





East Super-Regional Championship

Presented by Rockwell Collins, Verizon Wireless, and the Center for Energy Workforce Development Scranton, PA March 17-19, 2017





www.ftceast.org

Welcome to the FIRST[®] Tech Challenge United States Super-Regional Championship Tournaments.

Teams in the United States advance to one of four Super-Regional Championship Tournaments through high achievement at a state or regional Championship event. *FIRST*[®] congratulates all the teams at this event for outstanding performance this season.



West Super-Regional Championship

Presented by Rockwell Collins, Qualcomm® Incorporated, Tesoro, Google.org and the Center for Energy Workforce Development March 10-12, 2017 Tacoma Convention and Trade Center Tacoma, WA

East Super-Regional Championship

Presented by Rockwell Collins, Verizon Wireless and the Center for Energy Workforce Development March 17-19, 2017 University of Scranton Scranton, PA





South Super-Regional Championship

Presented by Rockwell Collins, Southern Company Services and the Center for Energy Workforce Development March 23-25, 2017 Classic Center Athens, GA

North Super-Regional Championship

Presented by Rockwell Collins and the Center for Energy Workforce Development March 30-April 1, 2017 Double Tree Hotel & US Cellular Center Cedar Rapids, IA



An estimated 4,600 teams will compete at more than 500 League Meets, Qualifying, and Championship Tournaments taking place in the United States, Australia, Canada, China, Czech Republic, France, Germany, India, Mexico, Netherlands, New Zealand, Russia, South Korea, and Taiwan during the 2016-2017 season. Top teams from the Super-Regional Championships advance to the *FIRST*[®] Tech Challenge World Championship in Houston, Texas and St. L7.508ouis, Missouri in April. *FIRST*[®] Tech Challenge Sponsors include *FIRST*[®] Tech Challenge Season Presenting Sponsor Qualcomm Incorporated, *FIRST*[®] Tech Challenge Official Program Sponsor, Rockwell Collins, Inc. and *FIRST*[®] Tech Challenge Official IoT, CAD and Collaboration Software Sponsor, PTC, Inc.

FIRST[®] Tech Challenge East Super-Regional Event Supporters







WELCOME TO FIRST® TECH CHALLENGE

FIRST[®] Tech Challenge is designed for students in grades 7-12 to compete head to head using a sports model. Teams are responsible for designing, building, and programming their robots to compete in an alliance format against other teams. The robot kit is powered by Android technology, reusable from year-to-year and is programmed using Java. Teams, including Coaches, Mentors and Volunteers, are required to develop strategy and build robots based on sound engineering principles. Awards are given for the competition as well as for community outreach, design, and other real-world accomplishments.



ABOUT FIRST TECH CHALLENGE

FIRST Tech Challenge is an exciting and fun global robotics program that ignites an enthusiasm for science, technology, and discovery in young people and teaches them STEM skills and concepts, principles of leadership, and how to work as a team.

The competitions are the result of focused brainstorming, dedicated mentoring, project timelines, and teamwork. Paired with technical mentors, teams learn from and play with the "pros" to experience engineering problem solving first-hand.

- · Entices kids to think like scientists and engineers
- Provides a fun, creative, hands-on learning experience
- Teaches kids to experiment and overcome obstacles
- The skills they learn make math and science tangible, accessible and real
- Endorsed by the National Association of Secondary School Principals
- Teams learn to document their design ideas and discoveries
- Builds self-esteem and confidence
- 90% of participating students report learning how STEM can solve real-world problems

TOURNAMENT SCHEDULE

Friday, March 17

12:00 p.m. 1:00 p.m. - 6:00 p.m. 7:00 p.m.

