

Pit #	Team #	Team Name	Project Judging		Robot Design Judging		Core Values Judging		Practice Round		Round 1		Round 2		Round 3	
			Time	Room	Time	Room	Time	Room	Time	Table	Time	Table	Time	Table	Time	Table
1	30882	Brickettes	8:30 AM	55	8:45 AM	51	9:00 AM	53	10:00 AM	2A	11:45 AM	1A	12:30 PM	1B	1:20 PM	2A
2	31956	Asteroid Owls	9:00 AM	55	8:30 AM	51	8:45 AM	53	10:00 AM	2B	11:45 AM	1B	12:35 PM	2B	1:15 PM	1A
3	32020	Lego McLego Face	8:45 AM	55	9:00 AM	51	8:30 AM	53	10:05 AM	1A	11:50 AM	2A	12:30 PM	1A	1:15 PM	1B
4	32578	Blockheads	8:30 AM	56	8:45 AM	52	9:00 AM	54	10:05 AM	1B	11:50 AM	2B	12:35 PM	2A	1:20 PM	2B
5	37591	Pattison Astro-Eagles	9:00 AM	56	8:30 AM	52	8:45 AM	54	10:10 AM	2A	11:55 AM	1A	12:40 PM	1B	1:30 PM	2A
6	37732	Power Pandas	8:45 AM	56	9:00 AM	52	8:30 AM	54	10:10 AM	2B	11:55 AM	1B	12:45 PM	2B	1:25 PM	1A
7	38350	Mindstorm Madness	9:15 AM	55	9:30 AM	51	9:45 AM	53	10:15 AM	1A	12:00 PM	2A	12:40 PM	1A	1:25 PM	1B
8	31654	Green Machines	9:45 AM	55	9:15 AM	51	9:30 AM	53	10:15 AM	1B	12:00 PM	2B	12:45 PM	2A	1:30 PM	2B
9	28301	Rocket Powered Pretzels	9:30 AM	55	9:45 AM	51	9:15 AM	53	8:30 AM	2A	12:05 PM	1A	12:50 PM	1B	1:40 PM	2A
10	38524	Mason Wizards	9:15 AM	56	9:30 AM	52	9:45 AM	54	8:30 AM	2B	12:05 PM	1B	12:55 PM	2B	1:35 PM	1A
11	38982	Flapperdoodles	9:45 AM	56	9:15 AM	52	9:30 AM	54	8:35 AM	1A	12:10 PM	2A	12:50 PM	1A	1:35 PM	1B
12	39746	CSS Blue Ribbon	9:30 AM	56	9:45 AM	52	9:15 AM	54	8:35 AM	1B	12:10 PM	2B	12:55 PM	2A	1:40 PM	2B
13	10895	Astroheads	10:15 AM	55	10:30 AM	51	10:45 AM	53	8:40 AM	2A	12:15 PM	1A	1:00 PM	1B	1:50 PM	2A
14	21677	Burrito Kitties	10:45 AM	55	10:15 AM	51	10:30 AM	53	8:40 AM	2B	12:15 PM	1B	1:05 PM	2B	1:45 PM	1A
15	10893	Imagicats	10:15 AM	56	10:30 AM	52	10:45 AM	54	8:45 AM	1A	12:20 PM	2A	1:00 PM	1A	1:45 PM	1B
16	41455	CSS True Green	10:45 AM	56	10:15 AM	52	10:30 AM	54	8:45 AM	1B	12:20 PM	2B	1:05 PM	2A	1:50 PM	2B
		Team Check-In Begins	7:30 AM													
		Coach Meeting	7:45 AM													
		Opening Ceremony	11:00 AM													
		"High Fives" and Closing Ceremony	3:00 PM													