



2019-2020 SKYSTONE Season



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A MESSAGE OF APPRECIATION

"We are grateful for your generous support of our team and our mission."

Emma B. Felix M. George S. Gray S. Isabel M. Janna E. Kinsley S. Madeline C. Michael R.
Taz A. Titus L. Russell M. Lisa H. Peng D. James

About FTC ENIGMA 16265

Enigma 16265 is an 8yr First Tech Challenge Robotics team in Albuquerque, NM. We are a community team working out of the Manzano High School Teen Tech Center,

By the Numbers



Connect with the team

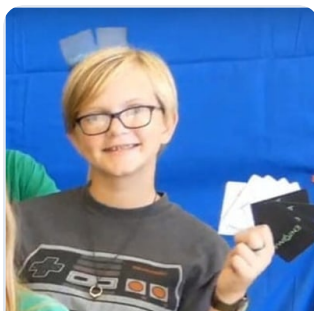
Team Instagram: <https://instagram.com/enigma.robotics>

Team Facebook: <https://www.facebook.com/enigma.robotics.program>

Team YouTube: https://www.youtube.com/channel/UCziMRJj5j_hRYlwJgXOjoQ

Team Website: <https://enigmaftc.com/>

Students



Emma B.

- Builder
- Technician
- Graphic Designer
- Outreach
- Fundraising
- Team Spirit
- Team Media
- Founding Member



Felix M.

- Team Co-Captain
- Drive Team
- Driver Mechanisms
- Builder
- Fabricator
- Wiring & Soldering
- Electronics
- Skilled 3D Prints
- Design & Prototype
- Team Spirit
- Game Manual Expert
- Judging Awards
- Outreach
- Fundraising
- Skilled CNC Mill
- Skilled Bandsaw
- Rookie Year



George S.

- Builder
- Fabricator
- Wiring & Soldering
- Human Player
- Electronics
- Safety Captain
- Fundraising
- Outreach
- Team Media
- Founding Member
- Rookie Year



Gray S.

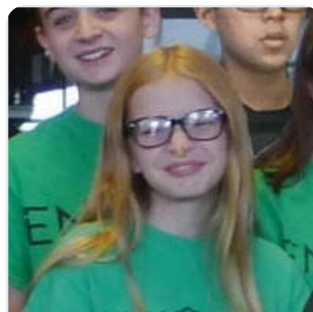
- Team Co-Captain
- CAD Designer
- Builder
- Drive Team
- Driver Chassis
- Skilled 3D Prints
- Wiring & Soldering
- Electronics
- Skilled CNC Mill
- Founding Member
- Team Spirit
- Skilled Bandsaw
- Design & Prototype
- Game Manual Expert
- Judging Awards
- Portfolio / Notebook
- Assembly
- Fabricator
- Rookie Year

**Isabel M.**

- Builder
- Drive Coach
- Drive Team
- Skilled Java Coder
- Skilled Autonomous Pathing
- Founding Member
- Design & Prototype
- Team Spirit
- Team Media
- Graphic Designer
- Social Media
- Portfolio / Notebook
- Judging Awards
- Game Manual Expert
- Skilled Vision Coder
- Outreach
- Fundraising
- Wiring & Soldering
- Skilled CNC Mill
- Team Co-Captain
- Rookie Year

**Jenna E.**

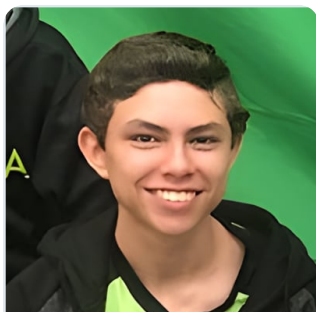
- Team Spirit
- Outreach
- Human Player
- Team Media
- Assembly
- Electronics
- Drive Team

**Kinsley S.**

- Graphic Designer
- Team Photographer
- Team Spirit
- Team Media
- Social Media
- Founding Member

