Red Alliance Side — FIRST TECH CHALLENGE — POWER PLAY

Match: _____   **Field:** _____

Pre-Match

	Default Signal	Team Signal Sleeve
Robot 1	☐	☐
Robot 2	☐	☐

Autonomous Period

RED Terminal (audience side) _____

R	Audience-side (Front) Wall		
Red Alliance Wall	Z1:	Y1:	X1:
	Z2:	Y2:	X2:
	Z3:	Y3:	X3:
	Z4:	Y4:	X4:
	Z5:	Y5:	X5:
B	Scoring-side (Back) Wall		

	No	Substation/ Terminal	Signal Zone
Robot 1	☐	☐	☐
Robot 2	☐	☐	☐

Driver-Controlled Period

RED Terminal (audience side) _____

BLUE Terminal (scoring side) _____

R	Audience-side (Front) Wall		
Red Alliance Wall	Z1:	Y1:	X1:
	Z2:	Y2:	X2:
	Z3:	Y3:	X3:
	Z4:	Y4:	X4:
	Z5:	Y5:	X5:
B	Scoring-side (Back) Wall		

End Game Period

	None	Parked
Robot 1	☐	☐
Robot 2	☐	☐

Penalties

Minor _____   # Major _____

Junction grid shown from scoring side perspective (behind field). Each cell is for recording the stack of Cones Secured on the corresponding Junction. Junction stack order matters! Write each Secured Cone in order starting with the bottom-most cone in the top-left corner of the cell. Use 'r' for a Red Cone, 'b' for a Blue Cone, 'Cr#' for a Red Beacon, and 'Cb#' for a Blue Beacon, where '#' is 1 for the Beacon *scored by* Robot 1 and 2 for the Beacon *scored by* Robot 2. Use lower-case 'r' and 'b' to reduce ambiguity from handwriting. A Junction with a Red Cone at the bottom, then a Blue Cone, a Red Cone, and Capped with a Red Beacon by Robot 2 would be recorded as: "rbrCr2". Make sure you confirm with the other alliance Scoring Referee that your X columns match!

Team #	No Show	Yellow Card	Red Card
_____	☐	☐	☐
_____	☐	☐	☐

Blue Alliance Side — FIRST TECH CHALLENGE — POWER PLAY

Match: _____   **Field:** _____

Pre-Match

	Default Signal	Team Signal Sleeve
Robot 1	☐	☐
Robot 2	☐	☐

Autonomous Period

BLUE Terminal (audience side) _____

	Audience-side (Front) Wall		B
X1:	W1:	V1:	**Blue Alliance Wall**
X2:	W2:	V2:	
X3:	W3:	V3:	
X4:	W4:	V4:	
X5:	W5:	V5:	
	Scoring-side (Back) Wall		R

	No	Substation/ Terminal	Signal Zone
Robot 1	☐	☐	☐
Robot 2	☐	☐	☐

Driver-Controlled Period

BLUE Terminal (audience side) _____

RED Terminal (scoring side) _____

	Audience-side (Front) Wall		B
X1:	W1:	V1:	**Blue Alliance Wall**
X2:	W2:	V2:	
X3:	W3:	V3:	
X4:	W4:	V4:	
X5:	W5:	V5:	
	Scoring-side (Back) Wall		R

End Game Period

	None	Parked
Robot 1	☐	☐
Robot 2	☐	☐

Penalties

Minor _____   # Major _____

Junction grid shown from scoring side perspective (behind field). Each cell is for recording the stack of Cones Secured on the corresponding Junction. Junction stack order matters! Write each Secured Cone in order starting with the bottom-most cone in the top-left corner of the cell. Use 'r' for a Red Cone, 'b' for a Blue Cone, 'Cr#' for a Red Beacon, and 'Cb#' for a Blue Beacon, where '#' is 1 for the Beacon *scored by* Robot 1 and 2 for the Beacon *scored by* Robot 2. Use lower-case 'r' and 'b' to reduce ambiguity from handwriting. A Junction with a Red Cone at the bottom, then a Blue Cone, a Red Cone, and Capped with a Red Beacon by Robot 2 would be recorded as: "rbrCr2". Make sure you confirm with the other alliance Scoring Referee that your X columns match!

Team #	No Show	Yellow Card	Red Card
_____	☐	☐	☐
_____	☐	☐	☐