



FIRST LEGO LEAGUE CHALLENGE

Learn the Missions



TEAM NAME:

TEAM NUMBER:



Learn the Missions

Since FIRST has already formatted the missions to look like index cards, print out the rule book pages 11-14.

Cut out each mission and add to mini rulebook. Print and either staple or hole-punch and put a ring through to keep together.

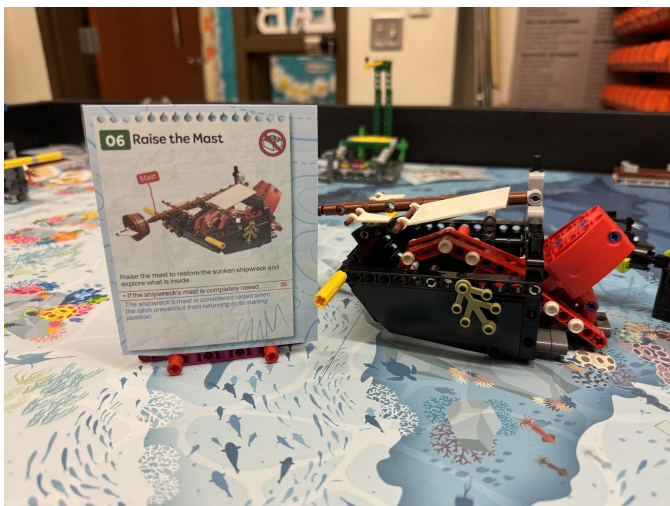
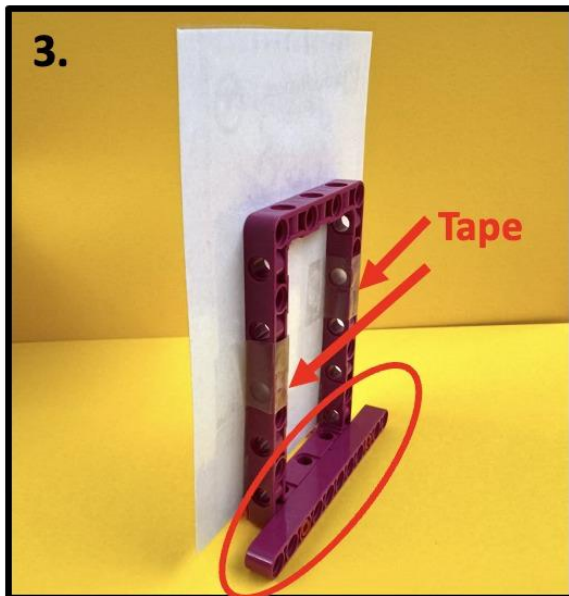
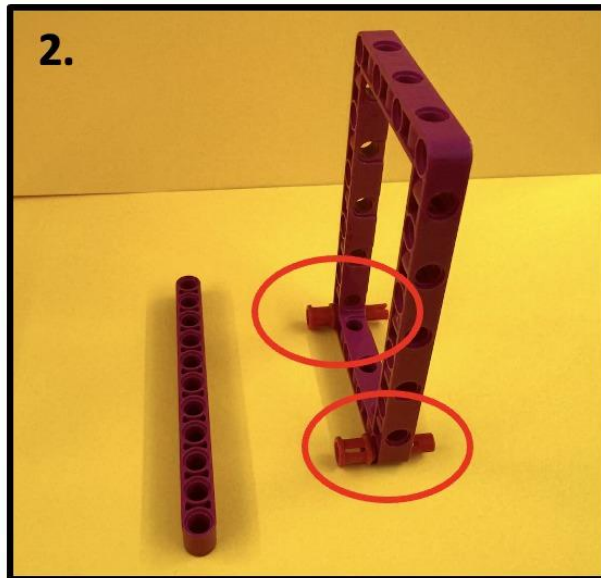
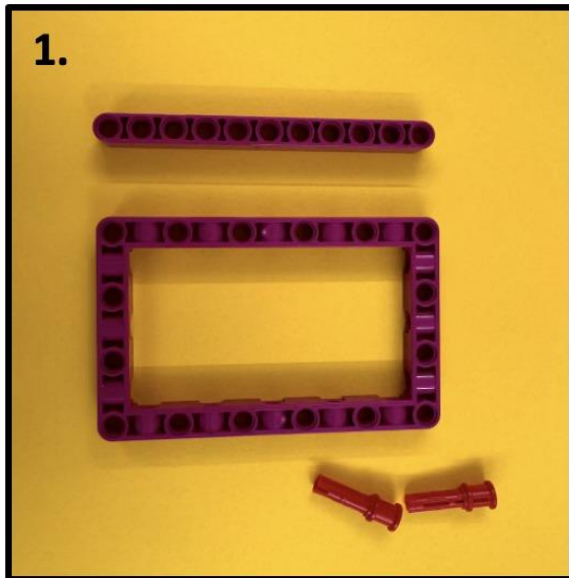