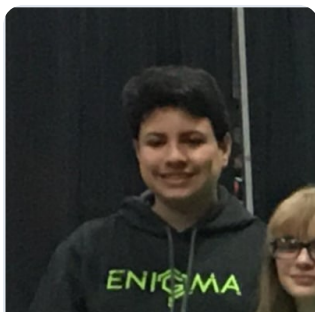
**Madelene C.**

- Team Co-Captain
- Builder
- Fabricator
- Wiring & Soldering
- Graphic Designer
- Founding Member
- Team Spirit
- Social Media
- Alumni
- Drive Coach
- Drive Team
- Safety Captain
- Outreach
- Fundraising
- Skilled CNC Mill
- Skilled Bandsaw
- Assembly
- Team Photographer
- Team Media
- Design & Prototype
- Game Manual Expert
- Judging Awards
- Portfolio / Notebook
- Rookie Year



Michael R.

- Wiring & Soldering
- Skilled 3D Prints
- Builder



Taz A.

- Outreach
- Fundraising
- Portfolio / Notebook
- Team Spirit
- Team Media



Titus L.

- Builder
- Fabricator
- Wiring & Soldering

Coaches and mentors

LEIDOS



Renzo D.
Sponsor Liaison

FTC ENIGMA 16265



Russell M.
Coach #1

- Shop Admin
- Build & Fabrication
- Java Programming
- Wiring and Electronics
- Quality Control
- Machine Training
- Systems Mentor
- Design
- Game Strategy
- 3D Prints Mentor
- Media Production
- Robotics Ambassador
- CAD Training
- Mechanical Engineering



Lisa H.
Coaches

- Team Administrator
- Quality Control
- Mechanical Engineering
- Electrical Engineering
- Systems Mentor
- Design



Renzo D.
Mentor

- Systems Mentor
- Electrical Engineering
- Build & Fabrication
- Wiring and Electronics
- Quality Control
- Robotics Ambassador
- Game Strategy
- Mechanical Engineering
- Design
- Robotics Control Systems



James
Mentor

- Game Strategy
- Build & Fabrication
- Electrical Engineering
- Wiring and Electronics
- Systems Mentor
- FIRST Alumni

Robot showcase



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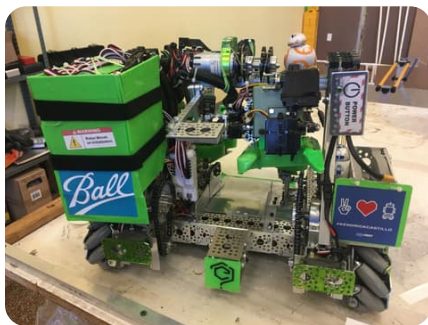
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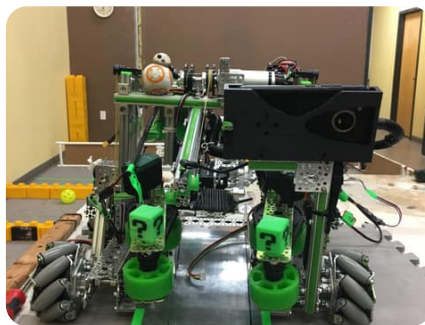
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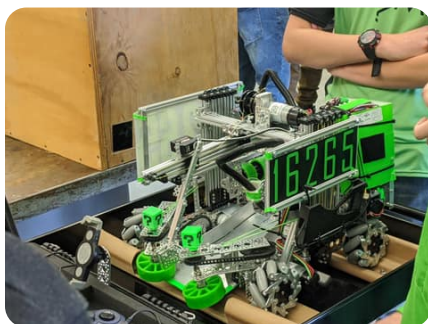
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Year in review

Skystone · Robot: Robotiana

Total hours invested: 2,400

OUR SEASON

Rookie Season Highlights The 2019–2020 SKYSTONE season marked the beginning of ENIGMA FTC Team 16265. With approximately 20 students, many of whom were participating in competitive robotics for the first time, the team entered its rookie season ready to learn, compete and establish a strong foundation for the future.

