

CRESCENDOSM

PRESENTED BY **HAAS**
Gene Haas Foundation

Inspired by the art and experiences that entertain us and move us, CRESCENDOSM presented by Haas will shine the spotlight on the impact that engineering and innovation have on art.

Teams will use their STEM skills and creative power to turn up the volume as they design, build, and program their robots for action-packed game play.

FIRST IN SHOWSM

PRESENTED BY **Qualcomm**

firstinspires.org/robotics/frc

GAMEPLAY



- Each match begins with a 15-second autonomous period, during which robots operate only by pre-programmed instructions to move from their starting positions and score game pieces, called notes, into their two goals: the speaker and the amp. They also use this time to collect additional notes from around the field.
- In the remaining 2 minutes and 15 seconds, drivers control their robots and continue earning points through strategic match play. Once two notes are scored in an alliance's amp, the human player can hit a button to increase the value of notes scored in their speaker for 10 seconds.
- At the end of the match, robots race to climb on chain, score notes in a pocket called a trap, and harmonize by hanging multiple robots on a single chain. Humans throw high notes onto their microphones to boost points associated with robots on the corresponding chains.
- The alliance with the highest score at the end of the match wins!

