



FIRST[®] LEGO[®] League Team Tournament Information Packet

CITY SHAPER



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200 BEDFORD STREET ■ MANCHESTER, NH 03101



FOR INSPIRATION & RECOGNITION OF SCIENCE & TECHNOLOGY



Archbishop Wood FLL Qualifier Event

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Archbishop Wood FIRST[®] LEGO[®] League Qualifier

Welcome to Archbishop Wood High School, home of FRC Team #2607, the Fighting RoboVikings! We are very excited to be hosting our sixth FIRST Lego League for this year's competition. This packet contains all of the information you need to make this event fun and exciting for your teams. We suggest that you print this packet and bring it with you to the event.

FLL Qualifier Tournament Date, Time, Location and Contact

Date: December 7, 2019

Time: 8:00 AM – 5:00 PM

Location: Archbishop Wood High School, 655 York Road, Warminster, PA 18974

Tournament Contact: Chris Hediger, Event Coordinator, email: chris.hediger@yoh.com, cell: 215-896-6819

Basic Schedule

Time	Activity
7:45 am	Judges' Meeting/New Web App training
8:00 am	Team Check-in & Pits Open
8:30 am	Coaches' Meeting with Tournament Director/Head Ref/Judge Advisor
9:30 am	Judging Begins (All Judging is CLOSED to the public)
9:30 am	Practice Rounds Begin (Open to the Public)
12:30 am	Judging Ends
12:45 pm	Lunch
1:15 pm	Robot Game Opening Ceremony (Open to the Public)
1:30 pm	Official Robot Rounds Begin (Open to the Public)
3:30 pm	Robot Game Ends
4:30 pm	Closing Ceremony (Open to the Public)

About the RoboVikings

The RoboVikings is Archbishop Wood's FIRST Robotics Competition (FRC) Team, which was formed at the end of 2007 by Mr. Thomas Galie. He was accompanied by seven students using a corner of his physics lab and prep room to build the robot. We had our first taste of competition in the 2007 offseason "Ramp Riot" at Wissahickon High School. Since then, team membership has grown greatly and in 2019 we competed in the FIRST Championship in Detroit and were a finalist in the Curie Division. This year we are excited to be building our robot that we hope to take us to continued success in the FIRST INFINITE RECHARGE competitions!

Directions

Archbishop Wood High School is located at 655 York Road Warminster, PA 18974 at the intersection of York Road and Street Road. If you are using a GPS, the street address does not always work effectively. Please use the instructions provided below or use the intersection in the GPS.

From the PA Turnpike

Follow Route 611 North to second light, Blair Mill Road. Turn right. Follow Blair Mill Road until it dead ends at County Line Road. Turn right. Follow County Line Road to the first light, York Road. Make a left onto York Road, and follow it until you cross Street Road. Archbishop Wood is on your right just after Street Road.

From I-95

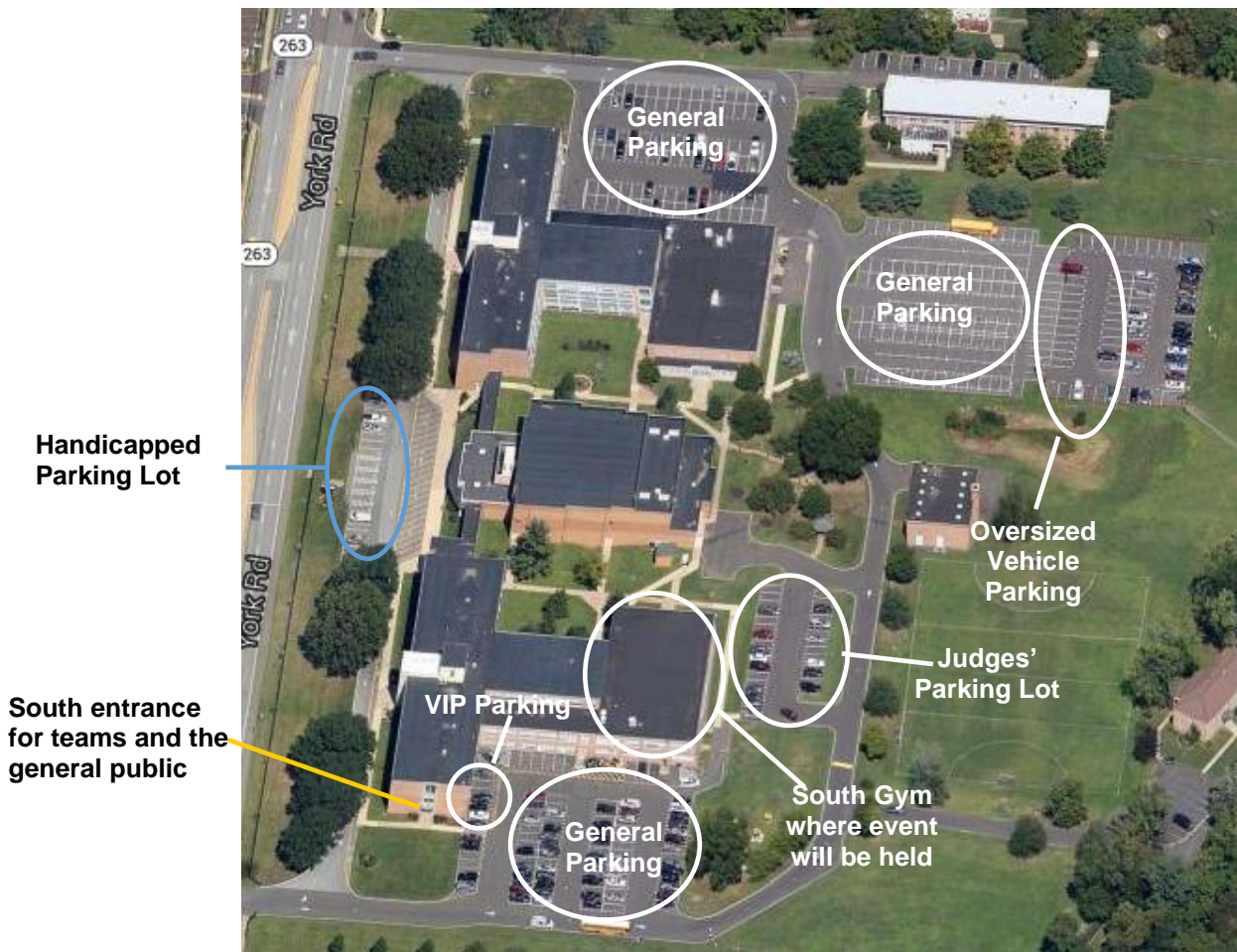
Take I-95 to Street Road (Route 132) exit. Head Northwest to York Road (approx. 15 miles). Turn right on York Road. Archbishop Wood is on your right.

