



# Signature Event Requirements



## Overview

REC Foundation Signature Events give teams the opportunity to play at a tournament that is of the highest caliber. Thanks to the dedication of Event Partners who are willing to provide these events, a large percentage of teams will be able to experience these world class events. Applications to host Signature Events are open to all experienced Event Partners.

An REC Foundation Signature Event has two prongs of success. The first is an expectation of technical success for the competition itself. The expectation is that teams will have a great experience beyond a local or regional tournament. Running matches on time and having the correct number of practice, skills, and qualification matches is the expectation for these events.

The second prong of success and excellence in determining what makes the event signature. This is generally a combination of factors that add to the overall feel and experience for the teams. The venue is a critical item as well as the extras that take your event to the next level. It is a combination of banners, elevated fields, special medals, and VIP guests that make an event signature

Because of the high level of expectations, the REC Foundation has put certain general requirements on all of these events if they are going to be called Signature Events and have VEX Worlds spot levels. Spot levels will be determined based on the number of special requirements achieved by each event. Not all events that meet the requirements will be designated as Signature Events and must be approved by the REC Foundation.

### Technical Requirements for all Signature Events:

- TR.1.** There shall be no more than 50% of registered teams from the same region.
- TR.2.** There shall be an opening ceremony that welcomes the teams, spectators, volunteers and invited guests. A standard Driver's Meeting or Event Meeting does not satisfy this requirement.
- TR.3.** There shall be a closing award ceremony that concludes the event. Some awards can be given out earlier throughout the event, but the Tournament or Teamwork Champions must be recognized at the end of the event for proper recognition. This is the time that the event staff, volunteers, teams and special guests should be recognized for their effort and participation.
- TR.4.** Teams shall be given the opportunity to run three (3) Driving Skills Matches and three (3) Programming Skills Matches
- TR.5.** All competition fields for Qualifying Matches and Finals Matches shall be raised off of the floor to the same height and be between ten (10) and twenty-four (24) inches.

- TR.6.** There shall be an adequate number of fields for Qualifying Matches, Skills Challenges and Practice
- TR.6.1.** There shall be an adequate number of fields for Qualifying Matches so that each team will get at least seven (7) Qualifying Matches for VRC and VEX U and at least eight (8) Qualifying Matches for VIQC.
  - TR.6.2.** There shall be at least one (1) Skills field for every thirty (30) VRC or VEX U teams (If there are 31 teams, there shall be at least two (2) Skills fields).
  - TR.6.3.** There shall be dedicated time for Skills Matches outside of the normal Qualifying Matches time frame so that all teams can run the given Skills Matches
  - TR.6.4.** There shall be at least (1) Practice field for every 16 teams.
- TR.7.** There shall be an adequate number of qualified event staff or qualified volunteers.
- TR.7.1.** There shall be a Certified Head Referee for every Division.
  - TR.7.2.** There shall be two (2) Scorekeeper Referees for every VRC competition field set and one (1) Scorekeeper Referee for every VIQC competition field who read the game manual, the referee guide and watched the referee training videos.
  - TR.7.2.** There shall be a Judge Advisor who has previous experience as a Judge or Judge Advisor and has read the Judges Guide.
  - TR.7.3.** There shall be a Division manager for each Division who will oversee the running of Tournament Manager, field operation and queuing.
  - TR.7.4.** There shall be an experienced VEX TM Operator for every Field Set.
  - TR.7.5.** There shall be at least one (1) experienced Robot Inspector for every thirty-two (32) teams.
- TR.8.** There shall be an adequate number of general event staff or volunteers.
- TR.8.1.** There shall be at least one (1) pair of Judges for every ten (10) teams.
  - TR.8.2.** There shall be at least one (1) Queuer for every Qualifying and Finals Match field.
  - TR.8.3.** There shall be a Field Reset crew for all VRC and VEX U Divisions.
  - TR.8.4.** There shall be at least one (1) Practice Field attendant for each practice field area.
  - TR.8.5.** There shall be at least one (1) Robot Inspector for every eight (16) teams.
  - TR.8.6.** There shall be at least one (1) Check-in Attendant for every twenty-four (24) teams.

- TR.9.** Each team attending shall be given adequate space in the Pit area with their own dedicated power supply. 10' x 10' pipe and drape booths are preferred the following can be substituted if space is unavailable.
  - TR.9.1.** Each VRC Team shall be given at least one (1) table that is no less than six (6) feet in length.
  - TR.9.2.** Each VIQC team shall be given at least one (1) table that is no less than four (4) feet in length. This can be an eight (8) foot table shared between two teams.
  - TR.9.3.** Each VEX U team shall be given at least one (1) table that is no less than eight (8) feet in length or two (2) tables that are no less than six (6) feet in length each.
  - TR.9.4.** Each team shall be given a floor space that is at least fifty (50) square feet
- TR.10.** The event shall be properly branded with the REC Foundation signature event logo and the appropriate program logos (VIQC, VRC and/or VEX U).
- TR.11.** The event shall be setup and decorated before the scheduled team check in with competition fields reset properly for matches.
- TR.12.** The event shall utilize the appropriate displays in Tournament Manager
  - TR.12.1.** The competition fields shall have one (1) Field Queue monitor per field set.
  - TR.12.2.** The Audience Display must be visible to the majority of the spectator area in the competition area.
  - TR.12.3.** The Pit Display must be displayed in the Pit Area.

**Experiential Considerations for all Signature Events:**

- EC.1.** Seating should be provided for spectators with a minimum of 24 seats per field.
- EC.2.** The Venue or associated area should be a draw for teams to attend.
- EC.3.** LiveStream or Remote viewing should be available.
- EC.4.** Trophy/Award Banners/Medals for winners/participants are customized for the event.
- EC.5.** Event Pins, patches or stickers for all participants
- EC.6.** Venue Banners are customized to adequately represent the REC Foundation, sponsors and host organization.
- EC.7.** High production value
  - EC.7.1.** Stadium quality sound
  - EC.7.2.** Two (2) announcers for game play
  - EC.7.3.** Music throughout event with special targeted music during Finals

**Level 1 Signature Event Requirements:** One (1) spot given to the Excellence Award Winner.

- L1.1.** There shall be at least twenty-four (24) teams in attendance.

- L1.2.** The following trophies shall be judged and awarded: Excellence, Design, Robot Skills and Judges.
- L1.3** The event shall use video overlay with cameras on the fields for Qualifying and Finals Matches.
- L1.4** The event shall display the Award Slides in Tournament Manager for the Closing Awards Ceremony.

**Level 2 Signature Event Requirements:** Three (3) spots, one (1) given to the Excellence Award Winner and two (2) spots given to the Tournament or Teamwork Champions.

- L2.1.** There shall be at least forty (40) teams in attendance.
- L2.2.** The following trophies shall be judged and awarded: Excellence, Design, Think, Amaze, Build, Create, Robot Skills and Judges.
- L2.3.** The event shall be a two (2) day event, with at least three (3) Qualification Matches on each day.
- L2.4.** The event shall broadcast to VEX Via live during the event.
- L2.5.** The event shall use video overlay with cameras on the fields for Qualifying and Finals Matches.
- L2.6.** The event shall display the Award Slides in Tournament Manager for the Closing Awards Ceremony.