

Introduction

This document has been created to help new teams get started with the VEX Robotics Competition. If after reading this document, your team still has questions about getting started, please feel free to visit www.roboticseducation.org for more information or contact your local Regional Support Manager by visiting www.robotevents.com/support.

Getting Started

Congratulations on making the decision to join the VEX Robotics Competition, a fun, dynamic, and competitive learning environment. There are several websites that your team should visit in order to get started.

- **Registration:** To register your team your team visit www.robotevents.com and choose the ICON for “**VEX IQ or VEX Robotics Competition (VRC) or VEX U**” and find the “**Register a Team**” bar and click. Follow on-screen instructions to register your team for only \$150 for the first team number at a school/organization and \$100 for each additional suffix. Once payment is received, teams will receive a Welcome Kit that includes the sample game elements (for the first team only), team license plates, and an engineering notebook. If you are registering a VEX U team, please remember to choose the VEX U button.
- **Equipment:** Review the VEX robot kits and parts: www.vexrobotics.com
- **Game Rules:** Learn about the current game: <http://www.roboticseducation.org/competition-teams/current-game-information/>
- **When and Where to Play:** Find events near your team: www.robotevents.com. This is a dynamic listing that is updated throughout the season, so check back for additions. Each event listing will provide you with the details that you need to know for each event.
- **Communication:** Communicate and collaborate with the VEX Community: www.vexforum.com

Plan Your Schedule

In order for your team to be effective, develop a schedule and stick to it. The VEX Robotics Design System is ideal regardless of your time constraints and your team’s level of expertise. Some teams meet once or twice per week for a few hours, while others will meet more frequently and for longer periods of time. Teams will benefit from the program proportional to the effort they put into the program. Create a schedule that suits your interest, objectives, and available resources. If possible, be ready to adapt to changing interest levels

Plan the Team Meetings

Celebration and fun should exist alongside design work for your team. However, it is really important that teams structure their meetings and develop project timelines. During your first or second meeting, it is highly suggested that the team develop a list of specific goals with deadlines. Record these goals and deadlines in the engineering notebook (see [details on page 3](#)) each team receives and assign someone on the team to keep track of the team’s progress.

Assign Team Roles

VRC teams vary in size. While some teams start out small, they often grow over the years. In order for your team to be productive, it is important to assign everyone on the team a job. Here are some of the various roles that students can hold. **Note:** It is not essential that every team have someone in every single role listed below.

- Advertising and Public Relations
- Pit Team Manager
- Captains
- Handout Developers
- Team Identity Developer(s)
- Fundraisers
- T-shirt Designer
- Pit Team Member
- Engineering Notebook Manager
- Team Coach
- Drive Team Builders (Base, Manipulator Systems)
- Team Scout(s)
- Engineering Notebook Manager
- Videographer
- Web Designer
- Programmers

Also, have back-up roles defined to enhance continuity in the event of illness or schedule conflict.

Note: The larger a team gets, consider using the [Online Challenges](#) to add meaningful content to the team's roles & activities. This is critical if you want to submit for the Excellence Award at VEX Worlds.

Develop a Team Identity

Many teams attend competitions wearing team shirts and bring giveaway items to share with their fellow competitors. Pit spaces at competitions are places where teams can hang banners, posters, and even documentation of their design and development processes. While none of these items are required, these items often pay great dividends for a team in its own community and school. As your team grows over the years, consider building a team identity and presence through a name (to go with your team number) and a shirt or uniform. Add other pieces when your team has the ability to do so. The more you celebrate your team's efforts and accomplishments, the easier it will be to engage other students and potential supporters that will help you build your team's robotics program.

Purchase, Store, and Manage Your VEX Equipment

VEXRobotics.com is the home for all of your VEX equipment needs. Please remember that robots can only be built with official VEX products. Please consult the game manual (The Robot) for exact rules about robot parts and equipment.

Once your VEX equipment is unpackaged for the first time, you will need to store and care for it. Organizing your VEX materials and workspace will greatly enhance your team's productivity. There are a lot of affordable storage solutions that include toolboxes, plastic containers of all sizes, and storage bins with compartments for small parts that will allow your team to stay organized each and every day. Each situation is different and knowing your own space, storage needs, and set-up is paramount. You will also have to keep in mind how much of your equipment will need to be portable for competitions as you make storage decisions.

Assemble an Adequate Tool Kit

Other than your VEX robot kit and your team members, it's a great idea (but not mandatory) to have extra wrenches, tethers, rechargeable battery packs, and other spare parts if your team budget allows for it. A few basic hand tools, like tin snips, a hacksaw and a metal file for sharp edges are good to have handy as well. Always be sure that everyone wears safety glasses while working on the robot and during competition matches.

