Lead Queuer Training

The Lead Queuer for FIRST Robotics Competition is a key volunteer position. They direct and supervise the Queuers, determine team traffic flow on and off the field, and monitor flow during the competition. They play a critical role in ensuring smooth flow of match play and maintaining the pace of the event. This is a physically active role.

FIRST Volunteer Expectations

Help us create a positive climate at our *FIRST* events. It's important for all volunteers and staff to remember that the teams are the customers of *FIRST*. We would never raise our voice to a VIP or a guest speaker; by that same token we should treat the students and mentors on teams with the same amount of respect. This event is about them, and we always need to be kind, calm, and patient. As volunteers in our community, it's important we set the right example for everyone about the importance of the team experience. Even if there are ten positive experiences, one bad interaction will last in their memories. Let's go make thousands of positive memories for all our participants and show them the value of *FIRST* and Gracious Professionalism® in action.

Lead Queuer Responsibilities

- Direct and Supervise team of Queuers
- Work with the event manager and field supervisor to create unrestricted paths to/from the pit area to the playing field
- Spend time training your team in the traffic flow to, from, and around the field
- Manage the flow of teams and the safe, orderly flow of robots to, from and around the field.
    - May need to communicate field path to teams or to FTA for the drivers meeting
- Set up and manage alliances holding areas
- Ensure that the appropriate number of teams and team members are in queue
- Share any teams missing matches with HR & FTA
- Verify that drivers know their assigned driver station

Direct and Supervise the Queuers

- Determine the role that each of your queuers will serve: Entry Point, Controls, Gate
- Train your team for each of the above roles

Setting Up

- Pre-Event
    - Work with your Volunteer Coordinator to communicate expectations to the Queuing team – things like arrival time, role responsibilities, **positive attitude.**
- Prior to scheduled practice matches
    - Either the evening before the event, after field setup is complete, or the morning before practice matches start
    - Setup/tape queuing areas: Team boxes behind each alliance wall, direction arrows near gates, cart/technician boxes, any additional queuing areas.
- Key Volunteer (KV) Communication
    - Make sure everyone understands how to Report any incidents (*FIRST* Reporting Portal) and what to do in an emergency.

Practice Matches

- Setup a routine with the teams and give positive feedback
- Make adjustments to traffic pattern and routine as needed
- Communicate with scorekeeper for filler teams

Nexus (Formally FRC Queue)

- Nexus is a tool developed by Evan Forbes and used at 140+ events in 2023
- This tool is not owned or operated by *FIRST*
- This tool is **not a requirement to use at your events** and we're not officially endorsing it. However, the tool has been approved for use at FRC events in 2025.
- Teams are **not required** to sign up for notifications
- Contact the FTA for your event if you would like to use the app

Qualification Matches

- Make any final adjustments to queuing path
- Stage robots before Opening Ceremonies
- Monitor match times & try to keep on schedule

Alliance Selections – Changes for 2025

- Remind teams to send representatives for alliance selections after their last match
  - Teams may send 3 total representatives
  - **If there are two students**, the third representative can be either a student or an adult
- Organize & stage teams for alliance selections
- Alliance selection starts **8 minutes** after final qualification match
- Each alliance has 45 seconds to make their first round selection, and 1 minute 30 seconds to make subsequent selections. The Emcee and FTA will manage all timing.

Backup robots – Changes for 2025

- The Lead Queuer will now wrangle backup robots (section 10.6.3.2). You **can** assign a designee instead.
- Immediately following alliance selection you need to speak with the top 8-seeded teams that were not picked. They must either accept or decline joining the backup pool.
- If anyone declines, continue down the ranking list until you have 8 robots.
- See the Backup Wrangler Punchlist for additional details
- The **top 2** ranked teams in the backup pool should sit near the field in an area designated by you and the FTA.
- The head referee is still responsible for accepting backup coupons from alliances

Playoffs

- Double Elimination
  - We expect that queuers will receive lots of questions from teams regarding their next match: when they play next, what color bumpers they will have, etc.
  - The 15 minute breaks built in have specific awards which are given
- Alliance Lineups (Section 10.6.4)
  - From the rules:
    - Each alliance competing in a Playoff match has the option to submit a lineup to the Head Referee, which lists the 3 teams participating in the match and their selected Driver Stations.

- The lineup is kept confidential until the field is set for the match (i.e., the match has been pre-started), at which point each alliance's lineup appears on the Team Signs.
- What this means for queuers:
  - Alliance Captains may attempt to give you their lineup selections – direct them to the Referee Question Box
  - Teams may be in different driver's stations for each of their matches
- Breaks between rounds
  - After round 3, there will be a 6-minute break. These breaks will be filled by videos
  - After rounds 4 and 5 and between each finals match, there will be a 15-minute break. These breaks will be for awards. During these award breaks, the entire team will be able to come down from the stands to receive their award. The queuing team may be asked to help direct traffic – both for teams receiving awards, as well as teams continuing in the playoffs.

  - Timers for all breaks are displayed in numerous locations around the field: on all ref tablets, on the center timer display on the alliance walls, and on the video scoreboard. Teams may need help remembering where this information is available.

