

THANK YOU

We cannot express how invaluable you are in promoting engineering, science and technology-related careers to the next generation. Thank you for your creativity, dedication, and enthusiasm for FLL and supporting our young people.

Judge and Referee Crew

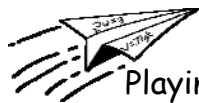
Tiffany Strickland, Head Judge
Jon Perkins, Head Referee

| | |
|-------------------|-----------------|
| Maggie Best | Debbie Epperson |
| John Best | Mark Epperson |
| Albert Bodenhamer | Dave Millman |
| Joanne Bodenhamer | Julius Chisolm |
| Susan Burton | Albert Cabatic |
| David Craven | Joel Obille |
| Tiffany Winkelman | Glen Trewitt |
| Roberta Campi | Steve Costa |
| Kody Meginnes | Ryan Epperson |
| Suparna Vashisht | Tom Workman |
| Karen Mahoney | Ian Hickson |
| Deepak Sabharwal | Eric Sklar |
| Alvin Cheng | John Diekman |

Key Volunteers

Pat Liu, Ken Leung, Tommy Costa, Varsha Patel,
Chuck Untulis, Abigail Obille, Dan Garrison

TOURNAMENT SPONSORS



Playing At Learning

BAE SYSTEMS

Vestas

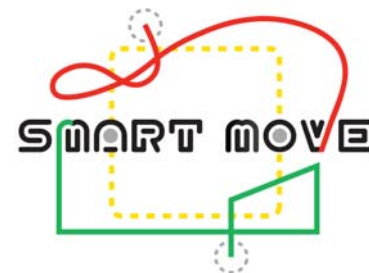


FIRST LEGO LEAGUE



**TRANSFORMING
TRANSPORTATION
NOR CAL 2009**

**2009 FIRST LEGO League
East Bay Regional
December 12, 2009**



We would like to extend a warm welcome to all the team members, parents, coaches, mentors, and supporters. On behalf of the FIRST LEGO League community, we would like to congratulate the teams for all their hard work.

We would like to thank Gunderson High School Principal Cary Catching, the San Jose Unified School District and Karen Mahoney for their support of the FIRST LEGO League program and providing the site for today's tournament.

We would also like to thank all the volunteers here today, particularly our judge and referee crew. You make this day possible.

Thank you to Galo Grau and the Fembots for hosting the inaugural regional tournament in Northern California last weekend. This tournament program is based on their design - thank you for sharing!

Enjoy today and remember your Gracious Professionalism!

Jill Wilker and Mark Edelman, Tournament Directors

FIRST LEGO LEAGUE

Each team will be evaluated based on 4 equally weighted aspects – the Game Challenge and 3 judged areas: Robot Design, Teamwork and Challenge Project.

Judging is open only to team members
Game Challenge is open to all - please use bleachers

FIRST LEGO LEAGUE CORE VALUES

We are a team.

We do the work to find solutions with guidance from our coaches and mentors.

We honor the spirit of friendly competition.

What we discover is more important than what we win.

We share our experiences with others.

We display gracious professionalism in everything we do.

We have fun.

AWARDS

Champion's Award (1st, 2nd, 3rd) This is the most prestigious award within FLL. It goes to the team who, in the big picture, is the strongest in all 4 categories. It measures how the children inspire others about the excitement of technology, engineering and science while demonstrating respect and Gracious Professionalism.

Robot Design (1st, 2nd) Presented to the team that best demonstrates an original approach to the technical hurdles the team faced. Judges interview teams to learn their strategies for solving missions and their understanding of the design process.

"Smart Move" Project (1st, 2nd) Presented to the team whose quality research, innovative solution, efforts sharing with the community and creative presentation best reflects an in-depth understanding of the scientific disciplines and the issues involved in the Challenge project.

Teamwork (1st, 2nd) Presented to the team whose members best demonstrate FLL Core Values, confidence, energy, strong problem-solving skills and great group dynamics.

Robot Performance (1st, 2nd) Presented to the team whose overall package of robot design, strategy, programming and teamwork helped it to achieve the highest points in the Game Challenge.

Outstanding Rookie Presented to the team that best exemplifies FLL Values in their first year of competition.

Judges' Awards (2) These awards give the Judges the freedom to recognize remarkable teams for which a standard award does not exist.

Championship Qualifier 16 teams will be invited to participate in the Northern California Championship Tournament based on being a well-rounded team in all 4 FLL categories.

