

Introduction

The Event Meeting allows the Emcee and/or Event Partner to share important information about the event and the venue. Everyone, including teams, coaches, referees, judges, and parents should attend the Event Meeting.

General Event Information

- **Welcome and Introduction** of key 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 repacking after the event.
- **Teams are responsible** for their equipment and materials.
- **Practice fields** – Teams should reset fields after use, share fields so all teams can practice, and time limits.
- **Skills Challenges** – Location(s) of Skills field(s); also, number of skills runs allowed and start/stop times.
- **Engineering Notebooks** – Submit labeled Engineering Notebooks to the check-in table before Match play.
- **Agenda for the day** – Start/stop times, breaks, special activities and their locations.
- **Judges will recognize Student-centered work** – Adults may assist Students in urgent situations, but should never work on a robot or Engineering Notebook without active participation of Students.

Teamwork Challenge Matches

- **Queuing Process** – Drivers should bring their alliance partner with them to the queuing table.
- **Teams must be on time** for matches or the match may be run without them.

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.

- 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. <G1>
- **Code of Conduct:** The Robotics Education & Competition Foundation considers the positive, respectful, and ethical conduct of all students, teachers, mentors, parents, and other event attendees an important and essential component of all VEX IQ Challenge, VEX Robotics Competition, and VEX U events. We expect the following behavior and ethical standards at all REC Foundation-sanctioned events:
 - Act with integrity, honesty, and reliability
 - Behave in a respectful and professional manner with event staff, volunteers, and fellow competitors
 - Exhibit maturity and class when dealing with difficult and stressful situations
 - Respect individual differences
 - Follow all rules as listed in the current game manual(s)
 - Student-centered teams with limited adult assistance
 - Safety as a top priority
 - Good sportsmanship, which includes supporting your alliance partners
- Teams that violate <G1> or the REC Foundation Code of Conduct may be Disqualified from a current Match, an upcoming Match, an entire event, or (in extreme cases) an entire competition season. Judges may also consider team conduct and ethics when determining awards. <G1>
- Field tolerances may vary by as much as ± 1 ." Teams must design robots accordingly. Concerns about the playing field or field elements must be raised by Drivers prior to the match. <G14>
- Only the Student Drivers for that Match are permitted to be by the playing field. <T2>

- Robots may only be operated by the Drivers. Teams with only one Student at an event may use a qualified Driver from another team. No Student may drive for more than one team at the event. <G6>
- 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. <G7>
- At the beginning of a match, each robot must: only be contacting the floor; fit within a 11"x 19" area, bounded by the Starting Position; and be no taller than 15." During the match, robots may not expand beyond the 11" x 19" area, and may not expand beyond the 15" height restriction. <G4/G5>
- Teams must bring their robots to the field ready 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. <T3>
- During the match, Drivers must remain in their Driver Station, except when legally interacting with their Robot. Drivers also may not use any communication devices (e.g. radios) during the Match. <G7>
- 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 move the Robot to a Starting Position. Any Game Objects 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. <G16>
- Game Objects that leave the playing field will not be returned to the playing field. <G9>
- Robots may not grasp, grapple, or attach to any Field Elements. <G12>
- Drivers must wait for a countdown to start the match. When the match has ended, Drivers must put their controllers on the floor.
- Referee rulings are final. If there is a disagreement with scoring, only the 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.
 - 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 or more rounds = 3 lowest scores not counted].
- After all Qualifying Matches are complete, the top ___ [insert number of teams] will participate in the Finals Matches, unless Event Partner decides all teams compete in Finals Matches.
- 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].

Robot Skills Challenge

For Skills Matches, the robot may be placed in either of the two Starting Positions. <RSC2>

Programming Skills Matches

- A team may handle their Robot as many times as they want. <RSC4> Upon handling:
 - The robot must be immediately brought back to a **legal starting position**.
 - Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed into a non-Scored position by the team.
 - Game Objects in the Starting Position where the Robot is being placed may be moved by the team, provided they are not moved into a Scored position.

Share Feedback – Have Fun!

- Direct questions, concerns, or positive feedback to the Event Partner.

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