

# FRC Emcee & Game Announcer

## **CRESCENDO** Pre-Season Training Call notes - Feb. 2024

**Theme** Use the STEAM theme to set and maintain tone. Find the balance of infusing theme without overdoing it into "cheesy" or annoying.

**Terminology** Use the official terms for field elements as found in the manual. These terms help theme the game and create consistency across events. Consult the [Cheat Sheet](#).

- 9400 -- Rookie team starting number
- 9789 -- highest team number
- 3500+ total teams, 183 Reg./Dist./Champs events
- # of countries competing: 28

### **NOTES – Emcee and Game Announcer**

- Review [Emcee Training Presentation](#) and [Game Announcer Training Presentation](#) in Resource Library
- Emcees set tone for the event, are the face of *FIRST* at the event. GAs are the voice of the event.
- Emcees, GAs, and all volunteers represent *FIRST*. Social media posts/podcasts/streaming personas and your private life are visible to the community.
- As a *FIRST* volunteer, no Influencer names or online presence audience building is allowed. *FIRST* events are not a platform for you; they're about supporting and spotlighting the students and teams.
- Costume/Shirt – only *FIRST* affiliated shirts or Sponsors. No licensed characters. STEAM themed preferred. Nothing provocative. If you have to ask, don't wear it.
- Be very careful speaking around microphones and assume they are ON, especially handhelds.
- Emcees- DO NOT read verbatim from the script. Use notecards to bullet point the script contents.
- Find inclusive words to welcome and address the audience, such as "Hello Cleveland", "Welcome Robot Fans", "Good morning everyone and welcome..." etc. and avoid using "Ladies and Gentlemen".
- Say full season and game names in Ceremonies: "*FIRST* In SHOW presented by Qualcomm" and "CRESCENDO presented by Haas"
- During Opening Ceremonies, after introducing a guest speaker, Emcees should be accessible to the Event Mgr. and stand along the rail by the scoring table while the guest is speaking
- National Anthems: at events with 4+ nations, the suggested multi-nation procedure (and what we do at the Championship) is acknowledge all countries attending by having the Emcee announce them, and then say "Please stand, if able, and remove your hat for the national anthem of the host country". It is not expected that all anthems will be played, but the decision is up to the Event Mgr. and PDP (Program Delivery Partner).
- No Emcee Assistants- teams bring flags to field, then Emcees hand off to field re-setters to return to teams
- We've incorporated team flag size limits in the 2024 rules. \*\* See rules at end of this document.
- Small carts are allowed on the field this year.
- You need to bring your own device (computer/tablet) to the event to use [gatool](#). *FIRST* provides wifi and ethernet connections.
- 2 Webcast cameras are hip/butt/crotch height and located at midfield. Don't stand in front of them.
- Team Introductions- DO NOT WAIT for a green stack light to begin introducing teams - introduce teams prior to stack light turning green by working with the FTA to determine timing.
- Introduce teams in proper direction: starting at Red Alliance driver station and moving counterclockwise
- Safety first –be careful on the field.
- There are new team signs with color coded team numbers and Match info for teams on the back of the signs

