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2021-2022 *FIRST*[®] Tech Challenge

Introduction to Scoring Team Guide



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Revision History		
Revision	Date	Description
1	10/07/2021	Initial Release
2	11/01/2021	New features – Inspection Sync and Real-time Results to ftc-events

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Introduction

What is FIRST® Tech Challenge?

FIRST® Tech Challenge is a student-centered program that focuses on giving students a unique and stimulating experience. Each year, teams engage in a new game where they design, build, test, and program autonomous and driver operated robots that must perform a series of tasks. To learn more about FIRST® Tech Challenge and other FIRST® Programs, visit www.firstinspires.org.

FIRST Core Values

We express the FIRST® philosophies of *Gracious Professionalism®* and *Coopertition®* through our Core Values:

- **Discovery:** *We explore new skills and ideas.*
- **Innovation:** *We use creativity and persistence to solve problems.*
- **Impact:** *We apply what we learn to improve our world.*
- **Inclusion:** *We respect each other and embrace our differences.*
- **Teamwork:** *We are stronger when we work together.*
- **Fun:** *We enjoy and celebrate what we do!*

Gracious Professionalism®

FIRST® uses this term to describe our programs' intent.

Gracious Professionalism® is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.

Watch Dr. Woodie Flowers explain *Gracious Professionalism* in this [short video](#).

Remote Events

For the 2021-2022 Freight Frenzy competition season, in some regions, teams who participate in the *FIRST* Tech Challenge will compete in *remote* events. For remote events:

1. Teams will perform the challenge by themselves (without an alliance partner), from a modified 12' x 8' field set up. The [Remote Field Requirements](#) video will walk you through minimum requirements for the remote field.
2. Teams will use a cloud-based (Internet-hosted) system, FTC Scoring, to score their matches from home. A team member or student can keep score for remote matches.
3. Match results and awards information from the remote event will be available online once the event has been scored and has concluded.

This document shows a team how to access, score their matches, and participate in remote judging for an event using the FTC Scoring system.

What's Needed

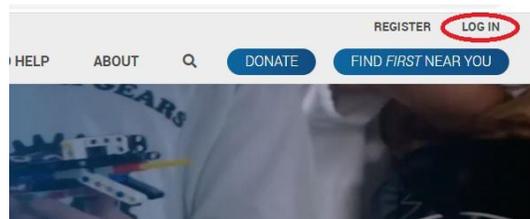
In order to score a remote event, you will need the following:

1. A stable Internet connection.
2. A device for entering scores:
 - a. Can be a laptop, Chromebook, tablet or smart phone.
3. Accesses the FTC Scoring system through web browser. A second (optional) device to be used as a Field or Audience Display:
 - a. Can be a laptop, Chromebook, or tablet (a larger screen is recommended)
 - b. Accesses the FTC Scoring system through web browser
 - c. Displays match clock, current score and plays audio cues

If you do not have access to a reliable Internet connection, you should use paper scoresheets (available from the [firstinspires.org website](http://firstinspires.org)) to score your remote matches. After you have scored your matches, you can have someone (such as your coach or the remote event organizer) enter in your scores from the paper scoresheets into the FTC Scoring system once they have access to the Internet. This must be done during the submission window for the event.

Accessing the System

The FTC Scoring system is integrated with the firstinspires.org website. In order to be able to access the FTC Scoring system, your team must be officially registered and paid for the current season. If your team has officially registered through the FIRST team dashboard, then your lead coach can login to the team's *FIRST* dashboard account and access the FTC Scoring system. There are two options for accessing the FTC Scoring system.



1. Visit www.firstinspires.org and select the “LOG IN” link in the upper right-hand corner. On your team dashboard select the FTC Scoring link:

Figure 1 - Login to your FIRST dashboard account through the FIRSTInspires.org website.

OR

2. Visit ftc-scoring.firstinspires.org into your web browser to navigate to the FTC Scoring website then log in with your FIRST dashboard account.

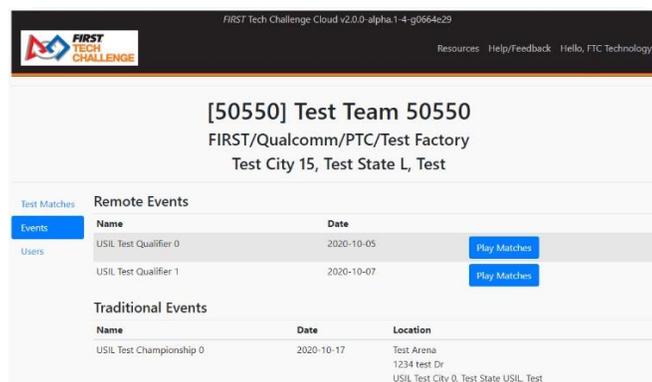


Figure 2 - The team landing page should display your team info and list your team's remote events.

3. You should see the FTC Scoring system landing page for your team.
 - a. Team info is displayed at the top.
 - b. A list of your team's remote events should be visible.
 - c. A list of your team's traditional events should also be visible.

Navigating to Your Landing Page

While logged in to the FTC Scoring system, if you want to return to the main landing page for your account, select the *FIRST* Tech Challenge logo in the upper left-hand corner to navigate back to this page.

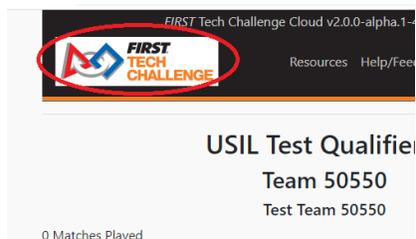


Figure 3 - Select the FIRST Tech Challenge logo to navigate to the main landing page for your team.

Managing Your Team Account

You can manage your FTC Scoring team account (change display name, logout, etc.) by selecting the “Hello <USER NAME>” link in the upper right-hand corner of the screen.

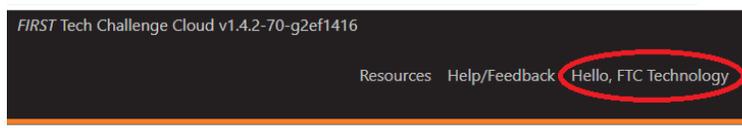


Figure 4 - Select this link to manage your FTC Scoring user account.

Adding Users to Help Manage Your Team Account

By default, the email address that was used to register the team through the *FIRST* dashboard will be the address used for the team administrator. If you would like to add a YPP screened user (Coach 2) to help manage your team’s account, you can select the “Users” link on the left-hand side of the landing page.

