



Robot Design

Reference

Copy

Team Number 22337

Judging Room _____

Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve.

1-Beginning

2-Developing

3-Accomplished

4-Exemplary

Mechanical Design				
Durability - Evidence of structural integrity; ability to withstand rigors of competition				
N D	quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	sound construction; no repairs
Mechanical Efficiency - Economic use of parts and time; easy to repair and modify				
N D	excessive parts or time to repair/modify	inefficient parts or time to repair/modify	appropriate use of parts and time to repair/modify	streamlined use of parts and time to repair/modify
Mechanization - Ability of robot mechanisms to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)				
N D	imbalance of speed, strength and accuracy on most tasks	imbalance of speed, strength and accuracy on some tasks	appropriate balance of speed, strength and accuracy on most tasks	appropriate balance of speed, strength and accuracy on every task

Comments: *We tried how you utilized single attachment for multiple missions.
Consider use of alignment Jig.*

Programming				
Programming Quality - Programs are appropriate for the intended purpose and would achieve consistent results, assuming no mechanical faults				
N D	would not achieve purpose AND would be inconsistent	would not achieve purpose OR would be inconsistent	should achieve purpose repeatedly	should achieve purpose every time
Programming Efficiency - Programs are modular, streamlined, and understandable				
N D	excessive code and difficult to understand	inefficient code and challenge to understand	appropriate code and easy to understand	streamlined code and easy for anyone to understand
Automation/Navigation - Ability of the robot to move or act as intended using mechanical and/or sensor feedback (with minimal reliance on driver intervention and/or program timing)				
N D	frequent driver intervention to aim AND retrieve robot	frequent driver intervention to aim OR retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver intervention	robot moves/acts as intended every time with no driver intervention

Comments: Improper development software

Strategy & Innovation				
Design Process - Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved (applies to programming as well as mechanical design)				
N D	organization AND explanation need improvement	organization OR explanation need improvement	systematic and well explained	systematic, well explained and well-documented
Mission Strategy - Ability to clearly define and describe the team's game strategy				
N D	no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish the team's well defined goals	clear strategy to accomplish most/all game missions
Innovation - Creation of new, unique, or unexpected feature(s) (e.g. designs, programs, strategies or applications) that are beneficial in performing the specified tasks				
N D	original feature(s) with no added value or potential	original feature(s) with some added value or potential	original feature(s) with the potential to add significant	original feature(s) that add significant value

Comments:



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Comments: Good use of sensors. Comments and My Blocks [] Improper development software can help to organize code and make it easier to understand.

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Comments:



Robot Design

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Team Number

22337

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N D	original feature(s) with no added value or potential	original feature(s) with some added value or potential	original feature(s) with the potential to add significant	original feature(s) that add significant value

Comments:

Need to be more creative
 Need more team involvement.



Core Value Reference
Copy

Team Number 22337

Judging Room _____

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1-Beginning

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Discovery - Balanced emphasis on all three aspects (Robot, Project, Core Values) of FLL; it's not just about winning awards				
N	emphasis on only one aspect; others neglected	emphasis on two aspects; one aspect neglected	emphasis on all three aspects	balanced emphasis on all three aspects
Team Spirit - Enthusiastic and fun expression of the team identity				
N	minimal enthusiasm AND minimal identity	minimal enthusiasm OR minimal identity	team is enthusiastic and fun; clear identity	team engages others in their enthusiasm & fun; clear identity
Integration - Application of FLL values and skills outside FLL (ability to describe current and potential examples from daily life)				
N	team does not apply values and skills outside FLL	team able to describe at least one example	team able to describe multiple examples	team able to describe multiple examples, incl. individual stories

Comments:

Effectiveness - Problem solving and decision making processes help team achieve their goals				
N	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals
Efficiency - Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities)				
N	limited time management AND unclear roles	limited time management OR unclear roles	excellent time management and role definition allows team to accomplish most goals	excellent time management and role definition allows teams to accomplish all goals
Kids Do the Work - Appropriate balance between team responsibility and coach guidance				
N	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	good balance between team responsibility and coach guidance	team independence with minimal coach guidance

Comments:

Inclusion - Consideration and appreciation for the contributions (ideas and skills) of all team members, with balanced involvement				
N	unbalanced team involvement AND lack of appreciation for contributions	unbalanced team involvement OR lack of appreciation for contributions	balanced team involvement AND appreciation for contributions of most team members	balanced team involvement AND appreciation for contributions of all team members
Respect - Team members act and speak with integrity so others feel valued-- especially when solving problems or resolving conflicts				
N	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in the most difficult situations
Coopertition™ - Team competes in the spirit of friendly competition and cooperates with others				
N	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in difficult situations--and team actively helps other teams

Comments:

Great singing! And I liked the enthusiastic involvement during the Challenge proj. Answered GrPro question well. At the beginning of the Challenge proj. though, members were talking over each other often.



