***FIRST*® Robotics Competition 2025 District Event**

**Competition Day One Script and Rollout**

**Opening Ceremony and Qualification Match Play v3/4bh**

**Opening Ceremony and Match Play AV Show Elements**

**VIDEOS**

*FIRST* SPONSOR video GAME ANIMATION 2025 video

FRCSUPPLIER video SHORT GAME EXPLANATION 2025 video

EVENT OPENER video NATIONAL ANTHEM video

**PPT Decks** **MUSIC**

DISTRICT SPONSOR ppt WALK IN music - DAY 1

AUDIENCE DISPLAYppt MATCH PLAY music

JUDGE NAMES ppt LUNCH BREAK music - DAY 1

***NOTES:***

* *Ceremony times and length will be based on the number of teams competing, number of speakers, adherence to schedule, etc. Please update for your specific event.*
* *Audio levels should conform to the guidance provided in the* ***FIRST* Event Sound Level Guidelines** *document*

**Day One - Ceremony and Qualification Match Play**

|  |  |  |
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|  |  | **PRE- SHOW** |
| 7:30 AM | AV Production | * Rehearse Natl. Anthem w/performer (if using live performers) * Test input from Scoring Computer; and run lighting, sound, and projection checks |
|  |  | **HOUSE OPENS** |
| 8:00 AM  8:10 AM  8:30AM | AV Production  Event Manager  AV Production | * Play *Walk In - Day* 1 music * Playing field lights should be at 50% or have a pre-show look * Open doors for teams, Judge’s chairs set * Roll *FIRST* SPONSOR video (trt 3:43) * Roll *FRC SUPPLIER* video (no audio) while Walk-In music plays (trt 2:00) * Play *Walk-In music* under Practice matches |
|  |  | **OPENING CEREMONY** |
| 10:20 AM  10:30 | Event Manager  FTA  AV Production | * Referees check in, intro rehearsed with Head Ref (walk across field) * Safety Managers check in, intro rehearsed (walk across field) * All Guest Speakers accounted for, Judges seated * Robots in place on field, teams in driver stations * Flash lights (ballyhoo) for opening * dim/take out field lights * Roll EVENT OPENER video (trt 1:03) |
| 10:31 AM | AV Production | * Restore lights on field * Use music roll off on video for Emcee’s entrance under Game Announcer’s VO |
|  | Game Announcer | Start to intro the Emcee at REEFSCAPE logo in the video (at :57)  ***Please provide a warm welcome for your Emcee XXXXXXX!***  (proper title and phonetic pronunciation of Emcee, note if a *FIRST* alum) |
| 10:31 | Emcee | ***Good morning! Welcome to the 2025 FIRST Robotics Competition and this year’s challenge: REEFSCAPE, presented by Haas!***  ***REEFSCAPE is part of our ocean-inspired season, FIRST DIVE presented by Qualcomm. Qualcomm is proud to partner with FIRST to inspire students to make waves with your innovations and transform into confident leaders. A big thanks to Qualcomm for their nearly 20 years of support, and for investing in your future***  ***And we’re very excited to partner with our REEFSCAPE season presenting sponsor, the Gene Haas Foundation. As a leading CNC manufacturer, Haas knows the skills you develop this season create success. Whether it’s helping you prepare for today’s game action, an F1 race, or exploring the depths of the ocean, Haas is proud to support FIRST Robotics Competition teams around the world.***  ***A big thanks to Haas, and to all our donors, from the largest companies to small businesses and individual donors who support FIRST and FIRST teams every season with sponsorship and volunteers. We really couldn’t do it without you!*** |
| 10:35 | Emcee | ***It’s now my pleasure to introduce our first Speaker: XXXXXXX***  (Proper title and phonetic pronunciation of presenter, note if a *FIRST* alum)  \*\* If Speaker is representing a Sponsor, use this intro: “***This competition is only possible with the support of our local Sponsors. Representing one of the Sponsors, XXXX Corporation, please welcome XXXXXXXXXXXX (***Title and name) |
|  | 1st Speaker  AV Production | Walks on to the field -- Brief remarks     * handheld mic |
| 10:37 | Emcee | Introduces Second Guest: ***I would now like to introduce XXXXXXXXXXX***  (proper title and phonetic pronunciation of presenter) |
|  | 2nd Speaker  AV Production | Walks onto the Field -- Brief remarks   * handheld mic |
| 10:39 | Emcee  AV Production | ***Now it’s time to recognize our volunteers in the blue shirts. Please welcome the Judges led by Judge Advisor XXX. The Judges want to hear your stories, your successes, and challenges. This is a distinguished group from companies and organizations where you may want to work someday, so go network!***   * display *JUDGE NAMES* ppt (slides of Judge name, company name, note if Alumni)   Judges stand and wave- no individual introductions |
|  | Emce*e* | ***Judges, thank you for your time and efforts – you’ve got a difficult task with this competitive group of teams.***  ***There’s another group of volunteers you’ll get to know here on the playing field. Their job is to ensure fair play, enforce the rules, and to help all teams compete intensely while remembering their Gracious Professionalism. Their rulings are final and there will be no video reviews.***  ***Please welcome your referees, led by Head Referee XXXXXXXX***  (name and title/employer ***–*** *note*if a *FIRST* Alumni)  Referees walk across the field waving and exit field. |
| 10:41 | Emcee | ***Along with a fair competition, Safety is a priority at FIRST. We want you to have fun and be safe at the same time. Helping us achieve that, please welcome our Safety Managers XXXXXXX and XXXXXXXX (***note if a *FIRST* alum)Safety Managers walk onto field, wave, and exit field.  ***Here at the event, we’d like to make sure you and your team have a Safety Plan. Mentors, please communicate your Safety Plan and a designated meeting place to your team.***  ***And congratulations to this year’s Safety Animation Award winners, Team 1986 Team Titanium from Lee’s Summit, Missouri. We’ll play their winning animation tomorrow during the Playoffs.*** |
|  | Emcee | ***We have one award which recognizes an individual student, and not a team – it’s the Dean’s List Award. Dean’s List nominees, please stand and now let’s give a round of applause for all these students who were nominated by their teams. Thanks for being such terrific leaders.*** |
|  | Emcee | ***As always, let's make sure that everything you do at the tournament reflects Gracious Professionalism. The nominees for the Woodie Flowers Finalist Award, which was created in honor of Woodie Flowers, the originator of Gracious Professionalism, will be honored during this weekend's awards ceremonies. Throughout the competition, please maintain Woodie's legacy by acting with Gracious Professionalism. Mentors nominated by their team are the Woodie Flowers Finalist Award contenders.*** |