- Prior to Match Start: Emcee must get “field is ready” thumbs up from the FTA prior to starting match
- Emcees- after introducing the 3rd Blue Alliance team, step off the field and stay by the gate to start the match. This allows the FTA to always know where you are to give the “thumbs up”
- Match Start: “Drivers behind the line, 3, 2, 1, CRESCENDO!”
- Field reset - aiming for 7 min cycles
- Music- Spotify Playlists again this season on DJ laptops at Regionals. Districts will have to download.
- WFFA Award– signed shirt at Regl. & District CMP events
- Before the Alliance Selection, CONFIRM RANKING with Ranking report and gatool
- Alliance Selection- place Capt. armbands on the field on NOTES before beginning selection, intro the Alliance Selection video, then introduce all the top 8 Teams from #8 to #1, and then begin selection process (use Alliance Selection Script if needed).
- If a Top 8 team picks another Top 8 team use this verbiage: “Would you like to accept this invitation or would you prefer to Captain your own alliance.”
- Mention Back-Up Team meeting before the final pick. After the final pick, ALL alliances stay on field to meet with Head Ref. The Head Ref will distribute some paperwork and meet with Captains. The four back-up teams need to confirm participation with another Ref off the field. The top 2 Backup teams will have Reps field-side during Playoffs.
- Playoff Tournament- same as last year: Double Elimination format with Upper bracket and Lower bracket. But now there’s only one 6 minute break instead of three. Still, no time-outs allowed.
- Use Playoffs script and video assets to explain Playoff bracket to the audience. Remind teams that Awards will be presented during the Playoffs between Rounds.
- Alliances that use backups can revert to the swapped-out team in a subsequent match. Alliances deliver line-up cards to the Head Ref prior to every match.
- Conduct Handshake before Finals Match 1 (see [Handshake Procedure](#))
- Video fillers: during the Playoffs, introduce the video segment using the script. There is local discretion of how to fill this 6 -minute break, don’t have to use our videos but we strongly suggest it.
- Award scripts will be printed out by the Scorekeeper.
- Day 2 Awards will be presented on the field between Rounds with the Judges lined up on the cleared field. If Award presentations don’t need the full 15 minutes and teams are ready to play, the FTA can begin staging the teams.
- The Emcee should run the Awards ceremony on the field and read the Award description and Judge’s remarks. The GA announces Team info after Emcee announces the winners Team #
- Highest Rookie Seed Award has been eliminated
- Rookie All Star and Rookie Inspiration awards DO NOT have to be given out. Judge’s discretion.
- ChatGPT/AI is allowed for team award essay submissions and for the Judge’s to use. It’s OK to announce this if the Judge’s ask you to.
- Wildcards- FMS output is verified by HQ. Only use this info from FMS. *\*\* See Championship Advancement and Wildcard rules at end of this document.*
- *FIRST* Impact Award video is not a required submission anymore. If a winning team has a FIA video, begin playing it as the team enters the receiving line, then close the event with the 2025 season teaser.
- Regionals will have a spare video monitor (backup for scorekeeper) on the truck- GA’s can use at scoring table
- Webcasts: all domestic (US) Regional truck routes have a webcast unit on them. Domestic truck routes that go to Canada are also covered. Mexico is not covered.
- District Events are responsible for their own streams.
- Please complete the post-event Evaluation – you’ll receive an email post-event with a link
- ***THANK YOU for volunteering and have a great season!***

## **NOTES - Game Announcer**

- Use all proper game terminology – use [Cheat Sheet](#) in [Resource Library](#) and in [gatool](#)
  - Specifically:
    - Speaker, Stage, Amplifier, Subwoofer, Source, Notes, High Notes, Podium, Spotlight
    - Referees (not Judges)
- Print out a Cheat Sheet and bring it to your events.
- One Game Announcer only per match. If more than 1 GA is assigned to the event, rotate shifts- every 10 matches for example.
- During the first team intro announce up to 3 Sponsors, on subsequent intros no Sponsors are announced
- [gatool](#) is an enormous help. Visit teams to get updated team info on Practice Day.
- Gameplay sightlines are good. Stay behind Scoring table. Don't GA from opposite side of the field.
- DO NOT speculate on fouls (for example: "I think I just saw a foul on...")
- Explain and note Ranking points, Yellow/Red Cards, replays, etc.
- [Audience Display Screens](#) - will show rankings on preview screens, icons for progress during match, QR Code
- Real time scoring in effect, but there is a Referee consultation/confirmation after match
- A short animation leads off score display, with winning alliance color revealed as a Haas F1 car races by

All documents and recorded calls are on the Emcee & GA Resources webpage. Including:

- Master of Ceremonies & Game Announcer Training PPT Presentations
- Regional & District Template Scripts, Alliance Selection Script, Awards Script, Wildcard Sample Script
- CRESCENDO Cheat Sheet
- Playoff Bracket and Schedule

