

# *Competitions*

The Bionic Tigers - FTC 10464



# *Types of Competitions*

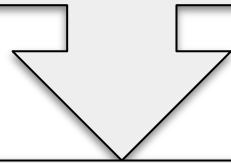
State Qualifier

State Championship

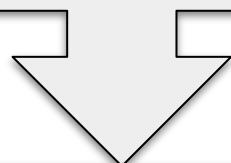
World Championship

Out of Season  
Competition

**State Qualifier**



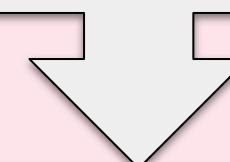
**State  
Championship**



**World  
Championship**

**Or**

**State  
Championship**



**World  
Championship**

# *State Qualifiers*

- 24-28 teams
- Teams typically attend two - sometimes three
- Advance four or five teams - depends on host team and amount of teams
- Limit of three qualifiers
- Qualifiers allow out-of-state play
- Register as soon as they open!

# *Advancement to State Qualifiers*

- Host team - if applicable
  - 1. Inspire 1st place
  - 2. Winning Alliance Captain
  - 3. Inspire 2nd place
  - 4. Winning Alliance 1st Team Selected
  - 5. Inspire 3rd place
- 
- Full Advancement List is in the FTC Game Manual
  - Overlap at qualifiers is very common!
  - May be beneficial to attend an earlier and a later qualifier, but competitions get harder through the season

# ***State Championships***

- 28-50 teams
- Two types of state championships
- Direct states have less spots than states with qualifiers
- States you qualify in for have more spots
- Advance two or more teams to world championship (Ohio has 6-7)

# *Advancement at State Championships*

1. Inspire Award 1st place
  2. Winning Alliance Captain
  3. Inspire Award 2nd place
  4. Winning Alliance 1st Team Selected
  5. Inspire Award 3rd place
  6. Winning Alliance 2nd Team Selected
  7. Think Award 1st place
- 
- Full Advancement List is in the FTC Game Manual
  - Overlap at state championships is less common, but occurs

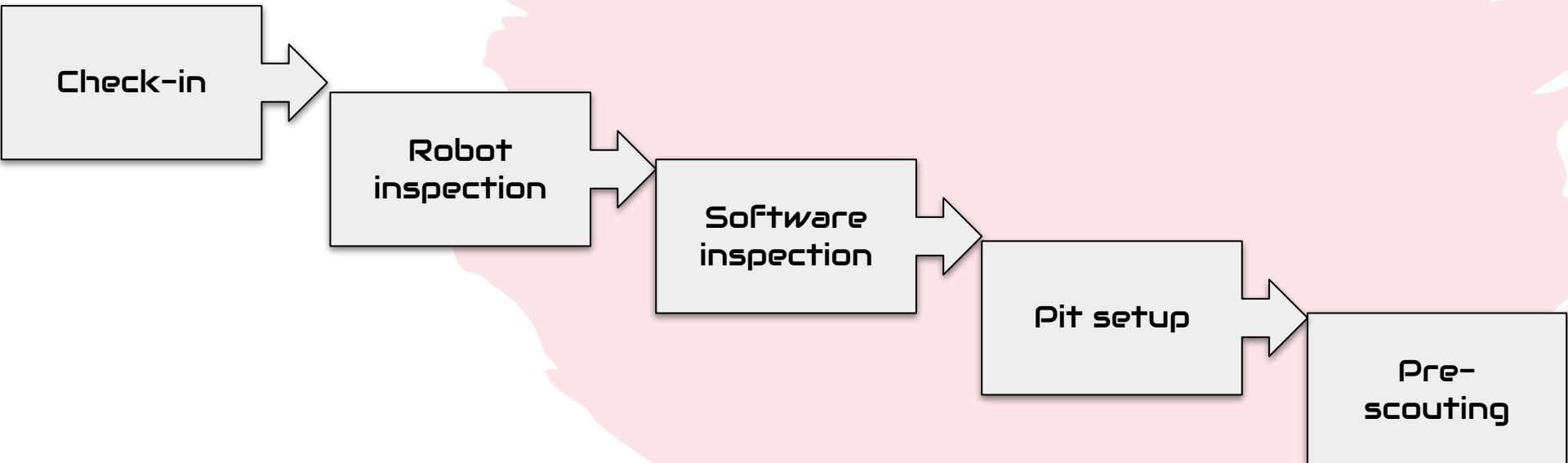
# *World Championships*

- 160 teams at each championship (North and South)
- Two divisions at the championship
- International teams attend
- All programs of *FIRST* are at the competition
- Four days
- Late April

