

Robotics Education & Competition Foundation

VRC / VEX IQ Challenge League Play

Mike Martus / LeRoy Nelson



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.

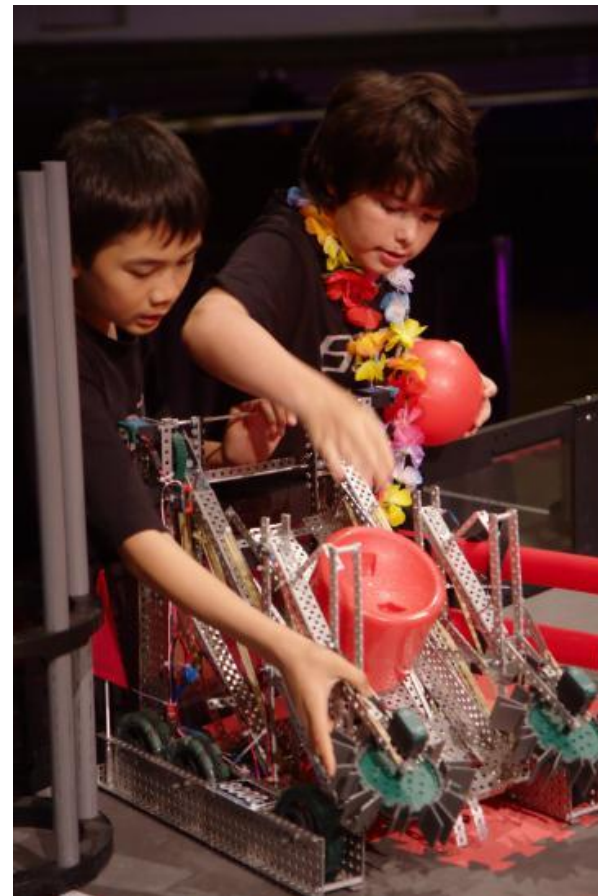
League Play enhances the vision and supports the mission by increasing **involvement** and **accessibility**.



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.



2016 / 2017 VRC League Play

Key Specifications



- ✓ 4 or more sessions including a League Championship. Teams must participate in 60% of qualification matches.
- ✓ Must use Tournament Manager for all League operations.
- ✓ Excellence Award is a Judged Award at the League Championship.
- ✓ No 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.
- ✓ New Leagues must have a minimum of 16 teams. At least 50% of teams must attend each session.
- ✓ 2 team alliances for VRC Leagues with less than 36 teams – allows League Championship to be expanded to include all teams.
- ✓ Consider Skills at each League session.

Operational Differences Between Leagues and Tournaments

- ✓ Leagues have at least four short sessions instead of one long session
- ✓ League sessions are often more informal, with less AV and fewer fields
- ✓ League sessions are run as separate tournaments, but the rankings are cumulative
- ✓ Match results are carried forward from each League session to the next
- ✓ Teams not participating in League sessions can provide volunteers
- ✓ Judges are only needed for the final League Championship session
 - Design Award judges for VRC
 - Design and STEM Research Project judges for VEX IQ Challenge

Overview

The Tournament Manager (TM) User Guide has documentation for Creating a Tournament and Running an Event on pages 12-32, Team Check-in on page 34, and League Play on pages 39-40. This is a quick overview of the process for creating and running league events in TM. Running a mock event is great practice.