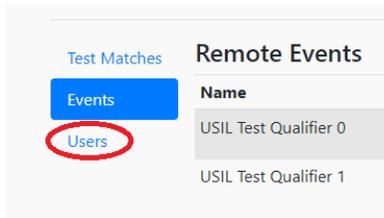


Figure 5 - Select the "Users" link to add/edit users to help with the management of the team.

Then select the "Add Role" button of the Users screen. The system will prompt you for a user email and ask you to specify the role. The email that you provide should be an email that is associated with an existing *FIRST* dashboard account. You should select "Team Administrator" as the desired role.

Figure 6 - The email that you provide should be associated with an existing *FIRST* dashboard account.

If the email of the user that you are adding is not yet associated with a *FIRST* dashboard account, then the user should visit the firstinspires.org website to create one for that email address. The new user will have to login to their *FIRST* dashboard account in order to get access to the FTC Scoring system.

Figure 7 - The user should create a *FIRST* dashboard account if the user does not already have one.

Scoring a Remote Match

Scoring with an Internet Connection

To be able to score a remote match, a team will need to designate someone to act as the scorekeeper during the remote match.

Important Note: The scorekeeper cannot also be a part of the drive team during a match. The team will need at least one device that is connected to the Internet and logged into the ftc-scoring.firstinspires.org website (see Figure 8 below). This device will be used to enter in the scores during a remote match.

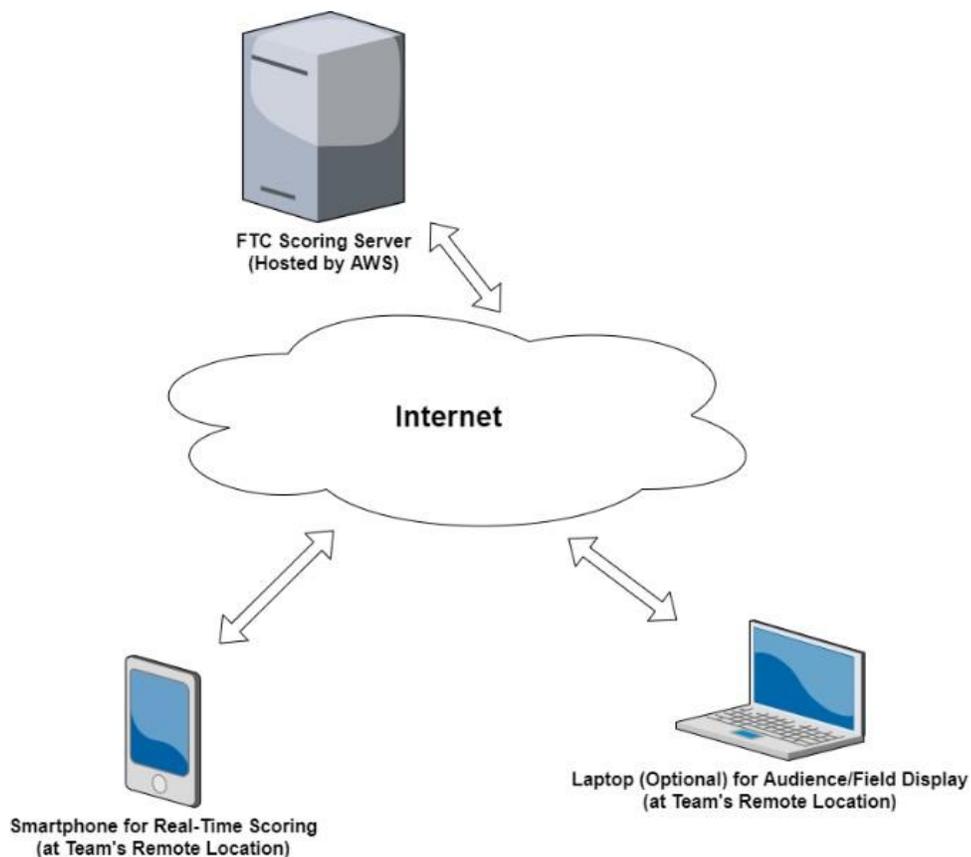


Figure 8 - The FTC Scoring system is a cloud solution hosted on an AWS server.

The team can have an optional second device, typically a laptop, that is connected to the Internet to act as an audience or field display. This display includes a game clock and plays audio cues during a remote match.

Selecting a Practice Match or an Official Match

Teams have the option of running a *test match* (i.e., a practice match) or can score an *official match* using the FTC Scoring system.

- For a test match, the results are not saved to the FTC Scoring server after the match has completed.

- For an official match, the results are saved for the active remote event to the FTC Scoring server and *cannot be changed* by a team once the results have been submitted. This is analogous to how an official match for a traditional (in-person) match is scored.

Note: The process for scoring a test match is very similar to scoring an official match. This document focuses primarily on scoring an official match, but the steps covered also apply to the process for scoring a test match.

If you would like to keep score for a practice match, select the “Test Matches” link from the side menu.

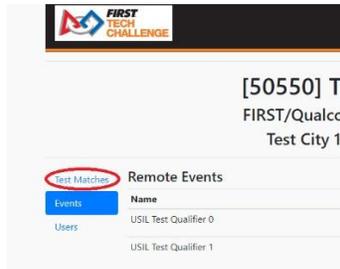


Figure 9 - Select "Test Matches" link to run a test match.

