

# Los Angeles Region *FIRST* LEGO League 2011 Challenge – Food Factor: Keeping Food Safe Manhattan Beach FLL Qualifying Tournament Saturday, December 3, 2011, 8:00 AM-5:30 PM

## Location and Parking





**Manhattan Beach Middle School  
1501 Redondo Ave  
Manhattan Beach, CA 90266**

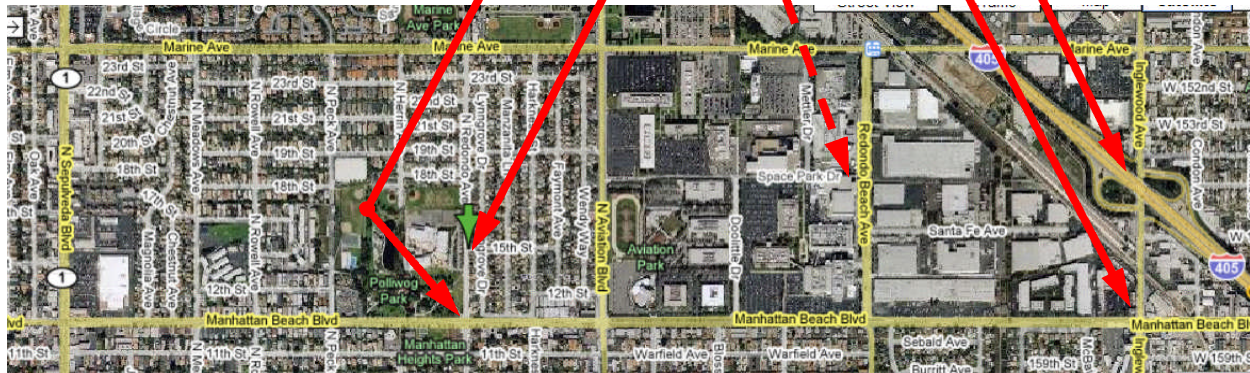
The event will be held in the gymnasium, and the pit area will be in the multipurpose room. Parking will be available on the volleyball courts, in the staff parking lots, and on the street. Those parking on the courts should be careful not to block other vehicles and to stay clear of the volleyball nets and poles.

## Who Can Attend

All FLL events are open to the general public and to the media. Most of this event is being held in a gymnasium. Audience seating will be on wooden bleachers. Guests planning to stay for the entire event may want to bring seat cushions. The bleachers may be crowded at times, especially for the awards ceremony.

## Directions

Exit 405 (San Diego) Freeway at Inglewood Ave.   
South 0.3 mile to Manhattan Beach Blvd.   
Right (west) 1.2 miles to Redondo Ave (not Redondo Beach Ave!).   
Right (north) 0.1 mile to the school on your left. 



## Campus Map

Parking on courts, parking lots or street

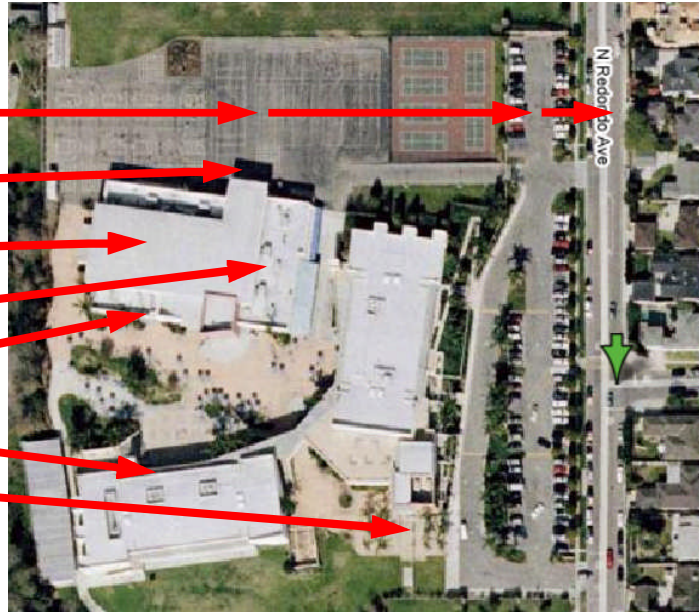
Main entry to pit area

Gymnasium

Multipurpose Room

Judging Rooms

Alternate entry to campus



## Setup

Most of the setup will be done on Friday evening, 5:00-8:00 PM. Additional volunteers are welcome.

