Important: All volunteers supporting regular season events in the United States and Canada must be screened and assigned using the Volunteer Management System and are required to complete their certification test using the online volunteer certification system.

This test is provided publicly for team use and volunteer certification as needed at events outside of the United States and Canada.

Revision History	
Revision	**Description**
V26-27.1	2026-27 Initial Release

Questions

Q1. If a REFEREE disagrees with a rule as written in the Competition Manual, they may choose not to apply that rule.

A. TRUE
B. FALSE

Q2. REFEREES at an event can wear clothing or accessories that display a team affiliation.

A. TRUE
B. FALSE

Q3. If you are not sure if you have a Conflict of Interest with a team, you should inform the Head REFEREE, regardless.

a. TRUE
b. FALSE

Q4. The Competition Manual as well as the latest Team Updates should be reviewed prior to each event.

a. TRUE
b. FALSE

Q5. The Competition Integrity Contract:

a. Can be ignored.
b. Includes a Sporting Ethics Code to protect the integrity of the competition and Behavior Guidelines to help teams embody *Gracious Professionalism.*
c. Is not something the REFEREES need to be knowledgeable about.
d. Must be printed and signed by every volunteer, participant, and coach, then collected by the Head REFEREE.

Q6. A DRIVE TEAM member asks you about what violations they were assessed in the MATCH that occurred 2 MATCHES ago. What should you do?

A. Provide them with a detailed breakdown of all VERBAL WARNINGS, MINOR FOULS, MAJOR FOULS, and CARDS.
B. Politely direct them to the Question Box and alert the Head REFEREE that someone is in the Question Box.
C. Tell them they aren't allowed to ask any questions.
D. Provide them with the Contact Support website

Q7. A friend sends you a link to a video while you are volunteering as a REFEREE at an event. When you open the video during a break in MATCHES, you realize it is a video of a MATCH at the event you are at. What do you do?

A. Watch the video during a break in MATCHES and discuss it over text with your friend.
B. Watch the video to determine if it's a funny clip and then share it with the other REFEREES at the event.
C. Close the video and put your phone away.
D. Block the person who sent you the video.

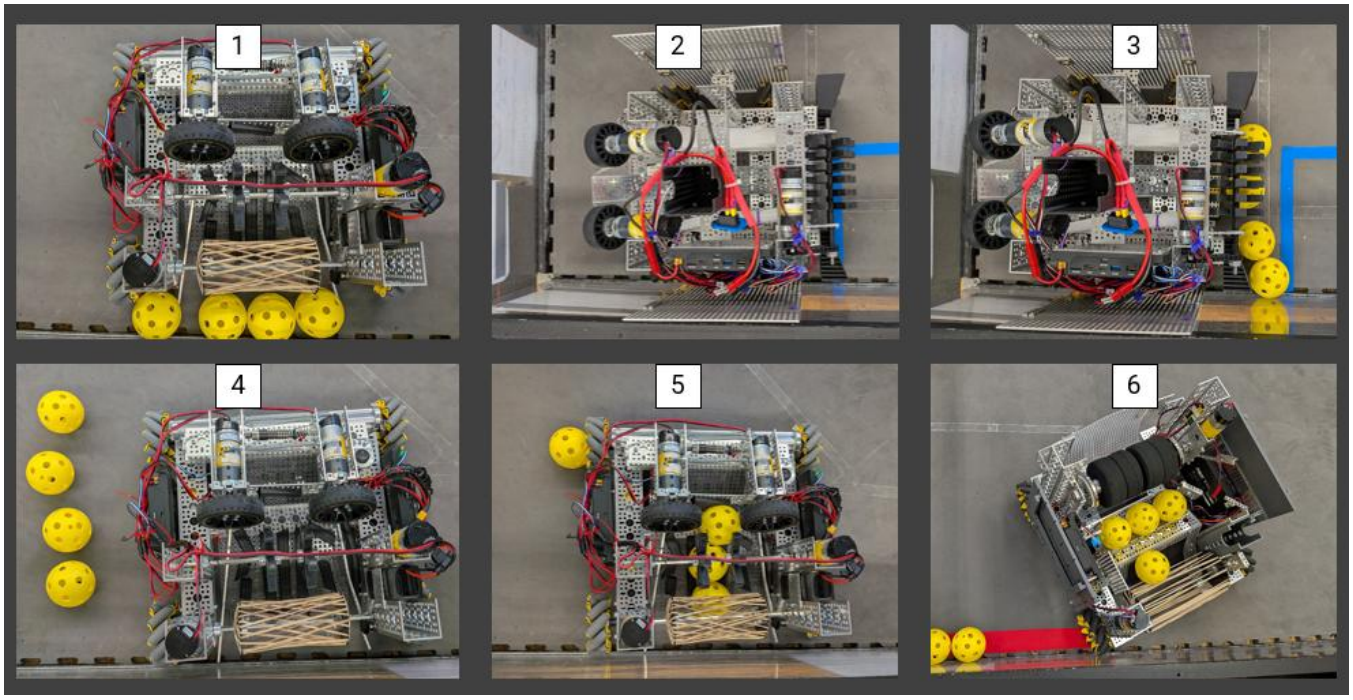
Q8. Between events, you see posts in an online forum where FTC team members socialize and notice a few team members are discussing designing a ROBOT that will have a large funnel that opens on the top of the ROBOT to catch POLLEN and NECTAR that fall out of a TIPPED HIVE. Which of the following is a good response?