| 10:43 | Emcee | ***Mentors and Coaches, you are critical to the FIRST experience.  You help set the culture at FIRST and are part of the far-reaching support system we’ve built for students around the world who are realizing their dreams.***  ***We know that many of you also mentor teams from other FIRST Programs: FIRST LEGO League and FIRST Tech Challenge. A big thanks to all the Mentors and Coaches for your dedication and efforts on behalf of all FIRST programs.***  If applicable and FLL and/or FTC is displaying*:*  ***You can check out the other FIRST Programs on display here this weekend up in the concourse.***  ***Finally, some venue housekeeping and safety reminders before we get started. Please note the location of the emergency exits, there is a fire extinguisher here at the scoring table and at the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and the first aid station is located \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.***  ***Safety is everyone’s responsibility, so please help us keep walkways and exits clear and if you see something unsafe, like a tripping hazard or a spill, please correct the issue immediately or ask Pit Admin for help.***    ***It's important for everyone to have a safe, supportive, and enjoyable time here. If anything or anyone is making you feel uneasy, don't hesitate to reach out to a trusted adult for assistance. The FIRST community cares for one another, so if you notice someone who seems to be having a tough time, take a moment to check in and see how you can lend a hand. Together, we can ensure that this event is safe and fun for everyone!***  ***Before we power up the robots, please stand for the National Anthem.*** |
| 10:45 | AV Production | * Dim/take out field lights * Roll NATIONAL ANTHEM video or stage mics for live performance * Restore lights on field |
| 10:48 | Emcee  AV Production  Emcee  Game Announcer | ***Are you ready to play REEFSCAPE? Alright, let’s power up the robots and start the competition!***   * Play pump-up music while the teams power up their robots * After FTA signals that the field is set, the Emcee introduces the GA. * Music stays under all Team Introductions for every match, then continues under all match play   ***The other voice you’ll be hearing this weekend is our Game Announcer,***  ***please welcome XXXXXXXXXX!! (***note if a *FIRST* alum)  ***Good morning (***city name***)!! Let’s meet the teams in our first match.*** |
| 10:55 AM |  | **QUALIFICATION MATCH PLAY** |
|  | Emcee & GA  AV Production | Emcee & GA begin Team intros, starting at the Red Alliance driver station with the team closest to the scoring table, then proceed counterclockwise around the field, ending up at the other end of the scoring table in front of the Blue Alliance driver station.   * IMAG of each Team being introduced * Music under Team intros |
|  | Game Announcer | GA Note: for the team intros on day one, 2-3 team sponsors will be mentioned in the Team’s first match ***only***. In subsequent matches, until their first Playoff introduction, the GA should not use Sponsors in the intros. Use team name, school, or nickname and hometown. |
| 11:00 AM | Emcee  AV Production  GA  AV Production | Get “thumbs up” from FTA and check to see that the Head Ref is also ready.  Start first and every match with ***“Drivers behind the lines, and 3, 2, 1, Go!”***   * Display Timer/Score bar during entire match as an upper third * Display camera shots of match on IMAG. * Take Timer/Score bar upper third down at the end of each match * Display Match Results on IMAG.     Announce the Match Results as it is revealed on the projection screen  Display Match Preview from scoring computer as Teams set-up on the Field |
| 11:05 AM | Emcee  AV Production | * After the first match: ***For those unfamiliar with this year’s challenge, here’s the game animation to help explain the objectives and scoring.*** * Keep field lights up for this video because Teams/Field Crew will be resetting the playing field. * fade the music/DJ, roll *REEFSCAPE Game Animation* video (trt 2:31) * Restore music/DJ * Display Match Preview from scoring computer as Teams set-up on the Field |
|  | Emcee & GA  AV Production | Introduce Teams in the next match, play match, then announce score.   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. * Roll *AUDIENCE DISPLAY* ppt after Match 2 and then every 7 matches until lunch * Roll *FRC SUPPLIER* video (no audio) (trt 2:00) after Match 15 and while music plays, keeping the energy up |
| 1:00 |  | **LUNCH BREAK** |
|  | AV Production | * Dim/take out field lights (use pre-show look) * Roll *FIRST* SPONSOR video (trt 3:43) and *DISTRICT SPONSOR* ppt per PDP or Event Mgr. * Play *LUNCH Break - Day 1 music* at lower/background volume * Roll *FRC SUPPLIER* video (no audio) (trt 2:00) while music plays |
| 2:00 |  | **resume QUALIFICATION MATCH PLAY** |
|  | Emcee & GA  AV Production | Continue Qualification match play sequence.   * Restore music * Restore lights on field * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence * Roll *SHORT GAME EXPLANATION* video(trt 1:01)after 1st match after lunch break and then every 12 matches |
| END OF DAY ONE | Emcee  AV/Production | ***Thanks to all the teams and volunteers here at the XXX District Event for your hard work and Gracious Professionalism today. We have another full day tomorrow with Opening Ceremonies at XXX a.m. A reminder that the pits close at XXX p.m. It’s time for us to power down.***  ***Have a great night and we will see you tomorrow!***  Play Walk Out Day 1 music |

Please note:

1. Add or delete cells based on plus or minus speakers/items to add or delete.
2. Ensure that all pronunciations of presenters are understood in advance and loaded into script in phonetic spelling, not actual spelling.
3. Run through Day One’s Opening ceremony on Practice Day after practice matches with AV Production company
4. Ensure that AV Production company has all videos ready to go prior to start of ceremonies.
5. Communicate with Judge Adviser to ensure that all awards and scripts are done well in advance of Closing Ceremonies
6. Every block that has **XXXXXXXX** is to be the phonetic name, and title of the speaker.

