Match	МАТСН	Blue	Red	Blue Gap (minutes)	Red Gap (minutes)	Winner moves to	Loser moves to
1	Upper Bracket Round 1 – MATCH 1	ALLIANCE 8	ALLIANCE 1			Red – MATCH 7	Red – MATCH 5
2	Upper Bracket Round 1 – MATCH 2	ALLIANCE 5	ALLIANCE 4			Blue – MATCH 7	Blue – MATCH 5
3	Upper Bracket Round 1 – MATCH 3	ALLIANCE 7	ALLIANCE 2			Red – MATCH 8	Red – MATCH 6
4	Upper Bracket Round 1 – MATCH 4	ALLIANCE 6	ALLIANCE 3			Blue – MATCH 8	Blue – MATCH 6
5	Lower Bracket Round 2 – MATCH 5	Loser of MATCH 2	Loser of MATCH 1	24m	33m	Blue – MATCH 10	1 <sup>ST</sup> Eliminated
6	Lower Bracket Round 2 - MATCH 6	Loser of MATCH 4	Loser of MATCH 3	15m	24m	Blue – MATCH 9	2 <sup>ND</sup> Eliminated
7	Upper Bracket Round 2 - MATCH 7	Winner of MATCH 2	Winner of MATCH 1	42m	51m	Red – MATCH 11	Red – MATCH 9
8	Upper Bracket Round 2 - MATCH 8	Winner of MATCH 4	Winner of MATCH 3	33m	42m	Blue – MATCH 11	Red – MATCH 10
9	Lower Bracket Round 3 - MATCH 9	Winner of MATCH 6	Loser of MATCH 7	24m	15m	Red – MATCH 12	3 <sup>RD</sup> Eliminated
10	Lower Bracket Round 3 - MATCH 10	Winner of MATCH 5	Loser of MATCH 8	42m	15m	Blue – MATCH 12	4 <sup>™</sup> Eliminated

### **End of Round 3: 6-minute Break**

## 1. Digital Animation Award video (trt 2:00) 2. Safety Animation Award video (trt 2:21) 3. Alumni video (trt :30) 4. Alumni in the Arts video (trt :54)

11	Upper Bracket Round 4 - MATCH 11	Winner of MATCH 8	Winner of MATCH 7	27m	36m	Red – Match 14 1 <sup>st</sup> Finalist Alliance	Red – MATCH 13
12	Lower Bracket Round 4 - MATCH 12	Winner of MATCH 9	Winner of MATCH 10	27m	18m	Blue – MATCH 13	5 <sup>™</sup> Eliminated

#### **End of Round 4: 15-minute Awards Break**

## 1. Imagery Award 2. Gracious Professionalism Award 3. Team Spirit Award 4. Rookie Inspiration Award

12	Lower Bracket	Winner of MATCH	Loser of MATCH 11	18m	27m	Blue – MATCH 14	6 <sup>TH</sup> Eliminated
15	Round 5 - MATCH 13	12	LOSEI OI WATCH 11	10111	27111	2 <sup>nd</sup> Finalist Alliance	6 <sup>th</sup> Eliminated

## End of Round 5: 15-minute Awards Break, Handshake then FINALS

1. Autonomous Award 2. Creativity Award sponsored by Rockwell Automation 3. Quality Award 4. Industrial Design Award sponsored by General Motors

# Handshake / High Five with the Two Finalist Alliances

(When introduced, the Alliances come from behind their driver stations onto the field and line up facing the audience)

Match	MATCH	Blue	Red	Blue Gap (minutes)	Red Gap (minutes)	Winner moves to	Loser moves to			
14	Finals MATCH 1	Winner of MATCH 13	Winner of MATCH 11	18m	48m	MATCH 15	MATCH 15			
	15-minute Awards Break 1. Innovation in Control Award 2. Excellence in Engineering Award 3. Team Sustainability Award sponsored by Dow 4. Judges Award									
15	Finals MATCH 2	Winner of MATCH 13	Winner of MATCH 11	18m	18m	Winner Alliance or MATCH 16*	Finalist Alliance or MATCH 16*			
	15-minute Awards Break** / Final Awards**  If a TIEBREAKER is needed: 1. Rookie All Star Award** 2. Dean's List Award** 3. Engineering Inspiration Award**  ***If FINALS are over: 4. Current <i>FIRST</i> Alumni 5. Current Seniors 6. Guest Speakers 7. Mentors/Parade 8. WFFA 9. VOY  Bring Judges on Field: 10. Rookie All Star Award (if being awarded) 11. Finalists 12. Winners 13. <i>FIRST</i> Impact Award									
16	* Finals Tiebreaker*	Winner of MATCH 13	Winner of MATCH 11	18m	18m	Winner Alliance or MATCH 17*	Finalist Alliance or MATCH 17*			
		15-n	ninute Break* (Only if an over	time match is n	eeded)					
			t FIRST Alumni 2. Current Sen	-						
	Bring Juc	lges on Field: 7. Rookie	All Star Award (if being award	ed) 8. Finalists	9. Winners 10.	FIRST Impact Award				
17	* Overtime MATCH(es) *  * Match 17, 18, 19 *  Winner of MATCH 13		Winner of MATCH 11			or MATCH (es) 18 & 19*	Finalist Alliance or MATCH(es) 18 &19*			
	Final Awards									

#### Final Awards

\*\*\* After the last OVERTIME match: 1. Current FIRST Alumni 2. Current Seniors 3. Guest Speakers 4. Mentors/Parade 5. WFFA 6. VOY Bring Judges on Field: 7. Rookie All Star Award (if being awarded) 8. Finalists 9. Winners 10. FIRST Impact Award

<sup>\*\*\*</sup> Applies *only* at District events. Regionals end Friday with this ceremony and these Awards.