Lost and Found

There will be a Lost and Found area set up at the raffle table by the gym doors leading to the cafeteria. If you are looking for a lost item or a lost person please go to the raffle table. The table will be indicated with balloons, so please instruct your children to go to the table with the balloons if lost. The attendant will have a microphone to make announcements and a radio to contact other event volunteers.

Parking and Entrance

General Parking will be available throughout the campus. Please respect the restricted parking areas for Judges and VIPs. All teams must enter through the South Doors. Please do not enter from the gym doors in the Judges parking area. FIRST flags and signage will be placed at the south entrance. There will be a reserved parking area for handicapped vehicles in front of the building. Oversized vehicles may unload the teams and equipment at the south entrance and then park in the designated area until departure.



Wi-Fi will not be available this year

We sincerely apologize for any inconvenience. This year all judging and game scoring will be done on the school's Wi-Fi system. Unfortunately, Archbishop Wood does not have the bandwidth capacity to both provide Wi-Fi access to tournament guests and also assure that judging and scoring will not be adversely impacted. If a team needs temporary access to the internet ask one of the tournament officials at the registration and Pit Manager table in the front of the gym to send the Tournament Technical Director to your pit.



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Food

NO Outside Food is PERMITTED FOR THIS EVENT and NO FOOD IS ALLOWED IN THE GYM AT ANY TIME

Food will be available for purchase in the cafeteria. Some menu items are provided below.

Breakfast	Lunch	Snacks	Beverages
Bagel	Pizza	Soft Pretzel	Bottled Water
Bagel w/ Cream Cheese	Meatball Sandwich	Baked Goods	Hot Chocolate
Donut/Pastry	Hot Dog	Candy	Coffee
Breakfast Sandwiches	Hoagies	Chips	Hot Tea
	Pulled Pork Sandwiches		Soda
	Vegetable Chili		

Dress

Dress for all teams is casual. In fact, we encourage your team to adopt a fun and unique team identity, which allows others to understand something about your team, your engineering experience, or your Project. Think smart marketing! Remember to **HAVE FUN!**

VIPs, Visitors, and Entertainment

State Representative Tom Murt will be visiting with us and touring the pits around lunch time and for the Opening Ceremonies.

The Montgomery County Bomb Squad will be at the event demonstrating the County's bomb squad robot.

The **Bucks County Technical High School** will also be at the event demonstrating a retired military tactical robot. Team

The Mid-Atlantic Droid Builders, Dave Costellano, will be roaming the cafeteria and pits with R2 and a mouse droid.

Action Karate will be performing a demonstration after the robot games in the gym.

The **RoboVikings FRC Team** will be demonstrating their championship robot in the cafeteria during the day and their T-Shirt Cannon Robot in the Gym after the robot games in the gym.

The **RoboVikings FRC Team** is setting up a hands-on STEM activities center in the cafeteria.