***FIRST* Robotics Competition 2025 DISTRICT Events**

**Competition Day Two Script and Rollout**

**Opening Ceremony, Match Play, and Alliance Selection**

**Opening Ceremony, Match Play, and Alliance Selection Show Elements**

**VIDEOS**

*FIRST* SPONSOR video NATIONAL ANTHEM video

FRCSUPPLIERvideo SELECTION RULES video

EVENT OPENER 2025 video 8 min. break SELECTION PROCESS-PLAYOFF SCHEDULE video

PLAYOFF & AWARDS SCHEDULE video

**PPT Decks** **MUSIC**

DISTRICT SPONSOR ppt WALK IN music – DAY 2

AUDIENCE DISPLAYppt MATCH PLAY music

LUNCH BREAK music – DAY 2

***NOTES:***

* *Ceremony times and length will be based on the number of teams competing, number of speakers, adherence to schedule, etc. Please update for your specific event.*
* *Audio levels should conform to the guidance provided in the* ***FIRST* Event Sound Level Guidelines** *document*

**Day Two - Opening Ceremony and Qualification Match Play**

|  |  |  |
| --- | --- | --- |
|  |  | **PRE- SHOW** |
| 7:30 AM | AV Production | * rehearse Natl. Anthem w/performer (if using live performers) * Test input from Scoring Computer; and run lighting, sound, and projection checks |
| 8:00am |  | **HOUSE OPENS** |
| 8:00 AM  8:10 AM | AV Production  Event Manager  AV Production | * Play *Walk In - Day* 2 music * Playing Field lights should be at 50% or have a Pre-Show look * Open doors for teams * Judge’s chairs set * Roll *FIRST* SPONSOR video (trt 3:43) * Roll SELECTION RULESvideo (no audio) while music plays (trt 1:40) * Roll PLAYOFF & AWARDS SCHEDULE video (no audio) while music plays (trt 1:51) * Play walk-in music until Opening Ceremony |
|  |  | **OPENING CEREMONY** |
| 8:50 AM | Event Manager  FTA | * Referees check in, with intro (off the field) rehearsed with Head Ref * Robot Inspectors check in, with intro (walk across field) rehearsed with LRI * Guest Speakers accounted for, Judges seated * Robots in place on field, teams in driver stations, |
| 9:00 AM | AV Production  Game Ann. | * Flash lights (ballyhoo) for opening * Then dim/take out field lights * Roll *EVENT OPENER* video (trt: 1:07 plus roll-off) * Restore lights on field * Use music roll off on video for Emcee’s entrance under Game Announcer’s VO   Start to intro Emcee at REEFSCAPE logo in the video (at :57) |
|  | Game Announcer | ***Please provide a warm welcome for your Tournament EMCEE XXXXXXX!***(proper title and phonetic pronunciation of Emcee) |
| 9:01 AM | Emcee | ***Good morning*** *(*name of city*)****! Welcome back to the 2025 FIRST Robotics Competition and this year’s challenge: REEFSCAPE, presented by Haas!***  ***Wow, what a great day of Qualification Matches we had yesterday. Teams, thank you all for your Gracious Professionalism on and off the field. Your determination, sportsmanship, creativity, excitement is terrific. Keep it up today as the competition intensifies!***  ***Regardless of how today plays out, whether you win or come up a little short, remember that today and this season are all part of a much longer journey.***  ***FIRST isn’t really about the competition, it’s about preparing for the future and building a community of leaders, preparing you to tackle the world’s biggest challenges.***  ***It’s exciting to think about the impact so many of you will make in our world over the NEXT 50 years. Being a FIRST team member means access to education and career discovery opportunities such as industry certifications, internships, and scholarships. FIRST offers you the opportunity to network with employers and a place in the FIRST community for life.***  ***Learn more about all the ways to make the most of your FIRST experience at firstinspires.org/alumni.*** OR IF THERE IS A TABLE AT THE EVENT:  ***or at the information table located at: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (***location of Alumni/Welcome Table) |
| 9:03 AM | Emcee | ***I would now like to introduce XXXXXXXXXXXXXXXXX!***  **(**proper title and phonetic pronunciation of presenter- note if alum**)** |
|  | 1st Speaker  AV Production | Walks on to the field -- brief remarks   * handheld mic |
| 9:06 AM | Emcee | Introduces Second Guest: ***Please also welcome XXXXXXXXXXXXXXX***!  **(**proper title and phonetic pronunciation of presenter- note if alum**)** |
|  | 2nd Speaker  AV Production | Walks on to the field -- brief remarks   * handheld mic |
| 9:09 | Emcee | ***To make FIRST events run smoothly, it takes many dedicated Volunteers. It’s a lot of work, but it’s also a lot of fun. And we can always use more Volunteers, so “come join the fun” and volunteer at an upcoming event! Let’s show your appreciation to the terrific Volunteers making this event fun.***  (lead applause) |
|  | Emcee | ***Please welcome back the Judges. Hopefully you’ve all had the chance to meet and impress them. Good morning, Judges****!!*  Judges wave from their seats *(*lead applause) |
|  | Emcee | ***Please welcome back our hard-working Referees!*** Refs wave from off field |
|  | Emcee | ***And please show your appreciation for another talented group of volunteers, your Robot Inspectors, led by Lead Robot Inspector XXXXXXXXXXXXXX.***  Inspectors wave and walk across the field.  ***A reminder, that all teams must be re-inspected after their final qualification match to be eligible for the Playoff tournament.*** |
| 9:12 |  | ***There are so many volunteers that put in countless hours of work and planning before and during the event. Please show your appreciation for:*** *(*note if any are an alum)   * ***Your field volunteers – which includes your resetters, queuers, scorekeepers, and FTAAs - led by FTA XXXXXX & Field Supervisor XXXXXX*** * ***Your Pit volunteers – which includes pit admin, spare parts, and safety attendants - and your awesome Pit Admin Supervisor XXXX*** * ***The volunteers working behind the scenes like at volunteer registration– and our fabulous Volunteer Coordinator XXXXXX*** |
| 9:14 AM | Emcee | ***Here is today’s schedule: this morning we’ll finish up the Qualification matches and then go into the Alliance Selection, where the top eight teams will each pick two partners. These eight alliances will then move on to the Playoffs. After a lunch break, we’ll begin the Playoff rounds and present awards between the Rounds of Matches. Then we’ll end the competition with a final Closing and Awards Ceremony. It’s going to be an exciting day. And remember- Safety first!***  ***Please stand for the National Anthem.*** |
| 9:15AM | AV Production | * Dim/take out field lights * Roll NATIONAL ANTHEM video * Restore lights on field |
| 9:20AM | Emcee  AV Production  Emcee  Game Announcer | ***Are you ready for REEFSCAPE? Let’s get to the matches!***  ***Teams, please come power up your robots.***   * Play pump-up music while the teams power up their robots * After the field is set and on the direction of the FTA, the Emcee introduces the GA. * Music stays under all Team Introductions for every match, then continues under all match play   ***Please welcome back our Game Announcer XXXXXXXXXX***  ***Good morning (***city name***)!! Let’s meet the teams in our first match.*** |
| 9:25 AM |  | **resume QUALIFICATION MATCH PLAY** |
|  | Emcee & GA  AV Production | Continue Qualification match play sequence used in Day One.   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. * Roll PLAYOFF & AWARDS SCHEDULE video (TRT 1:54) (no audio) after the 2nd Match of the day while music plays, keeping the energy up * Roll SELECTION RULES video (TRT 1:40) (no audio) after the 5th and 10th Match while music plays, keeping the energy up |
|  |  | **after QUALIFICATION MATCH PLAY** |
| 12:20 PM | AV Production | * Use the music/DJ to fill the time until Emcee begins * Display Timer (8 min. countdown) from Scorekeeper’s computer throughout |
|  |  | **PRE-ALLIANCE SELECTION** |
| 12:20 PM | Emcee  AV Production | ***We’ve had a great competition so far with plenty of exciting Qualification Matches, let’s hear it for all the teams competing! Soon we move on to the Playoff Tournament, where eight Alliances of three teams each will compete against each other in a double elimination format to become the Champion here in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. But before we begin the Playoffs, we need to create the eight Alliances***  ***Here’s a new video which helps explain the new selection process and remind you of the Playoff and Awards Schedule for this afternoon. We’ll be back in a few minutes – when the timer hits zero – to begin the Alliance Selection! Let’s roll it!***   * Dim/take out field lights * roll SELECTION PROCESS-PLAYOFF SCHEDULE video (trt: 6:58) * Play music after video ends |
| 12:30 |  | **ALLIANCE SELECTION** |
|  | Emcee & GA  AV Production | Run Alliance selection – use Alliance Selection script.   * Handheld mic for Emcee to use for student’s pick announcements * take Scorekeeper computer feed for display * play Alliance Selection music at lower than usual volume to fill longer quiet deliberations (if needed) * during the 2 minute break between Selection Rounds, play music and keep the Timer and Alliance Bracket on the Audience Display/Projection Screen. |
| 1:00 |  | **LUNCH BREAK** |
|  | AV Production | * Dim/take out field lights (use pre-show look) * Roll *FIRST* SPONSOR video, and DISTRICT SPONSOR ppt per PDP or Event Mgr. * Play LUNCH Break - Day 2 music at lower/background volume * Roll FRC SUPPLIERvideo (no audio) while music plays (trt 2:00) * Roll PLAYOFF & AWARDS SCHEDULE video (no audio) (trt 1:54) |

