

Practice tables and reservations

Many events have practice tables where teams can test their robot one more time. With FLLTools, teams book a practice slot themselves on a screen (for example a touchscreen or tablet) next to the practice tables. You set for each table how long a practice slot lasts and when the table is open. FLLTools automatically turns this into time slots.

For this the **Practice Table Reservations** module must be switched on. You do this through Setup → Settings (see the page [Settings and modules](#)). If the module is off, teams see on the reservation screen that no slots are available.

Creating practice tables

- Go through **Setup** to **Practice Tables**.
- You see a list of all practice tables, with the colour, the slot length, the opening and closing time and the number of reservations.
- Click **Add (1)** to add a practice table.

Practice Tables						1	+ ADD
Table Number ↑ 1	Colour	Slot Length (minutes)	Opening Time	Closing Time	Reservations		
1		10	21:53	23:53	2		
2		10	21:53	23:53	2		
3		10	21:53	23:53	2		

Add Practice Table

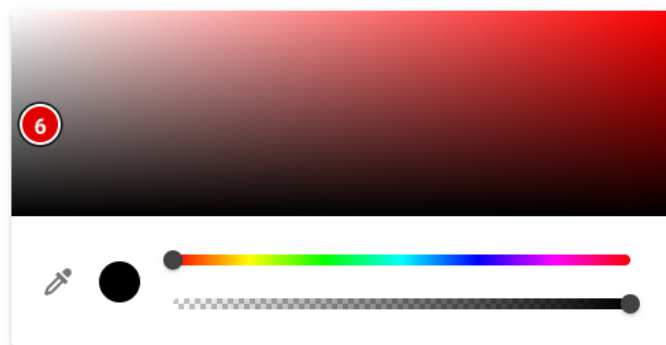
Table Number **1**

Colour **2**

Slot Length (minutes) **3**

Opening Time **4**
--:--

Closing Time **5**
--:--



[CLOSE](#) [SAVE](#)

Table Number (1): The number of the practice table, for example 1, 2, 3.

Colour (2): The name of the table's colour, for example "Red". This helps teams find the right table quickly.

Slot Length (minutes) (3): How long a practice slot lasts, in minutes.

Opening Time (4): From what time the table is open for practice.

Closing Time (5): Until what time the table is open.

Colour picker (6): The colour teams see on the reservation screen and the info screen.

Click **Save**. The time slots are created automatically. A table open from 09:00 to 10:00 with a 15-minute slot, for example, gives four slots: 09:00, 09:15, 09:30 and 09:45.

Maximum number of reservations per team

How many practice slots a team may book ahead at the same time is set through Setup → Settings in **Max practice reservations per team** (2 by default). As soon as a practice slot has passed, it no longer counts and the team can book a new slot.

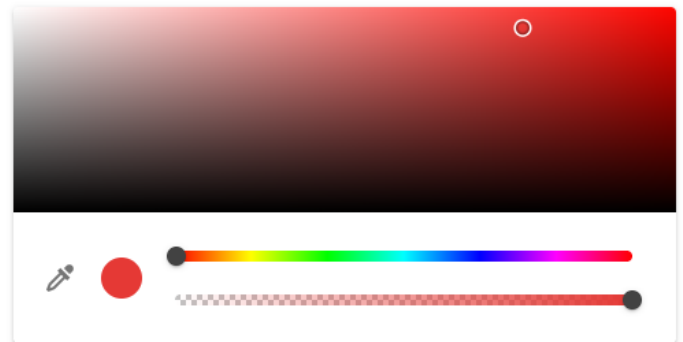
Viewing and cancelling reservations

- In the list, click the **3 dots** next to a practice table and choose **Edit**.
- At the bottom of the window are all **Reservations (1)** for this table, with the time and the team.

- **Cancel Reservation (2)** cancels a reservation. The slot then becomes available for another team.
- Want to change the table itself? Change the fields and click **Update**.

