REBUILT

PRESENTED BY HAAS (Gene Haas Foundation)

2026

2992

Alliance: a cooperative of up to 3 FIRST Robotics Competition teams; Blue or Red; the alliance that earns the most points wins the match

Match: 2 min 30 sec competition between Blue Alliance and Red Alliance

Auto: First 15 sec of the match. The robot self drives based on a program aka code

Teleop: Remaining 2 min 15 sec of match - robot is driver controlled

Alliance Captains: After qualification matches are completed, the top-ranked teams become alliance captains and have the first opportunity to select their alliance partners for the playoff rounds.

Fuel: scoring element; yellow plastic smooth ball

Ranking System: Teams are ranked based on a combination of factors, including match results and ranking points.

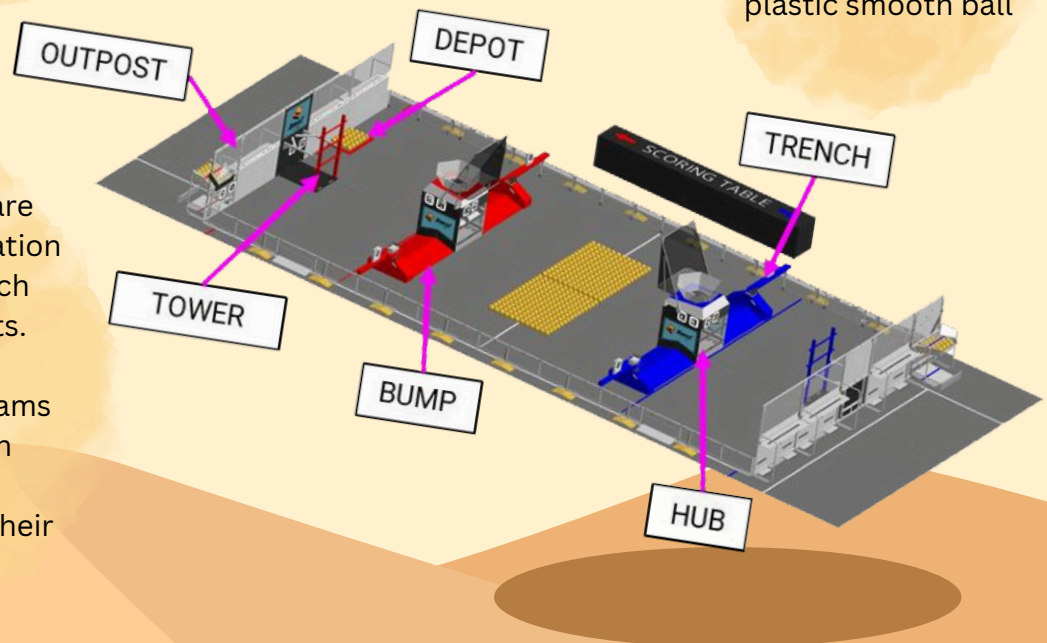**Qualification Matches:** Teams compete in qualification matches, and their performance determines their ranking.

OUTPOST DEPOT TRENCH SCORING TABLE TOWER BUMP HUB

REBUILT is a fast-paced scoring and climbing game where two alliances compete to collect FUEL, score it into their HUB, navigate field obstacles, and climb the TOWER before time expires. Robots can collect FUEL from: The field, Their DEPOT or from HUMAN PLAYERS via the OUTPOST. Robots score FUEL by depositing it into their alliance's HUB.

Each alliance has a HUB that alternates between active and inactive based on AUTO results. Robots may only score when their HUB is active. Near the end of the match, all HUBS become active, allowing full scoring.

Robots climb their TOWER using one of three RUNGS (low, mid, high). Higher climbs = more points. Endgame performance can unlock ranking bonuses.

			MATCH points		Ranking Points
			AUTO	TELEOP	
FUEL	FUEL scored in an active HUB		1	1	
	FUEL scored in an inactive HUB		-	-	
TOWER	Each ROBOT at LEVEL 1 (2 ROBOTS max in AUTO)		15	10	
	Each ROBOT at LEVEL 2		-	20	
	Each ROBOT at LEVEL 3			30	
*ENERGIZED RP – The amount of FUEL scored in the HUB is at or above threshold.					1
*SUPERCHARGED RP – The amount of FUEL scored in the HUB is at or above threshold.					1
*TRAVERSAL RP – The amount of TOWER points scored during the MATCH is at or above threshold.					1
Win	completing a MATCH with more MATCH points than your opponent				3
Tie	completing a MATCH with the same number of MATCH points as your opponent				1

*See Table 6-5 for threshold values. For District Championship and/or *FIRST* Championship events, the BONUS RP (ENERGIZED RP, SUPERCHARGED RP, and TRAVERSAL RP) requirement thresholds may increase.

BONUS RP Type	Regional/ District Events	District Championships	*FIRST* Championship
ENERGIZED RP	100	TBA	TBA
SUPERCHARGED RP	360	TBA	TBA
TRAVERSAL RP	50	TBA	TBA

AUTO Result:	RED ALLIANCE scores more FUEL during AUTO or is selected by the FMS		BLUE ALLIANCE scores more FUEL during AUTO or is selected by the FMS	
MATCH Timeframe (timer values)	RED ALLIANCE HUB status	BLUE ALLIANCE HUB status	RED ALLIANCE HUB status	BLUE ALLIANCE HUB status
AUTO (0:20 – 0:00)	Active	Active	Active	Active
TRANSITION SHIFT (2:20 – 2:10)	Active	Active	Active	Active
SHIFT 1 (2:10 – 1:45)	Inactive	Active	Active	Inactive
SHIFT 2 (1:45 – 1:20)	Active	Inactive	Inactive	Active
SHIFT 3 (1:20 – 0:55)	Inactive	Active	Active	Inactive
SHIFT 4 (0:55 – 0:30)	Active	Inactive	Inactive	Active
END GAME (0:30 – 0:00)	Active	Active	Active	Active