

**2014 FIRST® LEGO® LEAGUE  
ED CHAPIN  
CHATTANOOGA AREA QUALIFIER**

**TOURNAMENT MANUAL**

Sponsored by:





# **Welcome to the 2014 FIRST<sup>®</sup> LEGO<sup>®</sup> League Ed Chapin - Chattanooga Area Qualifier Tournament**

We are happy that you have chosen our qualifier tournament. We look forward to meeting your team, watching your robot overcome the challenges of "First Class", and sharing an exciting day with you. We are expecting 28 teams and a total attendance of over 600 team members, coaches and spectators.

This manual contains information that will be useful to you as you plan your qualifier trip. Please review it carefully to ensure you are fully prepared. If you have any questions, please feel free to contact the qualifier event manager. Contact information is provided in the manual.

**Qualifier registration is being handled electronically by the FLL team and event registration website. When you register for our event, a confirmation email is sent to you. If there are less than 32 teams registered for the Chattanooga Area Qualifier, all teams will be accepted. If there are more than 32 teams registered for the qualifier, then Chattanooga Area teams will receive preferred acceptance.**

**Also posted on our webpage and enclosed with this manual is a Release and Consent Form. A copy of this form must be submitted for each team member, coach, and mentor.**

Again, welcome to the Chattanooga Area Qualifier Tournament and best wishes for an exciting and successful FIRST LEGO League experience.

Scott Rosenow, Event Manager

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# 2014 FIRST LEGO League Chattanooga Area Qualifier

## SPONSORS

The FIRST LEGO League Chattanooga Area Qualifier Tournament is sponsored by Tennessee Valley Authority (TVA), Mountain Education Fund (MEF), Electric Power Board (EPB), Chattanooga State, WRCB-TV, and Chattanooga Times Free Press. All sponsors support the development and strengthening of mathematics and science education and have long histories of working with K-12 education programs that utilize hands-on engaged learning activities for students, such as FIRST LEGO League.

## TOURNAMENT CONTACTS

### **Scott Rosenow, Event Manager**

CSLA, HCDE

6579 E Brainerd Road  
Chattanooga, TN 37421

Mobile Phone: (423) 580-4635  
Email: rosenow\_s@hcde.org

## QUALIFIER DATE AND SCHEDULE

**Saturday, December 6, 2014**

The starting time for team setup and the opening ceremony are fixed. All other times are subject to change and depend upon the total number of participating teams. A final schedule will be provided on qualifier day to each team coach.

7:30 AM	Doors Open at SMMHS
8:00 AM	Check-in
8:30 AM	Opening - Welcome
9:00 AM	First Round Competition Begins
10:30 AM	Morning Break
10:45 AM	Second Round Competition Begins
12:30 PM	Lunch Break
1:15 PM	Third Round Competition Begins
3:00 PM	Awards

## **LOCATION AND DIRECTIONS**

**Signal Mountain Middle/High School  
2650 Sam Powell Trail, Signal Mountain TN 37377**

Drive up Signal Mountain via the main road, Signal Mountain Blvd., route 127. After the "Welcome to Signal Mountain" sign but before the traffic light, take the first left onto Signal Mountain Blvd. - it is directly across from the CVS entrance. This will become Maryland Avenue and then it becomes James Blvd. after bending around to the right. Turn left onto Timberlinks Drive, just before the Golf Club. Stay on Timberlinks for about two miles. It will bend to the right and become Shackelford Ridge Road. Turn left onto Sam Powell Drive next to Nolan Elementary School. The first two driveways on the right lead to our high school entrance, and the third driveway on the right leads to our middle school entrance and Fine Arts wing. The athletic fields are on the left, across from the first high school entrance.

## **WINTER WEATHER SITUATIONS**

Weather conditions forecasted for qualifier day will be monitored by the event organizers. If severe winter weather conditions are forecasted for the scheduled tournament day, teams may call [\(423\) 580-4635](tel:4235804635) to hear a recorded message about the status of the qualifier. Any decision to cancel the qualifier will be made no later than 8:00 PM on the Friday before the qualifier.

## **PARKING**

Large parking areas are located in front and behind the building. You may park in any of these lots on the day of the qualifier. To maintain open access for emergency vehicles, do not park in the drive way in front of the main or rear entrance to the building.

## **TOURNAMENT DAY CHECK-IN**

Signal Mountain Middle/High School will be open at 7:00 AM on Qualifier Day. Coaches should report to the registration table and teams should proceed directly to the pit area (middle school gym). The registration table will be located just inside the entrance from the main parking lot. Nametags, a final schedule, and other information will be issued. To avoid congestion at the entrance, volunteers will be stationed near the entrance to direct teams to their pit locations.

## TEAM SIZE

Teams are limited to a maximum of ten (10) members, excluding coaches and mentors. Teams are expected to observe this limit so we can avoid overcrowding in the pits and prevent disappointments when participation pins are distributed. Teams will receive one participation pin for each team member, up to a maximum of ten.

## ADULT SUPERVISION REQUIREMENT

All teams must be accompanied at all times by at least one adult coach or assistant coach, and the coach must remain at the qualifier site throughout the day. Unsupervised teams will not be allowed to compete.

## EMERGENCY CONTACT ON TOURNAMENT DAY

In the event of an emergency, team members may be contacted through the individual team coaches. Please provide coaches' contact information, in writing, to parents/guardians of each team member. Emergency personnel will be on site during the tournament if needed.

## SECURITY OF TEAM EQUIPMENT AND PERSONAL ITEMS

The sponsors cannot accept liability for lost or damaged items. Please make sure that someone on your team monitors your team equipment and personal items.

