

Emcee and Game Announcer Manual

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V26-27.1	Initial 2026-27 Season Release

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Overview

Job Descriptions

Emcees and Game Announcers spotlight team stories, communicate game rules, and sustain energy throughout the day while prioritizing team recognition and upholding the *FIRST* Core Values. These highly visible roles require strong public speaking skills, enthusiasm, and the ability to collaborate, adapt, and engage diverse audiences in a fun and respectful manner.

Emcee Requirements		Game Announcer Requirements	
Technical	Low	Technical	Medium
Physical	Medium	Physical	Medium
Administrative	High	Administrative	Medium
Communication	High	Communication	High
Pre-event Training	Medium	Pre-event Training	Medium

Emcee

The Emcee is the energetic and engaging voice of a *FIRST* event, responsible for setting the tone, maintaining event pace, and creating an exciting, inclusive atmosphere that celebrates teams and their achievements. Emcees introduce teams, guide audiences through match play and ceremonies, and help ensure a smooth and spirited event experience.

Game Announcer

The Game Announcer is responsible for delivering real-time play-by-play commentary during match play at *FIRST* events, helping to bring the excitement of the competition to life for teams and spectators alike. Game Announcers introduce teams, interpret robot gameplay for spectators, announce scores, and ensure the spotlight stays on student participants.

Emcee/Game Announcer Staffing

Many *FIRST* Tech Challenge events assign a volunteer to fill both the Emcee and Game Announcer roles. In this case, the single volunteer should be prepared to meet the requirements and complete the training for both roles.

Time Commitment

Emcee and Game Announcers volunteers should expect to spend 10-12 hours at a full day event and 5-6 hours at a league meet. Volunteers new to the role should expect 3 hours of pre-event training. Volunteers serving in the role for a subsequent season should expect 1 hour of pre-event training.

Attire and Supplies

- Prominent logos on clothing should be those of [FIRST supporters](#) or *FIRST* logos following *FIRST*'s [Branding and Design Guidelines](#)

- Emcees and Game Announcers are encouraged to wear clothing that makes them easy to identify at the field and complements the season theme and/or highlights science, technology, engineering, and math.
- Comfortable closed-toe, closed-heel shoes, much of the day will involve standing and walking.
- ANSI Z87.1 certified safety glasses are required in the pit and competition areas.
- Recommended: bring a mobile device or tablet that can be used to access the FTC Live Scoring System

Training and Certification

Read and complete all tasks listed in the [Pre-Event Training](#) section.

Any volunteer who applies to a role will be able to get into the Learning Management System (LMS) using the 'FIRST Training' button. Roles with the training required will appear in the 'roles missing certification' area. For more help, you can [read more](#) about how to access your training.

If you have applied for a role but have not received access to the training, please email training@firstinspires.org. A separate confirmation of the role assignment will come later.

The Event Director may inform Emcees of additional requirements, such as meetings before the event or walkthroughs of the event space.

All volunteers are expected to read and comply with the [Volunteer Handbook](#).

Roles and Responsibilities

FIRST is fun for all. The most important role of a volunteer is to provide a safe, fun, and welcoming environment for all *FIRST* participants. When executing the duties of your role, always make decisions with team experience in mind. Ask for help from event leadership if you feel your required duties conflict with the best team experience.

Emcee

The Emcee's responsibilities are as follows:

- Use provided scripts to perform ceremonies to mark the start of the competition, transition to playoff matches, and award presentations
- Direct the audience's attention to an upcoming match and introduce the teams in the match by team number.
- Make relevant event announcements in the competition area.

The Emcee role is to be a visual *FIRST* Tech Challenge presence at an event. While most logistics in the competition area are managed by the *FIRST* Technical Advisor, Head Referee, and Field Supervisor, the Emcee is the visible presence that manages the audience's attention and provides public transitions between phases of the event.

Prerequisites for Emcee

Minimum Age: 18 (must be post-high school or equivalent)

- Exceptions may be granted by event Volunteer Coordinators after review and approval by the local Program Delivery Partner

Experience: Either *FIRST* or related experience preferred

- *FIRST* experience strongly preferred
- Prior public speaking or theatre experience strongly preferred

Training: Some pre-event training required

Game Announcer

The Game Announcer's responsibilities are as follows:

- Work with the Emcee to introduce teams by team name
- Provide play-by-play commentary to the teams and audience during match play
- Report the scores following each match

The Game Announcer should primarily speak only for team introductions, play-by-play commentary, and score announcements. The Game Announcer role is to be an audible *FIRST* Tech Challenge presence at an event.

