FIRST

AGE

PRESENTED BY Qualcomm

WELCOME

SCHEDULE

8:30 am - 9:15 am - Arrival / Check In

8:45 am - 9:15 am - Rookie Session

9:15 am- 9:30 am - Welcome

9:30 am- 10:00 am - Keynote Speaker

Senna Chapman, PhD, RPA *Site File Manager - Archaeologist*
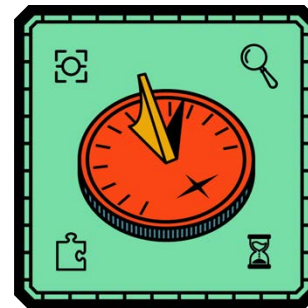*Louisiana Division of Archaeology*

10:00 am- 10:30 am - Exploring the Latest Updates

10:30 am - 11:00 am - Season Outlook, Announcements and Giveaways

11:00 am - 11:30 am - DECODE Game Reveal

11:30 am - 12 noon - Dig Into DECODE: New Changes
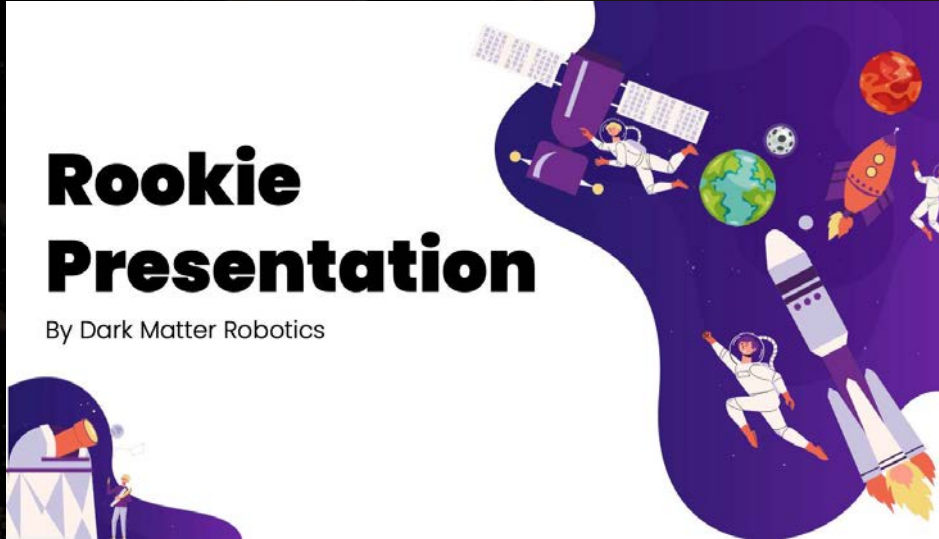
12 Noon - Field Reveal & Head Ref Q&A

DECODE

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DOWNLOAD

# Exploring the Latest Game Manual Updates

DECODE

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FIRST TECH CHALLENGE

General Season Information

Competition Manual Structure and Updates

The Competition Manual is broken down into sections which are mostly self-contained.

- Not everyone needs to review every section, but the team as a whole is responsible to know and understand the rules.

- Sections with a letter in parentheses "(A)" have specific rules, sections without the letter, are overview or process sections.

- Words in ALL CAPITAL LETTERS have specific meanings, check Section 16: Glossary for details.

2025-2026 *FIRST®* Tech Challenge
Competition Manual
DECODE™ Presented by RTX
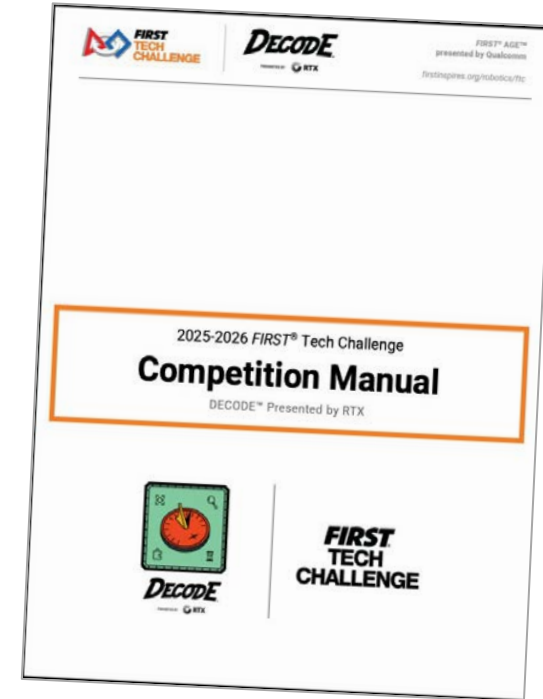
Competition Manual Sections

Section 1: Introduction	• About *FIRST* and *FIRST* Culture • How the manual is set-up and how to interpret it
Section 2: *FIRST* Season Overview	• Short description of the season theme and other *FIRST* Programs
Section 3: Competition Eligibility and Inspection (I)	• What teams need to do before competing to be eligible "I Rules" • Includes ROBOT Inspection
Section 4: Advancement	• How do teams earn advancement
Section 5: Event Rules (E)	• Overall event rules (not game specific) "E Rules"
Section 6: Awards (A)	• Describes the Awards Process • Provides specific rules about Awards and Judging "A Rules"
Section 7: Game Sponsor Recognition	• Thank you to RTX for being our presenting sponsor for DECODE
Section 8: Game Overview	• High level "story of the game"

