



June 6 - 7, 2026

5th Annual American Robotics Invitational

FIRST® LEGO® League Challenge- UNEARTHED

INFORMATION PACKET



MADISON, NEW JERSEY

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INTRODUCTION

Welcome to the 5th annual **American Robotics Open Championship** for the 2025/2026 **UNEARTHED FIRST Lego League (FLL) Challenge** season held at **Drew University, Madison, NJ** on Saturday, **June 6, and Sunday, June 7, 2026.**

This invitational will be run in a **FLL Championship format** with:

- Opening ceremony
- In-person judging
- 3 FLL robot runs
- Additional Team Lightning Rounds (2 team alliances/table)
- Awards presentations
- Closing ceremony

We will have 68 teams representing 44 FLL regions from across the U.S.

Information Packet

Latest version of this document: <https://americanroboticsopen.org/information-packet>

Coaches Meetings

Bi-weekly Coaches Q&A Calls

- Thursday evenings 9:00pm-9:30pm EST, Feb 26, Mar. 12, Mar 29(Sun), Apr 12 (Sun), Apr 23, May 7.

Mandatory Coaches' Meeting

- Date: Thurs May 21st or Sun May 31st
- Time: 9:00 PM - 10:00 PM
- Attendees: Coaches , Judge Advisor, Robot Game Head Referee

Video call link: <https://meet.google.com/wgx-dngg-jup>

- Some public school IT systems may block Google Meet video calls.

Recordings of Previous Coaches Q&A Calls

- Mar 29: <https://youtu.be/GUQE7pd-wIs?si=xMBKB5gDwj82SqLm>
- Apr 12: https://drive.google.com/file/d/1d8lumaoPbddV-OX-F7qEEJm-0Jddx45B/view?usp=drive_web
- May 7:
https://drive.google.com/file/d/1hZGzIAfcWpVUt8rEFbsKwO194MWE73Qm/view?usp=drive_web
- May 21: https://drive.google.com/file/d/1ehQWiOUey7u212b_j8-xWZ__IgB_drcM/view

Consent & Release Form

All student team members, coaches and mentors (2 total), must complete and submit a consent and release form to attend and participate in the event by **Tuesday May 26, 2026**.

Consent & Release form link: <https://waiver.smartwaiver.com/w/9sxzvcahjyltrjsudwp351/web/>

- Note this is a **two-step** verification process:
 - Complete and submit the online form.
 - Confirm your submission by clicking the acknowledgement link sent to your email.

Filing Requirements:

- **Students:** One entry per student, to be completed by a parent or legal guardian.
- **Coaches & Mentors:** One entry per adult coach or mentor.
- Spectators: Friends, family, and audience members who are not part of a team do **not** need to complete this form.

Fun Facts Form: Fun Facts provided by teams will be used by MCs during Robot Games and Ceremonies. Information provided on this form will not be shared with judges. Complete the [Fun Facts form](https://forms.gle/bocxwShQ3v19uRGEA) <https://forms.gle/bocxwShQ3v19uRGEA> by **May 26**.

Team Information Sheet

- **What is it?** A single reference sheet for judges to use during judging session. Include team name, number and team picture with first names only. Please do not exceed the 1 page format. Anything beyond the first page will not be considered.
- **Do we have to do it?** It is highly recommended as a tool to help you share your story.. Teams who choose not to provide will not be penalized for judging.
- **When do we turn it in?** Please hand them to your judges (3-4) at the start of your judging session on Saturday
- Link to access: [Team Info Sheet Form](http://bit.ly/43exO2j) <http://bit.ly/43exO2j>

Coach / Mentor Nominations

- The [Coach / Mentor Nomination Form](https://shorturl.at/MOma2) <https://shorturl.at/MOma2> is available to share with your students.
- All student submissions must be handwritten and submitted at team check-in on Saturday

Volunteer Opportunity

- Student team members' siblings and parents (excluding coaches of participating teams) are welcome to volunteer.
- Register to volunteer on the FIRSTInspires.org website.
- Create an account and search for our event.
- When registering for the event, volunteers must enter the teams with which they are affiliated.

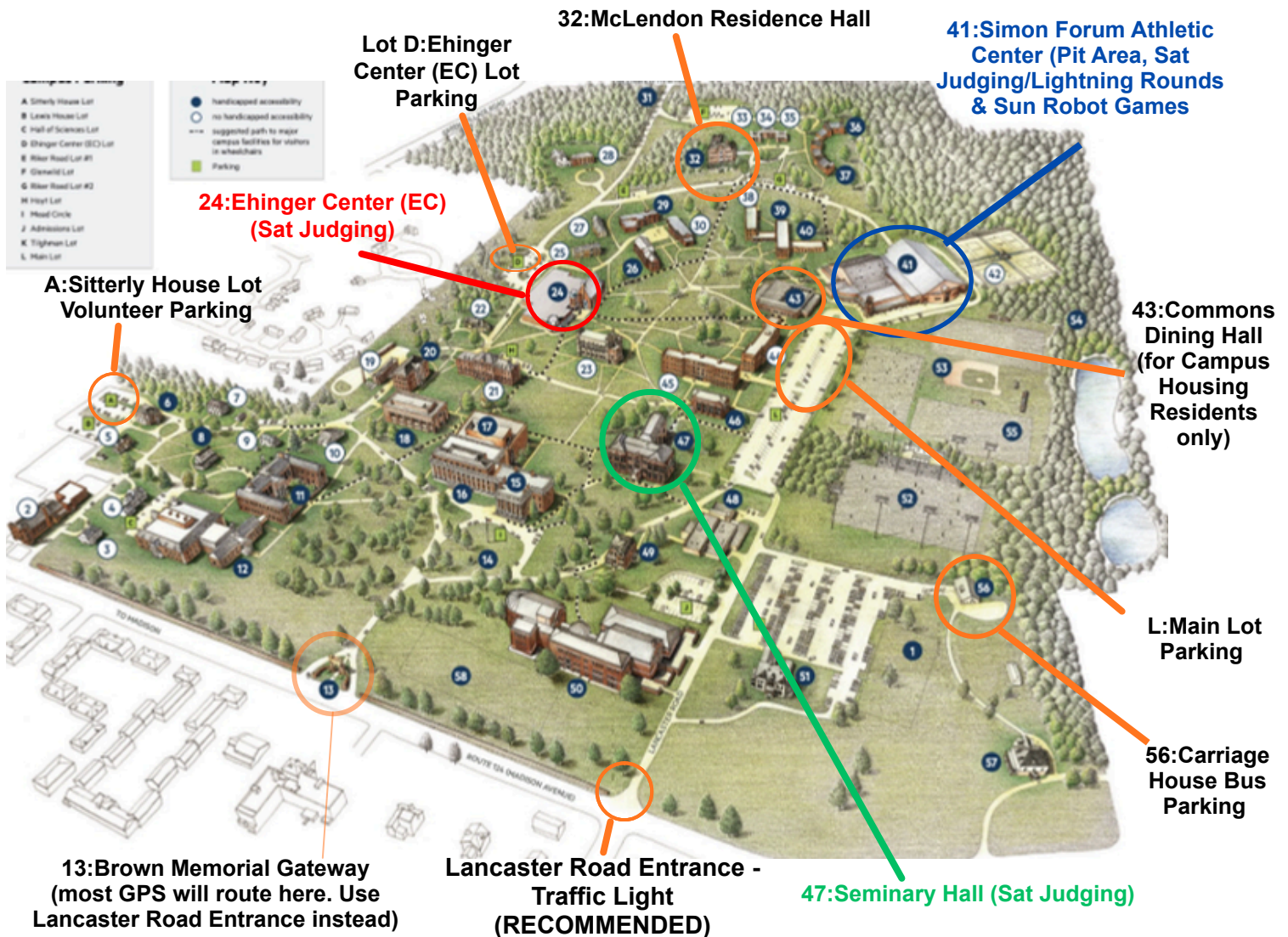
Fun Exchange

- Teams bring and trade small mementos at events for fun
- Get creative—use items that represent your team (stickers, pins, candy, etc.)

June 6 - 7 Schedule for Coaches/Mentors

Sat. Jun 6	Activity	Location	Notes
08:00 AM – 10:30 AM	Team Check-in	Simon Forum - Bell Tower Entrance	Only 1 coach is required to check in.
08:30 AM – 01:45 PM	Judging Sessions	Simon Forum, Ehinger Center & Seminary Hall	30 mins per team, Check in
09:00 AM – 05:00 PM	Pit Area Open	Simon Forum	Pit Set up/Tech Prep
09:00 AM – 04:00 PM	Apparel Onsite Vendor	Simon Forum	
10:00 AM – 04:45 PM	Practice Tables (10)	Simon Forum - Next to Pit Area	Refer to "Practice Tables" for specific queuing process **
02:00 PM – 04:00 PM	Lightning Rounds - 1st, 2nd, 3rd Rounds	Competition Fields at Simon Forum	Single-elimination robot game format of 34 alliances
04:00 PM - 04:30 PM	Coaches Meeting	By Competition Table 1	
05:00 PM	Team Departure	Simon Forum	
Sun. Jun 7	Activity	Location	Notes
08:00 AM	Doors Open	Simon Forum	
08:30 AM – 08:45 AM	Opening Ceremony & National Anthem	Simon Forum	
09:15 AM – 10:15 AM	Testing & Calibration	Competition Fields at Simon Forum	10 mins per team
10:45 AM – 12:00 PM	Morning Matches	Simon Forum	
12:00 PM - 12:45 PM	Lunch Break (Staff)	Seating available at Baldwin Gym	Teams should eat when they have a break
12:45 PM – 02:30 PM	Afternoon Matches	Simon Forum	
02:30 PM – 03:00 PM	Innovation Presentation Encore	Simon Forum	
03:00 PM - 03:45 PM	Lightning Rounds Finals	Competition Fields at Simon Forum	Quarter Finals, Semi-Finals, and Finals
04:00 PM - 05:00 PM	Closing Ceremony & Awards	Simon Forum	
05:00 PM	Team Departure	Simon Forum	Pit Clean up ~2:30-4:30

