



Oregon State Fair District Site Specific
Information February 12, 2025



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sched is
finalized



2025 DISTRICT SCHEDULE

PNW OREGON STATE FAIR DISTRICT EVENT

Competition Schedule

Thursday, February 27 (Day 0)	
5:00PM - 8:00PM	Pits Open, Load In

Friday, February 28 (Day 1)	
8:00AM	Pits Open
8:30AM - 10:45AM	Driver's Meeting, Field Open for Measurement and Calibration & Practice Matches
11:00AM - 11:15AM	Opening Ceremonies
11:15AM - 1:00PM	Qualification Matches
1:00PM - 2:00PM	Lunch
2:00PM - 8:30PM	Qualification Matches
~8:30PM	Pits Close

Saturday, March 1 (Day 2)	
8:00AM	Pits Open
9:00AM - 9:15AM	Opening Ceremonies
9:15AM - 11:30AM	Qualification Matches
~11:30AM - 12:00PM	Alliance Selections
12:00PM - 1:00PM	Lunch
1:00PM - 4:00PM	Playoff Matches & Awards Ceremony
~4:30PM	Pits close 30 minutes following the close of the Closing Ceremony

Activities Schedule

(Day 1) Menstrual Equity Host: 5937	
No Host	Quiet Room Open
8:30AM	Drivers Meeting
1:00PM	Sr Photo on comp field
2:00PM - 3:00PM	Leadership Listening Session with Mara Kealey
End of Matches	Alum Photo on the Comp field

(Day 2) Menstrual Equity Host: 5937	
No Host	Quiet Room Open
7:00AM	Mentor Coffee (See Pit Admin for details as to where)
8:45 AM	Line up for Mascot Parade

*Schedule subject to change. All times are estimated based on flow of rounds.
See Pit Administration table for updated times.

Oregon State Fair

Is a Thursday, Friday, Saturday event

Day 0 is Thursday

Day 1 is Friday

Day 2 is Saturday

To lessen confusion, the rest of this PowerPoint will talk about Day 0, Day 1 and Day 2

Overview of Presentation

Event Specific Information

- General Logistics: Parking/Busses/Food
- Load in / Load Out

Walk through of the event

- Tour of the areas
- Day 0: Inspection Day
- Day 1: Qualifications
- Day 2: Eliminations

District Event RSVP

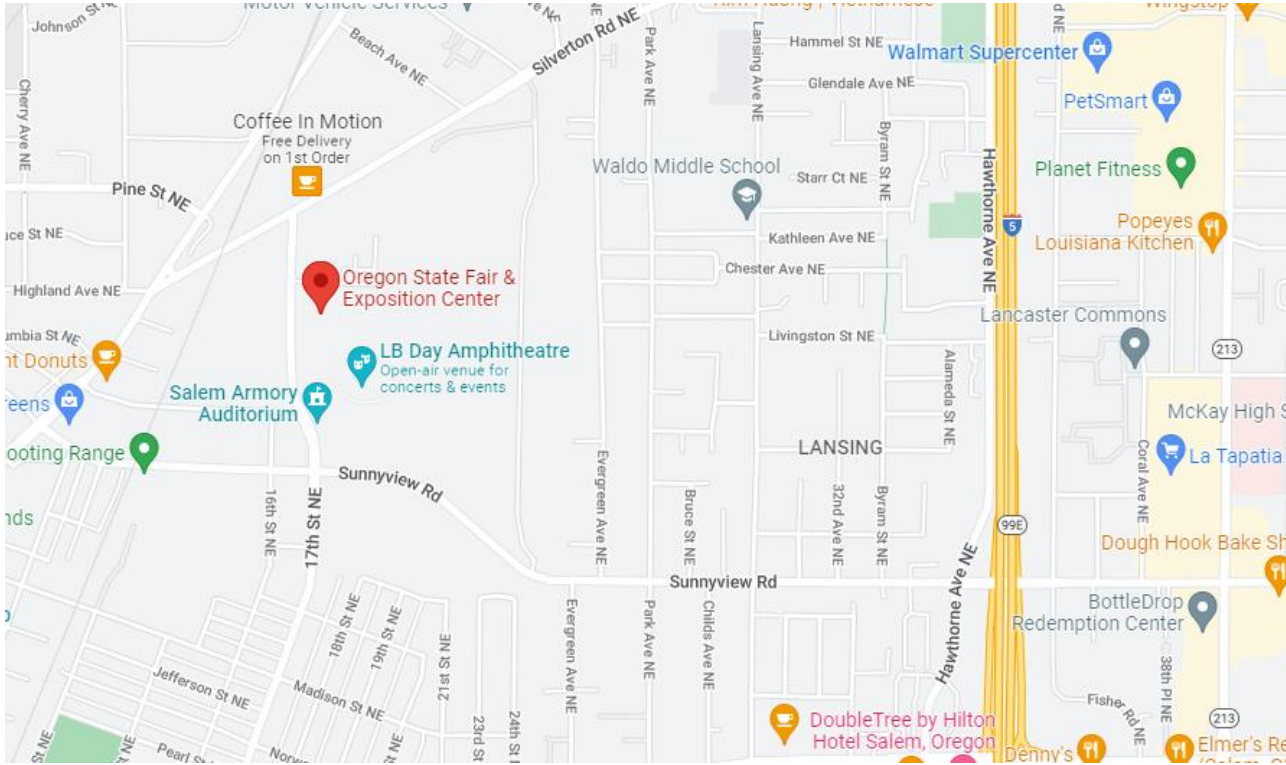
For each of your district events, we need you to RSVP on