Prerequisites for Game Announcer

Minimum Age: 15

- Exceptions may be granted by event Volunteer Coordinators after review and approval by the local Program Delivery Partner

Experience: Either *FIRST* or related experience preferred

- *FIRST* experience strongly preferred
- Prior announcing or public speaking experience strongly preferred
- Requires thorough knowledge of the season challenge

Training: Some pre-event training required

Before the Event

Pre-Event Training

Emcees and Game Announcers must complete the required reading in this section prior to serving in this role.

Resources for training and certification:

Emcee and Game Announcer Pre-event Training List	
Requirement	Resource
Required	Welcome to FIRST

Required	Read the Emcee and Game Announcer Manual (this document)
Required	Watch the game animation video for a general understanding of the game.
Required	Watch the Emcee/Game Announcer Introduction Video for examples of each role
Required	Read the Competition Manual , specifically: • Section 8 Game – Overview
Emcee-Specific Requirements	Game Announcer-Specific Requirements
Read the Competition Manual , specifically: • Section 13 – Tournament Read the provided template event scripts to prepare for the flow on event day: • Script - Opening Ceremonies (docx) • Script - Alliance Selection (docx) • Script - Playoffs and Awards (docx)	Read the Competition Manual , specifically: • Section 9 – ARENA • Section 10 – Game Details • Section 11 – Game Rules • Section 13 – Tournament
Encouraged	Attend an Emcee/Game Announcer Webinar
Encouraged	Complete Strategies for Inspiring Success for All modules .

Pre-Event Preparation Work

Both Emcees and Game Announcers need to review the names of all participating teams using the event's page on [FTC Events](#). Make a list of team names that you are not sure how to pronounce so you can follow up with those teams at the event.

The Emcee should use the ceremony scripts to create notecards for your reference during ceremonies; avoid reading directly from FTC Live or a printout.

Event Day

Report Time

The Event Director or Volunteer Coordinator will confirm the time you should arrive, typically via email the week before the event. In most cases, arriving when inspection opens at the event works well.

When you arrive onsite, check in with the Volunteer Coordinator and report to the competition area to meet and coordinate with the key volunteers at the field.

Set-up

After checking in, work with the FTA, Field Supervisor, or Scorekeeper in the Competition Area to access FTC Live for your event on a mobile device or tablet. It's helpful to make sure to check in with the FTA, Field Supervisor, Head Referee, and Scorekeeper so that everyone is on the same page for match process.

Look over the team list for the day; if there is time, talk to the teams participating in the event and take a few notes regarding correct pronunciations and fun facts. This ensures the Emcee and Game Announcer will have some familiarity with teams in their first matches and have information to share if match play gets slow throughout the event.

If there are multiple Emcees and Game Announcers, work together to establish an equitable rotation for coverage throughout the event. Options include rotating every hour or predetermined number of matches.

Event Day Flow

The Emcee and the Game Announcer will work together to plan and announce each step in the event day so the audience can follow along. The different components of an event are below:

Opening Ceremonies

After the Event Director has confirmed that all guest speakers and Judges are present, the show begins. The Opening Ceremonies script, which can be accessed when logged in as an Emcee in FTC Live, is used by the Emcee and AV crew to ensure synchronization.

Let the Games Begin! (*Split Emcee and Game Announcer Workflow*)

During the qualification matches, after the Emcee introduces each team by number, the Game Announcer completes the introductions (team name, hosting organization, and location on first appearance, team name thereafter), then the Emcee counts down "3, 2, 1, Go" with a corresponding hand signal to start the match after receiving a thumbs-up from the Head Referee:

- Emcee: Let's introduce the teams for Qualification Match 5, starting on the Red Alliance, with team 17792!
- Game Announcer: They're from Belo Horizonte, Brazil at Robótica DHEL, Amigos Droids!
- Emcee: And their partner, team 11228!
- Game Announcer: That's Overclucked Bots from Michigan in the United States at Cityside Middle School
- Emcee: Next, let's meet the teams on the Blue Alliance, starting with team number 21087!
- Game Announcer: From Brailia, Romania, at Colegiul National Gheorghe Munteanu Murgoci, Velocity!
- Emcee: And their partner, team 30030!
- Game Announcer: They're a community team from Texas in the United States, Exodus!
- Emcee: Let's start this match in 3. . . 2. . . 1. . . Go!
- Game Announcer: [Begins play-by-play commentary]

The Game Announcer provides play-by-play commentary and time remaining announcements during the match. The referees score the match, and the Game Announcer announces the score as it is displayed by the Scorekeeper.

