



CITY SHAPER

FIRST® LEGO® LEAGUE TEAMS - Bridging the gap

Dear FIRST® LEGO® League team coaches,

Happy October everyone! We're in full swing for the CITY SHAPER season, dealing with lots of enquiries and getting those final team kits out. **We have over 900 teams registered for the season which is amazing!** If you are unsure about something or have a question, don't hesitate to get in touch.

We're loving seeing what your teams are getting up to on social media. Don't forget to include **@FLLUK** and **#CITYSHAPER** in your posts so that we can see all their amazing work.

We know that lots of you have just had, are on, or about to have your half term holiday. After this time FIRST® LEGO® League preparations tend to go up a notch so let's get straight into the updates and keep up the amazing work!

Warm regards,

The IET FIRST® LEGO® League Team
firstlegoleague@theiet.org

The Given Mission

In Email Blast #1 (which you can find on the [Team Resources page](#)) we flagged the Given Mission resources that provide your team with the build and programming instructions to complete part of Mission 2: Crane.

We've added a new 'Additional materials' ZIP file to the [Challenge Resources](#) which includes

further guidance on using these resources, along with a **tablet friendly code** for any team using the app version of the software.

Challenge updates

Since Email Blast #1 a couple of Challenge Updates have been released. The latest Challenge Updates can be found on the [Team Resources page](#). **Make sure the team reads these and understands them clearly.**

Main points from these are:

- The Mission 11 structure is equipment, so will need to fit in your inspection area at the start of the Robot Game.
- Lots of scoring examples for the use of the Units (Mission 12).
- If your team are planning on using a frame ('jig'), clarification has been provided on their use and when you can and can't touch them.

Robot Game – changes to rules

We want to make sure every team knows about the main rules for the Robot Game to avoid any disappointment on the tournament day. This is important for everyone but especially veteran teams. Here's the reminder about the main rules:



All your Equipment **must** fit in one of the Inspection Areas:

- Small Inspection Area (blue bordered box)** – approx. 48.5cm x 32cm (with 30.5cm height)
- Large Inspection Area (green bordered box)** – approx. 65.5cm x 32cm (with 30.5cm height)

Robot must leave from the Launch Area (orange bordered area)

Robot must return to Home (purple area) before your team can touch it (without losing a Precision Token). NOTE: The Robot does not return to the Launch Area as in previous years.

If you are more of an audio-visual type of person, check out our [Robot Game overview video](#) to get a grip of the main rules.

Training Webinars for coaches

Thanks to those of you that joined in on the series of training webinars provided by our friends at Raising Robots. Links to the recording of these webinars, along with other related resources, can be found by [visiting this page](#).

During November we're going to be holding a couple of morning webinars you can drop into for top tips, robot building, programming advice and any other questions. Join in during any of the times below:

- Wednesday 6 November, 7.45am - 8.30am
- Thursday 14 November, 7.45am - 8.30am

All the sessions will use the same link: gotomeet.me/raisingrobots. You can check that your devices will work properly before the session using [this link](#).

Tournament Details

If they haven't already, tournament hosts will be shortly sending out the specific details for your regional tournament (such as timings, parking and what to bring). We don't hold this information ourselves, so if you have any queries regarding the logistics of the day, we recommend contacting your regional host.

If you have any queries about the programme, rules or judging, please email us at firstlegoleague@theiet.org.

