SC HEDULE
OF EVENTS & PRESENTATIONS

11:00am-11:30am
Lobby - Welcome, Introductions, and Opening Remarks

11:30am-12:15pm *Choose one session below to attend
Room 108 - Project Explanation Presentation
Room 109 - Sharon Gilbride, Lazy Acres Alpaca Farms
Room 110 - Coach Training and Q & A
Lobby - Robot Game Explanation

12:15pm-1:00pm *Choose one session below to attend
Room 108 - Project Explanation Presentation
Room 109 - Betsy Ukeritis, Department of Environmental Conservation
Room 110 - Coach Training and Q & A
Lobby - Robot Game Explanation

1:00pm-1:45pm *Choose one session below to attend
Room 108 - Project Explanation Presentation
Room 109 - Wendy Weisberg, Service Dog Trainer
Room 110 - Coach Training and Q & A
Lobby - Robot Game Explanation

1:45pm-2:30pm *Choose one session below to attend
Room 108 - Project Explanation Presentation
Room 109 - Lorrie Renker, Heritage Christian Stables
Room 110 - Coach Training and Q & A
Lobby - Robot Game Explanation

2:30pm-3:15pm *Choose one session below to attend
Room 108 - Project Explanation Presentation
Room 109 - Tara Defendorf-Kuba, Monroe County Cornell Cooperative
Room 110 - Coach Training and Q & A
Lobby - Robot Game Explanation

3:15pm-3:30pm
Lobby - Closing Remarks
Welcome to the official start of the 2016 FLL season! Join us as we explore this year’s challenge, robot game rules, and are given expert information on how animals make our lives better in Rochester and upstate New York. As FIRST Partners for both FLL and Jr.FLL, we are excited to offer insight into both programs throughout the upcoming season.

More detailed information about this year’s Animal Allies challenge can be found on the FIRST National website: [www.firstlegoleague.org/challenge](http://www.firstlegoleague.org/challenge)

Registration for the Finger Lakes regional tournament series opens today, September 11th. You may register your team, and select tournament site preferences at: [http://enrollment.rochester.edu/precollege/FLL/#tab5](http://enrollment.rochester.edu/precollege/FLL/#tab5)

Enjoy!

**Damian Garcia & Elayne Stewart**  
Co-Tournament Directors  
Finger Lakes Region FIRST Lego League  
Email: flfllcommittee@ur.rochester.edu  
[http://enrollment.rochester.edu/precollege/fll/](http://enrollment.rochester.edu/precollege/fll/)

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**Junior FIRST Lego League 2016**  
**Creature Craze** Challenge:

As a team, learn more about the animals we encounter in our lives, whether in zoos, on the farm, or in your own backyard! While exploring, teams will learn about simple machines as they build a model made of LEGO® elements with a motorized part. They will also learn to present information through a Show Me Poster. Throughout their experience, teams will operate under the Jr.FLL signature set of Core Values, celebrating discovery, teamwork, and Gracious Professionalism®.

A complete overview of the Jr.FLL season challenge can be found online at: [www.juniorfirstlegoleague.org/challenge](http://www.juniorfirstlegoleague.org/challenge)

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THANK YOU to our sponsors and local experts!
MEET THE EXPERTS

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More Information may be found at https://firstinspiresst01.blob.core.windows.net/fll/animal-allies-challenge-guide.pdf
THE MISSION MODELS EXPLAINED

M01 - SHARK SHIPMENT
- Visible at the end of the match: - Tank and Sharks are swimming in Target 1: 7 Points OR Target 2: 10 Points
- Bonus: (Added only if a Target score is exceeded) - Shark is swimming only the tank (no) and as well 20 Points
- More: After Launch for this Mission, nothing is ever allowed to touch the Shark except the Tank

M02 - SERVICE DOG ACTION
- Visible at the end of the match: - The Service Dog is down 10 Points
- More: The Fireworks must be down because the Robot completely crossed from the west, after traveling between the Barriers, Y/N

