



Announcing Registration for CalGames 2010!

Competition Date: October 22-23, 2010

Competition Venue: Lynbrook High School, 1280 Johnson Avenue, San Jose CA 95129

Competition: CalGames 2010 will be a replay of the FIRST Robotics *Breakaway* competition

Registration: **\$400 Registration with \$150 of that paid by BAE Systems**
\$100 Volunteer Deposit (returned after completing team volunteer assignment)
NET PAID DIRECTLY BY EACH TEAM:
\$250 Registration Fee + \$100 Volunteer Support Deposit = **\$350 due by September 15**

A big thank you to BAE Systems for its ongoing support of the WRRF community! Using a large part of the BAE Systems' donation allows WRRF to discount CalGames 2010 registration fees!

Registration Policy for CalGames 2010

Every team needs to volunteer for a slot to confirm ANY registration regardless of TIER. (see FAQs at end for details on what "*Every team needs to volunteer*" means). CalGames 2010 will support up to 36 teams and has registration TIERS, similar to prior years.

The goal of the TIERED registration process is to encourage a commitment by teams for the hard-to-fill volunteer slots. We added a few new ones this year, with the North Bay teams in mind. In the event that registration receipt is before the opening date of a particular tier, those early registrations will be treated as having arrived at the opening time with ties being resolved by lottery. For the past three years, CalGames has had more registrations than openings (and lotteries have occurred), so teams should consider Tier 1 and Tier 2 slots available to ensure they are registered to compete in CalGames 2010.

Tier 1 (14-17 slots)

- **Tier 1 Registration opens June 7.**
- **Registration will be confirmed (pending payment) for Tier 1 slots only.**
- **Tier 1 DEFINITION:**
 1. **Team commits to a hard-to-fill team volunteer slot:**
 - 3 SLOTS: Thursday afternoon (after school, day before event, at Fremont Public Storage locker OR at Lynbrook HS to unload)
 - 3 SLOTS: Friday 9AM - 12PM to build the field and pits
 - 4 SLOTS: Friday, 12PM - 3PM to build the field and pits
 - 3 SLOTS: Sunday morning ~10:30 AM (flexible) to empty truck at storage locker
 - **Inventory of WRRF Lockers on a summer weekend date to be mutually arranged between WRRF and team**
 - These slots will be awarded on a "First Come, First Served" with commitment to hard-to-fill slot. Additional hard-to-fill volunteer slots may be identified as CalGames planning proceeds.
 2. **CalGames host in past two years:**
Still need to pick a volunteer slot during the event, but it need not be a hard-to-fill slot
 3. **Current Game host** (assumed to have already filled a slot by hosting)



Tier 2 (5 slots currently)

- **Tier 2 Registration opens July 1. Registration will be confirmed (pending payment) for Tier 1 (any still open) & Tier 2 slots only.**
- Teams in this tier still need to take a volunteer slot during the event
- **Tier 2 DEFINITION:**
 1. Large summer assignment (e.g., awards and others defined in planning meetings).
 2. Two Rookie Teams, first come-first served: FIRST Rookie year past spring who did not compete in CalGames 2009.
 3. Support dismantling & loading into truck, the field elements at NASA, sometime in September (two teams).

Tier 3 (balance of slots): OPEN REGISTRATION

- **Tier 3 Registration opens August 1.**
- **Tier 3 DEFINITION:**
 1. First come, first served to register.
 2. Any registrations with the same date will be determined by lottery.
- *FYI:* More teams sought to play in CalGames 2009 than there were slots available; teams committing to a Tier 1 or Tier 2 slot can help a team confirm CalGames participation.

Payment

Postmark with payments, if sent separately, **must be 9/15 or earlier**, otherwise the registered (but unpaid) team goes to the waiting list. **Sending payment with registration is recommended, but not required.**

Forms

To obtain the Microsoft Word registration form, go to the Google WRRF Community Group to download the form. This form must be used for registration.