## PIT AREAS AND PRACTICE TABLES

Pit areas will be located in the middle school gym, see the qualifier facility map in the appendix. Each team will be assigned a pit table (30" x 72") and an electrical outlet. Each team pit table will be marked with a placard identifying the team number and nickname. To facilitate locating teams by event volunteers and judges, teams should occupy the pit tables that are assigned and should not relocate themselves during the check-in process. Practice tables, identical to the competition tables, will be available throughout the day. Volunteer "Pit Bosses" will be stationed in the pit area and at the practice tables to provide assistance and manage access. Practice time will be limited to five minutes when other teams are waiting. Only team members, coaches and tournament officials will be allowed in the pit and practice table areas. However, the pit and practice table areas will be arranged such that spectators can observe the activities. **No food or drinks are allowed in the pit and practice table areas.**

Teams from the same organization will not perform together. To facilitate this, teams from the same organization will be physically separated in the pit area. If teams must share equipment, such as a computer or a video projector, it's important to communicate this as early as possible to qualifier organizers.

## TEAM BANNERS, POSTERS, AND STICKERS

Teams are encouraged to bring a team banner or poster to mount on the wall in the pit area only. This is an excellent way to display team spirit and identify your team for the judges and spectators. Tape will be provided for mounting banners and posters on the wall. Please limit banners and posters to a maximum size of 4' by 4'. **No posters, flyers, or signs should be posted outside of the pit area by any team. As a result of facility damage at previous tournaments, stickers are prohibited.**

## QUALIFIER SCHEDULE OF EVENTS

A final schedule of qualifier events will be provided to each team coach during check-in. See the appendix for an example schedule. Times on the schedule are approximate. During the qualifier each team will participate in three (3) Robot Performance rounds, make their Research Project Presentation and be interviewed for Robot Design, and Teamwork. To accomplish all this, the event is scheduled in the following way:

## ROBOT PERFORMANCE ROUNDS

The Robot Performance area is located on the floor of the high school gymnasium. There will be two pairs of tables set back-to-back; a total of four tables. Tables are numbered 1 through 4. Two teams will perform at the same time.

Qualifier volunteers will escort teams to the on-deck area five minutes prior to the start time. When the referees signal that everything is ready, the teams will be escorted to the competition tables and given approximately one minute to prepare and place their robots. At the end of the setup period, the referees will start the 2½-minute competition period. At the end of the competition period, the referees will determine scores and tell the teams when to retrieve their robots and exit the competition area. Only two team members may stay at the table while the robot is attempting a mission. Other team members must remain behind a line on the floor. If a team is not prepared to compete at their assigned time, they will forfeit that round. **A team's best score out of the three competition rounds will be used for performance award determinations.** Performance rounds will be conducted in accordance with the rules and standards published in the FLL Team Manual, including any changes and modifications that have been posted on the Official FIRST<sup>SM</sup> LEGO<sup>®</sup> League web site.

## **QUALIFIER TOURNAMENT SCHEDULE ROTATION EXPLANATION**

During the first set of robot performance rounds, 8:30, teams 1–14 must immediately make their way to the high school wing (to the left of the registration area) in preparation for their Research Project, Robot Design or Core Values presentations/interviews, as noted on their individual schedules. During the second set of robot performance rounds, 10:00, teams 15-28 must immediately make their way to the high school wing in preparation for their presentations/interviews, as noted on their individual schedules.

## **TEAM RESEARCH PROJECT PRESENTATION**

Team Research Project presentations will be held in an informal setting with only team members, team coach, and judges present. Teams should be prepared to make their presentations to the judges immediately after their first round of competition. Each team will have a maximum of 10 minutes to setup, deliver their presentation, and discuss their research with the judges. Presentations should not be longer than five minutes to allow plenty of time for discussion with the judges. Posters and other visual aids are beneficial. A copy of the judge's evaluation sheet is attached.

**Note:** Video presentations are discouraged due to the excessive setup time required. If a team wants to use video presentation materials, such as PowerPoint, they must provide the computer, projector, cart, and extension cord. No additional setup time will be allowed.

## **ROBOT DESIGN/PROGRAMMING INTERVIEW**

The Robot Design/Programming interview provides an opportunity for each team to meet with technical judges, demonstrate their robot, and discuss its design. Teams must bring their robot, with all mission attachments, and a printed copy of their RCX, NXT or EV3 programs to the Robot Design interview. Teams should give their printed programs to the judge. A maximum of ten minutes will be allowed for each team. A copy of the judge's evaluation sheet is attached.

## **CORE VALUES INTERVIEW**

First Lego League recognizes the importance of teamwork for success in completing and sharing complex tasks. The Core Values Interview is designed to provide teams with an opportunity to both express and demonstrate their understanding of the FLL Core Values. Teams should prepare a Core Values Poster. A copy of the judge's evaluation sheet is attached.

## JUDGES AND REFEREES

We have assembled an impressive team of judges and referees for the qualifier. Many of our judges and referees have participated or served as volunteers for previous tournaments and bring valuable experience with them. The judges are looking forward to meeting the teams, hearing team research presentations, and watching robots perform. Each team should be prepared to share their experiences with the judges and discuss the design of their robot. The referees are looking forward to providing teams with the best possible opportunity to demonstrate their robots during the competition rounds. Please give the judges and referees your complete attention and cooperation. Also, please keep in mind that the decisions of the referees are final and there are no provisions for protest or appeal.

## ALLOWABLE PARTS AND SOFTWARE

At any time during the qualifier, the judges and referees may inspect robots to determine if they comply with the allowable parts and software rules as stated on the Official FLL website.

## AWARDS

Each team member will receive a FIRST LEGO League qualifier event pin for participating in the program. In addition, numerous team awards will be presented at the qualifier tournament.