Order							
1 <sup>st</sup>	Cumulative TECH FOUL points due to opponent rule violations						
2 <sup>nd</sup>	ALLIANCE AUTO points						
3 <sup>rd</sup>	ALLIANCE STAGE points						
4 <sup>th</sup>	MATCH is replayed						

**10.6.2.2** Playoff Finals ...If a <u>Finals</u> MATCH ends in a tie score, the tie is <u>not</u> broken using the criteria in Table 10-3, the MATCH remains a tie. ...the Playoffs proceed with up to 3 additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won 2 Finals MATCHES.

**Reference:** https://FIRSTfrc.blob.core.windows.net/frc2024/Manual/2024GameManual.pdf

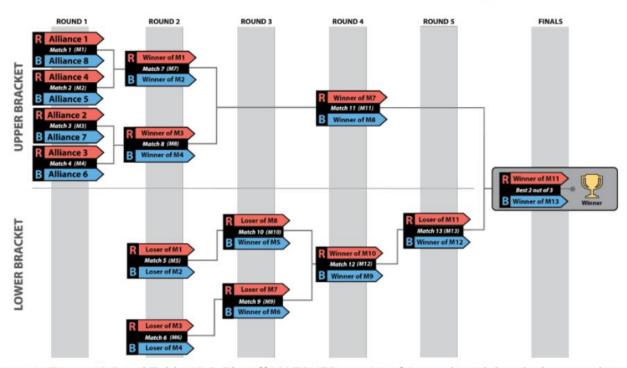
<sup>\*</sup> If Required

<sup>\*\*</sup> Program Delivery Partners (PDPs) may choose to hold these awards until after <u>all</u> MATCHES are complete.





Figure 10-2 Playoff MATCH bracket (Red ALLIANCE tops each pairing)



As shown in Figure 10-2 and Table 10-2, Playoff MATCHES consist of 6 rounds with breaks between later rounds and between Finals MATCHES. Breaks begin after the FIELD has been cleared from the previous MATCH. The Blue and Red Gap columns indicate the approximate time between each ALLIANCE'S MATCHES. The expected start time of the scheduled MATCH is the time indicated on the MATCH schedule or 15 minutes from the end of either ALLIANCE'S previous MATCH, whichever is later.

If a Playoff MATCH needs to be replayed as described in <u>Section 10.2 MATCH Replays</u>, teams are notified of when the replay will occur. A minimum 10-minute delay is provided for teams to reset their ROBOTS prior to the replay unless all teams are ready sooner. The affected MATCH must be replayed before the next round begins.





## Table 10-2 Typical Playoff MATCH schedule

_	픘					ap in)		Next MATCH (MATCH # (ALLIANCE color))		
Round	МАТСН	Upper/ Lower	Blue	lue Red	Blue Red		Winner	Loser		
	1	Upper	8	1			M7 (R)	M5 (R)		
1	2	Upper	5	4			M7 (B)	M5 (B)		
1	3	Upper	7	2			M8 (R)	M6 (R)		
	4	Upper	6	3			M8 (B)	M6 (B)		
	5	Lower	L2	L1	0:24	0:33	M10 (B)			
2	6	Lower	L4	L3	0:15	0:24	M9 (B)	-		
2	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)			
3	10	Lower	W5	L8	0:42	0:15	M12 (R)	1		
6-minu	te brea	ak								
4	11	Upper	W8	W7	0:27	0:36	M14 (R)	M13 (R)		
4	12	Lower	W9	W10	0:27	0:18	M13 (B)			
15-min Inspirat		ards brea	ık: Ima	gery, Gi	acious	Profes	sionalism, Team Spi	rit, and Rookie		
5	13	Lower	W12	L11	0:18	0:27	M14 (B)			
15-min	ute aw	ards brea	ik: Auto	nomou	us, Crea	ativity, C	Quality, and Industria	l Design		
Finals	14		W13	W11	0:18	0:48	M15	M15		
		ards brea , Judges	ik: Inno	vation	in Cont	rol, Exc	ellence in Engineerir	ng, Team		
Finals	15		W13	W11	0:18	0:18	M16*	M16*		
15-min	ute aw	ards brea	k: Roo	kie All S	Star, De	an's Lis	st, Engineering Inspir	ation**		
Finals	16*		W13	W11	0:18	0:18				
Awards	: Rem	aining aw	ards, F	inalists	, Winne	ers, and	FIRST Impact Award	d		

<sup>\*</sup> if required

<sup>\*\*</sup> Program Delivery Partners may choose to hold these awards until after all MATCHES are complete.