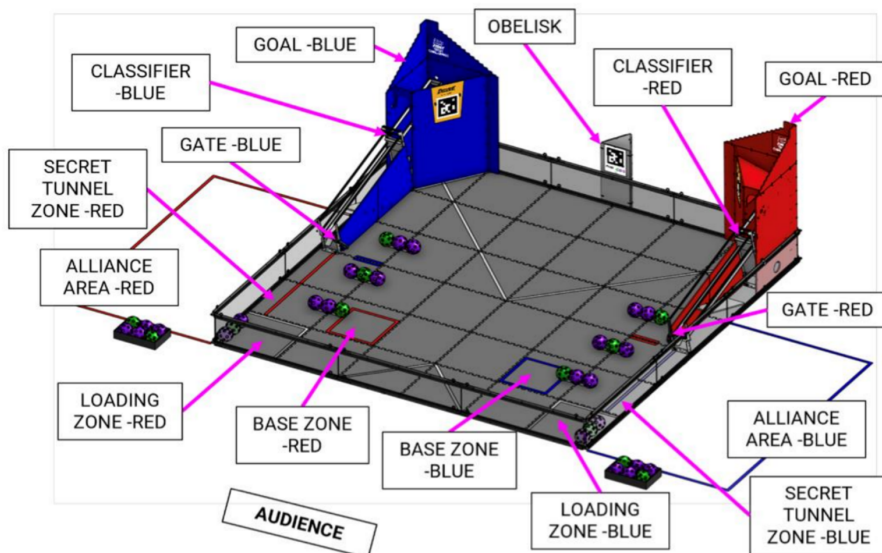


FTC – 2025-26 Decode One-page Scoring Sheet



DECODE
PRESENTED BY RTX



Terms:

AUTO- This is the autonomous period in the first 30 seconds of the match. The drive team is not allowed to control the robot at any point during this period, and the robot runs completely on pre-programmed inputs in the team's code.

AUTO to TELEOP TRANSITION: 8 second transition between AUTO to TELEOP

TELEOP- This is the driver-operated section for the last 2 minutes of the match.

Drive Team:

Each drive team is composed of 2 drivers, 1 human player, and 1 optional coach. The two allied teams only use one human player for each match. The human player introduces new balls to the field by placing them in the loading zones

Scoring Balls:

One of the primary ways for teams to score is by shooting ARTIFACTS (or the purple and green balls) in their corresponding goals. Another way teams can score points is by pushing balls against the blue goals so that they are touching the wall.

ARTIFACT (or Ball) Patterns:

At the end of AUTO and TELEOP, ARTIFACTS that are directly on the RAMP score for PATTERN points if the color of the ARTIFACT in order matches the MOTIF color for that index. The MOTIF is the specific pattern determined by the OBELISK. This can be seen by the example to the right. -->

Parking:

At the end of the TELEOP period, teams can get points for parking in their corresponding BASE ZONES. If a robot fully parks within the lines, it gets more points than it would for only partially parking.

Scoring:

		AUTO	TELEOP	RANKING POINTS
LEAVE	Robot leaves starting position	3		
ARTIFACT	Against the GOAL	0	1	
	At the bottom of the CLASSIFIER	3	3	
	Overflowing over on the top row of the CLASSIFIER	1	1	
PATTERN	Points for each pattern	2	2	
BASE	Robot partially parked in BASE	0	5	
	Robot fully parked in BASE	0	10	
	2 robots fully parked in BASE	0	Additional 10	
MOVEMENT RP – Combined LEAVE + BASE points earned at or above the threshold				1
GOAL RP – The number of ARTIFACTS scored through the SQUARE at or above the threshold				1
PATTERN RP – PATTERN points earned at or above the threshold				1
WIN	Completing a MATH with more MATCH points than your opponent			3
TIE	Completing a MATCH with the same MATCH points as your opponent			1

		RAMP									
OBELISK	Index	1	2	3	4	5	6	7	8	9	
GPP (ID 21)	GATE	G	P	P	G	P	P	G	P	P	SQUARE
PGP (ID 22)	GATE	P	G	P	P	G	P	P	G	P	SQUARE
PPG (ID 23)	GATE	P	P	G	P	P	G	P	P	G	SQUARE
MOTIF											

Figure 10-5: Example PATTERN scoring with GPP scoring

PATTERN Scored	☒	☒	☑	☑	☑	☑	☑	☑	☑	☒	
ARTIFACTS	○	○	○	○	○	○	○	○	○	-	
Index	1	2	3	4	5	6	7	8	9		
GATE	G	P	P	G	P	P	G	P	P		SQUARE
MOTIF (GPP)											