Core Value

Reference

Copy

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Comments:

- Great team spirit
 - would like to see all team members answer questions!!

Great Job!

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Comments: - Excellent time management and handling of the activity
- Great job being independent; would help to have clear goals.

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Comments:



Project

Reference
CopyTeam Number 22337

Judging Room _____

ORENCO TSUNAMI

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4-Exemplary

Research		Problem Identification (Req'd) - Clear definition of the problem being studied				
		N D	unclear; few details	partially clear; details missing	mostly clear; detailed	clear; very detailed
Sources of Information - Quality and variety of data/evidence presented and of sources cited						
		N D	minimal quality; variety limited	quality OR variety need improvement but did not include professional(s)	sufficient quality and variety including professional(s)	extensive quality and variety; including multiple professionals
Problem Analysis - Depth to which the problem was studied and analyzed by the team, including extent of analysis of existing solutions						
		N D	minimal study; no analysis	minimal study; some analysis	sufficient study and analysis	extensive study and analysis

Comments: *Great Project Kids! Loved your presentation!* [] No problem id
Good research on the problem in hand!
Please bring in more detail in graphs for finals!

Innovative Solution		Team Solution (Req'd) - Clear explanation of the proposed solution and description of how it solves the problem				
		N D	difficult to understand	some parts confusing	understandable	easy to understand by all
Innovation - Degree to which the team's solution makes life better by improving existing options, developing a new application of existing ideas, or solving the problem in a completely new way						
		N D	existing solution/application	solution/application contains some original element(s)	original solution/application; potential added value	original solution/application; demonstrated added value
Solution Development - Systematic process used to select, develop, evaluate, test, and improve the solution (Implementation could include cost, ease of manufacturing, etc.)						
		N D	process AND explanation need improvement	process OR explanation need improvement	systematic process included evaluation	systematic process included evaluation; implementation considered

Comments: [] No solution

Presentation		Sharing (Req'd) - Degree to which the team shared their Project before the tournament with others who might benefit from the team's efforts				
		N D	shared with family / friends	shared outside family / friends (such as classmates)	shared with one audience who may benefit OR one professional	shared with multiple audiences who may benefit OR multiple professionals
Creativity - Imagination used to develop and deliver the presentation						
		N D	minimally engaging OR unimaginative	engaging OR imaginative	engaging AND imaginative	very engaging AND exceptionally imaginative
Presentation Effectiveness - Message delivery and organization of the presentation						
		N D	unclear OR disorganized	partially clear; minimal organization	mostly clear; mostly organized	clear AND well organized

Comments: [] Not shared
[] Not given live



Project

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Comments:

- Great presentation Team!

[] Not shared

- we like your project idea so please share

[] Not given live

this project with more people who can benefit.



**FIRST
LEGO
LEAGUE**

Project

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Comments:

Great energy during the presentation.

No solution

Innovative solution, and solution is expandable.

Good research data

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Comments:

Not shared

Not given live

Team #: 22337
Round: 1

Referee: Andrew
Table: 7



Pairs marked with OR cannot both be marked "Yes"
(please circle all selections)

- ① **M01 – PIPE REMOVAL**
Broken Pipe is completely in Base
 Yes No
- ② **M02 – FLOW**
Big Water is on other team's Field
(only by turning Pump System's valve(s))
 Yes No
- ③ **M03 – PUMP ADDITION**
Pump Addition has contact with the mat,
completely inside the target area
 Yes No
- ④ **M04 – RAIN**
At least one Rain is out of the Rain Cloud
 Yes No
- ⑤ **M05 – FILTER**
Lock latch is in dropped position
 Yes No
- ⑥ **M06 – WATER TREATMENT**
Big Water is ejected from Water Treatment model
(only by Toilets's lever)
 Yes No
- ⑦ **M07 – FOUNTAIN**
Middle layer is raised
(due only to a Big Water in gray tub)
 Yes No
- ⑧ **M08 – MANHOLE COVERS**
Manhole Cover(s) are flipped over past vertical
(and never reached Base)
Both Manhole Covers are flipped over,
and completely in separate Tripod target
 0 1 2
 Yes No
- ⑨ **M09 – TRIPOD**
All the Tripod's feet are touching the mat
OR Tripod is partially in a Tripod target
OR Tripod is completely in a Tripod target
 Yes No
 Yes No
 Yes No

Team Initials: Dreco Tsunam.