Mini Robot Game
Rulebook

Add a cover for your rules notebook like the one on the left. The sizing of this image is approx. 3.5 X 4.5 inches



Learn the Missions



Alternatively, create a stand for them,

Thanks, Sharon Tiger Techs!

Other Ideas

- Print a copy of the scoresheet provided by FIRST (see next page)
- Create a matching game with images of the models and their names.
- Create a Kahoot with the Mission names and Rules.



Team #	Match:	Referee:	Table:
TEAM INITIALS:			

No Equipment Constraint: When this symbol appears to the left of a mission, the following constraint is applied: "No equipment may be touching any part of this mission's mission model at the end of the match, to score for this mission."

SCORE	
	EQUIPMENT INSPECTION If your robot and all your equipment fit completely in one launch area and are under a height limit of 12 in. (305 mm) during the pre-match inspection: 20
	MISSION 01 CORAL NURSERY If the coral tree is hanging on on the coral tree support: • Bonus: and the bottom of the coral tree is in its holder: 20 If the coral buds are flipped up: 10 ADDED 20
	MISSION 02 SHARK If the shark is no longer touching the cave: 20 If the shark is touching the mat and it is at least partly in the shark habitat: 10
	MISSION 03 CORAL REEF If the coral reef is flipped up, not touching the mat: 20 If a reef segment is standing upright, outside of home, and touching the mat: 5 EACH
	MISSION 04 SCUBA DIVER If the scuba diver is no longer touching the coral nursery: 20 If the scuba diver is hanging on the coral reef support: 20 <i>The "coral nursery" includes any part of the Mission 01 mission model.</i>
	MISSION 05 ANGLER FISH If the angler fish is latched within the shipwreck: 30
	MISSION 06 RAISE THE MAST If the shipwreck's mast is completely raised: 30 <i>The shipwreck's mast is considered raised when the latch prevents it from returning to its starting position.</i>
	MISSION 07 KRAKEN'S TREASURE If the treasure chest is completely outside the kraken's nest: 20
	MISSION 08 ARTIFICIAL HABITAT If an artificial habitat stack segment is completely flat and upright: 10 EACH <i>There are four segments of the artificial habitat stack, each defined by its yellow base. A segment is considered upright when the crab is above its yellow base.</i>

	MISSION 09 UNEXPECTED ENCOUNTER If the unknown creature is released: 20 If the unknown creature is at least partly in the cold seep: 10	
	MISSION 10 SEND OVER THE SUBMERSIBLE If your team's yellow flag is down: 30 If the submersible is clearly closer to the opposing field: 10 <i>Teams may not block the opposing team.</i> <i>It is not possible to earn the bonus in remote competitions or if there is no opposing team.</i>	
	MISSION 11 SONAR DISCOVERY If one whale is revealed: 20 Bonus: If both whales are revealed: 10 ADDED	
	MISSION 12 FEED THE WHALE Krill at least partly in the whale's mouth: 10 EACH	
	MISSION 13 CHANGING SHIPPING LANES If the ship is in the new shipping lane, touching the mat: 20	
	MISSION 14 SAMPLE COLLECTION If the water sample is completely outside the water sample area: 5 If the seabed sample is no longer touching the seabed: 10 If the plankton sample is no longer touching the kelp forest: 10 If a piece of the trident is no longer touching the shipwreck: 20 Bonus: If both pieces are no longer touching the shipwreck: 10 ADDED	
	MISSION 15 RESEARCH VESSEL If any of the following are at least partly in the research vessel's cargo area: • Each sample: 5 EACH • Trident Part(s): 5 EACH • Treasure Chest: 5 If the port's latch is at least partly in the research vessel's loop: 20	
	PRECISION TOKENS If the number of precision tokens remaining is: 1: 10, 2: 15, 3: 25, 4: 35, 5: 50, 6: 50	
	FINAL SCORE <i>Final score is equal to the sum of all values in the score columns.</i>	
Gracious Professionalism® displayed at the robot game table:		
	DEVELOPING	ACCOMPLISHED
	2	3
	EXCEEDS	4