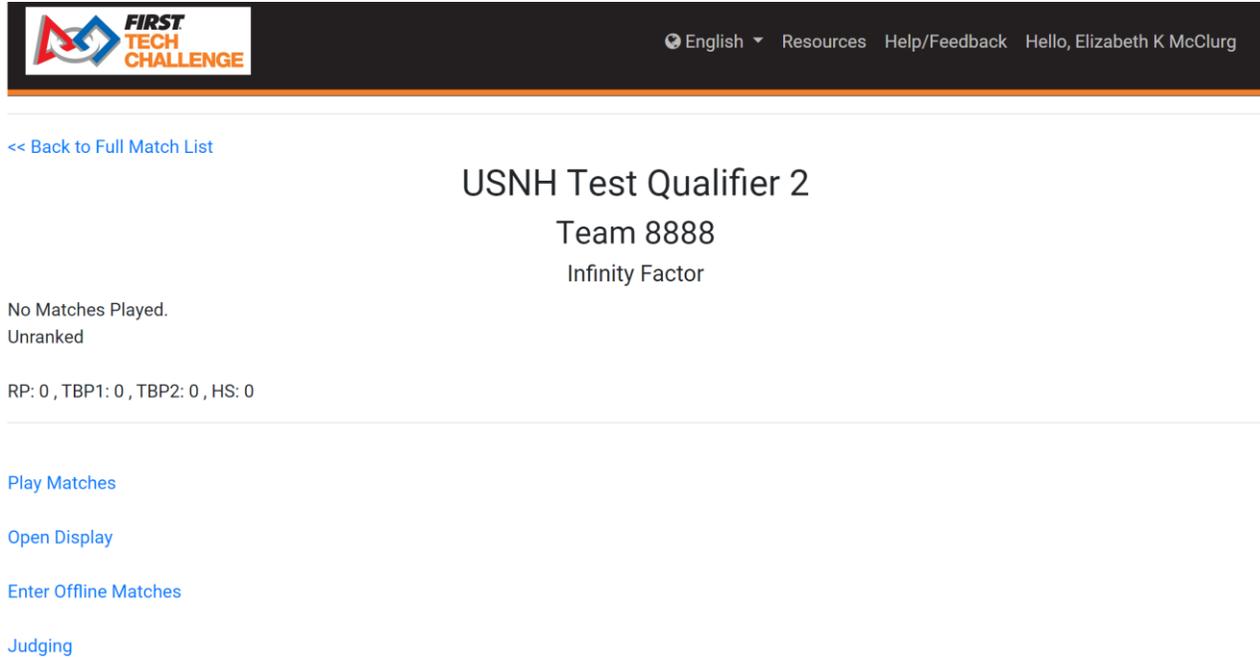
If you would like to record an official score for an active remote event, select the “Play Matches” button for that remote event.



Figure 10 - Select "Play Matches" to record a score for an active remote event.

Team Event Screen

Pressing the “Play Matches” button for a remote event takes you to a page that displays information about your team for the selected event.



The screenshot shows the top navigation bar with the FIRST TECH CHALLENGE logo on the left and a user menu on the right containing "English", "Resources", "Help/Feedback", and "Hello, Elizabeth K McClurg". Below the navigation bar is a blue link "<< Back to Full Match List". The main content area is centered and displays "USNH Test Qualifier 2" in a large font, followed by "Team 8888" and "Infinity Factor" in a smaller font. Below this, it states "No Matches Played." and "Unranked". At the bottom of the main content area, it shows "RP: 0 , TBP1: 0 , TBP2: 0 , HS: 0". A horizontal line separates this section from a list of navigation links: "Play Matches", "Open Display", "Enter Offline Matches", and "Judging".

Figure 11 - Pressing the "Play Matches" button will display a screen with information about the matches a team has played.

In the upper left-hand corner of the screen, the number of matches played for the event is shown.

Note: Teams get to play six matches per remote event. The matches do not have to be played within the same day. Although, all six matches need to be played, scored and submitted within the event’s submission window

For an active event, ranking information is not displayed. However, the screen does include a team’s current ranking points, tie breaker points and high score for the active remote event.

Configuring a Display Screen (Optional)

In order to score a remote match using the FTC Scoring system, you will need at least one device that is connected to the Internet to enter in scores to the system. This device is referred to as the score tracker or scorekeeper device. The scorekeeper device can also be used to play audio cues to indicate when to start or start different phases of a match.

In addition to the scorekeeper device, a team might want to set up a second, *optional* device to act as a display screen. During a match, a display screen shows useful information to the drive team and to other participants of the remote match. A display screen is not required, but it can be helpful since the drive team can view the display to keep track of the time during a match.

One of the options on the right-hand side of the Play Matches page is labeled “Open Display”. If you select this link, your browser should navigate to a screen that you can use to configure an audience or field display that you can use to display a game timer, show the live score, and play audio cues for your remote match.

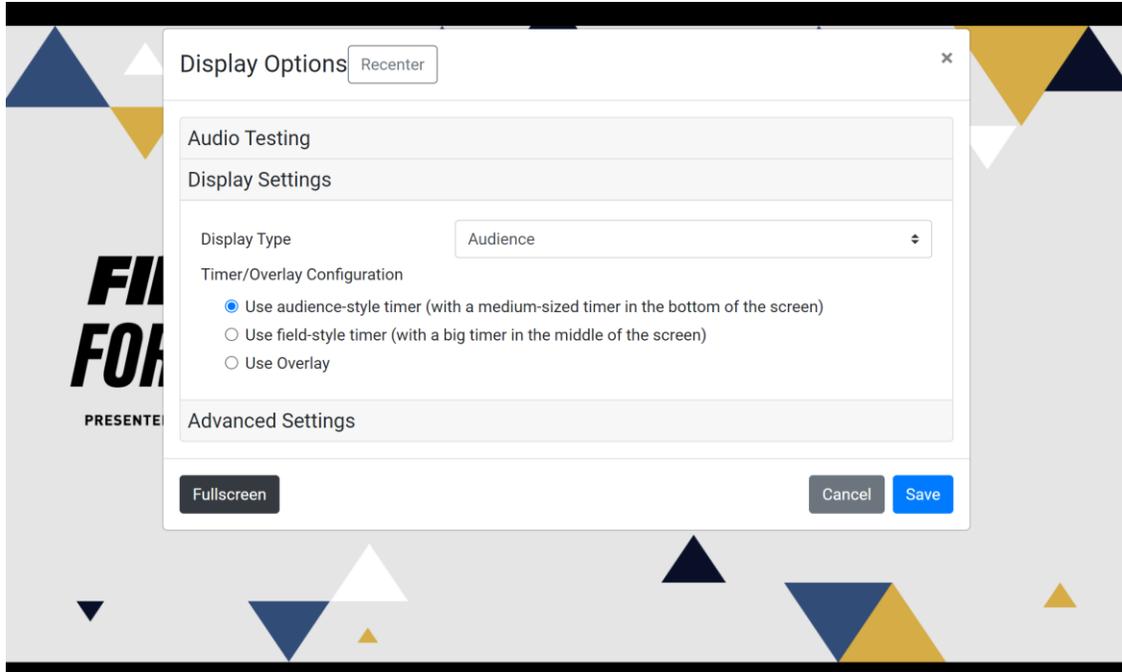
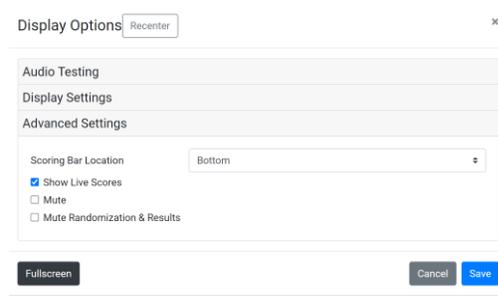


Figure 13 - System will prompt you to set display options.

