11.9.1 Wild Cards

Wild cards are used to qualify additional teams for the FIRST Championship from Regional events.

All Regional events have a minimum of one (1) Wild Card slot. Additional Wild Cards are generated as follows:

A. any team that has already qualified for the FIRST Championship (per Advancement to the FIRST Championship, parts A and B) that earns an additional spot (per Advancement to the FIRST Championship, part B) generates one (1) Wild Card.

B. any team earning two (2) qualifying spots at a single Regional (per Advancement to the FIRST Championship, part B, e.g. by being on the Winning ALLIANCE and earning the Chairman’s Award) generates one (1) Wild Card.

C. any team that has already qualified for the FIRST Championship (per Advancement to the FIRST Championship, parts A and B), and earns two (2) qualifying spots (per Advancement to the FIRST Championship, part B) generates two (2) Wild Card slots.

Wild Card slots are distributed to the Finalist ALLIANCE, in the order of team selection per ALLIANCE Selection Process, until either all Wild Card slots generated at that event are distributed or the Finalist ALLIANCE is out of teams, whichever comes first.

If a member of the Finalist ALLIANCE has already qualified for the FIRST Championship they are skipped and the next member of the ALLIANCE is awarded the available Wild Card.

Unused Wild Card slots are neither backfilled nor replaced.

A team may decline a Wild Card, but this does not pass the Wild Card slot down to the next available team. The Wild Card goes unused.

Teams selected from the FIRST Championship Waitlist to participate at the FIRST Championship do not generate Wild Cards.