

20  24
REC FOUNDATION
EVENT PARTNER
SUMMIT

Competition Changes

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Competition

Study

There is a growing demand for the REC Foundation to study the perceived competition imbalance between teams and programs and the adverse effects of non-student centered actions on our program-primarily with VIQRC but not discounting that it happens in V5RC as well. A Competition Committee met throughout the 2023-2024 season and focused on three main areas to potentially address these concerns from both a short term and strategic standpoint:

- Root cause analysis of the perceived competition imbalance
- Current event and/or game structures
- How to incentivize teams to create and develop unique robot design solutions outside of the traditional design convergence/clone bot strategy



Competition

Study

The competition itself is what attracts people to our program. We don't want to de-incentive competition but the qualification structure, as it is now, is a contributing factor to some of the behaviors we are seeing. Worlds, or qualifying to a higher level event is a goal and some teams will do whatever it takes to get there both within and outside of our rules and policies.





Competition

Study

While some factors are and should be outside of our control (ex. time per week a team spends working, resources, etc), the idea of creating two competition structures within a program, initially, was met with hesitation.

Concerns are:

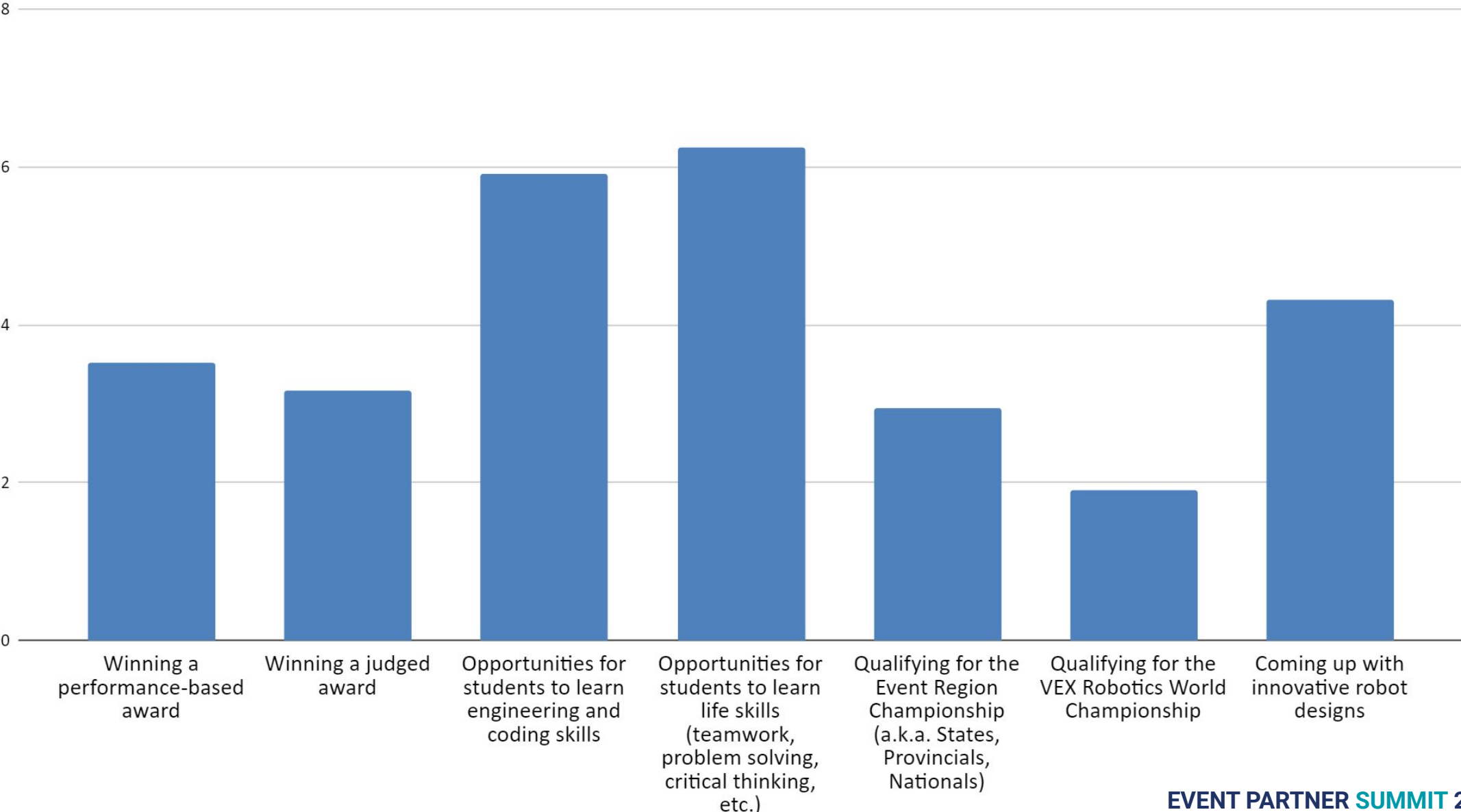


Event Partners willing to host multiple competition levels

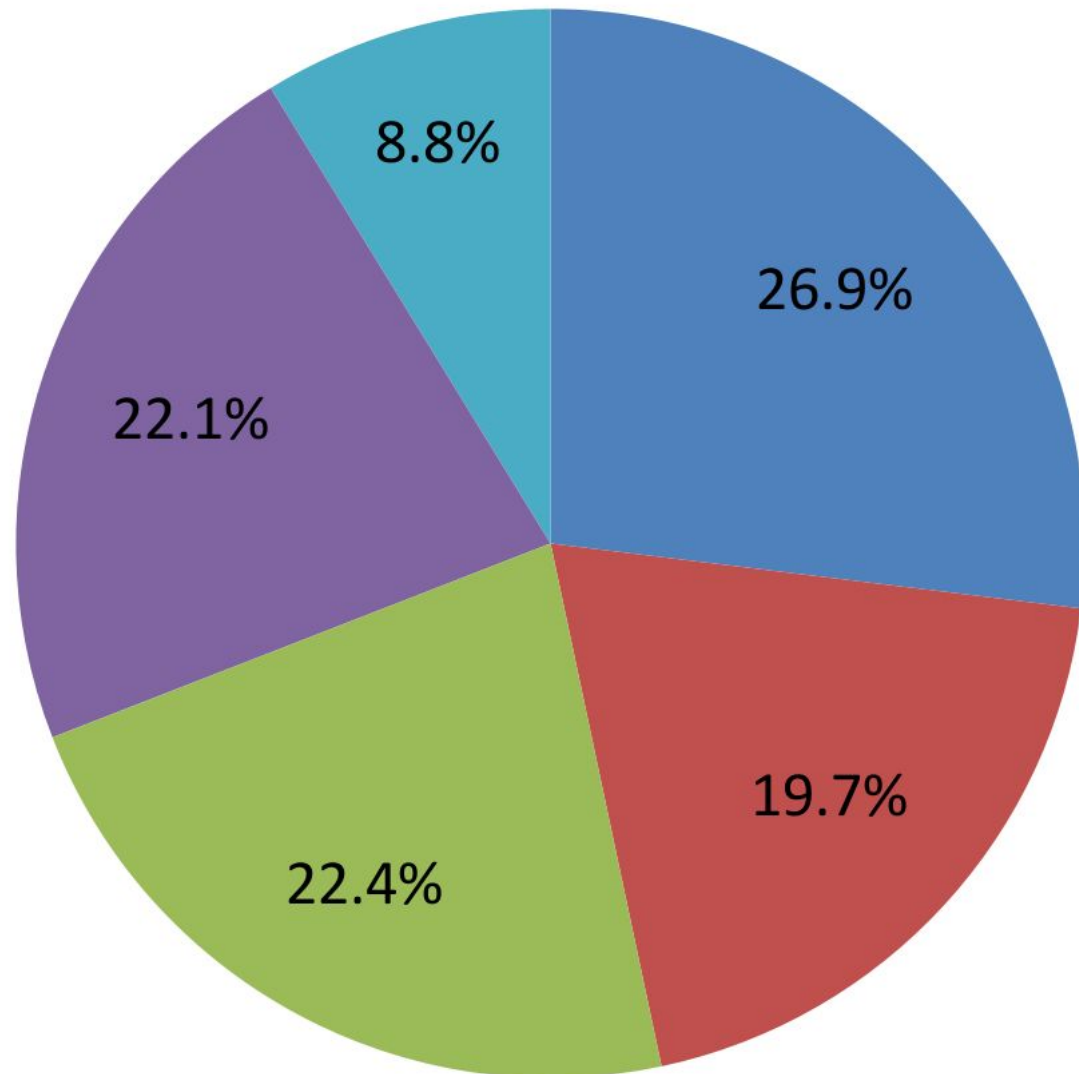


Event regions by nature have different competition levels when compared to other regions

What do you as a coach/parent value most for your students? Please rank these in order of importance



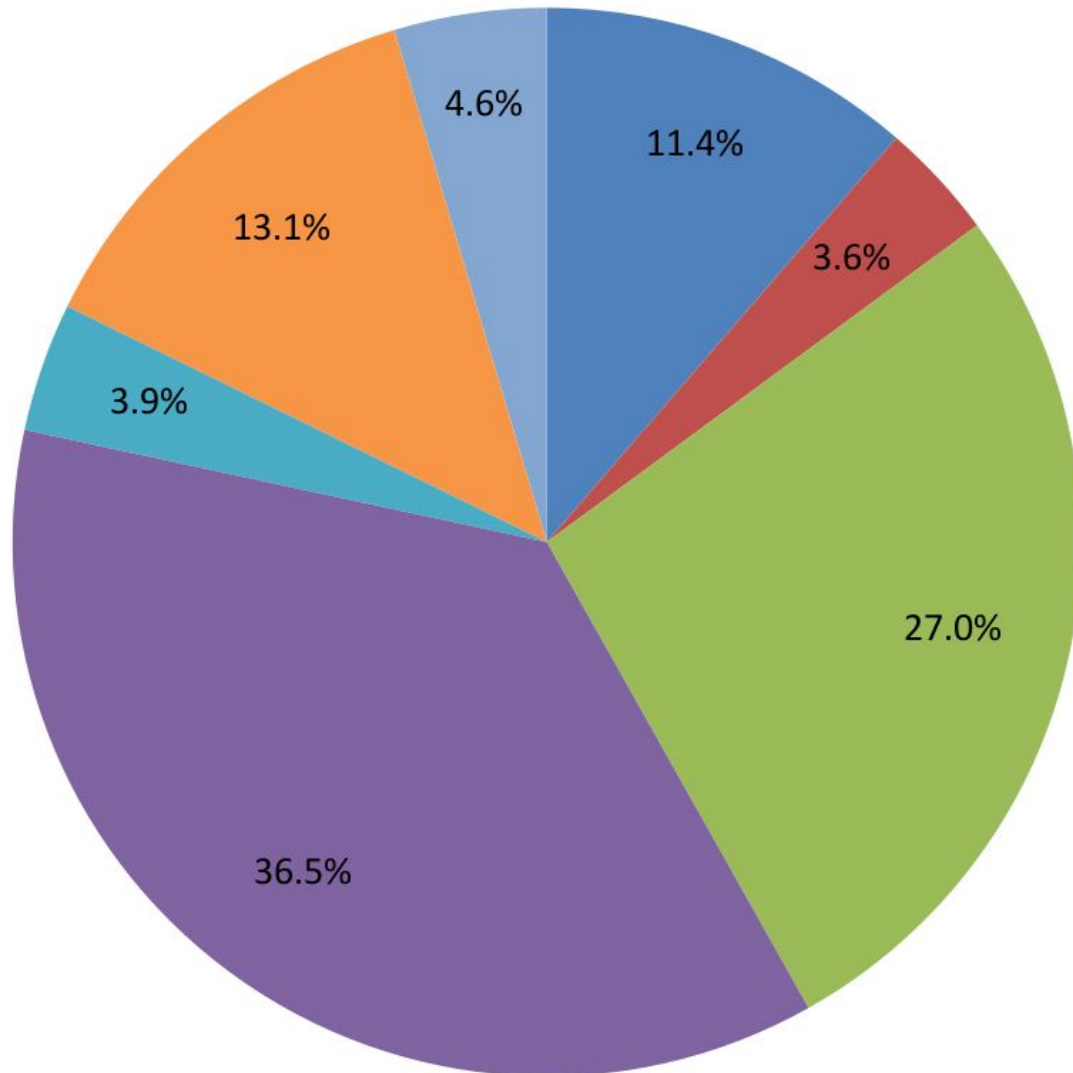
What do you believe your students value most about the VEX Robotics Competitions?



- Winning any trophy
- Learning engineering concepts and coding
- Learning life skills (teamwork, problem solving, critical thinking, etc.)
- Meeting other teams at competitions and visiting with their friends
- Other

