



2016-17 VEX IQ Challenge Championship Qualifying Criteria



Overview

Official VEX IQ Challenge qualifying events, scheduled through February 2017, represent the local events in the VEX IQ Challenge event qualification process. Following scheduled local events in the qualification process are state/provincial/regional/country championship events, which must occur no later than **March 12, 2017**. The final event during the VEX IQ Challenge season is VEX Worlds, scheduled for the **third week of April, 2017**, in Louisville, Kentucky. Some states/provinces/regions/countries may not require teams to participate in official local qualifying events in order to qualify for advancement to their state/province/region/national championship. These states/provinces/regions/nations will build toward including local qualifying events into the event qualification process in future seasons, as participation in the VEX IQ Challenge program grows.

The championship Event Partner for the state/province/region/nation, in consultation with the REC Foundation Regional Support Manager, will determine the capacity of the championship event. The REC Foundation Regional Support Manager will then allocate qualifying spots for the championship event, based on the event capacity and the number of qualifying events leading up to it. If spots are unused due to teams double qualifying, the REC Foundation Regional Support Manager will work with the championship Event Partner to determine if the spot(s) will be made available to the next qualified team(s), using the Robot Skills Challenge Rankings. Please note that, beginning with Crossover, Robot Skills Challenge rankings will be calculated by adding the highest Driving Skills Challenge Score with the highest Programming Skills Challenge score posted at a single event.

Details on the awards that will qualify for spots in a championship event are included in the event listing on www.robotevents.com. VEX IQ Challenge award details are included in the official Awards Appendix at: www.roboticseducation.org/vex-iq-challenge/viq-event-documents/.

Teams are only permitted to register for one (1) championship event in their own state/province/region/nation. Some states/provinces/regions/nations may collectively hold a regional championship. Refer to RobotEvents.com for the schedule of championship events.

VEX IQ Challenge Official Qualifying Events Must Meet the Following Criteria:

- Listed as a VEX IQ Challenge event with online registration hosted on RobotEvents.com.
- Open for registration on RobotEvents.com for a minimum of eight (8) weeks prior to the event date and posted no later than **November 1, 2016**.
- Held between **June 1, 2016**, and at least two weeks prior to the state/provincial/regional/national championship event, and no later than **February 26, 2017**. State/provincial/regional/national championship events must be held no later than **March 12, 2017**.
- All teams must have registered and paid their 2016-17 team registration fees on RobotEvents.com before participating in official VEX IQ Challenge events. All teams must also display official robot license plates at official events.
- Event registrations and payments on RobotEvents.com must be completed by the event deadline, typically one week prior to the event.
- Include the participation of a minimum of sixteen (16) registered VEX IQ Challenge teams.
- Tournaments and Leagues with more than 35 teams participating, and all Skills-Only events, offer Driving and Programming Skills Challenge Matches. Skills Challenge Matches are highly recommended for all events.
- Follow the rules outlined in the official Game Manual.
- Upload Tournament Manager award results to RobotEvents.com. The REC Foundation anticipates that Event Partners will upload their event results within 48 hours of the end of the event.

Ways to Qualify for State/Provincial/Regional/Country Championship Events:

- Official qualifying events in states/provinces/regions/nations that require qualification for championship events (details included below)
- Official Leagues within the state/province/region/nation (details included below)
- Top Skills Challenge scores within the state/province/region/nation (details included below)

In states/provinces/regions/nations that do not require qualification for the championship event, teams may register directly for the event on RobotEvents.com.

Below are guidelines for qualifying teams to a state/regional/provincial championship event, these numbers will be adjusted by region based upon championship event capacity, in addition to the number, and size, of qualifying events feeding into the state/regional/provincial/national championship event. Please consult your regional support manager for more information.

Official Qualifying Events:

- Events with 16-23 participating teams may qualify **three (3) team**, the Excellence Award recipient and two (2) Teamwork Champions from the Teamwork Champion Alliance to the state/regional/provincial championship.
- Events with 24-35 participating teams may qualify up to **four (4) teams**, to include up to two (2) Excellence Award recipients and two (2) Teamwork Champions from Teamwork Champion alliance.
- Events with 36 or more participating teams may qualify up to **six (6) teams**, including two (2) Excellence Award recipients, two (2) Teamwork Champions, one (1) STEM Research Project Award recipient and one (1) Design Award recipient. If only one Excellence Award is given at an event in this category, then the Robot Skills Challenge winner may advance.
- In order for any official event to offer the Excellence Award, it must also offer the Design and STEM Research Project Awards.

From time to time, the REC Foundation may make an exception to one of these criteria in order to better support a growing state/province/region/nation. For more information, please contact your REC Foundation Regional Support Manager.

