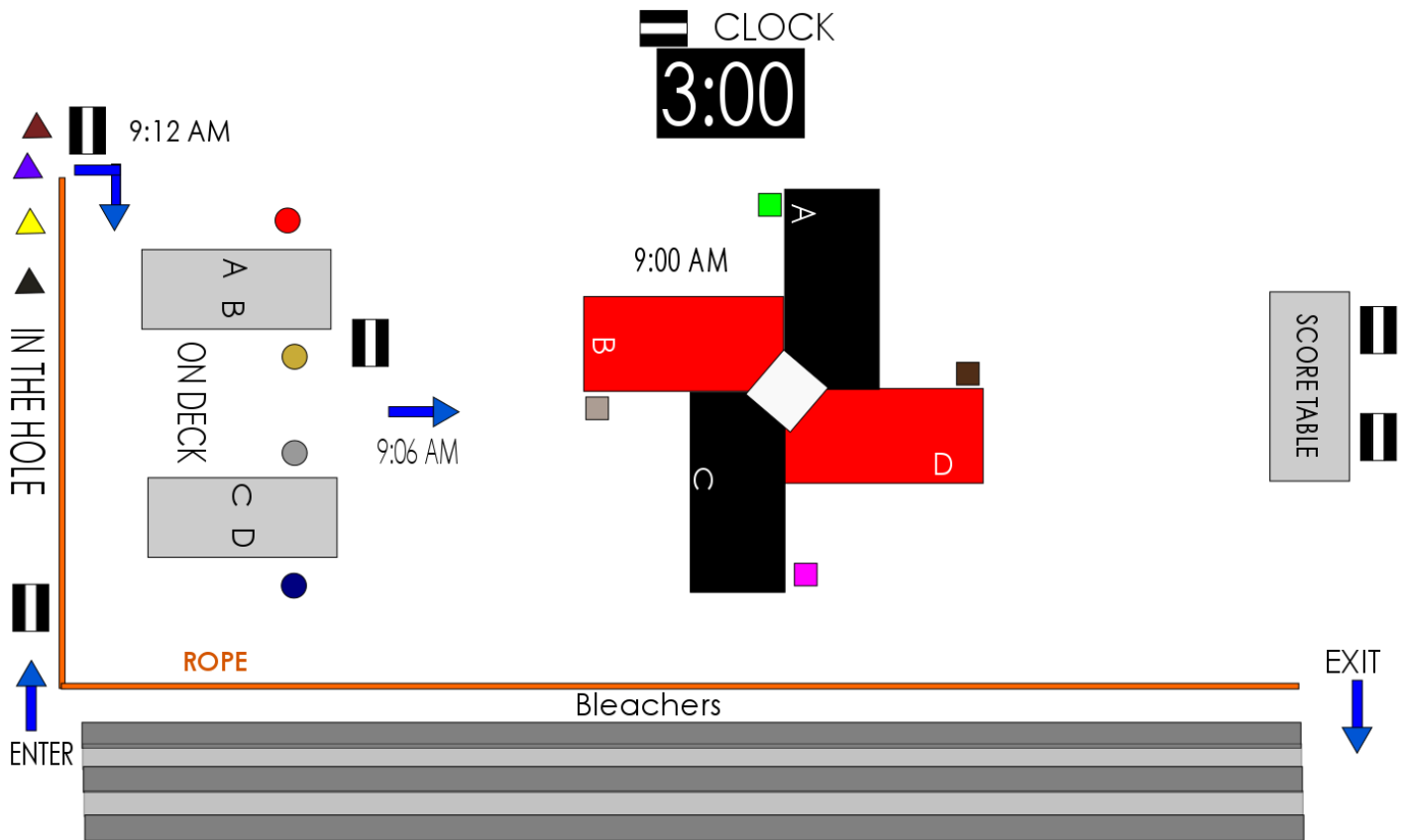


# Running an Efficient RCX Tournament



Student Flow- teams enter in one end of the gym and exit the opposite end.

In the above image, the four 9:00 AM teams are represented by squares. They are at the table ready to start their run.

Circles represent the four 9:06 AM teams. They're in the "ON DECK" coral organized by table letter. Two tables divide teams into four visible groups. Volunteers are represented by black/white/black rectangles. They double check to ensure the correct teams are present and in the proper letter coral for the next run.

The four 9:12 AM teams are represented by triangles. They are staged "IN THE HOLE" coral ready to move to the "ON DECK" coral. If they are not present, they call for them over the intercom in the pit area.

After the three minute run the clock timer immediately resets the clock for 3:00. The judges use this time to judge the table, review score with team

captain and reset the mission objects for the next run. Only the team captain reviews scoring with the judges. The rest of the team is guided out the exit and to their pit area.

If judging is completed before 3:00 has ended the clock is reset and teams will start the next run early. The expectation is to have a maximum of six minute between runs but often it's quicker.

Bottleneck Issue- SCORE TABLE! Having two volunteers at the score table is very important. Because of the quick pace one person cannot keep up with entering the scores. The best practice has been to have one read the mission scores and the other to enter the data in the computer. Sort the paper copy by highest to lowest score.