- Champion's Award (1<sup>st</sup> – 3<sup>rd</sup>)
- Robot Awards
  - Mechanical Design Award (1<sup>st</sup>)
  - Programming Award (1<sup>st</sup>)
  - Strategy & Innovation (1<sup>st</sup>)
- Project Awards
  - Research (1<sup>st</sup>)
  - Innovation Solution (1<sup>st</sup>)
  - Presentation (1<sup>st</sup>)
- Robot Performance Award (1<sup>st</sup>)
- Core Values Awards
  - Inspiration (1<sup>st</sup>)
  - Teamwork (1<sup>st</sup>)
  - Gracious Professionalism™ (1<sup>st</sup>)

It is the aim of the tournament to distribute awards as equitably as possible among the teams, with the goal of no team winning more than two awards of the required FLL core awards at a qualifier tournament. A team can only win a second award if one of the awards they win is for Robot Performance.

## LUNCH

Team coaches/members are responsible for providing their own lunches to manage food allergies and limited time. Food reservations can be made for the purchase of whole pizzas and drinks by contacting Rob Dodson at [dodson\\_r@hcde.org](mailto:dodson_r@hcde.org). We recommend using the SMMHS cafeteria as a seating area for lunch. Food/drinks cannot be stored or eaten in the stands of the SMMHS Gymnasium. Concession stands located on the lower level between the two gyms will be open throughout the day managed by volunteers and members of the SMMHS FTC & FRC Robotics Teams.

## ACCOMMODATIONS FOR PERSONS WITH SPECIAL NEEDS

Signal Mountain Middle/High School is ADA accessible for all participants.

## REQUIREMENT FOR RELEASE AND CONSENT FORMS

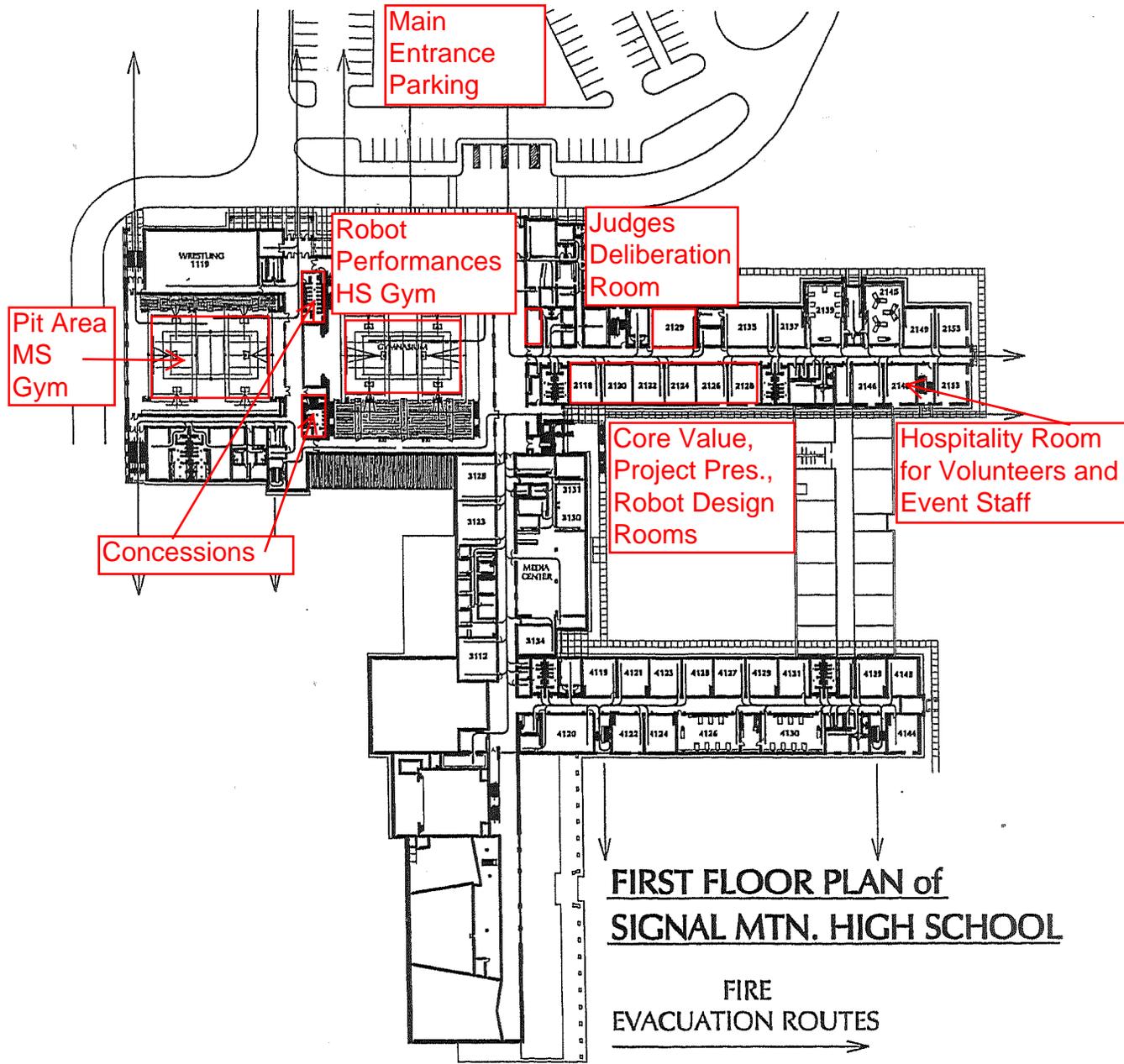
**In the appendix of this manual is a Release and Consent Form. A copy of this form must be submitted for each team member, coach, and mentor. These forms must be mailed no later than Thanksgiving Day. This is a FIRST policy. Teams that do not submit forms will not be allowed to participate in the qualifier tournament.**

## SAFETY AND SECURITY

Child safety is paramount to all of us involved with young people. Due to the age of the participants in the FLL program, you the parents and guardians are essential to their safety. Please educate your child about how to recognize situations that may put them at risk, as well as what things they can do to protect themselves such as always having a companion.