<https://firstwa.org/frc-rsvp/>

On the form, please fill in:

- Which event you are RSVPing for
- The onsite main contact for each team
- We need a contact **mobile phone** number for your team – **Please don't list a school number, you are not at the school when we need to reach you!**
- Tell us if you need a table, or you won't get one!
- Please do this by **Friday, 2-14-24** (if you fill it out after this, you will not be guaranteed a table)

Logistics: Where is the event?



Load-In

Follow instructions from onsite staff.

You may NOT park in the loading area. The driver MUST stay with the vehicle. Drop it and park in designated area. Staff your unload team appropriately to make this happen.

Bring a cart! You will need a cart with at least 3" diameter wheels. Our cable protection bumps are 2" in height. We recommend 4" or larger wheels.

Load in day is not final build day, your goal is to pass inspection Day 2 morning!

Please note, once load in starts at 5:00 PM, you are no longer able to work on your robot at your shop. To work on your robot, you **must** load in to your event and do it in your pits.



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- Turn on Lana Ave NE
- When Lana veers to the right, continue straight
- Turn right at the pavilion
- You will unload at the end of the building
- Head back out to Lana Ave
- Turn right on Lana Ave
- Turn right into the parking lot

Once you have loaded in, please proceed to the parking area. Your vehicle may get locked in if you park in other areas.





Parking

There is plenty of parking at this venue

You may park trailers at the venue.

- Don't leave them overnight



Arrival & Parking Days 1 & 2

Please arrive after 8:00 am

Please do not arrive before 8:00 am!

Please do not show up early!

- The doors may be open, please don't come inside until 8:00 am. We are using our volunteer resources to prepare for a great competition day and don't want to have to use them to stand guard at the doors!
- If you show up early, expect to wait outside the building even if the weather is bad

Logistics: Food

Concessions: There will be no concessions at this event.

Bringing Food?

- You may bring food into this event
- There are places to set up food around the arena
- Please don't set up your food for the entire weekend, you will need to take it with you every night when you leave.
- Please don't plug in crock pots to keep food warm, make other arrangements.

Clean up after yourself

About the pit Power

Pit power is limited. We are putting up to 6 teams on a single 20 amp circuit

- Charge your batteries overnight at home / hotel
 - (Remember: 12 rounds may require several batteries)
- No compressors or other large motors
- Limit 400 watts per team, 2400 watts per 6 team Power Alliance
- Lighting should go with low wattage

High school gyms have very little power

- You may NOT use any outlets in the gym
- The game equipment uses all available power
- We will remove and confiscate any equipment from gym outlets until after awards ceremony on Saturday. **You have been warned!**

Safety Glasses

Teams are expected to provide safety glasses for their team members and spectators to use in the pits

At this venue we have 2 access points at the pits and will need teams to sign up to man safety glass tables at each entry point

We will not be handing out any safety glasses out to teams at this event.

Team Volunteer Requirements

All teams will be required to help staff the safety glass table.

Though we will do not hand out safety glasses, we will need 2 people at a table at each entrance to the pits checking to be sure anyone entering the pits is wearing safety glasses. Please sign up for a slot when you check-in your team.

Other event volunteer opportunities include Practice Field staff, field reset, queueing, ambassadors.