ENIGMA competed throughout the combined New Mexico–Arizona region, beginning with a qualifier in Heber, Arizona. The team delivered a strong performance both on and off the field, earning the Inspire Award and qualifying for the Arizona State Championship. Receiving the event's highest judged award during our first season validated the students' technical work, teamwork, outreach and developing team identity.

The team also competed at the Sandia Park Qualifier, where we continued improving the robot, refining our match strategy and gaining valuable competition experience. ENIGMA again emerged as the event's leading Inspire Award contender. However, we learned that a team could not receive the Inspire Award twice during the same season within the same region. Although the award was passed to the next eligible team, our performance still qualified us for the New Mexico State Championship.

ENIGMA also volunteered to compete at the Alamogordo event, giving our students another opportunity to test the robot, develop their match skills and build relationships with teams from across the region. Every competition helped our rookie team become more organized, confident and capable.

At the Arizona State Championship, ENIGMA competed in the Saguaro Division and advanced all the way to the division finals. Although we were not the alliance captain and our alliance did not win the final match, reaching the finals at a state championship was an extraordinary accomplishment for a rookie team. Competing against experienced teams at that level taught our students how to perform under pressure, contribute as an alliance partner and adapt their strategy during high-level elimination matches.

At the New Mexico State Championship, ENIGMA achieved the defining competitive accomplishment of its inaugural season. Team 16265 became the Winning Alliance Captain, demonstrating that our students could lead an alliance, make strategic decisions and perform successfully under championship pressure.

Our championship performance also earned ENIGMA an invitation to the Maryland Tech Invitational, one of the most respected international offseason events in FIRST Tech Challenge. Unfortunately, we were unable to attend because of the COVID-19 pandemic.

Traveling to competitions throughout New Mexico and Arizona became an important part of the season. Students experienced new communities, met teams from different backgrounds and learned how to represent ENIGMA and New Mexico away from home. The long trips, shared meals, hotel stays, late-night robot repairs and competition-day experiences helped transform a group of students into a close and committed team.

In one season, ENIGMA earned multiple Inspire Award honors, qualified for both the Arizona and New Mexico State Championships, became an Arizona State Championship division finalist, captained the New Mexico Winning Alliance and received an invitation to an internationally recognized competition. The SKYSTONE season established a powerful foundation for everything ENIGMA Robotics would become.

Isabel M., Dean's List Finalist

During ENIGMA's rookie SKYSTONE season, Isabel M. was selected as a New Mexico Dean's List Finalist. The recognition honored her leadership, technical contributions, commitment to FIRST, and important role in helping establish the culture and direction of ENIGMA FTC Team 16265.

As a Dean's List Finalist, Isabel would normally have attended the FIRST Championship and participated in the international Dean's List experience. However, the 2020 Championship was canceled because of the COVID-19 pandemic.

Although she was unable to attend Worlds, FIRST recognized her accomplishment by mailing a special package that included a FIRST backpack, FIRST merchandise, and a congratulatory letter. The package became a meaningful reminder of an achievement earned during ENIGMA's first season and of a Championship opportunity lost to an extraordinary moment in history.

GOALS

From the beginning, ENIGMA's goal was to build more than a robot. We wanted to create a thriving, sustainable FTC team that would continue growing, attract new students and develop a strong culture of teamwork, learning and excellence.

Like every competitive team, we wanted to win. We set ambitious goals of qualifying for state championships, advancing to the FIRST Championship and competing successfully against experienced teams throughout the region. Those goals challenged our students to take the program seriously, improve quickly and hold themselves to a high standard.

We also set a clear technical goal for the SKYSTONE challenge: stack as many stones as possible on the foundation and then successfully move the completed stack. In competition, our robot was able to stack 10 stones and move the foundation. During practice, we successfully stacked and moved 11 stones.

At the time, an 11-stone stack matched the league's best overall performance, achieved by Gluten Free. Although we never completed the full 11-stone stack during an official match, reaching that level in practice showed that our rookie team had developed a robot capable of competing with the strongest teams in the region.

