Table 10-2 Typical Playoff MATCH Schedule

Match	MATCH	Blue	Red	Red Blue Gap Red Gap (minutes) (minutes)		Winner moves to	Loser moves to	
1	Upper Bracket Round 1 – MATCH 1	ALLIANCE 8	ALLIANCE 1			Red – MATCH 7	Red – MATCH 5	
2	Upper Bracket Round 1 – MATCH 2	ALLIANCE 5	ALLIANCE 4			Blue – MATCH 7	Blue – MATCH 5	
3	Upper Bracket Round 1 – MATCH 3	ALLIANCE 7	ALLIANCE 2			Red – MATCH 8	Red – MATCH 6	
4	Upper Bracket Round 1 – MATCH 4	ALLIANCE 6	ALLIANCE 3			Blue – MATCH 8	Blue – MATCH 6	
5	Lower Bracket Round 2 – MATCH 5	Loser of MATCH 2	Loser of MATCH 1	24m	33m	Blue – MATCH 10	1 ST Eliminated	
6	Lower Bracket Round 2 - MATCH 6	Loser of MATCH 4	Loser of MATCH 3	15m	24m	Blue – MATCH 9	2 ND Eliminated	
7	Upper Bracket Round 2 - MATCH 7	Winner of MATCH 2	Winner of MATCH 1	42m	51m	Red – MATCH 11	Red – MATCH 9	
8	Upper Bracket Round 2 - MATCH 8	Winner of MATCH 4	Winner of MATCH 3	33m	42m	Blue – MATCH 11	Red – MATCH 10	
9	Lower Bracket Round 3 - MATCH 9	Winner of MATCH 6	Loser of MATCH 7	24m	15m	Red – MATCH 12	3 RD Eliminated	
10	Lower Bracket Round 3 - MATCH 10	Winner of MATCH 5	Loser of MATCH 8	42m	15m	Blue – MATCH 12	4 [™] Eliminated	
End of Round 3: 6-minute Break 1. Digital Animation Award video (trt 2:00) 2. Safety Animation Award video (trt 2:21) 3. Alumni video (trt :30) 4. Alumni in the Arts video (trt :54)								
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11	Upper Bracket Round 4 - MATCH 11	Winner of MATCH 8	Winner of MATCH 7	27m	36m	Red – Match 14 1 st Finalist Alliance	Red – MATCH 13
12	Lower Bracket Round 4 - MATCH 12	Winner of MATCH 9	Winner of MATCH 10	27m	18m	Blue – MATCH 13	5 [™] Eliminated

End of Round 4: 15-minute Awards Break

1. Imagery Award 2. Gracious Professionalism Award 3. Team Spirit Award 4. Rookie Inspiration Award

End of Round 5: 15-minute Awards Break, Handshake then FINALS

1. Autonomous Award 2. Creativity Award sponsored by Rockwell Automation 3. Quality Award 4. Industrial Design Award sponsored by General Motors

Handshake / High Five with the Two Finalist Alliances

(When introduced, the Alliances come from behind their driver stations onto the field and line up facing the audience)