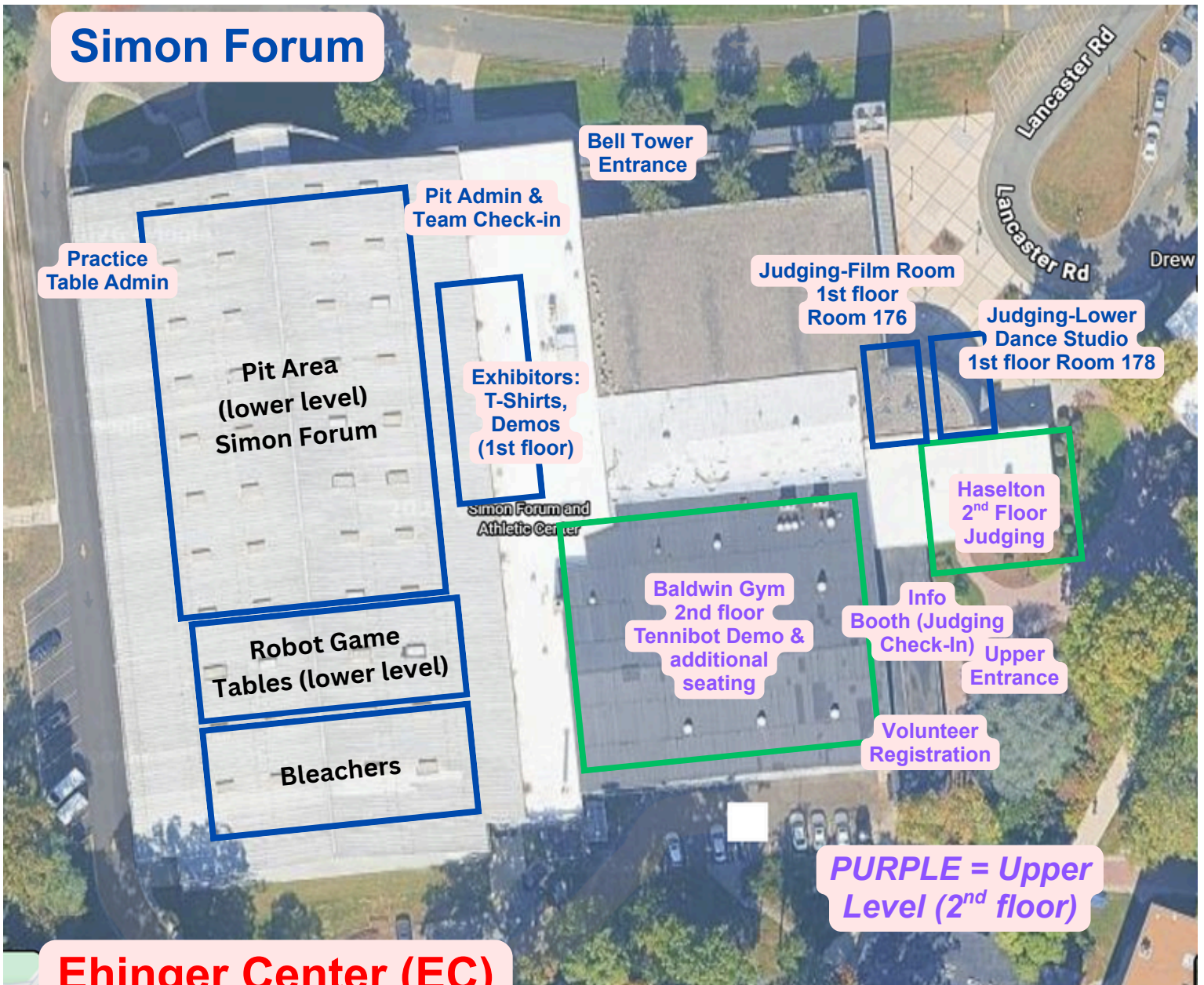
DREW UNIVERSITY CAMPUS MAP



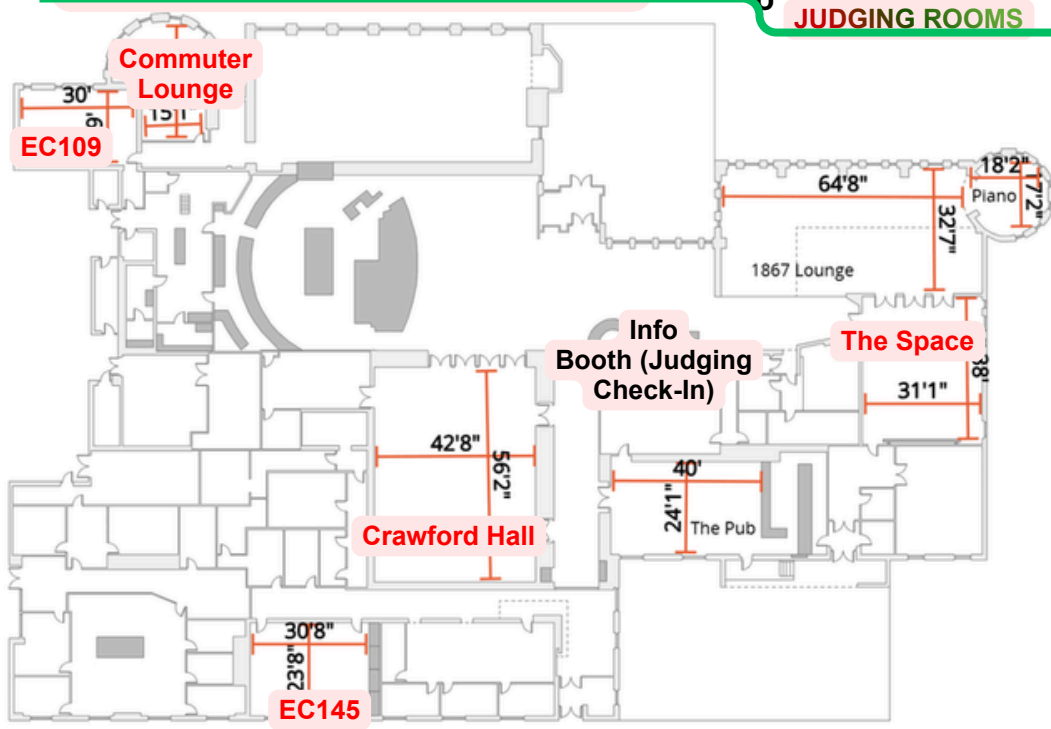
Parking Information

- **Participant Designated Parking**
 - **Lot L (Main Lot):** About 125 spaces are available for teams.
 - Lot is shared with other events happening on campus.
 - **Lot D (Ehinger Center Lot):** 50 spaces
 - **Lot A (Sitterly House Lot):** Overflow lot for teams; 7-minute walk to Simon Forum
- **Volunteer Parking:**
 - **Lot A (Sitterly House Lot):** 7-minute walk to Simon Forum
- **Bus Parking:**
 - Next to the Carriage house (the building towards the back of the first parking lot you pass when entering at the traffic light)

Simon Forum

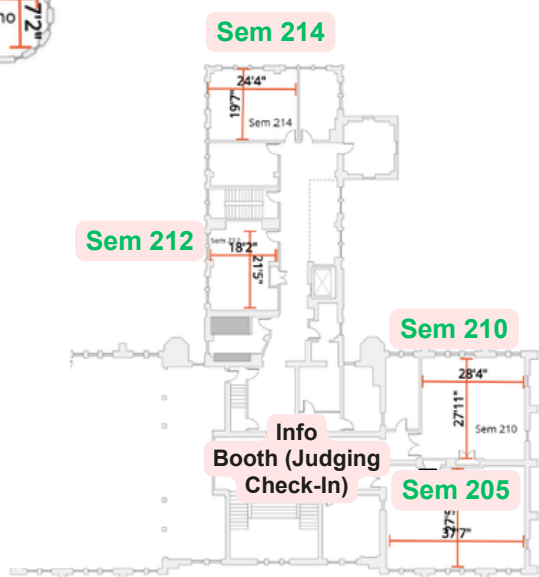


Ehinger Center (EC)



JUDGING ROOMS

Seminary Hall

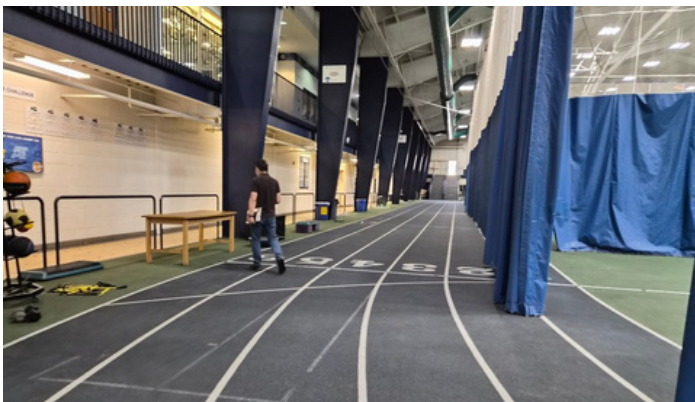


INFORMATION FOR FAMILIES

Food Options:

- Refer to list of local restaurants on the AROC website: [Local Dining](https://americanroboticsopen.org/local-dining)
<https://americanroboticsopen.org/local-dining>
- Teams can pick up **pre-ordered** boxed lunches at the Baldwin Gym ~11:30am Sat & Sun.
- There will not be any external food vendors on site. Vending machines are available at Simon Forum.
- The Baldwin gym will have 20 round tables and seating for meals.
- Common Dining Hall is **ONLY** for campus housing residents. Vouchers will be provided to those who pre-purchased meal plans.