Official Qualifying Leagues:

Official Leagues must offer judged awards to be eligible for qualification spots in a championship event.

- Leagues with 16-23 participating teams may qualify **two (2) teams**, both Teamwork Champions from the Teamwork Champions Alliance, to the state/provincial/regional/national championship event.
- Leagues with 24-35 participating teams may qualify up to **three (3) teams**, to include one (1) Excellence Award recipient and two (2) Teamwork Challenge Champions from the Teamwork Champion alliance.
- Leagues with 36 or more participating teams may qualify up to **five (5) teams**, including the (1) Excellence Award recipient, the (1) STEM Research Project Award recipient, the (1) Design Award recipient, and two (2) Teamwork Challenge Champions.
- New Leagues must have a minimum of 16 teams participating, existing leagues must have a minimum of 24 teams participating.
- Leagues are encouraged to have multiple unique match play dates, the required minimum is 3, while 4 or more is recommended.
- No school or organizations can have more than 25% of the total number of teams in the league.
- In order for any official league to offer the Excellence Award, it must also offer the Design and STEM Research Project Award.

For additional details on Leagues, contact your REC Foundation Regional Support Manager, and please consult the League Play document, available at: www.roboticseducation.org/vex-iq-challenge/viq-event-documents/.

Skills Challenge Qualification to State/Provincial/Regional/National Championship Events:

- All criteria that apply to “Official Qualifying Events” also apply to “Skills Challenge Only” events. Any event offering Skills Challenge must offer both Driving and Programming Skills Challenge runs to attending teams.
- Skills Only events may be run after a state/regional/provincial/national championship as long as it occurs prior to **March 13, 2017**, and adheres to all other official qualifying criteria.
- Skills Challenge rankings from all official events, including skills-only events, will be included in the VEX IQ World Skills Rankings on RobotEvents.com when the event includes the participation of a minimum of sixteen (16) registered teams. These rankings may be used to qualify teams for a state/provincial/regional/national championship.
- If a state/provincial/regional/national championship has open spot(s), team(s) in that state/province/region/nation may be invited to participate in the event in the order of their VEX IQ World Skills Rankings for the current season on RobotEvents.com. The highest ranked Robot Skills Challenge team in the state/province/region/country will receive the first invitation and subsequent invitations will be given when additional spots are open until all of the open spots are filled.
- Check the event listings on RobotEvents.com for details on the Skills Challenge awards offered at official qualifying events, which may qualify team(s) for participation in state/provincial/regional/national championship events.

Immediately following the completion of a State/Regional/Provincial Championship event, the skills challenge rankings (for that territory) will be finalized and the top teams in the Robot Skills Challenge may be eligible to fill unused spots for 2017 VEX Worlds. **Teams will be able to continue to post scores on the World Skills Rankings until March 13, 2017.**

Championship Event Registration Process:

- Teams that qualify on or before **February 1, 2017**, will have three weeks, from the date of their event, to register and pay on RobotEvents.com.
- Teams that qualify after **February 1, 2017**, (or qualify for a championship that is less than three weeks away) will have one week, from the date of the event, to register and pay, provided there is space available in the championship.
- After the cutoff date, a wait list will be established for the event. Teams that miss their registration window, and sign up for the waitlist, may be given preference, but will not be guaranteed a spot in the event.

The charts below outline the awards that will qualify for advancement from official qualifying events and qualifying leagues to state/provincial/regional/national and VEX Worlds events, based on the number of spots allocated for advancement. These awards are automatically designated for advancement to the next level championship event when the REC Foundation Regional Support Manager enters the number of spots allocated to the qualifying event in RobotEvents.com.

Note, in the second chart, that a second Excellence Award is provided at an event when four (4) or more spots are allocated for advancement to the next level championship and it is a blended event, which includes the participation of at least ten (10) elementary and ten (10) middle school teams. In these blended events, one (1) Excellence Award is allocated for a registered elementary school team and one (1) for a registered middle school team. Both teams must meet the established criteria to be eligible for the Excellence Award.

If only one Excellence Award is offered at an event, the spots would be allocated for awards as follows:

Spot Level	Excellence Award	Teamwork Champion	Teamwork 2nd Place	Design Award	STEM Research Project	Robot Skills Champion
1 Spot	1	-	-	-	-	-
3 Spots	1	2	-	-	-	-
5 Spots	1	2	-	1	1	-
6 Spots	1	2	-	1	1	1
8 Spots	1	2	2	1	1	1

If two Excellence Awards are offered at a combined event, the spots would be allocated as follows:

Spot Level	Middle School Excellence Award	Elementary School Excellence Award	Teamwork Champion	Teamwork 2nd Place	Design Award	STEM Research Project	Robot Skills Champion
4 Spots	1	1	2	-	-	-	-
6 Spots	1	1	2	-	1	1	-
7 Spots	1	1	2	-	1	1	1
9 Spots	1	1	2	2	1	1	1

The number of spots that will be allocated to a state/provincial/regional/national championship event for qualification to the World Championship will be based on the:

- Number of registered VEX IQ Challenge teams in the state/province/region/nation.
- Percentage of registered VEX IQ Challenge teams that the state/province/region/nation has in relation to the number of registered teams in the entire VEX IQ Challenge program.
- Any state/province/region or nation that demonstrates extraordinary growth will be awarded bonus spot(s) for 2017 VEX Worlds. In order to qualify for the bonus spot(s), new teams must be registered and paid in RobotEvents.com by **December 31, 2016**.

Championship Event Partners should consult with their REC Foundation Regional Support Manager to determine the number of qualifying spots allocated to their state/province/region/nation for 2017 VEX Worlds. These VEX Worlds spot allocations, as well as all other championship event details, will then be published on the event listing on RobotEvents.com.

Skills Challenge Invitations:

Skills Challenge scores for all official qualifying events will be included in the VEX IQ Challenge World Skills Rankings on RobotEvents.com. The overall top 50 Robot Skills Challenge Rankings listed in the World Skills Rankings on RobotEvents.com, as of **March 13, 2017**, will earn spots to 2017 VEX Worlds. If there is a tie in the rankings, or space becomes available to accommodate more teams, then additional team(s) may be invited to VEX Worlds, in order of their World Robot Skills Rankings as of **March 13, 2017**, until all spots are filled. Please note that Robot Skills Challenge Rankings are final for your state/region/province/nation, as soon as the championship event is concluded. Robot Skills Challenge scores posted after the state/provincial/regional/national championship event will have no bearing on state/regional/provincial/national spots to VEX Worlds.

Current projections for the number of VEX Worlds spots to be allocated to each state/region/province/nation are included below. These projections are subject to change. Check with your REC Foundation Regional Support Manager for any updates or if your state/region/province/nation is not listed below.

State/Province/Nation	Elementary School Spots	Middle School Spots	Total Invitations
Australia	1	1	2
Bahrain	4	1	4
British Columbia	1	3	4
Ontario	4	3	7
Quebec*	0	1	1
Chile	0	3	3
China	16	14	30
Colombia	1	3	4
Egypt	3	1	4
Ethiopia*	1	0	1
Finland*	0	1	1
Haiti*	0	1	1
Hong Kong	3	1	4
India	3	0	3
Ireland	4	1	5
Lebanon	0	3	3
Malaysia*	1	0	1
Mexico	10	15	25
New Zealand	3	3	6
Paraguay	1	1	2
Puerto Rico	5	3	8
Saudi Arabia*	1	0	1
South Korea	3	1	4
Spain	1	1	2
Turkey*	0	1	1
UAE	1	2	3
United Kingdom	3	9	12
Alabama	4	5	9
Alaska*	0	1	1
Arizona	10	8	18
Arkansas	1	3	4
California	25	14	39
Colorado	9	3	12
Connecticut	3	3	6
Delaware	1	1	2
District of Columbia	1	1	2
Florida	9	18	27
Georgia	5	4	9
Hawaii	10	7	17
Idaho	0	3	3

State/Province/Nation	Elementary School Spots	Middle School Spots	Total Invitations
Illinois	4	1	5
Indiana	10	14	24
Iowa*	0	1	1
Kansas*	0	0	0
Kentucky	5	3	8
Louisiana	1	1	2
Maine*	0	0	0
Maryland	4	9	13
Massachusetts	8	3	11
Michigan	11	5	16
Minnesota	1	1	2
Mississippi	9	1	10
Missouri*	0	1	1
Montana	1	1	2
Nebraska*	0	1	1
Nevada	1	1	2
New Hampshire*	0	1	1
New Jersey	7	6	13
New Mexico	1	3	4
New York	1	7	8
North Carolina	3	1	4
North Dakota*	0	0	0
Ohio	4	3	7
Oklahoma	3	5	8
Oregon	1	3	4
Pennsylvania	1	9	10
Rhode Island*	0	0	0
South Carolina	1	1	2
South Dakota	1	1	2
Tennessee	1	3	4
Texas	18	12	30
Utah	6	1	7
Vermont*	0	0	0
Virgin Islands*	0	1	1
Virginia	4	4	8
Washington	4	7	11
West Virginia*	0	0	0
Wisconsin	3	3	6
Wyoming*	0	0	0

**Indicates that the region is receiving one spot for both Elementary and Middle School teams.*

Note: At least one official event must take place in a state/region/country to receive a spot to VEX Worlds.