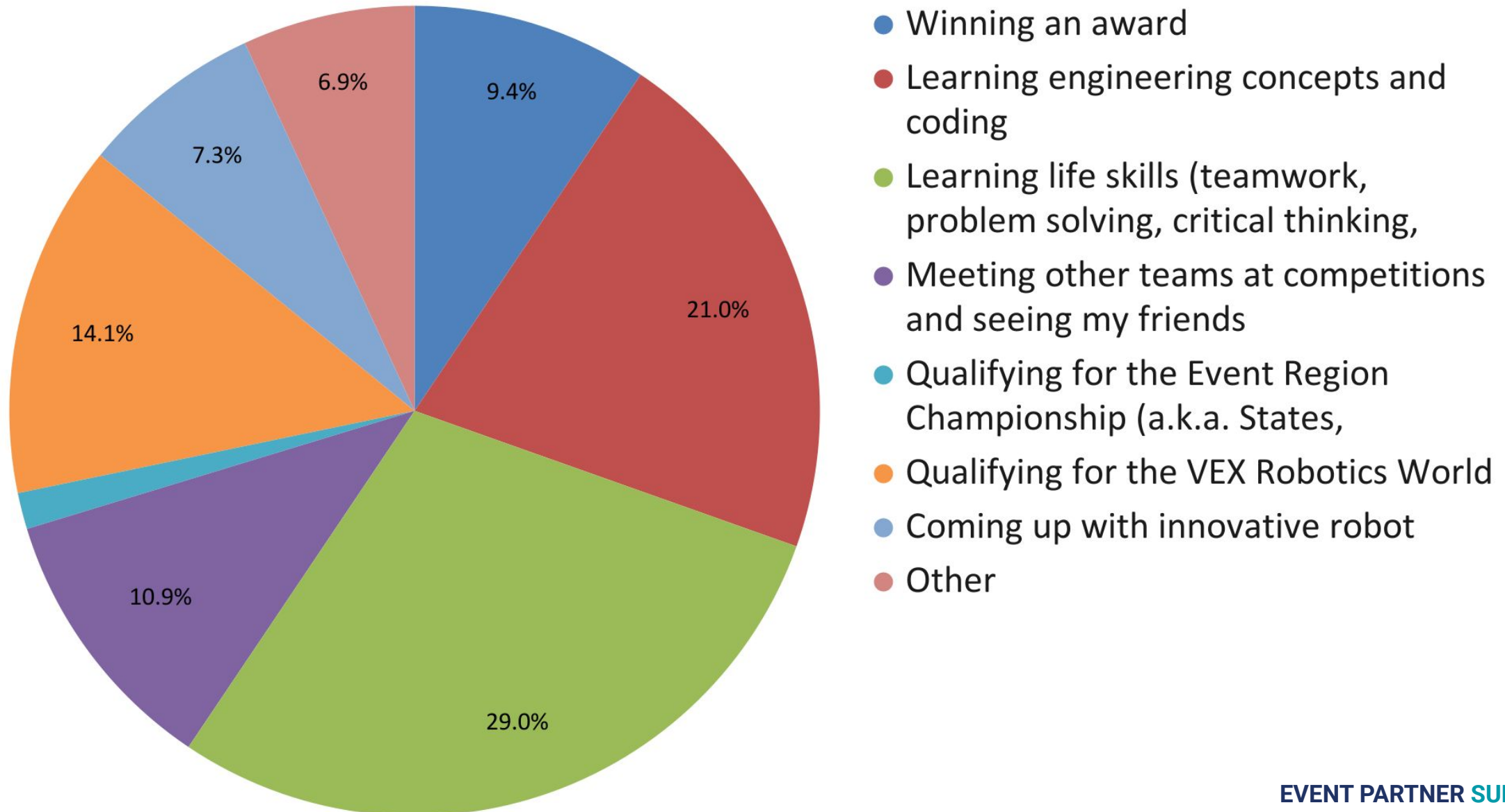
What does your coach say should be the goals of your team?

(What respondents answered as most important)

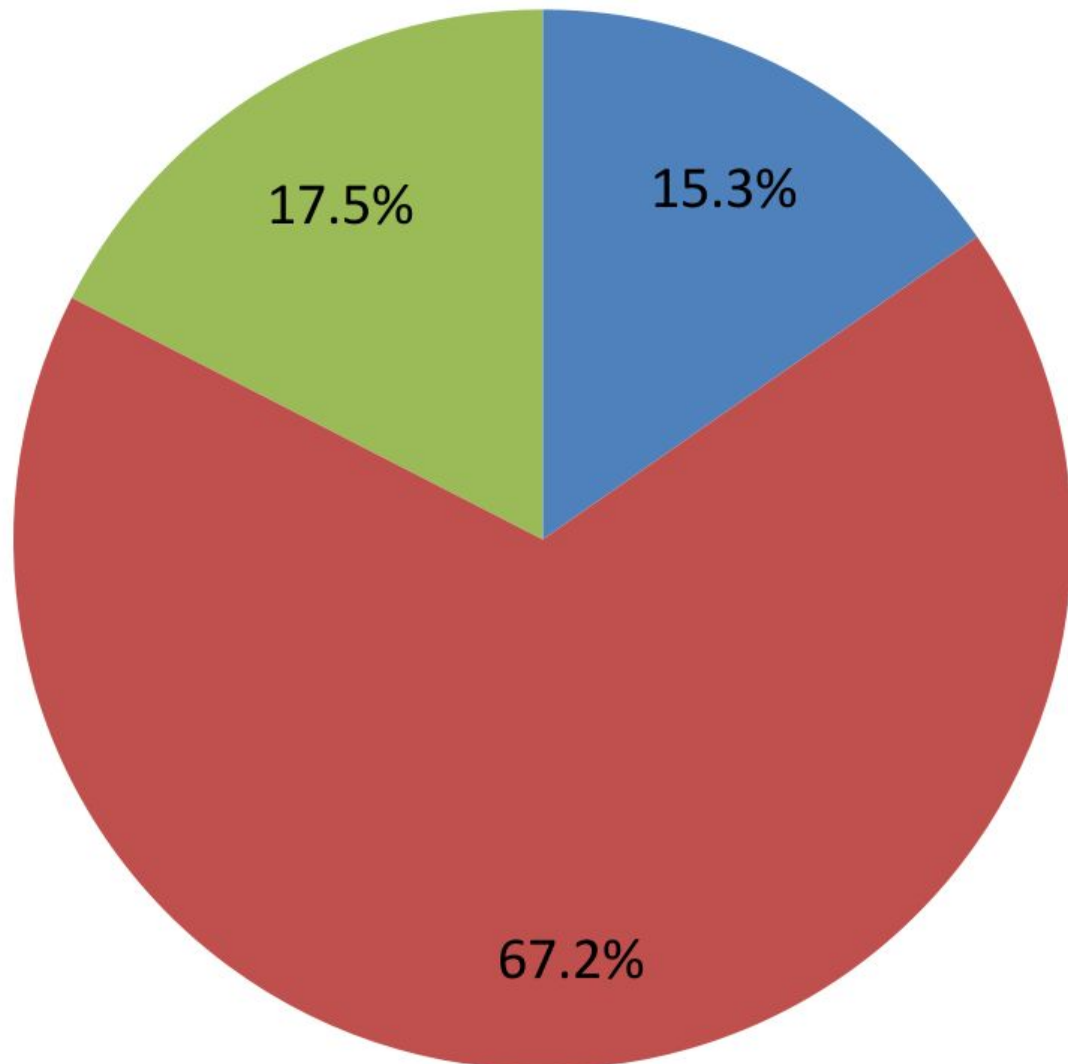


- Winning a performance-based award (Tournament Champions, Robot Skills)
- Winning a judged award
- Learning engineering and coding skills
- Learning life skills (teamwork, problem solving, critical thinking, etc.)
- Qualifying for the Event Region Championship (a.k.a. States, Provincials, Nationals)
- Qualifying for the VEX Robotics World Championship
- Coming up with innovative robot designs

What do you as a student value most about the VEX Robotics Competitions?

