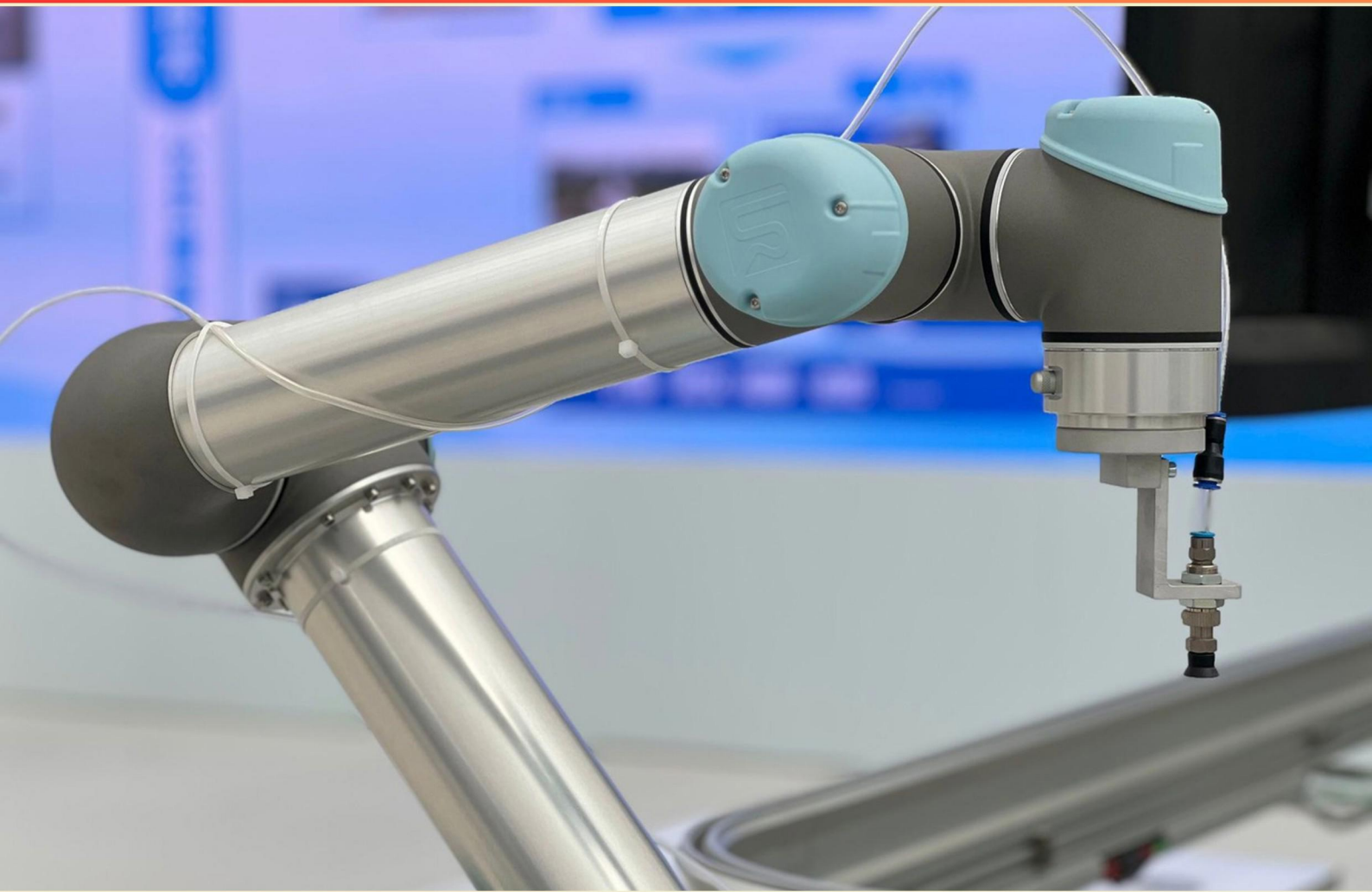


FTC DECODE 2026 RULES AND SCORING PRACTICE TEST (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

**VISIT US ONLINE FOR
THE FULL VERSION STUDY GUIDE**

<https://ftcdecoderulesscoring.examzify.com>



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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