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Raffles and 50/50

50/50 tickets and Gift Baskets – We will have 50/50 tickets and gift basket raffles available in the gym by the cafeteria door. The drawings will be held at the event during the final awards ceremony. You need not be present to win so make sure to put your contact information on your ticket!

A 40” Insignia 1080p, HD LED TV will be raffled off. Don’t miss getting your tickets.

Outreach

The RoboVikings will collect non-perishable food items for Jesus Focus Ministry Food Pantry in the gym by the cafeteria doors. This charity helps the needy in our area like families that are having financial problems like due to job loss, loss of a spouse, etc. They rely on food donations especially nonperishables. We will recognize the team that donates the most food by weight to the event.

Team Size

The maximum allowable number of children on your team is 10. All members of your team must be between the ages of 9 and 14 years. For the upper limit, no student can be older than 14 years of age as of January 1, 2019, to be eligible to compete in the *FIRST*® LEGO® League CITY SHAPER Challenge season.

Team Check-in

Team check-in will run from 7:45 AM – 8:15 AM.

Please be familiar with the new MAR (FMA) FLL guidelines for this year before you come to the tournament. They were forwarded to all FLL Coaches and can be found here: [FMA 2019-20 City Shaper Guidelines](#).

Coaches must submit the following for their teams to the Team Check-in Volunteers:

- **Team Roster and Consent and Release (C&R) forms:** Download your team roster from the Team Registration System, print a copy, and bring it to Team Check-in Desk. In addition, **two (2)** sets of Consent and Release forms are required for every team member, Coach, and Mentor who will be with the team during the competition day. If each of your students have completed their registration on line with FIRST, then your printed roster will show that the C&R forms are complete. However, if a student has not completed their registration then you will have to print out the C&R form for them and have a parent fill it out. Head Coaches can download and print copies of the *FIRST* Consent and Release form from the coach’s FIRST account dashboard in the “Team Contacts/Roster” section. The MAR (FMA) Release Form can be downloaded at [MAR \(FMA\) Release Form](#) and must be filled out and stapled to your Team Roster. If you didn’t complete the *FIRST* form on line for a team member or Coach, print it and staple it to the Team Roster with the MAR forms.

Pit Area

The Pit is where your team will spend most of the time. This is where you will work on your robot and programming. This is also the area where you can enjoy downtime with your team, get to know other teams, see their robots, and find out about their Projects. Your team will have access to:

- One table (we have increased our pit table from 4ft to 6ft to better accommodate teams)
- Electricity –Your access point will consist of a six-plug strip.

We recommend that you bring the following for your team to have in the Pit Area:

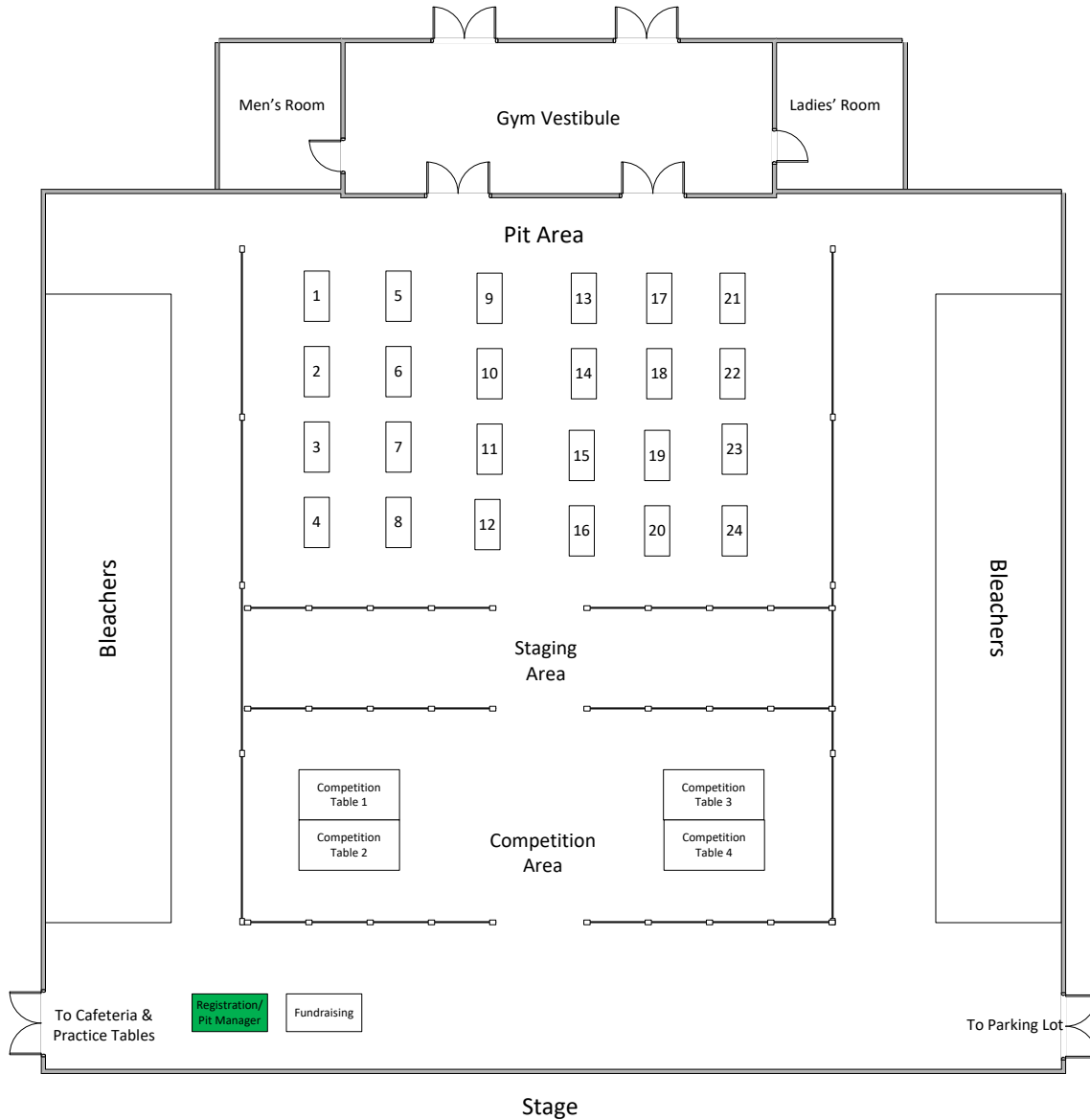
- A bin or large bags (like trash bags) to store personal belongings, like coats, under your table
- Your robot and all your robot supplies (attachments and additional building pieces)
- Your laptop computer and power cord
- An extension cord and/or power strip
- A box or small bin to carry your robot and attachments to and from the competition area
- A team display board
- A team banner or other team sign – to hang from your pit table and carry for Opening & Closing Ceremonies
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)
- Items to share with other teams (optional) – At many tournaments, teams bring something little that says something about their team that they can share with other teams (ex. A team might pass out Kiss candies with a note to remind teams about the K.I.S.S. principle, “Keep It Simple, Silly.”) Or whatever else you would like to share that says something about your team, your school, your project, your robot, etc.