Between the Auto and Teleop portions of the match, an automated announcement will instruct students to pick up their controllers and provide a countdown. Do not talk over the automated announcement. Make timed announcements at 1 minute played, 30 seconds remaining, 10 seconds remaining, and the countdown for the last 3 seconds.

The crowd noise at an event is often so loud that the Emcee and Game Announcer cannot hear one another. Establishing a rhythm, such as making eye contact to connect, ensures that you do not talk at the same time.

Match announcements should happen in the following order:

- Introduce Match 1 Teams
- Match 1 Play-by-Play
- Match 1 Score Announcement
- Introduce Match 2 Teams
- Match 2 Play-by-Play
- Match 2 Score Announcement

Events with more than one field may choose to move on to the next match's introductions and play-by-play prior to announcing a previous match score if Referee review of scores is taking significantly longer than anticipated. This decision should be made collaboratively with the Event Director and Key Volunteers in the Arena.

Let the Games Begin! (Hybrid Announcer Workflow)

At events where multiple announcers are expected to serve in both the Emcee and Game Announcer role, volunteers can rotate the Emcee/Game Announcer portions of the match introduction every match: If Hybrid Announcer 1 covers the Emcee portion for Match 1 and Hybrid Announcer 2 covers the Game Announcer portion, their roles will switch for Match 2.

Let the Games Begin! (Unified Announcer Workflow)

At events with only one Emcee/Game Announcer volunteer or at events where multiple announcers are expected to serve in both the Emcee and Game Announcer role, the two match introduction portions can be combined:

- Unified Announcer: Let's introduce the teams for Qualification Match 5, starting on the Red Alliance, with team 17792, from Belo Horizonte, Brazil at Robótica DHEL, Amigos Droids!
- Unified Announcer: And their partner, team 11228, Overclucked Bots from Michigan in the United States at Cityside Middle School.
- Unified Announcer: Next, let's meet the teams on the Blue Alliance, starting with team number 21087, from Brailia, Romania, at Colegiul National Gheorghe Munteanu Murgoci, Velocity!
- Unified Announcer: And the final team in this match, 30030, a community team from Texas in the United States, Exodus!
- Unified Announcer: Let's start this match in 3. . . 2. . . 1. . . Go! [Begins play-by-play commentary]

Alliance Selection

The Emcee runs the alliance selection in the same area as the playing fields. The alliance selection consists of alliance captains picking partners to form permanent alliances. These alliances participate in double elimination tournaments to determine the tournament's winning alliance. The alliance selection should follow the flow in the alliance selection script provided in FTC Live.

Closing and Awards Ceremonies

The closing and awards ceremony happen during the final matches. The Emcee should work with the Event Director and Judge Advisor to ensure everyone knows the flow of the ceremony. This is a very exciting time for the teams as they not only are awarded for their performance on the field, but the finalists and winners are announced for each of the judged awards.

When the awards are announced, it is customary to announce the finalists of each award (for example, 2nd and 3rd place Think Award), and then to announce the winner using a script written by the Judges and entered into FTC Live. Tell the teams ahead of time that the 2nd and 3rd place award teams should remain seated, and that the winner of the award should come to the stage for the celebration line and accept their trophy/medal.

Score Changes

Referees may become aware of a significantly incorrectly recorded match result after it has been posted to the audience. Nothing about the decision-making process is the Game Announcer's responsibility, but they are responsible for making the audience aware of any resulting changes.

If the Head Referee determines a score change is necessary, they will work with the Scorekeeper to amend the scores on record, notify the impacted teams as necessary, and then notify the Game Announcer to repost the score at the nearest reasonable opportunity. Ideally, a repost would occur immediately following the next match result posting, or immediately before an upcoming break (e.g. lunch, alliance selection), but work with the FTA, Tech Director, and Event Director to determine the best opportunity.