We know you take measures to ensure that you are comfortable with the adults working with your child's FLL team. Beyond the FLL team meeting environment, where you interact with the adult volunteer(s) over a long period of time and can make these judgments directly, there are FLL events with volunteers interacting with your child for one day. In this case it is essential that you educate your child about basic safety practices. For example: the importance of staying with their team or at least in pairs at all times and not leaving the venue except with you, their parent/guardian, or perhaps the team's coach or mentor, if agreed to by their parent/guardian.

**DUE TO LIABILITY RESTRICTIONS, SKATE SHOES ARE PROHIBITED AT THIS EVENT.**



Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. When you have completed the evaluation, please circle the awards for which you would like this team to be considered.

		Beginning	Developing	Accomplished	Exemplary
<b>Inspiration</b>	<b>Discovery</b>	Balanced emphasis on all three aspects (Robot, Project, Core Values) of FLL; it's not just about winning awards			
	N	emphasis on only one aspect; others neglected	emphasis on two aspects; one aspect neglected	emphasis on all three aspects	balanced emphasis on all three aspects
	D				
	<b>Team Spirit</b>	Enthusiastic and fun expression of the team identity			
	N	minimal enthusiasm AND minimal identity	minimal enthusiasm OR minimal identity	team is enthusiastic and fun; clear identity	team engages others in their enthusiasm & fun; clear identity
D					
<b>Integration</b>	<b>Integration</b>	Application of FLL values and skills outside FLL (ability to describe current and potential examples from daily life)			
	N	team does not apply FLL values and skills outside FLL	team able to describe at least one example	team able to describe multiple examples	team able to describe multiple examples, incl. individual stories
	D				

Comments:

<b>Teamwork</b>	<b>Effectiveness</b>	Problem solving and decision making processes help team achieve their goals			
	N	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals
	D				
	<b>Efficiency</b>	Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities)			
	N	limited time management AND unclear roles	limited time management OR unclear roles	excellent time management and role definition allows team to accomplish most goals	excellent time management and role definition allows teams to accomplish all goals
D					
<b>Kids Do the Work</b>	<b>Kids Do the Work</b>	Appropriate balance between team responsibility and coach guidance			
	N	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	Good balance between team responsibility and coach guidance	team independence with minimal coach guidance
	D				

Comments:

<b>Gracious Professionalism™</b>	<b>Inclusion</b>	Consideration and appreciation for the contributions (ideas and skills) of all team members, with balanced involvement			
	N	unbalanced team involvement AND lack of appreciation for contributions	unbalanced team involvement OR lack of appreciation for contributions	balanced team involvement AND appreciation for contributions of most team members	balanced team involvement AND appreciation for contributions of all team members
	D				
	<b>Respect</b>	Team members act and speak with integrity so others feel valued-- especially when solving problems or resolving conflicts			
	N	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in the most difficult situations
D					
<b>Coopertition™</b>	<b>Coopertition™</b>	Team competes in the spirit of friendly competition and cooperates with others			
	N	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in difficult situations--and team actively helps other teams
	D				

Comments:

<b>Awards Consideration:</b>	<b>Inspiration</b>	<b>Teamwork</b>	<b>Gracious Professionalism™</b>
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Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. When you have completed the evaluation, please circle the awards for which you would like this team to be considered.

		Beginning	Developing	Accomplished	Exemplary
<b>Mechanical Design</b>	<b>Durability</b>	Evidence of structural integrity; ability to withstand rigors of competition			
	N D	quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	sound construction; no repairs
	<b>Mechanical Efficiency</b>	Economic use of parts and time; easy to repair and modify			
	N D	excessive parts or time to repair/modify	inefficient parts or time to repair/modify	appropriate use of parts and time to repair/modify	streamlined use of parts and time to repair/modify
	<b>Mechanization</b>	Ability of robot mechanisms to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)			
N D	imbalance of speed, strength and accuracy on most tasks	imbalance of speed, strength and accuracy on some tasks	appropriate balance of speed, strength and accuracy on most tasks	appropriate balance of speed, strength and accuracy on every task	
<i>Comments:</i>					
<b>Programming</b>	<b>Programming Quality</b>	Programs are appropriate for the intended purpose and would achieve consistent results, assuming no mechanical faults			
	N D	would not achieve purpose AND would be inconsistent	would not achieve purpose OR would be inconsistent	should achieve purpose repeatedly	should achieve purpose every time
	<b>Programming Efficiency</b>	Programs are modular, streamlined, and understandable			
	N D	excessive code and difficult to understand	inefficient code and challenge to understand	appropriate code and easy to understand	streamlined code and easy for anyone to understand
	<b>Automation/Navigation</b>	Ability of the robot to move or act as intended using mechanical and/or sensor feedback (with minimal reliance on driver intervention and/or program timing)			
N D	frequent driver intervention to aim AND retrieve robot	frequent driver intervention to aim OR retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver intervention	robot moves/acts as intended every time with no driver intervention	
<i>Comments:</i>					
<b>Strategy &amp; Innovation</b>	<b>Design Process</b>	Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved (applies to programming as well as mechanical design)			
	N D	organization AND explanation need improvement	organization OR explanation need improvement	systematic and well-explained	systematic, well-explained and well-documented
	<b>Mission Strategy</b>	Ability to clearly define and describe the team's game strategy			
	N D	no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish the team's well defined goals	clear strategy to accomplish most/all game missions
	<b>Innovation</b>	Creation of new, unique, or unexpected feature(s) (e.g. designs, programs, strategies or applications) that are beneficial in performing the specified tasks			
N D	original feature(s) with no added value or potential	original feature(s) with some added value or potential	original feature(s) with the potential to add significant	original feature(s) that add significant value	
<i>Comments:</i>					
<b>Awards Consideration:</b>		<b>Mechanical Design</b>	<b>Programming</b>	<b>Strategy &amp; Innovation</b>	

