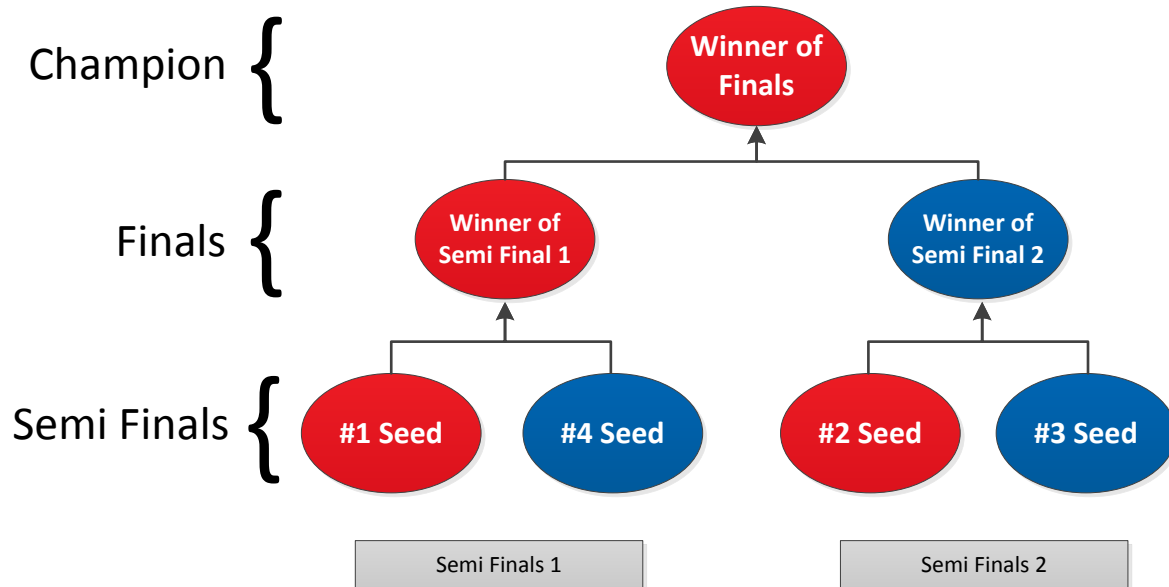


In the *Elimination Matches*, *Teams* do not get *Ranking Points*; they get a win, loss or tie. Within each bracket (Semi-Finals or Finals) of the elimination, matches are played to determine which *Alliance* advances. The advancing *Alliance* is the first *Team* to win two matches. Any tied matches are replayed until one *Alliance* has two wins and advances. An example tournament bracket appears here:



During the *Elimination Matches*, two *Teams* from an *Alliance* compete on the *Playing Field*. If the *Alliance* has three *Teams*, the *Team* that sits out the first match must play in the second match, with no exceptions. If the *Alliances* play more than two matches in any bracket, any combination of two *Alliance Robots* may be used. The *Alliance Captain* is not required to participate in every match. No special accommodations are made for *Robots* that fail during the Semi Final and Final Rounds. *Teams* should consider the robustness of the *Robots* when picking *Alliance* partners.

If a *Team* is disqualified during an *Elimination Match*, the entire *Alliance* is disqualified and the match is recorded as a loss. Before each *Elimination Match*, the *Alliance Captain* must let the referee know which two *Teams* are playing in the next match two (2) minutes before the start of the match.

All questions about a match or scores must be brought forward to the Referees by using the referee question box located in the *Competition Area*. Only one **student** from an *Alliance* is allowed to enter the question box. A *Team* must enter the referee question box to dispute a match before the start of the next match played by the *Alliance*, regardless if the *Team* is participating in the next match. The next match played could involve different *Alliances*. Questions about the last match of the Finals must be brought to the question box no later than 5 minutes after the announcement of the match score.

5.11 Awards and Closing Ceremony

The awards and closing ceremony celebrates the *Teams* and their accomplishments throughout the tournament, as well as the volunteers who helped make the tournament possible. At the awards and closing ceremony, the finalists and winners of each award are announced. At most tournaments, the judges will line up to high five each *Team* as they receive an award.

5.12 Team Spirit & Styling

Competing as a *Team* is exciting as well as rewarding. Part of the fun and reward of being a *Team* member is the way the *Team* styles itself with *Team* T-shirts, trading buttons, hats, cheers, and costumes.

When deciding on a *Team* name or acronym, consider how to work a theme around it to make the *Team* more fun and recognizable. Refer to the Marketing and Outreach section of the website for information about *FIRST* and *FIRST* Tech Challenge logo use requirements: <https://www.firstinspires.org/brand>

5.13 Banners and Flags

Sponsors provide *FIRST* with banners so we can display them in specified areas as a way of thanking them for their generosity. We encourage *Teams* to bring *Team* flags or sponsor banners, but we ask that you adhere to the following:

- Do not use banners or flags to section off seating. Saving group seats is not allowed.
- Hang banners in pit stations only, not on the pit walls.
- *Teams* may bring banners to the *Competition Area*, but please do not hang them there. This area is designated for official *FIRST* sponsors' banners.

5.14 Spectators and Etiquette

Teams are allowed to have 2 student drivers and 1 coach (the *Drive Team*) at the *Playing Field* during their scheduled matches. Spectators are not allowed in the designated *Competition Area* at any time. Some tournaments may provide media passes for one additional *Team* member to gain access to a designated "media area". Access to this area is only allowed with a media pass and only while the media representative's *Team* is on the *Playing Field*. Spectators blocking the sidelines or accessing the media area without a pass will be asked to move. Repeated violations of this rule are considered egregious behavior.

5.15 Scouting

During the *Qualification Matches*, the scoring system selects each *Team's* ally and opponent for each match. In elimination rounds, top ranking *Teams* can choose their own *Alliance* partners. *Teams* should select *Alliance* partners with abilities that complement their own strengths. Scouting during the qualifying rounds is a good way to learn the abilities and limits of the *Teams* and *Robots* competing at the tournament.

The following scouting strategy has been provided by the 2007 *FIRST*® Robotics Competition Chairman's Award winners, *FIRST* Robotics Competition *Team* #365, the Miracle Workerz.

Teams use different methods to record information about other *Teams* – paper, computer, tablets, etc. Use whatever method is most comfortable for your *Team*. Scouting is important to find out how you complement other *Teams* in your *Alliance* and how you match up against your opponents. No matter how you record it, focus on information which will be useful to your *Team* when you meet your *Alliance* partners to discuss strategy.

Some possible areas to gather information include:

- CAPABILITIES – what can the *Robot/Team* do and what does it not do?
- STRATEGIES – what does the *Robot/Team* do during the match? How does the *Team* play the game?
- PERFORMANCE – how well does the *Robot/Team* do what it attempts? What are the *Robot's* strengths and weaknesses?
- AUTONOMOUS – what does the *Robot* do in autonomous mode? Does the *Team* have multiple program options?

The more data points you can collect on strategies and performance, the better understanding you will have of a given *Team*. Information on a *Team's* capabilities can be obtained by visiting the *Team* in the *Pit Area* or watching match play.