Before reposting a score, verify that:

1. The scores have been updated in FTC Live
2. The Lead Scorekeeper is ready to re-post
3. The teams have been notified by the Head Referee of the amendments

Be mindful and respectful of how your announcement will be heard by the audience – particularly the impacted teams. Nearly all reposts call for a neutral tone focused on the facts, and on informing the audience about the implications. The Head Referee can provide necessary context on why a score was amended to help guide the tone and wording of the announcement.

For a score repost which adds Ranking Points to one or both Alliances, but does not change the win/loss/tie outcome of the match, one might say:

*"Qualification Match 42, played on Field 2, was quite a show! The Head Referee has determined that an error occurred in recording match results, and the posted results were incorrect. They have amended the results of the Match, which updates the Ranking Points scored by the Blue Alliance, as well as a slight change to the match score that **does not change** the winner of the match. Up on the board – ***wait for Audience Display*** - we see the Red Alliance still wins the match with 350 points, but the Blue Alliance has picked up an additional Ranking Point, and an amended total of 175 points."*

For a score repost which changes the win/loss/tie outcome of the match, one might say roughly:

*"Qualification Match 42, played on Field 2, was quite a show! The Head Referee has determined that an error occurred in recording match results, and the posted results were incorrect. They have amended the results of the Match -- the updated scores do change the outcome of the Match! Please direct your attention to the screens - ***wait for Audience Display*** - the Blue Alliance has won Qualification Match 42 with a score of 200 points, to the Red Alliance's 186. The fouls that were assessed for the Red Alliance have been corrected in this updated result. After this amendment, the Match 42 Ranking Point breakdown is – Red, 2, Blue, 4. With that addressed, we'll head back over to Field 2 for Match 46."*

Do's and Don'ts

Do	Don't
• Make the teams feel welcome on the field and show interest in all the teams. • Keep the audience engaged in what is going on. • Keep an eye on the schedule and adjust to stay on track. • Speak slowly and clearly. Diction is very important. • Use optimistic phrases to encourage poorly performing teams. Example: "Team 123 is trying to get something going", or "it looks like team 123 is having trouble getting their robot in gear, hopefully they can figure something out, there's still 1:30 remaining in the match." • Make the descriptions lively and interesting. • Behave professionally. • Be ready to begin each match as soon as the field is reset. • Use team names as often as possible in play-by-play rather than exclusively referring to the team number. • Mention something about every team in every match. • Pay attention to the movement of folks around the playing area to avoid collisions. • Keep the focus on the teams and the students. The teams and the audience want to be entertained by both the event and the match play. Use your personality to help make the teams and event shine! • Work as a team with your FTA, Head Referee, Tech Director, Event Director, and other Key Volunteers to make an excellent team and audience experience. • Silence is ok. You do not have to fill all the empty air!	• Never direct strategy to the teams. Your job is to comment on the play, not to direct it. • Do not commentate on rules related situations (example: "That's got to be a yellow card!") or interfere or attempt to influence Referee rulings. • Do not emphasize winning above all else. • Do not play favorites or endlessly praise veteran teams over rookies (or other veterans). • Do not scream or talk so fast that you cannot be understood. You have 6+ hours per day to maintain the audience's attention. Screaming unintelligibly is grating. • Do not do "shout out's," "happy birthday" wishes, etc. to the audience. This is both unprofessional and opens the floodgates for endless birthday announcements. • Do not get distracted by personal business, or answering calls, messages, or notifications on your phone. • Do not step outside of your decision-making lane. Some decisions, directed by other Key Volunteers, are not the Emcee or Game Announcer's to make, and are only theirs to communicate to the audience. • Do not speculate on referee calls or arena happenings! • Avoid negative phrasing: "Team X is really struggling to do anything remotely productive."

Performance Tips

- If everything sounds the same to the audience they will eventually tune out, so use vocal variety:
 - Vary your speaking style and volume throughout the event.
 - If your delivery is consistently too high energy, the audience may get anxious and will lose interest.

- An energetic, varied delivery is interesting and inviting to an audience.
- Develop your own style; do not try to be someone you are not.
- Silence is okay. Let the action speak for itself sometimes. Constant announcing will cause the audience to tune you out. Remember, you must make all 50+ matches interesting.

Technical Tips

- Routinely check to make sure your headset is in the best position to pick up your voice and not riding too high or too low on your head.
- If using a handheld microphone, hold it close to your mouth and speak into it, not over it. Don't cup the top of the microphone with your hand. Confirm that your microphone is OFF before speaking to others in your surroundings (or to yourself – we don't judge!)