Brainstorm

After your team members learn about the VRC challenge for the year, they will be very excited to start building a robot! However, we encourage your team to develop and use a brainstorming process before building so that a variety of approaches can be considered. If your team begins the building process too soon, an effective strategy and design idea may be missed. There are literally hundreds of brainstorming processes/systems. One simple way to brainstorm is to have the team list all of its strategies and design ideas and then categorize them by “need, want, and wish.” Thus, if your team only has time to accomplish its “needs” by the time a competition rolls around, it will still be able to be competitive. Later, your team can get to the list of “wants” and “wishes” as time allows. Remember, this is only one of many viable brainstorm processes a team can use. In order to maximize the brainstorming process, teams can use mind-mapping software such as FreeMind http://freemind.sourceforge.net/wiki/index.php/Main_Page. Investigate several brainstorming processes and choose one that meets the unique needs of the team. Consider using the available virtual tools to “play the game” before building.

If you have team members who have never built a robot before, it might be a good idea to have them review the Autodesk’s VEX Robotics Curriculum <http://curriculum.vexrobotics.com>. This free online resource walks students through the entire robotic design process from initial brainstorming to competing at your first VEX Robotics Competition.

Build Your Competition Robot

After adequate brainstorming and research, the time will come to actually build a competition robot. Here are a few last things that a team might want to consider before starting the process.

- **Follow All Game Rules** as outlined in the official game manual.
- **Ask Questions About Rules** in the official game Q&A forum. Forum registration is free.
- **Ask Technical Questions** at vexforum.com. Some answers may already be there.
- **Robotics Experience is Not Necessary** A supportive community is ready to assist.

Document the Build Process: Maintain an Engineering Notebook

Successful engineering requires effective and efficient communication and documentation. Documentation of the design process is a critical element in the lives of nearly every practicing engineer and scientist. While it isn’t mandatory in VRC, we encourage having team members document the design process. This can be a great tool to aid decision-making and, over time, will depict the team’s journey and development of ideas. The new Engineering Notebooks that each team will receive as part of their team registration provides teams with a tool to capture handwritten entries that outline the ongoing design cycle of idea/need identification, task(s) to complete, and assessment/evaluation through testing. This Engineering Notebook is also a great place for sketches, pictures, and calculations. Again, there are many documentation models out there, so investigate and use the one that fits your team.

One of the main missions of the VEX Robotics Competition is to help students acquire real world life skills that will benefit them in their academic and professional future. The Engineering Notebook is used to document a VEX team’s experience as they prepare for the VEX robotics competition. This documentation should include the team’s entire design process starting with analysis of the new game, brainstorming approaches to playing the game, and brainstorming possible robot functions. The team should continue to document their design analysis and their final building process including any iterations of the design they may go through over the season.

Finally, the notebook should document the team’s approach to project management. Project management includes time management (how the team uses the time of team members and mentors), scheduling (what is the timeline the team sets out for the entire season), and resource management (how the team uses the financial resources, technical resources and expertise available to it).

Each notebook should be created through a concerted effort by a team to document their design decisions. Throughout the season, many larger events will send their Design Award and Excellence Award winners to World Championship. Teams should be aware that a design notebook is required to be considered for either the Design or Excellence Award at VEX Worlds and local events. Teams should start their notebooks early and update them often.

The REC Foundation believes that the use of engineering notebooks exposes team members to a variety of critical life skills including project management, time management, brainstorming and teamwork.

Evaluate Robot Programming Options

In order to program your robot, your team will need to choose a programming software package. Please see the competition manual for programming specifics. Software choices can be found at: <https://www.vexrobotics.com/vexedr/resources/programming>.

If your team does not already have a programming package, read the postings in the VEXForum.com about the available software packages. Here are links to two different programming options.

intelitek
easyC software www.intelitekdownloads.com/easyCV4
easyC tutorial www.intelitekdownloads.com/tutorials/launch_cortex.html

Carnegie Mellon University
ROBOTC software www.robotc.net/download/cortex
ROBOTC tutorials www.education.rec.ri.cmu.edu/products/teaching_robotc_cortex

Test & Iterate

The great thing about the VEX Robotics Design System is having the ability to build, test, and iterate a design in a rather rapid fashion. Many great designs in our world took many, many attempts to perfect. While iterating, encourage team members to make only one change at a time and to document the impact of the change. While this may seem overly burdensome, it is the best process to document design changes and their results. Design is an iterative process, so embrace the notion and keep going until the team’s robot system or mechanism yields the expected, repeatable behavior desired.

