

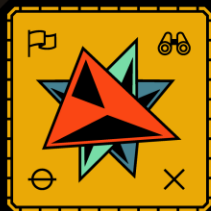
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2025 / 2026 SEASON

Coaches Meeting

FIRST® LEGO® League Challenge – UNEARTHED™

AZ FLL Challenge State Championship

Arizona State University – West Valley

January 17, 2026

Please keep in mind...

Some details presented tonight may change prior to Jan 17, 2026

I don't think they would be radical changes, but still making tweaks 😊

We will have a quick coaches meeting Saturday morning, but additional details/updates will also be available at the following link:

- <https://azfll.engineering.asu.edu/events/2026-fll-challenge-az-state-championship/>

Site Rules

Safety ...

- It is an exciting day ... but robots & kids are fragile, please remind your students to walk
- EMS team will be located in the foyer of the UCB

We are guests at this facility, we should all work to return it clean

Practice fields (10) are provided in the Team Pits for all teams to share

- Please limit time on a field so other teams can work as well
- Due to space concerns, please only use the provided practice fields

Site Info – Emergency Evacuation

This is only a test...

Our event this year is now spread across multiple buildings on campus, thus it is possible one building may have an emergency while the others will not.

Use the nearest exit to leave the building in the event an evacuation is necessary.

Recommend using the large grass lawn area to regroup/account for your team.

Event activities will resume once we are given the all clear by authorities.

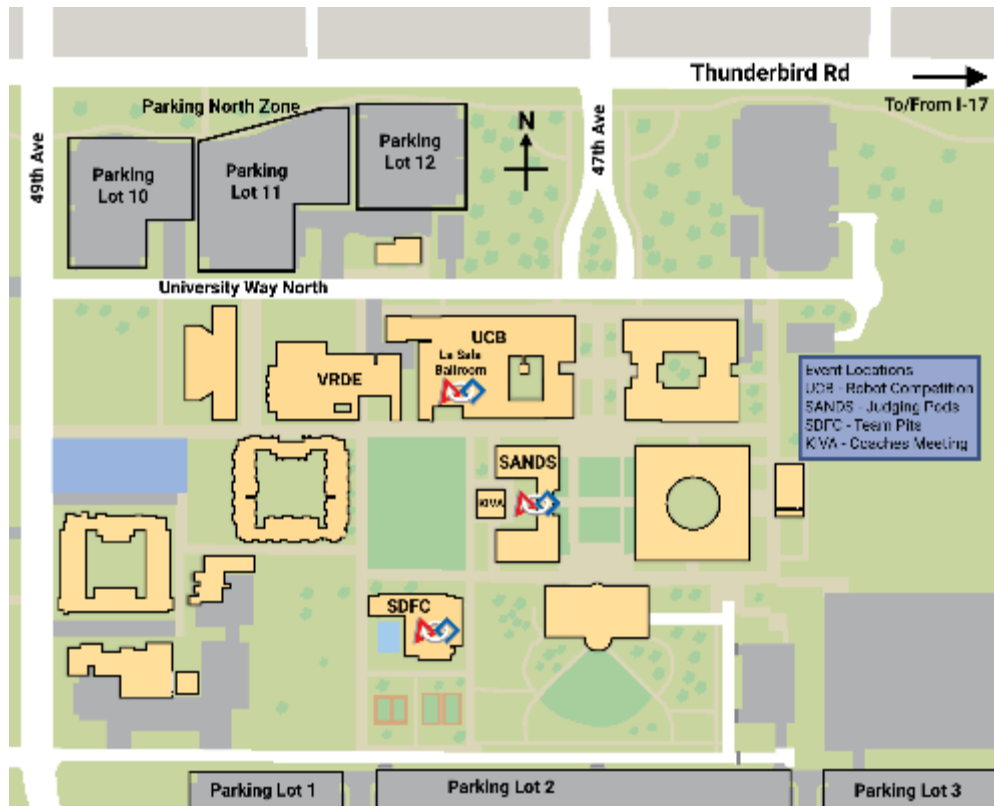
- Impact on schedule will be assessed, as necessary

Site Map

Teams are recommended to use 'Parking Lot 2' since it is closer to SDFC.

Spectators may use 'Parking Lot 2' or 'Parking Lots 10, 11, 12'

Recommended to download the "AMP Park" app prior to arriving.



