



2017 VEX U Worlds Qualifying Criteria



Overview

The criteria for officially registered VEX U teams to qualify for participation in 2017 VEX Worlds are detailed in this document. If you have additional questions, please contact your REC Foundation Regional Support Manager.

Qualification for Teams from Countries Outside the United States

Countries that have a qualification process to determine their representatives will be able to send the allocated number of teams to fill their VEX Worlds spots.

- These qualifying teams need to be determined no later than **February 28, 2017**, and event results must be posted on RobotEvents.com website to allow the proper qualifying teams to receive their automatic invitation.
- Qualifying teams must also be registered to attend VEX Worlds 2017 within three weeks of their qualification date if they qualified in January, or within one week of their qualification date if they qualified after **February 1, 2017**.
- Payment for all VEX Worlds attending teams must be made by **March 15, 2017**.

Countries that do not have a qualification process may send one representative to VEX Worlds providing the following criteria are met.

- The team is registered and paid for by **January 1, 2017**.
- The team has added their team number to the VEX Worlds wait list by **January 16, 2017**.
- Countries with one qualification spot, but more than one team wishing to attend VEX Worlds, must determine which team will represent the country. Please consider using Skills Challenge scores to determine a representative if there are no other means of differentiation.

The top five scores in the Robot Skills Challenge from the Global Skills Rankings for VEX U as of **March 13, 2017**, will qualify to receive an invitation to attend 2017 VEX Worlds.

Qualification for Teams from the United States

Teams in the United States may qualify for VEX Worlds through one of three ways.

1. Teams may qualify through one of the US Regional Qualifying Events. “Official” VEX U Regional Qualifying Events must meet the following criteria:

- Be listed as a VEX U event with online registration hosted on www.robotevents.com.
- All teams participating at the event have completed their 2016-17 VEX U Team registration. Teams will not be able to register for events until their Team Registration is completed and paid via credit card, check, or purchase order.

- The event must follow the Official Rules in the Game Manual (including tournament guidelines) and Tournament Manager results must be uploaded within 48 hours (for events held after **February 1, 2017**, Event Partners are encouraged to upload results the same day).
- **Posting Deadline:** Official Qualifying Events must be posted on RobotEvents.com by **November 1, 2016**, and be open for registration at least eight weeks in advance of the event.
- RobotEvents.com registrations and payments must be completed a minimum of one week before any event, at which point online registration/payment will be unavailable. Teams may still be added to an event manually by the Event Partner, but event fees for those teams must be paid directly to the Event Partner and can not be processed on RobotEvents.com.
- Teams are encouraged to attend as many events as possible to prepare. If a team does not qualify at a regional event it may still qualify through the Robot Skills Rankings.
- All official Qualifying Events will send a proportional number of their top teams to VEX Worlds (details below).

VEX Worlds spots are held for teams for a limited time from the date of the event at which they qualified. Teams that qualify before **February 1, 2017**, will have three weeks to register and pay. Teams that qualify on, or after, **February 1, 2017**, will have one week to register and pay. A qualified team that registers after the cutoff date will be given priority on the VEX Worlds wait list, but will no longer have a guaranteed spot.

Official Qualifying Tournaments:

The number of teams qualifying to VEX Worlds from an official Qualifying Event is listed below. *The number of teams qualifying from an event is based on the actual number of teams that participated in the event not the event registration count.* These ratios may be altered to reflect actual team growth in the U.S. as of **January 1, 2017**.

Small Events (6-9 participating teams) may be eligible to qualify **1 team** to VEX Worlds if the event is designated as an official VEX Worlds qualifying event.

- Excellence Award winner (1 team)

Medium Events (10-18 participating teams) are eligible to qualify **2 teams** to VEX Worlds if the event is designated as an official VEX Worlds qualifying event.

- Excellence Award winner (1 team)
- Tournament Champions (1 team)

Large Events (19 or more participating teams) are eligible to qualify **3 teams** to VEX Worlds if the event is designated as an official VEX Worlds qualifying event.

- Excellence Award winner (1 team)
- Tournament Champions (1 team)
- Tournament Finalists (1 team)

All Qualifying Championship events must be held no later than **March 13, 2017**.