Additional Volunteer Needs

Adult Roles

- Judges x7
 - *Impact and Dean's List can be filled by adults affiliated with teams if they don't have students competing in that award category.*
- Robot Inspectors x3
- Safety Manager x1
- Official Scorers x2

Schedule Overview: Whole Event

Day 0:

- Load in and inspection

Day 1:

- Inspection,
- Driver & Coaches Meeting will be at 8:30 am **Keep in mind inspection AND judging is also happening at this time so plan accordingly.**
- Practice matches
- Qualification Matches

Day 2 AM:

- Qualification Matches

Day 2 PM:

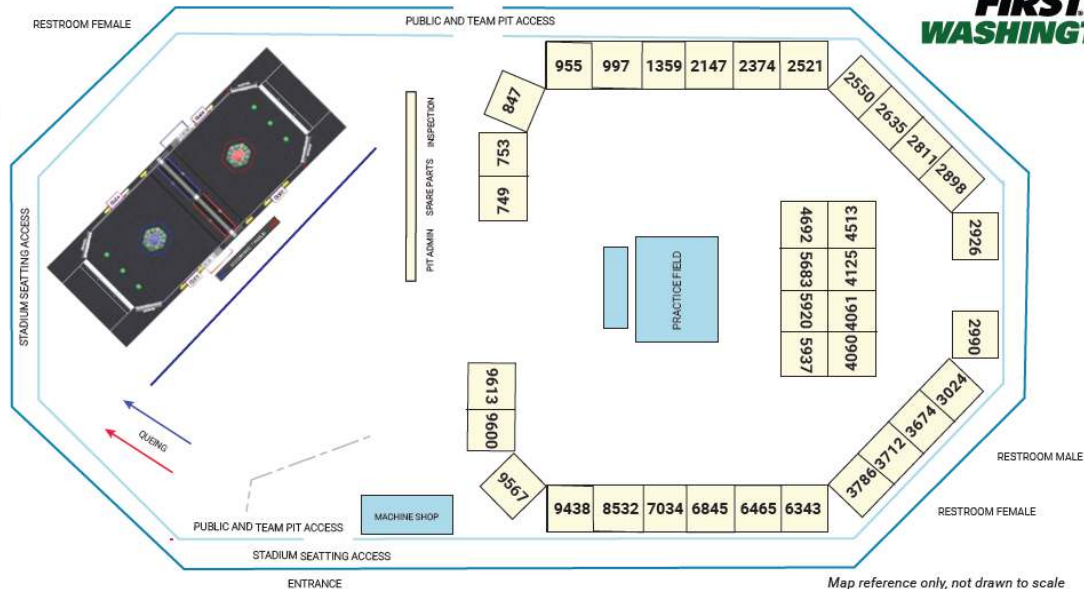
- Final Rounds / Team Departures



2025 PNW *FIRST*® ROBOTICS COMPETITION
OREGON STATE FAIR DISTRICT EVENT



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Map reference only, not drawn to scale

#	Team #	Team Name	Organization	City	State	#	Team #	Team Name	Organization	City	State
1	749	CirV	Crecent Valley High School	Corvallis	OR	19	3786	Chargers	Kantridge High School	Kent	WA
2	753	High Desert Droids	Mountain View Sr High School	Bend	OR	20	4060	Beacraft Robotics	W F West Hill School	Chehalis	WA
3	847	PHEOD	Philomath High School	Philomath	OR	21	4061	SicBorgs	4 H P.A.R.T.I., Colerfax HS	Pullman	WA
4	955	CirC	Crecent Valley High School	Corvallis	OR	22	4125	Confidential	Umatilla High School	Umatilla	OR
5	997	Spartan Robotics	Corvallis High School	Corvallis	OR	23	4513	Circuit Breakers	Medical Lake High School	Medical Lake	WA
6	1359	Scalawags	L Lebanon HS/Venutue Crew 308	Lebanon	OR	24	4692	Metal Mallets	Toutle Lake School	Toutle	WA
7	2147	CHUCK	West Valley High School	Spokane	WA	25	5683	R.V.A.Y.E.N.	Auburn Riverside High School	Auburn	WA
8	2124	Jesset Robotics	Jessett High School	Portland	OR	26	5920	Vikotiks	Palouse School	Palouse	WA
9	2521	SERT	South Eugene High School	Eugene	OR	27	5937	MI Robotics	Mercer Island High School	Mercer Island	WA
10	2550	SkyNet	Clackamas Academy of Ind. Science	Oregon City	OR	28	6343	Steel Ridge Robotics	Ridgefield High School	Ridgefield	WA
11	2635	Lake Monsters	Lake Oswego HS, Lakeridge HS	Lake Oswego	OR	29	6405	Mystic Biscuit	Cascades Academy	Bend	OR
12	2811	StormBots	Skiway High School	Vancouver	WA	30	6845	Rover BoIs	Anastoria High School	Anastopia	OR
13	2888	Flying Hedgehoghs	Family/Community	Portland	OR	31	7034	2B Determined	West Linn High School	WestLinn	OR
14	2966	Robo Sparks	Wapato Senior High School	Wapato	WA	32	8592	Classified	Umatilla High School	Umatilla	OR
15	2960	Holtwire	HoltWire Robotics	Turner	OR	33	9438	Leopard Tech	Cove School	Cove	OR
16	3024	My Favorite Team	Ashland High School Gam Academy, 4-H, Fans/Gam, Prallie HS	Ashland	OR	34	9567	StormBreakers	Skyview High School	Vancouver	WA
17	3674	Clove/Bots	HS	Battle Ground	WA	35	9600	X-Flare Robotics	Elkton High School	Elkton	OR
18	3712	ReboGats	Union High School	Unior	OR	36	9613	Lion's Byte	Kennewick High School	Kennewick	WA