Section 9: ARENA	• Overview of the playing field
Section 10: Game Details	• Overview of the game and match set-up and process • Scoring and Violations
Section 11: Game Rules (G)	• Specific Game Rules "G Rules"
Section 12: ROBOT Construction Rules (R)	• Rules about what is allowed when building the ROBOT "R Rules"
Section 13: Tournament (T)	• Qualification and Playoff Match process • Playoff brackets • Tournament Rules "T Rules"
Section 14: League Play (L)	• Additional rules for League Play
Section 15: *FIRST* Championship (C)	• Processes specific to the *FIRST* Championship • Specific Championship rules "C Rules"
Section 16: Glossary	• All DEFINED TERMS

Team Updates

- Competition Manual is updated frequently throughout the season to improve the clarity and intent of rules, and to fix any errors found.
- When the manual is updated a Team Update (TU) is published which shows a summary of the changes.
- Releases will happen every Thursday (by 1pm Eastern).
- Adults sign up for email notifications through the website.
- First Update TU 00 will be out following reveal.
  - Will note major changes from last season's INTO THE DEEP to this year's DECODE manual. ftc.game/tu-00

Coaches: Sign up here to get team update emails

Shortcut to Season Materials: FTC.GAME

Team Q&A

- Available for teams to ask questions about things they believe are not already clarified by the rules.
  - Answers may point teams to a specific rule or sometimes questions will result in a Competition Manual update.
  - At events, the Head Referee and Event Director make the final decision based on the Competition Manual Rules.

- Opens on Sept 22nd
  - Review Q&A section 1.9 in Game Manual
  - Instructions: ftc.game/q-a-help
  - Log in here: https://ftc-qa.firstinspires.org/

AI Rules Assistant

New this year: AI Chatbot available to help find answers to rules questions

- https://ftc-cmchatbot.firstinspires.org/
- The chatbot is trained specifically on the current version of the Competition Manual and will update throughout the season.
- The chatbot can help you find what you're looking for, but it's still **up to you to review and verify the answers.**

With grant support from Google.org

Team Calls

- These are for *YOU*!
- Register to join a call and get help from *FIRST* Tech Challenge experts.

Topic	Date	Time
Dean's List	Wednesday, November 12th	8-8:55 PM ET
	Wednesday, December 10th	8-8:55 PM ET
Judging, Gameplay and General Support	Thursday, October 16th	8-8:55 PM ET
	Thursday, November 13th	8-8:55 PM ET
	Thursday, December 11th	8-8:55 PM ET

Team Call Schedule

Team Avatars

Team Avatars ([announced last year](#)) are back!

- Avatars are small images teams can create and use to strengthen their brand or team identity and are shown in the scoring system and other official locations.

- If your team had an avatar last season, it will automatically roll over to this year.

- Lead Coach 1&2 can submit new or updated avatars by logging into https://ftc-scoring.firstinspires.org/

  - Avatar submission is <u>only available for fully registered teams</u>.

Image Credit Rhett Adam FRC 7525

Award Changes

- Formal Interviews/Judging Sessions are now called "Structured Interviews". There is no format change.

- The Motivate Award has been retired. It has been replaced with two new awards: **Sustain** and **Reach**, so we can better celebrate the required and suggested achievements the Motivate Award represented.

- Teams who have won 1st place Inspire at a Qualifier **can** be considered for 2nd or 3rd place Inspire at subsequent Qualifying Tournaments.

- Teams can only receive one Judged Award recognition per event (1st, 2nd, or 3rd). This allows us to celebrate the accomplishments of many teams.

- A204-C Allows for "show and tell" demonstration items which may include the team's ROBOT.

- Updated descriptions and criteria for other awards.

See Game Manual Section 6 "Awards"

NEW Reach Award

This award celebrates a team that has introduced and recruited new people into FIRST.

Through their efforts, they have sparked others to embrace the FIRST culture.

Reach Award Criteria		
Required	1	Team must discuss, describe, display, or document their outreach objectives.
Required	2	Team must discuss, describe, display, or document their successful recruitment of new teams, or coaches, or mentors and/or volunteers who are not otherwise active within the *FIRST* community.
Encouraged	3	Is an ambassador for *FIRST* programs in a way that makes *FIRST* loud.
Encouraged	4	Has a creative and evolving approach to outreach materials that market their team and *FIRST*.

Note: Teams are encouraged to review the Award Terms and Definitions Document to understand the requirements behind specific terms (starting a FIRST team, running an event, reaching x number of people). JUDGES may ask specific questions when a specific term listed in this document is mentioned in a team's PORTFOLIO or during an interview.
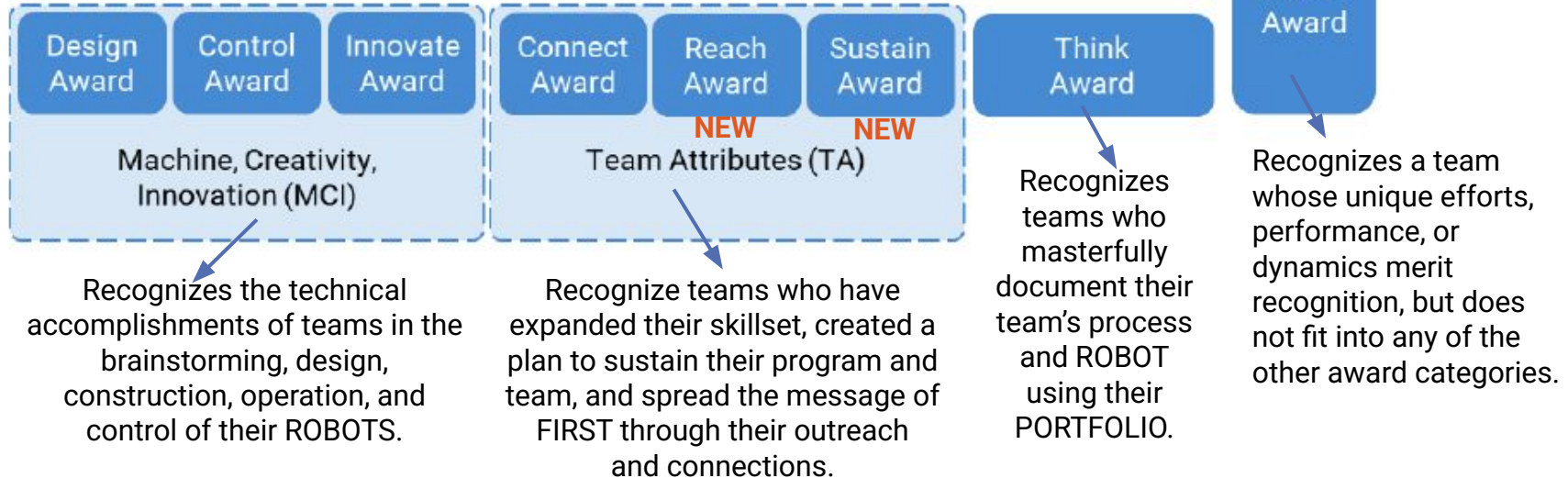
NEW Sustain Award