# FIRST<sup>®</sup> LEGO<sup>®</sup> League Qualifier Tournament

## Pit Assignments

Pit	Team	Team Name	1st Round		2nd Round		3rd Round		Project Presentation		Technical Interview		Core Values Interview	
			Time	Place	Time	Place	Time	Place	Time	Place	Time	Place	Time	Place
1	1141	Thrasher	10:50 AM	Table 1	11:50 AM	Table 4	1:20 PM	Table 3	9:00 AM	Room A	10:05 AM	Room C	9:26 AM	Room E
2	5763	Brown Academy Robotics	10:50 AM	Table 2	11:50 AM	Table 1	1:15 PM	Table 1	9:00 AM	Room B	10:05 AM	Room D	9:26 AM	Room F
3	2165	Nolan Robotics	10:55 AM	Table 3	11:55 AM	Table 2	1:20 PM	Table 4	9:39 AM	Room A	9:00 AM	Room C	10:05 AM	Room E
4	2185	ELA Wildbots	10:55 AM	Table 4	11:55 AM	Table 3	1:15 PM	Table 2	9:39 AM	Room B	9:00 AM	Room D	10:05 AM	Room F
5	2186	R3 Rockin Robotic Rams	11:00 AM	Table 1	12:00 PM	Table 4	1:25 PM	Table 3	10:18 AM	Room A	9:39 AM	Room C	9:00 AM	Room E
6	2187	Battlebots	11:00 AM	Table 2	12:00 PM	Table 1	1:25 PM	Table 1	10:18 AM	Room B	9:39 AM	Room D	9:00 AM	Room F
7	2326	Lego Leopards	11:05 AM	Table 3	12:05 PM	Table 2	1:30 PM	Table 4	9:13 AM	Room A	10:18 AM	Room C	9:39 AM	Room E
8	2327	Robojackets	11:05 AM	Table 4	12:05 PM	Table 3	1:25 PM	Table 2	9:13 AM	Room B	10:18 AM	Room D	9:39 AM	Room F
9	2330	CSLA Robotics	11:10 AM	Table 1	12:10 PM	Table 4	1:40 PM	Table 3	9:52 AM	Room A	9:13 AM	Room C	10:18 AM	Room E
10	2516	Harrison Cougar Robots	11:10 AM	Table 2	12:10 PM	Table 1	1:35 PM	Table 1	9:52 AM	Room B	9:13 AM	Room D	10:18 AM	Room F
11	2953	The Justice Bricks	11:15 AM	Table 3	12:15 PM	Table 2	1:40 PM	Table 4	10:31 AM	Room A	9:52 AM	Room C	9:13 AM	Room E
12	3781	Shockbots	11:15 AM	Table 4	12:15 PM	Table 3	1:35 PM	Table 2	10:31 AM	Room B	9:52 AM	Room D	9:13 AM	Room F
13	3782	Girls and Their Robots	11:20 AM	Table 1	12:20 PM	Table 4	1:50 PM	Table 3	9:26 AM	Room A	10:31 AM	Room C	9:52 AM	Room E
14	4234	Red Bank Middle School 8	11:20 AM	Table 2	12:20 PM	Table 1	1:45 PM	Table 1	9:26 AM	Room B	10:31 AM	Room D	9:52 AM	Room F
15	14962	SDMS Techno Twins	11:25 AM	Table 3	12:25 PM	Table 2	1:50 PM	Table 4	10:05 AM	Room A	9:26 AM	Room C	10:31 AM	Room E
0		Need Substitute Teams	11:25 AM	Table 4	12:25 PM	Table 3	1:45 PM	Table 2	10:05 AM	Room B	9:26 AM	Room D	10:31 AM	Room F
16	4970	Bionic Dragons	9:00 AM	Table 1	10:00 AM	Table 4	2:00 PM	Table 3	10:50 AM	Room A	11:55 AM	Room C	11:16 AM	Room E
17	1199	Panthers	9:00 AM	Table 2	10:00 AM	Table 1	1:55 PM	Table 1	10:50 AM	Room B	11:55 AM	Room D	11:16 AM	Room F
18	5764	Lookout Mtn Legos	9:05 AM	Table 3	10:05 AM	Table 2	2:00 PM	Table 4	11:29 AM	Room A	10:50 AM	Room C	11:55 AM	Room E
19	5829	St. Jude Robotics 1	9:05 AM	Table 4	10:05 AM	Table 3	1:55 PM	Table 2	11:29 AM	Room B	10:50 AM	Room D	11:55 AM	Room F
20	5851	Team Blue M	9:10 AM	Table 1	10:10 AM	Table 4	2:10 PM	Table 3	12:08 PM	Room A	11:29 AM	Room C	10:50 AM	Room E
21	6375	LARC	9:10 AM	Table 2	10:10 AM	Table 1	2:05 PM	Table 1	12:08 PM	Room B	11:29 AM	Room D	10:50 AM	Room F
22	6805	Lightning Bots	9:15 AM	Table 3	10:15 AM	Table 2	2:10 PM	Table 4	11:03 AM	Room A	12:08 PM	Room C	11:29 AM	Room E
23	6806	Laker Bots	9:15 AM	Table 4	10:15 AM	Table 3	2:05 PM	Table 2	11:03 AM	Room B	12:08 PM	Room D	11:29 AM	Room F
24	9859	Tyner Tybots	9:20 AM	Table 1	10:20 AM	Table 4	2:20 PM	Table 3	11:42 AM	Room A	11:03 AM	Room C	12:08 PM	Room E
25	10439	CSLA Eagles	9:20 AM	Table 2	10:20 AM	Table 1	2:15 PM	Table 1	11:42 AM	Room B	11:03 AM	Room D	12:08 PM	Room F
26	11492	Rivermont Elementary Robotics	9:25 AM	Table 3	10:25 AM	Table 2	2:20 PM	Table 4	12:21 PM	Room A	11:42 AM	Room C	11:03 AM	Room E
27	11781	St. Jude Robotics 2	9:25 AM	Table 4	10:25 AM	Table 3	2:15 PM	Table 2	12:21 PM	Room B	11:42 AM	Room D	11:03 AM	Room F
28			9:30 AM	Table 1	10:30 AM	Table 4	2:30 PM	Table 3	11:16 AM	Room A	12:21 PM	Room C	11:42 AM	Room E