# *Off-Season Competitions & Scrimmages*

- Independently held outside of FIRST
- Mostly held by teams themselves
- Change up the aspects of the game
- May require applications
- May or may not have judging
- Scrimmages held before and during competition season

# Layout of Competitions - Night Before



# Pit Setup

- Size allowance varies - double check!
- Have displays that represent your team's work
- There should always be a team member in the pit
- Safety glasses are required
- Items in a pit:
  - Team handouts (Buttons)
  - Pre scouting sheets
  - Judging Displays
  - Tools
  - Building/robot materials
  - Trophies



# *Pre-Scouting*

- Enables teams to strategize
- Show team abilities/strengths
- Teams begin to network
- Helps alliance selection

Team Number:

Team Name:

**Autonomous:**

Can you hit the Jewel? YES NO

How often? \_\_\_\_\_

Can you score the Glyph with Vuphoria? YES NO

Can you score the Glyph without Vuphoria? YES NO

How often? \_\_\_\_\_

Can you park in the Safe Zone? YES NO

**Tele-Op:**

How many Glyphs can you score on average? \_\_\_\_\_

How many rows can you score on average? \_\_\_\_\_

How many columns can you score on average? \_\_\_\_\_

Can you complete a cipher? YES NO

Can you place the relic? YES NO

Can you place it upright? YES NO

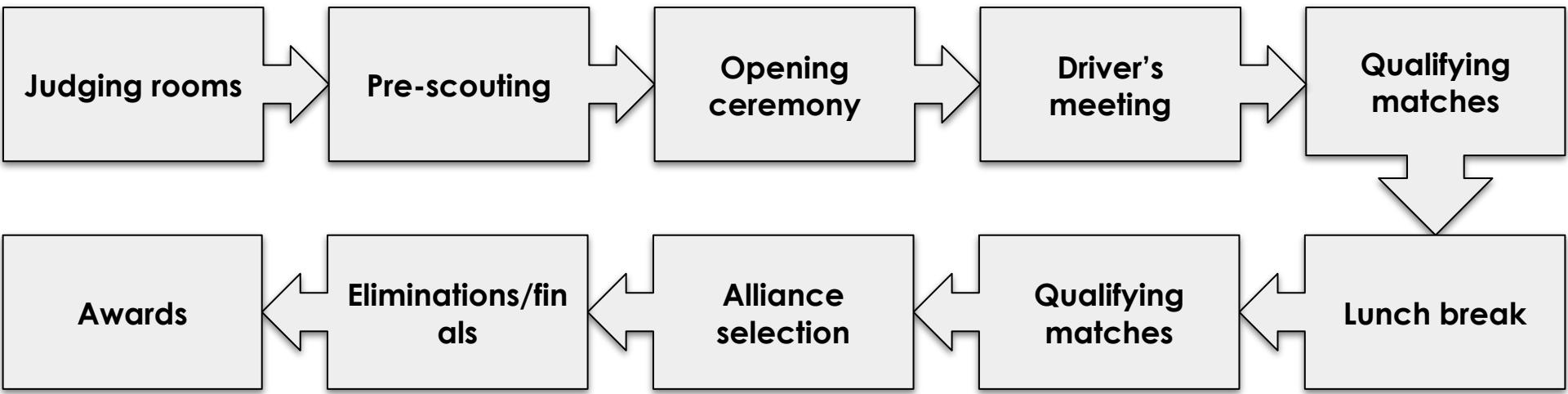
Which zone is it most often placed in? 1 2 3

Can you balance on the balancing stone? YES NO

What is your robot's greatest strength?

What is your robot's greatest weakness?

# *Layout of Competitions – Day of*



# *Judging Rooms*

- Rooms with teams are posted the night before
- 15 minutes total - five minutes presenting guaranteed with no interruptions
- Encompass most important aspects
- Focus on highlights of programming, robot design, and outreach
- Switch speakers
- Skew questions in your favor
- Polite to judges
- Practice, practice, and practice!

# *Opening Ceremony*

- Introduces teams
- What the game is
- Schedule of the day
- What to expect

# *Driver's Meeting*

- Only drive team attends
- Overview of rules from refs
- Required
- Allows for questions and clarification of rules

# *Qualifying Matches*

- Match schedule is released the morning of
- Opposing team could be your next partner
- Scouting is important
- Know your schedule
- Talk to your alliance partner before match