You should select this link from the computer that you would like to use as your display device. The system will prompt you to set the options for your display screen.

- If you would like to use a display that is designed primarily for an audience, select the “Audience Display” option for the Display Type.
- If you would like to use a display that is designed primarily for use by teams on the competition field, select the “Field Display” option (used at traditional events) for the Display Type.
 - The Field Display has a bigger match clock, which is easier for the drive team to see.

- If you'd like to mute the audio, check the "Mute" box, under Advanced Settings.



- Note in your field area, in order to avoid audio synchronization issues, you typically only want to have one device (scorekeeper or display device) playing audio.
- Press the "Save" button after you have configured your options.



Figure 14 - The Audience Display (left) has bigger scoring icons and a smaller clock than the Field Display (right).

Scoring a Match

A FIRST Tech Challenge match consists of an autonomous phase and a driver-controlled phase. During the autonomous phase, which is the first 30 seconds of a match, the robot must operate independently, without any input from the team. The remaining two minutes of a match is the driver-controlled phase. The last 30 seconds of the driver-controlled phase is a special phase known as the *end game* period of a match. It is important to prepare for scoring the team's matches. Watch this [three-part video series](#) on scoring the game for a full understanding of the field, how to score and scoring on a tablet.

When you are ready to play a match for an active Remote Event, select the Play Matches link on the Team Event Screen on the device that will be used to enter in the live scores during your match. If the submission window for the Remote Event is still open, the system will display a screen that lists your team's played and unplayed matches for the event.

Important Note: Once you have begun the process to score your official remote match, *you cannot cancel or restart this process!* Do not start to score an official remote match unless your team and robot are ready to play the match. Also, once the match has begun, do not navigate away from the scoring web page until the match has been completed.

<< Back

Play Practice Match

NH Remote

Team 8888

Open Display

Select a match to play or view below.
Submission window closes at 2021/10/11 23:59 Eastern Standard Time

Match 1	Unplayed	0
Match 2	Unplayed	0
Match 3	Unplayed	0
Match 4	Unplayed	0
Match 5	Unplayed	0
Match 6	Unplayed	0

Figure 15 - The system should list your played and unplayed matches for an active Remote Event.

To score an unplayed match, select the match in the list of matches. The pre-match setup screen should appear.

FIRST TECH CHALLENGE English Resources Help/Feedback Hello, Elizabeth K McClurg

<< Back to Match Select

Match 1 Pre-Match Setup

Play Display Sounds? ?

Show Preview Randomize

Show Match Start Match

Note: Clicking the "Start Match" button will begin a 3-second audio countdown. Make sure the *Drive Team* understands they need to wait until the "Charge" audio plays to start their *Autonomous Op Mode*.

Figure 16 - Pre-Match Setup screen.

When your team is ready to start the match, press the “Show Preview” button. This will display the match information (team info and match number) on any Audience or Field display that you have open.

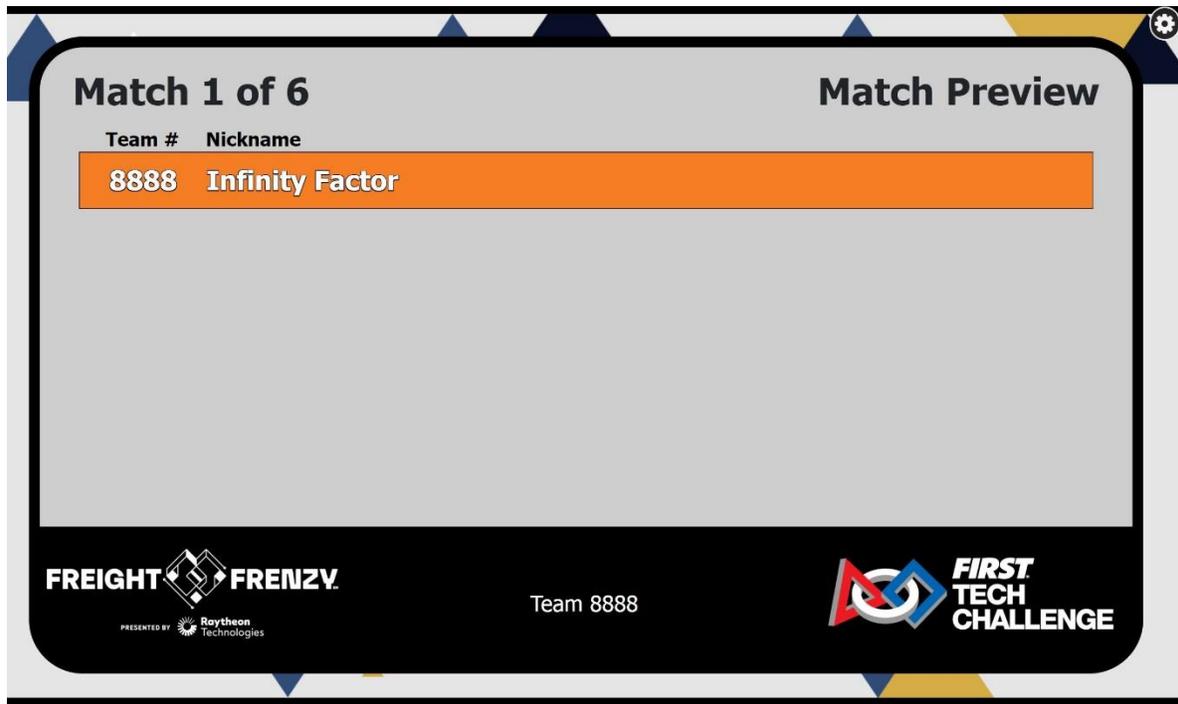


Figure 17 - The Match Preview screen shows match and team information on the audience and field displays.

Press the “Randomize” button to randomize the field. The pre-match setup page on the scorekeeper device and the audience and field displays will display the randomized autonomous goal for this match. A team member or mentor should place the appropriate number of rings (if any) on the Starter Stack area on the field. Once the field has been randomized, the team must not touch their robot or driver station, except for pushing the play button to start their autonomous op mode once the match has officially started.