Edit Practice Table

Table Number	1
Colour	Red
Slot Length (minutes)	10
Opening Time	21:53 🕒
Closing Time	23:53 🕒



Reservations 1

21:53 - 22:03 — 1000 | Nibble

✕ CANCEL RESERVATION

22:03 - 22:13 — 1001 | Flowerbed

✕ CANCEL RESERVATION

23:13 - 23:23 — 1001 | Flowerbed

2

✕ CANCEL RESERVATION

CLOSE UPDATE

Delete in the menu deletes the whole practice table, including its time slots.

How a team books a slot

Place a computer, tablet or touchscreen next to the practice tables showing the page <https://yourevent.flttools.nl/practice-reservation>. Replace "yourevent" with the name of your event. No login is needed.

Step 1: Entering the team number

The team taps in its team number with the large number keys (or the keyboard) and presses **Continue**. If the number doesn't exist, a message appears and the team can try again.

Reserve a Practice Slot

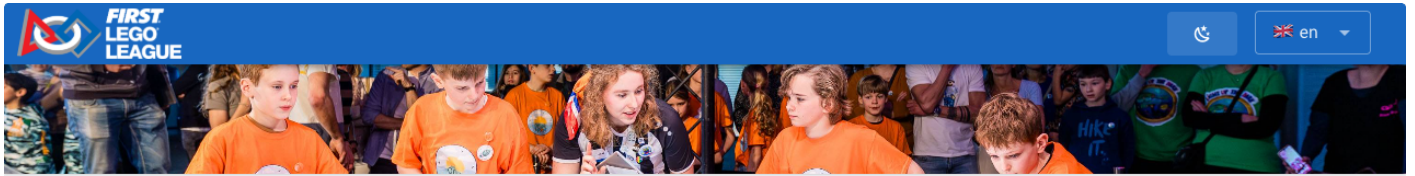
Enter your team number

1	2	3
4	5	6
7	8	9
×	0	✖

CONTINUE

Step 2: Choosing a time

The team now sees all free time slots: each column is a practice table, each row a time. An empty spot means that table is already taken or closed at that time. On the right is **Your Schedule**, the team's day schedule, so it can choose a time that doesn't clash with a match or judging session.



1001 | Flowerbed

← BACK

Available Slots

	Table Number 1 (Red)	Table Number 2 (Blue)	Table Number 3 (Green)
23:13	23:13	23:13	23:13
23:23	23:23	23:23	23:23
23:33	23:33	23:33	23:33
23:43	23:43	23:43	23:43

Your Schedule

-  **Robot Match** 10:16 - 10:20
Table Purple
-  **Jury Session** 10:45 - 11:20
Panel Alpha
-  **Robot Match** 11:40 - 11:44
Table Purple
-  **Pause** 12:15 - 13:00
-  **Practice Slot** 22:03 - 22:13
on table 1

After choosing a time, the screen asks for confirmation. The team presses **Confirm** to book, or **Cancel** to go back.

