

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.

Qualification 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#>, <SG#>, <R#>, or <T#>, reference a Game Manual Rule. Referees coordinate all matches according to the Game Manual and the rule updates posted on the VRC 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>
- Safety glasses are **required** for drive team members while in their driver's station. <T3>
- Referees rulings are final. Referees will not review video replays. Student Drive Team Members must ask referees questions concerning Match scores before the field has been reset. **Scores are final once the field has been cleared.** All other questions must be asked by within two matches during qualification rounds or immediately after the score is announced during elimination rounds. <T1>.

- Only three Drive Team Members per team are allowed in the Alliance Station during match play. Adults cannot be Drive Team Members. No Drive Team Member may fulfill this role for more than one team. Teams and alliances must remain within their Alliance Station or their Alliance Robot Interaction Spot during the match. <G6>, <G7>
- Teams must bring your robots to the field ready to play. <R25>
- There are no timeouts during qualifying matches. <T12>
- Two VRC License plates with the appropriate alliance color must be attached on two opposing sides of the Robot and clearly visible at all times during the Match. <R28>
- Ensure your robot is in the correct starting position and that it is within 18"x18"x18". Robots must be placed such that they are touching the field perimeter, not contacting a Tower, Goal Zone, Barrier, another Robot, or Cubes other than the Preload. The Preload must be contacting only 1 Robot and fully within the Field Perimeter. <SG1>
- Do not turn on your robots or controllers until your controllers are tethered to the field. First, plug in your Driver Station cable, then turn on the power to the Robot and Joystick.
- During Qualification rounds, RED alliance has the right to place their robot last on the field. During Elimination matches, the higher-ranked alliance has the right to place their robots last. Once a *Team* has placed its *Robot* on the field, its position cannot be readjusted prior to the *Match*. <T5>
- Teams should send a representative to the field if your robot cannot perform <T2>
- During the autonomous period:
 - Teams are NOT allowed to touch their robot. <G9>
 - Robots may not contact the foam tiles, Towers or Cubes which are on the opposing Alliance's side of the Autonomous Line. <SG2>
 - No use of driver controls is permitted. <G10>
 - Fouls committed that only affect the outcome of the Autonomous Bonus will result in Autonomous Bonus being automatically awarded to opposing Alliance. <G11>
- During the Driver Control Period, and as long as the robot has never moved, Drive Team Members may:
 - Turn the robot on or off
 - Plug in a battery and/or power expander
 - Plug in a VEXnet Key or V5 Robot Radio
 - Touching the V5 Robot Brain screen, such as to start a program.
- Stay away from your opponent's protected areas. <SG3>
- Don't destroy other Robots but be prepared to encounter defense. Strategies aimed solely at the destruction, damage, tipping over, or Entanglement of opposing Robots is not allowed. A robot which has expanded horizontally to obstruct the field or is legally covering the top of a Tower in a solely defensive manner should expect vigorous interactions from opponent Robots. Damage caused to these defensive robots by the opposing Robots pushing, tipping or entangling would not be considered a violation. <G12>.
- Keep Game Objects in the Field. Teams may not intentionally remove objects from the field. <SG6>
 - Cubes that leave the field will be not be returned.
- Don't clamp your Robot to the field. Robots may not intentionally grasp, grapple or attach to any Field Elements, including the Platforms. <G16>
- Match scoring will occur when all objects have come to rest. <G18>
- Replays will only be issued in the most extreme circumstances at the discretion of the Event Partner and Head Referee. <G20>
- After all Qualifying Matches are complete, the Alliance Selection process will consist of one round of selection, such that up to 16 Alliances of (2) Teams will compete in the Elimination 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

- The robot may start in either side of the field with (1) Ball Preload. <RSC1> <RSC3>
- All Cubes are considered the same color. Any Cube in a tower increases the point value of any Scored Cube. <RSC2>

Share Feedback – Have Fun!

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

Enjoy your VEX Robotics Competition experience! Thank you for your support!