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.

REC Foundation Signature Events have 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 fields, skills fields, and qualification matches is the expectation for these events.

The second prong of success is 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 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 must be no more than 75% of registered teams from the same region.

**TR.2.** There must 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 must 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 must be given the opportunity to run exactly three (3) Driving Skills Matches and three (3) Programming Skills Matches

**TR.5.** All competition fields for Qualifying Matches and Finals Matches must be raised off of the floor to the same height and be between ten (10) and twenty-four (24) inches.

**TR.6.** There must be an adequate number of fields for Qualifying Matches, Skills Challenges and Practice Areas.

**TR.6.1.** There must 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 must be at least one (1) Skills field for every thirty (30) VRC or VEX U teams (If there are 31 teams, there must be at least two (2) Skills fields).

**TR.6.3.** There must be at least (1) Practice field for every 16 teams.
There must be an adequate number of qualified event staff or qualified volunteers.

**TR.7.**

- **TR.7.1.** There must be a Certified Head Referee for every Division.
- **TR.7.2.** There must be two (2) Scorekeeper Referees for every VRC competition field and one (1) Scorekeeper Referee for every VIQC competition field. Scorekeeper Referees are required to have read the game manual, the referee guide and have watched the referee training videos.
- **TR.7.3.** There must be a Judge Advisor who has previous experience as a Judge or Judge Advisor and has read the Judges Guide.
- **TR.7.4.** There must be an experienced VEX TM Operator for every Field Set.
- **TR.7.5.** There must be at least one (1) Lead Robot Inspector.
- **TR.7.6.** There must be at least one (1) Announcer or emcee per division.

**TR.8.** There must be an adequate number of general event staff or volunteers.

- **TR.8.1.** There must be at least one (1) pair of Judges for every ten (10) teams.
- **TR.8.2.** There must be at least one (1) Queuer for every Qualifying and Finals Match field.
- **TR.8.3.** There must be a Field Reset crew for all VRC and VEX U Divisions.
- **TR.8.4.** There must be at least one (1) Practice Field attendant for each practice field area.
- **TR.8.5.** There must be at least one (1) Robot Inspector for every twelve (12) teams.
- **TR.8.6.** There must be at least one (1) Check-in Attendant for every twenty-four (24) teams.

**TR.9.** Each team attending must be given adequate space in the Pit area with their own dedicated power supply. 10’ x 10’ pipe and drape booths are preferred, however the following can be substituted if space is unavailable.

- **TR.9.1.** Each VRC Team must be given at least one (1) table that is no less than six (6) feet in length.
- **TR.9.2.** Each VIQC team must 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 must 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 must be given a floor space that is at least fifty (50) square feet

**TR.10.** The event must 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 must be setup and decorated before the scheduled team check in with competition fields reset properly for matches.

**TR.12.** The event must utilize the appropriate displays in Tournament Manager

- **TR.12.1.** The competition fields must have one (1) Field Queue monitor per field.
- **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 (not requirements) 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 should be customized for the event.
EC.5. Event Pins, patches or stickers should be provided to all participants
EC.6. Venue Banners should be 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 (note: 1 is required per TR.7.6)
   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 must be at least twenty-four (24) teams for VRC and VIQC and six (6) VEX U teams registered for the event.
L1.2. The following trophies must be judged and awarded: Excellence, Design, Robot Skills and Judges.
L1.3. The event must broadcast to VEX Via live during the event.
L1.4. The event must use video overlay with cameras on the fields for Qualifying and Finals Matches.
L1.5. The event must 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.

Note: VEX U events would be given 2 spots since there is only 1 Tournament Champion.

L2.1. There must be at least forty (40) teams for VRC and VIQC and twelve (12) VEX U teams registered for the event.
L2.2. The following trophies must be judged and awarded: Excellence, Design, Think, Amaze, Build, Create, Robot Skills and Judges.
L2.3. The event must be a two (2) day event, with at least three (3) Qualification Matches on each day.
L2.4. The event must broadcast to VEX Via live during the event.
L2.5. The event must use video overlay with cameras on the fields for Qualifying and Finals Matches.
L2.6. The event must display the Award Slides in Tournament Manager for the Closing Awards Ceremony.

Note: How events handle teams that double qualify is found in the Qualification Criteria document found on https://www.roboticseducation.org/.