Questions

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- 1. In FTC competitions, how does an artifact qualify for being 'classified'?**
 - A. It must be collected correctly
 - B. It must be weighed
 - C. It must belong to a specific category
 - D. It must be deposited into the Classifier
- 2. What is a key requirement for a robot to score during the Endgame phase?**
 - A. It must be fully charged
 - B. It must operate autonomously
 - C. It must be within the Base Zone
 - D. It must have less than 5 points
- 3. During which phase do robots operate without driver input?**
 - A. TeleOp
 - B. Endgame
 - C. AUTO
 - D. Final Phase
- 4. What can result in misconduct penalties during an FTC match?**
 - A. Behavior outside the field
 - B. Failure to follow competition strategy
 - C. Unintentional robot malfunctions
 - D. Scoring less than expected
- 5. What defines a 'Classifier' in the context of scoring?**
 - A. Round slot with ramp exit
 - B. Square slot with ramp exit
 - C. Triangular slot
 - D. Vertical shaft
- 6. In FTC competitions, what role does the Classifier occupy?**
 - A. Controls all artifacts on the field
 - B. Regulates autonomous actions
 - C. Directs scoring of artifacts
 - D. Serves as a team strategy center

- 7. Can teams use sensors on their robots to enhance performance?**
- A. Yes, sensors are encouraged
 - B. No, sensors are prohibited
 - C. Only certain types of sensors are allowed
 - D. Yes, but they cannot improve accuracy
- 8. What can lead to the assignment of Yellow or Red cards by the Head Referee?**
- A. Minor violations only
 - B. Egregious robot or team behavior
 - C. Teams arguing with referees
 - D. Changing robots midway through a match
- 9. How do match strategies differ across various FTC Decode events?**
- A. They remain constant regardless of event
 - B. They are determined solely by the robot's performance
 - C. They vary based on opponent capabilities and field layouts
 - D. They are influenced only by the age of team members
- 10. What type of foam tiles are used for the field floor?**
- A. Hard plastic tiles
 - B. Interlocking soft foam tiles
 - C. Rubber tiles
 - D. Vinyl tiles

Answers

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1. D
2. C
3. C
4. A
5. B
6. C
7. A
8. B
9. C
10. B

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Explanations

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1. In FTC competitions, how does an artifact qualify for being 'classified'?

- A. It must be collected correctly
- B. It must be weighed
- C. It must belong to a specific category
- D. It must be deposited into the Classifier**

An artifact qualifies for being 'classified' in FTC competitions when it is deposited into the Classifier. This process is crucial as it indicates that the artifact has been properly handled and is ready to be assigned to its appropriate category within the game's scoring system. The Classifier serves as a designated area where referees or the system can evaluate the artifact's status and allocate points based on the rules outlined for the competition. In this context, classification is not about simply weighing the artifact, ensuring correct collection, or determining its category beforehand. Rather, the act of depositing the artifact into the Classifier is the definitive action that finalizes its classification and determines how it contributes to the team's score during the match. Thus, understanding this specific requirement is key for teams to strategize effectively in competitions.

2. What is a key requirement for a robot to score during the Endgame phase?

- A. It must be fully charged
- B. It must operate autonomously
- C. It must be within the Base Zone**
- D. It must have less than 5 points

For a robot to score during the Endgame phase, it is essential that it is positioned within the Base Zone. The Base Zone is a designated area that allows robots to score points by being in the right location at the right time. This requirement emphasizes the strategic aspect of the Endgame phase, where teams must ensure their robots are maneuvered effectively to maximize their scoring potential. Being within the Base Zone provides teams opportunities to earn additional points, which can be crucial for achieving a competitive score in the match. This positioning reflects both the design of game mechanics and the importance of spatial awareness in robot programming and control. Other requirements, such as being fully charged, operating autonomously, or having a specific point value, do not directly impact a robot's ability to score during this phase in the same way that positioning in the Base Zone does. Instead, the focus during the Endgame is largely on effective placement within defined areas of play.