Some Pit Area Rules for you to keep in mind:

- **Coaches should NEVER work on the robot**, the attachments or the robot programming. In fact, Coaches should refrain from handling the robot, attachments or the computer – save your internet surfing for another time. **NOTE: If your team encounters technical difficulty, let someone at the tournament know so that the officials at the event understand why a Coach might need to handle a robot or work on the computer.**
- Remember to be Gracious Professionals when using the practice table:
 - Be mindful of your time & other teams’ needs (If another team has a crisis with their robot please be courteous and allow them to use your practice time).
 - Reset the practice field for the next team
 - Make sure you check that you do not take a mission model from the practice field
 - Offer help to teams that may need it!

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Please stay within the boundaries of your pit and be kind to your neighbors. The pit area should stay clear of obstructions to traffic and sight lines to the field. If you are having an issue with your pit, please go to Pit Management indicated in green below for immediate assistance. The diagram below shows the gym set up. The tables are numbered and your team's table number is available in the team listing. **We ask that spectators remain in the stands during the competitions and do not walk into the competition area.**



Coaches' Meeting

The Coaches' Meeting will be held in the **Competition Area at 8:30**. At least one team Coach should attend this meeting. Make sure that another Coach or Mentor is assisting the team to set up their pit area during this time. At this meeting, your team's Coach will have the opportunity to:

- Meet the Tournament Director
- Meet the Head Referee
- Understand the flow pattern through the competition area
- Ask judging-related questions
- Ask robot game questions
- Ask any other tournament-related question

Judging

Team judging begins at 9:30. Each team will have a difference judging schedule and sequence that was assigned randomly. Your team will spend ten (10) minutes with each set of judges then have a break during which the team can practice for their next judging session, work on their robot, or relax. The schedule can be found on [page 17](#) at the end of this information package.

Only team members and two (2) Coaches will be allowed into the judging rooms. Only one of the team Coaches will be permitted to videotape and/or take pictures during the judging session; however, that adult must remain in designated areas. Coaches cannot use a cellphone for videotaping and photography and cannot include the judges in the scenes. Nobody from the team should stand behind the judges. Coaches must be silent observers of the judging process and refrain from influencing the session in any way. If you choose to use a PowerPoint presentation, you will have to use your own laptop and display your presentation on the laptop monitor to the judges. We are not supplying or allowing teams to bring in their own projectors or large monitors because the judging schedule is tight and the setup wastes time for both the teams and the judges.

Your team is encouraged to prepare a [Team Information Sheet](#) and hand it to the judges so the judges may be able to reference it later to help them remember the various aspects of your team. If you are going to provide this sheet you should have enough copies to present only one copy in each judging room. You should hand this to the judges at the end each judging session.