Wheel requirements for carts, boxes, and anything rolling

Our venues will have power cord covers (aka Yellow Jackets)

- Our yellow jackets are 2" tall

Your FRC robot cart **MUST** have > 3" diameter wheels

- Wheels must be in good working order. No damaged or stuck wheels. Soft rubber. No hard plastic or steel tread wheels.
- Maximum weight for your carts, tool boxes, etc will be 50 lbs per inch of wheel size (1 cart, 4 x 3" wheels, 600lbs max)

Under no circumstances will we allow wheels less than 3" in diameter on ANY equipment / boxes / carts

- Very high likelihood of damage to floors
- You won't clear our cable management equipment

All wheels must be non marking rubber or synthetic wheels

- No steel wheels. No sharp wheels.

Who to bring Day 0

You really want your core robot builders and mentors Day 0. **With the change in the drivers meeting, your drivers are no longer needed Day 1**

Depending on your teams logistics, you might consider having a partial team Day 0 and the whole team Day's 1 & 2.

Day 0 is NOT a good spectator day

- It is ALL in the pits Day 0.

Day 0: Inspection Process: 5PM

Inspection involves 4 steps

- Size and weigh-in at the inspection station
- Control system inspection at the CSA station
- Physical robot inspection at your pit starting 5PM
- Connection to the field controller at least once by Day 1 morning
 - Our goal is for you to be able to connect Day 0 night if you are ready.

Inspectors are your friend! Inspectors are here to help get you on the field safely and fairly. They will help you pass inspection.

Starting the inspection process

You may enter the weight / size line at any time after 5PM Day 0.

After weight and size, stop at the CSA desk for the control software check.

You may sign up at the Inspection desk for an in-pit inspection appointment starting at 5 PM. We invite you to sign up early.

Inspection Tips

It is rare for a robot to pass inspection on the first attempt. It is an iterative process.

PLEASE: Get inspected early, even if you are not ready. You might have an issue that takes time to fix.

All teams must connect to field as part of inspection.

You **MUST** pass inspection to earn qualifying points.

WPA Key Assignment

Your robot radio (WPA Key) must be reprogrammed at each event you attend.

This is required to connect & compete at the field.

A kiosk (with instructions) is provided for you to program your radio.

- The kiosk will be located at inspection or pit admin

Word to the Wise

Day 0 is not the final build day. It is pass inspection day!

Do not be bashful about asking for help. We have all been there before.

What you should bring to check in

Team Rosters with all your STIMS information to **EACH** of your events (including handwritten consent forms for anyone not listed on your TIMS roster) – The expectation is that your students/mentors have registered online, please only bring printed rosters for those who absolutely can't get registered online

All cords should be labeled with your team number on BOTH ends so we can figure out what plugs in where.

You **MUST BRING YOUR OWN SAFETY GLASSES**

- For your entire team, parents, mentors and **visitors**
- We will not have safety glasses on site for participants or spectators

Veteran Teams

Bring Spare Parts

Please consider bringing unused sensors, motors, control units, and hardware for loan to other teams.

Because this is week 1, many teams may not quite be done with their robot. Please look around and if you see a team in need, take time to help get their robot ready to compete!

Load in day is for Inspection

Your primary goal for Day 0 is to get your robot to pass inspection.

This is a short and intense activity. Preparation is the key to making it a good day.

Asking for help is a good thing. Providing another team help is the highest honor in *FIRST*. Don't be bashful.

Teams with lower numbers have experience

Day 1 before matches start can be quite busy, don't wait until the last minute to get your robot through inspection!