To register, please complete the Word form, attach to an email message, and send to CalGames@WRRF.org. No need to send a paper copy without a check via USPS. DO send a printed copy of the registration form when sending in any check. Make check payable to WRRF and send to:

WRRF, 2530 Berryessa Road, #134, San Jose CA 95132-2903

If you have registration questions: send an email to CalGames@WRRF.org. You should receive an answer within two business days; in particular, replies are fastest on weekends.

Staying Informed:

It is vital that contact information for your team is up-to-date:

send an email to WRRF.Info@WRRF.org to confirm email addresses on file for your team! Inform everyone on your team about this event. Think about what you and your team can do to help.

GO CalGames 2010!



Off-season California Robotics Schedule

| June | |
|--|--|
| 6/1 | Tier 1 Registration opens |
| 6/19 10:30AM – 12:00PM | Open TEAM Planning meeting: <i>Lynbrook High School</i> |
| 6/19 12:30 – 2:00 PM | Working group meeting (leads): nearby lunch, lunch provided |
| July | |
| 7/1 | Tier 2 Registration opens |
| 7/17 | Open TEAM Planning meeting. Location: Leland HS |
| August | |
| 8/1 | Tier 3 Registration opens |
| 8/21 | Open TEAM Planning meeting, Location: : BLADE Network Technologies, 2051 Mission College Blvd, Santa Clara CA |
| September | |
| TBD | Team LEADS MEETING: each team must send a representative unless other arrangements have been made |
| 9/15 | All monies due and payable or registration slot is lost |
| October | |
| 10/9 | Fall 2010 Workshops (Depends on LA Robotics Fall Classic event date) |
| TBD | Open TEAM Planning meeting |
| 10/22 (1PM – 9PM) – 10/23 (all day) | CalGames 2010 <ul style="list-style-type: none"> • First set of qualifying matches will occur on Friday, 10/22, sometime after 5 p.m. Inspection begins at 3:15 p.m. |
| November | |
| November 12-13 | MadTown Throwdown, in Madera |

CalGames is a COMMUNITY event. We NEED EVERYONE in the Bay Area FIRST community to join the *CalGames* Planning Committee to help put the competition together over the course of the summer! The *CalGames* Planning Committee is open for all to join, whether you are a student or an adult. So think about what kind of event you want, what awards, what speakers, what displays, and come speak your mind at the summer meetings!

Frequently Asked Questions:

Q: What does "every team has to volunteer" mean?

A: A team needs to provide **five or more students** to meet the CalGames volunteer slot requirement and earn their deposit back. An adult chaperone is encouraged.

CalGames needs volunteers, and many of them, to make CalGames successful. Many adults and teens volunteer their time over the summer to plan and prepare for CalGames; the team volunteer slot is not related to general support volunteering from within the teams and the community. Around the event itself, many more people are necessary. For several years, WRRF has required teams to volunteer, in fact, requiring teams to pay a deposit as motivation for teams to show up during their assigned and committed time.



Q: What if team mails registration before August 1 for a Tier 3 spot?

A: If received PRIOR to August 1, it will still be dated August 1, Midnight. If several are sent in early, they will all have identical date and time. A lottery is possible if more submissions are received than slots available.

Q: What if dates/postmarks are the same and not enough slots?

A: If Tier 3 registration fills the balance of those slots, then a lottery will ensue and others can go on a waiting list. CalGames 2010 will only have 36 slots.

Q: When does the \$100 Volunteer Support Deposit fee get refunded?

A: The support deposit is refunded after CalGames 2010, if the team shows up for assigned volunteer spot.

Q: What happens if not enough teams sign up?

A: A cancellation of CalGames can occur if insufficient teams are registered and confirmed by September 2. In this unlikely event, any paid registration fees will be refunded.

Q: Will a liability waiver be required for each student, mentor, adult, parent, etc. from teams?

A: A WRRF liability waiver will need to be completed by every team member attending, similar to that done for any FIRST competition. This form will be made available to teams weeks prior to the event.