



Timeline of Live Remote Tournaments

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October 1	Game Manual releases from Game Design Committee for Live Remote Tournaments
October 1	Rollout of Live Remote Team Practice System (for registered and paid teams only)
October 14	Public Q&A webinar w/Grant Cox, Brad Lauer, and Lisa Schultz on Modified Game Rules and Operation of Live Remote Team Practice System
October 30	Technology specifications released for Live Remote Tournaments
November 1	Live Remote Tournaments go live for publication on RobotEvents.com
November 4	Live Remote Tournaments Webinar for Event Partners hosted by REC Foundation staff

FAQ on Live Remote Tournaments

Team and Coach Questions:

Do I have to be a registered team to participate in Live Remote Tournaments?

Yes, teams need to register for the 2020-2021 competition season in the platform they are competing to register for all events, including Live Remote Tournaments. Teams can register at RobotEvents.com. Details on the team registration process are [available here](#).

Does my team's season registration cover both standard in-person and Live Remote Tournaments?

Yes. Once you register your team for the competition season, you can register for any competitions within your platform (VIQC, VRC, VEXU) unless there are restrictions by age group (e.g., elementary only events for VIQC) or qualifying requirements (e.g., a state championship). Events can be found at RobotEvents.com and details on the qualification process are available in the [Qualifying Criteria](#).

How can we do Live Remote Tournaments if we do not own a field or game elements?

There are a couple options. First, consider borrowing a competition field from a local Event Partner or school. For VRC teams, there is a do-it-yourself (DIY) field perimeter option (more details released in October). Another option would be to collaborate with an organization that has fields and social distance teams between matches.

What is the cost to attend a Live Remote Tournament?

Like local tournaments, the registration fees will vary and are set by the Event Partner who organizes the competition. Please see the event page on RobotEvents.com to see the price for each event.

If I have multiple teams, can two teams play on the same field for a Live Remote Tournament?

No. Each team registered for a Remote Tournament must have a dedicated competition field, a computer with Chrome browser, webcam, and micro USB cable (VRC only). The number of fields an organization has is the limit to the number of teams that can register for any given event.

For the Live Remote Tournaments, is there a way for alliances to communicate synchronously? Like a video or voice chat?

Yes. The Live Remote Tournament system in RobotEvents will have a chat feature. One option is to use an additional screen hooked up to their computer to enhance the experience, but this is not a requirement. Additional team interface suggestions will come in the technical specifications released in late October. In order to use the RobotEvents chat, your primary contact must login. Reminder that all participants are bound by and should review the Student Safety for Remote Events policy posted in the Documents section of all events.

How does inspection work? Would a referee come to each school or team site?

Practice matches will be based on an honor system as there will be no referees. All competition robots will have a remote inspection which will take place prior to the competition. While we have not finalized the inspection process for Live Remote Tournaments, at a minimum, teams will have to connect their robots to their competition computer; teams near maximum robot size should prepare for additional inspection measures, including demoing that the robot is within size.

Are there specific specs or requirements for webcams to be considered appropriate for Live Remote Tournaments? What technology will my team need?

A computer with a Chrome browser and a USB webcam (720p or better) is required for all Live Remote Tournament participants. VRC Teams will also need: a V5 Robot running VEXos 1.0.12 or later, and a micro USB to USB cable.

What does a team need to participate in a Live Remote Tournament?

Teams need the following to participate in a Live Remote Tournament:

- Active and paid season registration on RobotEvents.com
- Full competition field and game elements (VIQC or VRC)
- Internet access
- USB webcam (720p or higher resolution) that can be set a minimum of 7' high and 7' back from field; a tripod or other device may be needed to hold the camera in place
- Computer that will connect to the USB camera
- Chrome browser on the computer
- VIQC Robot with updated firmware (VIQC only)
- V5 Robot running VEXos 1.0.12 or later (VRC only)
- Micro USB to USB cable (VRC only)

Other elements, such as adequate lighting and a room of sufficient size to hold the field and equipment necessary to show the competition field and drivers, are needed; more details will come with the tech specs and best practices released in October.

Will Live Remote Tournaments be available for VIQC? Are the technology needs for teams different than for VRC? If so, how?