## Event Schedule (28 teams)

- 8:00 AM Team Check-In. Referee, Judge and Volunteer Check-In and Continental Breakfast.
- 8:30 AM Referee and Judge Training. Volunteer Assignments at Registration Table.
- 9:15 AM Coaches meeting with Referees in Gym
- 9:30 AM Opening Ceremony
- 10:00 AM Practice Performance Round & Judging
- 12:22 PM Lunch
- 1:00 PM Performance Round One & Judging
- 3:02 PM Performance Round Two & Judge deliberations and team call backs
- 3:54 PM Performance Round Three & Judge deliberations
- 4:45 PM Awards Ceremony
- 5:30 PM Clean up

Each team will have two robot performance matches and two judging sessions alternating approximately every 50-80 minutes during the Practice Round and Round 1, with a lunch break in the middle, so the pace of these rounds will be slow. The pace of last two performance rounds will be faster, so teams will need to be prepared to move on and off the competition tables very quickly.

## Check In

Referees, Judges and other Volunteers should check in between 8:00 and 8:30 AM. Teams should arrive and check in between 8:00 and 9:00 AM. Enter the multipurpose room from the courts on the north side of the campus. The registration tables for teams and volunteers will be in the multipurpose room near the stage. When you check in, you will receive a floor plan and a schedule with the times for judging sessions and robot performance rounds. Have one team representative bring the forms listed in the Team Checklist below to the team registration table.

## Teams

The following 26 teams are confirmed and **2 additional invited teams are unconfirmed** to attend the Manhattan Beach FLL Qualifying Tournament. FLL events depend on each team providing a volunteer to help keep the events running smoothly and on time. If teams do not provide sufficient volunteers, the event may run late. If your team has changed its name from what is shown below, please email the new name to [LeRoy@larobotics.org](mailto:LeRoy@larobotics.org).

Team ID	Team Name	School or Organization	Team City
267	WHS Robotics	WHS Robotics	Cerritos
451	Food Fighters	Will Rogers Middle School	Lawndale
454	Cookie Monsters	Will Rogers Middle School	Lawndale
1721	Junior Wolverines	Foshay Learning Center	Los Angeles
1727	Junior Trojans	Foshay Learning Center	Los Angeles
1728	Team Vortex	Foshay Learning Center	Los Angeles
1729	Epic Bots	Foshay Learning Center	Los Angeles
4951	LOL Comets	Girl Scouts of Greater Los Angeles	Arcadia
4953	Food Fighters	Girl Scouts of Greater Los Angeles	Woodland Hills
4954	Circuit Scouts	Girl Scouts of Greater Los Angeles	Woodland Hills
4955	Cyber Monkeys	Girl Scouts of Greater Los Angeles	Woodland Hills
4957	Robonuts	Girl Scouts of Greater Los Angeles	Manhattan Beach
4958	RoboCats	Girl Scouts of Greater Los Angeles	Woodland Hills
5272	135th Street RoboDragons	135th Street Elementary School	Gardena
5509	Foster Eagles	Foster Elementary School	Compton
6294	LLAMA 3000	LLAMA 3000	Calabasas
7117	Purple Pandas	Girl Scouts of Greater Los Angeles	Los Angeles
7584	Bulldogs 1	El Segundo Middle School	El Segundo
7586	Bulldogs 2	Veritas Academy	El Segundo
9320	Robo Eagles	Adams Middle School	Redondo Beach
9438	Roboneers	Bert Lynn Middle School	Torrance
9956	Golden Dragons	Golden Dragons	Santa Monica
10019	Da Vinci Bots	Da Vinci Schools	Hawthorne
11439	Quasar Robotics	Foshay Learning Center	Los Angeles
11440	Ultra Mega 11	Foshay Learning Center	Los Angeles
11442	Enginerds	Foshay Learning Center	Los Angeles
12384	Boys & Girls Clubs of SM	Boys & Girls Clubs of Santa Monica	Santa Monica
12579	Team Stackers	WHS Robotics	Santa Monica

