

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, and venue-specific rules and safety information.
- **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 limit time.
- **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** – Judges will consider compliance with the REC Foundation Student-Centered policy for judged awards.

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 and Game Rules Summary

These notations, <G#>, <SG#>, <R#>, and <T#>, reference Game Manual Rules. Referees coordinate all matches according to the Game Manual and the rule updates are posted on the Official VRC Q&A Forum.

- All students and adults associated with a team are expected to conduct themselves in a respectful and positive manner while participating in VEX Robotic Competition 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>
- VRC is a student-centered program. Adults may assist Students in urgent situations, but Adults may never work on or program a Robot without Students on that Team being present and actively participating. Students must be prepared to demonstrate an active understanding of their Robot's construction and programming to judges or event staff. <G2>
- Safety glasses are **required** for drive team members while in their Alliance Station. <S3>
- 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. If the Drivers wish to dispute a score or ruling, those Drivers must stay in the Driver Station until the Head Referee talks with them. Referees will not review any recorded replays. <T1/T2>

- During a Match, each Team may have up to three (3) Drive Team Members in their Alliance Station and all Drive Team Members must remain in their Alliance Station for the duration of the Match. Drive Team Members are not allowed to use any sort of communication devices while in the Alliance Station. <G7>
- Teams must bring robots to the field ready to play. <T4>
- Teams should send a representative to the field if the robot cannot perform. <T3>
- There are no timeouts during qualifying matches. Each Alliance may request (1) Time Out no greater than (3) minutes during the elimination bracket between Elimination matches. <T14>
- 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. <R26>
- At the beginning of a Match, each Robot must be smaller than a volume of 18"x18"x18". Robots must be placed such that they are contacting their Home Zone, not contacting the gray foam tiles outside of the Alliance's Home Zone, not contacting any Scoring Objects other than the Preloads, not contacting the Platform, and not contacting another Robot. <G4/SG1>
- During Qualification and Elimination matches, RED alliance has the right to place their robot on the field last. Once a Team has placed its Robot on the field, its position cannot be readjusted prior to the Match. <T6>
- During the autonomous period:
 - Teams are NOT allowed to touch their robot. <G9>
 - Robots may not contact the foam tiles, Scoring Objects, Robots, or Platforms which are fully contained in the opposing Alliance Home Zone. <SG4>
 - Any Robot who engages with the Neutral Zone during the Autonomous Period should be aware that opponent Robots may also choose to do the same. <SG5>
 - No use of driver controls is permitted. <G10>
 - Infractions that only affect the outcome of the Autonomous Bonus will result in the Autonomous Bonus being automatically awarded to the opposing Alliance. <G11>
 - Infractions that are match affecting can result in a Disqualification. <G11>
- During the Driver Controlled Period, Drive Team Members may only touch their own Robot if the Robot has not moved at all during the Match. Touching the Robot in this case is permitted only to turn the robot on or off, plug in a battery and/or power expander, plug in a VEXnet Key or V5 Robot Radio, or touch the V5 Robot Brain screen, such as to start a program. <G9>
- 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. Robots interacting with Neutral Mobile Goals, especially multiple Mobile Goals at once, should expect vigorous interactions from opponent Robots. <G12>.
- Keep Scoring Objects in the Field. Teams may not intentionally remove Scoring Objects from the field. Scoring Objects that leave the field will be returned at the location nearest the point at which they exited by a Referee when it is deemed safe to do so. <SG9>
- Strategies intended to remove Rings which are Scored on or in an opposing Alliance Mobile Goal are prohibited <SG6>
- Don't clamp your Robot to the field. Robots may not intentionally grasp, grapple, or attach to any Field Elements. <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

- Robots may start the Robot Skills Match per in either Alliance Home Zone with all Drive Team Members standing in the corresponding Alliance Station. Points are awarded according to the same scoring rules as standard head-to-head Matches. <RSC1>
- Teams play if they are on a "neutral" Alliance. <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!