



Updates



FLL WORLD CLASS Project Updates

1 – FLL WORLD CLASS QUESTION WORDING

You may write your FLL WORLD CLASS Question to target a specific group, if you wish. For example, all of these would be valid questions:

- How could we improve the way that someone on the autism spectrum learns to play soccer?
- How could we improve the way that a hearing-impaired person learns sign language?
- How could we improve the way that someone in 4th grade learns math concepts?

FLL WORLD CLASS Robot Game Updates

6 - SHARED MISSION

The screen and camera system works very well when set up perfectly. But an always-perfect setup is unrealistic to expect during tournaments. So this year's shared center model will represent sharing, simply because of what it is, and physically it won't work unless both teams activate it, but the POINTS your earn will not be dependent on the other team. (Rule 2 can be taken at its word.)

5 - PICTURE FLAWS

There are a few flaws in pictures (sorry), and we're fixing the ones we can, but the last bullet of Rule 5 was written for a reason. Please take it at its word. This means the engagement pinwheel (which has only 2 arms) is setup is with its red arm up.

4 - MAT SIZE/FIT

This year's mats are running ever-so-slightly wide (north/south). If this is causing your mat not to lay flat between your table walls, the official solution is to trim the black border off your mat's north edge, since that border serves no function and this change will not be noticed by a robot. Try to do a good job, but your care is more important for safety than for accuracy. Thanks for your understanding as we adapt to our new mat material.



Updates



3 - ENGAGEMENT DIAL MATH

There is no error in the Engagement mission scoring examples when you realize this: When the dial is set all the way counterclockwise like it's supposed to be, it's one tic BELOW the first red position.

2 – PINWHEEL ARMS

The correct and only way to build the Engagement model's pinwheel is with 2 arms. Refer to the last sentence of the last bullet in Rule 5 on Page 10. You may notice blue lines instead of green on some field setup pictures... Pretend they're green.

1 - REVERSE ENGINEERING

This relates to the setup of the "Reverse Engineering" models, described on Page 10 of the Challenge Document. During setup at a tournament, you build your FIRST 6-piece model and hand-place it in a basket on its mark on the opposing team's field (and their FIRST model will be placed on your field). Once the match starts, your robot goes and gets the basket on YOUR field, and brings it to YOUR Base, so you can build your SECOND 6-piece model – a replica of the other team's FIRST model. Of course in practice, you can only pretend a trade has occurred.