## Open Software Platform Pilot

Our region is participating in a pilot to open the software rule for the 2018 INTO ORBIT season. *FIRST* LEGO League is responding to interest from the community to be able to use software other than MINDSTORMS EV3, NXT, or RCX to program robots for *FIRST* LEGO League tournaments.

**Special Pilot-region only Robot Game Updates will apply in our region**, in addition to the Challenge Updates posted on firstlegoleague.org.

Teams may use any software they choose - see the updated rule R07. Note that R05 precludes the use of any software that requires tethering to a computer while the missions are being run. Teams who choose to use software other than official MINDSTORMS software do so ***at their own risk***.

There are many software solutions available for programming the LEGO MINDSTORMS. LEGO will provide limited technical support for Microsoft MakeCode for EV3 (https://www.lego.com/en-us/service). Any other software that is compatible with LEGO MINDSTORMS and does not violate other *FIRST* LEGO League rules may be used in competition, but they are NOT supported by LEGO. Support for other software must come from the developers of that software. Some software options require internet access; be aware that many tournaments may not have have reliable public internet access. We recommend bringing your own mobile hotspot if you will require internet access at your event. Be aware, as some of our competitions take place in schools where cellular reception may not always be consistent or available. Teams bringing their robot to an event needing internet or cellular network do so ***at their own risk***, as this is not a guaranteed.

All teams should be prepared to describe their programs to Judges who may not be familiar with the programming language the team used. Teams are ***required*** use the new Robot Design Summary worksheet to help document and explain their programs for Judges. **The final version is attached**. It is also posted on our website under Team Resources-> FIRST LEGO League-> FIRST LEGO League Downloads.

Please fill out this ***required*** short registration letting us know your team is choosing to participate, and what software you have chosen. Open Software Pilot Registration (You may fill this out more than once if you decide to change software). At the end of the season, we will ask all teams who choose alternate software to complete another short survey to send us feedback about your experiences. You are welcome to email us during the season to share too**. You will not be able to use alternate software at your qualifier events without filling out the Pilot Registration!**

If you have questions about the software pilot, contact me, Jacque Grimm jacqueg@firstwa.org, or email flljudge@firstinspires.org or fllrobotgame@firstinspires.org.