Saturday, March 18

7:00 a.m. 8:00 a.m. - 8:30 a.m. 9:00 a.m. - 9:30 a.m. 9:30 a.m. - Lunch 11:30 a.m. - 12:30 p.m. 12:30 p.m. - 1:30 p.m. Lunch - 5:15 p.m. 5:45 p.m. 7:30 p.m. - 10:00 p.m. Pits Open Drivers Meeting Opening Ceremony Qualifying Matches Lunch Break - Hopper Div. Lunch Break - Tesla Div. Qualifying Matches Pits Close Team Social

Team Check-in, Pits Open

Judging & Inspections

Pits Close

Sunday, March 19

7:30 a.m. 8:30 a.m. - 9:45 a.m. 9:45 a.m. 10:30 a.m. - 11:30 a.m. 11:30 a.m. - 12:30 p.m. 12:30 p.m. - 1:30 p.m. 1:30 p.m. - 2:30 p.m. 2:30 p.m. - 3:30 p.m. 3:45 p.m. - 4:45 p.m. 6:00 p.m. Pits Open Qualifying Matches Alliance Selection Division Semi-finals Lunch Break - Hopper Div. Lunch Break - Tesla Div. Division Finals Championship Event Finals Closing Awards Ceremony Pits Close



Visit www.ftceast.org for more information.

MATCH PLAY AND ELIMINATION ROUNDS

During the **Qualifying Matches**, teams are randomly assigned into alliances of two teams. A team's alliance partner in one match may be their opponent in another match.

Team Rank: Teams will be ranked by their total Qualifying Points (QPs). If multiple teams have the same QP total, then they will be ranked by their Ranking Points (RPs). If multiple teams have the same RP total as well, then they will be ranked by their highest match score. If still tied, the next highest match score will be used until the tie is broken.

Qualifying Points: Teams receive 2 points for a win, 1 for a tie, and 0 points for a loss or disqualification (DQ).

Ranking Points: All teams in a match receive the score of the losing alliance before penalties unless they have a DQ (which gives that team 0 RP).

Alliance selection is held after all of the qualifying matches. Four alliance captains are selected based on team rank. These captains then pick one or two additional teams (based on event size) to be their alliance partners for the Elimination Matches.

Elimination Matches: Alliances get a win, loss or tie. The advancing alliance is the first one to win two matches.

GAME DESCRIPTION VELOCITY VORTEX[™] PRESENTED BY QUALCOMM[®] INCORPORATED

The 2016-2017 Game:

VELOCITY VORTEXSM presented by Qualcomm is played on a 3.7m × 3.7m (12 ft. × 12 ft.) square field with approximately 0.3m (1 ft.) high walls and a soft foam mat floor. The field is divided diagonally into a "red" and a "blue" side corresponding to the two alliances. In the center of the field are two goals on a rotatable stand called the Center Vortex. Two ramps, each with a goal, called the Corner Vortex, are placed in opposite sides of the field. The Center Vortex Goals and Corner Vortexes are alliance specific. There are also four alliance neutral Beacons, two placed on each front wall next to the Corner Vortex. There are floor markings as well as Vision Targets placed on the field walls as reference points for robot navigation.

Alliance specific scoring elements for VELOCITY VORTEXSM presented by Qualcomm are five small balls called Particles and one large ball called a Cap Ball per alliance. At the start of a match, each alliance has three Particles available for preloading and scoring during the Autonomous period. Each alliance can earn up to two more Particles for use during the Driver-Controlled period by claiming Beacons during the Autonomous period.

Matches have two distinct periods of play: a 30-second Autonomous period followed by a two-minute Driver-Controlled period, the last 30 seconds of the Driver-Controlled period is called the End Game which adds new scoring opportunities for robots to achieve.

Autonomous Period:

During the Autonomous period, robots operate using only pre-programmed instructions. Alliances earn points by: claiming Beacons, moving the Cap Ball off of the Center Vortex base onto the field floor, scoring Particles into their alliance's Center Vortex or Corner Vortex. Alliances may also gain points by parking their robot in contact with the Center Vortex base or on the Corner Vortex.

