

- keep the POWER CUBE inside the ALLIANCE STATION (effectively delaying the selection until a later time or not using it all.)

An ALLIANCE can earn up to four (4) Ranking Points (RP) per Qualification MATCH, as described in Table 4-1. There are no RP, or comparable point bonuses, in Playoff MATCHES.

Table 4-1: FIRST® POWER UP<sup>SM</sup> rewards

| Action        | Criteria   | MATCH Points |           | Ranking Points |
|---------------|--|--------------|-----------|----------------|
|               |  | AUTO         | TELEOP    |                |
| AUTO-RUN      | For each ROBOT that breaks the vertical plane of the AUTO LINE with its BUMPER at any point in the AUTO stage  | 5            | -         | -              |
| OWNERSHIP     | SCALE  | 2 + 2/sec    | 1 + 1/sec | -              |
|               | ALLIANCE'S SWITCH  | 2 + 2/sec    | 1 + 1/sec | -              |
| VAULT         | For each POWER CUBE placed in the VAULT  | -            | 5         | -              |
| PARKING       | For each ROBOT fully supported by the SCALE (either directly or transitively), not at all in the opponent's PLATFORM ZONE, and has not CLIMBED                           | -            | 5         | -              |
| CLIMBING      | For each ROBOT fully supported by the SCALE (either directly or transitively) with BUMPERS fully above the BRICKS at T=0, and not at all in the opponent's PLATFORM ZONE | -            | 30        | -              |
| FACE THE BOSS | All three (3) ALLIANCE ROBOTS have CLIMBED or two (2) ROBOTS have CLIMBED and the ALLIANCE has played the LEVITATE POWER UP  | -            | -         | 1              |
| AUTO QUEST    | ALLIANCE completes three (3) AUTO-RUNS and has OWNERSHIP of their SWITCH at T=0 of the AUTO stage  | -            | -         | 1              |
| Win           | ALLIANCE's final MATCH score exceeds their opponents'  | -            | -         | 2              |
| Tie           | ALLIANCE's final MATCH score equals their opponents'   | -            | -         | 1              |

Points are earned for establishing OWNERSHIP, with additional points earned for each additional second of OWNERSHIP. For example, a team that establishes OWNERSHIP of their SWITCH three (3) seconds after the start of AUTO and maintains OWNERSHIP for five (5) seconds earns two (2) points + ten (10) points, for a total of twelve (12) points.

The MATCH points listed in Table 4-1 for OWNERSHIP during the TELEOP stage are increased if the BOOST POWER UP is played. See [Section 4.3](#) for details on BOOST.