# FIRST<sup>®</sup> LEGO<sup>®</sup> League Qualifier Tournament

## Team Schedules

Pit	Team	Team Name	1st Round		2nd Round		3rd Round		Project Presentation		Technical Interview		Core Values Interview	
			Time	Place	Time	Place	Time	Place	Time	Place	Time	Place	Time	Place
Column1	Sort	Column3	Column4	Column5	Column6	Column7	Column8	Column9	Column10	Column11	Column12	Column13	Column14	Column15
1	1141	Thrasher	10:50 AM	Table 1	11:50 AM	Table 4	1:20 PM	Table 3	9:00 AM	Room A	10:05 AM	Room C	9:26 AM	Room E
2	5763	Brown Academy Robotics	10:50 AM	Table 2	11:50 AM	Table 1	1:15 PM	Table 1	9:00 AM	Room B	10:05 AM	Room D	9:26 AM	Room F
3	2165	Nolan Robotics	10:55 AM	Table 3	11:55 AM	Table 2	1:20 PM	Table 4	9:39 AM	Room A	9:00 AM	Room C	10:05 AM	Room E
4	2185	ELA Wildbots	10:55 AM	Table 4	11:55 AM	Table 3	1:15 PM	Table 2	9:39 AM	Room B	9:00 AM	Room D	10:05 AM	Room F
5	2186	R3 Rockin Robotic Rams	11:00 AM	Table 1	12:00 PM	Table 4	1:25 PM	Table 3	10:18 AM	Room A	9:39 AM	Room C	9:00 AM	Room E
6	2187	Battlebots	11:00 AM	Table 2	12:00 PM	Table 1	1:25 PM	Table 1	10:18 AM	Room B	9:39 AM	Room D	9:00 AM	Room F
7	2326	Lego Leopards	11:05 AM	Table 3	12:05 PM	Table 2	1:30 PM	Table 4	9:13 AM	Room A	10:18 AM	Room C	9:39 AM	Room E
8	2327	Robojackets	11:05 AM	Table 4	12:05 PM	Table 3	1:25 PM	Table 2	9:13 AM	Room B	10:18 AM	Room D	9:39 AM	Room F
9	2330	CSLA Robotics	11:10 AM	Table 1	12:10 PM	Table 4	1:40 PM	Table 3	9:52 AM	Room A	9:13 AM	Room C	10:18 AM	Room E
10	2516	Harrison Cougar Robots	11:10 AM	Table 2	12:10 PM	Table 1	1:35 PM	Table 1	9:52 AM	Room B	9:13 AM	Room D	10:18 AM	Room F
11	2953	The Justice Bricks	11:15 AM	Table 3	12:15 PM	Table 2	1:40 PM	Table 4	10:31 AM	Room A	9:52 AM	Room C	9:13 AM	Room E
12	3781	Shockbots	11:15 AM	Table 4	12:15 PM	Table 3	1:35 PM	Table 2	10:31 AM	Room B	9:52 AM	Room D	9:13 AM	Room F
13	3782	Girls and Their Robots	11:20 AM	Table 1	12:20 PM	Table 4	1:50 PM	Table 3	9:26 AM	Room A	10:31 AM	Room C	9:52 AM	Room E
14	4234	Red Bank Middle School 8	11:20 AM	Table 2	12:20 PM	Table 1	1:45 PM	Table 1	9:26 AM	Room B	10:31 AM	Room D	9:52 AM	Room F
15	14962	SDMS Techno Twins	11:25 AM	Table 3	12:25 PM	Table 2	1:50 PM	Table 4	10:05 AM	Room A	9:26 AM	Room C	10:31 AM	Room E
0		Need Substitute Teams	11:25 AM	Table 4	12:25 PM	Table 3	1:45 PM	Table 2	10:05 AM	Room B	9:26 AM	Room D	10:31 AM	Room F
16	4970	Bionic Dragons	9:00 AM	Table 1	10:00 AM	Table 4	2:00 PM	Table 3	10:50 AM	Room A	11:55 AM	Room C	11:16 AM	Room E
17	1199	Panthers	9:00 AM	Table 2	10:00 AM	Table 1	1:55 PM	Table 1	10:50 AM	Room B	11:55 AM	Room D	11:16 AM	Room F
18	5764	Lookout Mtn Legos	9:05 AM	Table 3	10:05 AM	Table 2	2:00 PM	Table 4	11:29 AM	Room A	10:50 AM	Room C	11:55 AM	Room E
19	5829	St. Jude Robotics 1	9:05 AM	Table 4	10:05 AM	Table 3	1:55 PM	Table 2	11:29 AM	Room B	10:50 AM	Room D	11:55 AM	Room F
20	5851	Team Blue M	9:10 AM	Table 1	10:10 AM	Table 4	2:10 PM	Table 3	12:08 PM	Room A	11:29 AM	Room C	10:50 AM	Room E
21	6375	LARC	9:10 AM	Table 2	10:10 AM	Table 1	2:05 PM	Table 1	12:08 PM	Room B	11:29 AM	Room D	10:50 AM	Room F
22	6805	Lightning Bots	9:15 AM	Table 3	10:15 AM	Table 2	2:10 PM	Table 4	11:03 AM	Room A	12:08 PM	Room C	11:29 AM	Room E
23	6806	Laker Bots	9:15 AM	Table 4	10:15 AM	Table 3	2:05 PM	Table 2	11:03 AM	Room B	12:08 PM	Room D	11:29 AM	Room F
24	9859	Tyner Tybots	9:20 AM	Table 1	10:20 AM	Table 4	2:20 PM	Table 3	11:42 AM	Room A	11:03 AM	Room C	12:08 PM	Room E
25	10439	CSLA Eagles	9:20 AM	Table 2	10:20 AM	Table 1	2:15 PM	Table 1	11:42 AM	Room B	11:03 AM	Room D	12:08 PM	Room F
26	11492	Rivmont Elementary Robotics	9:25 AM	Table 3	10:25 AM	Table 2	2:20 PM	Table 4	12:21 PM	Room A	11:42 AM	Room C	11:03 AM	Room E
27	11781	St. Jude Robotics 2	9:25 AM	Table 4	10:25 AM	Table 3	2:15 PM	Table 2	12:21 PM	Room B	11:42 AM	Room D	11:03 AM	Room F
28			9:30 AM	Table 1	10:30 AM	Table 4	2:30 PM	Table 3	11:16 AM	Room A	12:21 PM	Room C	11:42 AM	Room E
29			9:30 AM	Table 2	10:30 AM	Table 1	2:25 PM	Table 1	11:16 AM	Room B	12:21 PM	Room D	11:42 AM	Room F
30			9:35 AM	Table 3	10:35 AM	Table 2	2:30 PM	Table 4	11:55 AM	Room A	11:16 AM	Room C	12:21 PM	Room E
0			9:35 AM	Table 4	10:35 AM	Table 3	2:25 PM	Table 2	11:55 AM	Room B	11:16 AM	Room D	12:21 PM	Room F