M10 – PIPE REPLACEMENT

New Pipe is installed where Broken Pipe was
This New Pipe has full/flat contact with the mat
 Yes No
 Yes No

M11 – PIPE CONSTRUCTION

New Pipe has full/flat contact with the mat
OR This New Pipe is *partially* in its target
OR This New Pipe is *completely* in its target

M12 – SLUDGE

Sludge touching visible wood of a drawn garden box
 Yes No

M13 – FLOWER

Flower is raised
(due only to a Big Water in brown pot)
At least one Rain is in the purple part,
touching nothing but Flower model
 Yes No
 Yes No

M14 – WATER WELL

Water Well contacting mat *partially* inside target area
OR Water Well contacting mat *completely* inside target area
 Yes No
 Yes No

M15 – FIRE

Fire is dropped
(due only to Firetruck applying direct force to House's lever)
 Yes No
 Yes No

M16 – WATER COLLECTION

(Water may be touching target and/or other clean water)
(Water may not be touching or guided by anything else)
Water Target is East of Off-Limits line
(and never reached Off-Limit line)
At least one Rain is touching mat in the Water Target
Big Water touching mat in the Water Target
At least one pair of Big Waters stacked in Water Target
 Yes No
 Yes No
 Yes No
 Yes No
 Yes No

M17 – SLINGSHOT

Slingshot is completely in the Slingshot target
Rain AND Dirty Water completely in the Slingshot target
 Yes No
 Yes No

M18 – FAUCET

Water level is more blue than white
(only by turning Faucet handle)

PENALTIES

Penalty discs in the white triangle area
 0 1 2 3 4 5 6

RETURN LOOSE ITEMS

1xFiretruck, 6xPenalties, 1xSlingshot, 9xRain, 5xBigWater,
1xOptionalLoop, 2xManholeCover, 1xSludge, 1xBrokenPipe,
2xNewPipe, 1xPumpAddition, 1xWaterTarget, 1xWaterWell,
1xTripod, 1xDirtyWater

0 Pts

Team #: 22337
 Round: 2



Referee: Andrew
 Table: 1



Pairs marked with OR cannot both be marked "Yes"
 (please circle all selections)

- ① **M01 – PIPE REMOVAL**
 Broken Pipe is completely in Base Yes No
- ② **M02 – FLOW**
 Big Water is on other team's Field
 (only by turning Pump System's valves(S)) Yes No
- ③ **M03 – PUMP ADDITION**
 Pump Addition has contact with the mat,
 completely inside the target area Yes No
- ④ **M04 – RAIN**
 At least one Rain is out of the Rain Cloud Yes No
- ⑤ **M05 – FILTER**
 Lock latch is in dropped position Yes No
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 Big Water is ejected from Water Treatment model
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 (due only to a Big Water in gray tub) Yes No
- ⑧ **M08 – MANHOLE COVERS**
 Manhole Cover(s) are flipped over past vertical
 (and never reached Base)
 Both Manhole Covers are flipped over,
 and completely in separate Tripod target 1 2
 Yes No
- ⑨ **M09 – TRIPOD**
 All the Tripod's feet are touching the mat
 OR Tripod is partially in a Tripod target
 OR Tripod is completely in a Tripod target Yes No
 Yes No
 Yes No