3. During which phase do robots operate without driver input?

- A. TeleOp
- B. Endgame
- C. AUTO**
- D. Final Phase

The phase in which robots operate without driver input is AUTO. During this phase, robots perform pre-programmed routines autonomously at the beginning of the match. This allows teams to showcase their programming capabilities and execute strategies without real-time human control. In AUTO, the robots can complete tasks such as moving to specific locations, scoring points, or interacting with game elements based on a set of predefined commands. This period is typically the first 15 seconds of the match, providing a critical opportunity for teams to maximize their scoring potential. The other phases involve varying degrees of driver control. TeleOp is when drivers control the robot using joysticks and gamepads. Endgame usually refers to the final moments of the match, where there may still be driver input involved unless specified otherwise. The term "Final Phase" is not a standard term used within this context, which further emphasizes the clarity of the terminology with AUTO as the correct phase where autonomy is key.

4. What can result in misconduct penalties during an FTC match?

- A. Behavior outside the field
- B. Failure to follow competition strategy
- C. Unintentional robot malfunctions
- D. Scoring less than expected

Misconduct penalties during an FTC match can arise from behavior outside the field because this includes actions or conduct that do not align with the spirit of the competition or the accepted standards of behavior set by the organizers. Such actions could involve inappropriate comments, lack of respect for opponents, or unsportsmanlike conduct, which disrupts the environment of fair play and respect that is essential in a competitive setting. In contrast, the other choices focus on aspects related to the gameplay and robot performance. For instance, failure to follow competition strategy typically pertains to team tactics and does not fall under misconduct, while unintentional robot malfunctions are inherent risks of robotics competitions and are generally not penalized as misconduct unless they stem from improper handling or preparation. Scoring less than expected is simply a result of performance during the match and not indicative of any misconduct. Therefore, behavior outside the field is directly tied to the ethos of the competition and can lead to defined penalties for misconduct.

5. What defines a 'Classifier' in the context of scoring?

- A. Round slot with ramp exit
- B. Square slot with ramp exit
- C. Triangular slot
- D. Vertical shaft

A 'Classifier' relates specifically to the structure designed to sort or categorize objects based on certain criteria in all areas, including the context of robotics or scoring in competitions. The square slot with ramp exit serves as an effective classifier because its design allows for a clear and distinct movement of objects, facilitating a reliable sorting mechanism. The shape and orientation enable items to either be easily classified into a defined area or rejected based on size, weight, or other characteristics, which is crucial during scoring activities in the competition. This structure is particularly beneficial as it can accommodate variations in the objects being sorted while maintaining ease of operation for the robot, leading to more efficient performance. In contrast, the other shapes or designs do not offer the same practical advantages for classification purposes. For example, a round slot may not stabilize objects effectively, and a triangular slot could introduce complexity in the sorting process. Likewise, a vertical shaft might not provide an intuitive means of classification, as it lacks the accessibility that a square slot with a ramp offers.

6. In FTC competitions, what role does the Classifier occupy?

- A. Controls all artifacts on the field
- B. Regulates autonomous actions
- C. Directs scoring of artifacts**
- D. Serves as a team strategy center

The Classifier occupies the role of directing the scoring of artifacts in FTC competitions. This function is crucial because the Classifier is responsible for determining how the various elements, or artifacts, that the robots interact with contribute to the team's overall score during the competition. Scoring accuracy is essential for teams to assess their performance and strategize for future matches. In this context, focusing on the Collection and placement of scoring objects is key to maximizing points. This specialized role means the Classifier must have a deep understanding of the scoring rules, the mechanics of the game, and how best to position artifacts for optimal scoring. Other roles mentioned in the question, such as controlling artifacts on the field, regulating autonomous actions, or serving as a team strategy center, reflect responsibilities that may be part of the broader team structure or robot design but do not specifically align with the Classifier's primary duty in the scoring process. The Classifier's focus is particularly important during the competition to ensure that teams effectively utilize their strategies regarding artifacts to achieve the highest possible scores.