Sustainability and planning are essential for a FIRST team, because they ensure the program's long-term success. This award celebrates the team that has considered their future team members and has worked to ensure that their team or program will continue to exist long after they have gone on to develop their careers. A PORTFOLIO is not required for this award.

Sustain Award Criteria		
Required	1	Team must discuss, describe, display, or document their plan(s) which includes <u>at least one</u> of the following: A. finances and financial sustainability plan, B. season project planning, and/or C. team sustainability plans and/or objectives.
Required	2	Team must discuss, describe, display or document how a team tracks their progress towards their plan(s) listed above.
Encouraged	3	Team has clear team roles for all members of the team and a process for developing leadership.
Encouraged	4	Team can discuss, describe, display, or document how they manage the team's constraints and/or risks.

Award Hierarchy

INSPIRE AWARD
Recognizes teams who excel in MCI, TA, and Think award accomplishments.
This team is an all-around inspiration for others.

Judges' Choice Award

Design Award | Control Award | Innovate Award

Connect Award | Reach Award | Sustain Award

Think Award

NEW **NEW**

Machine, Creativity, Innovation (MCI)

Team Attributes (TA)

Recognizes the technical accomplishments of teams in the brainstorming, design, construction, operation, and control of their ROBOTS.

Recognize teams who have expanded their skillset, created a plan to sustain their program and team, and spread the message of FIRST through their outreach and connections.

Recognizes teams who masterfully document their team's process and ROBOT using their PORTFOLIO.

Recognizes a team whose unique efforts, performance, or dynamics merit recognition, but does not fit into any of the other award categories.

A Team must be a contender in an MCI, TA and for THINK to be considered for INSPIRE.
The judging manual is public and teams may review it for insight into the judging process.

optional award

Dean's List   NEW! Single Deadline

December 15th, 2025 is the deadline for all Dean's List Award nominations, for all regions.

Coaches nominate eligible students:

- 10th or 11th grade students
- Students who are great examples of student leaders who have led their teams and communities to increased awareness for FIRST and its mission, champion FIRST Core Values
- It is the goal of FIRST that Dean's List Award Winners will continue, post-award, as great leaders, student alumni, and advocates of FIRST.

Dean's List Award Important Dates	
September 6, 2025	Nominations open
December 15, 2025	Nominations due
January 5-9, 2026	Interviews take place *(dates may vary)*
February 28, 2026	2 Finalists announced at Regional Championship
April 2026	Winners announced at *FIRST* Championship

Coaches: Refer to the Dean's List Nomination Guide for more information

Compass Award

STUDENT TEAM MEMBERS nominate their Coach or Mentor:

- The Compass Award recognizes an adult coach or mentor who has given outstanding guidance and support to a team throughout the year and demonstrates to the team what it means to be a Gracious Professional
- 40-60 second video submission highlighting how their mentor has helped them become an inspirational team and emphasize what sets the mentor apart.

Optional and Only offered at the Regional Championship.

Due 1 Week Prior to Regional Championship. (Feb. 21, 2026)

TEAM MEMBERS: Refer to the Awards sections of the Competition Manual for more information. *See Section 6.5.2 of Competition Manual*

NEW! Points-Based Advancement Model

- Teams will be ranked based on the points they earn through their overall performance <u>at that individual event</u>.

- This model rewards **well rounded teams** who do well with Awards and Robot performance.

- Everything a team does well at an event helps contribute to their advancement points.

- INSPIRE no longer automatically advances to the World Championship.

- No math required! The scoring system will do the math, but you can see how points are calculated in <u>Section 4: Advancement</u>.

Category	Advancement Points Earned
Qualification Round Performance	Normal distribution of points from 16 to 2 across the highest ranked team to the lowest based on the equation in 4.1.1. (This will result in a minimum of 2 points and a maximum of 16 points being awarded for qualification round performance.)
ALLIANCE CAPTAINS	Equal to 21 minus the ALLIANCE CAPTAIN number (e.g. 18 points for ALLIANCE #3 CAPTAIN)
Draft Order Acceptance	Equal to 21 minus the Draft Order Acceptance number (e.g. 18 points for the team which accepts the third draft position)
Playoff Advancement	40 points for 1st Place (Winners) 20 points for 2nd Place (Finalists) 10 points for 3rd Place 5 points for 4th Place (See Section 13.8 Dual Division Events for modifications to this section)
Team Judged Awards	60 points for Inspire Award 1st Place 30 points for Inspire Award 2nd Place 15 points for Inspire Award 3rd Place 12 points for all other 1st Place Awards 6 points for all other 2nd Place Awards 3 points for all other 3rd Place Awards (See A211 for a list of points-eligible awards)

A Team's Total Points in all above categories = Team's Advancement Points

LET'S BREAK DOWN EACH CATEGORY

▶ Qualification Round Performance Points Earned

Qualification Round Performance	Normal distribution of points from 16 to 2 across the highest ranked team to the lowest based on the equation in 4.1.1. (This will result in a minimum of 2 points and a maximum of 16 points being awarded for qualification round performance.)

