

2004 FLL Competition Overview



NO LIMITS! is this year's challenge theme – using robotics to help people with disabilities. Teams are challenged to reach out to the disabled community, view the world from their perspective, and offer possible solutions to the obstacles that make access to everyday places problematic.

The challenge will be announced on September 15, 2004, and teams will have 8 weeks to design, build, and program their robots to achieve as many objectives on the playing field as they can in 2.5 minutes.

FIRST LEGO League Challenges consist of four parts:

- **Robot Performance on the Playing Field**

There will be a number of challenges presented on a 4'x 8' playing field, and each team builds and programs their robot to complete these challenges within a 2.5 minute timed round. The team is given the score from the best out of three rounds of play.

- **Technical Presentation**

Teams must demonstrate to a panel of judges the design elements and programming strategies that went into their plans for solving the challenges. Judges look for innovative, functional designs and programs and evidence that the team worked together at each step to achieve consistently successful missions.

- **Project Presentation**

Teams must demonstrate to a panel of judges their technological solutions to a real-world issue relating to helping people with disabilities in their own communities.

- **Teamwork**

Teams meet with a panel of judges to discuss how their team worked together. Judges will look for evidence of teamwork skills and respect for others' thoughts and feelings. They will also observe teams at the competition tables to see how they work together and treat each other.