



Ashburn Robotics :: NX Treme team #3975

2nd Place Overall Tournament Champion Division 2 VA/DC State Tournament

On the weekend of December 5th & 6th, 2009 Ashburn Robotics :: NX Treme competed at James Madison University in the State First Lego League Tournament. The event featured the top 100 robotics teams through out Virginia and Washington D.C. This year Ashburn Robotics was awarded second place overall tournament champion in division II and had the second highest table score of 370 out of a possible 400 points. Ashburn Robotics is a neighborhood robotics team based in the Broadlands, but drawing team members from many of the



surrounding communities. Team members, clockwise from back left are: Kyle, Elise, Marc, Jeannette, Kaustubh, Alex, Lindsey, Kristopher, Michael, & David. NX Treme qualified for the state championship during the November 14 Regional Tournament held at Forest Edge Elementary School in Reston. The team scored a perfect 400 point run and was awarded both overall VA/DC NOVA Regional Champion as well as first place for robot performance. This year's regional tournaments featured more than 500 teams from across the state competing for a chance to attend the State Championship. Only the top 20% advanced on to compete at JMU for state titles. As part of this years research project, the team investigated how to

decrease bird strikes at Leesburg Executive Airport. After a field trip to the airport and meeting with Nan McCarry, our naturalist, they discovered how wildlife can interfere with both the planes and pilots. They presented the results of their research at the RUST library, to Mr. Dieke at the airport, and as a video on YouTube.

- **2nd Place Overall Tournament Champion (div. 2) VA/DC State Tournament**
- **1st Place Overall Tournament Champion (div. 2) VA/DC Regional Tournament**
- **1st Place Robot Performance (div. 2) VA/DC Regional Tournament**

F.I.R.S.T. (For Inspiration and Recognition of Science and Technology) Lego League

First Lego League introduces children 9-14, around the world, to the fun and excitement of solving real-world problems through the application of math, science, and technology. It combines a hands-on, interactive robotics program with a sports-like atmosphere. Teams consist of up to 10 members with a focus on such things as team building, problem solving, creativity, and analytical thinking.



Ashburn Robotics, founded in 2005, has been the recipient of over twelve state and local titles. To find out more about the team and to see this year's robots please visit the Ashburn Library's display case during the month of February or check out their YouTube videos on the web by searching under "Ashburn Robotics"