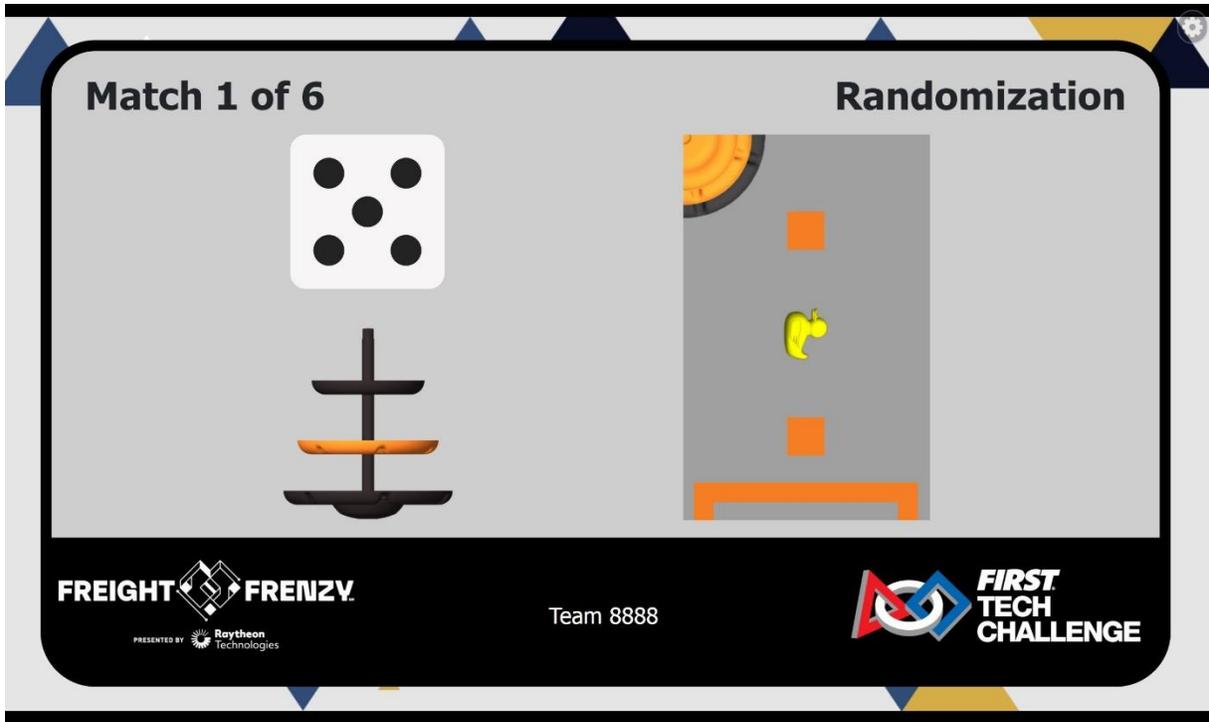


Figure 18 - Pressing the "Randomize" button displays the randomized state for the autonomous phase of the match.

After the field has been randomized, the match is ready to start. Press the "Show Match" button to display the match clock and pre-match information on the audience or field display.



Figure 19 - Pressing the "Show Match" button displays the match clock and pre-match info on the audience or field display. Audience display is shown.

If the drive team members, the scorekeeper, and the human player are all ready to begin, press the “Start Match” button on the Pre-Match Setup page to begin scoring your match. The system will play an audio countdown (“3-2-1” and then a start sound) and then the match clock will begin running and the scorekeeper’s screen should display the input screen for the autonomous phase.

Note: You cannot cancel or restart the match once it has begun. Also, you should stay on the score tracking input screen while the match is running (i.e., do not close the tab or navigate away to a different address).

Scoring the Autonomous Phase of a Remote Match

During the autonomous period the scoring screen will look like this:

The screenshot shows the scorekeeper's interface for the autonomous phase of a match. At the top, it displays "Match 2 Autonomous" and "Period Time: 0:25 (A)". The interface includes several input sections:

- Autonomous Target:** A dropdown menu with "Duck" selected and "TSE" as an alternative.
- Preload:** A dropdown menu with "None" selected and "Level 3" as an alternative.
- Navigated:** A dropdown menu with "None" selected, "Storage", and "Warehouse" as alternatives.
- Completely In?:** A dropdown menu with "In" and "Completely In" as options.
- Delivered:** A dropdown menu with "No" selected and "Yes" as an alternative.
- Minor Penalties:** A numeric input field with a minus sign on the left and a plus sign on the right, currently showing "0".
- Major Penalties:** A numeric input field with a minus sign on the left and a plus sign on the right, currently showing "0".

At the bottom of the screen, there is a "Submit Autonomous" button and another "Period Time: 0:25 (A)" display.

Figure 20 - Scorekeeper's screen during the autonomous portion of a match.

At the top of the screen is the match number. The screen also shows the “Period Time” at the top and bottom of the input screen. This is the amount of time left during the autonomous period

When the autonomous period is over, the Period Time field will go to zero and an audio cue with an end of phase buzzer will be played. The scorekeeper should finish scoring the autonomous portion of the match and press the “Submit Autonomous” button to submit the autonomous score and get ready to score the driver-controlled portion of the match.

Scoring the Driver-Controlled Phase of a Remote Match

There will be a brief period between the autonomous phase and the driver-controlled phase to allow the drive team to pick up their controllers and initiated their driver-controlled op modes. At the end of this transition phase the driver-controlled phase begins. The scorekeeper can use the controls on the driver-controlled input screen to track the team’s score during this portion of the match.

