Strategy
Strategy for FLL

FLL Teams strategy includes:

- Rule review
- Break up mission map into zones
- Assign point values to a run of missions
- Timing Runs
- Cost benefit analysis
- Documenting Strategy
- Judge’s Strategy Tips
Reading the Rules

- Assign as homework
  - Annotate with questions and comments on what they are reading
  - Come back after homework and have a discussion on the rules
- Dedicate time during the meetings to discussing rules
- Have a copy on hand to reference during debates
- Report on rule updates through the season
Breaking up Mission Map into Zones

- Break down the map into zones by:
  - Location
  - Missions
  - Points / Value
  - Runs
  - Difficulty
  - Attachment types
Cost Benefit Analysis

- Teams perform cost benefit analysis
  - To determine the best combination of runs that gives maximum points for a single robot game
- This includes **time, difficulty, and point value**
- Very effective robot game strategy
- Develop robot design specs

![PICK Chart](image-url)
Assigning Point Values to Runs

- Consider missions that can be completed either in a single run or in order
- Do this for various orders and runs
- This helps put the game into perspective, taking time, difficulty, and point value into account.
- Find helpful apps and scoring sheets to calculate possible scores
Timing Runs

- Time runs to understand how many missions your teams can complete
- Remember, you want the **average** of your runs!
- Time different runs and in different orders
- Transition time WILL be a large factor in your overall times.
  Make robot transitions easy
  Practice transitions
Documenting Strategy

- It is always important to document strategy. Consider keeping an engineering notebook.
- This shows that there was a process
- Judges are looking for documentation

Robot design executive summary ([link](#))
Judge’s Strategy Tips

● Judges want to hear:
  ○ That the kids strategized
  ○ That there was a defined strategy process
  ○ That a timeline and goals were set
  ○ About obstacles encountered during robot design

● Judges do not want to hear:
  ○ That you picked easy missions first and difficult later
  ○ That coaches did all the strategy