

**Los Angeles Region *FIRST* LEGO League
2010 Challenge – Body Forward: Engineering Meets Medicine
Antelope Valley Techno Classic FLL Qualifying Tournament
Sunday, December 5, 2010, 8:00 AM - 5:00 PM**

Location and Directions

**University of Antelope Valley – Parkview
(former site of Park View Middle School)
808 W. Avenue J
Lancaster, CA 93534**

From the north, take CA-14
(Antelope Valley) Freeway
exit #43/Avenue J.

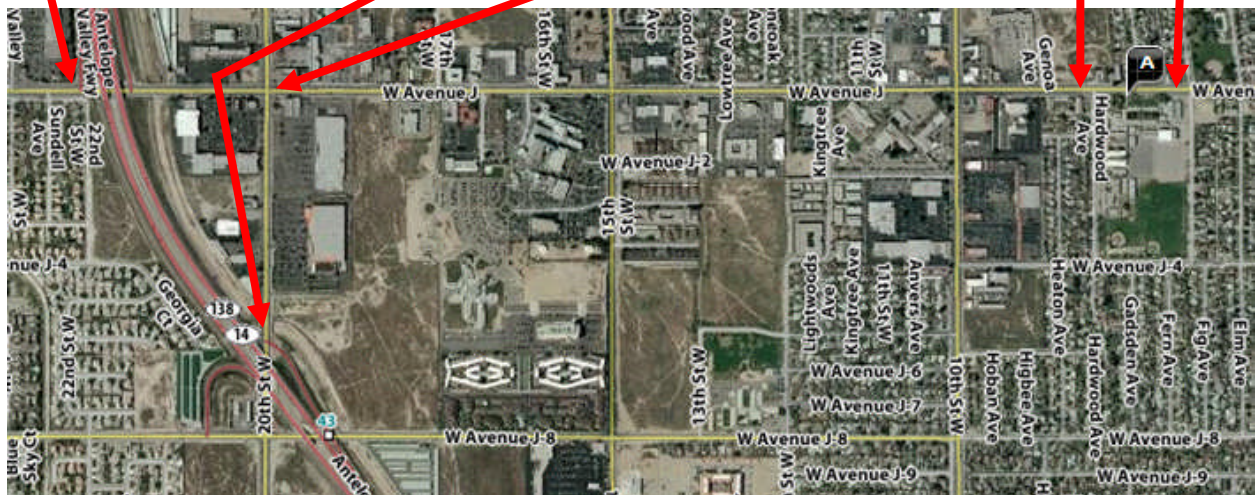
Left on W Avenue J.
Drive east 1.5 miles.

From the south, take CA-14 (Antelope
Valley) Freeway exit #43/20th Street West.
Right on 20th Street West.

Drive north 0.4 mile. Right on W Avenue J.
Drive east 1.25 miles.

Team parking is on
Hardwood Ave.

Volunteer
parking is
on Fig Ave.