- The qualification rank of the team at the event at the conclusion of Qualification Matches.

- The system will automatically generate the appropriate points for each team based on their rank and the number of teams at the event.

- Calculation of Qualification Round Performance points is done using the equation below. Section 4: Advancement.

$$QualificationPoints(R, N, \alpha) = \left\lceil InvERF\left(\frac{N - 2R + 2}{\alpha N}\right)\left(\frac{7}{InvERF\left(\frac{1}{\alpha}\right)}\right) + 9 \right\rceil$$

▶ Alliance Selection Results Points Earned

ALLIANCE CAPTAINS	Equal to 21 minus the ALLIANCE CAPTAIN number (e.g. 18 points for ALLIANCE #3 CAPTAIN)
Draft Order Acceptance	Equal to 21 minus the Draft Order Acceptance number (e.g. 18 points for the team which accepts the third draft position)

- These attributes measure both individual team qualification round seeding performance and recognition by peers (alliance picks).

- ALLIANCE CAPTAINS are recognized based on their qualification round seeding rank.

- DRAFT ORDER: Alliance Captains are given the same number of points as the team drafted in the same sequence. (ex: The team who accepts the pick from the 3rd Alliance Captain receives the same number of points as the 3rd Alliance Captain 21 - 3 = 18)

▶ Playoff Performance Points Earned

Playoff Advancement	40 points for 1st Place (Winners) 20 points for 2nd Place (Finalists) 10 points for 3rd Place 5 points for 4th Place (See Section 13.8 Dual Division Events for modifications to this section)

- This attribute measures team performance as part of an ALLIANCE.

- Teams earn points based on how far they progress into the playoffs.

- Points are given to all teams within the ALLIANCE.

Team Judged Awards Points Earned

This attribute measures team performance with respect to team awards judged at the event.

60 points for Inspire Award 1st Place
30 points for Inspire Award 2nd Place
15 points for Inspire Award 3rd Place
12 points for all other 1st Place Awards
6 points for all other 2nd Place Awards
3 points for all other 3rd Place Awards
(See A211 for a list of points-eligible awards)

NOTE:

- 2nd and 3rd places are not always given at events.
- See section A211 of Competition Manual: Only the awards specified in Table 6-1 *(shown on the right)* based on the event size are points-eligible for advancement.

POINTS ELIGIBLE AWARDS — Most Qualifiers — Regional Championship

Award		4-10 Teams	11-20 Teams	21-40 Teams
Inspire Award		1st Place	1st Place 2nd Place	1st Place 2nd Place 3rd Place
Think Award		1st Place	1st Place	1st Place 2nd Place
TA Awards	Connect Award	1st Place (Only one of Connect, Reach, or Sustain will be given)	1st Place	1st Place (2nd Place*)
	Reach Award		1st Place	1st Place (2nd Place*)
	Sustain Award		1st Place	1st Place (2nd Place*)
MCI Awards	Design Award	1st Place (Only one of Innovate, Control or Design will be given)	1st Place	1st Place (2nd Place*)
	Innovate Award		1st Place	1st Place (2nd Place*)
	Control Award		1st Place	1st Place (2nd Place*)
Judges' Choice Award		Optional*	Optional*	Optional*

*Discretionary awards

Order of Advancement

If there is a tie in the point totals between teams, the higher ranked team will be determined using the following additional sorting criteria:

Order Sort	Criteria
1st	Total Advancement Points (as calculated in Table 4-1)
2nd	Judged Team Award Points
3rd	Playoff Advancement Points
4th	ALLIANCE Selection Results Points (ALLIANCE CAPTAIN or Draft Order Acceptance)
5th	Qualification Round Performance Points
6th	Average MATCH Score (excluding FOULS)
7th	Average AUTO Score
8th	Highest individual MATCH Score, regardless of whether that score occurred in a Qualification or Playoff MATCH (excluding FOULS)
9th	Second Highest individual MATCH Score, regardless of whether that score occurred in a Qualification or Playoff MATCH (excluding FOULS)
10th	Random Selection by Event Management System

Tie Breakers

Advancement Changes Announcement Blog

Season Outlook:

- November 16th - Scrimmage / LSU College of Engineering
- Qualifier - December 13 / Northshore High School (Slidell)
- Qualifier - January 17 / Hammond High School
- 2 Additional Qualifiers TBA
- February 28th - Regional Championship TBD
- FIRST Championship - April 29 - May 2nd, 2026
- Premier Events - April-July, 2026

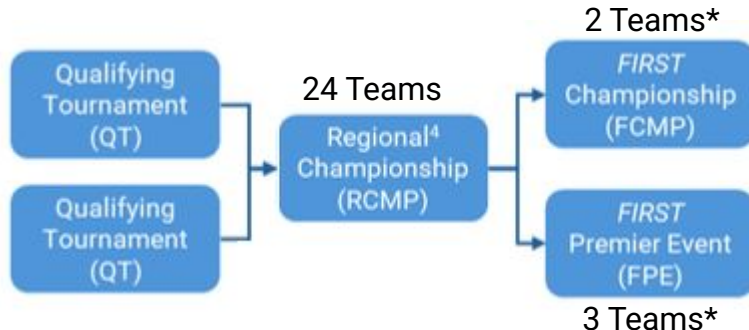We're looking for
2 Qualifier Hosts in
January/
Early February

Other important dates:
FRC Kickoff - Jan. 10th, 2026
FLL State - Feb. 1th, 2026

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FIRST
TECH
CHALLENGE

FIRST Championship and Premier Event Opportunities

- The *FIRST* Championship will have 336 *FIRST* Tech Challenge teams this year (up from 256 last year)
  Advancement & FIRST Championship Update Blog Post

- *FIRST* Tech Challenge Premier Events are back and bigger giving more advancement opportunities to teams!