## Team Checklist

Coaches should bring the following items to the registration table when they check in:

	Signed <b>Consent and Release Form</b> for everyone attending with your team. A Spanish language version of the Consent and Release Form is available.
	Signed <b>FLL Coaches' Promise</b> for each coach, co-coach and mentor.
	Four (4) copies of your <b>FLL Team Information Sheet</b> (Profile). If possible, please attach or insert a "team with robot" photo to each copy of the FLL Team Information Sheet.
	If not paid, a check for \$60 payable to Los Angeles Robotics to cover the registration fee.
	If possible, a volunteer to help staff the tournament. Two people can split AM/PM shifts.

These forms are available on <http://fll.larobotics.org/Forms.html>.

Teams should bring the following items to their assigned table in the pit area:

	Team Robot / Spare Parts / Laptop Computer with your Robot's Programs. Please label power adapters with team number and/or owner's name, as these are often left behind.
	Presentation materials for Project, Robot Design and Core Values judging
	If your team is using an RCX robot, please bring a cardboard box to store your RCX robot in so it doesn't accidentally get programmed by another team. Please use the cardboard box to cover your infrared tower and robot while downloading programs to your RCX robot. Please also set your infrared tower to short range.
	If your team is using an NXT robot, please use the USB cable instead of Bluetooth to download programs to your robot.

Optional items:

	Umbrellas or covers to protect your robot and presentation materials in case of rain.
	Containers to store coats and other items when not in use.
	Seat cushions for sitting in the bleachers.
	Extension cord and/or power strip labeled with your team number and the owner's name.
	Practice Table and/or Field Setup Kit. Space inside is limited, but if the weather is good, you may be able to set up fields outside. We will have at least six practice tables with field setup kits installed and available for general use.

## Food

Lunch (pizza, hamburgers, hot dogs, sandwiches), drinks and snacks will be available for purchase. Continental breakfast, lunch, drinks and snacks will be provided for referees, judges and other tournament volunteers in the volunteer lounge.

## The Pit Area

Your team will be assigned one third of a 16 foot table as your pit area. You will be sharing the table with two other teams. This is your team's home base, where you can set up your computer and program your robot. Your table will have a flag with your team's number and name. Your team should carry this flag with you to judging sessions and to robot performance rounds.

Each table in the pit area will have a power strip (one per table). You may want to bring a box so that you can store unneeded items under the table.

## Practice Fields

Six practice fields will be available in the gym for shared team use throughout the tournament. Some of these fields will have the same lighting as the competition fields for teams that have not adequately shielded their light sensors. Spaces will be available for two additional fields if teams would like to bring additional tables and field setup kits, but those teams would be responsible for supervising their own fields.

## Volunteers, Judges and Referees

We need an average of one adult or high school age volunteer per team to help the tournament run smoothly and on time. Please contact [LeRoy@LARFLL.org](mailto:LeRoy@LARFLL.org) with the name(s) and email address(es) of any volunteers that your team can provide. A list of volunteer positions and job descriptions is available at <http://fl.larobotics.org/Volunteers.html>.

Referees should review the Referee Guide and familiarize themselves with the Challenge documentation, including field setup, missions, rules and updates prior to the tournament. Challenge documentation is available on <http://fl.larobotics.org/FLLChallenge.html>. Judges should review the preparation packet for their area prior to the tournament. Robot Design Judges should have a technical background or robot building experience. Other judges and tournament volunteers need no special training or experience other than attending the appropriate training session the morning of the tournament, although familiarity with the subject matter of the Challenge would be helpful for Project Judges. The training sessions for referees and judges start at 8:30 AM. Most other volunteers start at 9:00 AM for the morning shift and at 12:40 PM for the afternoon shift.

## Coaches Meeting with Referees

There will be a short informational meeting before the Opening Ceremony in the gym near the competition fields. We ask that only one coach for each team attend. We will be making any last-minute schedule changes and announcements at that time. If your team members have any questions about field setup, missions, rules, robot game updates, project FAQs, tournament procedures or policies, this is the time to ask. This meeting should only last 5-10 minutes, so it is important to be on time.



