

## FRIDAY **Tournament Schedule**

Pits open	8:00 AM
Opening ceremonies	10:30 AM
Matches begin	11:00 AM
Lunch begins	1:00 PM
Lunch ends, matches resume	2:00 PM
Matches end	7:00 PM
Pits close*	8:00 PM

## SATURDAY

Pits open	8:00 AM
Opening ceremonies	9:00 AM
Matches begin	9:30 AM
Alliance Selections	12:30 PM
Lunch begins	1:00 PM
Lunch ends, elimination rounds begin	2:00 PM
Elimination rounds end	5:00 PM
Awards	5:00 PM
Pits close*	6:30 PM

Schedule subject to change

\*Pits close at scheduled time, or one hour after the end of last match or award ceremonies, whichever is later

**We wish to thank all of our program sponsors:**



Visit [www.firstinmichigan.org](http://www.firstinmichigan.org) to start a team or expand the reach of FIRST in your area!



**FIRST in Michigan District Event**

**Lake Superior State University  
March 31- April 2, 2016**



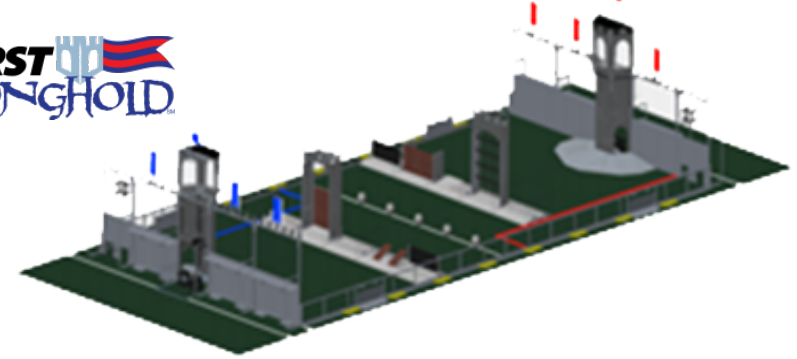
**A big thank you to all of our volunteers and event hosts!**



## Participating Teams

TEAM	NAME	SCHOOL/ORGANIZATION	CITY
247	Da Bears	Berkley & Shrine Catholic High School	Berkley
503	Frog Force	Novi High School	Novi
1322	GRAYT	Neighborhood Group	Fenton
1596	The Instigators	Sault Area Career Center	Sault Sainte Marie
2246	The Army of Sum	Johannesburg-Lewiston High School	Johannesburg
2832	The Livonia Warriors	Livonia Public Schools	Livonia
2959	Robotarians	Coloma High School, Watervliet	Coloma
3535	Galaktech Invaders	Lapeer Co. Education & Technology Ctr	Lapeer County
3617	Cold Logic	Marquette Senior High School	Marquette
3618	Petoskey Paladins	Petoskey High School	Petoskey
4375	Westend Gearbusters	Westwood High School	Ishpeming
4377	Boyne City Blaze	Boyne City High School	Boyne City
4390	ATA Coregears	Advanced Technology Academy	Dearborn
4392	The Deceivers	Brimley Jr./Sr. High	Brimley
4395	Dundee Vi-Borgs	Dundee Community High School	Dundee
4715	Big Bay Black Bears	Big Bay De Noc School	Cooks
4779	RoboSapiens	Cardinal Mooney Catholic	Marine City
4827	Minerbotics	Negaunee High School	Negaunee
4970	ICE Cubed	Bark River-Harris Jr/Sr High School	Harris
5053	Lakers	Our Lady of the Lakes Catholic School	Waterford
5110	Elks	Elk Rapids High School	Elk Rapids
5230	Enlightened Des-Bots	Alpena High School	Alpena
5247	Red Devil Robotics	East Jordan High School	East Jordan
5314	Ice Bots	Pellston Middle/High School	Pellston
5505	Wildcat Robotics	Alpena High School	Alpena
5535	Bionic Bison	New Buffalo Senior High School	New Buffalo
5547	The Talons	Hale High School	Hale
5661	RoboCards	Whittemore-Prescott Area H.S.	Whittemore
5692	ChiefBots	Cheboygan Area High School	Cheboygan
5695	Heavy Duty Eagles	Lee M. Thurston High School	Redford
5702	Robotawatomis	Nah Tah Wahsh Public School Academy	Wilson
5706	Tahquamenon Phenomenon	Newberry High School	Newberry
5712	Hemlock's Gray Matter	Hemlock High School	Hemlock
5714	Ojibwe Bots	Ojibwe Charter School	Brimley
5989	Panthers	Ewen-Trout Creek Consolidated School	Ewen
6071	Bot Central	Bay City Central High School	Bay City
6077	Wiking Kujon	Posen Consolidated High School	Posen
6079	Mech Tech	North Central Area Jr/Sr High School	Powers
6087	Cybertronic Lancers	Ellsworth Community School	Ellsworth
6088	Stephenson Eagles	Stephenson High School	Stephenson
6113	M.A.R.C. 1	Menominee High School	Menominee

## Understanding the Game



### The Field:

*FIRST STRONGHOLD* is played on a 27' x 54' field by two alliances of three teams each. One alliance is red, the other is blue. Each alliance has control of one tower, a "secret passage" to restock their ammunition (called boulders), and five defense sections consisting of: a permanently placed low bar, three sections chosen by the alliance prior to the start of the match, and one section which changes periodically by audience selection.

### Autonomous Period:

Each *FIRST STRONGHOLD* match begins with a 15-second autonomous period in which robots operate independent of human control, with only pre-programmed instructions. During this period, robots attempt to cross opposing defenses and score in the opposing tower.

### Teleop Period:

During the remaining 2 minutes and 15 seconds of the match, called the teleop period, robots are controlled by student drivers from behind their castle wall at the end of the field. Teams on an alliance work together to cross defenses, weaken the opposing tower by scoring boulders in it, and finally surround, scale, and capture the tower.

Action	AUTO	TELEOP	Qual.	Playoff
REACHING a DEFENSE	2	-	-	-
CROSSING an UNDAMAGED DEFENSE	10	5	-	-
BOULDER in Low TOWER GOAL	5	2	-	-
BOULDER in High TOWER GOAL	10	5	-	-
CHALLENGE (per ROBOT)	-	5	-	-
SCALE (per ROBOT)	-	15	-	-
BREACH	-	-	1 RP	20
CAPTURE	-	-	1 RP	25