TEAMS

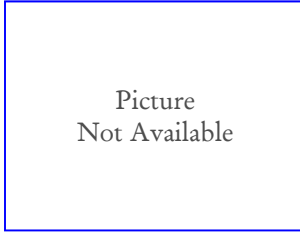
5932 Whatchamacallits
Palo Alto Pit #5



6055 Super CrazyMonkeys
Walnut Creek Pit #36



6085 Checkmate
San Jose Pit #32



6156 BretHarte2 (Hi-Chu)
San Jose Pit #8



6421 Mysterious Skeleton
Squirrels San Jose Pit #12



6665 Geek Squad
San Anselmo Pit #29



6876 Microchips
San Jose Pit #26



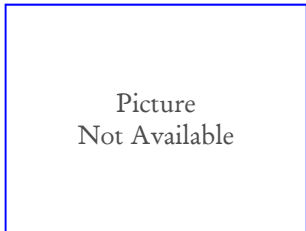
7579 Xbots
San Jose Pit #19



7588 Honkin Helpers
Fremont Pit #33



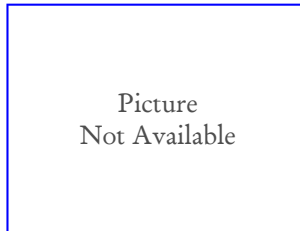
8508 Vipors
Redwood City Pit #21



8753 Army Builder
West San Jose Pit #16



9322 Robohawks
Fremont Pit #25



SCHEDULE

- 7:30 AM - Team Check-In opens in pits
- 8:00 AM - Coaches' Meeting in Judging Rm D1
- 8:45 AM - Opening Ceremony in Gym
- 9:30 AM - 12:30 - Judging and Table Rounds
- 12:30 PM - 1:00 PM - Lunch
- 1:00 PM - 4:15 PM - Judging and Table Rounds
- 4:45 PM - Awards Ceremony



CHALLENGE PROJECT

The project puts the Challenge Theme, Transportation, into a first person context where young people learn that they can create solutions and make a real difference in the world!

The project has 3 aspects:

- 1) Identify and research a transportation issue
- 2) Find a solution
- 3) Share the results with others

CODE OF CONDUCT

It is our expectation that teams, guests, mentors and coaches will conduct themselves in a manner of good citizenship and Gracious Professionalism, including respect for the teams, campus property, volunteers, tournament officials and school staff.

MORNING GAME ROUNDS

| | | Red 1 | Red 2 | White 1 | White 2 | Blue 1 | Blue 2 |
|----------|---|-------|-------|---------|---------|--------|--------|
| 9:30 AM | P | 5087 | 163 | 3863 | 4693 | 2646 | 5932 |
| 9:40 AM | P | 3562 | 6156 | 2229 | 6421 | 5210 | 4595 |
| 9:50 AM | P | 4356 | 4679 | 1592 | 3329 | 8753 | 5751 |
| 10:00 AM | P | 7579 | 5213 | 8508 | 3402 | 1925 | 4514 |
| 10:10 AM | P | 9322 | 6876 | 1274 | 165 | 164 | 6665 |
| 10:20 AM | P | 895 | 6085 | 7588 | 6055 | 4131 | 5915 |
| 10:30 AM | | BREAK | | | | | |
| 10:45 AM | 1 | 1592 | 8753 | 3329 | 4356 | 5751 | 4679 |
| 10:55 AM | 1 | 8508 | 1925 | 3402 | 7579 | 4514 | 5213 |
| 11:05 AM | 1 | 1274 | 164 | 165 | 9322 | 6665 | 6876 |
| 11:15 AM | 1 | 7588 | 4131 | 6055 | 895 | 5915 | 6085 |
| 11:25 AM | | BREAK | | | | | |
| 11:40 AM | 1 | 3863 | 2646 | 4693 | 5087 | 5932 | 163 |
| 11:50 AM | 1 | 2229 | 5210 | 6421 | 3562 | 4595 | 6156 |
| 12:00 PM | 2 | 164 | 165 | 9322 | 6665 | 6876 | 1274 |
| 12:10 PM | 2 | 4131 | 6055 | 895 | 5915 | 6085 | 7588 |

TEAMS

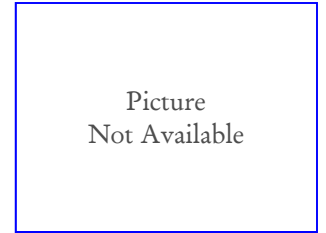
3863 Fremont Chunky Monkeys Fremont Pit #3



4131 BananaBots Palo Alto Pit #34



4356 RoboFerrets Sunnyvale Pit #13



4514 Legonauts Folsom Pit #23



4595 Claws Cupertino Pit #11



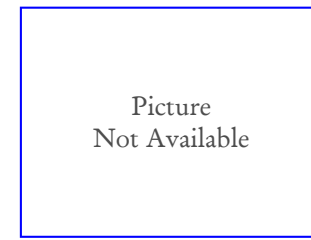
4679 BretHarte 1 (Flight of the Cosmic Hippos) San Jose Pit #14