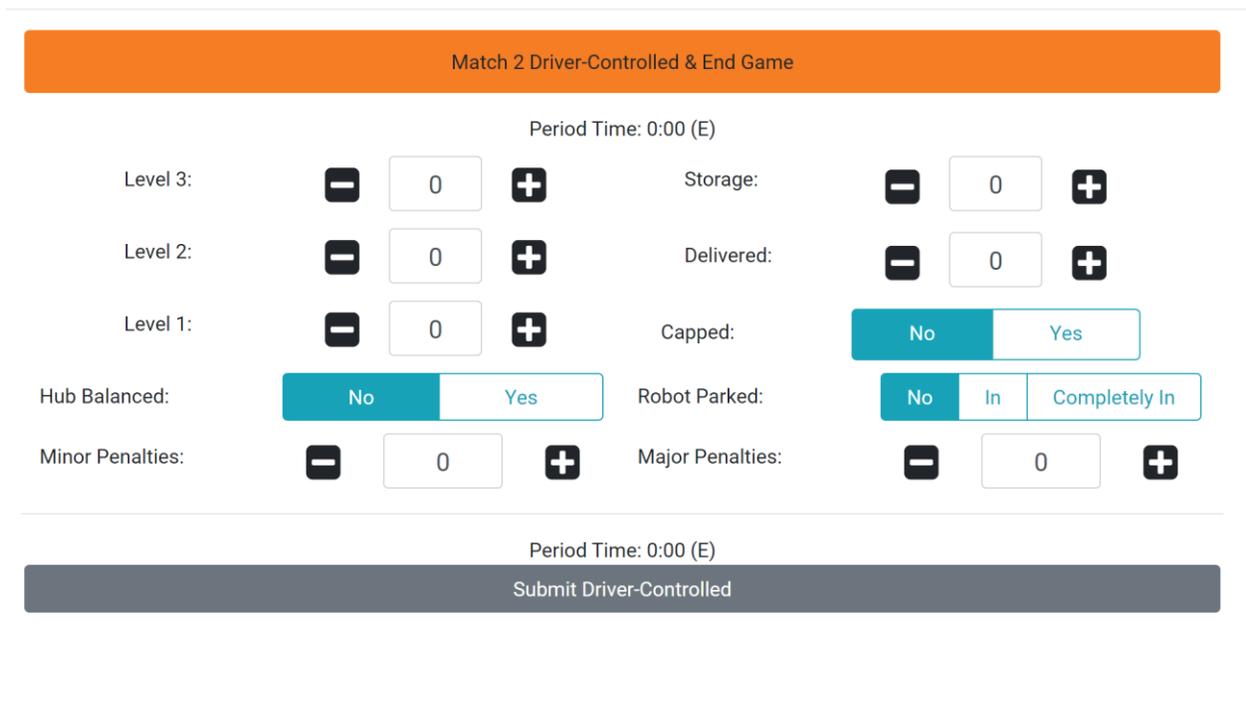


Figure 26 - Scorekeeper's screen during the driver-controlled portion of a match.

The driver-controlled input screen is similar to the autonomous input screen, except the controls are for the driver-controlled and end game task

When the driver-controlled period is over, the scorekeeper should finish assigning points (or penalties) to the team and press the “Submit Driver-Controlled” button to submit the driver-controlled score and to enter the review mode of the match.

Reviewing and Submitting the Match Score

When the match is complete and both the autonomous and driver-controlled scores have been submitted, the scorekeeper has the option to review (and adjust if needed) both sets of scores before submitting the scores to the system.

Autonomous Scores

Autonomous Target:	<input checked="" type="radio"/> Duck	<input type="radio"/> TSE	Preload:	<input checked="" type="radio"/> None	<input type="radio"/> Level 3		
Level 3:	<input type="button" value="-"/>	<input type="text" value="1"/>	<input type="button" value="+"/>	Navigated:	<input type="radio"/> None	<input type="radio"/> Storage	<input checked="" type="radio"/> Warehouse
Level 2:	<input type="button" value="-"/>	<input type="text" value="0"/>	<input type="button" value="+"/>	Completely In?	<input checked="" type="radio"/> In	<input type="radio"/> Completely In	
Level 1:	<input type="button" value="-"/>	<input type="text" value="0"/>	<input type="button" value="+"/>	Delivered:	<input checked="" type="radio"/> No	<input type="radio"/> Yes	
Storage:	<input type="button" value="-"/>	<input type="text" value="0"/>	<input type="button" value="+"/>				

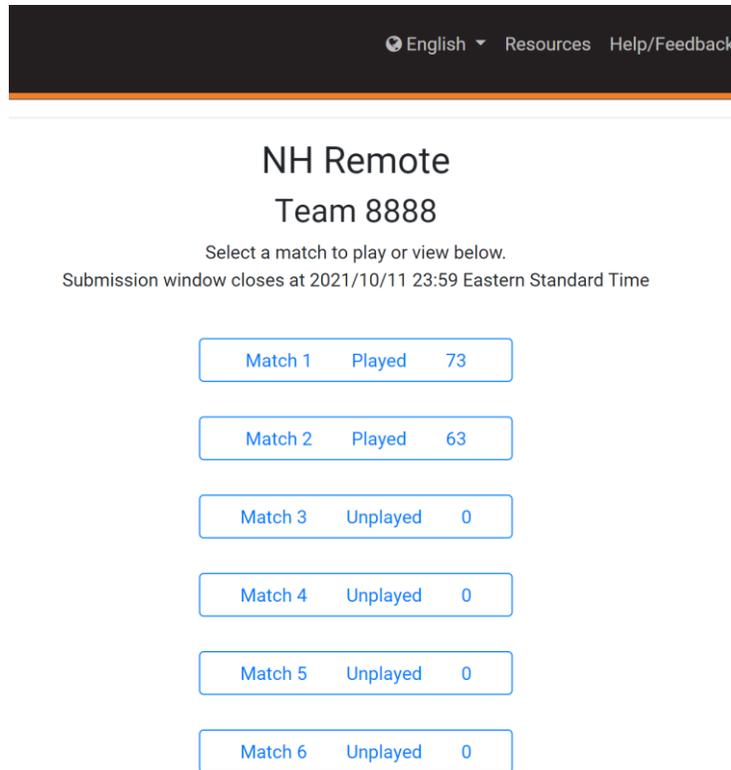
Driver-Controlled Scores

Level 3:	<input type="button" value="-"/>	<input type="text" value="3"/>	<input type="button" value="+"/>	Storage:	<input type="button" value="-"/>	<input type="text" value="1"/>	<input type="button" value="+"/>
Level 2:	<input type="button" value="-"/>	<input type="text" value="1"/>	<input type="button" value="+"/>	Delivered:	<input type="button" value="-"/>	<input type="text" value="1"/>	<input type="button" value="+"/>
Level 1:	<input type="button" value="-"/>	<input type="text" value="5"/>	<input type="button" value="+"/>	Capped:	<input checked="" type="radio"/> No	<input type="radio"/> Yes	
Hub Balanced:	<input type="radio"/> No	<input checked="" type="radio"/> Yes	Robot Parked:	<input type="radio"/> No	<input checked="" type="radio"/> In	<input type="radio"/> Completely In	
Minor Penalties:	<input type="button" value="-"/>	<input type="text" value="0"/>	<input type="button" value="+"/>	Major Penalties:	<input type="button" value="-"/>	<input type="text" value="0"/>	<input type="button" value="+"/>

Submit Final Scores

Figure 30 - The scorekeeper can review and adjust the autonomous and driver-controlled scores before submitting them.

When the team's scorekeeper has completed the match review, the scorekeeper will press the "Submit Final Scores" button to submit the scores to the system. If the match is an official match for an active remote event, the score will be recorded in the system and the team will no longer be able to modify the scores for that match. If the match is a test match, the scores will not be saved in the FTC Scoring system.