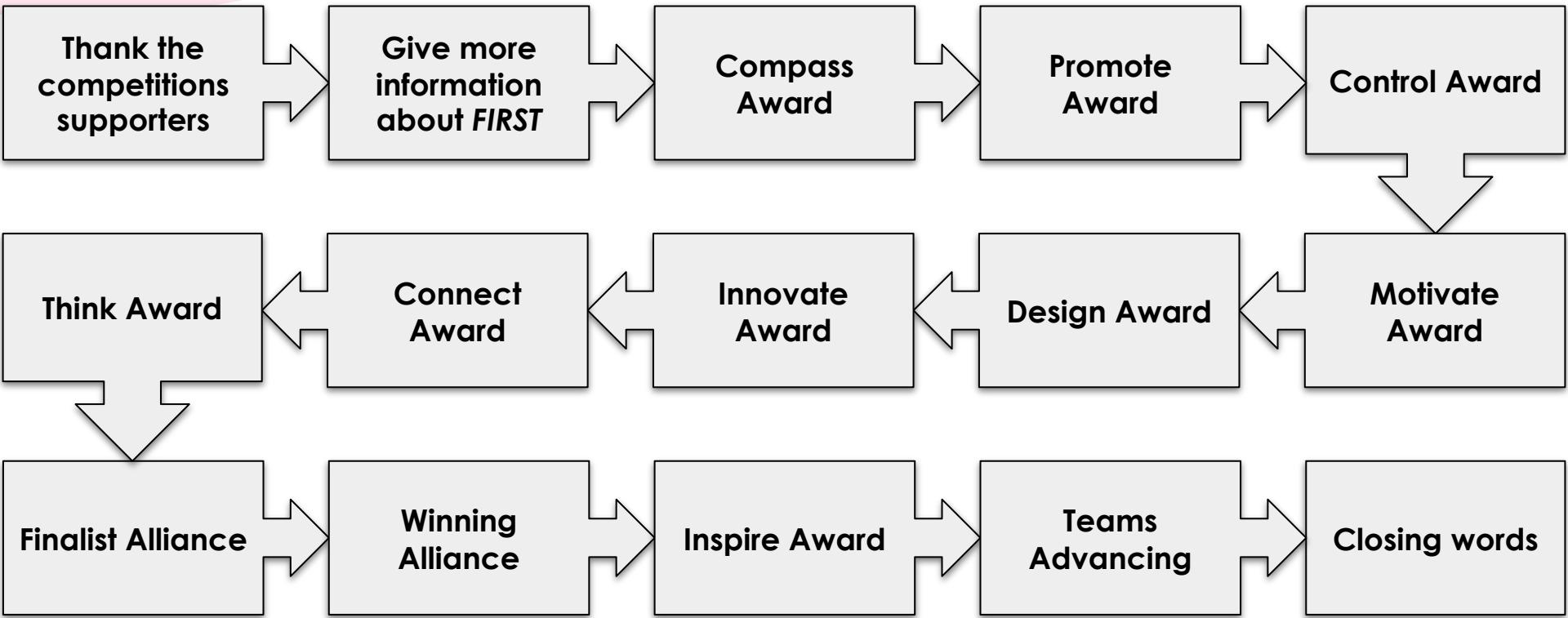
# Alliance Selection

- Ceremony
- Top four ranked teams get to pick two teams
- Captains are allowed to pick other captains - spots move up
- Match schedule is released the morning of
- Opposing team could be your next partner
- Scouting is important
- Know your schedule
- Talk to your alliance partner before match
- If you reject an offer, you cannot be picked again
- Scouting is once again important
- Gracious Professionalism

# *Eliminations/Finals*

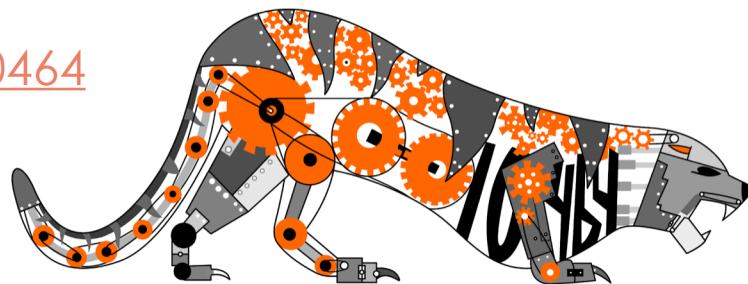
- Follows bracket system
- 1st seed alliance vs 4th seed alliance
- 2nd seed alliance vs 3rd seed alliance
- Winner out of three matches
- Sportsmanship emphasized

# *Award Ceremony*



# Credits

- This lesson was written by The Bionic Tigers 10464 for FTCTutorials.com
- You can contact the author at
  - Website:
    - <http://lovelandrobotics.com/team10464>
  - Twitter:
    - @BionicTigersFTC
  - Email:
    - [BionicTigers10464@gmail.com](mailto:BionicTigers10464@gmail.com)



This work is licensed under a  
[Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.](https://creativecommons.org/licenses/by-nc-sa/4.0/)

- More lessons for FIRST Tech Challenge are available at [www.FTCTutorials.com](http://www.FTCTutorials.com)