2 Teams*

24 Teams

Qualifying Tournament (QT) → Regional⁴ Championship (RCMP) → *FIRST* Championship (FCMP)

Qualifying Tournament (QT) → *FIRST* Premier Event (FPE)

3 Teams*

*Tentative

We would like to see all advancing teams take advantage of these advancement opportunities.

Fundraise & Plan Accordingly!

SCRIMMAGE SIGNUP

Sunday, November 16th, 2025
at the LSU College of Engineering
SPACE LIMITED TO 14 TEAMS

SCAN OR CLICK HERE FOR SIGN UP FORM

Stay Tuned
We'll Unearth More
Updates & Changes
after the Reveal

Using STEM skills and teamwork, today we can dig deeper into discoveries than ever before.

LET'S UNLOCK THE MYSTERY

FIRST Kickoff Videos:
Full Video
Game Animation   *Field Tour*   *Starter Bots*
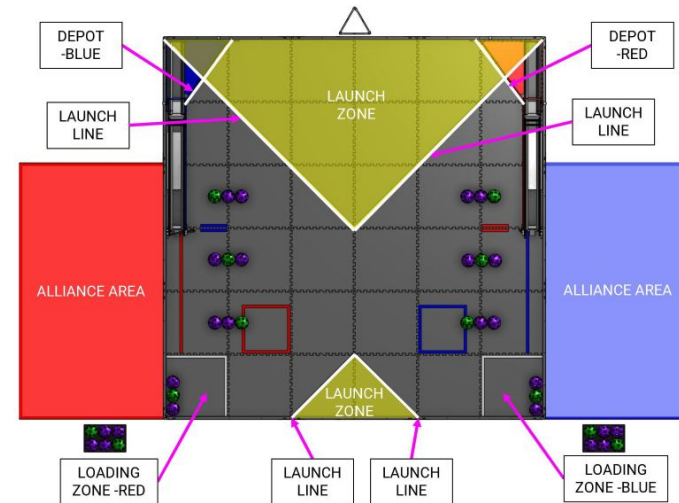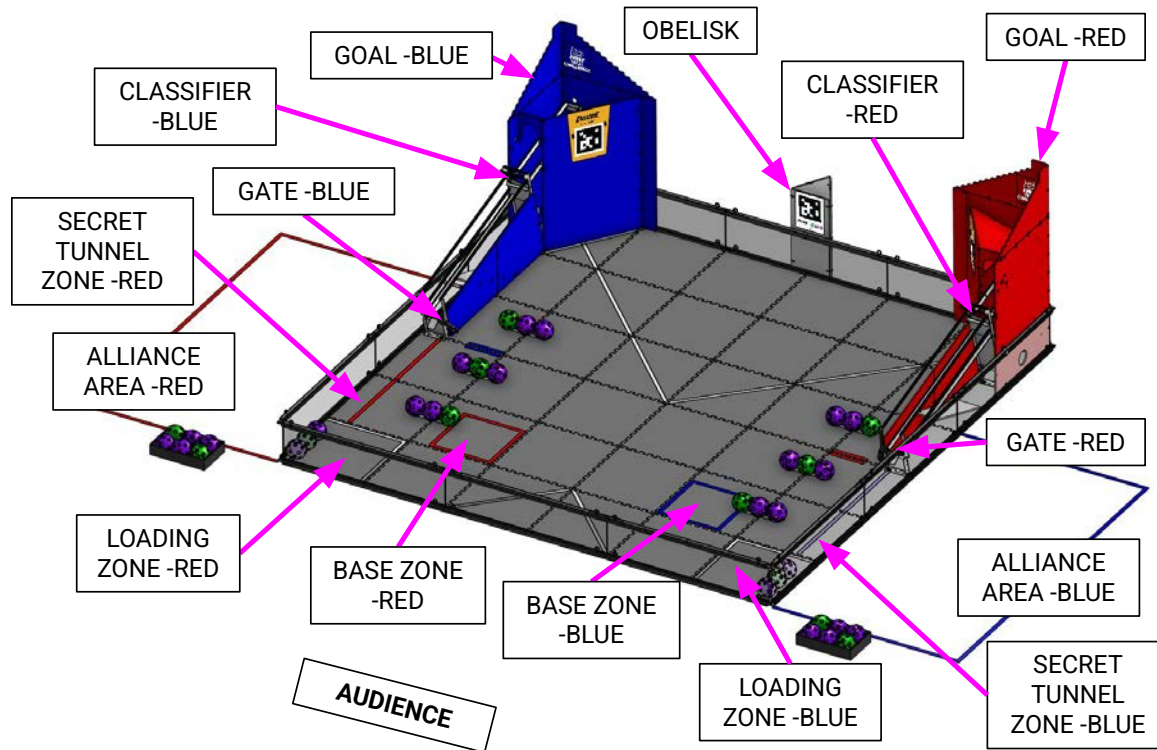
Game Overview

⚠️⚠️**Disclaimers**⚠️⚠️

- **This is based on limited time to review the game materials.**
- **Teams should review the Competition Manual.**
- **Teams are encouraged to ask Q&A online when it opens.**
- **Team Updates may change or modify the rules or their interpretation.**
- **This is the best information available as of Kickoff (September 6, 2025).**

High Level Game Narrative

- In DECODE™ presented by RTX, 2 competing ALLIANCES of 2 teams each score purple and green ARTIFACTS in their GOAL, build PATTERNS, and race back to their BASE before time runs out.

