

ACADIA ROBOTICS' ROBOT PROGRAMMING COMPETITIONS

SAMPLE GENERAL SCHEDULE



SATURDAY, FEBRUARY 7TH

The following sample schedule provides an overview of what to expect at the Acadia FIRST LEGO League Challenge Championship. Times and details are subject to change, and will be officially released in January, 2026

MORNING

Teams Check In

Teams will receive an information packet for the day, as well as lunch tickets, merch, and custom-coloured t-shirts.

Teams are shown to their assigned "Pit" Table.

Judging Sessions Begin

Held in the Beveridge Arts Centre (BAC). Teams attend a private, 30-minute judging session, presenting their Innovation Project and Robot Design while showcasing their Core Values.

While waiting, teams convene in the gym where they can practice for their session, the Robot Game, or explore the vendor displays in the lobby.

Each team will visit the photo booth for a professional group photo after being awarded a participation medal by a leading representative of the Jodrey School of Computer Science.

MID-DAY

Lunch

Teams can enjoy complimentary all-you-care-to-eat lunch at Acadia's Wheelock Dining Hall.

AFTERNOON

Robot Games Begin

Teams compete in 2.5 minute runs, for three total rounds. Only the top score counts. Practice tables will be available for teams waiting their next turn.

Judge Deliberation

Judges review scores from the day while teams pack-up their pit areas and/or share their Innovation Projects on the main stage.

Awards Ceremony

Top-performing teams are recognized with awards and potential opportunities to advance to international competitions.

DAY ENDS APPROXIMATELY 4:30-5PM