Onsite Activities:




Baldwin Gym:

- AI Tennibot Robotic Pickleball Machine Exhibit (Sat only)
 - <https://www.tennibot.com/pickleball/ball-machine/>
- Team / Family Lunch Area (Sat & Sun)
- Onsite Apparel Vendor (Sat & Sun)



Simon Forum Athletic Center 1st Flr:

- Photobooth 
- RoboCup Jr. Demo
- TremorPause ISEF: A Wearable Inertial Hand Tremor Evaluation and Suppression System
- Civil Air Patrol Booth, FuturePath Academy

Simon Forum Athletic Center Mezzanine:

- FIRST Tech Challenge Demo (Sat only)

Iconic Local & NYC Attractions:

Refer to a list on the AROC website under More: "[Local & NYC Attractions](https://americanroboticsopen.org/local-and-nyc-attractions)"
<https://americanroboticsopen.org/local-and-nyc-attractions>

PIT AREA SETUP GUIDE

Here's everything you need to know about the pit areas to ensure a smooth and enjoyable experience. The Pit layout is on p10 and the pit assignments are on p16.

Team Pit Areas: 8 feet x 7 feet. Each team will receive:

- One 6-ft table and two chairs

Pit Area Safety Rules

Due to NJ fire code regulations, the following are **NOT** permitted in pit areas:

- Pop-up tents - Camping tents - Large structures or enclosures

What Teams Should Bring

- A Power strip and a 3-prong extension cord (10 to 15 feet long)
- Gaffer or shipping tape for securing power cords in walkways
- Poster boards for your robot, CV, and innovation project are optional but recommended
- A fun, small memento for trading with other teams

What NOT to Bring:

- Scissors, knives, multitools, or any sharp objects
- Helium balloons
- Teams are not allowed to hang anything on the walls
- Eating is not allowed in Simon Forum. Please use Baldwin Gym or any area outside Simon Forum.



Storage & Belongings

- Pit Area Materials: Teams may leave poster boards and other competition materials in their designated pit area.

Valuables:

- Please do not leave valuables unattended in the pit.
- Items that are not easily distinguishable or such as event t-shirts, should be placed out of view so that they are not mistakenly picked up.

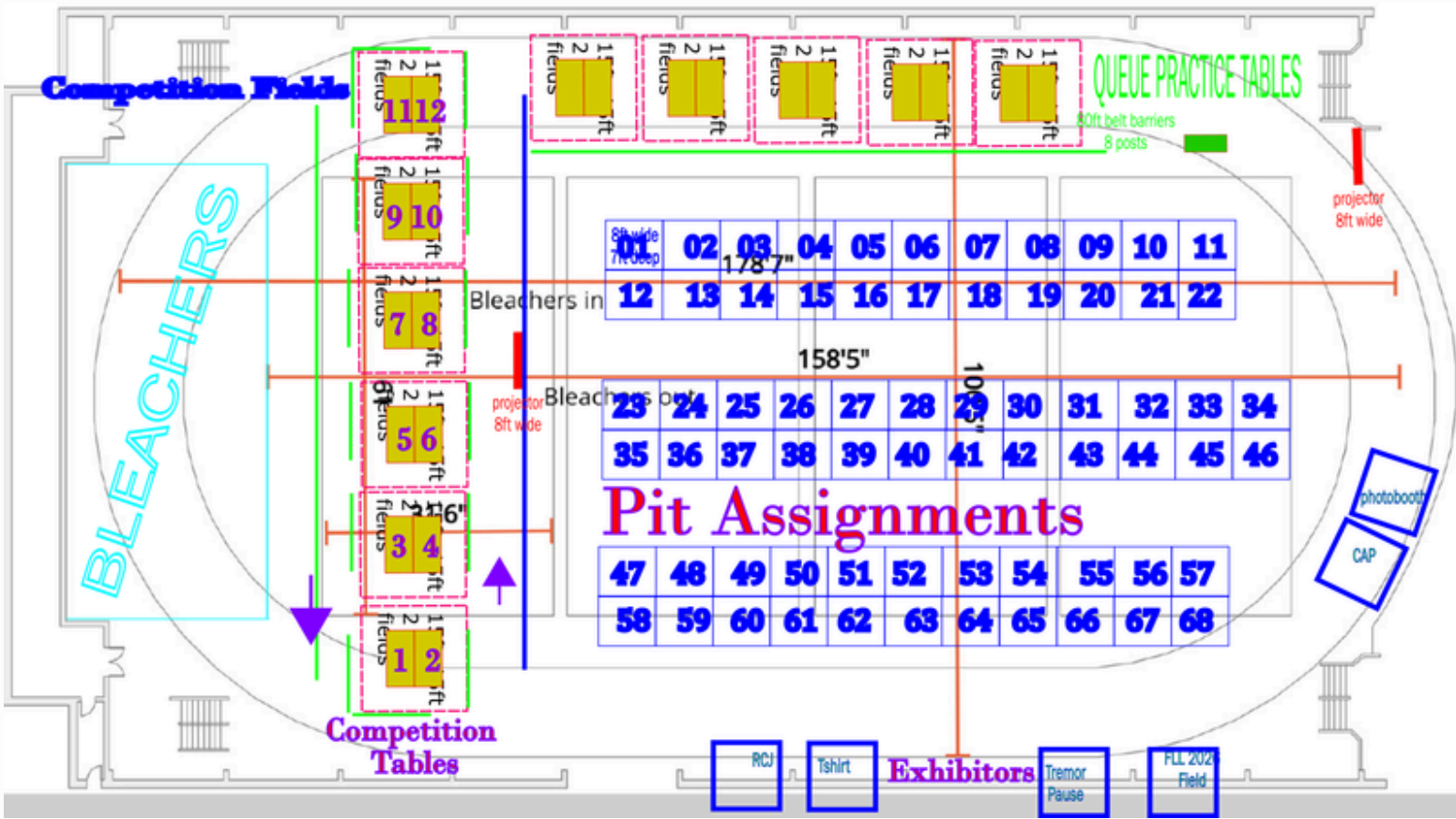
Liability:

- Event Organizers and Drew University are not responsible for lost/stolen items.

Practice Tables

- 10 practice tables. To ensure all teams have access, we use a token system:
- **Segments:** Practice time is allocated in 10-mins blocks.
- **Token System:** Each team is assigned one (1) token.
- **Queue:** Place your token in the single FIFO (First In, First Out) queue.
- **Usage:** Teams may stay at a table past their 10 mins only if no other teams are waiting. Once a new team enters the queue, the team that has been at a table the longest must vacate.

PIT AREA MAP



- 12 competition tables
- 10 practice tables
- pit size 8ft wide x 7ft deep



JUDGING BUILDING LOCATIONS

I. Simon Forum and Athletic Center



II. Ehinger Center



III. Seminary Hall



JUDGING OVERVIEW

Judging Summary

- Each team will participate in a 30-minute judging session following the official FIRST FLL Challenge judging format.
- The session timing follows the official judging flowchart:
- <https://firstinspires.blob.core.windows.net/fll/challenge/2025-26/fll-challenge-uneearthed-judging-session-flowchart.pdf>
- Teams will receive their judging timeslot by third week of May.

Coach/Affiliated Team Member Participation

- 2 coaches + up to **8 non-team members** (coaches, parents or mentors) may enter the judging room. Seating is limited so non-team members may be standing during the judging session.
- Video recording is permitted.
- Non-team members may not interact with the team or judges during the session, and must stand behind the students and out of their line of sight. Applause is allowed after each presentation =)
- The 30-minute session begins when the team enters the judging room.

Presentation Guidelines

- Presentations must be live. Pre-recorded videos are not allowed.
- Projectors will not be provided in judging rooms.
- Teams must provide their own equipment if using digital presentations.
- Simple, low-tech presentations are recommended to avoid technical issues.

Room Setup & Materials

- One table will be available for team use.
- Teams may bring poster boards or display materials.
- Teams must bring their robot and attachments to the judging room.
- Teams may bring a photo of the field to discuss strategy.
- No robot game table will be available for demonstrations.
- All materials provided to judges during judging must be returned to teams. Judges cannot keep any team materials other than the team info sheet.

Core Values

Teams should demonstrate FIRST Core Values throughout the session, including:

- Teamwork
- Discovery
- Inclusion
- Innovation
- Impact
- Fun

Judges observe these behaviors during both presentations and discussions.

JUDGING LOCATIONS

Judging Rubrics:

<https://firstinspires.blob.core.windows.net/fll/challenge/2025-26/fll-challenge-uneearthed-rubrics-color.pdf>

Team Information Sheet (Highly Recommended):

Please provide a Team Information Sheet (TIS) as a reference for the judges. These should not have any PII (Personally Identifiable Information) and would be submitted to each judge upon entry into the judging room.

<https://tiec.gov.eg/English/Programs/FirstLegoLeague/Documents/TeamInfoSheet-fixed-12-2-11.pdf>

Judging Locations:

Teams should arrive at designated judging locations **fifteen (15) minutes** prior to check-in.

Ehinger Center (Building 24 or EC) – 5 Rooms

- 4 minute walk from Simon Forum to EC
- Crawford Hall
- EC 109
- EC 145
- The Space
- Commuter Lounge

Simon Forum (Building 41) – 3 Rooms

- Haselton Room (upper dance studio)
- Lower Dance Studio
- Sports Film Room

Seminary Hall (Building 47) – 4 Rooms

- 4 minute walk from Simon Forum
- Seminary Room 205
- Seminary Room 210
- Seminary Room 212
- Seminary Room 214

In each judging room, there will be 3 tables and ~10-14 chairs:

- One 8 ft. table for team to showcase their poster boards & robot with attachments
- Chairs for 2 coaches and 4-8 parents
- Two 8 ft. tables with 4 chairs for judges



The image shows a sample of the FLL Team Information Sheet. It includes fields for FLL Team Number, Team Name, School/Affiliation/Location, Coach, Mentors, and Robot's Name. There are also sections for Robot Design Information, Team Picture, Core Values Information, and Fun Facts About Our Team. At the bottom, there are checkboxes for providing supporting materials and returning presentation materials.