- Just before the MATCH starts, the OBELISK is randomized to show one of 3 MOTIFS. The MOTIF for the MATCH defines what color PATTERN ROBOTS try to create on their RAMPS.

- During the first 30 seconds of the MATCH, the ROBOTS operate autonomously. ROBOTS can use sensors to decode the randomized MATCH MOTIF. ROBOTS can earn points by scoring ARTIFACTS in their GOAL and building a PATTERN on their RAMP based on the MOTIF. ROBOTS also earn points for moving off the LAUNCH LINE.

- During the remaining 2 minutes of the MATCH, human DRIVERS take control of their ROBOT. ROBOTS collect and continue to score ARTIFACTS in their GOAL to earn points. DRIVE TEAM members can retrieve ARTIFACTS from the ALLIANCE'S LOADING ZONE and help their ROBOTS by loading them with ARTIFACTS.

- As time runs out, ALLIANCES can work together to return both of their ROBOTS to the BASE. ALLIANCES that build PATTERNS based on the MOTIF at the end of the MATCH earn additional points.

- The ALLIANCE that earns the most points wins the MATCH and additional RANKING POINTS can be earned through completing other scoring achievements.

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FIRST TECH CHALLENGE

GOAL -BLUE
OBELISK
GOAL -RED
CLASSIFIER -BLUE
CLASSIFIER -RED
GATE -BLUE
SECRET TUNNEL ZONE -RED
ALLIANCE AREA -RED
GATE -RED
LOADING ZONE -RED
BASE ZONE -RED
BASE ZONE -BLUE
ALLIANCE AREA -BLUE
AUDIENCE
LOADING ZONE -BLUE
SECRET TUNNEL ZONE -BLUE

DEPOT -BLUE
DEPOT -RED
LAUNCH ZONE
LAUNCH LINE
LAUNCH LINE
ALLIANCE AREA
ALLIANCE AREA
LAUNCH ZONE
LOADING ZONE -RED
LAUNCH LINE
LAUNCH LINE
LOADING ZONE -BLUE

AUTO

- Earn LEAVE points, contributing to MOVEMENT RP.
- Contribute to ARTIFACT scoring as CLASSIFIED or OVERFLOW, contributing to GOAL RP.
- Earn PATTERN points at the end of AUTO based on the MOTIF, contributing to PATTERN RP.
- If ARTIFACTS on the RAMP at the end of TELEOP are the same ARTIFACTS that were scored in AUTO, they will score PATTERN points for both periods based on the MOTIF. They will only score as CLASSIFIED during AUTO.

DECODE is a highly interactive game…

- ROBOTS will be frequently interacting and "sharing" space on the DECODE FIELD.

- Defense is an important and strategic part of DECODE.

- ROBOT-to-ROBOT contact is okay!

  - G420 protects a ROBOT from deliberate damage or damage caused by contact initiated **inside** the ROBOT CHASSIS.

  - G421 protects a ROBOT from deliberate tipping or entanglement by an opponent ROBOT.

- ROBOTS should be designed accordingly.

Know the Protected Zones on the Field (G424-G427)

- For G424-G427, it doesn't matter which ROBOT initiates the contact.

- G424, G426, & G427 all follow the same guidance: it doesn't matter which ROBOT is in the protected zone when contact occurs between opponents in the zone.

  - GATE ZONE (G424) and LOADING ZONE (G426) protections apply throughout the MATCH.

  - BASE ZONE (G427) protection only applies during the last 20s of the MATCH.

- G425 is unique in that a ROBOT in its own SECRET TUNNEL ZONE is not protected; a ROBOT violates this rule when it is in the opponent's SECRET TUNNEL ZONE and contact occurs between opposing ROBOTS.

  - SECRET TUNNEL ZONE (G425) protection applies throughout the MATCH.

Read Competition Manual

GOAL, GATE, OVERFLOW. Oh my!

- Scoring of ARTIFACTS as CLASSIFIED or OVERFLOW happens as the ARTIFACT transitions through the SQUARE on the CLASSIFIER.

    - CLASSIFIED ARTIFACTS must transition directly to the RAMP.

    - OVERFLOW ARTIFACTS do not meet the requirements of CLASSIFIED ARTIFACTS.

- An ARTIFACT must meet **all** the following conditions to score as either CLASSIFIED or OVERFLOW:

    - enter the open top of the GOAL,

    - go under the archway of the GOAL, and

    - pass through the SQUARE.

DRIVE TEAM Changes

- Up to 8 total DRIVE TEAM members per ALLIANCE (up to 4 per team) per MATCH.
- Each team may have one or more HUMAN PLAYERS per MATCH, allowing more STUDENTS to participate at the FIELD.
- DRIVE COACH has different restrictions (e.g., cannot contact ARTIFACTS – G430, cannot handle gamepads – G429) than other DRIVE TEAM members.

Table 10-1: DRIVE TEAM roles

Role	Description	Max./ DRIVE TEAM	Criteria
DRIVE COACH	a guide or advisor	1	any team member and may be an adult, must wear "DRIVE COACH" badge
DRIVER	an operator and controller of the ROBOT	3	STUDENT, must wear a "DRIVE TEAM" badge
HUMAN PLAYER	a SCORING ELEMENT manager		

A STUDENT is a person who has not completed high-school, secondary school, or the comparable level in their home region as of September 1st of the current season.

HUMAN PLAYER

- HUMAN PLAYERS may load SCORING ELEMENTS into their ROBOTS.

  - Each team optionally contributes a HUMAN PLAYER for loading their ROBOT

- A HUMAN PLAYER may be in the LOADING ZONE at the same time as a ROBOT.