7. Can teams use sensors on their robots to enhance performance?

- A. Yes, sensors are encouraged**
- B. No, sensors are prohibited
- C. Only certain types of sensors are allowed
- D. Yes, but they cannot improve accuracy

Teams are indeed encouraged to use sensors on their robots to enhance performance. This aligns with the ethos of the competition, which promotes innovation and the use of technology to improve robot functionality. Sensors can provide valuable data, such as distance measurements, environmental conditions, and feedback on robot performance, allowing teams to make informed adjustments and optimize their robots for better efficiency and effectiveness during matches. The inclusion of sensors supports the learning objectives of the competition, helping students engage with concepts in engineering and programming. Additionally, utilizing sensors allows for creative solutions to challenges posed during the competition, which is fundamental to the spirit of robotics and engineering disciplines. Thus, embracing sensors is a key strategy for teams aiming to maximize their robot's capabilities on the field.

8. What can lead to the assignment of Yellow or Red cards by the Head Referee?

- A. Minor violations only
- B. Egregious robot or team behavior**
- C. Teams arguing with referees
- D. Changing robots midway through a match

The assignment of Yellow or Red cards by the Head Referee is primarily intended to address egregious behavior exhibited by robots or teams during a match. This is in line with the rules of competition, which emphasize maintaining a fair and respectful environment. When a team engages in actions that are significantly outside acceptable behavior—such as exhibiting aggressive conduct, deliberately damaging another team's robot, or displaying unsportsmanlike behavior—these cards serve as a disciplinary measure to uphold the integrity of the event. Minor infractions or disagreements, such as arguing with referees or making changes to robots midway through a match, do not warrant such serious consequences. These actions, while perhaps problematic, typically do not rise to the level of conduct that necessitates a Yellow or Red card. Instead, the cards are reserved for situations that could disrupt the overall spirit of competition or jeopardize safety, reinforcing the need for teams to compete fairly and respectfully throughout the event.

9. How do match strategies differ across various FTC Decode events?

- A. They remain constant regardless of event
- B. They are determined solely by the robot's performance
- C. They vary based on opponent capabilities and field layouts**
- D. They are influenced only by the age of team members

Match strategies in FTC Decode events are significantly influenced by the capabilities of the opponents and the specific layouts of the playing field. Each event can have unique field designs that introduce different elements and challenges; therefore, teams must adapt their strategies to optimally navigate these variations. For example, if a team is aware that their opponents excel in a certain aspect of the game, they may choose to adjust their approach to counteract that strength, perhaps by employing defensive tactics or focusing on their own robot's strengths. Additionally, different events may feature various scoring opportunities and obstacles, requiring teams to develop flexible strategies that can maximize their effectiveness based on how the field is structured. The other options do not capture the dynamic nature of the game. The suggestion that strategies remain constant across all events overlooks the necessity for teams to adapt to different environments and opponents. Saying that strategies are determined solely by the robot's performance ignores the strategic consideration teams must engage in regarding their competition. Lastly, attributing strategy solely to the age of team members does not reflect the technical and tactical considerations involved in competitive match play. Overall, it's the interaction between opponent capabilities and field layout that drives the variance in match strategies across events.

10. What type of foam tiles are used for the field floor?

- A. Hard plastic tiles
- B. Interlocking soft foam tiles**
- C. Rubber tiles
- D. Vinyl tiles

The field floor in FTC competitions is specifically designed to provide a safe and effective environment for the robots to operate. Interlocking soft foam tiles are used because they offer a combination of shock absorption and traction, which is essential for the moving parts of the robots during matches. This type of flooring helps reduce the impact on robots and any potential damage from falls or collisions, while also ensuring that robots can maneuver effectively without slipping. The other materials, such as hard plastic tiles, rubber tiles, and vinyl tiles, may not provide the same level of cushioning or grip necessary for competitive robotics. Hard plastic surfaces can lead to increased wear and tear on robot components, while rubber and vinyl options might not provide the necessary level of foam cushioning that aids in safety and performance during the games. Therefore, interlocking soft foam tiles are the optimal choice for the competition field floor.

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Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://ftcdecoderulescoring.examzify.com>

We wish you the very best on your exam journey. You've got this!

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