Simon Forum



Ehinger Center (EC)



Seminary Hall

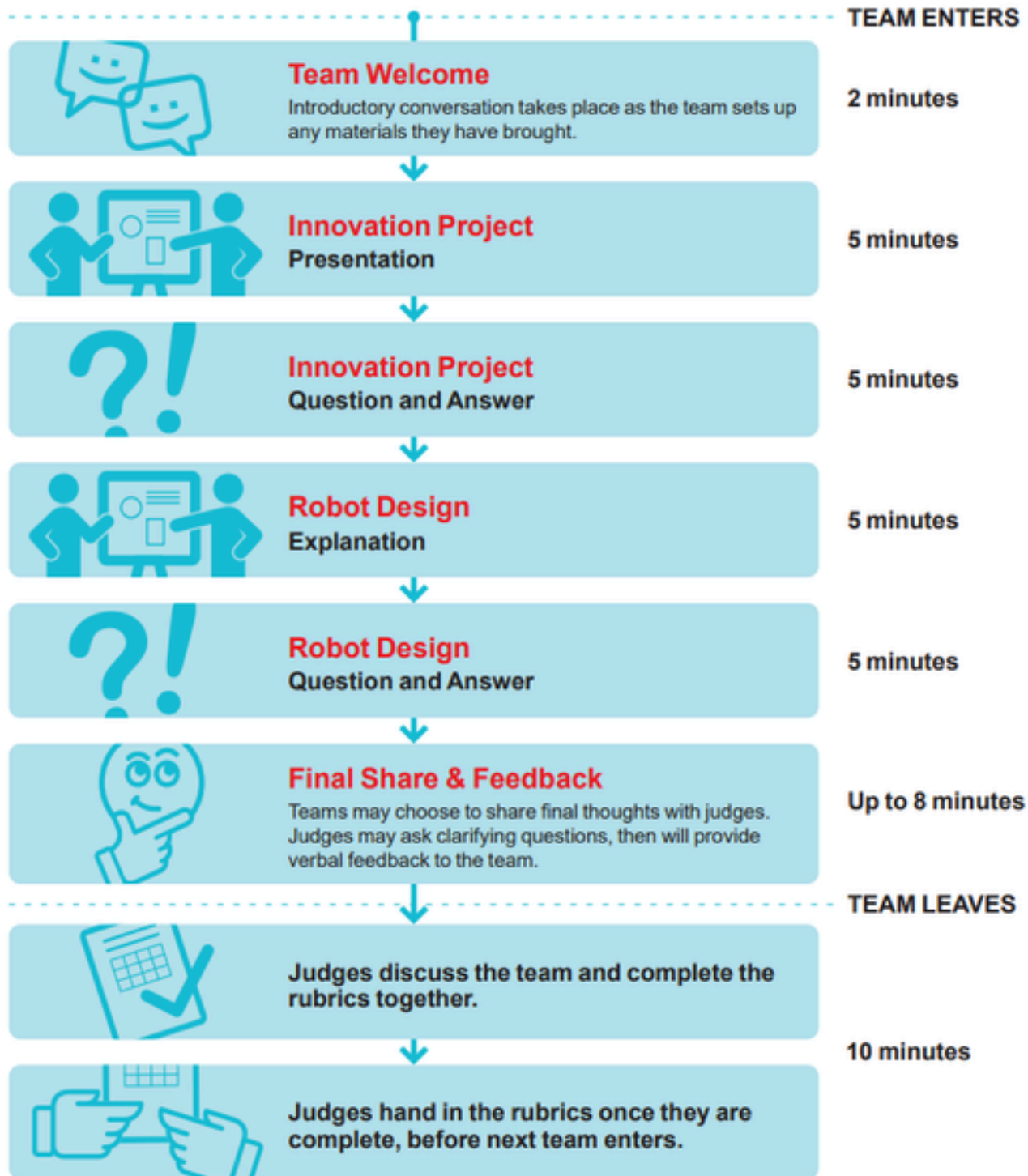


Note: Rooms shown are not configured for judging layout.

Judging Session Flowchart

Teams should demonstrate **FIRST® Core Values** in everything they do. Judges will be excited to see how teams used **teamwork, discovery, inclusion, innovation, impact, and fun** throughout their Innovation Project and Robot Design work.

Judging is a time to celebrate a team's accomplishments, but it is normal to feel nervous. Judges will do their best to encourage teams during the session. Teams should not leave anything in the judging room when they leave.



June 6 SAT Schedule, Pit Assignments, Judging, Lightning Rounds

(sorted by Team #)

Team#	Team Name	State	Pit #	Judging Time	Judging Room	Alliance#	1st Round Lightning Round Field	1st Round Lightning Round Time	2nd & 3rd Round (2:45pm-4:00pm)
246	Explosive Chicken F.O.R.C.E	Illinois	16	9:15-9:45am	Ehinger - EC109	9	5	2:00 PM	
2583	Dragoneer Robotics	Louisiana	17	10:45-11:15am	Simon - Lower Dance Studio	9	5	2:00 PM	
2885	404 Brick Not Found	New York	23	10:45-11:15am	Simon - Haselton	12	10	2:15 PM	
3054	Oak Ridge LEGO Blasters	Iowa	43	10:45-11:15am	Ehinger - EC109	22	12	2:15 PM	
3249	The CaptBites	New York	29	10:45-11:15am	Seminary 212	15	8	2:30 PM	
3430	Nova Bots	New York	64	11:30-12:00pm	Ehinger - EC109	31	8	2:15 PM	
3553	BeeSTAR	Utah	59	11:30-12:00pm	Ehinger - The Space	34	10	2:30 PM	
5158	Glyph Gang	Arizona	24	10:45-11:15am	Ehinger - Commuter Lounge	12	10	2:15 PM	
5991	Pain in the Bots	New Jersey	58	8:30am-9:15am	Ehinger - Crawford Hall	34	10	2:30 PM	
8056	Falcons Tech	Florida	19	8:30am-9:15am	Simon - Lower Dance Studio	8	11	2:15 PM	
9556	RoboPhantoms	New York	5	8:30am-9:15am	Seminary 205	3	1	2:15 PM	
17899	Bright Byte Kidz	Maryland	61	9:15-9:45am	Seminary 205	33	12	2:00 PM	
22251	Children of Apollo	New York	63	9:15-9:45am	Seminary 210	32	11	2:00 PM	
23785	Meteorites Squared	New York	47	11:30-12:00pm	Simon - Lower Dance Studio	24	6	2:30 PM	
29167	North 40	Maryland	21	10:00-10:30am	Seminary 212	7	4	2:00 PM	
32350	Sea Salters	Virginia / DC	49	10:00-10:30am	Seminary 205	25	8	2:00 PM	
34915	Gizmo Girlz	Washington	6	11:30-12:00pm	Simon - Film Room	3	1	2:15 PM	
36203	Ridge Robotics	Washington	1	10:00-10:30am	Simon - Lower Dance Studio	1	1	2:00 PM	
40707	The Golden Dragons	Washington	9	11:30-12:00pm	Ehinger - Crawford Hall	5	2	2:15 PM	
41222	Radioactive Bulldogs	Wisconsin	55	10:00-10:30am	Ehinger - Crawford Hall	28	9	2:00 PM	
44348	Lafayette Street School	New Jersey	33	1:15-1:45pm	Ehinger - Crawford Hall	17	3	2:30 PM	
46508	Mind MONCS	Delaware	35	8:30am-9:15am	Simon - Film Room	18	6	2:00 PM	
51125	Space Ninjas	Louisiana	37	10:45-11:15am	Simon - Film Room	19	9	2:15 PM	
52453	I Am Up To No Good	Wisconsin	12	11:30-12:00pm	Simon - Haselton	11	4	2:15 PM	
53466	Starfish Quartz	Pennsylvania	10	8:30am-9:15am	Seminary 210	5	2	2:15 PM	
53851	Franklin School	New Jersey	25	1:15-1:45pm	Ehinger - The Space	13	9	2:30 PM	
54262	PSD Coders	Wisconsin	31	10:00-10:30am	Ehinger - EC145	16	5	2:15 PM	
55541	Ma5ter Miner5	New Jersey	41	8:30am-9:15am	Seminary 214	21	7	2:00 PM	
55676	Prowling Panthers	Indiana	3	9:15-9:45am	Seminary 214	2	2	2:00 PM	
55812	Brick and Rocky	New Jersey	38	10:45-11:15am	Ehinger - EC145	19	9	2:15 PM	
56072	Girl Power Robotics	New Jersey	67	8:30am-9:15am	Ehinger - The Space	30	10	2:00 PM	
56259	Innovative Engineers	Kentucky	14	10:45-11:15am	Seminary 214	10	3	2:15 PM	
56398	Robo Warriors	Alabama	4	9:15-9:45am	Simon - Film Room	2	2	2:00 PM	
56666	D'berville Diamonds	Mississippi	54	9:15-9:45am	Ehinger - Crawford Hall	27	7	2:30 PM	
57138	Kermi's Krew	Texas	39	1:15-1:45pm	Ehinger - EC109	20	4	2:30 PM	
57674	RoboCookies	West Virginia	26	10:00-10:30am	Simon - Haselton	13	9	2:30 PM	
58082	BrickBusters	Pennsylvania	34	8:30am-9:15am	Seminary 212	17	3	2:30 PM	
58588	Williston Wired Cats	Vermont	11	11:30-12:00pm	Seminary 212	6	2	2:30 PM	
59795	D-Ville Dinos	Mississippi	45	11:30-12:00pm	Seminary 205	23	6	2:15 PM	
60371	Daklwi	Maryland	57	9:15-9:45am	Simon - Haselton	29	1	2:30 PM	
60791	The Dragoneers	New Jersey	40	10:45-11:15am	Ehinger - The Space	20	4	2:30 PM	
61854	Glastonbury Goats	Connecticut	20	9:15-9:45am	Ehinger - EC145	7	4	2:00 PM	
62345	TerraBytes	Illinois	2	10:00-10:30am	Seminary 214	1	1	2:00 PM	
62583	Lego Legends	Virginia / DC	65	9:15-9:45am	Ehinger - Commuter Lounge	31	8	2:15 PM	
62693	SQUISHISHARKS	New Jersey	13	9:15-9:45am	Simon - Lower Dance Studio	11	4	2:15 PM	
64381	Jurassic Spark	New Mexico	27	10:45-11:15am	Ehinger - Crawford Hall	14	5	2:30 PM	
64446	CC4H Robotic Groundbreakers	Pennsylvania	7	10:00-10:30am	Seminary 210	4	3	2:00 PM	
64570	Data Deleted	New York	56	9:15-9:45am	Seminary 212	28	9	2:00 PM	
65217	Pineapple TechBots	Texas	15	11:30-12:00pm	Ehinger - Commuter Lounge	10	3	2:15 PM	
65266	Lego Dynamics	Wisconsin	22	1:15-1:45pm	Ehinger - Commuter Lounge	6	2	2:30 PM	
65542	No Limits	Maryland	53	1:15-1:45pm	Simon - Haselton	27	7	2:30 PM	
65773	AI Future 1	New York	60	10:00-10:30am	Ehinger - Commuter Lounge	33	12	2:00 PM	
66292	CookieBots	California	48	1:15-1:45pm	Simon - Film Room	24	6	2:30 PM	
66295	TechNoLogic	New Jersey	62	10:00-10:30am	Ehinger - The Space	32	11	2:00 PM	
66443	Shipwreck Shells	Maryland	51	10:00-10:30am	Ehinger - EC109	26	7	2:15 PM	
66742	Bot Why Not	New Jersey	66	8:30am-9:15am	Ehinger - EC109	30	10	2:00 PM	
68019	Tibricks	Puerto Rico	32	11:30-12:00pm	Ehinger - EC145	16	5	2:15 PM	
70616	Steel City Sparks	Pennsylvania	18	10:45-11:15am	Seminary 205	8	11	2:15 PM	
70960	Tectonic Titans	Pennsylvania	44	10:45-11:15am	Seminary 210	22	12	2:15 PM	
70968	C.I.R.C.U.I.T. Breakerz	Washington	30	1:15-1:45pm	Simon - Lower Dance Studio	15	8	2:30 PM	
71536	Archeo-Techs	Arizona	52	11:30-12:00pm	Seminary 214	26	7	2:15 PM	
71547	Thompson Scholar LEGO Lions	Kentucky	68	1:15-1:45pm	Seminary 214	29	1	2:30 PM	
71610	TechnoBlast	Maryland	28	1:15-1:45pm	Ehinger - EC145	14	5	2:30 PM	
71801	Lego Master Minds	Kansas	8	10:00-10:30am	Simon - Film Room	4	3	2:00 PM	
72352	Code Miners	Maryland	42	8:30am-9:15am	Simon - Haselton	21	7	2:00 PM	
73171	Toxic Mummies	Pennsylvania	36	8:30am-9:15am	Ehinger - EC145	18	6	2:00 PM	
74637	EALrthlings	Delaware	50	9:15-9:45am	Ehinger - The Space	25	8	2:00 PM	
74703	TIDAL ENGINEERS	New York	46	8:30am-9:15am	Ehinger - Commuter Lounge	23	6	2:15 PM	