We ask you again to read the [FMA 2019-20 City Shaper Guidelines Document](#) that describes a few things that our PA-Southeast Region will be doing that may be different than other Regions.

All cell phones (team members & Coaches) must be turned off during the judging sessions.

It is strongly recommended that the team read through and be familiar with the rubrics for each area of Judging. Pay special attention to the fact that for each judged area the rubric contains three (3) main categories and in each category, there are three (3) elements that have to be demonstrated.

In total, your team will be judged on nine (9) elements in each of the three judging rooms: Robot Design, Project, and Core Values.



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The following outlines what you can expect in each of the judging sessions.

Robot Design Judging

FIRST has eliminated the Practice Table in the Robot Design Judging room this year. However, we will have 12in x 20in laminated picture of the CITY SHAPER playing field in each Robot Design Judging room. The teams will be provided dry eraser markers to draw on the picture of the playing field to help explain their missions in the game. During this session, your team will spend ten (10) minutes with the judges. The team should be prepared to present your Robot Design Executive Summary (as outlined in the Robot Design Executive Summary document), which should last no longer than two (2) minutes. Afterward the judges will ask your team questions about your design, design process, and programming. ***You must bring your robot, its manipulators, and a diagram, printout or a laptop that shows your programming to the robot design judging room!***

Project Judging

Your team will spend ten (10) minutes with the judges. Your team will have five (5) minutes to deliver your Project presentation to the judges – this includes set-up time. The last five (5) minutes are reserved for the judges to ask questions. This presentation should be rehearsed and polished. The judges will wait until your presentation is over to ask questions. Please stick to the five (5) minute time limit! Props and costumes are permitted, and judges will look for creativity in the presentation style. A standard 110v outlet will be available in the Project Judging Room for your AC powered devices.

Remember, to be eligible for a *FIRST* LEGO League CITY SHAPER Project award, your team needed to identify a problem relating to the theme, design an innovative solution to the problem you selected, and share your problem and solution with others.

For questions about the Project, visit the [Judging FAQ](#) on the *FIRST* LEGO League website.

Core Values Judging

A Core Values poster is not required in the Regional tournaments this year. If you choose to make a Core Values poster for your pit, **Do Not** bring it to the Core Values judging room. Your team will spend ten (10) minutes with the judges. During the first five (5) minutes, your team will be given a surprise teamwork activity to complete in front of the judges. The judges will be looking for evidence of your team dynamics: How well does your team communicate? Do they respect each other? Do they incorporate each other's ideas into the solution? Does your team have leaders? Do they incorporate elements of Gracious Professionalism® in the way they communicate with each other? Are they able to solve the problem and complete the task?

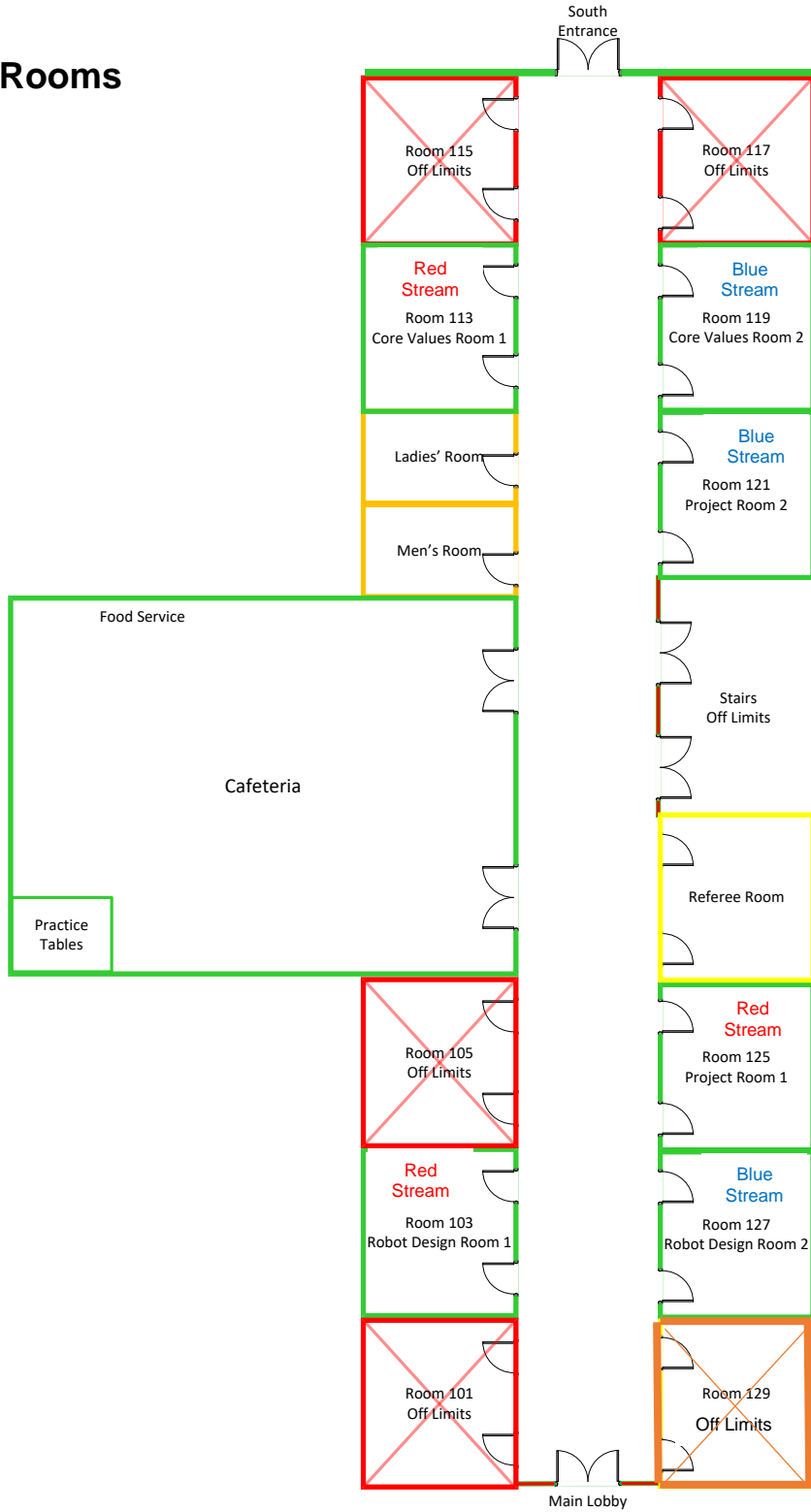
After the activity, the final five (5) minutes are reserved for the judges to ask the team questions about the activity, how the team is organized, and how the team has incorporated *FIRST* Core Values into their lives and their communities.