  - This allows teams with basic ROBOTS to focus on scoring and contribute to the MATCH score (e.g., ROBOT does not have intake to collect SCORING ELEMENTS on the FIELD on their own)

- There are rules for HUMAN PLAYERS while loading ROBOTS.

  - e.g., no transitive ROBOT-SCORING ELEMENT-human contact or direct ROBOT-human contact is allowed per G431.

Make sure to **review the Competition Manual**, specifically section 11.4.6 for complete HUMAN PLAYER and loading rules.

MATCH Set-up (G304)

- ROBOTS are set up on the other side of the FIELD from the ALLIANCE AREA.

  - Blue sets up in columns A/B/C but stands on FIELD right.

  - Red sets up in columns D/E/F but stands on FIELD left.

- Pre-loaded SCORING ELEMENTS come from their own ALLIANCE AREA. (Section 10.3.4 SCORING ELEMENTS)

- ROBOT must start over a LAUNCH LINE (including DEPOT) & contacting a GOAL or wall.
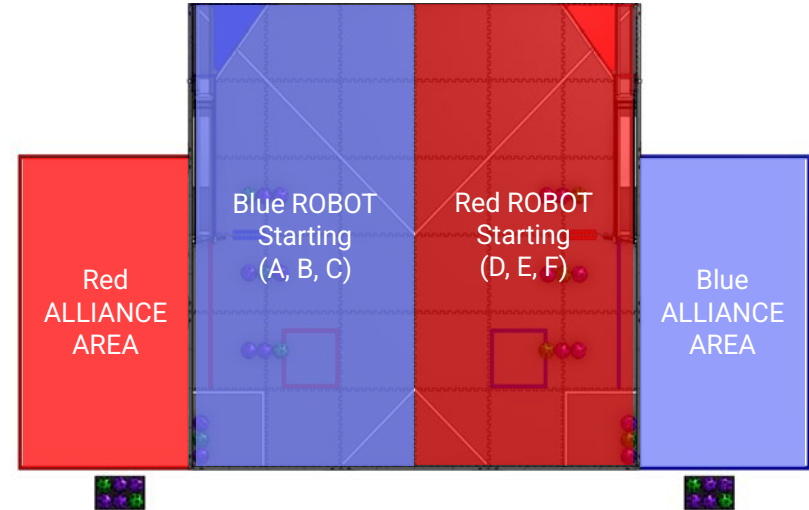
Reduced max servo count to 10 servos (was 12)

Scoring Elements Stay with the Field

- Make sure you can quickly, simply and safely remove scoring elements from your robot and remove your robot from the field while it is powered off.

- Consider this rule when developing your robot.

Expansion Limits

- Robots must remain within an 18 in. cube **until** the last 20 seconds of the MATCH.

- After the MATCH has started, ROBOTS may expand beyond the STARTING CONFIGURATION but must stay within the 18in cube size.

- During the last 20s of the MATCH, ROBOTS can expand **in height** up to 38 in.

- Expansion limit rules are: R105, G414, and G415
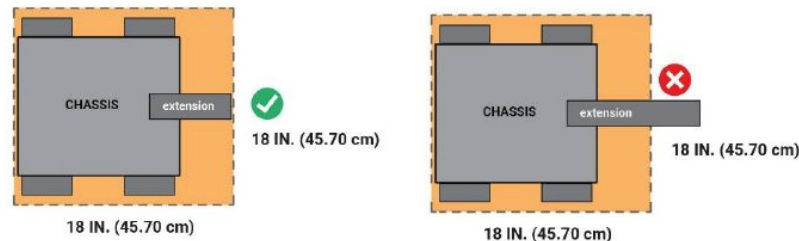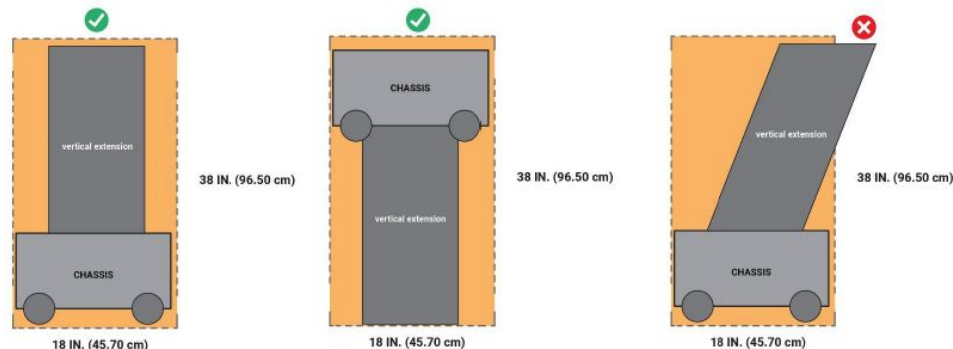

Figure 12-1: Horizontal Expansion Limit

Figure 12-2: Vertical Expansion Limit Examples

Teams will now be ranked based on Ranking Points (RPs) for Qualifying Matches

- RPs are units credited to a team based on their ALLIANCE'S performance in <u>Qualification</u> MATCHES.

- RPs are awarded to each eligible team at the completion of each Qualification MATCH.

- **A team's RANKING SCORE (RS) is the average number of RANKING POINTS earned by a team throughout their Qualification MATCHES** *(excluding any SURROGATE MATCH)*.

- Average Ranking Points (Rank Score) are the 1st order sort for Qualification Ranking

Teams are ranked in order, using the following sorting criteria:

Table 13-1: Qualification MATCH ranking criteria

Order Sort	Criteria
1st	RANKING SCORE (RS)
2nd	Average ALLIANCE MATCH points, not including MINOR FOULS and MAJOR FOULS (Average MATCH points minus FOULS)
3rd	Average BASE points
4th	Average AUTO points
5th	Random sort by the *FIRST* event management software

TIEBREAKERS

How Rank Points are Earned

Teams can earn up to 6 RP during a MATCH

Teams earn RPs from a Win or a Tie.