First League Session

1. Open league event on admin.roboevents.com and record the event code and the TM code. You will need these and the setup choices that you will make in the following steps for each session, so you might want to copy and paste these into a text file for future reference.
2. Open TM and create a new tournament for the current session of your league. Include the league name, the session number, and the date of the current league session in the tournament file name.
3. **Program Type:** Select the appropriate program.
4. **Tournament Type:** Most leagues select **Medium Tournament**. Select **Small** or **Large** if appropriate.
5. **General Setup:** Enter event name, password and the RobotEvents.com Event Information from **Step 1**.
6. **League Play Setup:** Enable League Play. For minimum percentage of matches, 75% is typical, and 60% is the minimum for official events.
7. **Game Scoring Configuration:** Select the current game.
8. **Team Setup:** Download from RobotEvents.com. Download Now. Ignore the warning about previous downloads when downloading subsequent sessions.
9. **Elimination/Finals Match Setup, Field Set, Skills Challenge Fields, Pit Display Setup:** The default values should work for most leagues. Make adjustments if needed.
10. **Schedule Setup:** Schedule the first round at a slow pace and subsequent rounds at a faster pace.
11. **Create Matches, Awards Setup, Web Publishing Setup, Setup Complete:** The default values should work for most leagues. Make adjustments if needed.
12. From the File menu, select Save Copy of Tournament on your USB flash drive with the league name, the session number, and the date of the current league session in the tournament file name to back up this league session. You can transfer this file to another computer to run the tournament if necessary.
13. If some teams are not present when team registration ends:
 - a. From the Tools Menu, select Team Check in and check in the teams that are present.
 - b. From the Tools menu, select Regenerate Match Schedule, adjust the schedule as appropriate, and Create Matches using checked in teams only.
 - c. Save another backup copy of your tournament file on your USB flash drive.
14. Print your Match List reports and Announcer Sheets reports and run your matches.
15. From the File menu, select Save Copy of Tournament and Save Log Files with the league name, the session number, and the date of the current league session in the file names on your USB flash drive. You can transfer the tournament file to another computer if needed.
16. From the File menu, select Upload Results to RobotEvents.com. Check the appropriate information to Upload, and check Finalize Results. Upload Now.

Subsequent League Sessions Except Final Session

1. Open your league event on admin.roboevents.com, select **Awards Finalization**, and change Finalize Awards & Results to **"No"** and save the changes.
2. Repeat steps 2-13 from the first league session section above, using the same setup choices that you used for the first session.
3. From the File menu, select Import League Data and choose the tournament file for the previous session from the USB flash drive or other location.
4. Repeat steps 14-16 from the first league session section above.

Final League Session – The League Championship

1. Repeat Steps 1-3 from the Subsequent League Sessions above. For Elimination/Finals Match Setup, it is recommended that you include as many teams as your schedule permits.
2. Print your Match List reports and Announcer Sheets reports, run your matches, and do your judging.

VRC and VEX U Only

1. Print Announcer Sheets for Alliance Selection, enter Alliance Selections, and Finalize Alliances.
2. Print the Elimination Ladder Report and Announcer Sheets reports, and run your Elimination Matches.

VEX IQ Challenge Only

1. From the Matches menu, select Create Finals Matches. Include as many teams as possible.
2. Print the Finals Match List and Announcer Sheets reports, and run your Finals Matches.

ALL

1. When the Judges are finished selecting judged award winners, select the Awards tab and enter all judged award winners. If desired, select Auto Fill Winners to enter the Skills winners, print selected Award Ceremony Scripts, and present selected awards between elimination/finals matches.
2. When the elimination/finals matches are finished, select the Awards tab, AutoFill Winners, Print remaining Award Ceremony Scripts, and present the remaining awards. The Excellence Award is the highest judged award, and is presented last.
3. Repeat steps 15-16 from the first session section above.
4. Celebrate!

VEX IQ Challenge Event Partner Input is Requested on the Following New Options

To reduce the resources required at the Ranking Sessions and Championship Session:

- ✓ Skills matches, if offered, can be offered at Ranking Sessions, **at an additional session**, and/or at the Championship Session.
- ✓ Design judging can be offered **at the last Ranking session, at an additional session**, or at the Championship Session.
- ✓ STEM Research Project judging can be offered **at an additional session** or at the Championship Session.

Is League Play right for you?

Are there enough teams within 30 minute driving time?

Can you get four or more schools involved to maintain the 25% rule?

Are you sharing the league or doing it at 1 location?

Can fields stay set up or will they be assembled for each Session?

Will there be conflict with other VEX Events on the same dates?

Have you discussed the prospect of a League with other teams?

Are you willing to do multiple dates?

Q & A