Event Meeting with
Team Leaders and Drivers

Introduction

Prior to the start of match play, the Referee and/or Event Partner will meet with teams to share helpful event and venue details, including, but not limited to, the following suggested topics.

Event Information

- **Introduction** of key event volunteers, including the Event Partner and Head Referee.
- **Share location** of restrooms, concessions, charging stations, and venue-specific rules.
- **Event emergency** and evacuation plan.
- **Adult Team Leaders are responsible** for student safety and conduct at all times.
- **Keep the pit area clean** and organized for safety and easy re-packing after the event.
- **Teams are responsible** for their equipment and materials. Don’t leave materials unattended.
- **Usage policy** of practice fields. Teams must re-set game elements after each use.
- **Students do the work** - Adults may assist Students in urgent situations, but should never work on a robot, STEM Research Project, or Engineering Notebook without the active participation of Students on that Team. Judges will recognize student accomplishments in the VEX IQ Challenge.
- **Location of STEM Research Project presentations and Project judging check-in process.**
- **Submit labeled Engineering Notebooks** to the check-in desk before Match play.
- **Agenda for the day**, including special activities and their locations.

Prepare for Robot Challenge Matches and Judging

- **Process for getting in place** (queuing) for the Robot matches and judging, if applicable. Encourage drivers to bring their alliance partner with them to the field for their scheduled Teamwork matches, so that the students support a successful queuing process and on-time schedule.
- **Teams must be on time** for all robot matches and judging sessions.
- **If a schedule conflict develops**, notify the Judges and report for robot matches on time.

Robot Game Rules Summary

*These notations, <G#>, <R#>, or <T#>, reference a Game Manual Rule.* Referees coordinate all matches according to the Game Manual and the rule updates posted on the VEX IQ forum.

- Field tolerances may vary by as much as ± 1." Teams must design robots accordingly. <G12>
- Only two Student Drivers are permitted to be by the playing field. <T2>
- During Teamwork and Robot Skills Matches, robots may only be operated by the Drivers. Teams with only one Student at an event are granted an allowance to use a qualified Driver from the event. No Driver may fulfill this role for more than one team at the event. <G4>
- No Driver shall operate a Robot for more than 35 seconds. The two drivers must switch their controller between 25 and 35 seconds remaining in the match. <G4>
- At the beginning of a match, each robot must only fit within a 13”x 20” area bounded by the Starting Position, and be no taller than 15.” During the match, robots may not expand beyond the 13” x 20” area, but may expand beyond the 15” height restriction. <G2/G3>
- Teams must bring their robots to the field prepared to play. Teams must have their batteries charged before they place their robot on the field. <R16>
- There are no time outs in the Qualifying Matches or Finals Matches. <T4>
• During the match, Drivers must remain in their Driver Station, except when legally interacting with the Robot. Drivers also may not use any communication devices (e.g. radios) during the Match <G5>

• Before retrieving a Robot in need of assistance, the Drivers must signal the Referee by placing their controller down such that it is not in the hands of either driver. Drivers must reset the Robot so that it is touching the field perimeter and is not touching the Bridge. Any Hexballs in possession of the Robot while being handled must be removed from the Robot and taken out of play for the remainder of the Match. <G14>

• Hexballs that leave the playing field will be promptly returned to the playing field at the location nearest the point at which they exited. If the nearest point to which it exited is in a Goal it will be returned to a spot that is adjacent to and not in the Goal. <G7>

• Robots may not grasp, grapple, or attach to any Field Elements. <G10>

• Drivers must wait for a countdown to start the match. When the match has ended, Drivers must put their controllers on the floor and may help the Referees count the match score.

• Referee rulings are final. If there is a disagreement with scoring, only the Team Drivers, not an adult, may share questions or concerns with the Referee. Once the field is cleared, Drivers can no longer dispute the match score. Referees will not review any recorded replays. <T1>

• The low score for each team will drop at the end of every four Teamwork Challenge qualifying matches.
  o Since this event has ___ [insert number] rounds of Teamwork Qualifying Matches, the ___ [insert number] lowest score(s) for each team will not count toward the Teamwork rankings [4-7 rounds = 1 low score will not be counted; 8-11 rounds = 2 lowest scores not counted; 12-15 rounds = 3 lowest scores not counted].

• From this event, __ [insert number of teams] will qualify to advance to the ___ [insert name] championship event, including these award recipients, ____ [insert qualifying award names].

• All students and adults associated with a team are expected to conduct themselves in a respectful and positive manner while participating in VEX IQ Challenge events. If Student and/or adult team members are disrespectful or uncivil to event staff, volunteers, or fellow teams, their team may be disqualified from their current or upcoming Match. Judges may also consider team conduct and ethics in determining judged awards. <G16>

For Skills Challenge Matches Only

The robot may be placed in either of the two Starting Positions on the field.

For Programming Skills Matches Only

• Teams must bring robot controllers to the field, but must not engage the robot with the controller and the controller must not be on during the match. <PSC2>

• A team may handle their Robot as many times as they want. <PSC1> Upon handling,
  o The robot must be immediately brought back to a legal starting position.
  o Any Hexballs in the possession of the Robot will be removed from the playing field and can no longer be used.
  o Any Hexballs in the Starting Position where the Robot is being placed will be removed from the playing field and can no longer be used.

Share Feedback – Have Fun!

• Direct questions, concerns, or positive feedback to the Information Desk or Event Partner.

Enjoy your VEX IQ Challenge experience! Thank you for your support!