

## Welcome to the *FIRST* Championship Playoff Tournament!

### General

- **Alliance Captain** = 1 Drive Team Student from the Alliance Captain team
  - wears an armband
  - Markers **can transfer** to another student on that drive team.
  - Markers must be worn/**easily visible** while the alliance is in the tournament.
- **Yellow Cards** from Qualification Matches are **cleared**.
- **Verbal warnings** from before the Playoff tournament **persist (except G301)**.
- **New cards** apply to the **entire Alliance** and **persist** through the Playoffs.
  - If an Alliance gets a Red Card, directly or via 2 Yellow Cards, the Alliance is Disqualified for the Match.
- Each Alliance should move their pit to the designated spot behind the Bleachers on the Loading Dock Side.
- Each team may have **3 additional team members** in the Arena (“Pit Crew”).
  - **Drive Team/Pit Crew** are the only ones who can **work on the Robot** in the Arena,
  - **Pit Crew/Media may not interact** with Drive Team members during their Match.
- A team’s **Alliance color may change** as the Playoff tournament progresses; **be ready** with both bumper colors.
- **Work with the LRI before** making Robot **changes** to expedite any needed reinspection.
- If a Playoff Match must be replayed, it must be replayed before the next round begins.

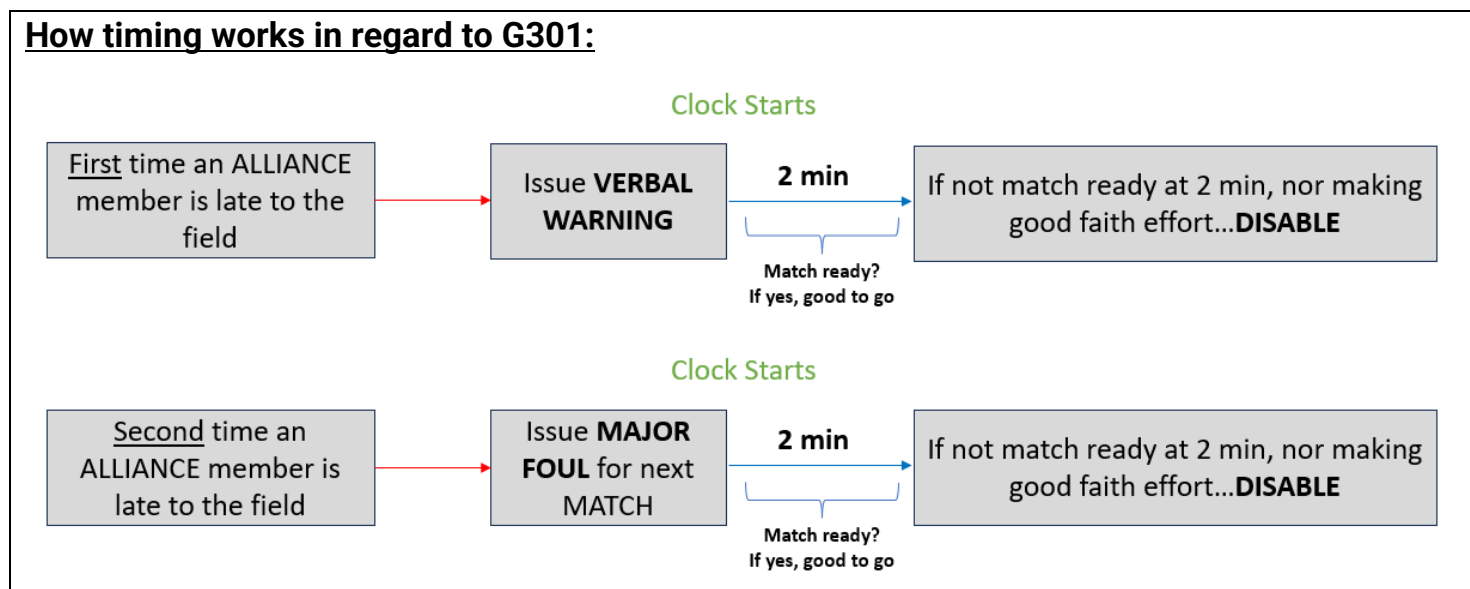
### LINEUPS

- There are no BACKUP teams, instead you have a 4-team ALLIANCE.
- Lineups are **due to the Head Referee 2 minutes before** the match (T613)
  - **If no/late lineup**, the alliance’s **most recent** lineup is used.
  - **If no previous lineup**, the Alliance Lead is put in station 2, 1<sup>st</sup> pick gets station 1, and 2<sup>nd</sup> pick gets station 3.
- A single representative from the team not on the lineup can be in the alliance area as a coach (Section 10.6.4.1).

## Questions? Head to the Question Box!

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### How timing works in regard to G301:



### Good faith effort:

**Examples of good faith efforts** to quickly become MATCH ready include but are not limited to:

- walking safely towards the FIELD with a ROBOT that a team is not actively modifying,
- applying quick fixes such as tape or cable ties to make the ROBOT compliant with STARTING CONFIGURATION requirements,
- waiting for an OPERATOR CONSOLE computer to boot, and
- working with FIELD STAFF to get the ROBOT connected to the FIELD.

**Examples that are not considered good faith efforts** to quickly become MATCH ready include but are not limited to:

- a ROBOT not moving to the FIELD,
- a ROBOT moving to the FIELD but being actively modified while doing so,
- a DRIVE TEAM member remaining on the FIELD once a MATCH is ready to begin (indicated by the green LEDs having turned off),
- installing BUMPERS, charging pneumatic systems, or any other ROBOT maintenance not considered a quick fix as described in item b above once on the FIELD,
- time-consuming use of alignment devices that are external to the ROBOT (e.g. a DRIVE TEAM could bring and use a measuring tape, as long as there is no delay to the MATCH by doing so), and
- repairs more substantial than those described in B.