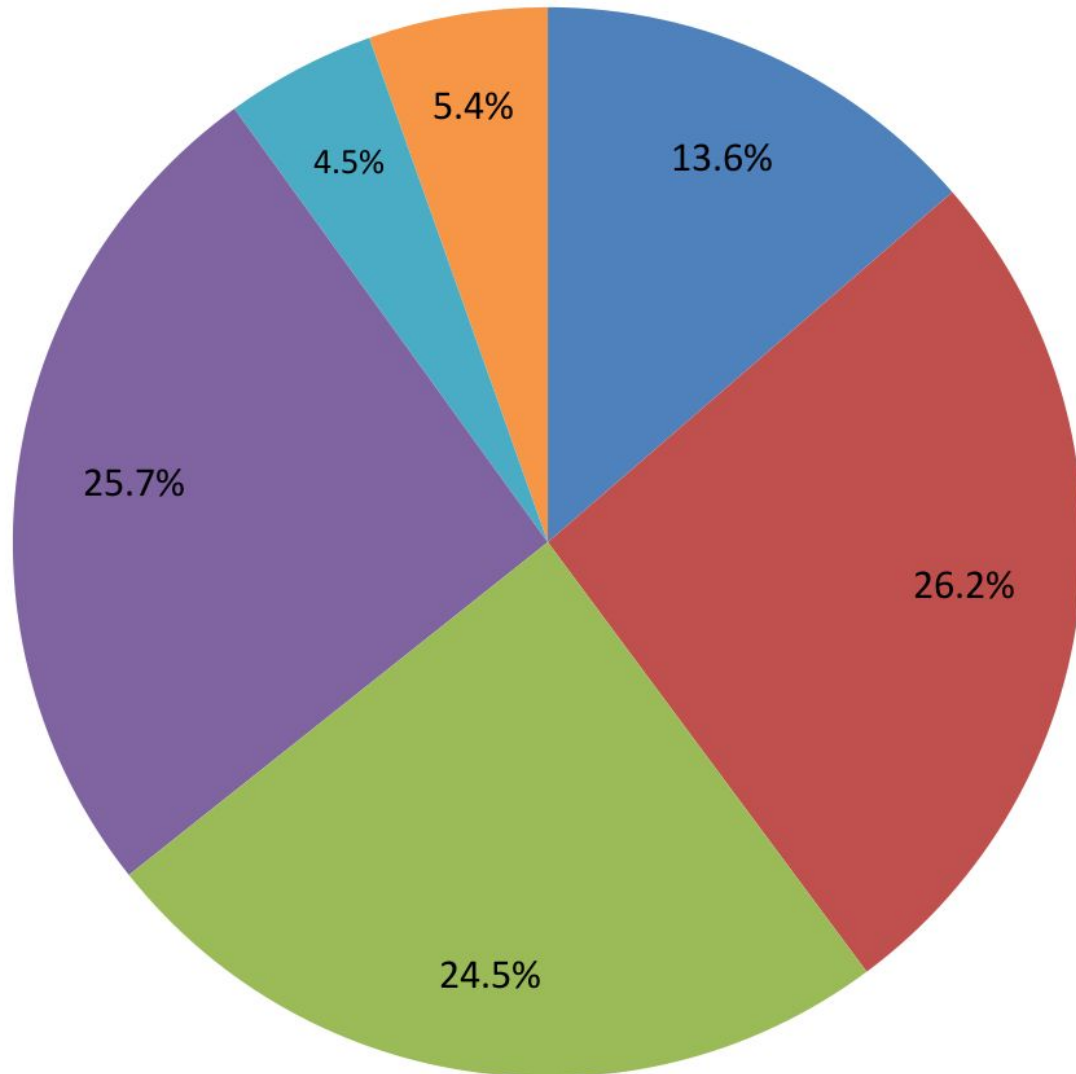


Which statement most closely matches your own opinion, regardless of the current rules?



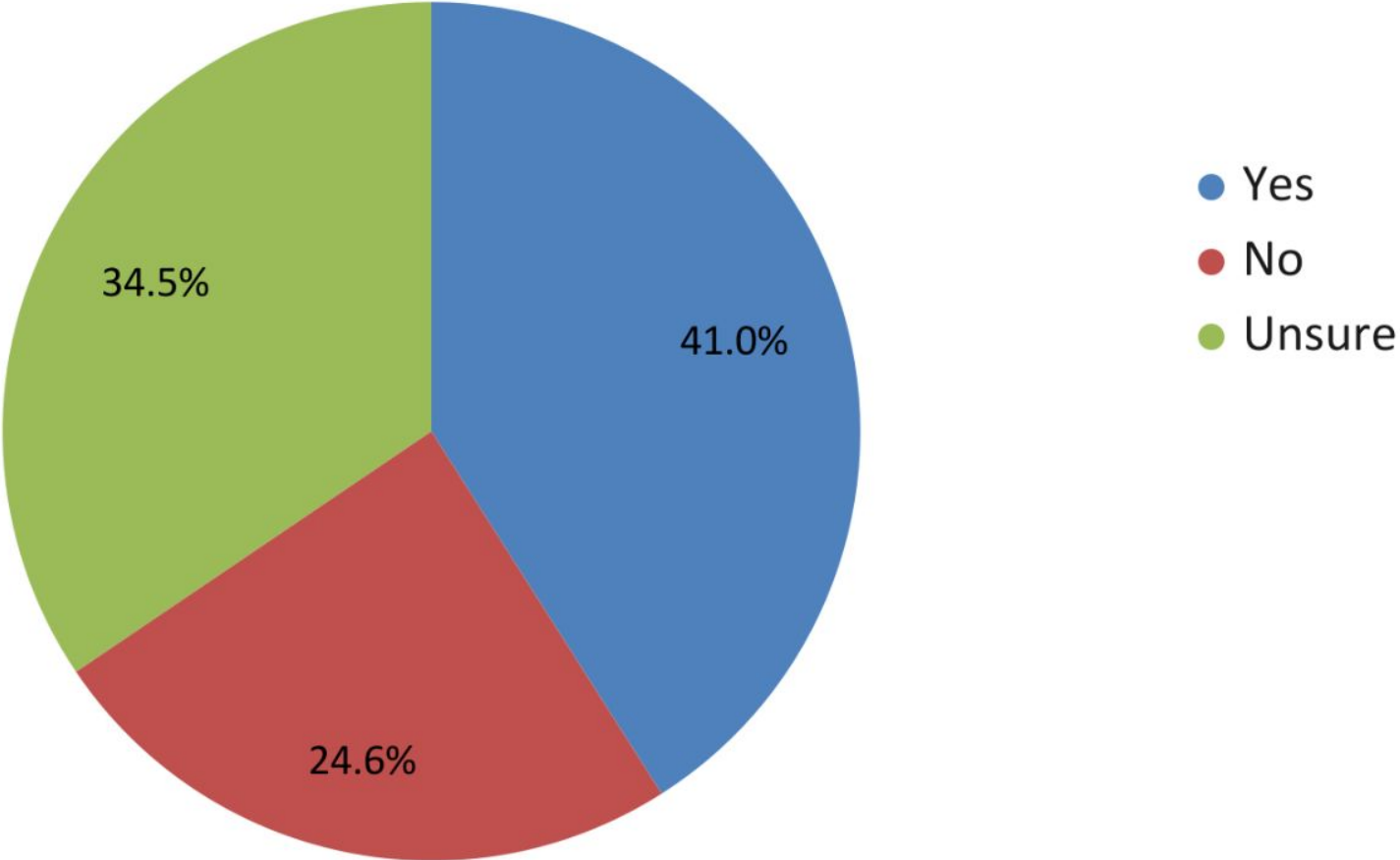
- Teams should be allowed to use a non-VEX-provided plan to build their competition robot
- Teams should be allowed to be heavily inspired by another team's robot or a non-VEX-provided plan, but they
- Teams should not be allowed to copy or be heavily inspired by another team's robot

In your experience, what can Event Partners do to successfully promote student-centeredness at events?