Pending Results of 1st Round

June 6 SAT Schedule, Pit Assignments, Judging, Lightning Rounds

(sorted by Lightning Round Match)

Team#	Team Name	State	Pit #	Judging Time	Judging Room	Alliance#	1st Round Lightning Round Field	1st Round Lightning Round Time
36203	Ridge Robotics	Washington	1	10:00-10:30am	Simon - Lower Dance Studio	1	1	2:00 PM
62345	TerraBytes	Illinois	2	10:00-10:30am	Seminary 214	1	1	2:00 PM
55676	Prowling Panthers	Indiana	3	9:15-9:45am	Seminary 214	2	2	2:00 PM
56398	Robo Warriors	Alabama	4	9:15-9:45am	Simon - Film Room	2	2	2:00 PM
64446	CC4H Robotic Groundbreakers	Pennsylvania	7	10:00-10:30am	Seminary 210	4	3	2:00 PM
71801	Lego Master Minds	Kansas	8	10:00-10:30am	Simon - Film Room	4	3	2:00 PM
29167	North 40	Maryland	21	10:00-10:30am	Seminary 212	7	4	2:00 PM
61854	Glastonbury Goats	Connecticut	20	9:15-9:45am	Ehinger - EC145	7	4	2:00 PM
246	Explosive Chicken F.O.R.C.E	Illinois	16	9:15-9:45am	Ehinger - EC109	9	5	2:00 PM
2583	Dragoneer Robotics	Louisiana	17	10:45-11:15am	Simon - Lower Dance Studio	9	5	2:00 PM
46508	Mind MONCS	Delaware	35	8:30am-9:15am	Simon - Film Room	18	6	2:00 PM
73171	Toxic Mummies	Pennsylvania	36	8:30am-9:15am	Ehinger - EC145	18	6	2:00 PM
55541	Ma5ter Miner5	New Jersey	41	8:30am-9:15am	Seminary 214	21	7	2:00 PM
72352	Code Miners	Maryland	42	8:30am-9:15am	Simon - Haselton	21	7	2:00 PM
32350	Sea Salters	Virginia / DC	49	10:00-10:30am	Seminary 205	25	8	2:00 PM
74637	E.A.I.rthlings	Delaware	50	9:15-9:45am	Ehinger - The Space	25	8	2:00 PM
41222	Radioactive Bulldogs	Wisconsin	55	10:00-10:30am	Ehinger - Crawford Hall	28	9	2:00 PM
64570	Data Deleted	New York	56	9:15-9:45am	Seminary 212	28	9	2:00 PM
56072	Girl Power Robotics	New Jersey	67	8:30am-9:15am	Ehinger - The Space	30	10	2:00 PM
66742	Bot Why Not	New Jersey	66	8:30am-9:15am	Ehinger - EC109	30	10	2:00 PM
22251	Children of Apollo	New York	63	9:15-9:45am	Seminary 210	32	11	2:00 PM
66295	TechNoLogic	New Jersey	62	10:00-10:30am	Ehinger - The Space	32	11	2:00 PM
17899	Bright Byte Kidz	Maryland	61	9:15-9:45am	Seminary 205	33	12	2:00 PM
65773	AI Future 1	New York	60	10:00-10:30am	Ehinger - Commuter Lounge	33	12	2:00 PM
9556	RoboPhantoms	New York	5	8:30am-9:15am	Seminary 205	3	1	2:15 PM
34915	Gizmo Girtz	Washington	6	11:30-12:00pm	Simon - Film Room	3	1	2:15 PM
40707	The Golden Dragons	Washington	9	11:30-12:00pm	Ehinger - Crawford Hall	5	2	2:15 PM
53466	Starfish Quartz	Pennsylvania	10	8:30am-9:15am	Seminary 210	5	2	2:15 PM
56259	Innovative Engineers	Kentucky	14	10:45-11:15am	Seminary 214	10	3	2:15 PM
65217	Pineapple TechBots	Texas	15	11:30-12:00pm	Ehinger - Commuter Lounge	10	3	2:15 PM
52453	I Am Up To No Good	Wisconsin	12	11:30-12:00pm	Simon - Haselton	11	4	2:15 PM
62693	SQUISHISHARKS	New Jersey	13	9:15-9:45am	Simon - Lower Dance Studio	11	4	2:15 PM
54262	PSD Coders	Wisconsin	31	10:00-10:30am	Ehinger - EC145	16	5	2:15 PM
68019	Tibricks	Puerto Rico	32	11:30-12:00pm	Ehinger - EC145	16	5	2:15 PM
59795	D-Ville Dinos	Mississippi	45	11:30-12:00pm	Seminary 205	23	6	2:15 PM
74703	TIDAL ENGINEERS	New York	46	8:30am-9:15am	Ehinger - Commuter Lounge	23	6	2:15 PM
66443	Shipwreck Shells	Maryland	51	10:00-10:30am	Ehinger - EC109	26	7	2:15 PM
71536	Archeo-Techs	Arizona	52	11:30-12:00pm	Seminary 214	26	7	2:15 PM
3430	Nova Bots	New York	64	11:30-12:00pm	Ehinger - EC109	31	8	2:15 PM
62583	Lego Legends	Virginia / DC	65	9:15-9:45am	Ehinger - Commuter Lounge	31	8	2:15 PM
51125	Space Ninjas	Louisiana	37	10:45-11:15am	Simon - Film Room	19	9	2:15 PM
55812	Brick and Rocky	New Jersey	38	10:45-11:15am	Ehinger - EC145	19	9	2:15 PM
2885	404 Brick Not Found	New York	23	10:45-11:15am	Simon - Haselton	12	10	2:15 PM
5158	Glyph Gang	Arizona	24	10:45-11:15am	Ehinger - Commuter Lounge	12	10	2:15 PM
8056	Falcons Tech	Florida	19	8:30am-9:15am	Simon - Lower Dance Studio	8	11	2:15 PM
70616	Steel City Sparks	Pennsylvania	18	10:45-11:15am	Seminary 205	8	11	2:15 PM
3054	Oak Ridge LEGO Blasters	Iowa	43	10:45-11:15am	Ehinger - EC109	22	12	2:15 PM
70960	Tectonic Titans	Pennsylvania	44	10:45-11:15am	Seminary 210	22	12	2:15 PM
60371	Daklwi	Maryland	57	9:15-9:45am	Simon - Haselton	29	1	2:30 PM
71547	Thompson Scholar LEGO Lions	Kentucky	68	1:15-1:45pm	Seminary 214	29	1	2:30 PM
58588	Williston Wired Cats	Vermont	11	11:30-12:00pm	Seminary 212	6	2	2:30 PM
65266	Lego Dynamics	Wisconsin	22	1:15-1:45pm	Ehinger - Commuter Lounge	6	2	2:30 PM
44348	Lafayette Street School	New Jersey	33	1:15-1:45pm	Ehinger - Crawford Hall	17	3	2:30 PM
58082	BrickBusters	Pennsylvania	34	8:30am-9:15am	Seminary 212	17	3	2:30 PM
57138	Kermit's Krew	Texas	39	1:15-1:45pm	Ehinger - EC109	20	4	2:30 PM
60791	The Dragoneers	New Jersey	40	10:45-11:15am	Ehinger - The Space	20	4	2:30 PM
64381	Jurassic Spark	New Mexico	27	10:45-11:15am	Ehinger - Crawford Hall	14	5	2:30 PM
71610	TechnoBlast	Maryland	28	1:15-1:45pm	Ehinger - EC145	14	5	2:30 PM
23785	Meteorites Squared	New York	47	11:30-12:00pm	Simon - Lower Dance Studio	24	6	2:30 PM
66292	CookieBots	California	48	1:15-1:45pm	Simon - Film Room	24	6	2:30 PM
56666	D'Beriville Diamonds	Mississippi	54	9:15-9:45am	Ehinger - Crawford Hall	27	7	2:30 PM
65542	No Limits	Maryland	53	1:15-1:45pm	Simon - Haselton	27	7	2:30 PM
3249	The CaptiBytes	New York	29	10:45-11:15am	Seminary 212	15	8	2:30 PM
70968	C.I.R.C.U.I.T. Breakerz	Washington	30	1:15-1:45pm	Simon - Lower Dance Studio	15	8	2:30 PM
53851	Franklin School	New Jersey	25	1:15-1:45pm	Ehinger - The Space	13	9	2:30 PM
57674	RoboCookies	West Virginia	26	10:00-10:30am	Simon - Haselton	13	9	2:30 PM
3553	BeeSTAR	Utah	59	11:30-12:00pm	Ehinger - The Space	34	10	2:30 PM
5991	Pain in the Bots	New Jersey	58	8:30am-9:15am	Ehinger - Crawford Hall	34	10	2:30 PM