For information about [all judged areas](#), reference the *FIRST* LEGO League website.



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Judging Rooms



Opening Ceremony

At **1:15pm** just prior to the start of the Robot Game Matches, join us for the Opening Ceremony! This is a fun celebration to open the event! After this ceremony, you will be ready to proceed through the judging rounds! Before the Robot Game, there will be another kickoff event!

Spectators

The Robot Game is free and open to the public, starting at 1:30. The judging portion of the event, which will happen all morning, is closed to the public. Thank you for respecting this policy. Please remember to respect the Team Only areas – the competition floor area (the area where teams queue and compete) and the judging area.

Robot Game

Your team is responsible for knowing and understanding the *FIRST*® LEGO® League CITY SHAPER Robot Game. All of the game documents can be found on the *FIRST* LEGO League website.

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

Housekeeping: Teams will be queued in the area between the pits and the competition tables. We will also allow access to the practice tables at this time. During the first round of matches, judges will visit teams and follow up on questions they have regarding presentations. At this time, which is scheduled to be between 1:30 and 2:15 we ask that teams stay at their pits when they are not at the competition tables.

Coaches: Two Coaches will be permitted to join the team on the competition floor, but you must stay behind the line with the team and refrain from actively directing the team during the game. Please do not touch or handle the robot or attachments during this time. Consider yourselves spectators with the best spot in the house to watch the game.

NOTE: Remote controls are not allowed anywhere at this tournament (This includes Smartphone applications that enable you to control your robot remotely). Bluetooth may not be used. Your team could be disqualified if you are found remotely controlling your robot anywhere during the competition or if your Bluetooth is enabled in the competition area!

Practice Tables

Please do NOT bring your own practice table as space is limited in the pit areas. We will have 2 practice areas set up for the event. A practice area will be available in the cafeteria from 8am until the beginning of the final robot game match. We will also use the competition tables for practice rounds. Practice rounds at the



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competition tables are included in the schedule below. The practice tables in the cafeteria will be used on a first come, first served basis, but we ask that you be courteous and professional in using the tables. There will be volunteers available to help.

Make sure you are ready to compete at least ten (10) minutes prior to your scheduled robot round. Remember to respect the referees and the other teams – and **HAVE FUN!**

Awards

The following awards will be presented at this tournament:

- Champion awards: 1st place, 2nd place
- Project awards: Research, Innovative Solution, and Presentation
- Core Values awards: Inspiration, Team Work, and Gracious Professionalism
- Robot Design awards: Mechanical Design, Programming, and Strategy & Innovation
- Judges Award (2 awards)
- Outstanding Volunteer (2 awards)
- Coach/Mentor Award (2 awards)

Championship Advancement

5 teams from this tournament will be invited to advance to the MAR *FIRST* LEGO League Championship held in February of 2020 based on [Champion's Award](#) criteria.

What is *Gracious Professionalism*®?