End of Day 0

The pits close at 8:00PM on Day 0.

You **MUST BE OUT OF THE BUILDING** before 8:00PM.

We dislike doing it, but we will come lead you out of the building starting at 7:55PM. No exceptions.

Drivers Meeting at 8:30 am Day 1

- The Drivers Meeting is scheduled for 8:30 pm Day 1
- The Q & A will be handled a like last year
 - Pit Admin will have a paper Q & A forms
 - Team members can fill out the form with their questions and turn them in at Pit Admin
 - The deadline to turn in forms is **prior to pits closing Day 0**
 - Forms turned in on Day 1 may not be addressed at the drivers meeting
 - **Remember, judging and inspection are both happening during the morning as well. Make sure you have students in your pits.**

Practice Rounds: Day 1 morning

Practice matches are scheduled, and will run Day 1 according to the schedule the FTA's put together

It is very common for teams not to be ready for their scheduled match in the mornings. We will accept teams on a first come/first served basis who wish to take an unscheduled practice round. Check in with the Lead Queuer to get on the list. **You must be through inspection to get on the list for unscheduled practice matches.**

Priority will always be given to teams scheduled and/or teams who have not been on the field at least once. Be gracious and professional if you get bumped for a higher priority team.

Connecting to the field: The Final Step

If you run a practice match during Day 1 morning, the field computer will remember that as your last step of the inspection process.

If you are unable to make a practice match, we are going to ask you to take your robot and control system out to the field for a quick 5 minute test to ensure your system can connect to the field. Your robot will not be on the field, we will simply connect it to the field while sitting on your cart.

THIS IS A MANDATORY STEP!

Many simple issues are solved by doing this that would otherwise cause you problems when it really counts!

Machine Shop Open: Day 1

We have a volunteer machine shop onsite to help you fabricate replacement parts.

The shop has small mills, lathes, and various other tools.

ONLY AUTHORIZED MACHINE SHOP VOLUNTEERS MAY USE THESE TOOLS!

We have excellent volunteer machinists. However, there are limits to what they can do for your team.

We **may** have a TIG welder

The machine shop has request forms for your team. It will be located near the loading ramp on the arena floor.

In general, the machine shop will NOT loan you tools.

Day 2: Load Out

No parking in load out area.

Load out during playoff rounds on Day 2 is fine

Reminder, if you have agreed to be a backup robot, you should wait to load out so you can be prepared to compete if needed.

Workshops & Activities

Menstrual Equity Host: 5937

Quiet Room: **No, we have no host for this event**

Activities:

- Sr Photo on the field 1 pm Day 1
- Alumni Photo on the field end of matches Day 1
- Mentor Coffee Day 2: 7am
 - Note students will not be allowed in the building until 8 so please have a plan

Workshops:

- Leadership Listening Session with Mara Kealey Day 1

FIRSTWA Listening Session

Hosted by FIRSTWA staff and community members

FIRSTWA strives to make your team's experience the best it can be!

Support us in this mission by dropping by our listening session and telling us:

- What is working for your team
- What has negatively impacted your team
- Where you most need support



Sessions will be held at all FRC District Events and the District Championship Event.
Please see the individual event schedules for workshop date and time.

Queueing App (Nexus)

We will be the queueing app at our events again this year. We are hoping that it makes queueing easier both for teams and volunteers.

Note: **This does not replace the queueing volunteers. If a volunteer is asking you to queue, follow their direction please.**

With the queueing app, you will be able to:

- Set up notifications for up to people
- Set up notifications for 1 channel (slack or discord)
- Anyone can look on their phone to see who is being queued

You will receive a QR code in your check in packet that will help you set up the team members to be notified.

Note: This is not an official FIRST app and we do not guarantee that it is accurate but hope as our queueing team gets comfortable with the app, it will be a helpful tool to teams. If a queuer comes to get you in your pit, please follow their instructions.

Alliances Selection – Important Changes

10.6.1 ALLIANCE Selection Process

At the end of the Qualification MATCHES, the top 8 ranked teams become the ALLIANCE Leads. The ranked ALLIANCES are designated, in order, ALLIANCE 1, ALLIANCE 2, etc., down to ALLIANCE 8. Using the ALLIANCE selection process described in this section, each ALLIANCE Lead chooses 2 other teams to join their ALLIANCE.

A break of 8 minutes (8:00) occurs between the posting of scores from the last qualification match (scheduled or replay, whichever comes later) and the start of the ALLIANCE Selection process for events that host Alliance Selection shortly after QUALIFICATION MATCHES. At the end of this break, ALLIANCE 1 is “on the clock” as defined below in [T605](#).