Emergencies

The Program Delivery Partner, Event Director and the event site host organization are responsible for having safety and security plans in place for each event. Included in the plan should be topics such as:

- A map of all the emergency exits
- Knowledge of where on-site medical support is located
- Shelter in place plans in the case of severe weather
- Evacuation plans

The Emcee or Game Announcer may need to help make announcements to notify or direct people in the case of emergency.

Teams should have their own safety plans before attending the event. Here are some team-focused recommendations for [Preparing to Safely Attend a FIRST Event](#).

Medical Incident Reporting

Event volunteers are not responsible for diagnosing student injuries, handing out medication, or first aid equipment. You and other event volunteers should refer medical issues and emergencies to a medical professional on site, such as an EMT. If an incident or illness occurs at an event, the Event Director, Pit Administrator, or another trained delegate should do the following:

- Call 911 if there is any question whether the injured person/persons require urgent medical attention.
- Respond to the scene immediately. Bring a clipboard, pen, or an electronic device to complete the incident report on the [FIRST Reporting Portal](#).
- Complete the incident report for the injured party.



The Event Director or Pit Administration volunteers are responsible for completing incident reports.

www.firstinspires.org/report

Youth Protection Reporting

Issues that are non-medical but are of concern to a participant/participants should also be reported. Anything that happens during an event that made a youth volunteer, team member or spectator feel uncomfortable or threatened should be addressed.

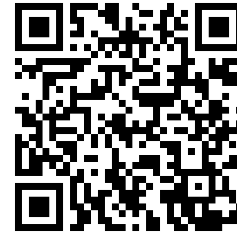
As appropriate and if you feel safe doing so, speak directly with the offending party and try to quickly and calmly defuse the immediate issue. Call the Event Director and/or the Program Delivery Partner

and inform them of the issue and seek assistance as needed with any immediate remediation of the issue.

Ensure all issues are reported in a timely manner using the [FIRST Reporting Portal](#). Youth Protection Concerns encompasses a wide variety of one-time or ongoing issues such as suspected abuse, bullying, harassment, discrimination, questionable behavior, or violation to the *FIRST* Code of Conduct.

Reporting Other Issues or Concerns

Feedback about issues such as game play, rule changes, awards, and event management (other than medical/safety issues) are considered program related concerns and not youth protection issues and should be shared with FIRST via customerservice@firstinspires.org or by [contacting support](#).



Please note that match results and award results are final and that we will not review match videos.

help.firstinspires.org/s/contactsupport

End of the Day

At the end of the day the Emcee and Game Announcer volunteers should return any tech they were using for the event, and, if possible, help with load-out or end of the day task needed.

Important Tools

Public Schedule

The Program Delivery Partner or the Event Director should publish the public schedule of events before the event. This schedule will have a high-level overview of all the activities for the event. It is important that everyone at the event does their best to stay true to the public schedule so that teams and volunteers who have planned their day around these times have a good experience.

Time	Agenda
7:15 am	Doors Open for Staff & Key Volunteers
7:30 am	Judges and Inspectors Report
8:00 am	Doors Open for Teams
8:30 am	Judging & Inspection Commences
10:15 am	Team Check-in Hard Deadline (Check the Competition Manual)
10:30 am	Match schedule is generated and distributed to teams. (Check the Competition Manual) <i>Note to Scorekeeper: 6 Matches total (Check the Competition Manual)</i>
10:40 am	Drivers' Meeting with Head Referee & Opening Ceremony
11:00 am	Qualification Matches 1 - 8 <i>Note to Scorekeeper: 7-minute cycle-time</i>
12:00 pm	Lunch
12:45 pm	Qualification Matches 9 - 45 <i>Note to Scorekeeper: 5-minute cycle-times</i>
3:50 pm	Qualification Matches Projected End
4:00 pm	Alliance Selection
4:20 pm	Double Elimination Rounds 1 - 4
5:10 pm	Award Ceremonies Start & Double Eliminations Round 5
6:20 pm	Projected End of Event
7:00 pm	Doors Close
<i>Occasionally things that happen out of the event's control may impact the schedule. In these cases, work closely with the Event Director to understand the updated agenda.</i>	

Figure 1: Example Schedule for a 30 Team Event

Registered Teams List

The Program Delivery Partner may provide a list of teams registered for the event or the Scorekeeper can export a report of all the registered teams for the event. Sometimes this list may change the day of the event based on which teams show up. The Scorekeeper report will have the most accurate information about who is competing at an event. Notes that teams may be competing only in the judging portion of the event and not have a robot present.