- Win is worth 3 RPs
- Tie is worth 1 RP

Additional scoring achievements can also earn extra RPs (up to 3 RPs)

- **Thresholds** will vary for these achievements as event levels progress.

Table 10-3: DECODE RP thresholds

RP Type	*FIRST* Championship	Regional Championships	Qualifiers All Other Events*
MOVEMENT RP	TBA	21	16
GOAL RP	TBA	TBA	36
PATTERN RP	TBA	TBA	18

LET'S BREAK DOWN THE RP TYPES

▶ MOVEMENT RP

Combined LEAVE + BASE points earned at or above threshold = 16 for qualifier events (21 for Regional Championship).

- Is a combination of LEAVE points earned in AUTO and BASE points earned in the endgame
- *Examples:* Multiple combinations of ROBOT accomplishments can earn this RP
  - 2 LEAVE (3 pts each) + 1 fully returned (10 pts each) = 16
  - 2 LEAVE (3 pts each) + 2 partially returned (5 pts each) = 16
  - 1 LEAVE (3 pts each) + 1 fully returned (10 pts each) + 1 partially returned (5 pts each) = 18
  - 2 fully returned (10 pts each) + 10 pt bonus for 2 fully returned = 30
  - And more!

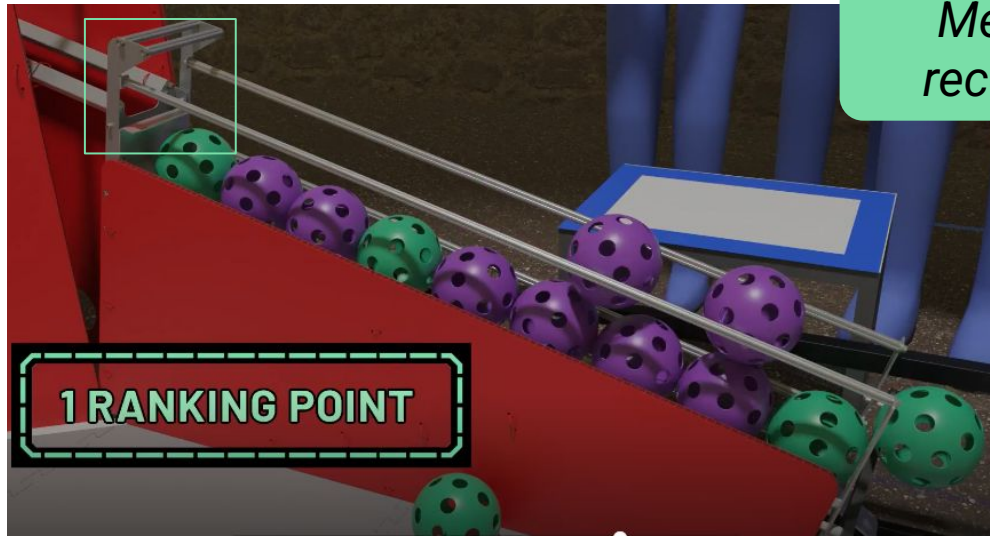*Meet the threshold and receive the ranking point*

Read the competition manual for what is considered fully and partially returned. Section 10.5.3

▶ GOAL RP

Number of ARTIFACTS scored through the SQUARE at or above threshold = 36 ARTIFACTS for qualifier events (Regional Championship threshold TBA.)

- Includes ARTIFACTS scored as CLASSIFIED & OVERFLOW.
- Does not include ARTIFACTS scored in the DEPOT.

Meet the threshold and receive the ranking point

1 RANKING POINT

▶ PATTERN RPs

Meet the threshold and receive the ranking point

PATTERN points earned at or above threshold = 18 for qualifier events (Regional Championship threshold TBA)

- Teams earn 2 points for each matched index.
  - o Each index scores separately, a full MOTIF is not required.
- All 9 indices matched at the end of AUTO and/or TELEOP = 18 points

Example:

ARTIFACTS that score 5 PATTERN matches (10 points) for the MATCH period.

GPP
(ID 21)

Figure 10-5: Example PATTERN scoring with GPP scoring

PATTERN Scored	☒	☒	☑	☑	☑	☑	☒	☑	☒	
CLASSIFIED ARTIFACTS	O	O	O	O	O	O	O	O	O	
Index	1	2	3	4	5	6	7	8	9	
GATE	G	P	P	G	P	P	G	P	P	SQUARE

MOTIF (GPP)

Online Score Calculator

https://ftc.game/calculator

Season Resources − Quick links

ftc.game	Game and Season Page
ftc.game/manual	Competition Manual PDF
ftc.game/cm-html	Competition Manual HTML
ftc.game/cm-html#R104	Direct Rule Linking (Example Rule R104)
ftc-resources.firstinspires.org/ftc/field	Playing Field Resources, Field CAD
ftc-resources.firstinspires.org/ftc/team	Team Resources, StarterBot Links
ftc-resources.firstinspires.org/ftc/volunteer	Volunteer Resources (coming soon)
ftc-resources.firstinspires.org/ftc/event	Event Resources (coming soon)
ftc-events.firstinspires.org/	FTC Event Listing and Results
ftc-scoring.firstinspires.org/	Avatars, Hybrid Judging, Premier Event Preferencing
ftc.game/calculator	Practice Scoring Calculator

Deciphering DECODE

⚠️ **Reminder:**

- **These are thoughts to get you started!**

- **Review the Competition Manual!**

- **Keep an eye out for Team Updates!**

Good luck and have fun!