T601 *Send your STUDENT representatives. Each team must choose and send a minimum of one and a maximum of three STUDENT team representatives. Representative(s) must report to the ARENA before the start of ALLIANCE Selection.

Violation: Team is ineligible for the Playoff Tournament if they are not represented by the time they are announced.

If an absent team would have been an ALLIANCE Lead, all lower ranked ALLIANCE Leads are promoted 1 spot.

The designated STUDENT representative from each ALLIANCE Lead is called the ALLIANCE CAPTAIN (if the ALLIANCE has sent multiple STUDENT representatives, they must designate only one as the ALLIANCE CAPTAIN). This representative may change between ALLIANCE selection and Playoff MATCHES.

T602 *STUDENTS must outnumber adults. A non-STUDENT may additionally be a representative from a team if the team has exactly two STUDENT representatives.

Violation: Non-STUDENT must leave the ARENA

These are the possible combinations of ALLIANCE Selection representatives between [T601/T602](#):

- A. One STUDENT
- B. Two STUDENTS
- C. Three STUDENTS
- D. Two STUDENTS and one non-STUDENT



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Alliances Selection – Important Changes

The ALLIANCE selection process consists of rounds in which each ALLIANCE CAPTAIN invites a team ranked below them in the standings to join their ALLIANCE. The invited team's representative must either accept or decline the invitation immediately. If the team accepts, it becomes a member of that ALLIANCE. This process results in 8 ALLIANCES of 3 teams.

Each round is complete when all ALLIANCES have added one additional team, and each round must be complete before the next round can begin. In round 1 selections are made in descending order (ALLIANCE 1 to ALLIANCE 8), whereas in round 2 selections are made in ascending order (ALLIANCE 8 to ALLIANCE 1).

T603 *Only STUDENTS may use the mic. Only a single STUDENT from the invited team is allowed to accept/decline.

Violation: The team is assumed to have declined.

T604 *Only the ALLIANCE CAPTAIN may invite an ALLIANCE. The ALLIANCE CAPTAIN is the only representative of the ALLIANCE who may approach the emcee and make a valid pick via the microphone.

Violation: Pick does not count, and pick timer continues to count down.

T605 *Picks are time limited. Once the emcee requests an ALLIANCE'S selection, the ALLIANCE is considered "on the clock" and the pick timer begins to countdown. In round 1, the timer begins at 45 seconds (0:45), in round 2 the timer begins at 1 minute and 30 seconds (1:30). A sound will play to indicate that there are 5 seconds left on the timer and a buzzer will go off to indicate the end of the time. The ALLIANCE CAPTAIN must make a good faith effort, as determined by the FTA or their designee, to state a valid team selection before the expiration of the pick timer.

Violation: The ALLIANCE is skipped, and the emcee moves to the next ALLIANCE, unless the selection is the last of a round in which case the ALLIANCE receives the next highest-ranked unselected team to the ALLIANCE.

The time remaining on the pick timer is displayed on the FIELD timers. Please note that audio cues are intended as a courtesy to participants and not intended as official markers.

A valid team selection includes any team who has not yet accepted or declined an invitation to join another ALLIANCE and is not an ALLIANCE Lead that has had a pick timer violation. If an ALLIANCE CAPTAIN attempts to select a team that is not valid, the pick timer continues to run until it either expires, or a different (valid) team is invited to join the ALLIANCE.

Examples of good faith efforts to state a valid team selection include but are not limited to:

- A. Walking safely towards the emcee when the clock hits zero
- B. Starting to state a team as the clock hits zero

Examples that are not considered good faith efforts to quickly state a valid team selection include but are not limited to:

- C. Continuing to talk with your ALLIANCE partners without moving towards the emcee
- D. Talking into the microphone for more than approximately 30 seconds without clearly stating a team number to invite

If an ALLIANCE CAPTAIN extends a valid invitation and the invited team declines, the pick clock resets to the time for the designated round and restarts immediately.

Alliances Selection – Important Changes

After each accepted ALLIANCE invitation or [T605](#) violation, the emcee invites any ALLIANCE CAPTAINS that received a [T605](#) violation in that round to make their selections. Each ALLIANCE CAPTAIN may either indicate that they are ready to make their selection (and immediately do so as determined by the FTA or their designee) or indicate that they are not yet ready, and they will be revisited after the next accepted invitation or [T605](#) violation. If there are multiple ALLIANCE CAPTAINS that have received [T605](#) violations, they are revisited in the same order in which they received their violations.