That goal pushed us to improve the robot's linear slides, stability, control, alignment and reliability. It also taught us the difference between what a robot can accomplish in a controlled practice environment and what it can reproduce consistently under the time pressure and unpredictability of competition.

We studied the judging criteria for the major FTC awards so we could understand what a well-rounded team should look like. The students learned that success in FIRST is measured not only by robot performance, but also by engineering, innovation, documentation, outreach, teamwork, professionalism and the ability to communicate the team's story.

Rather than treating awards as something separate from the team's work, we used the award criteria as a guide for building a stronger program. The Inspire Award, in particular, encouraged us to develop every part of the team, including robot design, programming, outreach, fundraising, presentation skills and the engineering notebook.

Our larger goal was to create a team that could grow from year to year. We wanted students to develop enough experience to become leaders, teach younger members and help shape the future of ENIGMA. Building a sustainable team meant creating systems, traditions and expectations that would continue beyond one competition season.

Most importantly, our central goal was student development. We wanted every student to have the opportunity to explore STEM and STEAM, discover new abilities and find an area they were genuinely passionate about.

For some students, that passion was programming or mechanical design. For others, it was CAD, fabrication, 3D printing, electronics, documentation, outreach, fundraising or public speaking. FTC gave students many different ways to contribute while still working toward one shared objective.

Winning competitions and earning awards were important goals, but they were never the final purpose of the program. The deeper goal was to help students gain confidence, discover their strengths and begin imagining themselves as engineers, programmers, designers, technicians, entrepreneurs and community leaders.

If students left the season with a stronger sense of purpose, a greater love for learning and the belief that they belonged in STEM and STEAM, then ENIGMA had achieved its most important goal.

Lessons learned

Our rookie season was a year of constant learning, experimentation and iteration. With little previous FTC experience, students had to learn not only how to build a competitive robot, but also how to organize themselves as an effective team.

The robot went through four major design iterations during the season. Each version taught us something new about reliability, weight, balance, speed and game strategy. Students learned that the first idea is rarely the final answer and that successful engineering requires testing, documenting failures and being willing to rebuild when a design does not perform as expected.

One of our biggest mechanical challenges was developing a reliable linear slide system. We experimented with different materials, configurations and construction methods before understanding which options provided the best combination of strength, stability, low friction and manageable weight. This process taught students how material selection and small mechanical tolerances can have a major effect on a robot's performance.

We also learned how different mecanum wheels, drivetrains and wheel arrangements affected traction, strafing, control and consistency. Choosing components based only on appearance or price was not enough. Students learned to compare parts, test their performance and select hardware based on the actual requirements of the robot.

The season introduced our students to additive manufacturing and the practical use of a 3D printer. They learned how to design custom parts, prepare files for printing, select appropriate settings and revise components when the first print

did not fit or function correctly. The ability to move from an idea on a computer screen to a physical robot component opened an entirely new area of creativity and problem-solving for the team.

Programming presented another major challenge. Rather than remaining with block-based programming, our students began learning Java and using Android Studio. This required them to understand programming structure, hardware mapping, motor control, sensors, autonomous routines and debugging. Moving to Java gave the team more control over the robot and established a programming foundation that would support increasingly advanced systems in future seasons.

Some of our most important lessons had little to do with hardware or software. Through competition, we came to understand the meaning of Gracious Professionalism and Coopertition. We learned that another team's success does not diminish our own and that sharing tools, parts, knowledge and encouragement makes the entire robotics community stronger.

Our students learned to compete intensely while still treating opponents, alliance partners, volunteers, judges and referees with respect. They discovered that helping another team repair its robot, sharing what we had learned or celebrating a competitor's success was as much a part of FIRST as winning a match.

We also learned the importance of preparation, communication and clearly defined responsibilities. Traveling and competing with approximately 20 students required organization, accountability and teamwork. Students had to learn when to lead, when to listen and how to rely on one another during stressful moments.

