

Team Update 30

General

FIRST Championship Blog: da Vinci Tournament

A [blog](#) with details about da Vinci tournament and changes at FIRST Championship has been posted.

Portfolios for the FIRST Championship

As a reminder, team PORTFOLIOS to be used during the judging process at the FIRST Championship must be submitted online by April 6th, at 11:59 PM CDT. More details for how to submit can be found in the [FTC Scoring – Team and Coach Guide](#).

Q&A

The [Q&A System](#) closes April 22nd, at 12 noon EDT. Teams attending the FIRST Championship are invited to submit questions for the Driver's Meeting through the [online submission form](#) by Wednesday April 29, 12:00 noon CDT.

Competition Manual

10.3 Setup

10.3.1 SCORING ELEMENTS

Note: There are no changes to the number, type, or distribution of SCORING ELEMENTS used at FIRST Championship.

10.4 MATCH Periods

At the FIRST Championship and FIRST Premier events, the timing of the transition between AUTO and TELEOP may vary from event to event. Details for the FIRST Championship are outlined in section [15.2.2 Scoring and Timing](#).

10.5 Scoring

All achievements are updated by FIELD STAFF throughout the MATCH. Scoring achievements are assessed as follows:

- A. Assessment of ARTIFACTS as either CLASSIFIED or OVERFLOW occurs throughout the MATCH and continues until all ARTIFACTS have come to rest following the conclusion of the MATCH. ARTIFACTS scored after the end of AUTO are assessed as part of TELEOP. ARTIFACTS that meet scoring criteria prior to the start of TELEOP are assessed as part of AUTO
- B. Assessment of AUTO PATTERN scoring occurs at the end of AUTO when all ARTIFACTS have come to rest following the conclusion of AUTO or the start of TELEOP, whichever comes first.

10.5.4 Point Values

Table 10-3: DECODE RP thresholds

RP Type	FIRST Championship	Regional Championships	All Other Events*
MOVEMENT RP	21	21	16
GOAL RP	67	42	36
PATTERN RP	22	22	18

13.2 General Tournament Rules

T206 *No team timeouts, but MATCHES have breaks.

During FIRST Championship da Vinci round-robin Playoff MATCHES, each team will have a minimum break of 8 minutes from when a MATCH concludes until the expected start time of their next MATCH for the purpose of [G301](#).

15.2 Game Modification

The number, type, and distribution of SCORING ELEMENTS and scoring achievement (RP) thresholds may be adjusted for the FIRST Championship DECODE tournament. Any game modifications will be published in or before the last regularly scheduled Team Update as described in section [1.8 Team Updates](#). Game modifications for the FIRST Championship are outlined below.

15.2.1 FIELDS

All division FIELDS will be placed on risers which are elevated approximately 24 in. (60.95 cm) from the floor. All DRIVE TEAM members and FIELD STAFF will be at floor level. Approximately 50% of the practice FIELDS will also be elevated for teams to use. To see examples of how the elevated FIELD looks, please watch the field tour video from Kickoff.

Some or all division FIELDS may also have additional modifications which change their appearance, including different or additional decals, metal coatings, material changes, and lights. Every effort will be made to ensure these modifications are exclusively aesthetic in nature and will not affect the performance of the FIELD or impact ROBOT designs. The details of these modifications will be published in or before the last regularly scheduled Team Update as described in section [1.8 Team Updates](#).

FIELDS at the FIRST Championship will include the following changes which are aesthetic in nature and will not affect the performance of the FIELD or impact ROBOT designs:

- Metal FIELD components (including the RAMP brackets and extrusions) will be black anodized.

- All AprilTags will be printed in a matte material which is more glare resistant.
- The two side faces of the OBELISK will be partially obstructed, and teams should not rely on these “side” AprilTags to determine the randomized MOTIF selected in each MATCH. The face of the OBELISK facing the FIELD will not be obstructed.
- Several of the screw and nut fasteners used to attach metal brackets to the GOAL will be replaced with aluminum pop-rivets.
- There will be decorative signs attached to the outside of the clear panels of the rear FIELD wall, facing the FIELD. These will be white plastic panels with logos and divisional information.