The ALLIANCE CAPTAIN with the last selection of a given round may not be the ALLIANCE CAPTAIN *scheduled* to have the final pick. For example, imagine in round 1 that ALLIANCES 1-6 have all made valid selections and ALLIANCE Lead 7 receives a [T605](#) violation. If ALLIANCE Lead 8 makes a valid selection, then ALLIANCE Lead 7 now has the final selection of round 1.

A break of 2 minutes (2:00) occurs between each round of selections. At the conclusion of the break, the ALLIANCE scheduled to make the next selection goes “on the clock” and their timer begins per [T605](#).

T606 *Declining teams can’t be picked. An ALLIANCE CAPTAIN may not invite a team that has declined another ALLIANCE’S invitation to participate in the Playoff tournament. Declining teams are ineligible to be a BACKUP TEAM.

Violation: The ALLIANCE CAPTAIN must make another selection and pick timer continues to count down.

An ALLIANCE Lead that declines an invitation from another ALLIANCE is able to invite teams to join their ALLIANCE but may not be invited to join another ALLIANCE.

At the conclusion of ALLIANCE selection, the highest ranked unselected teams are eligible to become a BACKUP TEAM, as defined in section [10.6.3 BACKUP TEAMS](#).

10.6.2 Playoff MATCH Bracket

The double elimination tournament consists of an Upper and Lower bracket as shown in [Figure 10-2](#). Each ALLIANCE begins with a slot in the Upper bracket. If an ALLIANCE wins a MATCH in the Upper bracket, they remain in the Upper bracket. If an ALLIANCE loses a MATCH in the Upper bracket, they transition to the Lower bracket. ALLIANCES in the Lower bracket must win any subsequent MATCHES (except for finals) to remain in the tournament, i.e. once they lose a MATCH, they’re out of the tournament.

In Round 1, the higher ranked ALLIANCE is assigned to the red ALLIANCE. For subsequent rounds, ALLIANCE color is assigned as shown in [Figure 10-2](#), regardless of ALLIANCE rank at the start of the Playoff tournament.

Backups

If you are not chosen for an alliance, please stick around in the “alliance selection area” for a few moments. Our Lead Queuer will be coming around with a form asking if you can/will stay around to be a back up.

- Please be prepared to answer this question in the event you are not picked for an alliance
- IF you sign the form stating you will stay you need to commit to staying. If you leave, you may be depriving one of the competing teams of a 3rd alliance partner in the event they need a back up. If you are gone, they will **NOT** go to the next team in line.
- Be sure you understand your ranking at the end of alliance selection and are prepared to compete!
- Alliances, make sure you understand the rules for calling a back up.