Confirm Reservation

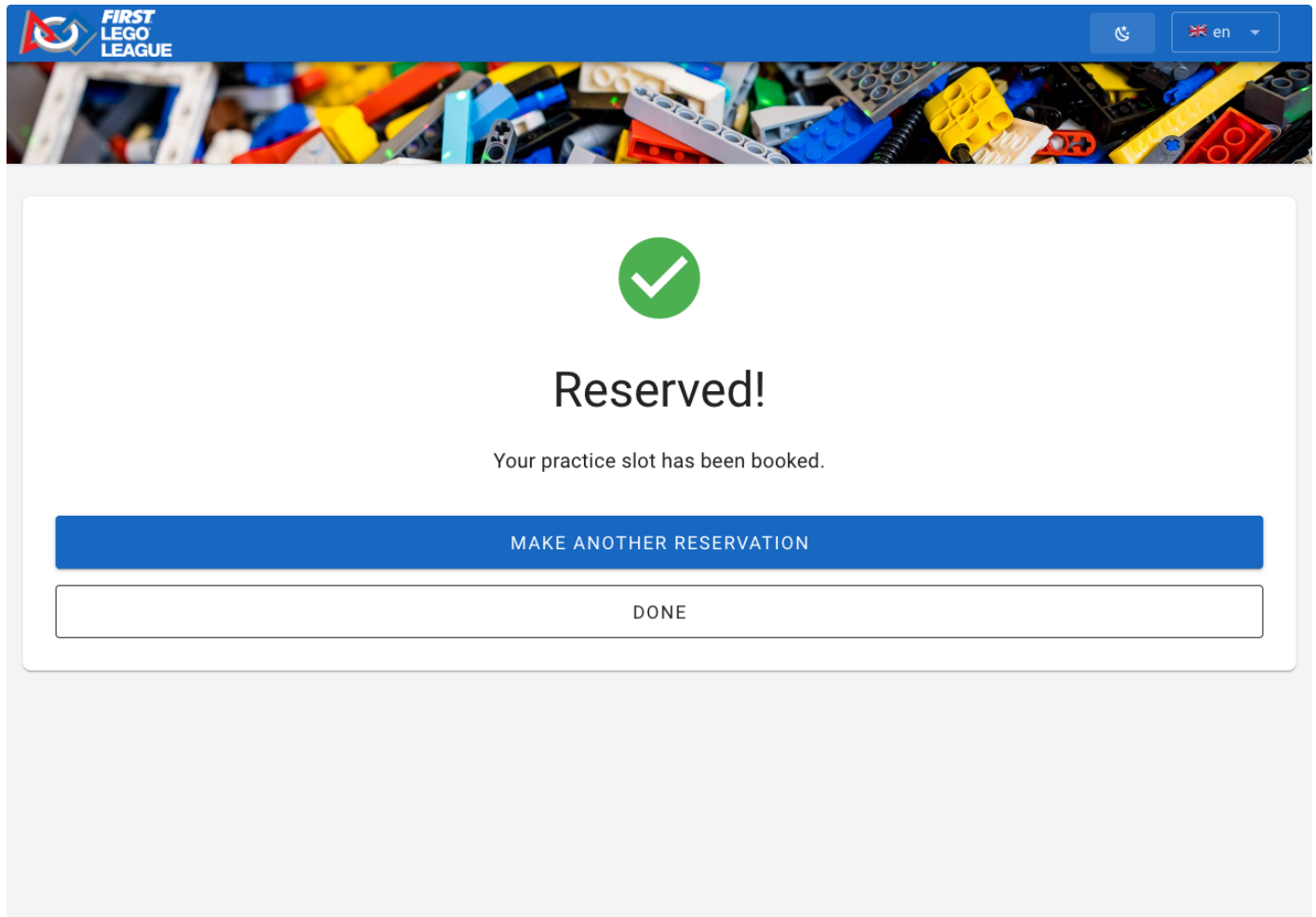
Reserve 23:13 on table 1 for team 1001 |
Flowerbed?

CONFIRM

CANCEL

Step 3: Done

The team sees **Reserved!**. **Make Another Reservation** lets it book another slot (if the maximum hasn't been reached yet); **Done** takes the screen back to the start.



Good to know:

- After 15 seconds without a touch, the screen automatically returns to the start. That way the previous team's details don't stay on screen. This doesn't happen while confirming.
- If two teams choose the same slot at the same time, the second team gets a message that the slot has just been taken and chooses another time.
- If a team has reached the maximum number of reservations, the screen says so.
- Booked practice slots also appear in the schedule on the public team page.

Practice tables on an info screen

With an info screen of the **Practice Tables** type you show at the practice tables who is practising now (**Now**), who comes next (**Next**) and how many slots are still free. See the page [Info screens](#).

Practice Tables

● 1

NOW
Free

NEXT
Flowerbed

23:13 - 23:23

3 slots left

● 2

NOW
Free

NEXT
No team

4 slots left

● 3

NOW
Free

NEXT
No team

4 slots left

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