

# FIRST LEGO LEAGUE CHALLENGE

### Learn the Missions



TEAM NAME:

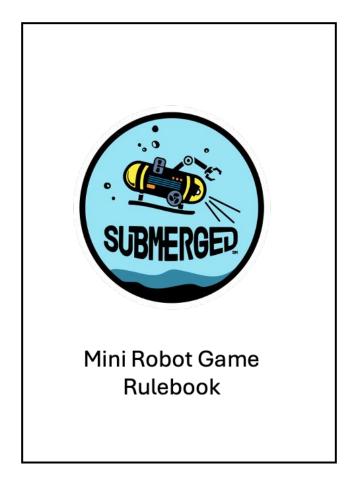
**TEAM NUMBER:** 

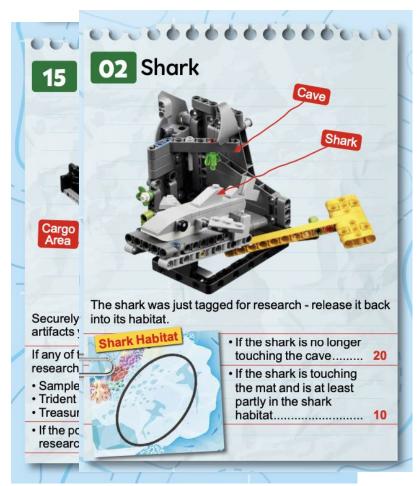


## Learn the Missions

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.





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

## 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.





Table: Referee: Match: Team #

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."

	20
	If your robot and all your equipment fit completely in one launch area and are under a height limit of 42 in 7305 mm, Aurita 440 and mother incondition.
EQUIPMENT INSPECTION	If your robot and all your equipment fit completely in one
EQUIP	If your

SCORE

If your robot and all your equipment fit completely in one limit of 12 in. (305 mm) during the pre-match inspection:

# MISSION 01 CORAL NURSERY

20 10 ADDED 20 If the coral tree is hanging on on the coral tree support:
• Bonus: and the bottom of the coral tree is in its holder: If the coral buds are flipped up:

# If the shark is touching the mat and it is at least partly in the shark habitat: If the shark is no longer touching the cave: MISSION 02 SHARK

## 5 EACH If a reef segment is standing upright, outside of home, and touching the mat: If the coral reef is flipped up, not touching the mat: MISSION 03 CORAL REEF

20

10 20

SSION 04 SCUBADIVER	VER	
suba diver is no longe	If the scuba diver is no longer touching the coral nursery:	20
uba diver is hanging	If the scuba diver is hanging on the coral reef support:	20
al nursery" includes	The "coral nursery" includes any part of the Mission 01 mission model.	

ANGLER FISH	er fish is latched within the shipwreck:
MISSION 05	If the angler fish

30

30

irning to its

MISSION 06	SSION 06 RAISE THE MAST
If the shipwred	If the shipwreck's mast is completely raised:
The shipwreck	he shipwreck's mast is considered raised when the latch prevents it from retu
starting position	n.

KRAKEN'S TREASURE	the children of the other contract of the other contract of the
퐀	1
MISSION 07	If the due of

If the treasure chest is completely outside the kraken's nest:

	ARTIFICIAL HABITAT	
	MISSION 08	
1	<b>8</b>	

There are four segments of the artificial habitat stack, each defined by its yellow base. A segment is If an artificial habitat stack segment is completely flat and upright: considered upright when the crab is above its yellow base.

10 EACH

20

SSION 09 UNEXPECTED ENCOUNTER	If the unknown creature is released:	f the unknown creature is at least partly in the cold seep:
60 NOISSIM	If the unknown or	If the unknown cr

19 5

## If the submersible is clearly closer to the opposing field: MISSION 10 SEND OVER THE SUBMERSIBLE If your team's yellow flag is down:

30

MISSION 11	SONAR DISCOVERY	
If one whale is	whale is revealed:	
Bonus: If both	ionus: If both whales are revealed:	

It is not possible to earn the bonus in remote competitions or if there is no opposing team.

Teams may not block the opposing team.

If one whale is revealed:	2
Bonus: If both whales are revealed:	-

MISSION 12 FEED THE WHALE

	ES	the mat:
Krill at least partly in the whale's mouth:	SSION 13 CHANGING SHIPPING LANES	If the ship is in the new shipping lane, touching the mat:
Krill at least par	MISSION 13	If the ship is in the

10 EACH

20

MISSION 14	MISSION 14 SAMPLE COLLECTION	
If the water samp	If the water sample is completely outside the water sample area:	20
If the seabed san	If the seabed sample is no longer touching the seabed:	10
If the plankton sa	If the plankton sample is no longer touching the kelp forest:	10
If a piece of the tr	If a piece of the trident is no longer touching the shipwreck:	20
Bonus: If both pie	Bonus: If both pieces are no longer touching the shipwreck:	10 ADDED

		5 EACH	5 EACH	ч
MISSION 15 RESEARCH VESSEL	If any of the following are at least partly in the research vessel's cargo area:	ple:	π(s):	+394C
MISSION 15	If any of the fol	<ul> <li>Each sample:</li> </ul>	<ul><li>Trident Part(s):</li></ul>	· Treasure Chest
8	1			

Laci sample.	SEACH	
Trident Part(s):	5 EACH	_
Treasure Chest:	ıc	_
If the port's latch is at least partly in the research vessel's loop:	20	$\dashv$
PRECISION TOKENS		>

fthe number of precision tokens remaining is: 1:10, 2:15, 3:25, 4:35, 5:50, 6:50			
the number of precision tokens remaining 1: 10, 2: 15, 3: 25, 4: 35, 5: 50,		ig is:	6: 50
the number of precision tokens 1:10, 2:15, 3:25, 4:35,		remainin	5: 50,
the number of precision 1:10, 2:15, 3:25,		tokens	4: 35
the number of p		recision	3: 25,
the numb		er of p	2: 15,
	2000	the numb	10

	10
	-51
	٠,
	10
	- 1
	-
	1
	,
	ú
	-11

Final score is equal to the sum of all values in the score columns.

FINAL SCORE

lisplayed at the robot game table:	ACCOMPLISHED
Gracious Professionalism® c	DEVELOPING

EXCEEDS

4	
ဇ	
2	