## **Resources**

- [Emcee & GA Resource Library](#) [www.firstinspires.org/resource-library/frc/emcee-and-game-announcer-training-material](http://www.firstinspires.org/resource-library/frc/emcee-and-game-announcer-training-material)
- gatool - <https://gatool.org>
- To request access to gatool: <https://mailchi.mp/05884400853c/gatool>
- Week Zero matches: <https://www.thebluealliance.com/event/2024week0>
- [Regional matches Webcast Guide](#)
- [2024 Game Manual](#) <https://firstfrc.blob.core.windows.net/frc2024/Manual/2024GameManual.pdf>

## **2024 Training Call Schedule**

### **Dial In Information:**

- United States: +1 (571) 317-3116
- Australia: +61 2 9091 7603
- Brazil: +55 11 4118-4898
- Canada: +1 (647) 497-9373
- Israel: +972 3 376 3071
- Mexico: +52 55 1500 3598
- Türkiye: +90 212 900 4812
- Online: <https://meet.goto.com/179472821>

**Access Code:** 179-472-821

### **Pre-Season Calls:**

- February 19, 2024 at 7pm - 8pm ET - Emcees ONLY
- February 20, 2024 at 7pm - 8pm ET - Game Announcers ONLY

## Weekly Calls (All Emcees / Game Announcers Welcome):

- March 12th, 2024 at 7pm - 8pm ET
- March 19th, 2024 at 7pm - 8pm ET

**Questions/Issues:** please email me at [Blair@firstinspires.org](mailto:Blair@firstinspires.org)

# 2024 Selected Rules and References

## FLAGS

This new rule is intended to provide guidelines on what is reasonable for Emcees to wave around at events, but it will be up to each Emcee if they are comfortable waving a flag that is above the limits. Teams may already have a flag that is above the limits, so Emcees should be more lenient this first year.

**E115 \*Limit flag and flagpole size.** Flags and flagpoles may not be of unreasonable size and weight.

As a guideline, reasonable flags are less than 3 ft. by 5 ft. (~91 cm by 152 cm) in size and weigh less than 2 lbs. (~907g). Reasonable flagpoles may not be more than 8 ft. (~243 cm) long and weigh less than 3 lbs. (~1360g).

## RANKING

### 10.5.3 Qualification Ranking

Ranking Points are units credited to a team based on their ALLIANCE'S performance in Qualification MATCHES. Ranking Points are awarded to each eligible team at the completion of each Qualification MATCH per Table 6-2.

Exceptions to Ranking Point assignment are as follows:

- A SURROGATE receives 0 Ranking Points.
- A DISQUALIFIED team, as determined by the Head REFEREE, receives 0 Ranking Points.
- A "no-show" team is either DISQUALIFIED from or issued a RED CARD for that MATCH (see [G208](#)). A team is declared a no-show if no member of the DRIVE TEAM is in the ALLIANCE AREA at the start of the MATCH.

The total number of Ranking Points earned by a team throughout their Qualification MATCHES divided by the number of MATCHES they've been scheduled to play (minus any SURROGATE MATCH), then truncated to 2 decimal places, is their Ranking Score (RS).

All teams participating in Qualification MATCHES are ranked by Ranking Score. If the number of teams in attendance is 'n', they are ranked '1' through 'n', with '1' being the team with the highest Ranking Score and 'n' being the team with the lowest Ranking Score.

Teams are ranked in order, using the sorting criteria defined in Table 10-1.

Table 10-1 Qualification MATCH ranking criteria

Order Sort	Criteria
1 <sup>st</sup>	Ranking Score
2 <sup>nd</sup>	Average <i>Coopertition</i> Bonus points
3 <sup>rd</sup>	Average ALLIANCE MATCH points, not including FOULS and TECH FOULS
4 <sup>th</sup>	Average ALLIANCE LEAVE + AUTO NOTES points
5 <sup>th</sup>	Average ALLIANCE PARK, ONSTAGE, and NOTE in TRAP points
6 <sup>th</sup>	Random sorting by the FMS

## Playoff Match Schedule

Table 10-2 Typical Playoff MATCH schedule

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 Rookie Inspiration									
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									

\* if required

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

## **Playoff Match Ties**

### **10.6.2.1 Playoff MATCH ties**

If final MATCH scores for both ALLIANCES are equal, the win is awarded to the ALLIANCE per criteria listed in Table 10-3.