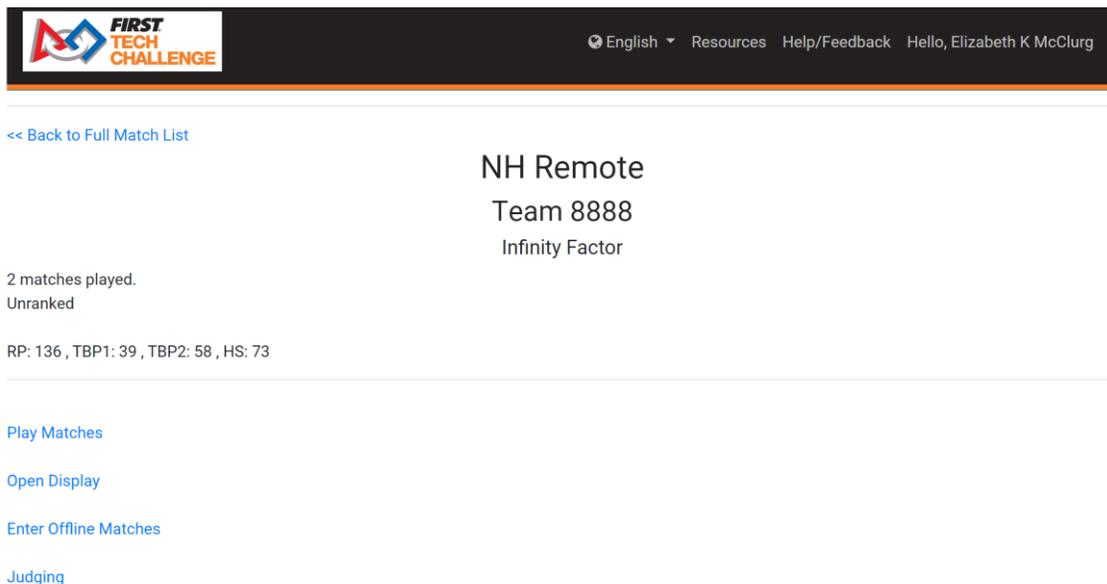


The screenshot shows the top navigation bar with "English", "Resources", and "Help/Feedback" links. The main heading is "NH Remote Team 8888". Below the heading, it says "Select a match to play or view below." and "Submission window closes at 2021/10/11 23:59 Eastern Standard Time". There are six match buttons, each with a match number, status, and score:

Match	Status	Score
Match 1	Played	73
Match 2	Played	63
Match 3	Unplayed	0
Match 4	Unplayed	0
Match 5	Unplayed	0
Match 6	Unplayed	0

Figure 31 - After an official score has been submitted, the event page will be updated with the current match information.

Note: That a team's ranking and tie breaking points are private (only visible to the team and to the event administrators) until the event's submission period is complete, and until the results are published by an event administrator to the ftc-events.firstinspires.org system.



The screenshot shows the top navigation bar with the "FIRST TECH CHALLENGE" logo, "English", "Resources", "Help/Feedback", and "Hello, Elizabeth K McClurg" links. Below the navigation bar, there is a link "<< Back to Full Match List". The main heading is "NH Remote Team 8888" with the subtitle "Infinity Factor". Below the heading, it says "2 matches played." and "Unranked". Below that, it shows "RP: 136 , TBP1: 39 , TBP2: 58 , HS: 73". There are four links: "Play Matches", "Open Display", "Enter Offline Matches", and "Judging".

Figure 32 - A team's ranking and tie breaker points are private until the remote event is officially over.

Scoring a Match Using Paper Scoresheets

If you do not have a reliable Internet connection at the location of your remote game field, you will need to use paper scoresheets to keep track of your scores during your remote matches. You can download the remote scoresheet as a .PDF file from the [firstinspires.org](https://www.firstinspires.org/sites/default/files/uploads/resource_library/ftc/remote-scoresheet.pdf) website.

https://www.firstinspires.org/sites/default/files/uploads/resource_library/ftc/remote-scoresheet.pdf

You can print out these scoresheets in advance of your remote event, then use them to score your matches during the event.

Remote Scoresheet

Event: _____ Team: _____ Match: _____

Pre-Match			Driver-Controlled Period		
Target	Duck	TSE	Level 3	_____	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Level 2	_____	
Autonomous Period			Level 1	_____	
Level 3	_____		Storage Unit	_____	
Level 2	_____		End Game Period		
Level 1	_____		Delivered	_____	
Storage Unit	_____		Capped	_____	
Preload	No	Yes	Hub Balanced	No	Yes
<input type="checkbox"/>					
Duck Delivered	<input type="checkbox"/>		Parked	None	In
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	Cl
Navigation	None	Storage Unit	Penalties		
<input type="checkbox"/>	In	Cl	# Minor _____		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	# Major _____		
<input type="checkbox"/>	In	Cl			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

Figure 33 - Teams should use a paper scoresheet if they lack a reliable Internet connection at their remote competition field.

During a remote match, the team can use a stopwatch or set a countdown timer on their smartphone to keep track of the phases of the match. The first 30 seconds of a match is the autonomous phase. The remaining 2 minutes is the driver-controlled phase and the last 30 seconds of the driver-controlled phase is the end game.

Once a match has been scored, a team administrator, the event admin or the PDP who has access to the Internet can login to the FTC Scoring system and enter in the match data to the scoring system.

Select the “Enter Offline Matches” link from the team’s event page in the FTC Scoring system to begin the process of entering the match results.



[<< Back to Full Match List](#)

2 matches played.
Unranked

RP: 136 , TBP1: 39 , TBP2: 58 , HS: 73

[Play Matches](#)

[Open Display](#)

[Enter Offline Matches](#)

[Judging](#)

Figure 34 - Select the "Enter Offline Matches" link from the team's event page to enter match results.

The system will list the team's matches for the current active event. Select a match listing to enter scores for that match.



Figure 35 - Select a match listing to enter scores for that match.

Once you have entered and reviewed your scores, press the "Submit Final Scores" button to submit the final scores for that remote match. Once the final scores have been submitted, the team will no longer be able to edit the results for that match.