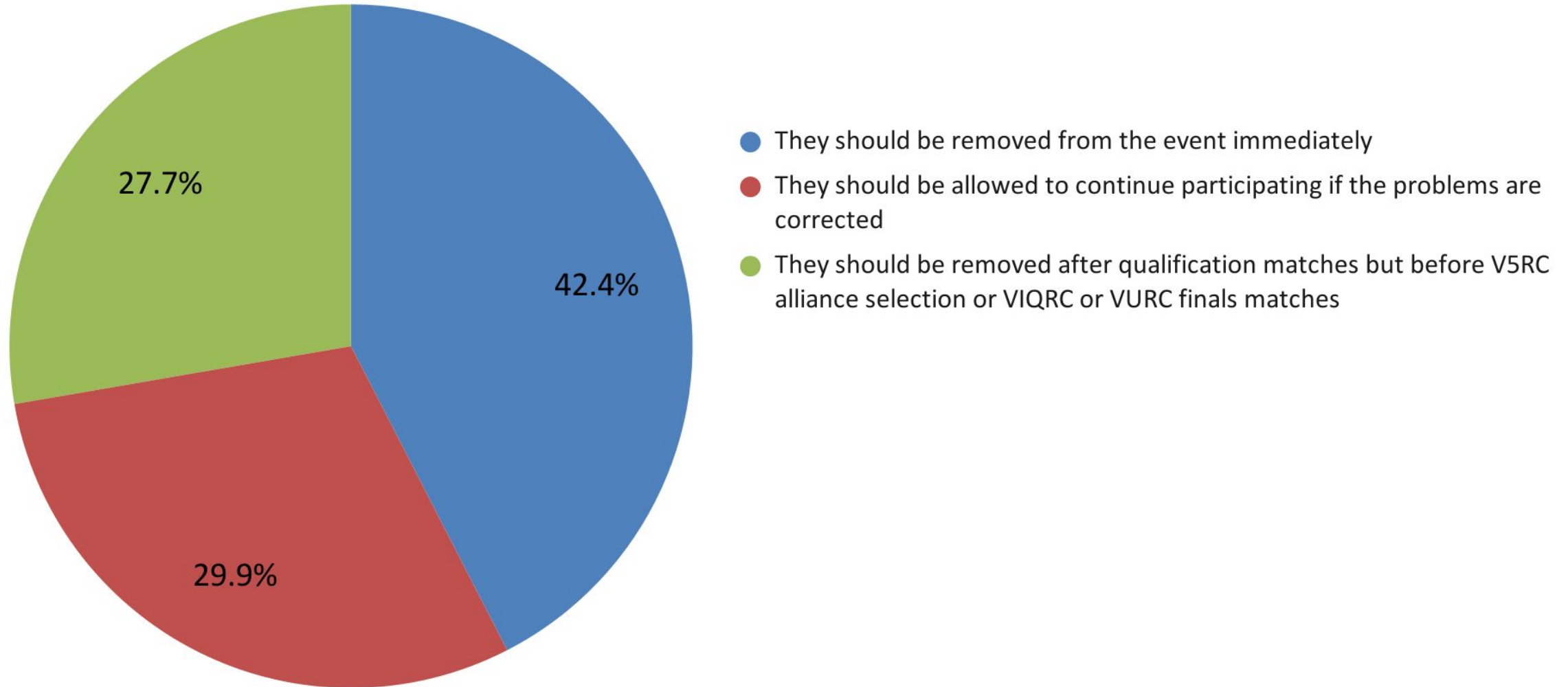


- Limit pit access
- Give direct/immediate consequences for non-student
- Discuss student-centeredness in the event meeting
- Display signage of what is and isn't allowed according to RECF
- Not allow teams to bring their own practice fields
- Other

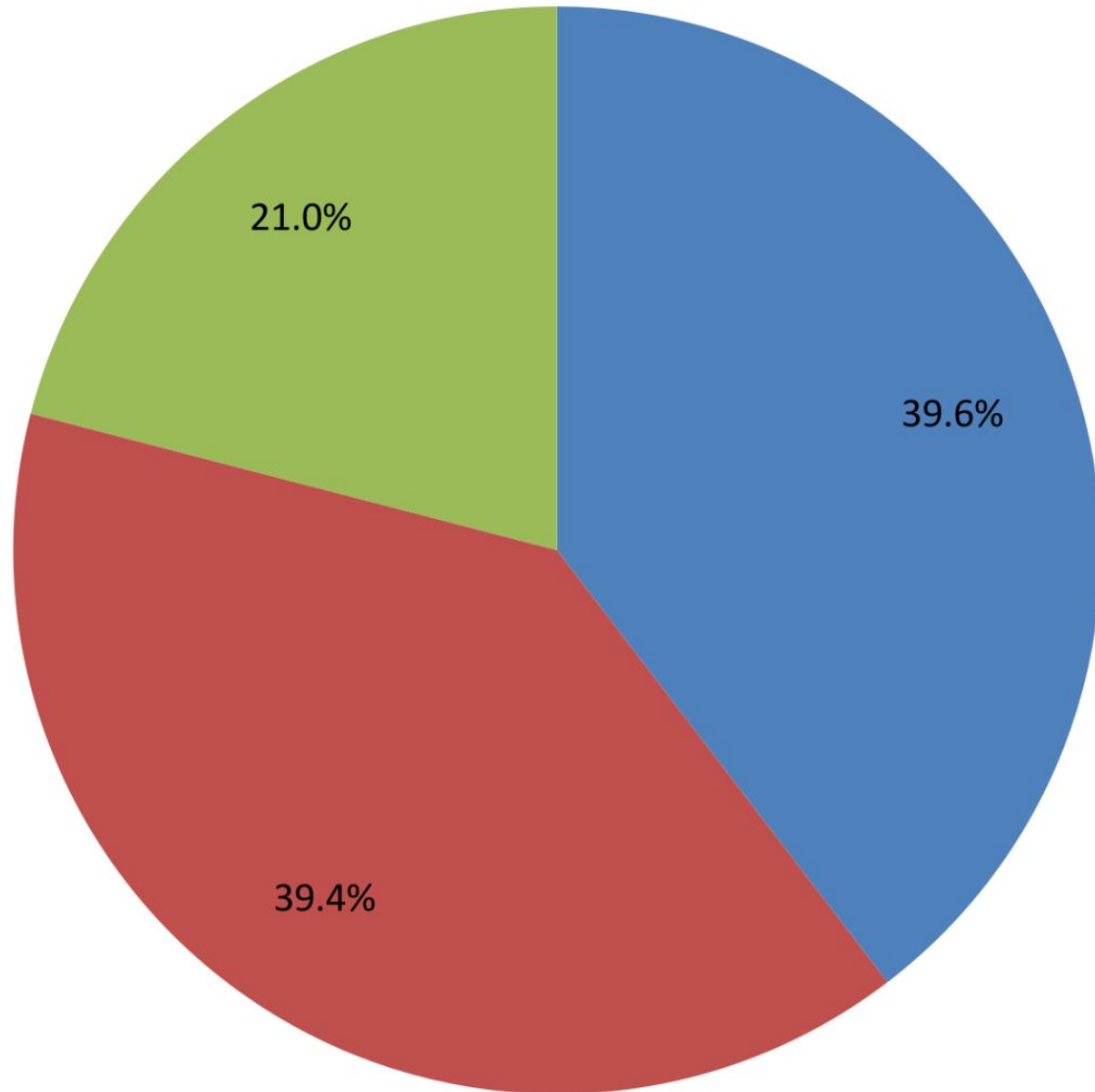
If a team is determined to have broken a game or team conduct rule that warrants their removal from the event, should they be removed from the event before qualification matches are over, even if that puts later alliance partners at a disadvantage?



If a team is caught violating rule G1 (treat everyone with respect), rule G2 (student centered) or rule G4 (robot must represent the skill level of the team) at an event, in a way that is severe enough to warrant a DQ, which penalty do you believe would be most appropriate?

