



Announcing Registration for CalGames 2011`!

Competition Date: October 21-22, 2011

Competition Venue: Archbishop Mitty High School, 5000 Mitty Ave, San Jose CA 95129

Competition: CalGames 2011 will be a replay of the FIRST™ Robotics Competition: *Logo Motion*

Registration: \$350 Registration

\$100 Volunteer Deposit (returned after completing team volunteer assignment)

\$350 Registration Fee + \$100 Volunteer Support Deposit = \$450 due by September 15

Registration Policy for CalGames 2011

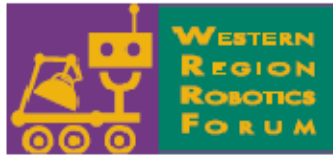
Every team needs to volunteer for a slot to confirm ANY registration regardless of TIER. (see FAQs at end for details on what "Every team needs to volunteer" means). CalGames 2011 will support up to 36 teams and has registration TIERS, similar to prior years.

The goal of the TIERED registration process is to encourage a commitment by teams for the hard-to-fill volunteer slots. We adjusted slots again this year with North Bay teams in mind. In the event, WRRF receives the registration before the opening date of a particular tier; the date for those early registrations will be the opening date for that tier: A random lottery resolves any ties. CalGames has traditionally had more registrations than openings (and lotteries have occurred). Teams should consider applying for available Tier 1 and Tier 2 slots to ensure a successful registration for CalGames 2011.

Tier 1 (17 slots)

- Tier 1 Registration opens **June 1**.
- **Registration will be accepted** (pending payment on or before 9/15) **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 WRRF's Public Storage locker in south Fremont (off I-880 & Fremont Blvd) OR at Mitty 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 after competition, ~11 AM (flexible), to empty truck at storage locker in south Fremont (off I-880 & Fremont Blvd)
 - **Leadership for WRRF presence at Maker Faire in May 2011.**
 - These slots will be awarded on a "First Come, First Served." Additional hard-to-fill volunteer slots might 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)

- **Tier 2 Registration opens July 1. Registration will be accepted** (pending payment on or before 9/15) **Tier 2 slots only** (and any Tier 1 still open)
- **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 (or from a new team from the summer) who did not compete in CalGames 2010. (Need to pick a volunteer slot during event, not a hard-to-fill one).
 3. WRRF Inventory on a summer weekend date to be mutually arranged between WRRF and team
 4. Building or helping transport field elements, in support of other off-season events

Tier 3 (balance of slots): OPEN REGISTRATION

- **Tier 3 Registration opens August 1.**
- **Tier 3 DEFINITION:**
 1. First come, first served to register.
 2. A lottery will determine any registrations with the same postmark date, if more are received beyond the number of open slots.
- *FYI:* More teams sought to play in CalGames 2009 & 2010 than slots available; teams committing to a Tier 1 or Tier 2 slot can help a team confirm CalGames participation.

Payment

Postmark with payments **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 <https://sites.google.com/site/wrrffilesandpages/> to download the registration form. This form must be used for registration.

To register, please complete the form, attach to an email message, and send to CalGames@WRRF.org. No need to send a paper copy without a check via USPS. Please **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 2011!



Off-season California Robotics Schedule

June	
6/1	Tier 1 Registration opens
6/18 10:30AM – 12:00PM	Open TEAM Planning meeting: <i>Mitty High School (Tentative location)</i>
6/18 12:30 – 2:00 PM	Working group meeting (leads): lunch provided
July	
7/1	Tier 2 Registration opens
7/9	Open TEAM Planning meeting. Location: TBD
August	
8/1	Tier 3 Registration opens
8/13	Open TEAM Planning meeting, Location: TBD
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	
10/1	Fall 2011 Workshops
TBD	Open TEAM Planning meeting
10/21 (3PM – 9PM) – 10/22 (all day)	CalGames 2011 <ul style="list-style-type: none"> First set of qualifying matches will occur on Friday, 10/21, sometime after 5 p.m. Inspection begins at 3:15 p.m.
November	
November 11-12 (tentative)	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 2011 will only have 36 slots.

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

A: The support deposit is refunded after CalGames 2011, 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.