Yes. VIQC can use the same RobotEvents platform to run Live Remote Tournaments. The technology needs for VIQC are simpler than VRC as they only require a computer with a Chrome browser and a USB camera.

Many VEXU teams submit scores by volunteering at local events, is there a system to replace this?

Yes. VEXU teams can submit their Robot Skills scores to their Regional Support Manager using the same process for standard live tournaments. The process is outlined [here](#) under “Recording VEX U Skills Scores at VRC Events.”

Event Questions:

How are Live Remote Tournaments different from standard in-person or Skills-only events?

Live Remote Tournaments allow teams to compete in live interactive matches with other teams registered for the competition (i.e., VIQC Teamwork Matches, VRC Tournament Matches). These Live Remote Tournaments are live, but teams are participating remotely using the Live Remote Tournament interface within RobotEvents.com.

What is the deadline for posting Live Remote Tournaments? How long will the season last?

Live Remote Tournaments will follow the same dates and processes for events listed in the Qualifying Criteria.

Will Live Remote Tournaments qualify differently from in-person events?

We are going to provide additional details on Live Remote Tournaments in the updated Qualifying Criteria. Live Remote Tournaments are a model that allows competition access to teams in event regions impacted by the pandemic. As such, the use of Live Remote Tournaments will vary across the world, but the goal is to use these events as an alternative pathway for teams to qualify to higher levels of competitions, including VEX Worlds.

What is the farthest two teams can be for Remote Tournaments?

There is no limit to the distance between teams.

Does this mean that I can qualify and compete in VEX Worlds remotely without ever going to an in-person competition?

VEX Worlds spots are allocated by Event Region and the details on Live Remote Tournament qualifications will be included in the updated Qualifying Criteria.

How will teamwork be assessed? Can these events have judged awards?

Yes. Live Remote Tournaments can have remote judging as an option. Please see the event page on RobotEvents.com to see if judged awards are offered at the event and what judging model they will use (i.e., standard or remote). The details on remote judging for events can be found in the [Judge Guide Addendum](#).

How will tech issues be resolved for rural schools with bad internet? Is there a way for teams to practice before an event to ensure their technology is working properly? And/or what are the consequences if there is video lag or a team has to drop mid-tournament due to technology issues?

We hope that teams will use the Live Remote Team Practice System ahead of time to optimize their experience. Our development team has tested many different scenarios and are confident almost all teams will be able to utilize this technology. When a connection is slower than anticipated, the system clips the video viewer to the most current view available (instead of forcing the participants to watch delayed match footage). During Live Remote Tournaments, Event Partners will be able to mark a match as needing replay if something substantial prevents all teams from competing. We ask teams for patience as we continue evolving this ground-breaking technology, we are proud to be providing an enhanced remote competition for everybody.

Event Partner Questions:

What are the key volunteer roles that are required for Live Remote Tournaments?

Key volunteer roles will vary depending on the size of the event and whether the event will include Skills Challenges and judged awards. At a minimum, Live Remote Tournaments will require an Event Partner, Head Referee/Inspector, and Emcee. The Event Partner should only serve in the EP role and no other role. Also, the Event Partner is the only person to start and stop matches so their focused dedication is required to make these events a success. Live Remote Tournaments with remote judging will also need a Judge Advisor and ample judges to allow for sufficient time to remotely interview all teams.

What technology will I need as an Event Partner to host a Live Remote Tournament?

Event Partners running Live Remote Tournaments will need a computer with a Chrome browser, a USB camera, internet access and a microphone. The key volunteer roles of Emcee, Inspector and Head Referee would also need these tools to participate.

Will there be any additional costs for Event Partners to host VRC and VIQC Remote Tournaments?

The standard REC Foundation fee for events is \$5 per team and this will not change for the 2020-2021 season; this is a per team fee that is charged from the event registration fee given by the Event Partner. The REC Foundation fee and process for Live Remote Tournaments will be announced at the Q&A on Live Remote Tournaments on October 14, 2020.

Are Live Remote Tournaments available in all event regions? Does this require an event variance or special approval from the REC Foundation?

All teams will have access to Live Remote Tournaments, but that not all regions will incorporate it into their qualification structure. All REC Foundation sanctioned events require review and approval by the region's Regional Support Manager. The REC Foundation will determine an implementation process.