Table 10-3 Playoff MATCH Tiebreaker Criteria

Order Sort	Criteria
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**

Once a single ALLIANCE remains in each Upper and Lower bracket, those ALLIANCES proceed to the Finals round. The first ALLIANCE to win 2 MATCHES in the Finals becomes the event's Champions.

If a Finals MATCH ends in a tie score, the tie is not broken using the criteria in Table 10-3, the MATCH remains a tie. In the case where an ALLIANCE hasn't won 2 MATCHES after 3 MATCHES have been played (because of tied MATCHES), the Playoffs proceed with up to 3 additional Finals MATCHES, called Overtime MATCHES, until an ALLIANCE has won 2 Finals MATCHES. In the case where the Overtime MATCH scores for both ALLIANCES are equal, the win for that Overtime MATCH is awarded based on the criteria listed in Table 10-3.

## **Championship Advancement and Wildcards**

### **Regional Model**

The following teams earn a Merit-Based Qualifying slot:

- FIRST Impact Award Winner
- Engineering Inspiration Award Winner
- Winning Alliance: Captain
- Winning Alliance: 1<sup>st</sup> Pick
- Wild Card recipients

### **Wild Cards**

If a team at a Regional earned a FIRST Championship spot prior to the Regional and then wins the FIRST Impact Award, Engineering Inspiration Award, or is the Winning Alliance's Captain, or 1<sup>st</sup> Pick at that Regional or is already a Pre-Qualifying team, it generates a Wild Card, i.e. a FIRST Championship Merit-Based slot that is offered to another team. Teams that receive a FIRST Championship slot via a Priority or Open Waitlist do not generate Wild Cards.

Any team earning 2 qualifying spots at a single Regional generates 1 Wild Card.

Wild Cards are distributed in the following order:

1. Winning Alliance 2nd pick,
2. Rookie All-Star Award Winner,
3. Winning Alliance backup team (if applicable),
4. Finalist Alliance Captain,
5. Finalist Alliance 1<sup>st</sup> pick,
6. Finalist Alliance 2<sup>nd</sup> pick,
7. Finalist Alliance backup team (if applicable)
8. 3rd Place Alliance Captain,
9. 3rd Place Alliance 1st pick,
10. 3rd Place Alliance 2nd pick,
11. 3rd Place Alliance backup team (if applicable)
12. 4th Place Alliance Captain,
13. 4th Place Alliance 1st pick,
14. 4th Place Alliance 2nd pick,
15. 4th Place Alliance backup team (if applicable)

## District Model

Each District determines the number of Dean's List Finalists, *FIRST* Impact Awards, Rookie All Star Awards, and Engineering Inspiration Awards to present at their District Championship, within a range established by *FIRST*. The team counts are based on the team representation of the respective District at the Championship. For the awards, ranges are developed by using ratios agreed upon by *FIRST* and District Leadership. These ranges allow each District to represent their own community as they see fit.

- For the *FIRST* Impact Award, the ratios range from one *FIRST* Impact Award team for every 18 Championship District teams to one *FIRST* Impact Award team for every nine Championship District teams.
- For the Dean's List Finalist Award, the ratios range from one Dean's List Finalist for every nine Championship District teams to one Dean's List Finalist for every six Championship District teams.
- All Districts, regardless of *FIRST* Championship Slot allocation, may award one or two Engineering Inspiration and Rookie All-Star Awards.

The following teams competing in the District model earn a Merit-Based Qualifying slot:

- District Championship
  - *FIRST* Impact Award Winners
  - Engineering Inspiration Award Winners
  - Rookie All-Star Winners (the District can decide if they present this award or not)
  - Winning Alliance members
- as many teams in District-points total order to fill the Allocated *FIRST* Championship slots granted per the table below.

Districts receive the percentage of 'available slots' at *FIRST* Championship, rounded up to the nearest whole slot, equal to the percentage of teams they have in their District compared to the total of all *FIRST* Robotics Competition teams. 'Available slots' are calculated by taking the total number of slots at *FIRST* Championship and subtracting the number of pre-qualified teams. This overall calculation uses a 'snapshot' of teams that have registered and paid as of three weeks after initial season payment was due.