Perhaps the greatest lesson of our rookie season was that setbacks are not failures unless we stop learning from them. Every broken component, coding error, lost match and unsuccessful design gave us information that made the next version better. By the end of the season, our students had learned to approach challenges with resilience, curiosity and confidence—qualities that would continue to define ENIGMA in the seasons ahead.

Skills and growth

ENIGMA's rookie season produced tremendous growth in nearly every area of the program. Students entered the SKYSTONE season with different levels of experience, but each member had opportunities to develop practical technical skills, communication abilities and a better understanding of what it takes to operate a successful robotics team.

Programming and Java DevelopmentOur programming students made the important transition from block-based programming to Java using Android Studio. This required them to develop an understanding of Java syntax, program structure, hardware mapping and the relationship between code and the physical behavior of the robot.

Students learned how to control motors and servos, write autonomous routines, troubleshoot errors and test changes systematically. They also discovered that programming a competition robot requires constant communication between coders, drivers and the mechanical team.

The move to Java gave our students a more advanced foundation and prepared them to develop increasingly capable and sophisticated robot systems in future seasons.

Building, Fabrication and Tool UseStudents gained extensive hands-on building experience throughout the season. They learned how to safely and effectively use power tools, hand tools and measurement equipment while fabricating,

assembling and repairing the robot.

The team developed skills in drilling, cutting, fastening, wiring, aligning components and selecting appropriate hardware. Students also learned how important accuracy and careful workmanship are when building mechanisms that must operate reliably under competition conditions.

Because the robot went through four major iterations, students repeatedly disassembled, modified and rebuilt systems. This gave them experience that could not have been gained from completing only one version of the robot.

Computer-Aided DesignThe team was introduced to computer-aided design using Fusion 360. Students began learning how to create digital models of robot parts, examine dimensions and visualize how components would fit together before fabrication.

CAD allowed students to explore ideas, identify potential interference and create designs for custom components. It also helped them understand the value of planning before cutting material or assembling hardware.

As students became more comfortable with Fusion 360, they began connecting digital design with fabrication and 3D printing, creating a workflow that could take an idea from concept to a finished robot component.

Iteration and Engineering DesignThe SKYSTONE season taught students that successful robots are developed through iteration. The team continually evaluated mechanisms, tested materials and redesigned parts based on actual performance.

Students experimented with linear slide materials, mecanum wheels, custom brackets and other robot components. They learned to consider strength, weight, friction, stability, reliability and ease of repair when choosing a design.

Rather than treating an unsuccessful mechanism as a failure, students learned to examine what went wrong, collect information and improve the next version. That iterative mindset became one of the most valuable engineering skills developed during the season.

3D Printing and Custom PartsStudents also learned how to use a 3D printer to create custom robot parts. They gained experience preparing models for printing, selecting settings, monitoring print quality and revising parts when the first version did not fit or function correctly.

The ability to design and manufacture custom components gave students greater freedom to solve unique problems. It also reinforced the connection between CAD, measurement, material selection and physical fabrication.

Judging and Presentation SkillsJudging was another major area of growth. Students developed and delivered a formal presentation explaining the team's robot, engineering process, outreach, fundraising, organization and goals.

Preparing for judging required students to decide what parts of their story were most important and how to present them clearly within a limited amount of time. They practiced speaking confidently, transitioning between presenters and answering judges' questions.

Through this process, students learned that strong technical work must also be communicated effectively. Their judging presentation helped them become more confident public speakers and contributed to the team's Inspire Award recognition.

The Engineering NotebookThe SKYSTONE season was the final FTC season to require the traditional full engineering

notebook. ENIGMA created an extensive record of its rookie year that filled two large binders.

Building the notebook required students to document robot designs, programming progress, meeting activities, outreach, fundraising, team organization, match strategy, testing and each stage of the engineering process. Students recorded not only what they built, but why decisions were made and what was learned from each iteration.

Maintaining such a large notebook taught the team the importance of documentation, organization and accountability. It also showed students that engineering is not simply the finished robot. It includes the complete process of identifying problems, developing ideas, testing solutions, recording results and improving designs.