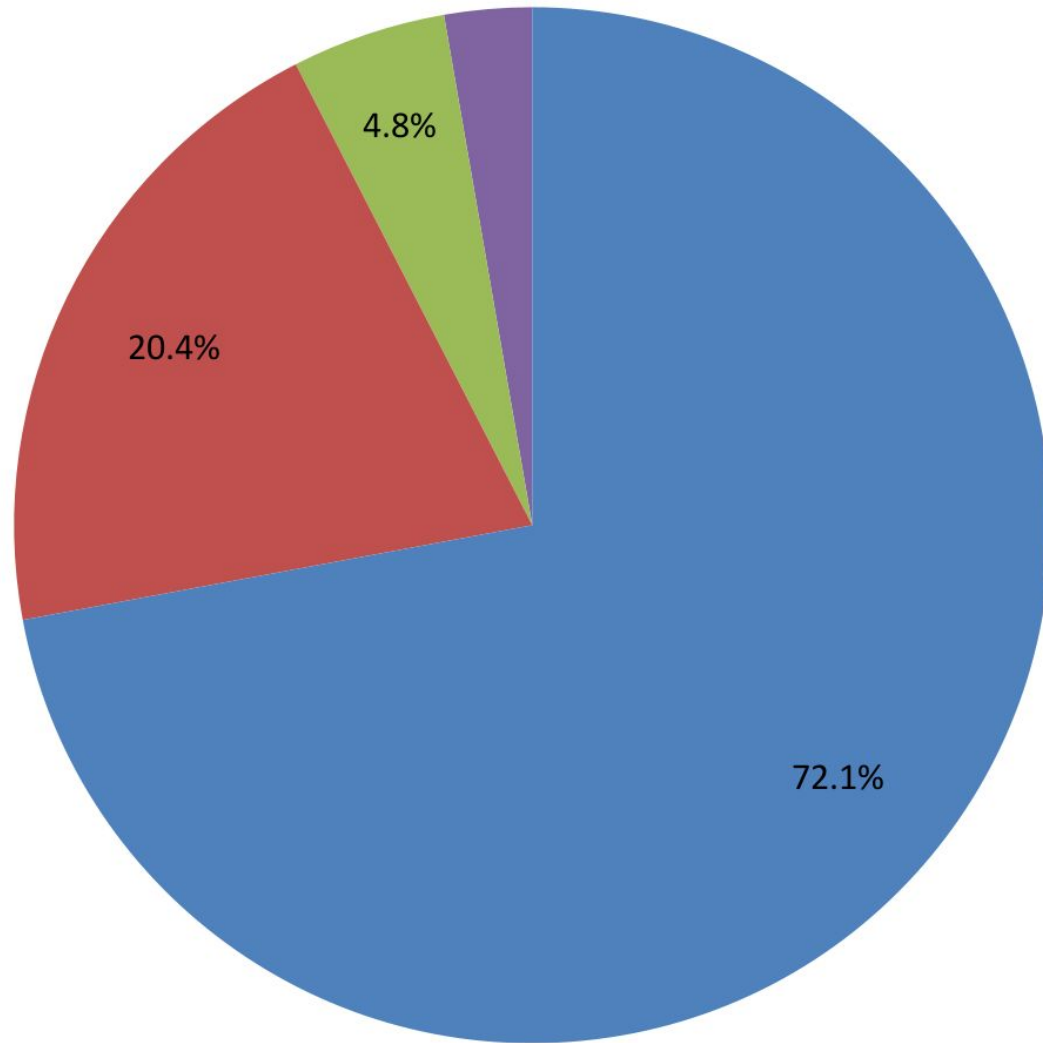


If a team is caught using illegal parts on their robot (such as modified motors, illegal substances, etc.) at an event, which penalty do you believe would be most appropriate?



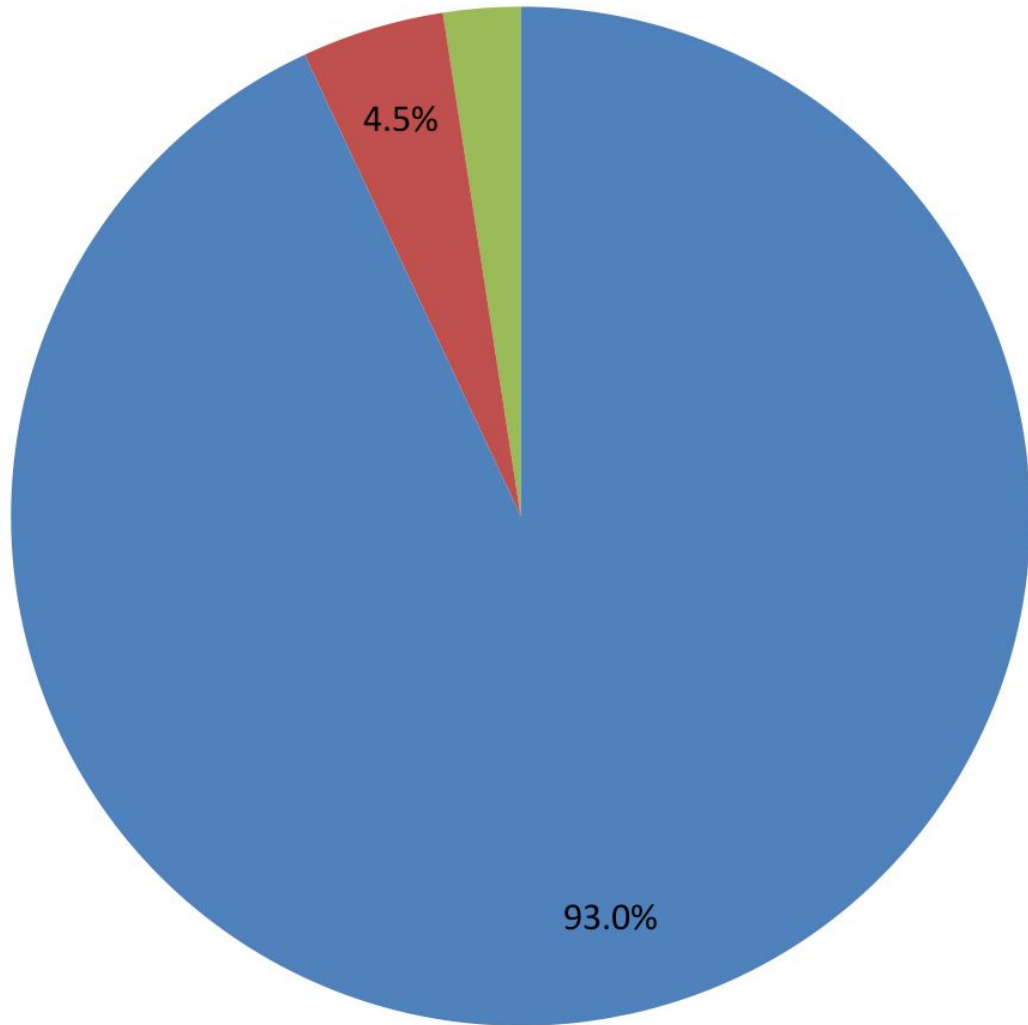
- They should be removed from the event immediately
- They should be allowed to continue participating if the problems are corrected
- They should be removed after qualification matches but before V5RC alliance selection or VIQRC or VURC finals matches

VEX V5 Robotics Competition Scenario: Alliance Selection has already taken place and robots are being reinspected before elimination matches begin. A team is found to have illegal 3D printed parts. Per the current rules, the entire alliance is disqualified. Which of the following solutions would you personally prefer?