a. "I'm a Referee, and that is an illegal design."
b. "Check the CM – G409 seems relevant. Or you should ask a question about this in the Team Q&A!"
c. "That design is awesome and will break the game!"
d. "I'm a Referee who knows the rules. Send me your CAD files, & I will design a winning robot for you."

Q9. Which of the following would <u>NOT</u> be considered legal in regard to a ROBOT'S MATCH starting requirements?

a. The ROBOT is contacting the Audience (front) perimeter wall.
b. The ROBOT is in the GARDEN.
c. The ROBOT has no preloaded POLLEN.
d. The ROBOT has passed inspection.

Q10.



Which of the above ROBOTS is in a legal starting position, assuming it is positioned on the correct half of the FIELD? (If it appears as if contact is being made between 2 objects, contact is being made – do not pull out a magnifying glass.)

a. 6
b. 3 & 5
c. 3, 5, & 6
d. 1, 4, & 5
e. 1, 3, 4, 5, & 6

Q11. As a red ROBOT sets up on the FIELD, you suspect that the ROBOT may be over the size limit. What do you do?

a. Pull a tape measure from your pocket and check the size at the FIELD.
b. Inform the Head REFEREE of your concern & allow them to manage the situation.
c. Announce that the MATCH cannot start until you find the LRI.
d. Ask their opponent if they think the ROBOT is oversized.

Q12. A ROBOT that moves during AUTO always earns the LEAVE achievement.

a. TRUE
b. FALSE

Q13. As the end of AUTO nears, a blue ROBOT is driving towards the blue LOADING ZONE. The ROBOT is slightly outside the LOADING ZONE at 2:00 but coasts to a stop, coming to rest just in the LOADING ZONE. With only this information, what should the Blue ALLIANCE Wall Official Scorer input, if anything?

a. Select “Yes” for PARK for that ROBOT on the AUTO screen.
b. Select “Yes” for PARK for that ROBOT on the TELEOP screen.
c. Select “No” for PARK for that ROBOT on the AUTO screen.
d. Select “No” for PARK for that ROBOT on the TELEOP screen.

Q14. During AUTO, you see a red ROBOT LAUNCH SCORING ELEMENTS into the upward facing red HIVE CELL, and this begins a HIVE TIP, but the damper contacts the HIVE Frame during the 8-second transition period. What should the Red ALLIANCE Wall Official Scorer input, if anything?

a. Score the HIVE TIP on the AUTO screen.
b. Score the HIVE TIP on the TELEOP screen.
c. Don’t input a HIVE TIP since it didn’t occur during a MATCH period.

Q15.