Driver-Controlled Period:

During the Driver-Controlled period, alliances earn points by scoring Particles into their alliance's Center Vortex or Corner Vortex. Robots may also claim Beacons for their alliance by triggering them to illuminate their alliance color. There is no limit to the number of times that a Beacon may be triggered. At the end of the Game, the color of the Beacon determines the alliance credited for claiming it.

End Game:

The final 30 seconds of the Driver-Controlled period is called the End Game. In addition to the Driver-Controlled period tasks, alliances earn points by raising the Cap Ball off the playing field floor or by capping their Center Vortex with it.



| Autonomous Period Scoring | Points |
|---|-------------|
| Robot Parked partially on Center Vortex base | 5 |
| Robot Parked fully on Center Vortex base | 10 |
| Robot Parked partially on Corner Vortex | 5 |
| Robot Parked fully on Corner Vortex | 10 |
| Particle scored in Center Vortex | 15/Particle |
| Particle scored in Corner Vortex | 5/Particle |
| Cap Ball in contact with the floor | 5 |
| Claimed Beacon (+1 extra Particle per claimed Beacon, up to 2) | 30/Beacon |
| Driver-Controlled Period Scoring | Points |
| Particle scored in Center Vortex | 5/Particle |
| Particle scored in Corner Vortex | 1/Particle |
| End Game Scoring | Points |
| Claimed Beacon | 10/Beacon |
| Cap Ball raised off floor but below 76 cm (30 in) | 10 |
| Care Balling in all all and ZC and (201a) | |
| Cap Ball raised above 76 cm (30in) | 20 |





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PARTICIPATING TEAMS - HOPPER DIVISION

| Team # | Team Name | School / Organization | Location |
|--------|---|---|------------------------|
| 1 | Team Unlimited | Sharon Youth Robotics | Sharon, MA |
| 154 | Renegade | Renegade Robotics | Harrisville, RI |
| 965 | League of Incompetent Gentlemen | GW Community School/Coyote Robotics, Inc. | Springfield, VA |
| 4137 | Islandbots | Islandbots Robotics | Setauket, NY |
| 4174 | Atomic Theory | The Dalton School | New York, NY |
| 4347 | NanoGurus | NanoGurus Robotics | Morris Plains, NJ |
| 4634 | FROGbots | Gainesville Community | Gainesville, VA |
| 5398 | Robotux | Corporal Kevin James Reinhard USMC Memorial Fund Inc. | Holmdel, NJ |
| 5421 | RM'd and Dangerous | Rockville-Montgomery Robotics Association, Inc. | Rockville, MD |
| 5477 | Innovo | George Hewlett High School | Hewlett, NY |
| 5485 | GorillaBots | Corning Inc. | Corning, NY |
| 5916 | BoBots | Bohemia Manor High School home team | Chesapeake City, MD |
| 6037 | WAGS | Girl Scouts West Windsor-Plainsboro | Princeton Junction, NJ |
| 6040 | Canton Robodogs | Canton High School | Canton, MA |
| 6054 | int elligence; | Aurora High School | Aurora, OH |
| 6081 | i ² r robotics | i ² r robotics | Westport, CT |
| 6217 | The Fellowship | C-Squared Robotics 4-H Club | Scituate, RI |
| 6347 | Geared Up | Geared Up Robotics | Rome, NY |
| 6700 | X-BOTS | X-BOTS | Fairfax, VA |
| 7034 | Singularity Technology | Wilton Library | Wilton, CT |
| 7117 | The Blockheads | Family/Friends | Burke, VA |
| 7182 | Mechanical Paradox | Horizons 4-H | Ellicott City, MD |
| 7244 | Out of the Box Robotics | Out of the Box Robotics | Downingtown, PA |
| 7350 | Watt's NXT? | Say Watt Robotics | Edison, NJ |
| 7486 | Suffern's Team Fusion | Suffern High School | Suffern, NY |
| 8393 | The Giant Diencephalic BrainSTEM Robotics Team | BrainSTEM Learning | Baden, PA |
| 8644 | The Brainstormers | Family/friends | Lexington, MA |
| 8645 | Robotic Doges | Laurel Highlands Education and Robotics | Hollsopple, PA |
| 9073 | Knightrix | Chantilly High School | Chantilly, VA |
| 9620 | The R.O.U.S.'s (Robots of Unusual Size) | Community Team | Concord, NH |
| 9866 | VIRUS | Family Friends | Ellicott City, MD |
| 9901 | Techie Titans | Nova Labs | Reston, VA |
| 9921 | PATRIOTS | Wayne Hills High School | Wayne, NJ |
| 11100 | We are Robo | Neighborhood Team | Wakefield, MA |
| 11248 | //Cougars | Chatham High School | Chatham, NJ |
| 11453 | Uncertainty Principle | The Dalton School | New York, NY |