When testing new programming code, always save new code under a new filename. Programming files are small and take up almost no hard drive space, so develop a naming system and stick with it throughout. You never know when something won’t work and you’ll regret having to recreate something that already worked well.

It is also important to remember that the design and programming phases can be difficult and these processes almost never go as planned, especially in earlier iterations. Always treat a “failed” design as an opportunity to learn and try to make sure all team members walk away with something positive each time you meet. Learning key interpersonal skills and perseverance is every bit as important as any engineering, programming or design knowledge gained by the students on your team.

Getting Ready for Competition

After your team has completed the robot build and programming (following all game rules and guidelines carefully), and has practiced with the robot, it will be time to get ready for competition. It is common for teams to get nervous before their first ever competition but it is the most important learning experience in the process. **DO NOT BACK OUT** and miss the lessons that are about to be learned. Here are a few critical steps that your team will want to complete to be ready for competition.

- Review the rules and run through the inspection checklist about a week before competition so there is ample time for adjustments.
- Check the official VEX forums for rule updates and changes.
- Visit the tournament's page on Robot Events and read it carefully. Specifically, look for details about your team's pit area, available concession areas, electrical sources, and any venue-specific rules.
- Pack for the event the day before the day of departure. Most competition days start early and it's easy to miss something when in a rush. Here are some items that the team will definitely need:
 - Safety Glasses
 - Spare parts & tools
 - Batteries and chargers
 - Programming cable
 - Laptop computer
 - Engineering notebook
 - Banners and other decorations for your team pit
 - Giveaways if you have them
- Be sure to read, "Things You Should Know Before Your First VEX Tournament"
<http://www.roboticseducation.org/documents/2013/06/101-things.pdf>
- Review the descriptions and criteria for the awards that are being given during the tournament.
- Prepare to answer questions from the judges.

What to Expect At an Event

Please check Robot Events for the schedule of your tournament. A **typical** one-day tournament will most likely have an agenda similar to the table at right.

Tournaments are busy, fast-moving days. Here are few tips:

- Make sure your team is well rested.
- Arrive a few minutes early, if possible.
- Drink plenty of water to stay hydrated.
- Review the agenda as soon as the team arrives.
- Pay attention to the match schedule and arrive at queuing before your scheduled match.
- Use the tournament as an opportunity to network with other teams and the friendly event personnel.

Example One Day Tournament Agenda	
7:30 AM	Doors Open, Practice Fields Open
8:00 AM	Concession Stand Opens
8:00 AM – 9:00 AM	Check-In/Inspection
9:15 AM	Drivers and Coaches Meeting
9:30 AM	Opening Ceremony
9:45 AM – 12:00 PM	Qualification Rounds
12:00 PM – 1:00 PM	Lunch (limited offerings)
12:00 PM – 1:00 PM	Robot Skill Challenge and Programming Skills Challenge
1:00 PM – 2:30 PM	Complete Qualification Rounds
2:45 PM – 3:15 PM	Alliance Selection
3:15 PM – 3:30 PM	Alliance Strategy Meeting
3:30 PM – 5:00 PM	Alliance Elimination matches
5:00 PM	Awards and Closing Ceremony

Celebrate Your Hard Work

After each competition, find a way to celebrate the team's accomplishments. Whether you take home the Excellence Award or not, your team is worthy of celebration time. Consider inviting some of your sponsors, teachers, and community members to an after-tournament dinner. This would be a great opportunity to talk about what you learned and how you will prepare for the next competition.

Using Resources

Please know your entire experience as a VEX Robotics Competition team is fully supported by the VEX Robotics staff, the Robotics Education & Competition Foundation staff, event organizers, volunteers, and your fellow teams. Please utilize the resources and ask questions as needed.

- Review information from VEX officials, community member on the VEX Forum www.vexforum.com.
- Read about the VRC Competition awards by reading the Awards Appendix D found on the Event Documents page: <http://www.roboticseducation.org/event-partners/event-partner-resources-documents/>
- Download the VEX Robotics app so that you can easily read and search the current game manual.

Online Challenges: Get Everyone Involved

The VEX Robotics Online Challenges are another great component of the VEX Robotics Competition. These challenges are free and provide additional opportunities for students to become involved with the program.

There are several Online Challenges for teams to be involved with this season. Additional information about these challenges can be found at: <http://challenges.robotevents.com/>

Other General Tips

- It is best to do your programming work on a laptop you can take to competitions with you.
- Be sure to practice the game with the practice elements that are sent to your team in the Team Welcome Kit. Additional game elements can be purchased through www.vexrobotics.com.
- Safety comes first. Always wear safety glasses when working on your robot and while competing. It is also a good idea to have an adult present when power tools are being used.

Good Luck & Have Fun!