution, sharing with the community and creative presentation best reflects an in-depth understanding of the scientific disciplines and the issues involved in the Challenge.

Core Values Presented to the team whose members best demonstrate FLL Core Values, confidence, energy, strong problem-solving skills and great group dynamics. Team should show extraordinary enthusiasm, spirit, inspiration, exceptional partnership, and the utmost respect to their own teammates, along with support and encouragement for fellow teams.

Robot Performance Presented to the team whose overall robot strategy and design helped it to achieve the highest points in the Robot Game Challenge.

Judges' Award This award gives the Judges the freedom to recognize remarkable teams for which a standard award does not exist.

Championship Advancement Teams will be invited to participate in Northern California Championship Tournament based on being a well-rounded team in all aspects of FLL..

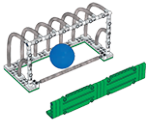
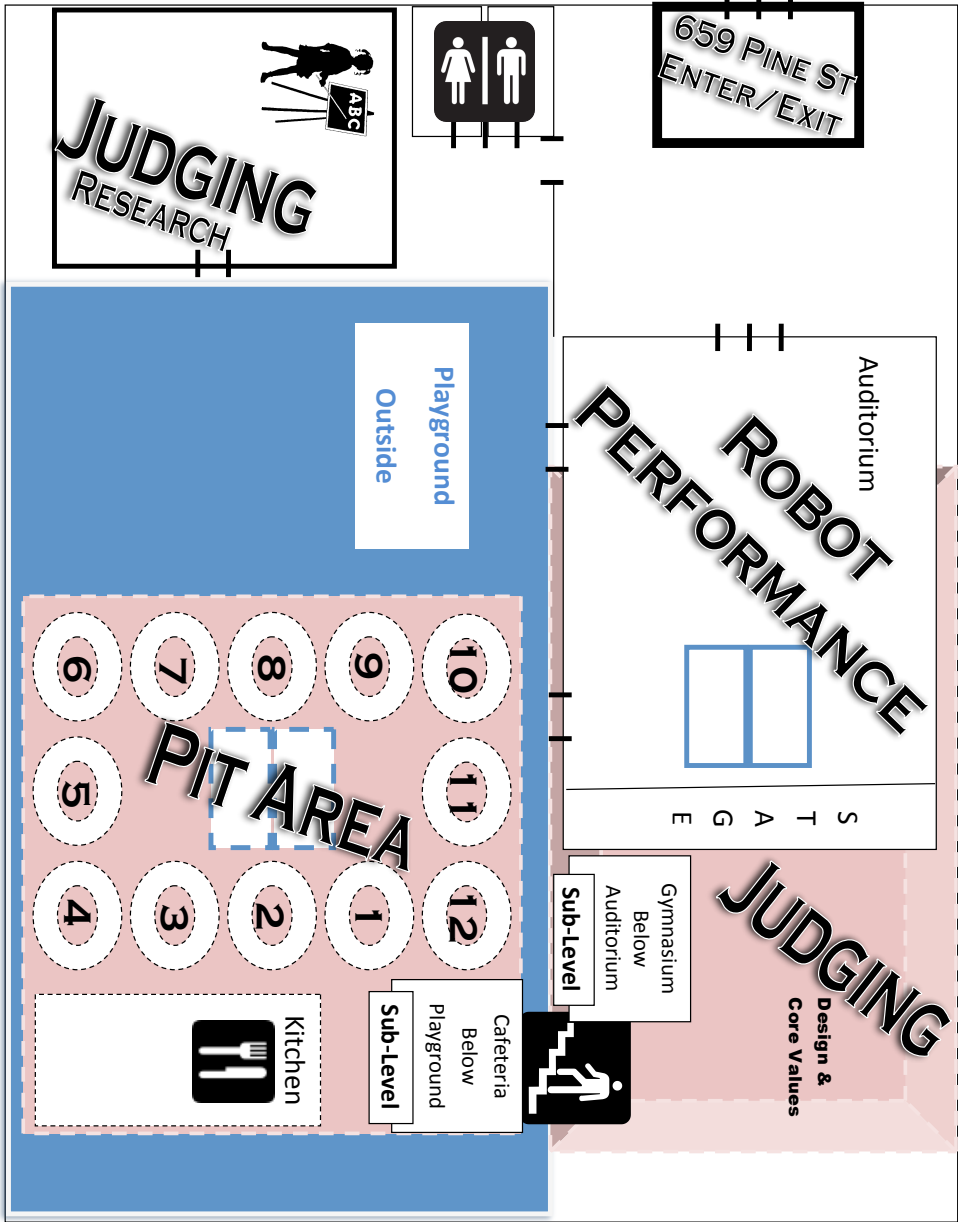
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TOURNAMENT MAP