June 7 SUN Schedule: Practice & Calibration

Practice Rounds Schedule

#	Start	End	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9	Table 10	Table 11	Table 12
Round 1														
1	9:30 A	9:40 A	66443	64570	66292	73171	55541	62693	56666	66742	17899	64446	34915	9556
2	9:40 A	9:50 A	46508	71610	72352	3249	71547	74703	52453	71536	58588	62583	29167	60371
3	9:50 A	10:00 A	41222	3054	53466	44348	246	56398	55812	54262	32350	60791	3553	53851
4	10:00 A	10:10 A	65217	65542	62345	2583	55676	36203	65266	3430	22251	8056	57138	70968
5	10:10 A	10:20 A	51125	65773	56072	23785	5991	56259	61854	70616	2885	66295	70960	40707
6	10:20 A	10:30 A	74637	59795	71801	5158	64381	58082	57674	68019				

June 7 SUN Schedule: FLL Robot Game Times By Table

Official Rounds Schedule

#	Start	End	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9	Table 10	Table 11	Table 12
Round 1														
1	11:00 A	11:05 A	54262	40707	70968	3430	65773	57138						
2	11:05 A	11:10 A							71547	66443	55676	65266	8056	57674
3	11:10 A	11:15 A	62583	55812	22251	59795	58082	66295						
4	11:15 A	11:20 A							64570	32350	71536	71610	65217	41222
5	11:20 A	11:25 A	17899	58588	62345	64446	60371	53851						
6	11:25 A	11:30 A							246	56072	66292	71801	34915	74637
7	11:30 A	11:35 A	2885	46508	5991	3249	44348	53466						
8	11:35 A	11:40 A							64381	29167	68019	55541	60791	56666
9	11:40 A	11:45 A	74703	70616	3553	51125	36203	56259						
10	11:45 A	11:50 A							62693	73171	2583	5158	72352	61854
11	11:50 A	11:55 A	9556	52453	70960	65542	56398	23785						
12	11:55 A	12:00 P							3054	66742				
Round 2														
12	11:55 A	12:00 P									57138	71547	17899	64446
13	12:45 P	12:50 P	32350	2885	54262	36203	55812	58082						
14	12:50 P	12:55 P							61854	74703	62693	55676	74637	62583
15	12:55 P	1:00 P	29167	62345	71801	56072	3553	44348						
16	1:00 P	1:05 P							2583	56398	46508	22251	73171	23785
17	1:05 P	1:10 P	68019	65217	246	3249	60371	70968						
18	1:10 P	1:15 P							72352	70616	66742	59795	70960	55541
19	1:15 P	1:20 P	41222	66295	64381	60791	52453	56666						
20	1:20 P	1:25 P							3430	57674	66443	3054	53466	5158
21	1:25 P	1:30 P	8056	71536	66292	58588	65542	9556						
22	1:30 P	1:35 P							64570	65773	65266	5991	71610	51125
23	1:35 P	1:40 P	56259	40707	53851	34915								
Round 3														
23	1:35 P	1:40 P					62583	3553						
24	1:40 P	1:45 P							56398	55812	22251	54262	58082	61854
25	2:00 P	2:05 P	62345	3054	56666	71536	3430	36203						
26	2:05 P	2:10 P							71610	8056	44348	66292	66742	74703
27	2:10 P	2:15 P	66443	2583	65266	53466	71547	52453						
28	2:15 P	2:20 P							34915	17899	66295	65773	64446	53851
29	2:20 P	2:25 P	56072	62693	70968	64381	73171	65542						
30	2:25 P	2:30 P							41222	5991	46508	60371	2885	65217
31	2:30 P	2:35 P	56259	32350	3249	29167	51125	72352						
32	2:35 P	2:40 P							59795	57138	40707	64570	74637	246
33	2:40 P	2:45 P	70616	60791	23785	68019	57674	9556						
34	2:45 P	2:50 P							58588	70960	55541	55676	5158	71801

