

Decide what you need

FLLTools can do a lot. It has all kinds of features that make organising your regional final easier and automate a lot of work. Not every event needs everything. That's why FLLTools works with **modules**: parts you switch on or off yourself. This keeps the menus tidy, and you only see what you use. How to switch modules on is explained on the page [Settings and modules](#).

Go through the list below beforehand and decide what you want to use at your event.

Always available

- **Teams, rounds and tables**: the basis of every event.
- **Referee input (Robot Match)**: referees fill in the score sheet on a tablet or phone. This also works when the internet drops out for a while.
- **Scoreboards**: a public scoreboard for visitors and an administrative scoreboard for the organisation.
- **The timer**: the match timer for a big screen.
- **Remarks**: notes about teams for the judges' deliberation.
- **Competition Results**: an overview of all rankings the judges can use to decide the awards.
- **Exports**: judging forms, match lists, judging lists and the export to OJS.

Modules you can switch on

- **Judging (Judge Module)**: judges fill in the rubrics digitally, or paper forms are scanned in.
- **Advanced Team Management**: coaches receive an invitation to maintain their own team page, team photo and social media links.
- **Schedule (Schedule Module)**: the day schedule for teams, volunteers and the public.
- **Schedule generator (Schematic Generator Module)**: FLLTools automatically creates a day schedule based on your teams, tables, juries and rounds. This now happens directly in the tool.
- **Livestream**: show the livestream of your event on the public website.
- **Custom PDF Templates**: design your own documents, such as name cards, table cards or certificates, with the team details filled in automatically.
- **Info screens**: screens in the venue showing the schedule, who is playing at which table, the timer or the scoreboard.
- **Practice tables (Practice Table Reservations)**: teams book a time slot on a practice table themselves.

- **Check-in (Team Check-in Module):** keep track of which teams have reported on arrival.

Because FLLTools contains all team names, team numbers and organisation details, exports and screens can be made quickly and without mistakes. Especially at large events this saves a huge amount of manual work.

Custom work

Missing something? Some features need a bit of custom work. Depending on the size of the job, we may ask for a small voluntary contribution. This is a one-off, because the code becomes part of FLLTools. That way other organisations can use it too, and so can you next year. Contact thijs@flltools.nl about this.

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