\*To avoid overcrowding and assure adequate judging conditions ONLY team members and coaches will be allowed into the project presentation rooms. Quiet and respectful spectators are welcome at all other judging activities.

# Qualifier Tournament Schedule

ROBOT PERFORMANCES					RESEARCH PROJECT				ROBOT DESIGN				CORE VALUES																	
Time		Gym				Time		Location A		Time		Location B		Time		Location C														
START	END	Table 1	Table 2	Table 3	Table 4	START	END	Room A	Room B	START	END	Room C	Room D	START	END	Room E	Room F													
9:00 AM	9:05 AM	4970	1199			9:00 AM	9:10 AM	1141	5763	9:00 AM	9:10 AM	2165	2185	9:00 AM	9:10 AM	2186	2187													
9:05 AM	9:10 AM			5764	5829																									
9:10 AM	9:15 AM	5851	6375			9:13 AM	9:23 AM	2326	2327	9:13 AM	9:23 AM	2330	2516	9:13 AM	9:23 AM	2953	3781													
9:15 AM	9:20 AM			6805	6806																									
9:20 AM	9:25 AM	9859	10439			9:26 AM	9:36 AM	3782	4234	9:26 AM	9:36 AM	14962		9:26 AM	9:36 AM	1141	5763													
9:25 AM	9:30 AM			11492	11781																									
9:30 AM	9:35 AM					9:39 AM	9:49 AM	2165	2185	9:39 AM	9:49 AM	2186	2187	9:39 AM	9:49 AM	2326	2327													
9:35 AM	9:40 AM																													
10:00 AM	10:05 AM			5829	4970	9:52 AM	10:02 AM	2330	2516	9:52 AM	10:02 AM	2953	3781	9:52 AM	10:02 AM	3782	4234													
10:05 AM	10:10 AM	1199	5764																											
10:10 AM	10:15 AM			6806	5851	10:05 AM	10:15 AM	14962		10:05 AM	10:15 AM	1141	5763	10:05 AM	10:15 AM	2165	2185													
10:15 AM	10:20 AM	6375	6805																											
10:20 AM	10:25 AM			11781	9859	10:18 AM	10:28 AM	2186	2187	10:18 AM	10:28 AM	2326	2327	10:18 AM	10:28 AM	2330	2516													
10:25 AM	10:30 AM	10439	11492																											
10:30 AM	10:35 AM					10:31 AM	10:41 AM	2953	3781	10:31 AM	10:41 AM	3782	4234	10:31 AM	10:41 AM	14962														
10:35 AM	10:40 AM																													
<b>MORNING BREAK</b>																														
10:50 AM	10:55 AM	1141	5763			10:50 AM	11:00 AM	4970	1199	10:50 AM	11:00 AM	5764	5829	10:50 AM	11:00 AM	5851	6375													
10:55 AM	11:00 AM			2165	2185																									
11:00 AM	11:05 AM	2186	2187			11:03 AM	11:13 AM	6805	6806	11:03 AM	11:13 AM	9859	10439	11:03 AM	11:13 AM	11492	11781													
11:05 AM	11:10 AM			2326	2327																									
11:10 AM	11:15 AM	2330	2516			11:16 AM	11:26 AM			11:16 AM	11:26 AM			11:16 AM	11:26 AM	4970	1199													
11:15 AM	11:20 AM			2953	3781																									
11:20 AM	11:25 AM	3782	4234			11:29 AM	11:39 AM	5764	5829	11:29 AM	11:39 AM	5851	6375	11:29 AM	11:39 AM	6805	6806													
11:25 AM	11:30 AM			14962																										
11:50 AM	11:55 AM			2185	1141	11:42 AM	11:52 AM	9859	10439	11:42 AM	11:52 AM	11492	11781	11:42 AM	11:52 AM															
11:55 AM	12:00 PM	5763	2165																											
12:00 PM	12:05 PM			2327	2186	11:55 AM	12:05 PM			11:55 AM	12:05 PM	4970	1199	11:55 AM	12:05 PM	5764	5829													
12:05 PM	12:10 PM	2187	2326																											
12:10 PM	12:15 PM			3781	2330	12:08 PM	12:18 PM	5851	6375	12:08 PM	12:18 PM	6805	6806	12:08 PM	12:18 PM	9859	10439													
12:15 PM	12:20 PM	2516	2953																											
12:20 PM	12:25 PM				3782	12:21 PM	12:31 PM	11492	11781	12:21 PM	12:31 PM			12:21 PM	12:31 PM															
12:25 PM	12:30 PM	4234	14962																											
<b>Lunch</b>					<b>12:30PM - 1:15PM WORKING LUNCH BREAK (PAIRED JUDGES DELIBERATIONS) Award Nominations Determined</b>																									
1:15 PM	1:20 PM	5763	2185			<b>1:15PM Initial Nominations Review</b>																								
1:20 PM	1:25 PM			1141	2165																									
1:25 PM	1:30 PM	2187	2327																											
1:30 PM	1:35 PM			2186	2326																									
1:35 PM	1:40 PM	2516	3781																											
1:40 PM	1:45 PM			2330	2953																									
1:45 PM	1:50 PM	4234																												
1:50 PM	1:55 PM			3782	14962																									
1:55 PM	2:00 PM	1199	5829																											
2:00 PM	2:05 PM			4970	5764																									
2:05 PM	2:10 PM	6375	6806			<b>2 PM - 3PM CORE AWARD MEETINGS Overall Award Rankings Determined</b>																								
2:10 PM	2:15 PM			5851	6805																									
2:15 PM	2:20 PM	10439	11781																											
2:20 PM	2:25 PM			9859	11492																									
2:25 PM	2:30 PM																													
2:30 PM	2:35 PM																													
<b>Pack Up &amp; Entertainment</b>					<b>3PM - 3:30PM FINAL AWARDS DETERMINATION</b>																									
<b>3:30 PM-4:00 PM FLL AWARDS CEREMONY</b>																														