***FIRST* Robotics Competition 2025 DISTRICT Events**

**Competition Day Two - Script and Rollout**

**PLAYOFF TOURNAMENT, CLOSING & AWARDS**

**Day Two Playoffs, Closing & Awards Show Elements**

**VIDEOS**

FRCSUPPLIER video SAFETY ANIMATION AWARD 2025 video

SHORT GAME EXPLANATION 2025 video DIGITAL ANIMATION AWARD 2025 video

PLAYOFF & AWARDS SCHEDULE video GET ANYWHERE video

WOODIE FLOWERS AWARD video *FIRST* IMPACT AWARD winner’s video (from Event Mgr.)

*FIRST* Teaser 2025-2026 video

**PPT Decks MUSIC**

DISTRICT SPONSOR ppt MATCH PLAY music

AWARD STINGS

WALKOUT music – DAY 2

***NOTE for PDPs and Event Managers:*** *the 6-minute break after Round 3 can be customized to your event with locally produced content. We strongly prefer that the Safety and Digital Award winners are recognized and celebrated by playing their videos, but other content is optional.*

|  |  |  |
| --- | --- | --- |
| Time |  | **PLAYOFF TOURNAMENT**  There will be 13 double elimination matches, then a best 2 out of 3 Finals tournament. |
| 1:55p | FTA | Position robots on playing field for 1st Playoff match |
| 1:58p | Emcee | Intro *REEFSCAPE* Short Game Explanation video  (optional: use if audience has noticeably increased, VIPS have assembled, etc.)  ***Before we begin the Tournament, let’s roll the explanation of REEFSCAPE game play and scoring for those joining us for the Playoffs.*** |
|  | AV Production | * Dim/take out field lights * roll SHORT GAME EXPLANATION video (trt: 1:01) * restore lights |
| 2:00p | Emcee  AV Production  Emcee | **Welcome to the Playoffs and the Double Elimination Bracket tournament!**   * Roll PLAYOFF & AWARDS SCHEDULE video (no audio) (trt 1:54)   *\*\*NOTE: THIS VIDEO ROLLS WHILE EMCEE SPEAKS the following. Cut away from the video when the Emcee finishes outlining the playoff structure:*  **In a Double Elimination format, o*nce an alliance loses two matches they are eliminated. Two losses and it’s time to cheer on others. There are two Brackets, an Upper Bracket and a Lower Bracket. All alliances start “Round 1” in the Upper Bracket. Alliances that win matches progress through rounds in the Upper Bracket, but losing a match in the Upper Bracket moves you to the Lower Bracket.***  ***Alliances that win matches in the Lower Bracket progress through rounds in the Lower Bracket, but a loss in the Lower Bracket results in elimination from the tournament. The winners of the Upper and the Lower Bracket play each other in a traditional best 2 out of 3 “Final Round” to determine the tournament winner.***  ***To ensure teams get the time they need to keep their robots match ready, after rounds 3, 4 & 5 we’ll take a break showing some videos and presenting awards. It’s going to be exciting, so get ready to cheer on our competitors!*** |
|  |  | **ROUND 1** |
|  | Emcee  AV Production | **Okay, it’s time for our first playoff match! We’re in the Upper Bracket for**  **Round 1, Match 1, where we’ve got the #1 alliance in Red, and the #8 alliance**  **in Blue. The winner of this match moves on in the Upper Bracket. The losing alliance will drop down to the Lower Bracket, where they’ll play another match and need a win to stay in the tournament.**   * display Scoring computer |
|  | Emcee and GA | **MATCH 1** Introduce teams- Upper Bracket Rd1-M1, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | (announce score) ***Alright {***insert winning alliance color***} wins this one, and they move on in***  ***the Upper Bracket to Round 2, Match 7, while {***insert losing alliance color***} drops down to***  ***the Lower Bracket, to Round 2, Match 5.***   * Scorer displays updated bracket |
|  | Emcee | **It’s time for Match 2 in the Upper Bracket for Round 1. We’ve got the #4 alliance in Red, and the #5 alliance in Blue. The winner of this match stays in the Upper Bracket and will play in Round 2, Match 7. The losing alliance will drop down to the Lower Bracket, and need a win to stay in the tournament. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 2** Introduce teams Upper Bracket Rd1-M2, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | (announce score) **{**insert winning alliance color***} wins this one, and they move on in***  ***the Upper Bracket to Round 2, Match 7, while {***insert losing alliance color***} drops down to***  ***the Lower Bracket, to Round 2, Match 5.***   * Scorer displays updated bracket |
|  | Emcee | **Okay, we’re halfway through Round 1in the Upper Bracket with Match 3. The #2 alliance is in Red, and the #7 alliance is in Blue. The winner of this match stays in the Upper Bracket, and the losing alliance drops to the Lower Bracket. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 3** Introduce teams Upper Bracket Rd1-M3, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | (announce score) ***{***insert winning alliance color***} wins this one, and moving on in***  ***the Upper Bracket to Round 2, Match 8, while {***insert losing alliance colo***r} drops down to***  ***the Lower Bracket, to Round 2, Match 6.***   * Scorer displays updated bracket |
|  | Emcee | **It’s time for our final Upper Bracket Round 1 match --Match 4, where we’ve got the #3 alliance in Red, and the #6 alliance in Blue. Once again, the winner of this match stays in the Upper Bracket, and the losing alliance drops to the Lower Bracket. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 4** Introduce teams Upper Bracket Rd1-M4, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | (announce score) **Alright *that wraps up Round 1 {***insert winning alliance color***} wins this one, and they move on in the Upper Bracket to Round 2, Match 8, while {***insert losing alliance color***} drops down to the Lower Bracket, to Round 2, Match 6.***   * Scorekeeper displays updated bracket |
|  |  | **ROUND 2** |