At the end of the MATCH, what are the correct inputs for the FLOWER above (bottom to top)?

a. blue, POLLEN, red
b. red, POLLEN, blue, POLLEN
c. red, POLLEN, blue, POLLEN, POLLEN
d. POLLEN, blue, POLLEN, red
e. POLLEN, POLLEN, blue, POLLEN, red

Q16. When are HUMAN PLAYERS allowed to enter NECTAR onto the FIELD?

a. Whenever they feel like it.
b. One new NECTAR can be entered for each time the HIVE of their corresponding ALLIANCE color is TIPPED.
c. As many as they want when 60 seconds or less remain in the MATCH.
d. Either (b) or (c), whichever comes first.

Q17. A HUMAN PLAYER drops a NECTAR such that it falls from above the FIELD perimeter wall, hits the TILE in the LOADING ZONE, and it bounces/rolls out into the FIELD. What, if anything, is the call?

a. Nothing
b. 1 MAJOR FOUL
c. 1 MINOR FOUL
d. 1 MAJOR FOUL and 1 YELLOW CARD
e. 1 MAJOR FOUL, if their ROBOT immediately collects that NECTAR (STRATEGIC)

Q18. As the red HUMAN PLAYER attempts to drop a NECTAR into the LOADING ZONE, a red ROBOT quickly drives into the LOADING ZONE. As the HUMAN PLAYER attempts to move out of the way, the NECTAR that the HUMAN PLAYER is holding briefly touches the ROBOT before the HUMAN PLAYER safely moves out of the way. What, if anything, is the call?

a. Nothing
b. VERBAL WARNING
c. 1 MAJOR FOUL
d. 1 MAJOR FOUL and 1 YELLOW CARD

Q19. With 1:08 remaining in TELEOP, a ROBOT enters 1 NECTAR and 3 POLLEN into a FLOWER. What, if anything, is the call?

a. Nothing
b. 1 MAJOR FOUL and 1 YELLOW CARD
c. 1 MAJOR FOUL and 3 MINOR FOULS
d. 1 MAJOR FOUL
e. 4 MAJOR FOULS

Q20. During AUTO, a red ROBOT drives onto the blue side of the FIELD and collects one POLLEN that started on that side of the FIELD. It then repeats this action again during the same AUTO period. Which of the following is a valid potential call?

a. VERBAL WARNING
b. 1 MAJOR FOUL and 1 YELLOW CARD
c. 2 MAJOR FOULS and 1 YELLOW CARD
d. 2 MAJOR FOULS

Q21. A blue ROBOT contacts a red ROBOT in the red LOADING ZONE during TELEOP. What, if anything, is the call?

a. 1 MINOR FOUL
b. 1 MAJOR FOUL
c. Nothing

Q22. A red ROBOT PINS a blue ROBOT against the perimeter wall for 7 seconds. What is the call?

a. 2 MINOR FOULS
b. Verbalize: PINNING – 2 – 3 – [signal MINOR FOUL] – 2 – 3 – [signal MINOR FOUL] (2 MINOR FOULS total)
c. 2 MAJOR FOULS
d. Verbalize: PINNING – 2 – 3 – [signal MAJOR FOUL] – 2 – 3 – [signal MAJOR FOUL] (2 MAJOR FOULS total)

Q23. A ROBOT that damages their opponent will always be assessed a MAJOR FOUL and CARD (either YELLOW or RED) per G419?

a. TRUE
b. FALSE

Q24. What criteria are the REFEREES looking for in order to determine if something is STRATEGIC?

a. The team decided to prioritize scoring in FLOWERS instead of the HIVE.
b. The team planned to score points, play the game, and work with their ALLIANCE partner.
c. The action was accidental, provided no benefit, was unforeseeable, and was promptly corrected.
d. The action enabled the team to gain an advantage, it was done after being previously warned, the situation was repeated multiple times, and the action was a deliberate rule violation.