PARTICIPATING TEAMS - TESLA DIVISION

| Team # | Team Name | School / Organization | Location |
|--------|---------------------------------------|---|----------------------|
| 18 | The Techno Chix | Girl Scouts Heart of the Hudson | Pleasantville, NY |
| 121 | Rhode Rage | Naval Undersea Warfare Center | Middletown, RI |
| 2753 | Team Overdrive | Teen Technology | Bridgewater, NJ |
| 2818 | G-FORCE | 4-H & GEARS | McHenry, MD |
| 3415 | Lancers | Livingston High School | Livingston, NJ |
| 3737 | Hank's Tanks | Natick High School | Natick, MA |
| 3795 | Jag-Wired | Garnet Valley School District | Glen Mills, PA |
| 4017 | roboPandas | Sewanhaka Central School District | Floral Park, NY |
| 4029 | 2 Bits and a Byte | Lexington High School | Lexington, MA |
| 4286 | Dragonoids | Greens Farms Academy | Greens Farms, CT |
| 4318 | Green Machine Reloaded | Horizons 4-H Club | Ellicott City, MD |
| 4924 | Tuxedo Pandas | New River Robotics Association | Christiansburg, VA |
| 5414 | TRI Robotics | Southwest Virginia Community College Upward Bound | Cedar Bluff, VA |
| 5484 | Enderbots | Corning Incorporated | Corning, NY |
| 7026 | JDroids | JDroids Robotics | Wayne, NJ |
| 7039 | Lord of the Bricks | Homeschool Resources Group | RIchmond, VA |
| 7423 | Flaming Phoenix | Unionville Chadds-Ford School District | Kennett Square, PA |
| 8221 | Cubix^3 | Community | Hampstead, MD |
| 8297 | Geared UP! | Ashburn Robotics | Ashburn, VA |
| 8379 | The Parity Bits | Lexington High School | Lexington, MA |
| 8509 | STEEL Serpents | STEEL Corp. & Team RobotiX | McMurray, PA |
| 8521 | 4H Hard-Hitting Hardware Hooligans | Montgomery County, MD 4H | Gaithersburg, MD |
| 9371 | General Relativity | The Dalton School | New York, NY |
| 9773 | Robocracy | Robocracy 4-H Club | Yorktown Heights, NY |
| 9794 | Wizards.exe | Neighborhood | Rockville, MD |
| 9812 | T-Noble | Noble Academy Cleveland | Euclid, OH |
| 9910 | Greenhorns | Scituate High School | North Scituate, RI |
| 9927 | The MidKnight Magic Too! | West Windsor-Plainsboro Regional | Plainsboro, NJ |
| 9971 | LANbros | EDGE Robotics Club | Southampton, NJ |
| 9984 | JavaScouts | Boy Scouts | New Hartford, NY |
| 10343 | Positive Charge | Westfield Robotics Club | Westfield, NJ |
| 10358 | Squatch Watch | Ridgeview High School | Clintwood, VA |
| 11115 | Gluten Free | Family/Community | Hollis, NH |
| 11174 | mc ² Robotics | mc ² Robotics | Trumbull, CT |
| 11362 | M Cubed | Monroe County 4-H | Union, WV |
| 11988 | Crusader Robotics | Long Island Lutheran Middle & High School | Brookville, NY |

FIRST[®] TECH CHALLENGE AWARDS

INSPIRE

The highest award that a team can be given.