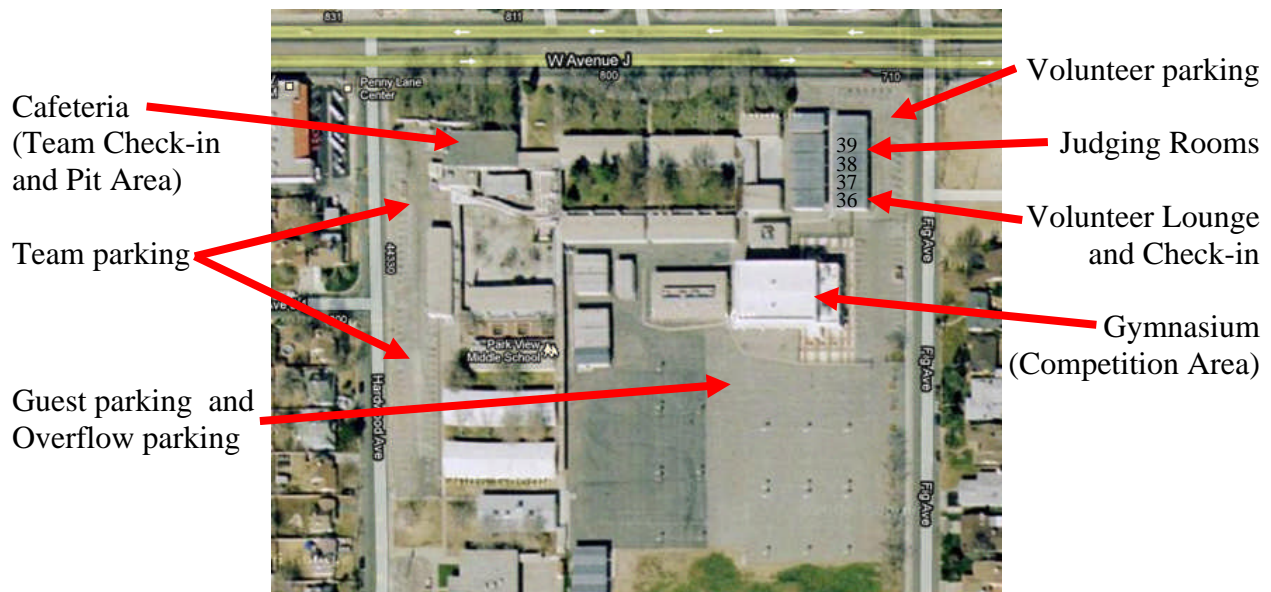


The event will be held in the gymnasium, and the pit area will be in the cafeteria. Parking will be available in designated locations for teams, volunteers and overflow. Parking for teams will be in the West Parking Lot on Hardwood Ave near the cafeteria. Volunteers will park in the Northwest Parking Lot at Fig Ave. near the Judging Rooms, and overflow/guest parking will be in the South Parking Lot accessed from Fig Ave.

Who Can Attend

All FLL events are open to the general public and to the media. Most of this event is being held in a gymnasium. Audience seating will be on wooden bleachers and folding auditorium chairs. Guests planning to stay for the entire event may want to bring seat cushions. The bleachers may be crowded at times, especially for the awards ceremony.

Campus Map



Setup

The setup will begin Sunday morning at 7:00 AM. Anyone who arrives before 8:30 AM is invited to help with setup.

Event Schedule (adjusted 11/29 for 22 teams)

- 8:30 AM Team Check-In. Referee, Judge and Volunteer Check-In and Continental Breakfast.
- 9:00 AM Referee and Judge Training. Volunteer Assignments at Registration Table.
- 9:45 AM Coaches meeting with Referees in Gym
- 10:00 AM Opening Ceremony
- 10:30 AM Practice Performance Round & Judging
- 12:25 PM Lunch
- 1:10 PM Performance Round One & Judging
- 2:48 PM Performance Round Two & Judge deliberations and team call backs
- 3:42 PM Performance Round Three & Judge deliberations
- 4:30 PM Awards ceremony
- 5:10 PM Clean up

Each team will have two robot performance matches and two judging sessions alternating approximately every 50 minutes during the Practice Round and Round 1, with a lunch break in the middle, so the pace of these rounds will be slow. The pace of last two performance rounds will be fast, so teams will need to be prepared to move on and off the competition tables very quickly.

Check In

Referees, Judges and other Volunteers should check in between 8:00 and 8:30 AM at Judging Room 36. Teams should arrive and check in at the Cafeteria near the stage between 8:00 and 9:30 AM. When you check in, you will receive a floor plan and a schedule with the times for judging sessions and robot performance rounds. Have one team representative bring the forms listed in the Team Checklist below to the team registration table.

Teams

The following 22 teams have registered to attend the A V Tech Classic FLL Qualifying Tournament. However, 5 teams have not paid the tournament registration fee and 22 teams have not provided contact information for a volunteer to work at least one half-day shift. If teams do not provide sufficient volunteers, the event might not end on time.

