

# Robotics Education & Competition Foundation

**VRC / VEX IQ Challenge  
League Play**

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# Mission & Vision: What We Do

**Robotics Education & Competition Foundation** seeks to increase student interest and involvement in STEM by engaging them in hands-on, sustainable and affordable curriculum-based robotics engineering programs worldwide.

League Play enhances the vision and supports the mission by increasing **involvement** and **accessibility**.



*Inspiring students, one robot at a time*

# Why a League?

- ✓ Multiple play dates allow iteration of design.
- ✓ No judged awards required at ranking events.
- ✓ Less set-up, Less AV.
- ✓ Fewer volunteers needed ( Judges) .
- ✓ Can be afterschool / evening event.
- ✓ More relaxed, less stress.
- ✓ Shared operation – non-playing teams provide set-up, field re-set and staging.
- ✓ Teams get to play many times.



# 2015 / 2016 VRC League Play

## Key Specifications



- ✓ 4 or more sessions and a League Championship, the more the better.
- ✓ Must use Tournament Manager for all League operations.
- ✓ Excellence Award is a Judged award at the League Championship.
- ✓ No one school or organization can have more than 25% of the teams in the League.
- ✓ Create a schedule so every team has at least 1 week off from competition.
- ✓ Leagues must have a minimum of 16 teams.
- ✓ 2 team alliances – allow League Championship to be expanded to all teams.

# How the VEX IQ Challenge League Works!

VEX IQ Challenge is a simple League to run. All the processes are the same.....

# EXCEPT

- Less space is required!
- Easier to set up – FASTER!
  - Less time and more matches.
  - Less electronics needed.

# VEX IQ Challenge Leagues

## Specifics

- Minimum of 16 registered VEX IQ Teams.
- Open registration to all VEX IQ teams until fill capacity.
- VEX IQ Leagues may qualify teams to State VEX IQ Championship.
- Teams must participate in at least 2 League events to qualify for the Finals.
- League events must be completed two weeks prior to the VEX IQ State Championship.
- Excellence Award is a Judged award at the League Championship
- All Leagues must use Tournament Manager and submit scores.

### League Play Event Design:

- May provide opportunities for Skills Challenge, in addition to Teamwork matches.
- If Teamwork only, then teams should get a minimum of 4 matches each event.
- Event Partners have the option to give teams an opportunity to present their STEM Research project, as well as submit their Engineering Notebook for judge evaluation, at the League Finals event.



# VRC/VEX IQ Challenge Processes

- Create the League in RobotEvents.com. All dates and locations should be listed and accurate. The Regional Support Manager approves the League.

## Follow these simple steps: Session #1

1. Download the .csv file for the event – Name it “Master XX”
2. Edit the .csv file to reflect the teams at the event – re-name with date.(note : Never add teams to the CSV file, delete is OK)
3. Open Tournament Manager to create the event.
4. Make a list of your choices, as you create the event to make each event the same for every session. **Note:** Use Medium Tournament, Enable League Play, and select percentage for participants to be in Eliminations or Finals matches. Use updated .csv file (do not use the Master ).
5. Finish event creation.
6. Run event as normal **EXCEPT** do not run alliance selections or eliminations.
7. Save Tournament Data File – name it with the date of the event. Best if on desktop or flash drive.
8. Upload results.

# VRC/VEX IQ Challenge League Processes

## Session #2 and all others (Repeat)

1. Edit the master.csv file to reflect the teams at the event – re-name with event date.
2. Un-finalize the event in admin.robotevents.com if necessary.
3. Open Tournament Manager to create the event.
4. Using the list of your choices from session #1, create the event.
5. Select File, Import League data to load the previous session data.
6. Run event as in session #1.
7. Save Tournament Data File – name it with the date of the event. Best if on desktop or flash drive.

**Repeat for every session including the last League Championship**



# VRC League Processes

## The League Championship

1. Create event as in sessions #1 – Import data.
2. Skip to alliance selection process. Two team alliances.
3. Facilitate the alliance selection – NOTE: A dimmed team means they did not participate in the Minimum percentage of required matches. They should not be allowed to participate in the Championship.
4. Run Elimination process.
5. Awards – Trophies.
6. Last upload of results.

# VEX IQ Challenge League Processes

## The League Championship

1. Create event as in previous sessions – Import data.
2. Suggested additional Teamwork matches and Skills Opportunities.
3. Optional to offer teams the opportunity to present their STEM Research Project and submit their Engineering Notebook for evaluation.
4. Use Tournament Manager to start Finals – System will match teams.
5. Run Final Teamwork matches – Include all teams if possible.
6. Awards – Teamwork, Skills, STEM Research Project, other awards and Certificates as decided by the Event Partner.
7. Upload results.

# Your pathway to information.

[www.robotevents.com](http://www.robotevents.com)

[www.roboticseducation.org](http://www.roboticseducation.org)

[www.vexrobotics.com](http://www.vexrobotics.com)

[www.vexforums.com](http://www.vexforums.com)

- There is a League Play Forum .
  - League Play Training Calls – are important sessions to get teams questions answered.

# Q & A