Map – Food Options

University Center (UCB)

- Chick-Fil-A
 - Breakfast 7 am – 10:30 am
 - Lunch 10:30 am – 4 pm
- Qdoba
 - Lunch 10:30 am – 4 pm
- Café West [pre-made grab-and-go] at 7 am

<https://sundevilhospitality.asu.edu/hours-locations/west-valley>

Verde Dining Pavilion (VRDE)

- Papa John's at 11 am – 5 pm
- P.O.D. Market [grab-and-go] at 9 am
- Jamba Juice 10 am – 5 pm
- Verde Dining Pavilion [dining hall]
 - Weekend Brunch Open 9 am to 2 pm
 - Light Lunch 2 pm – 4:30 pm

Coffee Food Truck

- Location TBD planned on campus at 7 AM

Today's Schedule

Time	Session
8:00 am	Coaches Meeting {~20 minutes}
8:30 am	Opening Ceremony start
8:45 am	Robot Game – Practice Round start <ul style="list-style-type: none">• Teams in matches 1 and 2 will be sitting next to their table during the opening ceremony• Teams in match 3 and 4 will be queued (possibly 5 and 6, as well)
9:00 am	Judging Sessions start
10:10 am	Robot Game – Official Rounds start
1:00 pm	Nomination Forms Due (Coach/Mentor & Peer) to box at pit admin table
Lunch Break	Any gap between your team's scheduled sessions
~4:30 pm	Closing Ceremony start (<i>we will start as soon as we can ... don't wander far</i>)

Opening Ceremony

Teams with a practice round match of 1 - 6 will be prepared on the robot game competition tables or queuing area during the opening ceremony.

The queueing team/pit leads should be helping to notify your team and ensure they are ready before the majority of people move into the La Sala Ballroom.

- There is also a note on your team schedule if this applies to you

Closing Ceremony – Agenda

Team pits should be basically clean/packed up

Teams will walk across the front to receive their medal or award

Recognition order 🎉

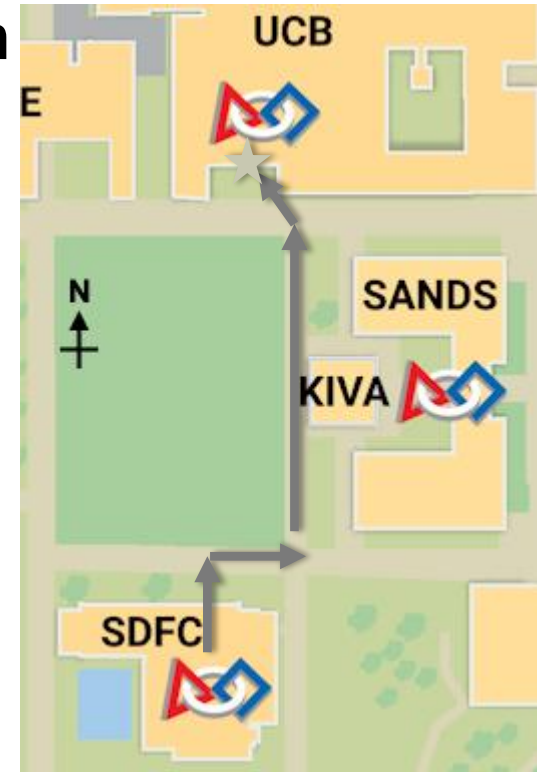
- Medals 🏆 – in numerical order by team number {*details next slide*}
- Awards 🏆
- Champion
- 5 Team Advancements

Closing remarks

End of event! 😊

Closing Ceremony – Medal Line Procession

1. Teams will be lined up in ascending numerical order via sheets of paper on the ground.
2. Teams number & name will be announced as they enter the room.
3. Upon receiving their medals, they will continue out the west doors and begin to recirculate to the rear of the procession.
4. Teams will re-enter the La Sala Ballroom and sit on the floor; filling open space from the west to the east.



General Notes – Facility

Please bring refillable water bottles with you to campus.

SDFC (team pits)

- All participants **MUST** enter/exit through the main entry
- No participants are allowed in other parts of the facility (gym equipment, etc.)
- Food/drinks are acceptable, however, respect the facility and keep it clean

Absolutely no food/drink in judging pods (SANDS building)

General Notes – Schedule

This event is highly scripted around time

Judging sessions **have priority over** robot game match

Please arrive at least 5 minutes before your judging session or robot game match

- Indicated on your event schedule for reference
- Think of it as boarding time vs pushback from gate ... you do not want to miss your flight!

Robot rounds will likely run faster once judging sessions are completed

General Notes – Robot Game

Remind your teams that the robot game scoring sheet is [final after it is signed by the team](#)

- However, if you believe your score was calculated incorrectly, we can re-calculate what was marked on the sheet.