|  | Emcee | **It’s time for Round 2! We’re making our first trip to the Lower Bracket for**  **Round 2, Match 5, where we’ve got the** (#1 alliance OR #8 alliance**) in Red, and**  **the** (#4 alliance OR #5 alliance**) in Blue. The winner of this match stays alive in**  **the Lower Bracket, but the losing alliance will have two playoff losses, which means they will be eliminated and finish in a tie for 7th place. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 5** Introduce teams- Lower Bracket Rd2-M5, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | (announce score)*{*insert winning alliance color} ***wins this one, and they move on in***  ***the Lower Bracket to Round 3, Match 10, while {***insert losing alliance color***} has been***  ***eliminated, in a tie for 7th place.*** ***Let’s have a round of applause for the*** {losing  alliance color} ***alliance, Teams*** {insert team numbers}***.***   * Scorer displays updated bracket |
|  | Emcee | **We’re staying in the Lower Bracket for Round 2, Match 6, where we’ve got the**  (#2 alliance OR #7 alliance**) in Red, and the** (#3 alliance OR #6 alliance**) in Blue.**  **The winner of this match stays alive in the Lower Bracket, but the losing alliance will have two playoff losses, and will be eliminated, finishing in a tie for 7th place. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 6** Introduce teams Lower Bracket Rd2-M6, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | (announce score) **Alright *{***insert winning alliance color***} wins this one, and they move on in***  ***the Lower Bracket to Round 3, Match 9, while*** {insert losing alliance color} ***has been***  ***eliminated, in a tie for 7th place.*** ***Let’s have a round of applause for the*** {losing  alliance color} ***alliance, Teams*** {insert team numbers}***.***   * Scorer displays updated bracket |
|  | Emcee | **Now we head back to the Upper Bracket for Round 2, Match 7, where we’ve got**  **the** (#1 alliance OR #8 alliance**) in Red, and the** (#4 alliance OR #5 alliance**) in**  **Blue. The winner of this match moves on in the Upper Bracket. The losing alliance drops down to the Lower Bracket, where they’ll need a win to stay alive. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 7** Introduce teams Upper Bracket Rd2-M7, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | (announce score) **Alright *{***insert winning alliance color***} wins this one, and they move on***  ***in the* Upper Bracket and gets a bit of a break until Round 4, Match 11. While** (insert  losing alliance color) **drop down to the Lower Bracket, where they’ll play in Round 3,**  **Match 9.**   * Scorer displays updated bracket |
|  | Emcee | **It’s time for our final Round 2 match here in the Upper Bracket. Match 8,**  **has the** (#2 alliance OR #7 alliance**) in Red, and the** (#3 alliance OR #6  alliance**) in Blue. The winner of this match stays in the Upper Bracket. The losing alliance drops to the Lower Bracket, where they’ll need a win to stay in the tournament. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 8** Introduce teams Upper Bracket Rd2-M8, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA  AV Production | (announce score) **That *wraps up Round 2 and*** {insert winning alliance color} ***wins this one, and they move on in the* Upper Bracket to Round 4, Match 11. While** (insert losing alliance color) **drop down to the Lower Bracket, where they’ll play in Round 3, Match 10.**   * Scorer displays updated bracket |
|  |  | **ROUND 3** |
|  | Emcee | **It’s time for Round 3, which means we’re more than halfway through our**  **bracket! We’re in the Lower Bracket for Round 3, Match 9, with the** {#\_\_\_\_\_} **alliance in Red, and the** {#\_\_\_\_\_} **alliance in Blue. The winner of this match stays alive in the Lower Bracket, but the losing alliance will have two losses and be eliminated, finishing in a tie for 5th place. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 9** Introduce teams Lower Bracket Rd3-M9, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | {insert winning alliance color} ***wins this one, staying alive in the Lower Bracket to Round 4, Match 12, while*** {insert losing alliance color} ***has been eliminated, in a tie for 5th place. Let’s have a round of applause for our*** {losing alliance color} ***alliance, Teams*** {insert team numbers}.   * Scorer displays updated bracket |
|  | Emcee | **Next up in the Lower Bracket is Round 3, Match 10, with** {#\_\_\_\_\_} **alliance in Red, and the** {#\_\_\_\_\_} **alliance in Blue. The winner of this match stays alive in the Lower Bracket but once again, the losing alliance will have two losses and be eliminated, finishing in a tie for 5th place. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 10** Introduce teams Lower Bracket Rd3-M10, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | ***Alright*** {insert winning alliance color*}* ***wins this one, moving on in the Lower Bracket to Round 4, Match 12, while*** {insert losing alliance color} ***has been eliminated, in a tie for 5th place. Let’s have a round of applause for our*** {losing alliance color***} alliance, Teams*** {insert team numbers}.   * Scorer displays updated bracket |
|  | Emcee  AV Production | ***That wraps up Round 3. We’re now going to take a short break to get ready for Round 4. During this break we’re going to celebrate our Digital Animation & Safety Animation Award Winners and Finalists, check out their great work.***   * Dim/take out field lights, roll videos:  1. Digital Animation Award video (trt 2:00) 2. Safety Animation Award video (trt 2:30) 3. GET ANYWHERE video (trt 1:00)    * + after videos restore lights and fill break with music if needed      + display Scoring computer (updated bracket with results) |
|  |  | **ROUND 4** |
|  | Emcee | **It’s time for Round 4, and the stakes are raised because we will soon find out**  **who one of our Finalists is going to be. We’re in the Upper Bracket for Round 4,**  **Match 11, where we’ve got the** {#\_\_\_\_\_} **alliance in Red, and the** {#\_\_\_\_\_}  **alliance in Blue. The winner of this match moves directly to the Finals. The losing**  **alliance will drop down to the Lower Bracket, for a second chance at getting to the Finals. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 11** Introduce teams Upper Bracket Rd4-M11, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | ***Alright*** {insert winning alliance color} ***wins this one, and they’re heading to the Finals! While*** {insert losing alliance color} ***drops down to the Lower Bracket, to Round 5, Match 13.***   * Scorer displays updated bracket |