Figure 10-2 Playoff MATCH bracket (Red ALLIANCE tops each pairing)
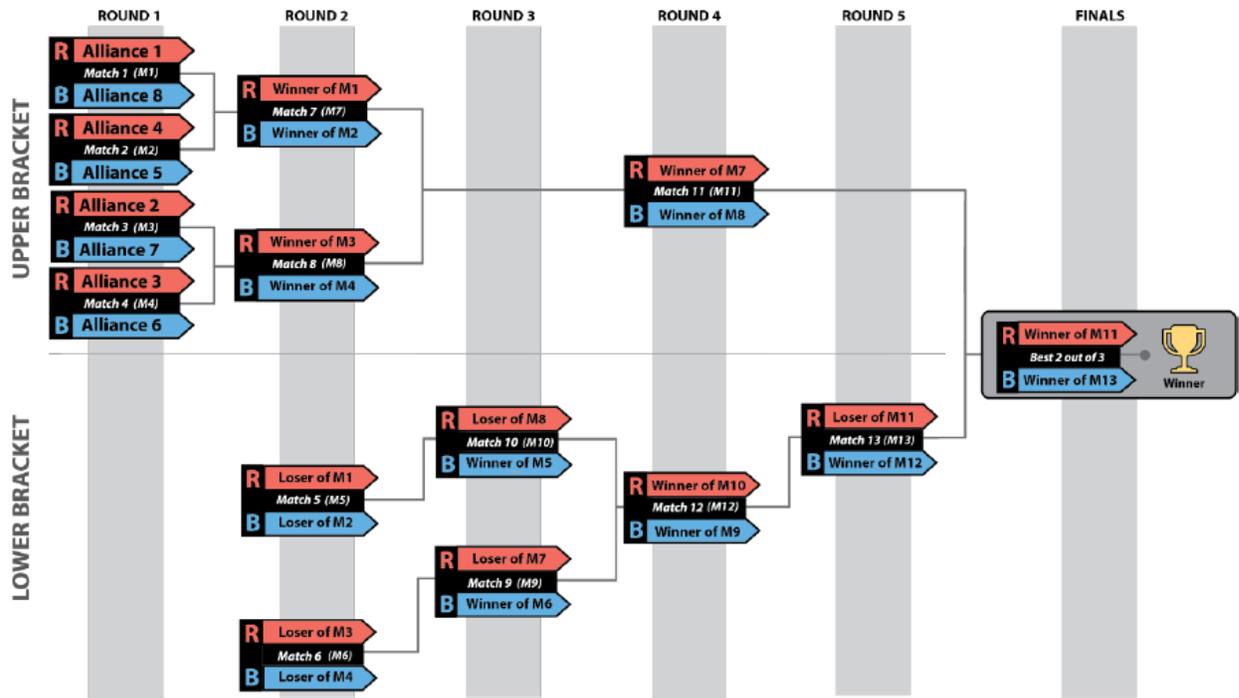
Playoff Teams

Alliance 1:	Alliance 5:
Alliance 2:	Alliance 6:
Alliance 3:	Alliance 7:
Alliance 4:	Alliance 8

MATCH	Blue	Red	Blue Gap (minutes)	Red Gap (minutes)	Winner moves to	Loser moves to
Upper Bracket – Round 1 – MATCH 1	ALLIANCE 8	ALLIANCE 1			Red – MATCH 7	Red – MATCH 5
Upper Bracket – Round 1 – MATCH 2	ALLIANCE 5	ALLIANCE 4			Blue – MATCH 7	Blue – MATCH 5
Upper Bracket – Round 1 – MATCH 3	ALLIANCE 7	ALLIANCE 2			Red – MATCH 8	Red – MATCH 6
Upper Bracket – Round 1 – MATCH 4	ALLIANCE 6	ALLIANCE 3			Blue – MATCH 8	Blue – MATCH 6
Lower Bracket – Round 2 – MATCH 5	Loser of MATCH 2	Loser of MATCH 1	24m	33m	Blue – MATCH 10	
Lower Bracket – Round 2 - MATCH 6	Loser of MATCH 4	Loser of MATCH 3	15m	24m	Blue – MATCH 9	
Upper Bracket – Round 2 - MATCH 7	Winner of MATCH 2	Winner of MATCH 1	42m	51m	Red – MATCH 11	Red – MATCH 9
Upper Bracket – Round 2 - MATCH 8	Winner of MATCH 4	Winner of MATCH 3	33m	42m	Blue – MATCH 11	Red – MATCH 10
Lower Bracket – Round 3 - MATCH 9	Winner of MATCH 6	Loser of MATCH 7	24m	15m	Red – MATCH 12	
Lower Bracket – Round 3 - MATCH 10	Winner of MATCH 5	Loser of MATCH 8	42m	15m	Blue – MATCH 12	
6-minute Break						
Upper Bracket – Round 4 - MATCH 11	Winner of MATCH 8	Winner of MATCH 7	27m	36m	Red – Match 14	Red – MATCH 13
Lower Bracket – Round 4 - MATCH 12	Winner of MATCH 9	Winner of MATCH 10	27m	18m	Blue – MATCH 13	
15-minute awards break: Imagery, Gracious Professionalism, Team Spirit, and Rising All Star						
Lower Bracket – Round 5 - MATCH 13	Winner of MATCH 12	Loser of MATCH 11	18m	27	Blue – MATCH 14	
15-minute awards break: Autonomous, Creativity, Quality, and Industrial Design						
Finals – Match 14	Winner of MATCH 13	Winner of MATCH 11	18m	48m	MATCH 15	MATCH 15
15-minute awards break: Innovation in Control, Excellence in Engineering, Team Sustainability, Judges						
Finals – Match 15	Winner of MATCH 13	Winner of MATCH 11	18m	18m	MATCH 16*	MATCH 16*
15-minute awards break: Rookie All Star, FIRST Leadership Award, Engineering Inspiration**						
Finals – Match 16 *	Winner of MATCH 13	Winner of MATCH 11	17m	17m		
Awards: Remaining awards, Finalists, Winners, and FIRST Impact Award						

*If required

*** Program Delivery Partners may choose to hold these awards until after all MATCHES are complete.*

FIRST

FIRST ROBOTICS COMPETITION