Test Event Teams

Number	Team Number	Name	Affiliation	City	State	Country	Rookie Year
1	1	Team Unlimited	PTC & FTC1 Team Unlimited 4-H Club	Sharon	MA	USA	2007
2	7	Tactical Sheep	TechBrick Education/DoD STEM&TechBrick Education	Aberdeen Proving Ground	MD	USA	2007
3	16	bigskyrobotics		missoula	MT	USA	2007
4	18	Techno Chix	Girl Scouts Heart of the Hudson	Port Chester	NY	USA	2007
5	22	100 Scholars	100 Black Men of Atlanta/Georgia Power/Johnson Research and Development/NCR/Lockheed Martin & 100 Black Men of Atlanta, Inc.	Atlanta	GA	USA	2007
6	25	Rock N' Roll Robots	Girl Scouts of Greater Los Angeles/NASA&Girl Scouts	Pasadena	CA	USA	2007
7	99990	Off-Season Demo Team	Off-Season Demo Team				1992
8	99991	Off-Season Demo Team	Off-Season Demo Team				1992
9	99992	Off-Season Demo Team	Off-Season Demo Team				1992
10	99993	Off-Season Demo Team	Off-Season Demo Team				1992
11	99994	Off-Season Demo Team	Off-Season Demo Team				1992
12	99995	Off-Season Demo Team	Off-Season Demo Team				1992
13	99996	Off-Season Demo Team	Off-Season Demo Team				1992

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Figure 2: Competing Team Report

Event Layout/Map

The Program Delivery Partner and Event Director should publish a map of the venue before the event. In some cases, details on the map might not be available until the day of the event.

The Event Layout / Map should detail the following:

- Load-In Path
- Parking for Personal Vehicles and Busses
- Team Check-in
- Volunteer Check-in
- Competition Area
- Pit Area (May include the [Pit Map](#))
- Judging Room Locations (if applicable)
- Safety Details as available (Emergency Exits, AED, Shelter in Place Locations)