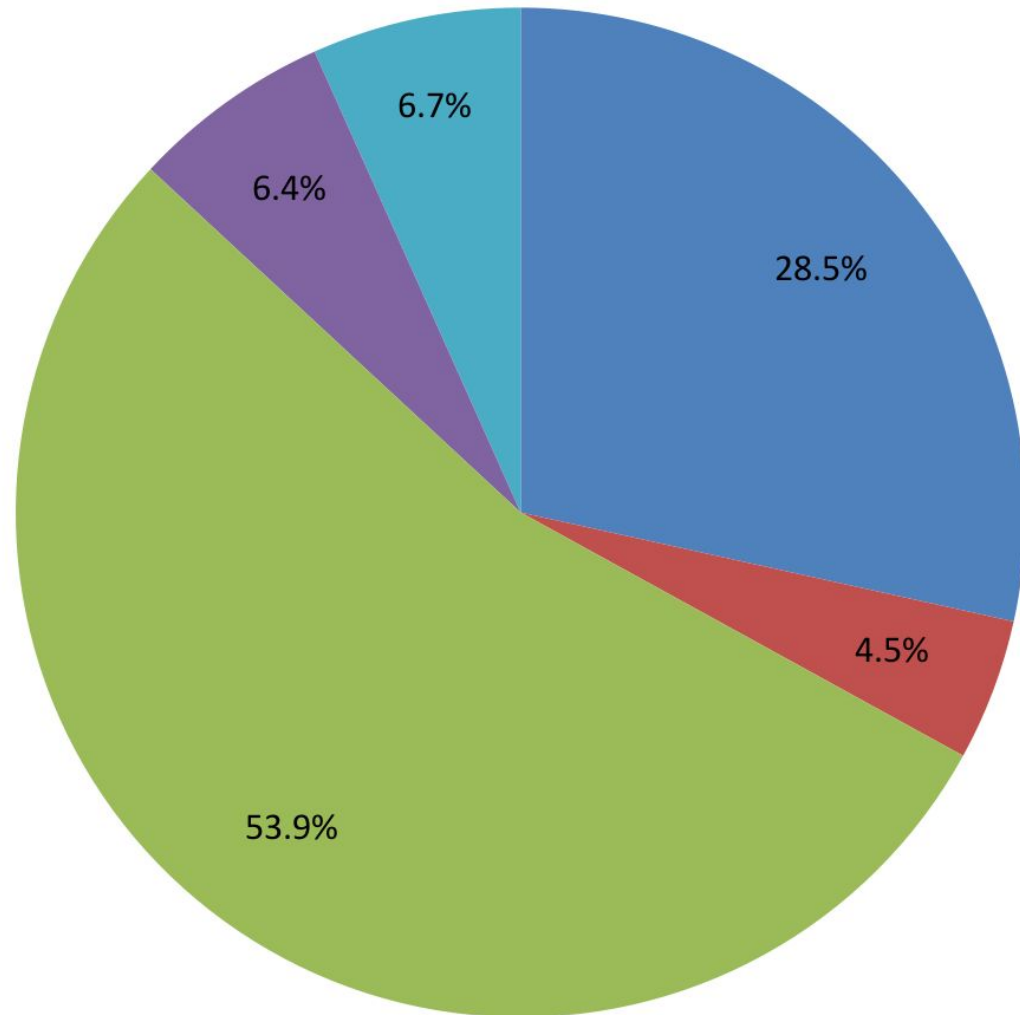
- The team not guilty of the violation is allowed to choose a new partner from the teams not already chosen
- The next highest ranked non-chosen team is automatically added to that alliance
- The team can play alone
- The entire alliance should be removed from elimination matches

VEX IQ Robotics Competition Scenario: Qualification matches are over and finals matches have been generated. Robots are being reinspected before finals matches begin. A team is found to have illegal parts or substances on their robot. Per the current rules, the entire alliance is disqualified. Which of the following solutions would you personally prefer?



- The next highest ranked team not already in finals is automatically added to that alliance
- The team plays in the finals matches alone
- The entire alliance should be removed from the finals matches

Scenario: A team is reported through the Code of Conduct process for serious violations of game and/or team conduct rules on three (3) separate occasions during the season. What would you recommend as a possible outcome?



- The team can continue competing in the season but that team is no longer eligible to participate in their Event Region
- The team can continue competing in the season but their entire organization is no longer eligible to participate in their Event
- The team cannot compete at any other events in the season
- The team's entire organization cannot compete at any other events in the season
- Other (please specify)

A group of five people standing in a line against a light-colored wall. Each person is holding a circular sign with a letter on it. From left to right, the signs spell out 'CHANGE'. The person on the far left is holding a sign with the letter 'C'. The second person is holding a sign with 'H'. The third person is holding a sign with 'A'. The fourth person is holding a sign with 'N'. The fifth person is holding a sign with 'G'. The person on the far right is holding a sign with 'E'. The signs are white with a scalloped edge. The letters are in various colors: 'C' is blue, 'H' is blue, 'A' is blue, 'N' is gold, 'G' is blue, and 'E' is green. The people are dressed in casual, modern clothing. The overall image has a teal overlay on the left side.

Changes & Discussion Topics

VEX IQ Robotics Championship (VIQRC)

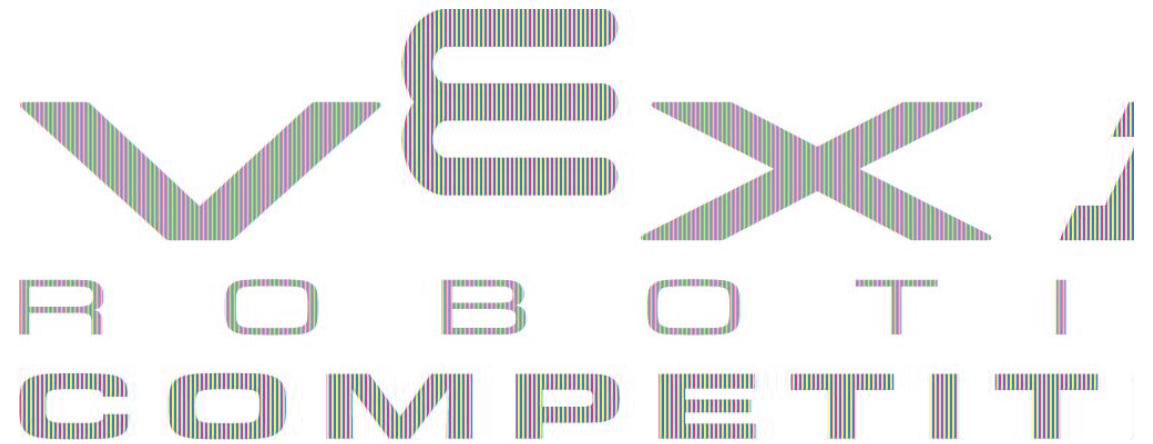
Award Chart

Spot	Award
1 Spot	Excellence
2 Spot	Empty
3 Spots	Previous Awards + Teamwork Champions
4 Spots	Previous Awards + Design
5 Spots	Previous Awards + Innovate
6 Spots	Previous Awards + Create
7 Spots	Previous Awards + Robot Skills
8 Spots	Previous Awards + Think
9 Spots	Empty

Spot	Award
10 Spot	Previous Awards + Teamwork 2nd Place
11 Spot	Previous Awards + Amaze
12 Spots	Previous Awards + Build
13 Spots	Empty
14 Spots	Previous Awards + Teamwork 3rd Place
15 Spots	Empty
16 Spots	Previous Awards + Teamwork 4th Place
17 Spots	Empty
18 Spots	Previous Awards + Teamwork 5th Place