Team	Team Name	Coached By	Paid
654	T-Bots 1	Mrs. Adriane L. Holmes	Paid
1679	Tompkins Tigers	Mrs. Amandina Andrade, Frank S. Andrade III	
1694	LCE	steve zimmerman	Paid
2102	Break'n Bricks	steve zimmerman	Paid
2103	Golden Circuit Breakers	steve zimmerman	Paid
2771	D Bots	Mrs. Julieann Pina	Paid
2773	Chillin' with my Gnomies	Mrs. Janell M. Wheeler, Vincent G. Wheeler	Paid
2774	Super 7	Ms. Janny Cheng, Mrs. Denise Gee	Paid
2778	BodyBuilders	Gary Robinson	Paid
2898	Willows Wolves	Wendy Amster	Paid
3605	The Medics	Mrs. Julieann Pina	
3606	QWERTY	Mrs. Julieann Pina	
4232	JooiDroids	Mrs. Adriane L. Holmes	Paid
4233	T-Bots 2	Mrs. Adriane L. Holmes	Paid
4739	Panther Pi	steve zimmerman	Paid
4740	BioCougars	steve zimmerman	Paid
6642	Bulldogs 1	Ms. Meredith J. Beachly	Paid
6645	Bulldogs 2	Ms. Meredith J. Beachly	Paid
7936	Colebots	Mr. Steve Roth	
8323	MAGNOBOTS	Ali GULSARI	Paid
8424	Magnobot 1	Mr. Rustam Babakulyyev	
9782	Team Nanoscream	Mr. Eric McKendell, roy shioda	Paid

Team Checklist

Coaches should bring the following items to the registration table when they check in:

	Signed Consent and Release Form for everyone attending with your team. A Spanish language version of the Consent and Release Form is available.
	Signed FLL Coaches' Promise from the FLL Coaches' Handbook.
	Four (4) copies of your FLL Team Information Sheet (Profile). If possible, please attach a "team with robot" photo to each copy of the FLL Team Information Sheet.
	If not paid, a check for \$50 payable to SCRRF to cover the registration fee.
	If not previously provided, a volunteer to help staff the tournament.

These forms are available on <http://fll.larobotics.org/Events.html> and on the LARFLL Google group: <http://groups.google.com/group/LARFLL/files>

Teams should bring the following items to their assigned table in the pit area:

	Team Robot / Spare Parts / Laptop Computer with your Robot's Programs. Please label power adapters with team number and/or owner's name, as these are often left behind.
	Presentation materials for Project, Robot Design and Teamwork judging
	If your team is using an RCX robot, please bring a cardboard box to store your RCX robot in so it doesn't accidentally get programmed by another team. Please use the cardboard box to cover your infrared tower and robot while downloading programs to your RCX robot. Please also set your infrared tower to short range.
	If your team is using an NXT robot, please use the USB cable instead of Bluetooth to download programs to your robot.

Optional items:

	Umbrellas or covers to protect your robot and presentation materials in case of rain.
	Containers to store coats and other items when not in use.
	Seat cushions for sitting in the bleachers.
	Extension cord and/or power strip labeled with your team number and the owner's name.
	Practice Table and/or Field Setup Kit. Space inside is limited, but if the weather is good, you may be able to set up fields outside. We will have at least six practice tables with field setup kits installed and available for general use.

The Pit Area

Your team will be assigned one half of a 16 foot table as your pit area. You will be sharing the table with one other team. This is your team's home base, where you can set up your computer and program your robot. Your table will have a flag with your team's number and name. Your team should carry this flag with you to judging sessions and to robot performance rounds.

Each pit area will have a power strip (one per table). You may want to bring a box so that you can store unneeded items under the table.

Food

Lunch (pizza, hamburgers, hot dogs, sandwiches) and snacks will be available for purchase. A separate lunch will be provided for referees, judges and other tournament volunteers.

Volunteers, Judges and Referees

We can always use a few more adult or high school age volunteers to help the tournament run more smoothly. Please contact LeRoy@LARFLL.org if your team can supply additional volunteers. A list of volunteer positions and job descriptions is available at <http://fll.larobotics.org/Volunteers.html>.

Referees need to review the Referee Guide and familiarize themselves with the Challenge documentation, including field setup, missions, rules and rulings prior to the tournament. Challenge documentation is available on <http://fll.larobotics.org/FLLChallenge.html> and on the LARFLL Google group: <http://groups.google.com/group/LARFLL/files>. Judges need to review the preparation packet for their area prior to the tournament. Robot Design Judges should have a technical background or robot building experience. Other judges and tournament volunteers need no special training or experience other than attending the appropriate training session the day of the tournament, although familiarity with the subject matter of the Challenge would be helpful for Project Judges. The training sessions for referees and judges start at 8:30 AM. Most other volunteers start at 9:00 AM for the morning shift and at 12:30 PM for the afternoon shift.