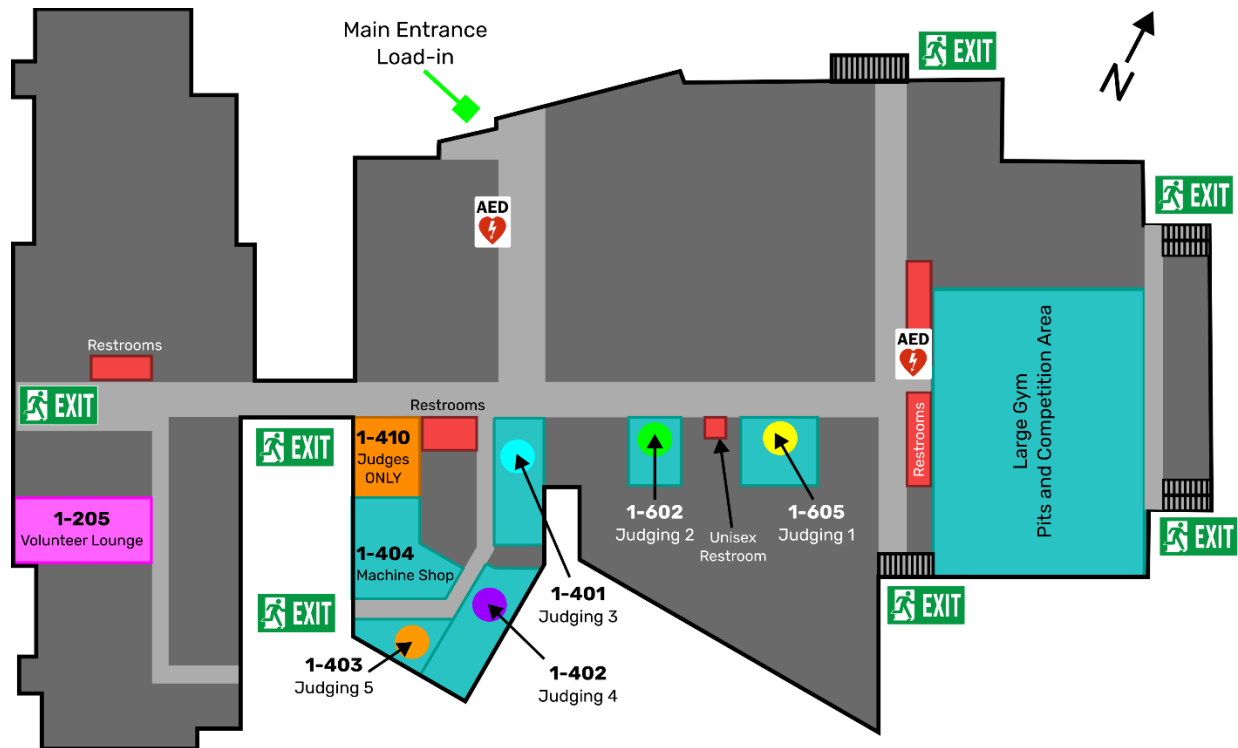


Figure 3: Example Event Map

Judging Schedule

	Panel 1 Room 1605	Panel 2 Room 1602	Panel 3 Room 1401	Panel 4 Room 1402	Panel 5 Room 1403
08:30 AM –	22077 Marcus Minions	8204 Blue Machine	—	27534 RoboChargers - Yellow	25783 Tech Titans
08:50 AM –	13542 RoboChargers - Blue	21171 ITKAN Robotics - M12	27532 RoboChargers - Orange	23344 Technical Turbulence	27536 RoboChargers - Gold
09:10 AM –	26300 Anomaly	27533 RoboChargers - Purple	20482 Wylie E. Robote	12430 Dub East	26693 Triad Robotics
09:30 AM –	23434 Cristo Rey Dallas Robotics	7172 Technical Difficulties	18871 RoboChargers - Green	18227 Area 52	19991 Chuckleheads
09:50 AM –	26542 Apex Genesis	13537 RoboChargers - Red	19564 ITKAN Robotics - MAS	19990 Marcus de-TECH-tives	13552 RoboChargers - Pink
10:10 AM –	27531 RoboChargers - Cyan	24563 Flower Mound Firewall	26722 Tech Support	27535 RoboChargers - Silver	20483 Wall East

Figure 4: Example Judging Schedule

Match Schedule

The match list will be generated on the day of the event after the teams have been confirmed. This schedule will list which teams will play in which alliance (Red or Blue) and it will also list a match start time see *Figure 5*. Some events will have more than one competition field. Some events will have more than one division, in which case each division will have its own schedule.

Sample Event Schedule

Teams: 11 Matches Per Team: 5 Matches: 14

Start	Match	Field	Red 1	Red 2	Blue 1	Blue 2
8:00 AM	Qualification 9	1	12758	11536	12494	11282
8:07 AM	Qualification 10	2	12329	12622	8089	12789*
8:14 AM	Qualification 11	1	7135	7078	11780	12758

Annotations: Total Number of Teams Competing (Teams: 11), Total Matches per Team (Matches Per Team: 5), ALLIANCE Red or Blue (Blue 1, Blue 2), Total Number of MATCHES (Matches: 14), Planned MATCH Start Time (8:00 AM), MATCH Type (Qualification 9), Field Assignment (Field 1), SURROGATE MATCH Indicator (12789*)

Figure 5: Example Match Schedule

Pit Map

Pit maps are typically provided by either the Event Director or by the Scorekeeper. Having a map of where each team is in the pit is key, as teams, parents or Queuers might need to find. Below are two sample pit maps in *Figure 6* and *Figure 7*. Pit Maps created in FTC Scoring will appear on the [FTC-Events](#) page.