15.2.2 Scoring and Timing

At FIRST Championship, the transition between AUTO and TELEOP is 15 seconds, instead of the 8-second transition mentioned in Section 10.1, Section 10.4, Table 9-1, and Section 16 in the definition of MATCH.

15.5 FIRST Championship Playoffs

Note: The following sections have been added to Section 15.5 with details about the FIRST Championship playoff tournament structure.

Each division will play in an 8-ALLIANCE double elimination playoff tournament, as outlined in Section [13.7.6 8-ALLIANCE Bracket and Typical Timing](#). The ALLIANCE that wins their division playoff bracket is the Division Champion.

15.5.1 da Vinci Tournament MATCH Bracket

The 6 Division Champions play a round-robin style tournament. In this format, each Division Champion plays 1 MATCH against each of the other Division Champions. The order of MATCHES is shown in Table 15-2.

Table 15-2 da Vinci playoff schedule

Round	MATCH	Field 1		Field 2		Field 3		Field 4	
		Blue	Red	Blue	Red	Blue	Red	Blue	Red
1	1	Franklin	Edison						
	2			Goodall	Jackson				
	3					Ross	Lovelace		
Break									
2	4							Franklin	Goodall
	5	Jackson	Ross						
	6			Edison	Lovelace				
Break									
3	7					Franklin	Jackson		
	8							Edison	Ross
	9	Goodall	Lovelace						
Break									

Round	MATCH	Field 1		Field 2		Field 3		Field 4	
		Blue	Red	Blue	Red	Blue	Red	Blue	Red
4	10			Ross	Franklin				
	11					Edison	Goodall		
	12							Lovelace	Jackson
Break									
5	13	Goodall	Ross						
	14			Jackson	Edison				
	15					Lovelace	Franklin		
Break									
Event Finals 1								RR2	RR1
Break									
Event Finals 2		RR2	RR1						
Break									
Event Finals 3*		RR2	RR1						

*As needed

15.5.2 da Vinci Round-Robin Tournament Ranking

In the *FIRST* Championship da Vinci round-robin tournament, ALLIANCES do not earn any Ranking Points; they earn Championship Points. Championship Points are units credited to an ALLIANCE based on their performance in each MATCH and are awarded at the completion of each da Vinci round-robin tournament round.

- The winning ALLIANCE receives 2 Championship Points.
- The losing ALLIANCE receives 0 Championship Points.
- In the event of a tied score, each ALLIANCE receives 1 Championship Point.

C501 **da Vinci round-robin DISQUALIFICATIONS are handled differently.** A team and/or ALLIANCE that is DISQUALIFIED from a da Vinci round-robin MATCH, as determined by the Head REFEREE, causes their ALLIANCE to receive 0 Championship Points and 0 for all other round-robin ranking criteria for the MATCH.

The total number of Championship Points earned by an ALLIANCE throughout the da Vinci round-robin MATCHES divided by the number of da Vinci round-robin MATCHES in which they have been scheduled is their Championship Score (CS).

All ALLIANCES participating in da Vinci round-robin MATCHES are ranked as shown in Table 15-3.

Table 15-3: da Vinci Round-Robin Tournament Ranking Criteria

Order Sort	Criteria
1 st	Championship Score (CS)
2 nd	Average ALLIANCE MATCH points, not including MINOR FOULS and MAJOR FOULS (Average MATCH points minus FOULS)
3 rd	Average BASE points
4 th	Average AUTO points
5 th	Random sort by the <i>FIRST</i> event management software

15.5.3 *FIRST* Championship da Vinci Finals

The 2 ALLIANCES with the highest rank at the conclusion of the da Vinci round-robin tournament advance to the da Vinci Finals with rank 1 as the red ALLIANCE and rank 2 as the blue ALLIANCE. In the da Vinci Finals, ALLIANCES do not earn Ranking Points or Championship Points.

The first ALLIANCE to win 2 MATCHES in da Vinci Finals is declared the 2026 *FIRST* Tech Challenge Champions.

During the da Vinci Finals, if the MATCH score of each ALLIANCE is equal (i.e., the MATCH resulted in a tie), an additional MATCH will be played.

More information about the *FIRST* Championship playoff tournament structure will be released as part of a future Team Update.