

## 4 Advancement

Teams are only eligible to advance from events within their own region. Teams may be invited to compete at tournaments outside of their region, however, they do so for the opportunity of additional gameplay and to compete with other teams from outside of their area and are not advancement eligible from these out-of-region events.

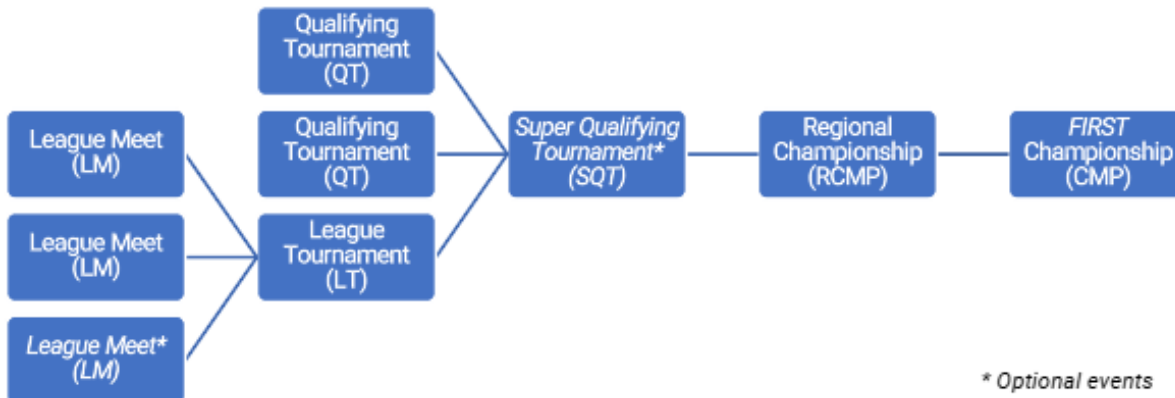
Teams can check what region they are assigned to on the [FTC Events](#) page by looking up their team number. Teams in regions that do not have a local Program Delivery Partner, or who are geographically isolated within their home region can work with FIRST by emailing [ftcteams@firstinspires.org](mailto:ftcteams@firstinspires.org) to get reassigned to another more accessible region for advancement.

Figure 4-1: Region assignment display on FTC Events page



FIRST Tech Challenge tournament progression is shown in Figure 4-2. Teams can advance from any of their first three entry-level events: Qualifying Tournaments (QT) and League Tournaments (LT). Teams may only participate in one league per season. See section [14 League Play Tournaments \(L\)](#) for more details on League Tournaments. Teams may participate in more than 3 entry-level events, but they are not eligible for advancement from those events.

Figure 4-2: Tournament advancement structure



Teams may advance from their Qualifying Tournaments or League Tournament to either a Super Qualifying Tournament (SQT) or directly to a Regional Championship (RCMP). Super Qualifying Tournaments (SQT) are an optional advancement level often used in large regions which need more levels of competition. A team may only participate in one Super Qualifying Tournament.

The local Program Delivery Partner determines the advancement numbers from each tournament in their region, up to a Regional Championship. FIRST Headquarters staff determine the advancement from each Regional Championship to the FIRST Championship.

If the team listed has already advanced or is ineligible for advancement, selection will continue down the list in Table 4-1 until all available advancement slots are filled.

Table 4-1: Advancement Order

Single Division Events 4-10 Teams	Single Division Events ≥11 Teams	Dual Division
<b>0</b>	<i>Qualifying Tournament Host Team*</i>	
<b>1</b>	Inspire Award, 1 <sup>st</sup> Place	
<b>2</b>	Event 1 <sup>st</sup> Place Alliance Captain	
<b>3</b>	Event 1 <sup>st</sup> Place Alliance Partner	
<b>4</b>	Think Award, 1 <sup>st</sup> Place	Inspire Award, 2 <sup>nd</sup> Place
<b>5</b>	Connect/Motivate Award	Inspire Award, 3 <sup>rd</sup> Place (if Awarded)
<b>6</b>	2 <sup>nd</sup> Place Alliance Captain	2 <sup>nd</sup> Place Alliance Captain
<b>7</b>	Design/Control/Innovate Award	Think Award, 1 <sup>st</sup> Place
<b>8</b>	2 <sup>nd</sup> Place Alliance Partner	2 <sup>nd</sup> Place Alliance Partner
<b>9</b>		Connect Award, 1 <sup>st</sup> Place
<b>10</b>		2 <sup>nd</sup> Place Alliance Captain, winning division
<b>11</b>		Innovate Award, 1 <sup>st</sup> Place
<b>12</b>		2 <sup>nd</sup> Place Alliance Captain, finalist division
<b>13</b>		Control Award, 1 <sup>st</sup> Place
<b>14</b>		Motivate Award, 1 <sup>st</sup> Place
<b>15</b>		Design Award, 1 <sup>st</sup> Place
<b>16</b>		2 <sup>nd</sup> Place Alliance Partner, winning division
<b>17</b>		2 <sup>nd</sup> Place Alliance Partner, finalist division
<b>18**</b>	Next Highest Ranked Team not already advanced	Next Highest Award (2 <sup>nd</sup> and 3 <sup>rd</sup> places) Not Already Advanced
<b>19**</b>		Next Highest Ranked Team not already advanced, winning division
<b>20**</b>		Next Highest Ranked Team not already advanced, finalist division

\*At the discretion of the Program Delivery Partner, a Qualifying Tournament (QT) host team may be granted advancement. The team must still compete at one other tournament within the region.

\*\*If advancement selection goes beyond the 20<sup>th</sup> position, rows 18-20 will repeat as needed.

