

Qualification Rankings

Rah Cha Cha Ruckus

Matches Played: 30

Rank	Team	RS	Auto Pts	Endgame Pts	Teleop Cell+CPanel	W-L-T	DQ	Played	HRS*
1	340	2.28	166	405	301	6-1-0	0	7	
2	3015	2.00	228	275	425	6-1-0	0	7	
3	5254	1.85	233	255	426	6-1-0	0	7	
4	2716	1.85	149	370	213	5-2-0	0	7	
5	378	1.71	162	340	136	5-2-0	0	7	
6	1507	1.42	255	265	283	4-3-0	0	7	
7	4093	1.42	192	250	218	4-3-0	0	7	
8	1518	1.42	83	355	123	3-4-0	0	7	
9	48	1.28	222	240	175	4-3-0	0	7	
10	3003	1.28	203	265	171	4-3-0	0	7	
11	3951	1.28	201	220	180	4-3-0	0	7	
12	1559	1.28	198	260	104	4-3-0	0	7	
13	6868	1.28	180	225	190	4-3-0	0	7	
14	4930	1.28	177	275	99	4-3-0	0	7	
15	578	1.14	141	180	151	4-3-0	0	7	
16	1405	1.00	163	200	142	3-4-0	0	7	
17	3173	0.85	146	145	84	3-4-0	0	7	
18	1511	0.85	145	140	186	3-4-0	0	7	
19	9998	0.85	142	120	139	3-4-0	0	7	HRS
20	2228	0.71	226	210	41	2-5-0	0	7	
21	3181	0.71	149	165	148	2-5-0	0	7	
22	639	0.57	159	220	164	1-6-0	0	7	
23	3799	0.57	122	90	203	2-5-0	0	7	
24	6300	0.42	124	155	126	1-6-0	0	7	
25	2340	0.42	102	230	107	1-6-0	0	7	

RS: Ranking Score; **AutoPts:** Sum of points score in AUTO; **Endgame Pts:** Sum of points for LEVEL, HANG, PARK; **Teleop Cell + CPanel:** Sum of POWER CELL and CONTROL PANEL Points in Teleop

Win/Loss/Tie records (**W-L-T**), **DQ**, and **Played** are not used as ranking tie-breakers. In the event that teams are tied, and have exhausted all tie-breakers listed above, they will be randomly sorted (as shown in the Rank column).

* The team with "HRS" under the "HRS" column is the High Rookie Seed at the time the report was run. If the team has "N/A" under the "HRS" column, they are a veteran team with a rookie number, and therefore not eligible for HRS.