



Skills Referee Volunteer Role

Overview



This document provides an overview of the Skills Referee volunteer role, including expectations, skills required, and recommended training. Skills Referee volunteers manage the Skills fields to ensure consistency and fairness at all times; it is critical that they know the game and rules, including scoring.

Responsibility

- Oversee Skills area and act in a referee role to interpret and enforce the rules of the game.
- Use Tournament Manager or TM Mobile app to queue and start Skills matches.
- Score the skills challenge run upon completion and record scores using Tournament Manager, TM Mobile, or paper score sheets.
- If only one volunteer in the Skills area, must also handle organized queuing of participants (instruct teams to reset the fields before they exit).

Training & Preparation

- Get familiar with how Skills Challenges are run. It is helpful to attend a local event prior to volunteering, though not required.
- Review the **Referee Guide**, **Referee Videos**, and all online training materials, which may include documents, score sheets, examples, and training videos. On the [Volunteer Resources – Volunteer Resources](#) page select the appropriate tab for your program (**VEX IQ Challenge**, **VEX Robotics Competition**, or **VEX U**) and click on **Referee/Scorekeeper AND Skills Referee** to reveal available training resources.
- Review the Game Manual and Robot Skills Challenge information for your assigned competition. The Official Game Manuals can be found online:
- VRC and VEX U: **Official Turning Point Game Manual** found at the bottom of the [VEX Robotics Competition](#) page, paying special attention to **Appendix B – The Robot Skills Challenge**, found by clicking the **VRC Turning Point Manual Appendices** button on the same page.
- VIQC: **Official VEX IQ Challenge Next Level Game Manual** found at the bottom of the [VEX IQ Challenge](#) page, paying special attention to the **Robot Skills Challenge** section in the manual.
- Refer to the score sheets on the last pages of this document as examples of how to fill out paper score sheets correctly.

Experience Level
<p>Intermediate</p>  <p>EXPERIENCE LEVEL</p>
Skills Needed
<ul style="list-style-type: none"> • Experienced volunteers preferred; this is a key role • Apply knowledge of the game and rules, including scoring • Pay attention to detail and be impartial • Interact positively with students
Physical Activity
<p>Constant Standing & Walking</p>  <p>HIGH PHYSICAL ACTIVITY LEVEL</p>

On Event Day

Dress Code: Wear comfortable team-neutral clothing appropriate for a school related event, closed toe shoes, and a Referee or volunteer shirt (if provided).

Arrival: Sign in at Volunteer Check-in, then report to the Skills Area.



Location: Report to your assigned area 30 minutes before skills matches begin. Check with the event organizers or the event agenda on exact reporting time, as the Skills fields may open before practice or qualifying matches begin. Check with the Head Referee and discuss the game rules and latest rulings from the Official VEX Q&A Forum or attend the brief onsite training that is usually held by the Head Referee.

Supplies: Clipboard, pen or pencil, paper score sheets or electronic tablet with TM Mobile app if available, timer.



Skills Referee Process



- Teams will play Skills Challenges on a “first come, first serve” basis, or by a method determined by the event organizers.
- Teams may participate in a set number of Skills Challenges, to be determined by the event organizers. The Tournament Manager computer will track the number of challenges per team.
- Before each Skills run begins, record either Driving or Programming and the team number, and have the team verify the entry is correct on the score sheet. NOTE: you will only use one side of the regular score sheet for each Skills run since there are no alliances in Skills Challenges.
- Use a timer to start/stop each Skills run. Check with your event organizer whether you will be using an external timer, timer within Tournament Manager, TM Mobile app, smart phone, or another timing device.
- At end of the Skills run, count the number of objects in each scoring position per the rules. Most scoring is the same as in a standard match; however, please refer to the Official Rules for exact scoring:
- VRC and VEX U: Refer to **Appendix B – The Robot Skills Challenge** in the **VRC Turning Point Manual Appendices**.
- VIQC: Refer to the **Robot Skills Challenge** section in the **Official VEX IQ Challenge Next Level Game Manual**.
- Enter the number of scored objects in the appropriate boxes. Confirm the score sheet or TM Mobile app score with the student Drivers.
- If using paper score sheets, submit the score sheet to the VEX TM Operator or enter the score in VEX TM if there is only one volunteer in the Skills area.
- If using TM Mobile, save the score.
- Instruct exiting teams to reset the fields after the score has been submitted.
- If there is only one volunteer in the Skills area, also organize queuing of participants.

Score Sheet Example for VRC and VEX U

		Match #	Referee Initials	LS		
Flags Caps Robots	X Teams DRIVER 9923Y	X Teams PROGRAMMING 2626C				
	Toggled High Flags: <input type="text" value="2"/>	Toggled Low Flags: <input type="text" value="3"/>	Toggled High Flags: <input type="text" value="4"/>	Toggled Low Flags: <input type="text" value="2"/>		
	High Scored Caps: <input type="text" value="3"/>	Low Scored Caps: <input type="text" value="5"/>	High Scored Caps: <input type="text" value="2"/>	Low Scored Caps: <input type="text" value="3"/>		
	Alliance Parked Robots: <input type="text" value="1"/>	Center Parked Robots: <input type="text" value="0"/>	Alliance Parked Robots: <input type="text" value="0"/>	Center Parked Robots: <input type="text" value="1"/>		
	Autonomous Win? <input checked="" type="checkbox"/>		Autonomous Winner? <input type="checkbox"/>			
DQ / No Show Team & Reason		DQ / No Show Team & Reason				

Score Sheet Examples for VEX IQ Challenge

					
Match #	DRIVER	Teams	6824B / 1	Referee Initials	LS
Hubs	Low Scored	High Scored			
	<input type="text" value="4"/>	<input type="text" value="2"/>			
Bonus Hubs	Removed from Bonus Peg	Low Scored	High Scored		
	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="0"/>		
	Robots	Parked	Low Scored	High Scored	
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>			
DQ / No Show Team & Reason					

					
Match #	PROGRAMMING	Teams	11476A / 1	Referee Initials	LS
Hubs	Low Scored	High Scored			
	<input type="text" value="6"/>	<input type="text" value="3"/>			
Bonus Hubs	Removed from Bonus Peg	Low Scored	High Scored		
	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="0"/>		
	Robots	Parked	Low Scored	High Scored	
<input type="text" value="0"/>	<input type="text" value="1"/>	<input type="text" value="0"/>			
DQ / No Show Team & Reason					