June 7 SUN Schedule: By Team

Team #	Pit #	Team Name	Official Rounds Match Schedule									Practice Rounds Match Schedule			Min. Min. Between
			Match			Match			Match			Match	Time	Table	
			#	Time	Table	#	Time	Table	#	Time	Table				
246	16	Explosive Chicken F.O.R.C.E	6	11:25 A	Table 7	17	1:05 P	Table 3	32	2:35 P	Table 12	3	9:50 A	Table 5	85
2583	17	Dragoneer Robotics	10	11:45 A	Table 9	16	1:00 P	Table 7	27	2:10 P	Table 2	4	10:00 A	Table 4	65
2885	23	404 Brick Not Found	7	11:30 A	Table 1	13	12:45 P	Table 2	30	2:25 P	Table 11	5	10:10 A	Table 9	70
3054	43	Oak Ridge LEGO Blasters	12	11:55 A	Table 7	20	1:20 P	Table 10	25	2:00 P	Table 2	3	9:50 A	Table 2	35
3249	29	The CaptiBytes	7	11:30 A	Table 4	17	1:05 P	Table 4	31	2:30 P	Table 3	2	9:40 A	Table 4	80
3430	64	Novabots	1	11:00 A	Table 4	20	1:20 P	Table 7	25	2:00 P	Table 5	4	10:00 A	Table 8	35
3553	59	BeeSTAR	9	11:40 A	Table 3	15	12:55 P	Table 5	23	1:35 P	Table 6	3	9:50 A	Table 11	35
5158	24	Glyph Gang	10	11:45 A	Table 10	20	1:20 P	Table 12	34	2:45 P	Table 11	6	10:20 A	Table 4	75
5991	58	Pain in the Bots	7	11:30 A	Table 3	22	1:30 P	Table 10	30	2:25 P	Table 8	5	10:10 A	Table 5	50
8056	19	Falcons Tech	2	11:05 A	Table 11	21	1:25 P	Table 1	26	2:05 P	Table 8	4	10:00 A	Table 10	35
9556	5	RoboPhantoms	11	11:50 A	Table 1	21	1:25 P	Table 6	33	2:40 P	Table 6	1	9:30 A	Table 12	70
17899	61	Bright Byte Kidz	5	11:20 A	Table 1	12	11:55 A	Table 11	28	2:15 P	Table 8	1	9:30 A	Table 9	30
22251	63	Children of Apollo	3	11:10 A	Table 3	16	1:00 P	Table 10	24	1:40 P	Table 9	4	10:00 A	Table 9	35
23785	47	Meteorites Squared	11	11:50 A	Table 6	16	1:00 P	Table 12	33	2:40 P	Table 3	5	10:10 A	Table 4	65
29167	21	North 40	8	11:35 A	Table 8	15	12:55 P	Table 1	31	2:30 P	Table 4	2	9:40 A	Table 11	75
32350	49	Sea Salters	4	11:15 A	Table 8	13	12:45 P	Table 1	31	2:30 P	Table 2	3	9:50 A	Table 9	75
34915	6	Gizmo Giriz	6	11:25 A	Table 11	23	1:35 P	Table 4	28	2:15 P	Table 7	1	9:30 A	Table 11	35
36203	1	Ridge Robotics	9	11:40 A	Table 5	13	12:45 P	Table 4	25	2:00 P	Table 6	4	10:00 A	Table 6	60
40707	9	The Golden Dragons	1	11:00 A	Table 2	23	1:35 P	Table 2	32	2:35 P	Table 9	5	10:10 A	Table 12	40
41222	55	Radioactive Bulldogs	4	11:15 A	Table 12	19	1:15 P	Table 1	30	2:25 P	Table 7	3	9:50 A	Table 1	65
44348	33	Lafayette Street Elem School	7	11:30 A	Table 5	15	12:55 P	Table 6	26	2:05 P	Table 9	3	9:50 A	Table 4	65
46508	35	Mind MONCS	7	11:30 A	Table 2	16	1:00 P	Table 9	30	2:25 P	Table 9	2	9:40 A	Table 1	80
51125	37	Space Ninjas	9	11:40 A	Table 4	22	1:30 P	Table 12	31	2:30 P	Table 5	5	10:10 A	Table 1	55
52453	12	I Am Up To No Good	11	11:50 A	Table 2	19	1:15 P	Table 5	27	2:10 P	Table 6	2	9:40 A	Table 7	50
53466	10	Starfish Quartz	7	11:30 A	Table 6	20	1:20 P	Table 11	27	2:10 P	Table 4	3	9:50 A	Table 3	45
53851	25	Franklin School	5	11:20 A	Table 6	23	1:35 P	Table 3	28	2:15 P	Table 12	3	9:50 A	Table 12	35
54262	31	PSD Coders	1	11:00 A	Table 1	13	12:45 P	Table 3	24	1:40 P	Table 10	3	9:50 A	Table 8	50
55541	41	Ma5terMiner5	8	11:35 A	Table 10	18	1:10 P	Table 12	34	2:45 P	Table 9	1	9:30 A	Table 5	90
55676	3	Prowling Panthers	2	11:05 A	Table 9	14	12:50 P	Table 10	34	2:45 P	Table 10	4	10:00 A	Table 5	55
55812	38	Brick and Rocky	3	11:10 A	Table 2	13	12:45 P	Table 5	24	1:40 P	Table 8	3	9:50 A	Table 7	50
56072	67	Girl Power Robotics	6	11:25 A	Table 8	15	12:55 P	Table 4	29	2:20 P	Table 1	5	10:10 A	Table 3	65
56259	14	Innovative Engineers	9	11:40 A	Table 6	23	1:35 P	Table 1	31	2:30 P	Table 1	5	10:10 A	Table 6	50
56398	4	Robo Warriors	11	11:50 A	Table 5	16	1:00 P	Table 8	24	1:40 P	Table 7	3	9:50 A	Table 6	35
56666	54	D'Iberville Diamonds	8	11:35 A	Table 12	19	1:15 P	Table 6	25	2:00 P	Table 3	1	9:30 A	Table 7	40
57138	39	Kermit's Krew	1	11:00 A	Table 6	12	11:55 A	Table 9	32	2:35 P	Table 8	4	10:00 A	Table 11	50
57674	26	RoboCookies	2	11:05 A	Table 12	20	1:20 P	Table 8	33	2:40 P	Table 5	6	10:20 A	Table 7	35
58082	34	BrickBusters	3	11:10 A	Table 5	13	12:45 P	Table 6	24	1:40 P	Table 11	6	10:20 A	Table 6	40
58588	11	Williston Wired Cats	5	11:20 A	Table 2	21	1:25 P	Table 4	34	2:45 P	Table 7	2	9:40 A	Table 9	75
59795	45	D-Ville Dinos	3	11:10 A	Table 4	18	1:10 P	Table 10	32	2:35 P	Table 7	6	10:20 A	Table 2	40
60371	57	Dakiwi	5	11:20 A	Table 5	17	1:05 P	Table 5	30	2:25 P	Table 10	2	9:40 A	Table 12	75
60791	40	The Dragoneers	8	11:35 A	Table 11	19	1:15 P	Table 4	33	2:40 P	Table 2	3	9:50 A	Table 10	80
61854	20	Glastonbury Goats	10	11:45 A	Table 12	14	12:50 P	Table 7	24	1:40 P	Table 12	5	10:10 A	Table 7	45
62345	2	Terra Bytes	5	11:20 A	Table 3	15	12:55 P	Table 2	25	2:00 P	Table 1	4	10:00 A	Table 3	60
62583	65	Lego Legends	3	11:10 A	Table 1	14	12:50 P	Table 12	23	1:35 P	Table 5	2	9:40 A	Table 10	40
62693	13	SQUISHSHARKS	10	11:45 A	Table 7	14	12:50 P	Table 9	29	2:20 P	Table 2	1	9:30 A	Table 6	60
64381	27	Jurassic Spark	8	11:35 A	Table 7	19	1:15 P	Table 3	29	2:20 P	Table 4	6	10:20 A	Table 5	60
64446	7	CC4H Robotic Groundbreakers	5	11:20 A	Table 4	12	11:55 A	Table 12	28	2:15 P	Table 11	1	9:30 A	Table 10	30
64570	56	Data Deleted	4	11:15 A	Table 7	22	1:30 P	Table 7	32	2:35 P	Table 10	1	9:30 A	Table 2	60
65217	15	Pineapple TechBots	4	11:15 A	Table 11	17	1:05 P	Table 2	30	2:25 P	Table 12	4	10:00 A	Table 1	65
65266	22	Lego Dynamics	2	11:05 A	Table 10	22	1:30 P	Table 9	27	2:10 P	Table 3	4	10:00 A	Table 7	35
65542	53	No Limits	11	11:50 A	Table 4	21	1:25 P	Table 5	29	2:20 P	Table 6	4	10:00 A	Table 2	50
65773	60	AI Future 1	1	11:00 A	Table 5	22	1:30 P	Table 8	28	2:15 P	Table 10	5	10:10 A	Table 2	40
66292	48	CookieBots	6	11:25 A	Table 9	21	1:25 P	Table 3	26	2:05 P	Table 10	1	9:30 A	Table 3	35
66295	62	TechNoLogic	3	11:10 A	Table 6	19	1:15 P	Table 2	28	2:15 P	Table 9	5	10:10 A	Table 10	50
66443	51	Shipwreck Shells	2	11:05 A	Table 8	20	1:20 P	Table 9	27	2:10 P	Table 1	1	9:30 A	Table 1	45
66742	66	Bot Why Not	12	11:55 A	Table 8	18	1:10 P	Table 9	26	2:05 P	Table 11	1	9:30 A	Table 8	50
68019	32	Tibricks	8	11:35 A	Table 9	17	1:05 P	Table 1	33	2:40 P	Table 4	6	10:20 A	Table 8	65
70616	18	Steel City Sparks	9	11:40 A	Table 2	18	1:10 P	Table 8	33	2:40 P	Table 1	5	10:10 A	Table 8	80
70960	44	Tectonic Titans	11	11:50 A	Table 3	18	1:10 P	Table 11	34	2:45 P	Table 8	5	10:10 A	Table 11	75
70968	30	C.I.R.C.U.I.T. Breakerz	1	11:00 A	Table 3	17	1:05 P	Table 6	29	2:20 P	Table 3	4	10:00 A	Table 12	50
71536	52	Archeo-Techs	4	11:15 A	Table 9	21	1:25 P	Table 2	25	2:00 P	Table 4	2	9:40 A	Table 8	30
71547	68	Thompson Scholar LEGO Lions	2	11:05 A	Table 7	12	11:55 A	Table 10	27	2:10 P	Table 5	2	9:40 A	Table 5	45
71610	28	TechnoBlast	4	11:15 A	Table 10	22	1:30 P	Table 11	26	2:05 P	Table 7	2	9:40 A	Table 2	30
71801	8	Lego Master Minds	6	11:25 A	Table 10	15	12:55 P	Table 3	34	2:45 P	Table 12	6	10:20 A	Table 3	55
72352	42	Code Miners	10	11:45 A	Table 11	18	1:10 P	Table 7	31	2:30 P	Table 6	2	9:40 A	Table 3	75
73171	36	Toxic Mummies	10	11:45 A	Table 8	16	1:00 P	Table 11	29	2:20 P	Table 5	1	9:30 A	Table 4	70
74637	50	E.A.I.r.thlings	6	11:25 A	Table 12	14	12:50 P	Table 11	32	2:35 P	Table 11	6	10:20 A	Table 1	55
74703	46	TIDAL ENGINEERS	9	11:40 A	Table 1	14	12:50 P	Table 8	26	2:05 P	Table 12	2	9:40 A	Table 6	65

FLL CHALLENGE ROBOT GAME RULES

Review and study the **Robot Game information** (Field Setup, Missions, Rules) and the **Challenge Updates**.

- You can find this information on <https://www.firstinspires.org/resource-library/fll/challenge/challenge-and-resources>
- All robot parts and field equipment must stay on the table.
- No side table or extra stand is allowed near the robot table to hold robot pieces.
- Teams will be allocated a scheduled session for test and practice on 1 of the 10 competition tables.
- Competition tables and pit tables will have a wall height of approximately 2.5”.
- It is the responsibility of the team to make sure that they do not miss their scheduled robot game matches. There is absolutely **no** makeup if a team misses a match.
- All robot game questions should be addressed to info@AmericanRoboticsOpen.org

Robot Game Scoring Disputes

- There are no time-outs or re-matches. If you or your students do not agree with a judgment call on the playing field, please follow this procedure:
 - Do not leave the playing field.
 - Only student team members should speak to the referee and explain their difference of opinion. Coaches and Parents are **NOT ALLOWED TO SPEAK TO REFEREES**.
 - If your students don't agree with the table referee, ask for a Head Referee.
 - Graciously accept the Head Referee's decision and leave the field. The Head Referee's ruling is final, and there is no appeal.

Robot Game Timing & Queuing Process

- Teams should arrive **fifteen (15) minutes before** their scheduled matches and “check-in” at the Robot check-in table.
- Teams wait in the designated queuing area until instructed to enter the competition floor.

Robot Game Setup and Scoring

- Teams will have at least one (1) minute to prepare.
- NOTE If a team takes too much time to set up, the match may begin before the team is ready. Your team should practice setup at home so your team is prepared to begin your match on time.
- Two team members should review and sign the team's score sheet with the referee and then move off the field promptly to allow the table to be reset in time for the next team. Your team should decide which team members will review the score sheet prior to the start of the match.

Robot Game Mission Clarifications & Updates

- <https://www.firstinspires.org/resource-library/fll/challenge/challenge-and-resources>

Bluetooth - Spike Brick

- To prevent incidents of another team accidentally wiping your Spike brick through accidental Bluetooth connections, we strongly recommend the following preventative measures.
 - Teams should disable Bluetooth on their Spike brick and use USB cables only program uploads
 - Teams should at the very least rename their brick to something distinctive to reduce the chances of another team connecting via bluetooth to your teams brick

⚡ LIGHTNING ROUND RULES (1/3) ⚡

- **Lightning Rounds feature two teams paired in an alliance for a modified robot game.**
 - **Questions?** Contact Greg Frantz at frantzgr@hotmail.com
 - R1 5/21/2026 – Updates are highlighted in **blue**
- **Alliances**
 - Each team is paired in an alliance with another team for a modified robot game.
 - Two robots in an alliance operate together on the same field. Both robots in an alliance may (and should) be operating on the field at the same time.
 - Each team in the alliance must have constructed and programmed one of the two robots in use.
 - There is no designated time at the event for alliances to develop strategy, build attachments, or code new programs for the lightning rounds. Teams will need to communicate prior to the event.
- **Unearthed Robot Game Rulebook Changes** – The Lightning Round Robot Game follows the requirements in the Unearthed Robot Game Rulebook (RGR) and Challenge Updates with the following exceptions by RGR page number.
 - Page 8: The No Equipment Constraint is eliminated for the Lightning Rounds.
 - Page 8: To earn the Equipment Inspection bonus, each team in the alliance must place their equipment completely in a launch area. Each team gets their own launch area.
 - Page 9: Mission 2 will start with the rotating map piece in RGR scoring condition. Lightning round scoring condition will be the rotating map piece in RGR starting condition. There is no change to the scoring condition for other two map pieces.
 - Page 10: Mission 5 will start in RGR scoring position. Lightning round scoring condition will be the structure floor not completely upright.
 - Page 11: Mission 9 Market will start in RGR scoring position. Lightning round scoring condition will be the market in RGR starting condition. There is no change to the roof starting and scoring condition.
 - Page 12: Mission 14 Artifacts **completely** in a home area at the end of the match will each result in a removed precision token. **Scoring** artifacts in the forum will each result in a precision token returned. The total number of precision tokens is still limited to zero to six tokens.
 - Page 12: Mission 15 flags **completely** in a home area at the end of the match will each result in a removed precision token. Scoring flags will each result in a precision token returned. The total number of precision tokens is still limited to zero to six tokens.
 - Page 13: Match duration is changed from 2.5 minutes to 90 seconds.