Q25. A ROBOT intakes 5 POLLEN from the TILES but quickly ejects 1 POLLEN before moving across the FIELD to LAUNCH the POLLEN into a HIVE CELL. Is this violation of G407 more or less likely to be perceived as STRATEGIC?

a. Less likely to be STRATEGIC
b. More likely to be STRATEGIC

Q26. Which of the following actions is likely to be perceived as STRATEGIC?

a. A ROBOT accidentally bumps into a HIVE frame while attempting to pick up POLLEN.
b. A ROBOT attempts to LAUNCH POLLEN or NECTAR into the upward-facing CELL and misses in a way that hits the bottom, sides, or top of the CELL.
c. A ROBOT rams into the HIVE frame at high-speed or multiple times in a short time period.
d. A ROBOT prioritizes scoring in FLOWERS instead of the HIVE.

Q27. A ROBOT drives up to a FLOWER, carefully extends a MECHANISM into the scoring volume, methodically lines up and grabs onto an opposing ALLIANCE NECTAR, and removes it through the top of the FLOWER. What, if anything, is the call?

a. Nothing.
b. VERBAL WARNING.
c. 1 MAJOR FOUL.
d. 1 MAJOR FOUL and 1 YELLOW CARD.
e. 1 MAJOR FOUL and 2 YELLOW CARDS, resulting in a RED CARD.

Q28. If the REFEREES aren't sure if a rule violation was STRATEGIC or not, they should:

a. Always give the STRATEGIC violation.
b. If applicable, give the FOUL associated with the STRATEGIC violation, but not the CARD.
c. Err to not giving the STRATEGIC violation.
d. Ask the Head REFEREE to replay the MATCH.

Q29. A VERBAL WARNING that is given for a violation that is <u>not</u> STRATEGIC should be:

a. stated by a REFEREE while pointing a flag during a MATCH.
b. explained after the MATCH succinctly "because I said so."
c. explained after the MATCH with at least the observed violation and that it was perceived as not STRATEGIC due to specific criteria.
d. not explained.

Q30. A red ROBOT stops functioning and comes to a stop underneath the blue HIVE. As the MATCH continues, multiple blue HIVE TIPS occur, leading to 3 SCORING ELEMENTS falling into and accumulating in the non-functional red ROBOT. What, if anything, is the call?

a. Nothing
b. VERBAL WARNING
c. 3 MINOR FOULS
d. 1 MAJOR FOUL and 1 YELLOW CARD
e. 1 YELLOW CARD

Answer Key

Question	Correct Response	Explanation	Rule
Q1	B.	REFEREES cannot pick and choose the rules they enforce. This leads to inconsistency between events and an unfair team experience. The Competition Manual is the REFEREES' commitment to the teams to ensure consistent and fair rulings at all *FIRST* Tech Challenge events.	Section 1.7
Q2	B.	REFEREES should not wear team-specific attire or accessories, as this could indicate or create the appearance of a Conflict of Interest.	Referee Manual
Q3	A.	If you have a relationship with a team, but you aren't sure if it qualifies as a Conflict of Interest, be transparent with the Head REFEREE.	Referee Manual
Q4	A.	REFEREES are expected to be well-versed in the Competition Manual, including all Team Updates. REFEREEES should review the latest Team Updates prior to an event.	Section 1.7, Referee Manual
Q5	B.	The Competition Integrity Contract is an integral part of the FTC program and should be reviewed, understood, and upheld by REFEREES.	Section 1.5
Q6	B.	REFEREES are advised to avoid answering questions from teams beyond straight-forward questions. The intent is to provide a consistent and accurate answer to teams through an equitable process via the Head REFEREE.	Section 13.3, Referee Manual
Q7	C.	No event staff, including a REFEREE, should review video, photos, artistic renderings, etc. of any MATCH, from any source, under any circumstances.	T401, Referee Manual
Q8	B.	Remember that after an event has ended, so has your role. If you must comment, point teams towards official sources of information.	Referee Manual
Q9	C.	For BIOBUZZ, each ROBOT must begin with exactly 4 pre-load POLLEN.	10.3.1, 10.3.4, G304.G

