

Coaches' QUALIFYING Tournament Checklist

Please make sure that everything you and your team bring to the tournament is well labeled with your team's number and the appropriate individuals' names.

Required:

- ORTOP Team Introduction Page – bring 4 copies.
- Your team's robot either an RCX or an NXT (identification needs to be placed in non visible location per FLL rules.)
- The rest of the parts from the LEGO kit that your team used to build its robot.
- Extra batteries or your battery re-charger (label it with your team #).
- A computer and the infrared tower to program your RCX robot or the NXT cable.
- A tent or garage for your robot to shield IR transmissions from other RCX robots.
- Something to carry your robot in from place to place (garage for RCX robots can serve as a shield and a transport device)
- FLL Consent Forms: one for every child and adult escorting the team. (Turn them in at the check-in desk).
- Printed copies of your robot's programming.

Optional:

- Sack lunch for each team member. We encourage bringing sack lunches to ensure that your team stays on schedule. A concession stand will be available.
- Camera.
- Snacks (to be eaten only in the lunch/commons area).
- Trinkets to share with other teams (buttons, stickers, etc.).
- Pit decorations.
- Cell phones are helpful.

What NOT to bring:

- Your practice table.
- DO NOT BRING YOUR SMART MOVE CHALLENGE KIT (mission elements) and mat. Mats and Challenge kits will not be allowed in Pit rooms. Practice is limited to the Pit tables only.**
- Valuable items such as jewelry, video games, CD players. The tournament is not responsible for lost or stolen items.
- Anything dangerous or that would detract from the fun educational nature of the event.
- Anything that generates infrared other than the LEGO transmitter that came with a RCX robot set. Do not bring infrared remote controls or other devices that generate infrared.