## Robot Performance Rounds

Each team will have one practice round match and three robot performance round matches at the competition tables in the gym near the bleachers. Only the highest score counts. Highest score ties may be broken by the second highest scores. Highest and second highest score ties may be broken by third highest scores.

Teams should go the staging area for their assigned table at least five (5) minutes early. Bring your team flag with you. When your team is called to the table from the staging area, only the two student robot operators may be within four feet (4') of the competition tables. Other team members may stand in the marked observation areas behind the robot operators. During the match, student robot operators may move to the observation area and be replaced by other student robot operators, as long as there are never more than two student robot operators within four feet of the competition tables. Your team will typically have one minute to set up before each round and one minute to verify the scoring with the referee and clean up afterwards. Please be careful to leave all field elements on the field. Plastic bins and TV trays will be provided near base for off-table storage. Scores will also be computed and projected at the scorekeeper's table in the pit area during Rounds 1-3. The score sheets from each match will be available to teams at the scorekeeper's table after the closing ceremony.

## Judging

Judging sessions are scheduled before, concurrent with or between robot performance rounds. Bring your team flag with you to the judging areas at least five (5) minutes before the scheduled start of your session. Coaches, parents and guests are welcome to observe, photograph and videotape judging sessions, but they are not allowed to interact with the judges or with the student team members during the judging session. Judges will evaluate teams according to the rubrics which were posted online when the challenge was released and which are also available online at <http://fll.larobotics.org/Forms.html>. The rubric sheets from each judging session will be available to teams at the scorekeeper's table after the closing ceremony.

**Project** judging will be done in classrooms and will consist of two parts. Presentations are limited to five (5) minutes, including setup time, followed by three to five (3-5) minutes for an interactive discussion with the judges. Bring any materials needed for your presentation. There will be no multi-media support or power provided in the judging rooms. Teams are strongly discouraged from relying on any AV equipment other than a laptop computer, which can be placed on the table in front of the judges.

**Robot Design** judging will be combined with a Robot Performance match and will consist of three parts. For the first part, the judges will observe the Robot Performance match for half of the teams during the Practice Round and for the other half of the teams during Round 1. Team members should bring their laptop with their robot's programs and any presentation materials they have prepared for the Robot Design judging to that Robot Performance match, but the laptop must be closed during the match. Following that match, your team should quickly follow the Robot Design judges to the interview area. Your team will then have three (3) minutes to present the Robot Design Executive Summary to the judges followed by two to four (2-4) minutes for an interactive session with the judges.

**Core Values** judging will be done in classrooms. Your team will be given two (2) minutes to present your Core Values Poster followed by three to five (6-8) minutes for an interactive session with the judges. Core Values judges will also be observing teams during the event.

## Awards

At the end of the day, we will hold an awards ceremony. Each team member will receive a participant medal provided by Time Warner Cable. Approximately half of the teams will receive awards based on scoring (Robot Performance) or judging (all other awards).

### CORE TEAM AWARDS

Champion's Award Best team overall in Robot Design, Project and Core Values  
plus in top 40% of teams for Robot Performance

Robot Performance (Not judged)

Mechanical Design

Programming

Strategy & Innovation

Research

Innovative Solution

Presentation

Inspiration

Teamwork

Gracious Professionalism™

Judges' Awards

### OPTIONAL INDIVIDUAL AWARDS

Outstanding Volunteer

Adult Coach/Mentor

Young Adult Mentor

## Advancement

The purpose of the local and qualifying events is to provide all teams with an outstanding *FIRST* LEGO League experience. Every team has a great opportunity to shine at these events.

The qualifying events also determine which teams will advance to the Los Angeles Region FLL Championship Tournament on Saturday, December 11, 2011 at Chaminade College Preparatory Middle School in Chatsworth, CA. Approximately 25% of the eligible teams attending qualifying tournaments will advance to the championship tournament. An additional 10% of teams will be alternates. Advancement will be based on the same judging rankings used to select the winner of the Champion's Award: Project Presentation, Robot Design and Core Values. Note that Robot Performance is not one of the criteria used, but teams need to score in the top 50% of teams on Robot Performance to advance to the Championship.

## Cleanup

After the third performance round, each team should clean up its pit area prior to the Awards Ceremony. After the Awards Ceremony, teams are invited to stay and help clean up the rest of the tournament facility.