\*To avoid overcrowding and assure adequate judging conditions ONLY team members and coaches will be allowed into the project presentation rooms. Quiet and respectful spectators are welcome at all other judging activities.

## CONSENT AND RELEASE AGREEMENT

Participant Name: \_\_\_\_\_

If Participant is under 18 years of age, Parent/Guardian Name: \_\_\_\_\_

Participant Date of Birth if under 18 years of age [MM/DD/YYYY]: \_\_\_\_\_

Participant Address: \_\_\_\_\_

Participant Email (If Participant is under 18 years of age, Parent/Guardian Email): \_\_\_\_\_

Participant Team Number \_\_\_\_\_

The Participant identified above ("Participant") desires to participate (as a team member, coach, mentor, judge, or in some other manner) in the *FIRST*® Robotics Competition, *FIRST* Tech Challenge, *FIRST* LEGO® League, Junior *FIRST* LEGO League, or another *FIRST* program (the "Programs"). As a condition of allowing Participant to participate in a Program, United States Foundation for Inspiration and Recognition of Science and Technology ("*FIRST*") requires that the Participant (by his or her Parent/Guardian if under 18 years of age) agree to the terms of this Consent and Release Agreement.

1. Participant (and the Parent/Guardian of a Participant under 18 years of age) understands that participation in the Program will expose Participant to risks of injury including, without limitation, injury from: building, lifting, and using electrical/mechanical robots and robot components; using tools; other participants; dancing and other associated activities. Participant (and the Parent/Guardian of a Participant under 18 years of age) understands that *FIRST* does not select, employ, supervise or otherwise exercise authority or control over the coaches, mentors, and other participants in the Program. Participant, if 18 years of age or older, acknowledges and agrees that he/she is primarily responsible for his/her safety. The Parent/Guardian of a Participant under 18 years of age acknowledges and agrees that the Parent/Guardian is primarily responsible for the Participant's safety and that the Parent/Guardian will monitor, as appropriate considering the age of the Participant and other factors, the Participant's participation in the Program.
2. **In consideration for *FIRST* allowing the Participant to participate in a Program, Participant (and the Parent/Guardian of a Participant under 18 years of age for and on behalf of the Participant and the Parent/Guardian) assumes all risk of such participation and hereby releases *FIRST* and (except as expressly provided below) all of *FIRST*'s directors, officers, employees, volunteers, and agents from any and all claims for any injury of any kind to the Participant (and the Parent/Guardian) or other damages that may occur as a result of the Participant's participation in the Program, including without limitation any injuries or other damages that may be caused by the negligence of *FIRST* or negligence of any of *FIRST*'s directors, officers, employees, volunteers, or agents (including without limitation negligently failing to adequately investigate or screen coaches, mentors, volunteers, etc.), and agrees not to file any lawsuit or otherwise make any claim against *FIRST* or any of *FIRST*'s directors, officers, employees, volunteers, or agents for any such injury or other damages. The Participant (and the Parent/Guardian of a Participant under 18 years of age) does not hereby release any claims against any individual person who intentionally causes injury to the Participant.**
3. Participant (and the Parent/Guardian of a Participant under 18 years of age) understands that photographs, videotapes, and other recordings will be made of participants in the Programs, including the Participant. Participant (and the Parent/Guardian of a Participant under 18 years of age) consents to those photographs, videotapes, and other recordings and the use thereof (i) as part of a record of the Program and (ii) to promote *FIRST* and the Programs.

**Participant (and the Parent/Guardian of a Participant under 18 years of age) has read this document and understands that this Consent and Release Agreement includes a waiver of the right to make injury claims that is intended to be legally binding. By signing below, Participant (and the Parent/Guardian of a Participant under 18 years of age) agrees to this Consent and Release Agreement.**

\_\_\_\_\_  
Signature (of Participant if 18 years of age or older or Parent/Guardian if Participant under 18)

\_\_\_\_\_  
Printed name of person signing

\_\_\_\_\_  
Date