The two binders became a detailed history of ENIGMA's first season and demonstrated how far the team progressed from its earliest meetings to competing at two state championships.

Growth Beyond the Robot By the end of the season, students had gained skills that extended far beyond robotics. They learned how to work within specialized subteams, meet deadlines, communicate across different areas of responsibility and represent their program professionally.

Some students discovered an interest in programming, while others found strengths in fabrication, CAD, documentation, outreach, fundraising or public speaking. The program gave each student a place to contribute while encouraging everyone to learn outside their original comfort zone.

The most important growth was not limited to any single technical skill. Students developed confidence in their ability to learn difficult things, solve unfamiliar problems and contribute meaningfully to a team. Those lessons became the foundation upon which ENIGMA would continue to grow.

Competitions

White Mountain Qualifying Tournament

Nov 8, 2019 · Heber, AZ, USA

Inspire Award Winner

White Mountain Qualifying Tournament

Date: November 9, 2019

Event Venue: Performing Arts Center (by CAPPS Middle School)

Address: 3375 Bucks

kin Canyon Rd

City, State, Zip: Heber, AZ 85928

Qual Rank #8 with a record of 3-2-0 and an OPR of 23.34

Control Award Finalist

Alamogordo Qualifying Tournament

Nov 14, 2019 · Alamogordo, NM, USA

Inspire Award Winner

Qual Rank #1 with a record of 4-1-0 and an OPR of 24.99

Inspire Award Winner

Finalist Alliance Captain

Think Award Finalist

Collins Aerospace Innovate Award Finalist

Design Award Finalist

Another exciting weekend with Team Enigma! We found out last Tuesday Nov. 12th that we were invited to fill in for another team at the first ever FTC New Mexico newly formed region the Alamogordo Qualifier after competing Saturday in Arizona and winning the Inspire Award in our first qualifier as a rookie team. We had an outreach event Friday night in Albuquerque at a school STEM festival where we showed off our robot 'Robotiana.' Then we made the 3.5 hour trip to Alamogordo in the wee hours of the cold dark morning to get there by 7 am on Saturday to compete.

The following was written by one of our team moms: "Seth and I are so blown away by this team! After advancing to the AZ state tournament last weekend, they advanced to the NM one this weekend! They ranked #1 after the end of the prelims, made it to finals, placed 2nd in 3 award categories and they won the Inspire Award AGAIN!!!! They really are such a great group of teens, coaches and mentors. It's so special that others see it too. ~~#1~~ 16265"

The Alamogordo Qualifying Tournament was the first qualifying tournament for the newly formed FTC New Mexico region. It was held at the Chaparral Middle School and hosted by the 704 Test Group, and ASTRO Vikings FRC. It was a fantastic tournament and special thanks to Jim Jackson (FIRST Affiliate Partner for NM), Ford Page from the Griffins Robotics Team and nex+Gen Academy, ASTRO Vikings FRC, the host teams, and so many volunteers (referees, judges, etc.) that make this possible. Thank you to our coaches, mentors and parents with your steadfast participation and great patience with a rookie team. A huge thank you to our sponsors and supporters for which none of this would be possible.

We've accomplished 2 of our major goals of qualifying for the state championship in 2 states increasing our odds of making it to World's. We still have a lot to do with the robot dialing it in, getting in some real practice time, training up an alternative drive team and trying to fund raise for the new expenses to cover 2 State Championship Tournament registration fees and travel to the Arizona tournament in February.