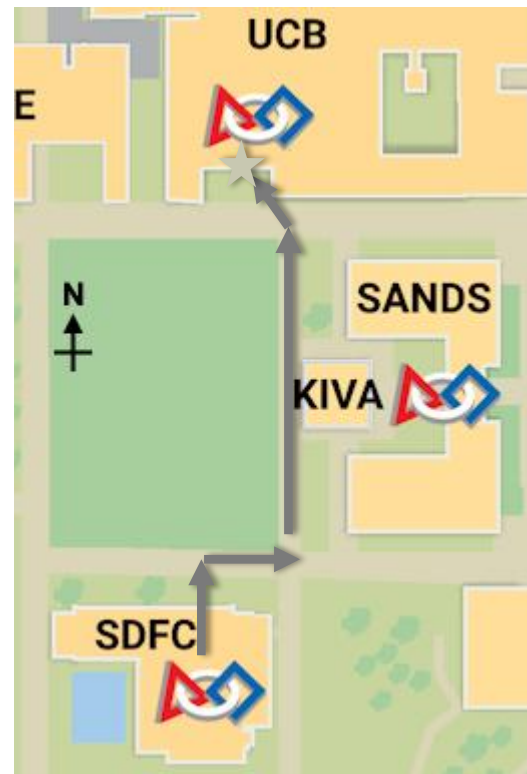
Coaches will have a designated location to observe and cheer on their team

Game models on the practice fields may not be perfect

- Small pieces are not included on the practice tables
- Please bring your own small pieces to use when on the practice table

General Notes – Robot Game – Queuing

1. Leave your pit area and walk north to the La Sala Ballroom
2. Enter the building at the “La Sala B” doors
3. Check-in with the queuing team (star) who will then position you in the proper holding area
 - a) **Important:** checking in allows the queuing team to reach out and try to find you if missing.
4. The queuing team will work with the referees to move the team to the competition table when referees are ready



General Notes – Judging

Any hardcopy materials for judges to review should be brought to the judging pod, shared and taken back with the team (nothing left with the judges)

Coach/mentor nomination form [due by 1:00pm](#) to the box at the pit admin table

Peer nomination form [due by 1:00pm](#) to the box at the pit admin table

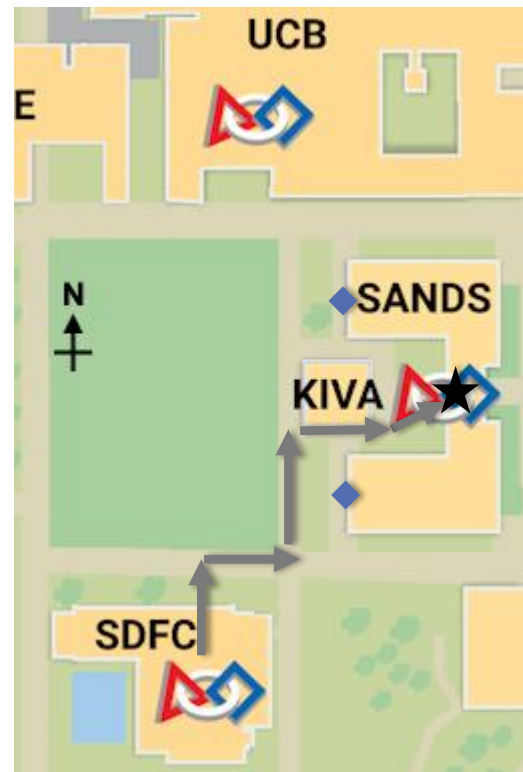
Not using Event Hub, however, after the event you will receive an email with your judging rubric information.

Ten (10) coach/mentor is allowed to be in the judging room with the team to observe

- Clock starts ticking as soon as the team walks in
- Must be behind the team (out of line of sight)
- Cannot interact with the team during the session
- One (1) person may do a video recording (*still from behind*)

General Notes – Judging – Queuing

1. Leave your pit area and walk north/east to the SANDS classroom building
2. Walk into the courtyard. At the center of the east end will be stairs/elevators.
3. Go up to the 2nd floor
4. Check-in with the queuing team (star) who will then direct you to your judging room location
 - a) **Important: checking in allows the queuing team to reach out and try to find you if missing.**
5. Wait outside your judging pod door until the judges invite you into your session
6. Leave via the double doors (diamond) to the west of the judging pod area to return to your pits (or robot game) [of course, unless the team needs the elevator]



Advancement from this Event

Top 5 ranked teams will get invitations to out of state invitationals.

Team ranked 1st will get the first choice. Then the next ranked team gets their pick of the remaining invitationals and so on.

It is possible we will receive additional invitations in the coming months ... *don't take apart your robot!*

In order to advance, you must:

- Complete all 3 judged categories
- Complete all required sections of the Project
- Have between 2 and 10 members
- Have no Core Values disqualification behaviors (viewed including teams, coaches, and parents)
- Judges will be deliberating based on...
 - Judges will be looking for balanced, strong performance across all areas
 - Each judging session and the robot game are equally weighted (25% each)
 - Your single, highest robot game score is used (out of the 3 official matches)

Team Activities During Judge Deliberations

Judges need approximately 2 hours to deliberate

Please bring an activity to keep your team engaged during this time

- We will likely have some of the competition fields and referees available to do 'fun run' matches
- We will have access to the large grassy area, outdoor games are encouraged

Judge Advisor Remarks

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Head Referee Remarks

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Any Questions/Comments?

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