Match	МАТСН	Blue	Red	Blue Gap Red Gap (minutes)		Winner moves to	Loser moves to					
14	Finals MATCH 1 Match 14	Winner of MATCH 13	Winner of MATCH 11	18m	48m	MATCH 15	MATCH 15					
15-minute Awards Break												
	1. Innovation in Co	ontrol Award 2. Excellen	ice in Engineering Award 3	3. Team Sustain	ability Award	sponsored by Dow 4. Jud	ges Award					
15	15 Finals MATCH 2 Winner of MATCH 13 Winner of MATCH 11 18m 18m Winner Alliance or MATCH 16* Finalist Alliance or MATCH 16*											
	15-minute Awards Break** / Final Awards**											
If a TIEBREAKER is needed: 1. Rookie All Star Award** 2. Dean's List Award** 3. Engineering Inspiration Award** If FINALS are over: 4. Current FIRST Alumni 5. Current Seniors 6. Guest Speakers 7. Mentors/Parade 8. WFFA 9. VOY Bring Judges on Field: 10. Rookie All Star Award (if being awarded) 11. Finalists 12. Winners 13. FIRST Impact Award * Finals Tiebreaker* Winner of MATCH 13 Winner of MATCH 11 18m 18m Winner Alliance Finalist Alliance												
	* Match 16 *					or MATCH 17*	or MATCH 17*					
15-minute Break* (Only if an overtime match is needed) If FINALS are over: 1. Current FIRST Alumni 2. Current Seniors 3. Guest Speakers 4. Mentors/Parade 5. WFFA 6. VOY Bring Judges on Field: 7. Rookie All Star Award (if being awarded) 8. Finalists 9. Winners 10. FIRST Impact Award												
17	* Overtime MATCH(es) * * Match 17, 18, 19 * Winner of MATCH 13		Winner of MATCH 1	1		Winner Alliance or MATCH (es) 18 & 19*	Finalist Alliance or MATCH(es) 18 &19*					
Final Awards												
	After the last OVERTIME match: 1. Current FIRST Alumni 2. Current Seniors 3. Guest Speakers 4. Mentors/Parade 5. WFFA 6. VOY											
	Bring Judges on Field: 7. Rookie All Star Award (if being awarded) 8. Finalists 9. Winners 10. FIRST Impact Award											

^{*} If Required

Table 10-3 Playoff MATCH Tiebreaker Criteria

Order Sort	Criteria
1 st	Cumulative TECH FOUL points due to opponent rule violations
2 nd	ALLIANCE AUTO points
3 rd	ALLIANCE STAGE points
4 th	MATCH is replayed

10.6.2.2 Playoff Finals ...If a Finals MATCH ends in a tie score, the tie is not broken using the criteria in Table 10-3, the MATCH remains a tie. ...the Playoffs proceed with up to 3 additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won 2 Finals MATCHES.

^{**} Program Delivery Partners (PDPs) may choose to hold these awards until after <u>all</u> MATCHES are complete.

Table 10-2 Typical Playoff MATCH schedule

					Next MATCH			
핕	귤				(min)		(MATCH # (ALLI	ANCE color))
Round	MATCH	Upper/ Lower	Blue	Red	Blue	Red	Winner	Loser
	1	Upper	8	1			M7 (R)	M5 (R)
1	2	Upper	5	4			M7 (B)	M5 (B)
' '	3	Upper	7	2			M8 (R)	M6 (R)
	4	Upper	6	3			M8 (B)	M6 (B)
	5	Lower	L2	L1	0:24	0:33	M10 (B)	
2	6	Lower	L4	L3	0:15	0:24	M9 (B)	
	7	Upper	W2	W1	0:42	0:51	M11 (R)	M9 (R)
	8	Upper	W4	W3	0:33	0:42	M11 (B)	M10 (R)
3	9	Lower	W6	L7	0:24	0:15	M12 (B)	
3	10	Lower	W5	L8	0:42	0:15	M12 (R)	
6-minu	te brea	ak						
4	11	Upper	W8	W7	0:27	0:36	M14 (R)	M13 (R)
4	12	Lower	W9	W10	0:27	0:18	M13 (B)	
15-minute awards break: Imagery, Gracious Professionalism, Team Spirit, and Rookie Inspiration								
5	13	Lower	W12	L11	0:18	0:27	M14 (B)	
15-min	ute aw	ards brea	k: Auto	nomou	ıs, Crea	itivity, (Quality, and Industrial	Design
Finals	14		W13	W11	0:18	0:48	M15	M15
15-minute awards break: Innovation in Control, Excellence in Engineering, Team Sustainability, Judges								
Finals	15		W13	W11	0:18	0:18	M16*	M16*
15-minute awards break: Rookie All Star, Dean's List, Engineering Inspiration**								
Finals	Finals 16* W13 W11 0:18 0:18							
Awards: Remaining awards, Finalists, Winners, and FIRST Impact Award								

^{*} if required

^{**} Program Delivery Partners may choose to hold these awards until after all MATCHES are complete.