Coaches Meeting with Referees

There will be a short informational meeting before the Opening Ceremony in the gym near the competition fields. We ask that only the primary coach for each team attend. We will be making any last-minute schedule changes and announcements at that time. If you have any questions about field setup, missions, rules, Q&As, tournament procedures or policies, this is the time to ask. This meeting should only last 5-10 minutes, so it is important to be on time.

Robot Performance Rounds

Each team will have one practice round match and three robot performance round matches at the competition tables in the gym near the bleachers. Only the highest score counts. Highest score ties may be broken by the second highest scores. Highest and second highest score ties may be broken by third highest scores.

Teams should go the staging area for their assigned table at least five (5) minutes early. Bring your team flag with you. When your team is called to the table from the staging area, only the two student robot operators may be within four feet (4') of the competition tables. Other team members may stand in the marked observation areas behind the robot operators. During the match, student robot operators may move to the observation area and be replaced by other student robot operators, as long as there are never more than two student robot operators within four feet of the competition tables. Your team will typically have one minute to set up before each round and one minute to verify the scoring with the referee and clean up afterwards. Please be careful to leave all field elements on the field. Large trays will be provided near base for off-table storage.

Judging

Judging sessions are scheduled between robot performance rounds, so you may have to go directly from one event to the next. Bring your team flag with you to the judging areas at least five (5) minutes before the scheduled start of your session. Coaches, parents and guests are welcome to observe, photograph and videotape judging sessions, but they are not allowed to interact with the judges or with the student team members during the judging session. Judges will evaluate teams according to the rubrics in the FLL Coaches' Handbook.

Project judging will be done in classrooms. Presentations are limited to five (5) minutes, including setup time, followed by three to five (3-5) minutes for an interactive discussion with the judges. Bring any materials needed for your presentation. There will be no multi-media support in the judging rooms, but there will be an extension cord and power strip and you can use a laptop computer to show PowerPoint presentations or video presentations to the judges.

Robot Design judging will be combined with a Robot Performance match and will consist of two parts. For the first part, the judges will observe the Robot Performance match for half of the teams during the Practice Round and for the other half of the teams during Round 1. Team members should bring their laptop with their robot's programs and any presentation materials they have prepared for the Robot Design judging to that Robot Performance match. Following that match, your team should quickly follow the Robot Design judges to the interview area. Your team will then have three to five (3-5) minutes for an interactive session with the judges.

Teamwork judging will be done in classrooms. Your team will be asked to perform a short teamwork exercise followed by three to five (3-5) minutes for an interactive session with the judges. Teamwork judges will also be observing teams during the event.

Awards

At the end of the day, we will hold an awards ceremony. Your team may or may not receive awards based on scoring or judging.

CORE TEAM AWARDS (1st and 2nd Places)

- Champion's Award
- Robot Performance Award (Not judged)
- Project Award
- Robot Design Award
- Teamwork Award

INDIVIDUAL AWARDS

- Outstanding Volunteer Award
- Adult Coach/Mentor Award
- Young Adult Mentor Award

OPTIONAL TEAM AWARDS

- Against All Odds Award
- Rising Star Award
- Team Spirit Award
- Programming Award
- Consistent Robot Award
- Innovative Robot Award
- Research Quality Award
- Innovative Solution Award
- Creative Presentation Award
- Judges' Awards

Advancement

The purpose of the local and qualifying events is to provide all teams with an outstanding *FIRST* LEGO League experience. Every team has a great opportunity to shine at these events.

The qualifying events also determine which teams will advance to the Los Angeles Region Championship Tournament on Saturday, December 18, 2010 at Chaminade College Preparatory Middle School in Chatsworth, CA. Approximately 25% of the eligible teams attending qualifying tournaments will advance to the championship tournament. An additional 10% of teams will be alternates. Advancement will be based on the same criteria used to select the winner of the Champion's Award: a weighted average of Robot Performance, Project Presentation, Robot Design and Teamwork/FLL Values.

Cleanup

After the third performance round, each team should clean up its pit area prior to the Awards Ceremony. After the Awards Ceremony, teams are invited to stay and help clean up the rest of the tournament facility.