⚡ LIGHTNING ROUND RULES (2/3) ⚡

- Page 14: Rules 3, 4, and 6 apply independently to each team in the alliance. For example, if one robot only has 3 motors, the other robot is still limited to 4 motors.
- Page 15: Rule 8 text is changed as follows – During the pre-match inspection, each team in the alliance will select a launch area to use for Equipment Inspection. The referee will check that all team equipment fits within their selected launch area and under a height limit of 12 in. (305 mm). The bonus will be earned if both teams meet the requirements. If a team is unable to fit all equipment in their launch area, equipment will need to be removed from the competition area until the requirement is met, or the team will be unable to participate. Inspections are suspended after round 1. Gracious Professionalism applies for inspection – only bring the equipment included in inspection during round 1 to future rounds.
- Page 15: Rule 11 text is changed as follows. Each team in the alliance can have up to two technicians on each side of the field at a time. Technicians can switch in and out and move from side to side as needed as long as the total technicians per team on each side at any given time doesn't exceed two. Keep in mind that the referee will be in the way and all movement should take place behind the referee.
- Page 16: Rule 13 is changed as follows – The requirement that technicians may not hand anything from one home area to the other is eliminated for the Lightning Rounds. Technicians can hand both equipment and mission models back and forth between home areas as needed. Keep in mind that the referee will be in the way and all movement should take place behind the referee.
- Page 17: Rule 15 applies as written, but no precision tokens are taken for an interruption, regardless of location on the field.
- Page 18: Rule 21 is changed as follows – 2.5 minutes is changed to 90 seconds.
- **Scoring**
 - Pairs of alliances face off in each matchup of a given round of the tournament bracket.
 - Lightning Rounds are run as a single-elimination tournament bracket with only the winning alliance in each matchup moving on to the next round.
 - An alliance's score is the combination of the points earned by the two robots.
 - An alliance may declare a match done when it notifies the referee that they are not running any more missions. The time remaining in the match will be recorded for use as a tie breaker in the event both alliances in a matchup score the same number of points.
 - 1st tiebreaker: Most time remaining in the match as recorded by the referee.
 - 2nd tiebreaker: Coin flip.

⚡ LIGHTNING ROUND RULES (3/3) ⚡

- **Scoring (continued)**

- In the event of any disagreements, decisions will be made by the Head Referee and are final.
- A tournament bracket will be displayed with updates made at the end of each round.
- **Alliances** should expect to compete in the next round immediately following scoring of the current round. Do not leave the area until you confirm you are not advancing. Due to the number of **alliances**, you may advance even if you don't win your match to fill the bracket for the next round.
- **Round 1 – Saturday: 34 Alliances face off.**
- **Round 2 – Saturday: 24 Alliances face off. These alliances are the 17 winners + the next 7 highest scoring non-winning alliances from Round 1. Round 1 scores for the alliances are ranked high to low. The two highest scores face off, and alliances are matched by descending score until the two lowest scores face off.**
- **Round 3 – Saturday: 12 winning alliances from Round 2 face off. Round 2 scores for the alliances are ranked high to low. The two highest scores face off, and alliances are matched by descending score until the two lowest scores face off.**
- **Quarter Final – Sunday: 8 Alliances face off. These alliances are the 6 winners + the next 2 highest scoring non-winning alliances from Round 3. Round 3 scores for the 8 alliances are ranked high to low. The two highest scores face off, and alliances are matched by descending score until the two lowest scores face off.**
- **Semi-Final – Sunday: 4 winning alliances from the Quarter Final face off. Quarter Final scores for the 4 alliances are ranked high to low. The two highest scores face off, and alliances are matched by descending score until the two lowest scores face off.**
- **Final – Sunday: 2 winning alliances from the Semi-Final face off.**

2026 AROC Lightning Rounds Schedule

Saturday, June 6, 2026


Match #	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10	Field 11	Field 12	Setup Start	Reset Complete
Round 1-1	1	2	4	7	9	18	21	25	28	30	32	33	2:00 PM	2:15 PM
Round 1-2	3	5	10	11	16	23	26	31	19	12	8	22	2:15 PM	2:30 PM
Round 1-3	29	6	17	20	14	24	27	15	13	34			2:30 PM	2:45 PM
Break	Finalize Round 1 Scores												2:45 PM	3:00 PM
Round 2-1	Per Bracket												3:00 PM	3:15 PM
Round 2-2	Per Bracket												3:15 PM	3:30 PM
Break	Finalize Round 2 Scores												3:30 PM	3:45 PM
Round 3	Per Bracket												3:45 PM	4:00 PM


Sunday, June 7, 2026


Match #	Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10	Field 11	Field 12	Setup Start	Reset Complete
Quarter Final	Per Bracket												3:30 PM	3:45 PM
Semi Final	Per Bracket												3:45 PM	4:00 PM
Final	Per Bracket												4:00 PM	4:15 PM


Welcome to the FLL AROC Challenge Awards Celebration!

Get ready to cheer, as we highlight the incredible achievements of teams who have gone above and beyond in this year's exciting competition. Here is a playful peek into the awards that recognize not just winning, but innovation, creativity, and teamwork! **30 awards totaled.**


 ****Champions Award****: The pinnacle of success! This award goes to the team that excelled across all areas, embodying the spirit of the challenge. (1)


 ****Champions Finalists****: Almost there! These teams showed remarkable prowess and were just a step away from the ultimate glory. (3)


 ****Core Values 1st Place****: This team exemplified the heart and soul of our competition, showcasing unparalleled teamwork and respect. (1)


 ****Core Values Finalists****: Recognized for their outstanding spirit and collaboration, these teams shone brightly in embodying our core values. (2)


 ****Innovation Project 1st Place****: With creativity and forward-thinking, this team's project stood out as a beacon of innovation. (1)


 ****Project Finalists****: Their projects impressed and inspired, earning them a well-deserved spotlight. (2)


 ****Robot Design 1st Place****: A blend of art and engineering, this team's robot was a marvel of design and functionality. (1)


 ****Robot Design Finalist****: These teams crafted robots with ingenuity and flair, capturing the judges' admiration. (1)

 ****Robot Performance 1st & 2nd & 3rd**: These teams' robots didn't just perform—they wowed! Fast, efficient, and masterful, they took the competition by storm. (3)


 ****Engineering Excellence****: Celebrating technical prowess, these teams pushed the boundaries of engineering brilliance. (2)

 ****Breakthrough Award****: Recognizing teams that made leaps forward, showcasing growth, and learning throughout the challenge. (2)

 ****Rising All-Star Award****: These teams are the ones to watch, showing incredible potential and promise for the future. (2)

 ****Motivate Award****: For inspiring others and spreading enthusiasm, this team's energy was contagious! (2)

 ****Coach / Mentor Award****: Behind every great team is an inspiring leader. We honor these mentors for their dedication and guidance. (2)

 ****Lightning Round Awards****: Fast-paced and thrilling, these champions and finalists electrified the lightning rounds with their quick thinking and agility! (2 Champions, 2 Finalists)

Congratulations to all teams for their hard work and achievements. Let's celebrate the innovation, teamwork, and creativity that make the FLL AROC Challenge truly remarkable! 

STAY CONNECTED

Follow us for updates, news, and photos throughout the weekend.



Facebook

American Robotics Open Championship

<http://www.facebook.com/AmericanInvitationalRobotics>



Featured Video

2024 American Robotics Invitational FLL Challenge @ American Dream

<https://www.youtube.com/watch?v=eXZxHaaBDpU>



Photos

Facebook Gallery:

<https://www.facebook.com/AmericanInvitationalRobotics/photos>



Media Page:

<https://americanroboticsopen.org/media>



Instagram

<https://www.instagram.com/americanroboticsopen/>



Discord (Connect via text, voice, and video chat on the AROC server)

<https://discord.gg/aWK8qkkUJD>

We encourage all teams, coaches, and families to like 👍 and follow the page to receive the latest announcements and updates.



ACKNOWLEDGEMENTS

Thanks to the following groups and organizations that have supported us through volunteers and program support:

- Drew University Event Organizers
- Analog Devices Foundation
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- FIRST Mid-Atlantic
- FRC Team 11 MORT Robotics
- Livingston Robotics Club
- FTC 3415 Lancer Robotics
- FTC 10582 Emerald Knights
- FTC 16593 Fire
- FRC 3314 Mechanical Mustangs
- FRC 6897 Astraea
- AROC Volunteers and Advisory Board
- All the countless individuals who helped bring this event to its 5th year of serving the FLL community nationwide



About AROC

- American Robotics Open Championship is an IRS 501(c)(3) nonprofit organization founded in 2021.
- Our mission is to expand postseason opportunities for high-performing student robotics teams around the US.
- Learn more: <https://AmericanRoboticsOpen.org/>
- The event will follow all facility, local, state, and CDC health and safety protocols in effect as of June 5, 2026.
- Note: Teams are limited to attending only one postseason event to ensure maximum participation for other deserving teams.

Questions

For event questions or additional information, please contact:  info@AmericanRoboticsOpen.org