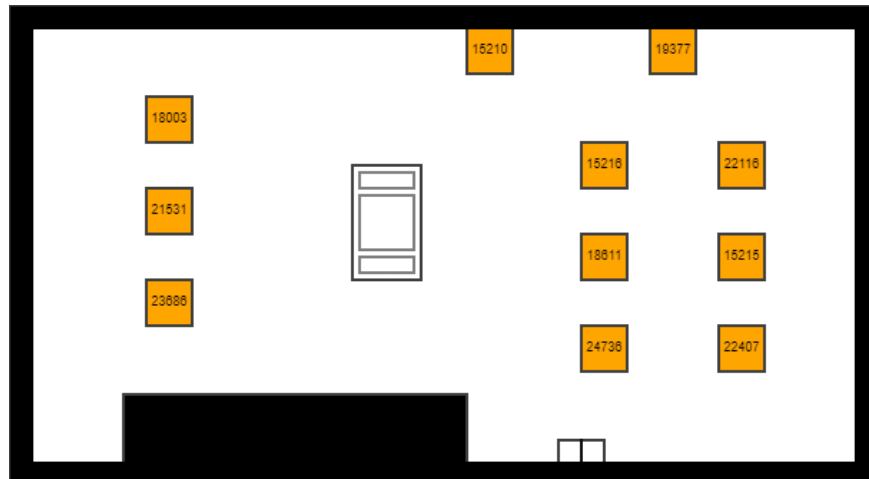


Figure 6: Example Pit Map for a small 12-team Qualifier Event

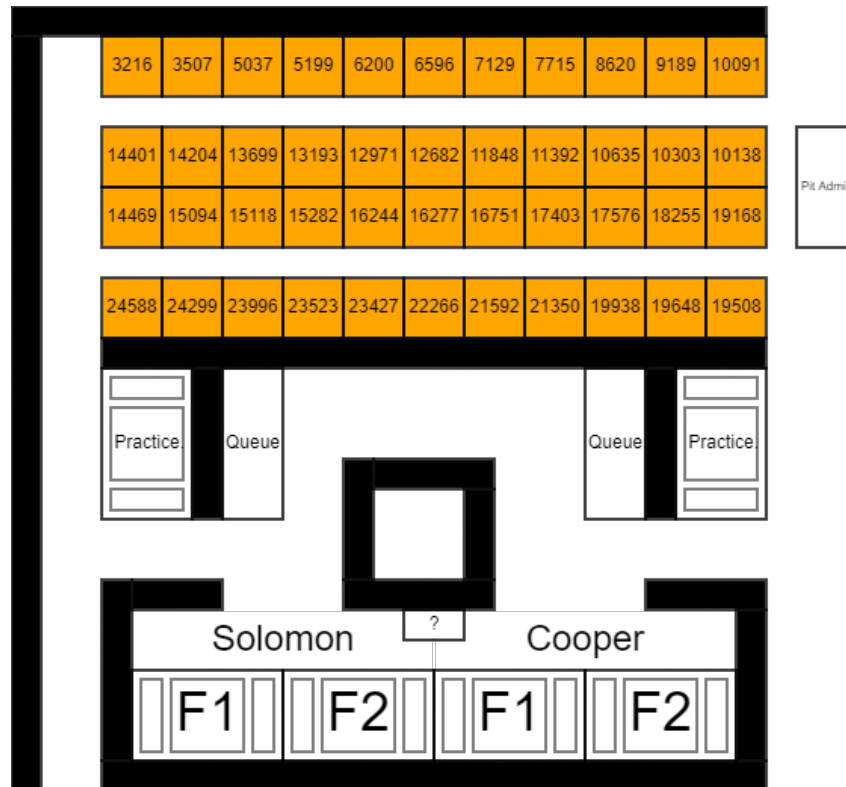


Figure 7: Example Pit Map for a Typical Regional Championship Event

Useful Links and Information

On-Call Support Numbers

These numbers are for volunteer support only. Teams should not use these numbers to call about rulings or technical assistance.

Administrative, Judge, Referee and Non-Technical Issues: (603) 206-2412

Scoring System (FTC Live) or other Technical Issues: (603) 206-2450

Call or use the **built-in chat feature on FTC Live** available for events with internet access

Pre-Event Support



Mon – Fri

8:30am – 5:00pm Eastern Time (UTC-4 or UTC-5)

[Contact Support](#) including live chat or email customerservice@firstinspires.org

Program Resources



[Event Search](#)

ftc-events.firstinspires.org



[Game and Season Resources](#)

ftc-resources.firstinspires.org/ftc/game



[FIRST Tech Challenge Blog](#)



[Event Resources](#)

ftc-resources.firstinspires.org/ftc/event



[FIRST Tech Challenge Website](#)

firstinspires.org/robotics/ftc



[Volunteer Resources](#)

ftc-resources.firstinspires.org/ftc/volunteer

Feedback

We strive to create support materials that are the best they can be. If you have feedback about this manual, please email customerservice@firstinspires.org or by [contacting support](#). Thank you!