Socorro Qualifier

Dec 17, 2019 · Socorro, NM

Finalist Alliance Captian

Socorro Qualifying Tournament NM Qualifier Socorro Qualifying Tournament

Date: December 7th 2019

Event Venue: Raymond S. Sarracino Middle School

Address: 1425 El Camino Real St

City, State, Zip: Socorro, NM 87801

Sandia Park Qualifier

Jan 11, 2020 · Sandia Park NM

Winning Alliance Captian

Sandia Park Qualifier

Date: JANUARY 10,11 2020

Event Venue: Vista Grande Community Center

Address: 15 La Madera Rd

City, State, Zip: Sandia Park, NM 87047

Arizona Championship - Saguaro Division

Feb 21, 2020 · Flagstaff, AZ, USA

Finalist Alliance 1st Pick

Qual Rank #9 with a record of 3-3-0 and an OPR of 53.31

Arizona Championship - Finals Division

Feb 21, 2020 · Flagstaff, AZ, USA

Finalist Alliance 1st Pick

Finalist Alliance 1st Pick

Motivate Award Finalist

New Mexico FIRST® Tech Challenge Championship

Mar 7, 2020 · Nex+Gen Academy

Winning Alliance Captian

New Mexico FIRST® Tech Challenge Championship

Date/Time: March 7th

Registration cost: \$225/team

Event Venue: Nex+Gen Academy

Venue address: 5325 Montgomery Blvd NE

Venue city, state: Albuquerque, NM 87109

Outreach

Total people reached: 1,270

Total volunteers: 54

One of the team's earliest lessons was that building a competitive robotics program required more than designing a robot. Students learned how outreach and fundraising directly supported travel, registration fees, robot parts, tools and team operations.

The team organized multiple Krispy Kreme doughnut fundraisers and conducted a raffle to help fund the season. These activities taught students how to plan an event, promote a fundraiser, communicate with supporters and take responsibility for helping finance their own opportunities.

Fundraising also gave students experience explaining the value of the program to family members, local businesses and members of the community. They learned that every donation or purchase represented someone investing in their education and believing in the team's potential.

Downtown Summerfest 2019

Aug 3, 2019 · Albuquerque Civic Plaza · 500 reached · 18 volunteers

The Downtown Summerfest 2019 was a highly popular, family-friendly event held on Saturday, August 3, 2019, at the Albuquerque Civic Plaza. The free festival featured live musical performances, local food trucks, vendor booths, and various family activities.

New Mexico United Watch Party

Sep 17, 2019 · Albuquerque Civic Plaza · 600 reached · 14 volunteers

During the inaugural 2019 season of New Mexico United, the Albuquerque Civic Plaza served as the central gathering place for massive outdoor watch parties, allowing thousands of fans to cheer on the team during away matches.

Giant screen broadcasts of high-stakes road matches.

Community rallies with food trucks, a beer garden, and family-friendly activities.

An energetic, all-inclusive atmosphere for the "Somos Unidos" fanbase to unite locally when the team was playing out of state.

Bake Sale Albertons Westside

Nov 1, 2019 · Albertsons - Coors & Montano · 50 reached · 6 volunteers

Scrimmage Build Day at ENIGMA Shop

ENIGMA Westside Shop · 45 reached · 11 volunteers

Food, robot scrimmages, and robot fixing

Library meetings

Cherry Hills Public Library · 75 reached · 5 volunteers

Multiple meetings

Season highlights



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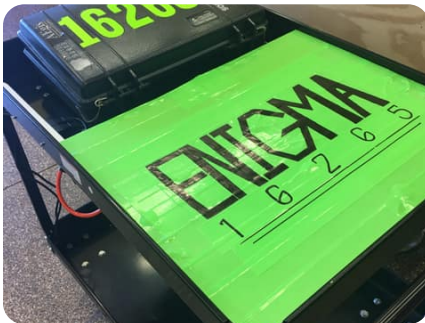
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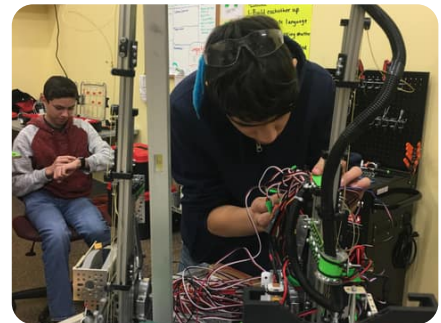
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