M03 - ANIMAL CONSERVATION
- Before the match starts, place your choice of one animal in the tray of the Animal Conservation Mission Model. The placement must match one of these options:
  - Newborn facing west
  - Donkey facing south
  - Alpaca facing east
  - Flamingo facing east
- If placing another animal other than Reindeer, put Reindeer on that animal's facing west side.
- During the Match: Participating Robots make the trays switch places. A switch is only successful when the robot causes the system to stop. Robots then have the option of removing the recent animal and replacing it with a different animal for switching.
- Visible at the end of the match:
  - Two different animals are completely on the same tray: 20 Points per pair
  - Both trays get points for all pairs
- More: Each pair must be created through rotation of the Animal Conservation Mission Model
- Y/N

M04 - FEEDING
- Visible at the end of the match:
  - A piece of food is completely in a Target Area: 10 Points (Each Piece)
  - More: If multiple pieces of food are in one area all must match each other: Y/N

M05 - BICIMMICY
- Visible at the end of the match:
  - The Bicimmy Wall completely supports:
    - All the weight of the White Center: 10 Points
  - More: For an object to score, no part of it may be in contact with anything but the Bicimmy Wall and/ or Green Center, except two scoring objects may be in contact with each other: Y/N

M06 - MILKING AUTOMATION
- Visible at the end of the match:
  - Milk and Manure have all rolled out: 15 Points OR
  - Milk has all rolled out but not Manure: 20 Points
  - More: The Robot's only movement of the Milk and/or Manure came by moving the red lever: Y/N

M07 - FAUNA RELEASE
- Visible at the end of the match:
  - The slider looks fully open clockwise: 10 Points

M08 - CAMERA RECOVERY
- Visible at the end of the match:
  - The Camera is completely in Base: 15 Points

M09 - TRAINING AND RESEARCH
- Visible at the end of the match:
  - Zoo & Trainer are completely in the Training & Research Area: 15 Points
  - More: Animals are completely in the Training & Research Area: 5 Points Each
  - More: Only one Mammoth Sample may be transported at a time: Y/N

M10 - BEEKEEPING
- Visible at the end of the match:
  - The Bee is on the Beehive and there is no Honey in the Sleeves: 12 Points OR
  - The Bee is on the Beehive and the Honey is completely in Base: 15 Points

M11 - PROSTHESIS
- Visible at the end of the match:
  - The Prosthesis is fixed to the Pet and not held by the Referee: 9 Points OR
  - The Prosthesis is fixed to the Pet AND the Pet is completely in its Farm Target: 15 Points

M12 - SEAL IN BASE
- Visible at the end of the match:
  - The Seal is completely in Base and not broken: 1 Point

M13 - MILK IN BASE
- Visible at the end of the match:
  - All three Milk are completely in Base: 1 Point

M14 - MILK ON RAMP
- Visible at the end of the match:
  - Option 1: 2 Points
  - All three Milk are completely supported by the RAMP
  - Option 2: 3 Points
  - All of 5001 1 (above)
  - AND they're the only things supported by the Ramp
  - AND they're the only things touching the Ramp
  - Option 3: 4 Points
  - All of colors 1 & 2 (above)
  - AND they're all standing

M15 - ALL SAMPLES
- Visible at the end of the match:
  - All twelve Mammoth Samples are completely in the Training & Research Area: 5 Points Added to M08 penalties, worth Minus 6 Points Each

PENALTIES: Before the match starts, the Referee removes five Mammoth Samples from Base and holds onto them, leaving five still there. If you interrupt the Robot, the Referee places one of the removed Samples in the white triangle, in the southeast, as a permanent unchangeable interruption Penalty. You can get up to five such penalties, worth Minus 6 Points Each.

The Robot Game Missions can provide real-world examples for your Project research. Learn about the stories behind the Missions in the Challenge Guide: [http://firstlegophones.org/challenge/animal-allies](http://firstlegophones.org/challenge/animal-allies)