

FIRST®

AGILE™

PRESENTED BY **Qualcomm**

Driver Team Time with AZ Head Referees



DECODE



AZ FTC Head Refs:

Rich Gomez

- 928-310-1041
- azfirst.referee@earthlink.net

Robert Garduno

- 928-310-0341
- rgar1708@aol.com

Field Personnel interactions

- Queuer – Don't rely on Q. to make sure you are ready...
- Referee
- Scoring Referee
- FTA
- Score Keeper – Off Limits -



AZ FTC Head Refs

Rich Gomez

- 928-310-1041
- azfirst.referee@earthlink.net

Robert Garduno

- 928-310-0341
- rgar1708@aol.com

Question Box

- Encourage use but... Time critical, but no limits during the quals
- Be prepared when approaching with a question / challenge
- No Video review
- Head Ref has final say – but should provide adequate reasoning for final decision



AZ FTC Head Refs

Nicky Gomez

- 928-310-1041
- azfirst.referee@earthlink.net

Robert Garduno

- 928-310-0341
- rgar1708@aol.com

Alliance Interactions

- Critical to success of FIRST Robotics Programs
- Discuss and work together ahead of the match to be ready
- Respect each other's team... Don't ask or be forced into playing less than is possible
- Scouting is key – trend analysis tools are essential
- If team becomes an alliance captain –
 - ☐ Review the rules & timelines for the matches
 - ☐ Pay close attention to the Advancement Criteria... this may enter into selection and recruiting



AZ FTC Head Refs

Rich Gomez

- 928-310-1041
- azfirst.referee@earthlink.net

Robert Garduno

- 928-310-0341
- rgar1708@aol.com

Ranking Points (RPs)

- Average Ranking Points (Rank Score) are the 1st order sort for Qualification Ranking
- Teams earn RPs from a Win or a Tie. New this year:
 - Win is worth 3 RPs
 - Tie is worth 1 RP
 - Additional scoring achievements can also earn extra RPs (up to 3 RPs)
 - Teams can earn up to 6 RP during a MATCH
- Thresholds will vary for these achievements as event levels progress.

MOVEMENT RP: Combined LEAVE + BASE points earned at or above threshold

GOAL RP: number of ARTIFACTS scored through the SQUARE at or above threshold

PATTERN RP: PATTERN points earned at or above threshold

Table 10-3: DECODE RP thresholds

| RP Type | FIRST Championship | Regional Championships | All Other Events* |
|--------------------|--------------------|------------------------|-------------------|
| MOVEMENT RP | TBA | 21 | 16 |
| GOAL RP | TBA | TBA | 36 |
| PATTERN RP | TBA | TBA | 18 |

MOVEMENT RP

Combined LEAVE + BASE points earned at or above threshold = 16 for events under Regional Championship level

- Is a combination of LEAVE points earned in AUTO and BASE points earned in the endgame
- Multiple combinations of ROBOT accomplishments can earn this RP
 - 2 LEAVE (3 pts each) + 1 fully returned (10 pts each) = 16
 - 2 LEAVE (3 pts each) + 2 partially returned (5 pts each) = 16
 - 1 LEAVE (3 pts each) + 1 fully returned (10 pts each) + 1 partially returned (5 pts each) = 18
 - 2 fully returned (10 pts each) + 10 pt bonus for 2 fully returned = 30
 - And more!

GOAL RP

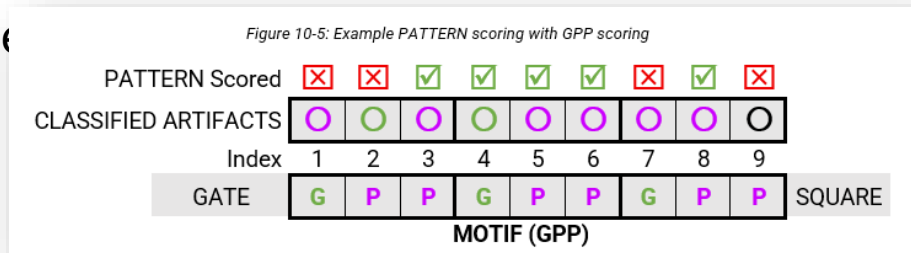
Number of ARTIFACTS scored through the SQUARE at or above threshold = 36 ARTIFACTS for events under Regional Championship level

- Includes ARTIFACTS scored as CLASSIFIED & OVERFLOW.
- Does not include ARTIFACTS scored in the DEPOT.

PATTERN RPs

PATTERN points earned at or above threshold = 18 for events under Regional Championship level.

- Teams earn 2 points for each matched index.
 - Each index scores separately, a full MOTIF is not required.
- All 9 indices matched at the end of AUTO and/or TELEOP = 18 points.
- Below is an example of ARTIFACTS that score 5 PATTERN matches (10 points) for the MATCH p





???

Open discussion time

What can we do to help your drive teams????



DECODE

AZ FTC Head Refs

Rich Gomez

- 928-310-1041
- azfirst.referee@earthlink.net

Robert Garduno

- 928-310-0341
- rgar1708@aol.com