4693 Sapphire Force Cupertino Pit #6



5087 Fortune Cookies Mountain View Pit #1



5210 Techno Warriors San Francisco Pit #10



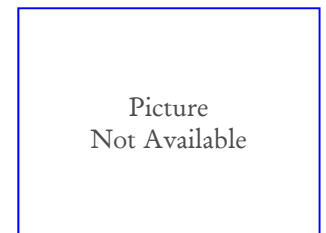
5213 Tech Transporters San Francisco Pit #20



5751 Mindstorm Monsters San Jose Pit #17



5915 Folsom Brainstormers Folsom Pit #35



TEAMS

163 Heavy Mental 1.5

San Jose Pit #2



164 Lightning Speed

San Jose Pit #28



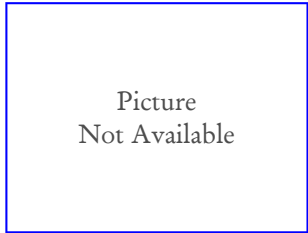
165 Flying Monkeys

San Jose Pit #30



895 TriValley Robotics

(TVR1) Livermore Pit #31



1274 vroom vroom

San Ramon Pit #27



1592 Folsom Gatorobytes

Folsom Pit #15



1925 the destroyers

Oakland Pit #22



2229 Los Altos Geek Squad

Los Altos Pit #9



2646 Terra Nova

San Jose Pit #4



3329 Griffin Robots

Saratoga Pit #18



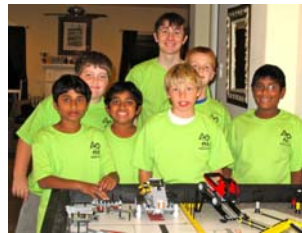
3402 Robochicks

Los Gatos Pit #24



3562 Supernovas

El Dorado Hills Pit #7



AFTERNOON GAME ROUNDS

| | | Red 1 | Red 2 | White 1 | White 2 | Blue 1 | Blue 2 |
|---------|---|-------|-------|---------|---------|--------|--------|
| 1:05 PM | 2 | 2646 | 4693 | 5087 | 5932 | 163 | 3863 |
| 1:15 PM | 2 | 5210 | 6421 | 3562 | 4595 | 6156 | 2229 |
| 1:25 PM | 2 | 8753 | 3329 | 4356 | 5751 | 4679 | 1592 |
| 1:35 PM | 2 | 1925 | 3402 | 7579 | 4514 | 5213 | 8508 |
| 1:45 PM | | BREAK | | | | | |
| 2:00 PM | 3 | 4693 | 5932 | 2646 | 163 | 3863 | 5087 |
| 2:10 PM | 3 | 6421 | 4595 | 5210 | 6156 | 2229 | 3562 |
| 2:20 PM | 3 | 3329 | 5751 | 8753 | 4679 | 1592 | 4356 |
| 2:30 PM | 3 | 3402 | 4514 | 1925 | 5213 | 8508 | 7579 |
| 2:40 PM | 3 | 165 | 6665 | 164 | 6876 | 1274 | 9322 |
| 2:50 PM | 3 | 6055 | 5915 | 4131 | 6085 | 7588 | 895 |
| 3:00 PM | | BREAK | | | | | |
| 3:15 PM | 4 | 5932 | 3863 | 163 | 4693 | 5087 | 2646 |
| 3:25 PM | 4 | 4595 | 2229 | 6156 | 6421 | 3562 | 5210 |
| 3:35 PM | 4 | 5751 | 1592 | 4679 | 3329 | 4356 | 8753 |
| 3:45 PM | 4 | 4514 | 8508 | 5213 | 3402 | 7579 | 1925 |
| 3:55 PM | 4 | 6665 | 1274 | 6876 | 165 | 9322 | 164 |
| 4:05 PM | 4 | 5915 | 7588 | 6085 | 6055 | 895 | 4131 |

SMART MOVE FLL GAME FIELD GUIDE

Maximum Points = 400



Target Spot-Parked with its drive wheels or treads touching the round target (25)

Yellow Bridge Deck-Parked with its drive wheels or treads touching your yellow bridge decking, but not touching any red decking or the mat (20)

Vehicle Sharing-Parked with its drive wheels or treads touching your red bridge decking, but not touching the mat (25)

Gain Access to Things-Access markers need to be in their “down” position (25)

Gain Access to Things 2-Loops need to be in the base (10)

Warning Beacons- Warning beacons need to be upright (square to the mat) (10 each)

Avoid Impacts- Sensor walls need to be upright (square to the mat). Any and only four walls can count. Each upright wall requires a “down” sensor marker (10 each, max 40)

Survive Impacts- No sensor walls are upright (40) , The truck needs to no longer touch the ramp’s red stopper beam, vehicle needs to be completely out of Base when it produces required condition (20), crash test figure needs to be aboard the vehicle for the whole match (15)

Survive Impacts 2- All four people are sitting or standing in or on a transport device of your design, and some portion of that object is in the round target area (10)