|  | Emcee | **Now it’s win or go home time here in the Lower Bracket. This is Round 4, Match 12, where we’ve got the** {#\_\_\_\_\_} **alliance in Red, and the** {#\_\_\_\_\_} **alliance in Blue. The winner of this match stays alive in the Lower Bracket and will have one more shot at getting to the Finals. The losing alliance will have two losses in the playoffs, and you know what that means by now: they’ll be eliminated, finishing in 4th place. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 12** Introduce teams Lower Bracket Rd4-M12, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA | ***Alright*** {insert winning alliance color} ***wins this one, and they move on in the Lower Bracket to Round 5, Match 13, while*** {insert losing alliance color} ***has been eliminated, in 4th place. Let’s have a round of applause for the*** {losing alliance color} ***alliance, Teams*** {insert team numbers}.   * Scorer displays updated bracket |
|  | GA  AV Production | ***That wraps up Round 4! We’re now going to take a break to give these teams***  ***some time to get ready for Round 5 which will determine our second Finalist; so,***  ***give us a moment to get the field cleared and we’ll be back in just a moment to***  ***hand out some awards!***   * fill with music * roll *FRC* *Supplier* video (no audio in this video so roll while music plays) |
|  |  | **AWARDS SEGMENT 1 Imagery, GP, Team Spirit, Rising All Star** |
|  | Emcee | ***Welcome to our first awards segment. We’ve got four awards to present here on the field so let’s welcome the Judges onto the field.*** Judges line up |
|  | Emcee | ***If your team wins an award, please come down to the field to high five the Judges and receive your award, ,* INSERT AWARD TRAFFIC PATTERN*. Both teams and judges are allowed and encouraged to use AI if they wish. Some of these scripts may have been written with the help of AI.*** |
|  | AV Production  Emcee | * Display Award slides from Scoring computer (Scorekeeper will advance) * Play walk-up award stinger after Winners are announced and play music until teams have processed through the receiving line.   ***Our first award is the Imagery Award***  read award script, present award (award music stinger/walk-up)  ***Our next Award is the Gracious Professionalism Award***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Team Spirit Award***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Rising All Star Award***  read award script, present award (award music stinger/walk-up) |
|  | Emcee  AV Production | ***Congratulations to our award winners! We’ve got many more awards to present, but now let’s get back to the matches. Judges, please have a seat so we can prepare the field for Round 5, our last match before we move on to the Finals.***   * after all awards, restore music * display Scoring computer (updated bracket with results) |
|  |  | **ROUND 5** |
|  | Emcee | **It’s time for the final match of the double elimination portion of our playoff tournament. The Upper Bracket winner alliance** (#\_\_\_\_\_\_\_) **has already earned a spot in the Finals! The winner of this match will join them there, while the losing alliance will have two losses in the playoffs and finish in 3rd place. It’s Round 5, Match 13, where we’ve got the** {#\_\_\_\_\_} **alliance in Red, and the** {#\_\_\_\_\_} **alliance in Blue. Let’s meet the teams.** |
|  | Emcee and GA | **MATCH 13** Introduce teams Lower Bracket Rd5-M13, then play match   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA  AV Production | ***And we have our second Finalist!!!*** {insert winning alliance color} ***wins this one, and they move on to the Finals to play the Upper Bracket winning alliance*** (#\_\_\_\_)***, while*** {insert losing alliance color} ***finishes in 3rd place. Let’s have a round of applause for our*** {losing alliance color} ***alliance, Teams*** {insert team numbers}.   * Scorer displays updated bracket   ***That wraps up Round 5! To give our teams some time to get ready for the Finals, we’re going to take another break and hand out some more awards!***   * fill with music |
|  |  | **AWARDS SEGMENT 2 Autonomous, Creativity, Quality, Industrial Design** |
|  | Emcee | ***Welcome to our second awards segment. We’ve got four more awards to present here on the field, so let’s welcome the Judges back onto the field***.  Judges line up on field |
|  | AV Production  Emcee  AV Production | * Display Award slides from Scoring computer (Scorekeeper will advance) * Play walk-up award stinger after Winners are announced and play music until teams have processed through the receiving line.   ***Our first award is the Autonomous Award***  read award script, present award (award music stinger/walk-up)  ***Our next Award is the Creativity Award sponsored by Rockwell Automation***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Quality Award***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Industrial Design Award sponsored by General Motors***  read award script, present award (award music stinger/walk-up)  ***Congratulations to all our award winners! We’ve got many more awards to present, but now Judges, please have a seat so we can bring our Finalists onto the field.***   * after all awards restore music & display Scoring computer (updated bracket with results) |
|  |  | **FINALS Match 1** |
|  | Emcee | ***It’s time for the Finals! The double elimination portion of the tournament is over, and this is a best 2 out of 3 contest. The first alliance to win two matches will be crowned the*** {insert proper event name} ***Champions! Let’s meet the Finalist alliances!*** |
|  | Emcee & GA | **FIRST HANDSHAKE**  EMCEE & GA introduce Alliances - when introduced, the Alliances come from behind their driver stations to in front of the field and line up facing the audience. The Emcee instructs them to shake hands, and then they return to their Alliance stations, and play the match.   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA  AV Production | {insert winning alliance color} ***wins this one, and they take a 1-0 lead here in the best 2 out of 3 Finals. We’ll be back for Finals Match 2 in a few minutes, but now it’s time to hand out some more awards!***   * Fill with music |