This judged award is given to the team that truly embodied the "challenge" of the program. The team that receives this award is a strong ambassador for *FIRST*[®] programs and a role model team. This team is a top contender for many other judged awards and is a gracious competitor. The Inspire Award winner is an inspiration to other teams, acting with *Gracious Professionalism*[®] both on and off the Playing Field.

ELIMINATION TOURNAMENT AWARDS

The winning alliance and finalist alliance are both recognized for their achievement in robot game performance.

THINK

Removing engineering obstacles through creative thinking.

This judged award is given to the team that best reflects the journey the team took as they experienced the engineering design process during the build season. The Engineering Section of the notebook is the key reference for judges to help identify the most deserving team.

ROCKWELL COLLINS INNOVATE

Bringing great ideas from concept to reality.

This judged award celebrates a team that not only thinks outside the box, but also has the ingenuity and inventiveness to make its designs come to life. This judged award is given to the team that has the most innovative and creative robot design solution to any or all specific field elements or components in the game.



PTC DESIGN

Industrial design at its best.

This judged award recognizes design elements of the robot that are both functional and aesthetic. All successful robots have innovative design aspects; however, the PTC Design Award is presented to teams that incorporate industrial design elements into their solution.

CONNECT

Connecting the dots between community, *FIRST,* and the diversity of the engineering world.

This judged award is given to the team that most connects with their local science, technology, engineering and math (STEM) community.

MOTIVATE

Sparking others to embrace the culture of FIRST!

This team embraces the culture of *FIRST* and clearly demonstrates what it means to be a team. This is a team who makes a collective effort to make *FIRST* known throughout their school and community, and sparks others to embrace the culture of *FIRST*.

PROMOTE (Optional Award)

Many decisions, but choosing FIRST was easy!

This judged award is given to the team that is most successful in creating a compelling video message designed to change our culture and celebrate STEM.

CONTROL

Mastering robot intelligence.

This judged award celebrates a team that uses sensors and software to enhance the robot's functionality on the field.

COMPASS (Optional Award)

A beacon and leader in the journey of the team.

This judged award recognizes an adult Coach or Mentor who has provided outstanding guidance and support for a Team throughout the year, and demonstrates to the Team what it means to be a Gracious Professional.



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FIRST[®] SCHOLARSHIP AND ALUMNI PROGRAMS

FIRST[®] participants and Alumni have access to \$50 million in *FIRST* Scholarship Opportunities as well as Internship and Networking Opportunities.

The *FIRST* Scholarship Program puts *FIRST*[®] Tech Challenge and *FIRST*[®] Robotics Competition participants in direct contact with colleges, universities, corporations, and associations offering thousands of scholarship opportunities exclusively for *FIRST* participants.

How it works:

- *FIRST* Scholarships are offered and administered by the Scholarship Providers.
- *FIRST* Tech Challenge and *FIRST* Robotics Competition participants are eligible to apply as noted.
- Most applications are due between December and April, but be sure to pay close attention to individual submission deadline dates.
- Find opportunities, details, and applications at: <u>www.firstinspires.org/scholarships</u>

The *FIRST* Internship Portal and Alumni Networking Group put *FIRST* Participants and Alumni in contact with *FIRST* Supporter companies and each other!

Find out more about the Internship Portal and the FIRST Alumni Networking group at www.firstinspires.org/alumni.

WHAT IS THE FIRST[®] DEAN'S LIST AWARD?