Autonomous Scores

Autonomous Target:	<input type="button" value="Duck"/>	<input checked="" type="button" value="TSE"/>		Preload:	<input type="button" value="None"/>	<input checked="" type="button" value="Target Level"/>	
Level 3:	<input type="button" value="−"/>	1	<input type="button" value="⊕"/>	Navigated:	<input type="button" value="None"/>	<input type="button" value="Storage"/>	<input checked="" type="button" value="Warehouse"/>
Level 2:	<input type="button" value="−"/>	1	<input type="button" value="⊕"/>	Completely In?	<input checked="" type="button" value="In"/>		<input type="button" value="Completely In"/>
Level 1:	<input type="button" value="−"/>	1	<input checked="" type="button" value="⊕"/>	Delivered:	<input checked="" type="button" value="No"/>		<input type="button" value="Yes"/>
Storage:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>				

Driver-Controlled Scores

Level 3:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>	Storage:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>
Level 2:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>	Delivered:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>
Level 1:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>	Capped:	<input checked="" type="button" value="No"/>		<input type="button" value="Yes"/>
Hub Balanced:	<input checked="" type="button" value="No"/>		<input type="button" value="Yes"/>	Robot Parked:	<input checked="" type="button" value="No"/>	<input type="button" value="In"/>	<input type="button" value="Completely In"/>
Minor Penalties:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>	Major Penalties:	<input type="button" value="−"/>	0	<input type="button" value="⊕"/>

Submit Final Scores

Figure 36 - Enter the scores onto the electronic form and press "Submit Final Scores" to submit them to the system.

Reviewing Your Scores on FTC-Events

New for 2021-2022, an event configured with the cloud allows for real-time match results and teams playing at events at <https://ftc-events.firstinspires.org/2021>. Committed and posted matches from FTC Live sync with ftc-event within 10 seconds of post for real time match results.

2021 Qualification Matches
OR Columbia Basin League Meet 0

Match	Time	Red		Blue		Red Score	Blue Score
Qualification 1	Mon 10/25 - 6:42 AM	4239	4480	3963	750	- 121 -	75
Qualification 2	Mon 10/25 - 6:46 AM	3093	187	4711	267	26	- 83 -
Qualification 3	Mon 10/25 - 6:51 AM	750	4239	187	267	- 143 -	131
Qualification 4	Mon 10/25 - 6:55 AM	4480	3963	4711	3093	- 197 -	140
Qualification 5	Mon 10/25 - 11:19 AM	750	4711	267	3963	95	- 139 -
Qualification 6	Mon 10/25 - 11:26 AM	4480	187	4239	3093	- 147 -	104
Qualification 7		187	4711	750	4480	--	
Qualification 8		267	3093	3963	4239	--	
Qualification 9		4239	267	4480	4711	--	
Qualification 10		3093	3963	187	750	--	

All times are displayed in GMT-08:00, the event's local time.
Teams disqualified in a match are shown with ~~italics with a strikethrough~~. Teams playing a surrogate match are shown with a dotted underline.

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After a remote event has finished, and the event administrator has reviewed and approved the final event results in the FTC Scoring system, the event results get published to the ftc-events.firstinspires.org website.

The *FIRST* community can visit ftc-events.firstinspires.org to browse event results for prior FTC seasons (beginning with the Skystone 2019-2020 Challenge).

Event Results

Team # / Event Code Jump

Seasons ▾

FIRST FORWARD
PRESENTED BY Qualcomm

FREIGHT FRENZY
PRESENTED BY Raytheon Technologies

Please select an event to view official results from the 2021 *FIRST* Tech Challenge.

Search Events All Regions Update List

Regional Championships 2
Monday September 20 to Monday September 20

TESTA Test Championship 0 IN TESTB Test Championship 0 MI

Offseason 6
Mon Aug 16 to Sun Aug 22

TESTA Test League Meet 1 IN
TESTA Test League Meet 0 IN
TESTA Test Scrimmage 0 IN
TESTB Test Scrimmage 0 MI
TESTB Test League Meet 1 MI
TESTB Test League Meet 0 MI

Offseason 6
Mon Aug 23 to Sun Aug 29

TESTA Test League Meet 3 IN
TESTA Test League Meet 2 IN
TESTA Test League Meet 4 IN
TESTB Test League Meet 2 MI
TESTB Test League Meet 4 MI
TESTB Test League Meet 3 MI

Week of 8/30/2021 8
Mon Aug 30 to Sun Sep 5

TESTA Test League Meet 8 IN
TESTA Test League Meet 5 IN
TESTA Test League Meet 7 IN
TESTA Test League Meet 6 IN
TESTB Test League Meet 5 MI
TESTB Test League Meet 8 MI
TESTB Test League Meet 6 MI
TESTB Test League Meet 7 MI

Week of 9/6/2021 8

Week of 9/13/2021 6

Week of 9/20/2021 2

Figure 37 - After a remote event is over, the community can review the results at the ftc-events.firstinspires.org website.

Appendix A – Resources

Game Forum Q&A

<https://ftc-qa.firstinspires.org/>

Anyone may view questions and answers within the *FIRST*® Tech Challenge game Q&A forum without a password. To submit a new question, you must have a unique Q&A system user name and password for your team.

Volunteer Forum

Volunteers can request access to role specific volunteer forums by emailing FTCTrainingSupport@firstinspires.org. You will receive access to the forum thread specific to your role.

FIRST Tech Challenge Game Manuals

Part 1 and 2 - <https://www.firstinspires.org/resource-library/ftc/game-and-season-info>

FIRST Headquarters Pre-Event Support

Phone: 603-666-3906

Mon – Fri

8:30am – 5:00pm

Email: Firsttechchallenge@firstinspires.org

FIRST Websites

FIRST homepage – www.firstinspires.org

[FIRST Tech Challenge Page](#) – For everything *FIRST* Tech Challenge.

[FIRST Tech Challenge Volunteer Resources](#) – To access public volunteer manuals.

[FIRST Tech Challenge Event Schedule](#) – Find *FIRST* Tech Challenge events in your area.

FIRST Tech Challenge Social Media

[FIRST Tech Challenge Twitter Feed](#) - If you are on Twitter, follow the *FIRST* Tech Challenge Twitter feed for news updates.

[FIRST Tech Challenge Facebook page](#) - If you are on Facebook, follow the *FIRST* Tech Challenge page for news updates.

[FIRST Tech Challenge YouTube Channel](#) – Contains training videos, game animations, news clips, and more.

[FIRST Tech Challenge Blog](#) – Weekly articles for the *FIRST* Tech Challenge community, including outstanding volunteer recognition!

[FIRST Tech Challenge Team Email Blasts](#) – contain the most recent *FIRST* Tech Challenge news for teams.

Feedback

We strive to create support materials that are the best they can be. If you have feedback about this manual, please email firsttechchallenge@firstinspires.org. Thank you!