|  |  | **AWARDS SEGMENT 3 Innov. in Control, Exc. In Eng., Team Sustain., Judges** |
|  | Emcee | ***Welcome to our third awards segment. We’ve got four awards to present, so let’s welcome the Judges back onto the field***.  Judges line up on field |
|  | AV Production  Emcee    AV Production | * Display Award slides from Scoring computer (Scorekeeper will advance) * Play walk-up award stinger after Winners are announced and play music until teams have processed through the receiving line.   ***Our first award is the Innovation in Control Award sponsored by nVent***  read award script, present award (award music stinger/walk-up)  ***Our next Award is the Excellence in Engineering Award***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Team Sustainability Award sponsored by Dow***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Judges Award***  read award script, present award (award music stinger/walk-up)  ***Congratulations to all our award winners! We’ve got many more awards to present, but now Judges, please have a seat so we can prepare for Finals Match 2.***   * after all awards restore music & display Scoring computer (updated bracket with results) |
|  |  | **FINALS Match 2** |
|  | Emcee | {insert Finals 1 winning alliance color} ***won the first match, if they win this match***  ***they’ll be our Champions. But, if*** {insert Finals 1 losing alliance color} ***wins, that’ll***  ***even this best 2 of 3 series up, and we’ll have to play one more match! Let’s meet***  ***the teams.*** |
|  | Emcee & GA | Introduce teams and play Finals Match 2   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA  AV Production | **If there’s a Champion**  ***Introducing your*** {proper event name} ***Champions. The*** {insert winning alliance  color} ***alliance;*** {insert teams}.  ***Let’s have a huge round of applause for the*** {losing alliance color} ***alliance, Teams*** {insert team numbers}, ***they put up a valiant effort as our Event Finalists.***  ***We’ll be back to hand out the rest of the awards and our closing ceremony in just a moment!***   * Roll WOODIE FLOWERS AWARD video (trt 1:25) (no audio) with music, keeping the energy up * Roll *FRC SUPPLIER* video (no audio) (trt 2:00) with music, keeping the energy up * Parade and/or Award walk-on music/stings cued * All participants accounted for and standing by * Awards staged near field * Fill with music until Awards Ceremony   jump ahead in this script to “**CLOSING and AWARDS SEGMENT 4**” |
|  | GA  AV Production | **If there’s a Finals 3rd match tiebreaker**  {insert winning alliance color} ***wins this one, tying the Finals up at one win a***  ***piece!!! We’ll be back for Finals Match 3, the deciding match, in a few minutes,***  ***but now it’s time to hand out some more awards!***   * Fill with music until Awards Ceremony |
|  |  | **AWARDS SEGMENT 4 (only if a 3rd Finals match is needed)**  Rookie All Star, Dean’s List, Eng. Inspiration |
|  | Emcee | ***We’ve got three awards to present, so let’s welcome the Judges back onto the field***.  Judges line up on field |
|  | AV Production  Emcee  AV Production | * Display Award slides from Scoring computer (Scorekeeper will advance) * Play walk-up award stinger after Winners are announced and play music until teams have processed through the receiving line.   ***Our first award is the Rookie All Star Award***  read award script, present award (award music stinger/walk-up)  ***Our next Award is the Dean’s List Award***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Engineering Inspiration Award***  read award script, present award (award music stinger/walk-up)  ***Congratulations to all our award winners! Judges, please have a seat so we can prepare for Finals Match 3.***  after all awards, restore music |
|  |  | **FINALS Match 3 (if needed)** |
|  | Emcee | {insert Final 1 winning alliance color} ***won the first match***, {insert Final 2 winning  alliance color} ***won the second match, let’s do this one more time to crown a***  ***Champion! Let’s meet the teams.*** |
|  | Emcee & GA | Introduce teams and play Finals Match 3   * Repeat Team Intro/Match Play/Match Results/Match Preview display sequence for each match. |
|  | GA  AV Production | ***Introducing your*** {proper event name} ***Champions. The*** {insert winning alliance  color} ***alliance*** {insert teams}. ***Let’s have a huge round of applause for the*** {losing alliance color} ***alliance, Teams*** {insert team numbers***}, they put up a valiant effort as our Event Finalists. We’ll be back to hand out the rest of the awards in our Closing Ceremony in just a moment!***   * Roll WOODIE FLOWERS AWARD video (trt 1:25) (no audio) with music, keeping the energy up * Roll *FRC SUPPLIER* video (no audio) (trt 2:00) with music, keeping the energy up * Parade and/or Award walk-on music/stings cued * All participants accounted for and standing by * Awards staged near field * Fill with music until Awards Ceremony   Continue with “**CLOSING and AWARDS SEGMENT 4**” |
|  |  | **CLOSING and AWARDS SEGMENT 4 (if no Match 3 is needed)**  WFA, VOY,Rookie All Star, Dean’s List, Eng. Inspiration, Finalist, Winner, *FIRST* Impact |
|  | Emcee | ***Wow, what a great competition! Thanks to everyone who made the last few days such a success: from the Sponsors to the District Planning Committee to the field crew and scoring table folks, to the volunteers in the Pits and the Machine Shop. Thank you, volunteers!*** (lead applause) ***And Mentors, thank you. FIRST Teams in all programs continue to increase, and we need more dedicated people like you. You are the key to success for so many students. Let’s now have the students carry on the FIRST tradition of standing up to thank their Mentors and Coaches who generously volunteer their time and talents because they believe in you. Students, please stand up and show your appreciation.*** (lead applause) |