ONE WAY Pine Street (between Stockton & Grant)



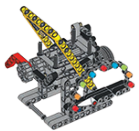
SPORTS – The ball must touch the mat in the net. All equipment involved with the shot must be completely east/north of the “Shot Lines” while sending the ball to the net. “Took A Shot” **30 pts.** -OR- Value/Shot + Goal **60 pts.**

REVERSE ENGINEERING – Your basket must be in Base. You have built a model “identical” to the one the other team put in your basket. Connections need to be the same, but where rotation is a factor, “close” is okay. The model is in base. Basket **30 pts.** -OR- Basket + Model **45 pts.**



ADAPTING TO CHANGING CONDITIONS – The model must be rotated 90° counterclockwise from its setup position as shown here. **15 pts.**

APPRENTICESHIP – The people are both bound (any way you like) to a model you design/supply, which represents a skill, achievement, career, or hobby that has meaning for your team. The model is touching the white circle around the scale. The model is not in Base. (Binding mission models is usually not allowed under Rule 39, but we make an exception here.) The model can be simple or complex, primitive or realistic – it’s up to you. Model **20 pts.** -OR- Model Touching Circle **35 pts.**



ENGAGEMENT – Yellow section must be moved south. The dial must obviously be clockwise from its setup position as a direct result of the robot turning the pinwheel (a maximum of 180°) between any two starts/restarts. Engage **20 pts.**

ENGAGEMENT PINWHEEL – Value/90° Pinwheel Turns: See Chart For Percentage Added To Your Non-Engagement Mission Score Total
Max score= up to 58% of total score but not including the engagement points (20) if scored.



PROJECT-BASED LEARNING – The scale holds loops, representing knowledge and skill. 1st Loop **20 pts.** -AND- More Loops **10 pts. each (up to 90)**

PENALTIES – If Robot, Sprawl, or Junk penalty earned, the referee keeps account by placement of penalty markers in some manner as to stay out of the way of the robot. Loss of cargo is its own penalty.
Robot, Sprawl, or Junk Penalty **-10 pts. each**, max -80 pts
Cargo Penalty **Loss Of Cargo**



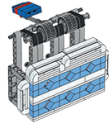
FLL WORLD CLASS ROBOT GAME MISSIONS

NOTES



OPENING DOORS – The handle must be pushed down and the doors must be open enough for the referee to notice. **15 pts.**

CLOUD ACCESS – The correct “key” must be inserted in the cloud and the SD card must be up. **30 pts.**



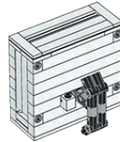
COMMUNITY LEARNING – The knowledge & skill (loop) is no longer touching the community model. **25 pts.**

ROBOTICS COMPETITION – The robotics insert must be installed in the place shown with no team supplied object touching it. The loop must no longer touch the robotic arm model, released due to movement of the slider only. Insert **25 pts.** -OR- Insert + Loop **55 pts.**



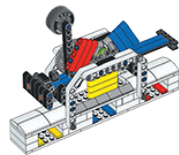
USING THE RIGHT SENSES – The loop must be released due to movement of the slider only and no longer touching the senses model. **40 pts.**

