

Team Alliance Challenge



An Alliance Team consists of three FLL teams working together. Your Alliance Team will compete in a single match. The Alliance Team that has the highest score in this single, 2.5 minute match will receive the Team Alliance Award. Alliance Teams will compete against other Alliance Teams under regular rules and scoring except:

Constraints:

- Only one robot may be active on the field at a time.
- When an active robot becomes inactive, it must be removed from the field and may not restart until another robot has been activated. (No consecutive robot starts).
- All three robots must attempt missions on the field at least one time during the match.
- Two robot handlers for the active robot may be at the table. All other team members must remain behind the line.

Allowances:

- A robot does not have to perform all of its missions in a single visit to the table.
- No touch penalties.

Alliance Bonus:

An automatic 50 points will be awarded to any Alliance Team that:

- Abides by all of the above stated alliance requirements.
- ***SELECTS ROBOT HANDLERS FOR THE ACTIVE ROBOT WHO HAVE NEITHER CREATED NOR PROGRAMMED THE ROBOT THAT THEY ARE OPERATING. IN OTHER WORDS, NO ROBOT MAY BE HANDLED BY THE MEMBERS OF A TEAM THAT CREATED OR PROGRAMMED IT.***
- Informs the referee before the start of the match that they have chosen the Alliance Bonus option.

The Alliance Bonus adds a level of complexity (and risk), as it requires others to operate your robot on the field. ***It is up to all Alliance Team members to determine whether or not they want to institute the bonus option.***