In an effort to recognize the leadership and dedication of *FIRST's* most outstanding *FIRST* Tech Challenge students, the Kamen family sponsors an Award for selected top students known as the *FIRST* Dean's List.

Each *FIRST* Tech Challenge Team is invited to select up to two (2) students who are in the 10th or 11th grade (sophomores or juniors) as *FIRST* Dean's List Semi-Finalists. The students who earn *FIRST* Dean's List Award status as a Semi-Finalists, Finalist or Winner, are great examples of student leaders who have led their Teams and communities to increased awareness for *FIRST* and its mission.

Prestigious colleges have expressed great interest in meeting *FIRST* Dean's List's Award winners and *FIRST* hopes that each Team will take advantage of the opportunity to nominate the most qualified students as *FIRST* Dean's List Nominees!

HONORING EAST COAST TECHNOLOGY PIONEERS

Our two competition divisions are named after these science and technology leaders who lived and worked on the East Coast of the United States and contributed greatly to our society.

Grace Murray Hopper (1906 — 1992)



and conceptualized and promoted progressive technologies that are used today in computing and communications. She also coined the term "debugging" to fix computer errors. She served in the U.S. Navy for most of her career and retired at the rank of Rear Admiral.





Nikola Tesla was an electrical and mechanical engineer as well as a prodigious inventor. He developed

alternating current (AC), built the first hydroelectric dam with George Westinghouse, invented the induction motor, the rotating magnetic field, the Tesla coil, and the radio remote control for torpedoes among many other achievements.



ABOUT FIRST[®]



"We want to change the culture by celebrating the mind. We need to show kids that it's more fun to design and create a video game than it is to play one." Dean Kamen, Founder, FIRST[®]

What is *FIRST*[®]?

FIRST[®] (For Inspiration and Recognition of Science and Technology) was founded in 1989 to inspire young people's interest and participation in science and technology. Based in Manchester, NH, the 501(c)(3) --not-for-profit public charity designs accessible, innovative programs that motivate young people to pursue education and career opportunities in science, technology, engineering, and math, while building self-confidence, knowledge, and life skills.

FIRST is **More Than Robots**SM. *FIRST* participation is proven to encourage students to pursue education and careers in STEM-related fields, inspire them to become leaders and innovators, and enhance their 21^{st} century work-life skills.

Gracious Professionalism[®] A *FIRST* Credo

Dr. Woodie Flowers, *FIRST* Distinguished Advisor and Pappalardo Professor Emeritus of Mechanical Engineering, Massachusetts Institute of Technology, coined the term *Gracious Professionalism*[®].

Gracious Professionalism is part of the ethos of *FIRST*. It's a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.

With *Gracious Professionalism*, fierce competition and mutual gain are not separate notions. Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process. They avoid treating anyone like losers. No chest thumping tough talk, but no sticky-sweet platitudes either. Knowledge, competition, and empathy are comfortably blended.

In the long run, *Gracious Professionalism* is part of pursuing a meaningful life. One can add to society and enjoy the satisfaction of knowing one has acted with integrity and sensitivity.

Coopertition[®]

Coopertition[®] produces innovation. At *FIRST*, *Coopertition* is displaying unqualified kindness and respect in the face of fierce competition. *Coopertition* is founded on the concept and a philosophy that teams can and should help and cooperate with each other even as they compete.

Coopertition involves learning from teammates. It is teaching teammates. It is learning from Mentors. And it is managing and being managed. *Coopertition* means competing always, but assisting and enabling others when you can.







FIRST[®] Distinguished Advisor, Dr. Woodie Flowers

THANK YOU TOURNAMENT VOLUNTEERS!