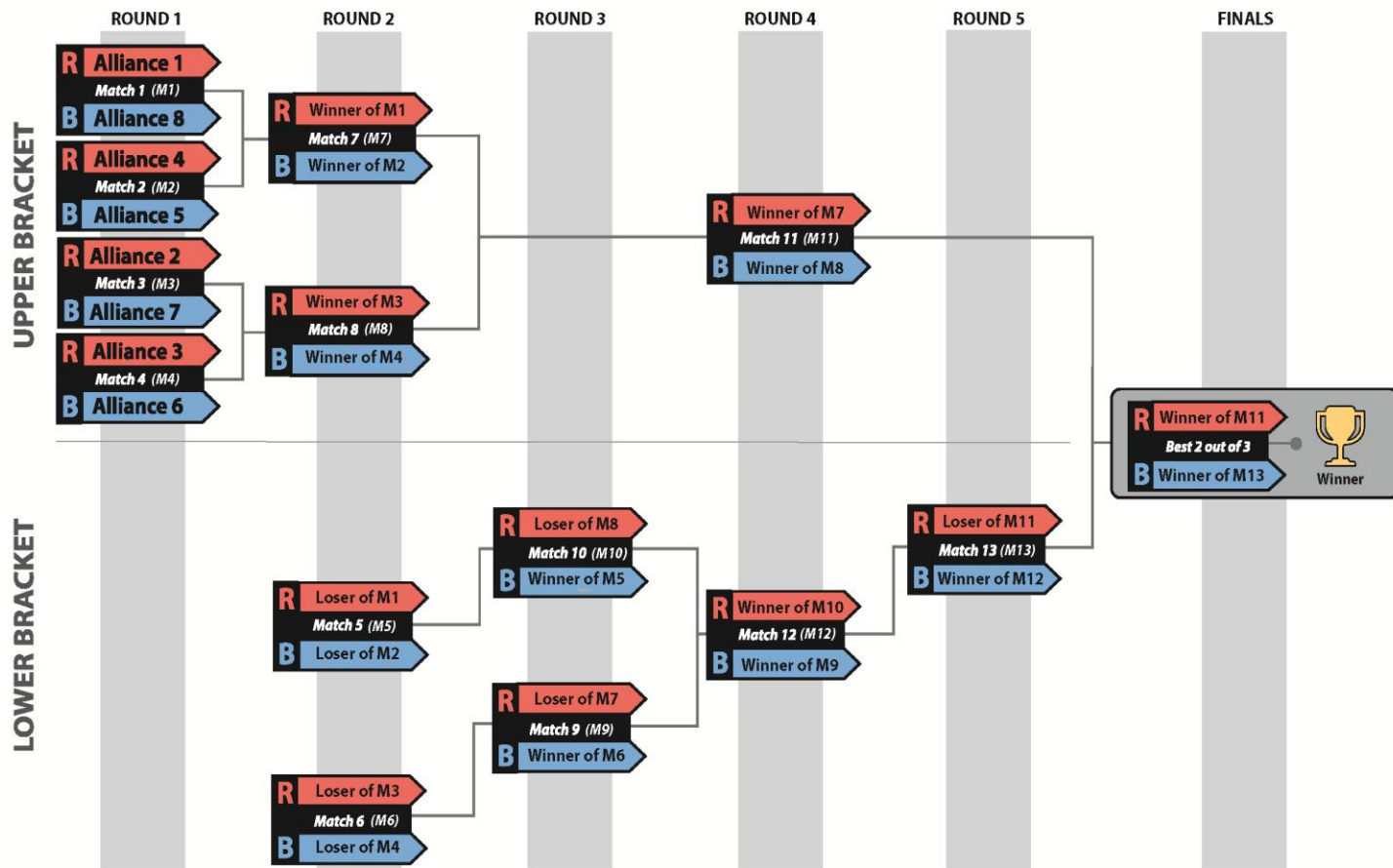


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Double Elimination Bracket



Round	MATCH	Upper/ Lower	Gap (min)				Next MATCH (MATCH # (ALLIANCE color))		
			Blue	Red	Blue	Red	Winner	Loser	
1	1	Upper	8	1			M7 (R)	M5 (R)	
	2	Upper	5	4			M7 (B)	M5 (B)	
	3	Upper	7	2			M8 (R)	M6 (R)	
	4	Upper	6	3			M8 (B)	M6 (B)	
2	5	Lower	L2	L1	0:24	0:33	M10 (B)		
	6	Lower	L4	L3	0:15	0:24	M9 (B)		
	7	Upper	W2	W1	0:42	0:51	M11 (R)		M9 (R)
	8	Upper	W4	W3	0:33	0:42	M11 (B)		M10 (R)
3	9	Lower	W6	L7	0:24	0:15	M12 (B)		
	10	Lower	W5	L8	0:42	0:15	M12 (R)		
6-minute break									
4	11	Upper	W8	W7	0:27	0:36	M14 (R)	M13 (R)	
	12	Lower	W9	W10	0:27	0:18	M13 (B)		
15-minute awards break: Imagery, Gracious Professionalism, Team Spirit, and Rising All Star									
5	13	Lower	W12	L11	0:18	0:27	M14 (B)		
15-minute awards break: Autonomous, Creativity, Quality, and Industrial Design									
Finals	14		W13	W11	0:18	0:48	M15	M15	
15-minute awards break: Innovation in Control, Excellence in Engineering, Team Sustainability, Judges									
Finals	15		W13	W11	0:18	0:18	M16*	M16*	
15-minute awards break: Rookie All Star, Dean's List, Engineering Inspiration**									
Finals	16*		W13	W11	0:18	0:18			
Awards: Remaining awards, Finalists, Winners, and FIRST Impact Award									

What to know

During the quarter & semi final rounds

- There is a upper bracket and a lower bracket so you will not play the same team in every match
- You are out after 2 losses
- There is one 6 minute break prior to the awards breaks
- Match cycle times will be slower than the qualification rounds

What to know

During the finals rounds

- This round is the best 2 out of 3 (Does not matter if you have a loss from the quarter or semi final rounds)
- There are 15 minute breaks between each round
- We will hand out awards during the 15 minute breaks
 - There may be times when the awards take longer than 15 minutes, however, **the expectation is that your team will be prepared to take the field at the end of 15 minutes.**

Thanks for viewing

You can contact acollins@firstwa.org with additional questions

These slides will be posted on the event page on firstwa.org