Live Remote Tournaments Logistics

Q: What is REC Foundation’s Live Remote Tournament interface?
A: The interface is the first of its kind and allows teams from anywhere in the world to compete and play against other teams. It’s a new way to compete. We have had many international teams participate. Get started by registering your teams for open events. Teams may register for the event and find yourself competing against anyone anywhere. We are having LRT events Wednesday, Thursday, and most Saturdays every week. The length is a few hours, the total number of teams is 24 and below. You don’t have to spend 6 hours competing, and we also have a traditional format like normal on Saturdays.

Q: How is VEX Worlds going to operate this year?
A: Teams have the option to compete in either Live Remote Skills (LRS) or Live Remote Tournament (LRT) at Remote VEX Worlds. Teams registered in an LRT division choose a morning or afternoon session. Remote VEX Worlds will have a closing ceremony and opening just like at a normal VEX Worlds. In LRS you will be given a division where you will do your skills run. You will sign up for your sessions.

Q: Do we have to compete in LRT events prior to VEX Worlds?
A: If you plan to register for, participate in, the LRT event during VEX Worlds 2021, you are required to compete at 2 (two) Live Remote Tournaments prior to the event. These are posted (almost daily) at RobotEvents.com.

Q: If there are technical difficulties at the event, how will that affect matches?
A: No single team or grade level will be competing for more than three days in a row. The tentative agenda is available at vexworlds.com.

We’re focused on reducing the possibility of technical difficulties. We have collectively finished every LRT we have had thus far. The learning curve is steep for teams that haven’t competed. Many of the issues can be resolved by practicing and competing in Live Remote Tournament events. Compete early, often, and embrace the format. Contact remotesupport@roboticseducation.org with questions.
Q: Will there be a Remote Skills competition in addition to the Live Remote games (Can teams participate in both LRS and LRT at VEX Worlds)?
A: Teams cannot do LRT and LRS at VEX Worlds 2021. With shorter days and less time available, skills and head-to-head are separate this year in the form of LRT and LRS. Most teams will have an opportunity to choose one.

Q: How will you handle multiple teams from a single organization that cannot share fields for Live Remote Tournaments?
A: That is part of the reason we are doing an afternoon and morning session. If two teams qualify but only have one field, then one team can be scheduled for the morning and one team for the afternoon divisions. One team per field, one webcam, and one robot. If the same team played against each other in the playoffs it wouldn't be fair. You can only have one team competing on a field at a time. For every field you have, that is the number of teams that can compete simultaneously. Having multiple teams on the same field in a match is not permitted in LRT. For LRS, multiple teams from an organization can share a field by scheduling their Robot Skills matches at different times.

Q: Will the plans for Remote VEX Worlds change if COVID-19 cases decrease?
A: No, this is the direction for VEX Worlds for 2021 regardless of Covid-19 cases.

Awards

Q: What will the Award categories be?
A: We will release a separate judging document in March. If you participate in Remote VEX Worlds, you can submit your digital engineering notebook entry for either Live Remote Tournament (LRT) or Live Remote Skills (LRS)

The awards for the events will be:

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<thead>
<tr>
<th>Award Categories</th>
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Equipment

Q: Are VRC teams going to be allowed to use custom non-standard field perimeters to compete in Remote VEX Worlds 2021?
A: Referencing the LRT section of the Game Manual, you may use a non-standard field if you don’t have access to a traditional field. However, goals G, H, and I must be visible.

Q: Will we need any extra audio/visual equipment, like a projector or screen for the event?
A: You need a computer and webcam and a USB extender (VRC only). Everything else is available via the internet. We recommend that teams setup a TV or projector so that their entire team can watch the match while it is being played.

Game Unveil

Q: What will happen with next year’s game? Can we still use this year’s pieces?
A: After a lot of consideration, the new games for the 2021-22 season will be announced during the Remote VEX Robotics World Championship. The VEX Robotics Competition game will be unveiled at the end of the VRC portion of Remote VEX Worlds on May 22. The 2021-22 VEX IQ Challenge game will be unveiled at the end of the VIQC portion of Remote VEX Worlds on May 29. We won’t be using the same materials. It will be a brand new game with brand new elements. VEX Robotics will have the game elements ready in May.

International

Q: Is my region or country able to participate in LRS and LRT events?
A: Yes, please contact your Regional Support Manager for more information.

Programs

Q: In the VEX Worlds update, there was no mention of VEX U or VEX AI. What will Remote VEX Worlds look like for those competitions?
A: We plan to have an in-person event in Dallas in June for both VEX U and VEX AI Challenge teams. We do understand there will be teams that won’t be able to travel.

Q: Will there be any sort of JROTC Remote VEX Worlds this year?
A: Yes, we will have a division at Remote VEX Worlds, as planned for JROTC teams.