East Super-Regional Planning Committee

Tom Zawislak, Dave Hackett, Pennsylvania FIRST Robotics Co-Chairs

Pat Frascella (NJ), Vince Frascella (NJ), Lise Hackett (PA), Lena Kang (DE), Daphne Frownfelter (PA), Rita Wall (PA), Bob Debes (PA); Production Express - Matt Demascolo; University of Scranton - Frani Mancuso

Event Volunteers

Tournament Director Tom Zawislak

Technical Director Dave Hackett

Volunteer Coordinator Vince Frascella

Field Managers Joe Perrotto Len Rerek

Emcees David Price Tom Wexler

Game Announcers Danny Blau Spencer Gray Pat Killian Nick Pilaitis

Technical Specialist Robert Sokolov

Web Manager Rick Kline

Special Event Assistant Lena Kang

Student Ambassador Coordinator Rita Wall

Pit Administrator Pat Frascella

Pit Administrator Assistant Nicole Santos **Judge Advisors** Lisa Evans Priscilla Zawislak

Judge Advisor Assistant Erin Fadden

Judaes Patty Acree Inga Aleman Venkat Bala Srini Balli Kiki Chandra Abha Chauhan Soumya Chirra Marshall Coyle Jay Govindasamy Raji Krishnan Rakesh Lalvani Partha Maddipatla Derrick Maust Jyoti Mehta Bindu Menon Veera Netla Art Nilson Mike Piliaitis Dave Pochily Ron Prettyman JoAnn Rarek Anil Saxena Rick Spear David Wall Sathya Yalvigi

Judge Match Observers

Eric Cheek Bob Debes Allan Krasner Bill McCann Joe McCann Tom Nilson Robert Russell Ravi Umapathy

Head Referees

Jeff Lucas (Event) Noah Dillard Simon Gray Jeff Kelbick

Referees

John Bradley Thomas Brown Jeevana Chirra Rob Elkins Adria Garhart Michael Gearhart Miranda Juras Yan Juras Dominic Pirocchi Greg Ryan

Field Technical Advisors

Andrew Burger Biff Carey Venkat Chirra Austin Frownfelter

FTA Assistants

Ethan Garrison Julie Gauthier Swami Gurusamy Unnivelan Poruthikode Raman

Robot Inspection Lead Jim Carr

Control System Advisors Kaitlyn Davey Arnav Prasad Andrew Szeto

Scorekeepers

George Marchant (Lead) Loretta Bessette Lise Hackett Roslyn Nilson Yan Yuan

Queueing Leads Linda Higham

Arun Malhotra

Queueing Assistant Mike Raneri

Queuers

Adam Frownfelter Tej Lalvani Grace Miller Gina Pilaitis Lisa Pilaitis Val Pirocchi Tyler Thieding

Score Trackers

Alex Pilaitis Brian Raneri Kevin Raneri Ray Kam

Pit Crew Lead Hena Ashar

Pit Crew Sandra Maggard

Practice Field Monitor Keertana Chirra

Team Registrator Nikki Thieding

Photographers Daphne Frownfelter George Marchant

Thank you to all additional volunteers whose names do not appear in the printed program!

Robot Inspection Aid: Wren Hensgen Audio Visual and Facilities: Production Express, Inc. Special Event Assistant: Lena Kang Student Ambassador Coordinator: Rita Wall Media Editor: Daphne Frownfelter

A Special Thank You

Volunteer Shirts: Bobby Crusco, Bobbys Graphics Shirt Design, Event DJ, Entertainment: Tommy Leana Sponsor Banners: Lackawanna County Visitors Bureau Lodging and Reservation Planning: Susan Guthrie-Lowrance, Helms-Briscoe

THANK YOU!

Thank you to all who help make this program possible for our youth. FIRST[®] could not exist without the support of the army of mentors, parents, teachers and volunteers who step up to provide their time and expertise to inspire our young people to get excited about science, technology, engineering and math.

FIRST[®] Tech Challenge Global Sponsors

FIRST[®] Tech Challenge Season Presenting Sponsor



FIRST[®] Tech Challenge Official Program Sponsor FIRST[®] Tech Challenge Official IoT, CAD and Collaboration Software Sponsor





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