|  | Emcee | ***Now it’s time to recognize a group of leaders in the FIRST community, the FIRST Alumni. Would all the FIRST Alumni please stand up and wave.***  (lead applause)  ***Thank you for all that you continue to do to further the mission of FIRST and inspire the next generation! For some of you team members, REEFSCAPE may be your final season competing on a FIRST team as a student.***  RECOGNITION: PLAN A (stand in place)  ***So now let’s recognize those who will soon be FIRST Alumni. Would all students in their final year of high school please stand up!***(lead applause)  ***We look forward to seeing what you do next as FIRST Alumni!***  RECOGNITION: PLAN B(stand in place + photo)  Following the recognition in PLAN A, announce plans for a Graduation Photo. Photo should be scheduled to take place at a time and place convenient within the event. Photo should be shared on social media and with *FIRST* Headquarters.  RECOGNITION: PLAN C(stand in place + photo)  Following the recognition in PLAN A, announce plans for graduates to receive swag from FIRST (FIRST Alumni handbooks are great for this). Students should be informed of the place and time to pick up their swag.  ***Good luck to all graduating students. And now before we present some awards let’s hear from some distinguished guests.*** |
|  | Emcee | ***I would now like to introduce our first speaker* XXXXXXXXXXXXXX!**  (proper title and phonetic pronunciation of presenter) |
|  | 1st Speaker  AV Production | Walks onto the Field -- Brief remarks    handheld mic |
|  | Emcee | Introduces next guest:  ***I would now like to introduce our second guest, XXXXXXX!***  (proper title and phonetic pronunciation of presenter) |
|  | 2nd Speaker  AV Production | Walks onto the Field -- Brief remarks    handheld mic |
|  | Emcee  AV Production  Emcee  Emcee | MENTOR RECOGNITION: **PLAN A** (Mentor Parade)  ***Now we’d like to recognize all the Mentors for their dedication to the students and the FIRST programs with a Mentor Parade! Let’s hear it for your mentors!***   * play parade music     ***With one year of service!*** (the group marches around field with # sign)  ***With two years…***   * Repeat for groups: 3,4,5-7,8-10,11-13,14+ years   (highlight any 15 year or higher individuals)  ***Thank you, Mentors! We invite you to return to your seats now for the rest of the Ceremony.***  - WFFA presenters will be held field-side  MENTOR RECOGNITION: **PLAN B**  (Mentors stand up when Emcee announces their years of volunteering)  ***And now we’d like to recognize all the Mentors for their dedication to the students and the FIRST programs by inviting them to stand when I call out the number of years they have been Mentoring.***  ***With one year of service!*** (the group stands) ***And now please have a seat so we can recognize those Mentors with two years at FIRST… “***   * Repeat for groups: 3,4,5-7,8-10,11-13,14+ years (highlight any 15 year or higher individuals)   Congratulate all Mentors. |
|  | Emcee  AV Production | ***Now it’s time to present a couple of well-deserved individual awards.***  ***To acknowledge the Woodie Flowers Finalist Nominees please welcome XXXXXXXXXXXXXXXXX***   * handheld mic   WFA or WFFA past recipient presents the *Woodie Flowers Finalist Nominees*   * Display Award slides from Scoring computer (Scorekeeper will advance) * Display the slide with all the names as the nominees walk down to the field and as they are introduced |
|  | Emcee  AV Production | ***And now it’s time to present the Volunteer of the Year Award.***  ***This award is very special because there are so many deserving volunteers. The Inspectors, Refs, Judges, the Field and scoring table crew, the Planning Committee, the machine shop folks, Pit Admin, are all Volunteers who make FIRST work.***  ***And without Volunteer support, FIRST would not exist. Their dedication and commitment are critical across all FIRST programs. Let’s thank them with a loud round of applause for all their work on your behalf.*** (lead applause)  ***To present the Volunteer of the Year Award, please welcome the local Committee Chair (or Prog. Delivery Partner or…) XXXXXXXXXXX***   * handheld mic |
|  | Award Presenter  AV Production | local Committee Chair or Prog. Del. Partner presents *VOY Award*     * Display Award slides from Scoring computer (Scorekeeper will advance) * Play walk-up award sting after Winner is announced and play music until Winner has processed through the receiving line. |
|  | Emcee  AV Production  AV Production  Emcee  Emcee    AV Production | ***Now it’s time for our final awards segment so let’s welcome the Judges onto the field.***   * Display Award slides from Scoring computer (Scorekeeper will advance) * Play walk-up award stinger after Winners are announced and play music until teams have processed through the receiving line.   ***Our first award is the Rookie All Star Award***  read award script, present award (award music stinger/walk-up)  ***Our next Award is the Dean’s List Finalist District Championship Semi-Finalist Recognition Award***  read award script, present award (award music stinger/walk-up)  ***Our next award is the Engineering Inspiration Award***  read award script, present award (award music stinger/walk-up)  ***Our first award is the Finalist Award***  read award script, present award (award music stinger/walk-up)  ***Our next Award is the Winners Award***  read award script, present award (award music stinger/walk-up)  ***Our next award is the FIRST Impact Award***  read award script, present award (award music stinger/walk-up)  *\*If applicable:* ***And now let’s take a look at the FIRST Impact winner’s video submission.***   * Dim/take out field lights * roll *“FIRST IMPACT AWARD”* video from winning team (get from EVENT Mgr.) * restore lights   ***Congratulations to our FIRST Impact Award winner- great job!***  ***This concludes the Awards ceremony and the FIRST competition here in \_\_\_\_\_\_\_\_\_\_\_. Please join me in congratulating all the teams on their performance, and more importantly, for all their efforts towards a successful future!***  ***Good luck to all the Teams who are competing again this season, and we hope to see the rest of you back here for another exciting FIRST Robotics Competition next year.***  ***And to get you excited about next year, here’s a short video revealing next season’s theme.***  ***Thanks everyone! Goodnight and safe travels!***   * roll *FIRST* Teaser 2025-2026 video *(trt :24)* * play Walk Out Day 2 music |
|  |  |  |