VIQRC

Award Chart



Overall Goals:

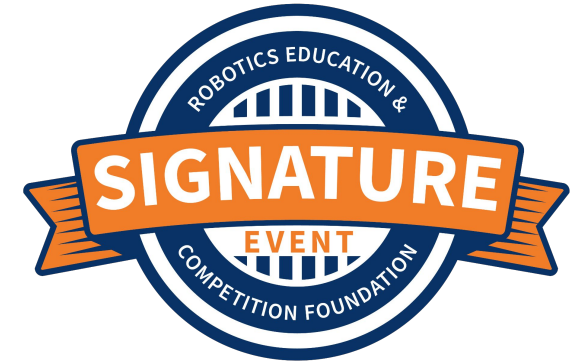
- Reward more student centered teams
- Emphasize originality/creativity with designs

Impact on Event Partners

- Will need to put more emphasis on quality judging processes
- Understand it's an extra trophy/could do a certificate

V5RC

Kalahari Signature Event



2 Events for HS V5RC

- One qualifies for VEX Worlds
- The other does not - for teams who only want the experience



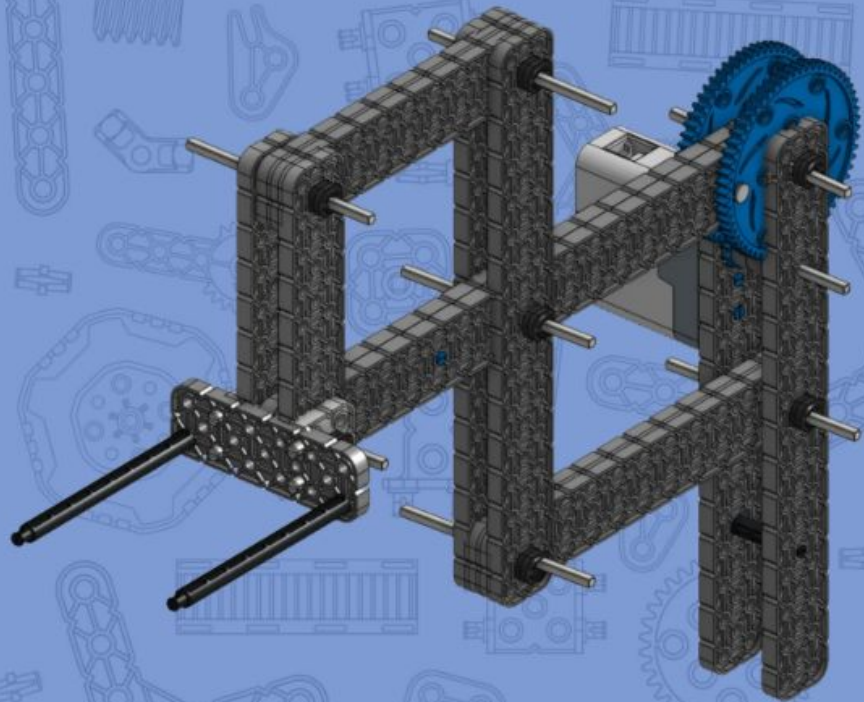
Events

Formats

- Encouraging events for new(er) teams
- Events for teams with 0-1 event registrations
- Events with no judging

Build Instructions

6-Bar Arm



Created by the students of Bixby Public Schools

Library

Building Resources

Creating a community-created resource REC Library article for building assistance

- Submission form (in progress)
- Basic mechanisms/modular concepts not robot builds
- Credit given to author(s) in article

REC Library



Building Resources



V5RC and VIQRC

Game Manuals

In August Update:

(Proposed)

More descriptions/definitions/examples
in red/blue boxes

(Proposed)

Expanded or revised examples from
CoC/SC policies for G1/G2/G4

Code of Conduct

Reporting Tools

Report must be filed within 1 week of the event

REC Library



Reporting Tools

Event

Meeting

At the Event Meeting, explain the following to all attendees.

- The Code of Conduct, Student-Centered Policy, and rules G1 and G2 apply to everyone, not just students on the team.
- Individuals, event participants, and event staff who observe disrespectful or uncivil behavior should report information along with any photo/video evidence to the Event Partner immediately.
- Rule T3 outlines that only the Drive Team Members may contest a referee's ruling; adults are not permitted to intervene.
- Event Meeting video (in progress)





Step 1

When potential Rule G1 and or G2 violations are observed

Individuals, event participants, and event staff who observe disrespectful or uncivil behavior should report information along with any photo/video evidence to the Event Partner, Head Referee, or Judge Advisor immediately.

The [Field Note to Judges form](#) will be completed and the Judging team will take this information into consideration when determining judged awards.

Step 1

When potential Rule G1 and or G2 violations are observed

The Event Partner, Head Referee, and Judge Advisor will speak to the team coach/mentor as soon as possible. This meeting should take place away from students and parents.

- The Event Partner will explain what actions were reported and remind the coach/mentor that by definition, violations of Rule G1 and/or G2 can be considered Match Affecting (V5RC, VAIRC, & VURC) or Score Affecting (VIQRC).
- The Event Partner will remind the coach/mentor that repeated violations of Rule G1 and/or G2 can result in the team being disqualified from current or upcoming matches, and potentially the entire event.
- The Event Partner will remind the coach/mentor that Rule G1 and/or G2 violations can impact a team's eligibility for judged awards.
- The Event Partner will inform the coach/mentor that the REC Foundation will be notified of a Rule G1 and/or G2 violation.



Step 1

When potential Rule G1 and or G2 violations are observed

The Event Partner must notify the Regional Support Manager of the situation and track the incident on the G1 and/or G2 Violation Team Tracking Report.

The Head Referee will issue a Minor or Major Violation to the team as appropriate.

Step 2

When potential Rule G1 and or G2 violations are repeatedly observed

- The Event Partner, Head Referee, and Judge Advisor will convene and make a recommendation for a Major Violation and potentially an official event Disqualification.
- The Event Partner must speak with the Regional Support Manager to determine appropriate action.\
 - The Event Partner, with REC Foundation support, can choose whether or not to allow the team in question to continue into Alliance Selection, Eliminations, Finals, or the event itself.
 - Every attempt will be made to allow the team in question to finish qualification matches in the best interest of their alliance partners.
- The Event Partner will provide an update to the Head Referee and Judge Advisor regarding the discussion with the REC Foundation.

Step 2

When potential Rule G1 and or G2 violations are repeatedly observed

- When a decision has been made, the Event Partner, Head Referee, and Judge Advisor will speak to the team coach/mentor and provide an update to the situation and what course of action will be taken.
 - If the team receives an event Disqualification, their skills scores for the event will be deleted and will not be reflected on the World Skills Scoreboard.
- Involved parties will continue adding any additional observations to the G1 and/or G2 Violation Team Tracking Report.

Ultimately, safety of students and everyone in attendance is the top priority. An Event Partner should not put anyone at risk by allowing a team to participate through qualification matches who may be displaying physically threatening or verbally abusive behaviors.



We need your help!

- We can not investigate a situation unless it is properly reported
- Adding a checkbox (handled at event vs need RECF follow up)
- Think about how reporting helps handle future issues
 - Best to over-report/report early before bad behavior gets to an ERC or VEX Worlds

Thank You

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