Team Initials: OT

- ⑩ **M10 – PIPE REPLACEMENT**
 New Pipe is installed where Broken Pipe was
 This New Pipe has full/flat contact with the mat Yes No
 Yes No
- ⑪ **M11 – PIPE CONSTRUCTION**
 New Pipe has full/flat contact with the mat
 OR This New Pipe is partially in its target
 OR This New Pipe is completely in its target Yes No
 Yes No
 Yes No
- ⑫ **M12 – SLUDGE**
 Sludge touching visible wood of a drawn garden box Yes No
- ⑬ **M13 – FLOWER**
 Flower is raised
 (due only to a Big Water in brown pot) Yes No
 Yes No
- ⑭ **M14 – WATER WELL**
 Water Well contacting mat partially inside target area
 OR Water Well contacting mat completely inside target area Yes No
 Yes No
- ⑮ **M15 – FIRE**
 Fire is dropped
 (due only to Firetruck applying direct force to House's lever) Yes No
 Yes No
- ⑯ **M16 – WATER COLLECTION**
 Water may be touching target and/or other clean water
 (Water may not be touching or guided by anything else)
 Water Target is East of Off-Limits line
 (and never reached Off-Limit line) Yes No
 Yes No
- ⑰ **M17 – SLINGSHOT**
 At least one Rain is touching mat in the Water Target
 Big Water touching mat in the Water Target
 At least one pair of Big Waters stacked in Water Target 0 1 2 3 4 5 6
 Yes No
- ⑱ **M18 – FAUCET**
 Water level is more blue than white
 (only by turning Faucet handle) Yes No
 Yes No
- PENALTIES**
 Penalty discs in the white triangle area 0 1 2 3 4 5 6
- RETURN LOOSE ITEMS**
 1xFiretruck, 6xPenalties, 1xSlingshot, 9xRain, 5xBigWater,
 1xOptionalLoop, 2xManholeCover, 1xSludge, 1xBrokenPipe,
 2xNewPipe, 1xPumpAddition, 1xWaterTarget, 1xWaterWell,
 1xTripod, 1xDirtyWater

Team #: 72337 Referee: Justin
 Round: 3 Table: 2



Pairs marked with **OR** cannot both be marked "Yes"
 (please circle all selections)

- ① **M01 – PIPE REMOVAL**
 Broken Pipe is completely in Base
 Yes No
- ② **M02 – FLOW**
 Big Water is on other team's Field
(only by turning Pump System's valve(s))
 Yes No
- ③ **M03 – PUMP ADDITION**
 Pump Addition has contact with the mat,
 completely inside the target area
 Yes No
- ④ **M04 – RAIN**
 At least one Rain is out of the Rain Cloud
 Yes No
- ⑤ **M05 – FILTER**
 Lock latch is in dropped position
 Yes No
- ⑥ **M06 – WATER TREATMENT**
 Big Water is ejected from Water Treatment model
(only by Toiler's lever)
 Yes No
- ⑦ **M07 – FOUNTAIN**
 Middle layer is raised
(due only to a Big Water in gray tub)
 Yes No
- ⑧ **M08 – MANHOLE COVERS**
 Manhole Cover(s) are flipped over past vertical
(and never reached Base)
 ① ②
 Both Manhole Covers are flipped over,
 and completely in separate Tripod target
 Yes No
- ⑨ **M09 – TRIPOD**
 All the Tripod's feet are touching the mat
OR Tripod is partially in a Tripod target
OR Tripod is completely in a Tripod target
 Yes No
 Yes No
 Yes No

M10 – PIPE REPLACEMENT

- New Pipe is installed where Broken Pipe was
 This New Pipe has full/flat contact with the mat
 Yes No
 Yes No

M11 – PIPE CONSTRUCTION

- New Pipe has full/flat contact with the mat
OR This New Pipe is *partially* in its target
OR This New Pipe is *completely* in its target
 Yes No
 Yes No
 Yes No

M12 – SLUDGE

- Sludge touching visible wood of a drawn garden box
 Yes No

M13 – FLOWER

- Flower is raised
(due only to a Big Water in brown pot)
 Yes No
 Yes No

M14 – WATER WELL

- Water Well contacting mat *partially* inside target area
OR Water Well contacting mat *completely* inside target area
 Yes No
 Yes No

M15 – FIRE

- Fire is dropped
(due only to Firetruck applying direct force to House's lever)
 Yes No
 Yes No

M16 – WATER COLLECTION

- Water may be touching target and/or other clean water
(Water may not be touching or guided by anything else)
 Yes No
 Yes No

M17 – SLINGSHOT

- Water Target is East of Off-Limits line
(and never reached Off-Limit line)
 Yes No
 Yes No

M18 – FAUCET

- At least one Rain is touching mat in the Water Target
 ① ② ③ ④ ⑤
 Big Water touching mat in the Water Target
 At least one pair of Big Waters stacked in Water Target
 Yes No

PENALTIES

- Penalty discs in the white triangle area
 ① ② ③ ④ ⑤ ⑥
 RETURN LOOSE ITEMS
1xFiretruck, 6xPenalties, 1xSlingshot, 9xRain, 5xBigWater,
 1xOptionalLoop, 2xManholeCover, 1xSludge, 1xBrokenPipe,
 2xNewPipe, 1xPumpAddition, 1xWaterTarget, 1xWaterWell,
 1xTripod, 1xDirtyWater

Team Initials: Justin Kohar