Q10	C.	Legal: (3), (5), & (6): all ROBOTS are contacting wall & 4 pre-loads – it does not matter that the pre-loads in (3) are in the LOADING ZONE, or that the ROBOT in (6) is in the GARDEN. Not Legal: (1) ROBOT is not contacting a perimeter wall (G304.C), (2) ROBOT is in the LOADING ZONE (G304.E), and (4) ROBOT is not in contact with the 4 pre-loads (G304.G)	G304
Q11	B.	Determining ROBOT Construction rule compliance is the job of INSPECTORS and ultimately the LRI (G303.B, G304.F). REFEREES should escalate issues that may involve ROBOT inspection to the Head REFEREE who will involve the LRI, if needed.	Escalation Guideline, Section 12
Q12	B.	A ROBOT must meet the LEAVE criteria. LEAVE is scored at the end of AUTO (2:00), when the ROBOT must no longer be contacting the perimeter wall. A ROBOT that moves during AUTO does not always meet this scoring criteria; e.g., moving away and then returning to contact the wall again.	10.5 & 10.5.4
Q13	C.	A ROBOT must meet the PARK criteria (in the LOADING ZONE) at the end of AUTO (2:00). A ROBOT that meets the criteria after the "snapshot" taken at 2:00 does not meet the criteria for the scoring achievement.	10.5 & 10.5.4
Q14	A.	Per 10.5.B: HIVE TIPS that are complete prior to the start of TELEOP are assessed as part of AUTO.	10.5
Q15	D.	The POLLEN on the TILE does not meet the FLOWER scoring criteria – it is not in the FLOWER scoring volume. All other SCORING ELEMENTS meet the criteria. List is given bottom to top.	10.5.2
Q16	D.	See the Orange Box for additional information on NECTAR that leaves the FIELD and how to track total NECTAR.	G426
Q17	A.	All components of G427 were satisfied.	G427
Q18	B.	The situation described meets the plain criteria of G425.B – the HUMAN PLAYER contacted a NECTAR in contact with a ROBOT Because the HUMAN PLAYER attempted to move out of the way in an attempt to avoid a violation, it should not be considered STRATEGIC, leading to the VERBAL WARNING.	G425.B
Q19	D.	G410 violation is *per NECTAR*. 1 total MAJOR FOUL, no violation for the POLLEN.	G410

Q20	B.	The violation of G402 is limited to one per MATCH. Of the options listed, only 1 MAJOR FOUL and 1 YELLOW CARD appropriately applies this limit. The other options are not valid applications of G402 regardless of the observed actions in the specific scenario.	G402
Q21	C.	There are no protected zones on the BIOBUZZ FIELD.	Section 11
Q22	D.	See G421 for the violation and the Referee Training for a demonstration of calling PINNING.	G421, Referee Training
Q23	B.	G419 can only lead to a MAJOR FOUL and CARD if STRATEGIC.	G419
Q24	D.	STRATEGIC describes types of violations through “actions done with the aim of gaining a competitive advantage.”	Escalation Guidelines, Section 10
Q25	A.	Quickly ejecting 1 POLLEN is a good indicator that this is less likely to be STRATEGIC – in a MATCH the full context of a situation should be considered. See G407 Orange Box for additional discussion and Escalation Guidelines for general framework.	G407, Escalation Guidelines
Q26	C.	See G417 Orange Box for examples of STRATEGIC HIVE meddling.	G417
Q27	E.	The careful, deliberate, & methodical nature indicate a STRATEGIC violation of G418, earning 1 MAJOR FOUL and 1 YELLOW CARD. In the process, the ROBOT also CONTROLS the opposing ALLIANCE NECTAR, a STRATEGIC violation of G408, earning 1 YELLOW CARD. Total violation: 1 MAJOR FOUL and 2 YELLOW CARDS, resulting in a RED CARD.	G408 & G418
Q28	C.	The Competition Manual, particularly the Orange Boxes, along with clarification on the Q&A, can help REFEREES determine STRATEGIC actions. However, if a REFEREE is unsure, they should give the team the benefit of the doubt.	Escalation Guidelines, Referee Manual
Q29	C.	VERBAL WARNINGS are issued after the MATCH as part of the dynamic feedback with teams. This is distinct from warnings REFEREES give during the MATCH to alert teams about potential situations they should be aware of and respond to.	Escalation Guidelines
Q30	B.	See G409 Orange Box example E.	G409