Gracious Professionalism® is part of the ethos of *FIRST*®. The idea and phrase are found throughout *FIRST*, but no one has been a stronger champion than *FIRST* National Advisor, Woodie Flowers. “*Gracious Professionalism* is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community. With *Gracious Professionalism*, fierce competition and mutual gain are not separate notions. Gracious Professionals learn and compete like crazy, but treat one another with respect and kindness in the process.”

We expect all team members, volunteers, Coaches, and families to behave as Gracious Professionals.

Tournament Cancellation Policy

In the event (and we certainly hope this is not the case) that there is expected inclement weather on the day of the event, our committee will decide whether to cancel the event by 3pm the previous day (December 6th). We will notify your team contact about our decision and rely on them to communicate the cancelation to the teams.

Competition Day Checklist

	Team Roster for teams competing in United States and Canadian regions
	Team Information Sheets (Four (4) copies)
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable (Bluetooth use is NOT permitted at the tournament)
	Extension cord and power strip
	Box to carry robot to competition field
	Copy of Lunch Pre-order Form (Food and Drinks may not be brought into the Building)
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	NOTE: Core Values posters are not required this year at the Regional Competitions
	Project judging materials, props, and displays
	Robot Design Executive Summary
	Graphics demonstrating programming strategy for Robot Design Judging
	Team games or activities for downtimes (optional)
	Team Banner or poster to carry for ceremonies or for Pit space (optional)
	Team Giveaways (optional)

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Team Listing

Archbishop Wood and the RoboVikings proudly welcome the following teams to the qualifier event!

Team Number	Team Name	Organization	Table Number
2821	Norbots	Norwood-Fontbonne Academy	1
5220	TOBOR Blue	Holy Cross Regional Catholic School	2
7447	The Tough Cookies	Girl Scout Troop 5426	3
9592	Epic Curiosity	Palmyra Area Middle School	4
13773	Moar Epic Curiosity	Palmyra Area Middle School	5
20917	The Crazy Cookies	Robotics Patrol 5426	6
22195	Bionic Bulldogs 1	Our Lady of Mount Carmel School	7
22198	Bionic Bulldogs 2	Our Lady of Mount Carmel School	8
28969	Fuzzy Logic	Arrowhead Elementary School	9
29337	Shazzam 6	Family/Community	10
30028	Clemente Yellowjackets	Roberto Clemente Middle School	11
30055	SRMS Cardinals	Sandy Run Middle School	12
30936	Girls and a Bot	Family/Community	13
34955	Vikings of Chaos Sail Again	Family/Community	14
38031	MASTER CODERS	Family/Community	15
42813	Skyscrapers	Perkiomen Valley Middle Sch E	16
42814	Eggo My Lego	Perkiomen Valley Middle Sch E	17
42815	D701d M8s	Perkiomen Valley Middle Sch W	18
44298	ElectroBOTS	Family/Community	19
44378	Battle Bots	Family/Community	20
45345	The Robotic Peas	Family/Community	21
48112	QOA Robotics 1	Queen of Angels Reg Cath Sch	22
48609	QOA Robotics 2	Queen of Angels Reg Cath Sch	23
49298	Cyberseed	Palisades Middle School	24