THINKING OUTSIDE THE BOX – The idea model must no longer touch the box model (with box model not in base). If the idea is no longer touching the model, the bulb faces up. Idea Out, Bulb Down **25 pts.** -OR- Idea Out, Bulb Up **40 pts.**

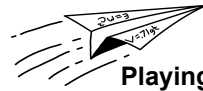


REMOTE COMMUNICATIONS/LEARNING – The referee must see the robot pull the slider west. **40 pts.**

SEARCH ENGINE – The color wheel must spin at least once, with nothing causing it to spin except the slider being pushed. If a single color appears in the white frame, its matching loop must no longer touch the model. If two colors appear in the white frame, the remaining color’s loop must no longer touch the model. Both “not desired” loops must touch the model, in their holes. Slider **15 pts.** -OR- Slider + Loop **60 pts.**



San Francisco FLL Qualifier at NDV 2014



Playing At Learning

<http://www.playingatlearning.org>

Pit #	Team #	Team Name
1	7052	Superior Crepe Squad
2	7186	RoboTigers
3	2550	California Logic
4	6770	Guardians of the Lego Galaxy
5	2466	Trobots
6	419	NDV Dragon Bots
7	7453	Nerdy Ninjas
8	8897	Lego-ologists
9	6009	The Batmans
10	2554	NDV Blue Dragonbots
11	7434	Revenge of the Bananabots
12	1180	NADA

Overall Schedule	
8:30 AM	Coaches Meeting in Design Judging Rm
9:00 AM	Opening Ceremony
9:30 AM	Judging Starts & FRC Robot All Day Demo
9:40 AM	Practice Game Round
11:15 AM	Robot Game Round 1
1:45 PM	Robot Game Round 2
3:00 PM	Robot Game Round 3
4:00 PM	Pit Area Cleanup
4:15 PM	Award Ceremony

Judging Room Numbers		
P	Project	Kindergarten
D	Design	Gym
C	CoreValues	Gym

Team Detailed Schedule

Pit #	Team #	Activity Slice 1				Activity Slice 2		Activity Slice 3		Activity Slice 4		Activity Slice 5			
1	7052	9:30 AM	P	D	C	-	10:55 AM	Table A	12:40 PM	Table B	1:45 PM	Table B	3:00 PM	Table A	
2	7186	9:30 AM	-	P	D	C	10:55 AM	Table B	12:50 PM	Table B	1:55 PM	Table A	3:10 PM	Table A	
3	2550	9:30 AM	C	-	P	D	11:05 AM	Table A	12:40 PM	Table A	1:55 PM	Table B	3:20 PM	Table A	
4	6770	9:30 AM	D	C	-	P	11:05 AM	Table B	12:50 PM	Table A	1:45 PM	Table A	3:20 PM	Table B	
5	2466	9:40 AM	Table A			10:45 AM	P	D	C	-	1:00 PM	Table B	3:10 PM	Table B	
6	419	9:40 AM	Table B			10:45 AM	-	P	D	C	1:10 PM	Table B	3:00 PM	Table B	
7	7453	9:50 AM	Table A			10:45 AM	C	-	P	D	1:00 PM	Table A	3:30 PM	Table A	
8	8897	9:50 AM	Table B			10:45 AM	D	C	-	P	1:10 PM	Table A	3:40 PM	Table A	
9	6009	10:00 AM	Table A			11:15 AM	Table B		12:45 PM	P	D	C	-	2:25 PM	Table B
10	2554	10:00 AM	Table B			11:25 AM	Table B		12:45 PM	-	P	D	C	2:35 PM	Table A
11	7434	10:10 AM	Table A			11:15 AM	Table A		12:45 PM	C	-	P	D	2:35 PM	Table B
12	1180	10:10 AM	Table B			11:25 AM	Table A		12:45 PM	D	C	-	P	2:25 PM	Table A

P Project Judging
 C CoreValues Judging
 D Design Judging
 - 15 minute "Bye"

Judging Sessions start every 15 minutes. Team meets with judges for 10 minutes and then judges discuss privately for 5 minutes