REC Foundation Regional Support Managers will work with Event Partners to identify at least eight U.S. Regional Qualifying Events for teams to attend. Event Partners are encouraged to host as many non-qualifying VEX U events as they can to provide VEX U teams with as many pre-qualification opportunities as possible. **VEX U teams are also encouraged to check with Event Partners of Middle School and High School VRC events to determine if they can attend and post validated Skills scores to be entered into the VEX U Global Skills Rankings.** Teams should monitor RobotEvents.com to view all events and in particular the official Regional Qualifying Events as they are posted. Every effort will be made to locate regional qualifiers in areas that allow a concentration of teams to attend. Teams that cannot travel will need to rely on the Global Skills Rankings for an opportunity to qualify for VEX Worlds.

The REC Foundation will work with past Event Partners to host VEX U qualifying regionals in desired locations that are centralized. If the concentration of teams shifts, an effort will be made to shift event sites accordingly. Past examples include; Worcester, MA (candidate to host QCC); La Plata, MD (candidate to host CSM); League City, TX (candidate to host TBD); Los Angeles, CA; St Cloud, MN (candidate to host SCSU); West Lafayette, IN (candidate to host Purdue); Tempe, AZ (candidate to host ASU).

Additional tournaments will be located in regions where the greatest growth of team concentration occurs. Every effort will be made to identify and post these events before **November 1, 2016**, on RobotEvents.com for VEX U.

2. Skills Challenge VEX Worlds Qualifying Spots

Skills Rankings submitted from all official events will be included in the VEX U Global Skills Rankings, which are used for determining qualifying spots to VEX Worlds. The top five global skills scores for Robot Skills, as of **March 13, 2017**, will receive invitations to VEX Worlds.

3. League Play

VEX U League Play is highly encouraged as a way to develop strong game play skills and promote robust robot designs that will help propel teams to greater accomplishments. This year the REC Foundation will work with local Event Partners to identify a limited number of VEX U Leagues that may qualify the league Excellence Award (Judged Award) winner at the League Championship to receive an invitation to attend VEX U Worlds in 2017. A minimum of 6 competing teams are required to be an official VEX U league. Please contact your local REC Foundation Regional Support Manager if your team is interested in creating a league.

VEX Worlds Wait List

The purpose of the wait list is to allow teams to fill in for a qualified team that has removed itself from VEX Worlds. No team will be extended an opportunity prior to the payment deadline for all teams (**March 15, 2017**), however, invites could come as late as the week prior to VEX Worlds. It is understood that this creates challenges for teams that need to make travel plans, however, it is the nature of this path that teams that receive invites will have to react quickly (generally within 3-5 days) to the opportunity to attend when presented with one. The odds of a team receiving an invitation through this process are low.

Qualifications from U.S. Regional Qualifying Events

The number of qualifying spots allotted from a regional event for VEX Worlds 2017 will be based on the percentage of teams attending in relation to the total number of teams in the U.S. program. Events may qualify between one and three teams to VEX Worlds based on their size. The chart, below, indicates which awards will qualify teams for VEX Worlds. This chart is based on the number of World spots allocated to the event. A minimum of six teams must attend and participate for an event to be an official regional qualifier. Events that fall below six participants will have to rely on posting skills scores from that event to the world rankings.

Event Size	# of spots regional is allocated	Excellence Award winner	Regional Champion	Regional Finalist	Design Award winner	Programming Skills winner	Robot Skills winner	Total # of teams qualifying
6-9	1 Spot*	1	-	-	-	-	-	1
10-18	2 Spots*	1	1	-	-	-	-	2
19+	3 Spots*	1	1	1	-	-	-	3

Note: In order for an event to have qualification spots assigned to it, and be designated as a VEX Worlds qualifying event, it must be posted, and approved by **November 1, 2016**. Please remember that not all events posted by **November 1, 2016**, will be designated as qualifying events for VEX Worlds. Teams will be notified on the event page (awards tab) of RobotEvents.com if an event is an official qualifying event.

Important Growth Considerations

Regional events are intended to be located in areas that have enough teams to populate them without requiring teams to travel too far to attend.

U.S. Teams that are not within reasonable distance from a qualifying regional event may choose to rely on the Global Skills Rankings to possibly qualify for VEX Worlds.

VEX Worlds 2017 Qualification Spots

Please contact your REC Foundation Regional Support Manager for additional information regarding Qualifying Events. The chart below shows the VEX Worlds 2017 spots allocated to each country currently participating in the VEX U program:

Country	VEX U Spots
Canada	1
China	4
Colombia	2
Ethiopia	1
Hong Kong	1
Lebanon	3
Mexico	24
Nepal	1

Country	VEX U Spots
New Zealand	1
Paraguay	1
Puerto Rico	1
Saudi Arabia	1
Spain	1
United Kingdom	1
United States	20