Judging, Practice and Game Schedules

Team	RD	P	CV	Prac Rnds	Prac Rnds	Robot	Robot	Robot
45345 The Robotic Peas	9:30 RD1-Red	10:15 P1-Red	11:15 CV1-Red	11:45 T1	12:15 T2	1:30 T1	2:00 T2	3:00 T1
34955 Vikings of Chaos Sail Again	9:45 RD1-Red	10:30 P1-Red	11:30 CV1-Red	12:00 T1	12:30 T2	1:35 T1	2:05 T2	3:05 T1
9592 Epic Curiosity	10:00 RD1-Red	10:45 P1-Red	11:45 CV1-Red	12:15 T1	9:30 T2	1:40 T1	2:10 T2	3:10 T1
49298 Cyberseed	10:15 RD1-Red	11:15 P1-Red	12:00 CV1-Red	12:30 T1	9:45 T2	1:45 T1	2:15 T2	3:15 T1
30936 Girls and a Bot	10:30 RD1-Red	11:30 P1-Red	12:15 CV1-Red	9:30 T1	10:00 T2	1:30 T2	2:30 T1	3:20 T1
42813 Skyscrapers	10:45 RD1-Red	11:45 P1-Red	12:30 CV1-Red	9:45 T1	10:15 T2	1:35 T2	2:35 T1	3:25 T1
2821 Norbots	11:15 RD1-Red	12:00 P1-Red	9:30 CV1-Red	10:00 T1	10:30 T2	1:40 T2	2:40 T1	3:20 T2
30028 Clemente Yellowjackets	11:30 RD1-Red	12:15 P1-Red	9:45 CV1-Red	10:15 T1	10:45 T2	1:45 T2	2:45 T1	3:25 T2
22195 Bionic Bulldogs 1	11:45 RD1-Red	12:30 P1-Red	10:00 CV1-Red	10:30 T1	11:15 T2	2:00 T1	2:30 T2	3:05 T2
20917 The Crazy Cookies	12:00 RD1-Red	9:30 P1-Red	10:15 CV1-Red	10:45 T1	11:30 T2	2:05 T1	2:35 T2	3:00 T2
48112 QOA Robotics 1	12:15 RD1-Red	9:45 P1-Red	10:30 CV1-Red	11:15 T1	11:45 T2	2:10 T1	2:40 T2	3:15 T2
42814 Eggo My Lego	12:30 RD1-Red	10:00 P1-Red	10:45 CV1-Red	11:30 T1	12:00 T2	2:15 T1	2:45 T2	3:10 T2
44378 Battle Bots	9:30 RD2-Blu	10:15 P2- Blu	11:15 CV2-Blu	11:45 T3	12:15 T4	1:30 T4	2:30 T4	3:00 T3
22198 Bionic Bulldogs 2	9:45 RD2-Blu	10:30 P2- Blu	11:30 CV2-Blu	12:00 T3	12:30 T4	1:35 T4	2:35 T4	3:05 T3
30055 SRMS Cardinals	10:00 RD2-Blu	10:45 P2- Blu	11:45 CV2-Blu	12:15 T3	9:30 T4	1:40 T4	2:40 T4	3:10 T3
13773 Moar Epic Curiosity	10:15 RD2-Blu	11:15 P2- Blu	12:00 CV2-Blu	12:30 T3	9:45 T4	1:45 T4	2:45 T4	3:15 T3
48609 QOA Robotics 2	10:30 RD2-Blu	11:30 P2- Blu	12:15 CV2-Blu	9:30 T3	10:00 T4	1:30 T3	2:00 T4	3:05 T4
7447 The Tough Cookies	10:45 RD2-Blu	11:45 P2- Blu	12:30 CV2-Blu	9:45 T3	10:15 T4	1:35 T3	2:05 T4	3:00 T4
28969 Fuzzy Logic	11:15 RD2-Blu	12:00 P2- Blu	9:30 CV2-Blu	10:00 T3	10:30 T4	1:40 T3	2:10 T4	3:15 T4
38031 MASTER CODERS	11:30 RD2-Blu	12:15 P2- Blu	9:45 CV2-Blu	10:15 T3	10:45 T4	1:45 T3	2:15 T4	3:10 T4
29337 Shazzam 6	11:45 RD2-Blu	12:30 P2- Blu	10:00 CV2-Blu	10:30 T3	11:15 T4	2:00 T3	2:30 T3	3:20 T3
42815 D701d M8s	12:00 RD2-Blu	9:30 P2- Blu	10:15 CV2-Blu	10:45 T3	11:30 T4	2:05 T3	2:35 T3	3:25 T3
44298 ElectroBOTS	12:15 RD2-Blu	9:45 P2- Blu	10:30 CV2-Blu	11:15 T3	11:45 T4	2:10 T3	2:40 T3	3:20 T4
5220 TOBOR Blue	12:30 RD2-Blu	10:00 P2- Blu	10:45 CV2-Blu	11:30 T3	12:00 T4	2:15 T3	2:45 T3	3:25 T4



**FIRST Team 2607 Fighting RoboVikings and
Archbishop Wood HS**



Welcome you to

The 2019-20 FLL City Shaper Qualifier Tournament

Lunch Menu Services Pre-Order Form

Food	Quantity	Cost	Total Cost
Pizza/slice		\$ 2.00	
Pizza/whole pie		\$15.00	
Pulled Pork Sandwich		\$ 5.00	
Meatball Sandwich		\$ 5.00	
All Beef Hot Dog		\$ 2.00	
Veggie Chili		\$ 3.00	
Turkey Hoagie		\$ 5.00	
Ham Hoagie		\$ 5.00	
Italian Hoagie		\$ 5.00	
Drinks			
Water		\$ 1.00	
Soda		\$ 1.00	
Coffee		\$ 1.00	
Hot Chocolate		\$ 1.00	
Snacks			
Chips		\$ 1.00	
Soft Pretzels		\$ 1.00	
TOTAL COST			

Pre-Orders are due no later than Thursday, December 5, 2019.

Email pre-orders to Matt Atras: matras@comcast.net

Pre-Ordered Food will be packaged and organized by TEAM. There will be announcements at the event for pickup procedure.

TEAM: _____ Contact: _____

Phone: _____ Email: _____

Questions/Comments: _____

Preorder questions: Please contact Matt Atras matras@comcast.net 215-760-0864.



Archbishop Wood FLL Qualifier Event

Coach/Mentor Nomination Form



Archbishop Wood FLL Qualifier
Coach/Mentor Nomination Form
December 2019

Team Name:		Team Number:	
Mentor/Coach Name:		Nominator:	

Tell us in 150 words or less why your coach should be considered for the Coach/Mentor Award: