

ATTENDING A VEX IQ EVENT



BEFORE THE EVENT

About two weeks before the event, review the event listing on RobotEvents.com. Verify the format for conducting judging & confirm submission date for engineering notebook. Label all team equipment (controller/batteries/pumps) with the team number.

WHAT TO BRING

(make your own check list)

- Robot
- Batteries
- Controller
- Chargers
- License Plate
- Engineering Notebook
- Spare parts (as needed)
- Tools
- Computer
- Tether Cable
- Snacks or Money
for Concessions (if offered)
- An Adult to Supervise the Team

AT THE EVENT

All events are different. Tournament schedules will vary but most will have the following components:

Check In & Robot Inspection

As soon as the team arrives at the venue complete check in and inspection.

Skills Matches

Teams have the opportunity to do three (3) Driving Skills matches and three (3) Autonomous Coding Skills matches within the time provided by the event schedule. It is up to the team to plan their time. Teams are allowed to make changes to their autonomous program between skills matches.

Driver's Meeting

The Driver's Meeting is typically run by the Head Referee or the Event Partner before matches begin.

All participants are expected to attend. This meeting reviews safety rules, behavioral expectations, and event-specific information.

Teamwork Matches

Match lists will be created after check in and inspection. Each team will have a number of qualification matches with randomly-generated alliance partners.

Match schedules will be distributed after check in or in the VEX via app (see left panel).

Teams are to check in at the Queuing Table a few matches before theirs.

Pay attention to the match number, not the scheduled times.

Teams should strive to meet with their Alliance Partners before matches to work out the best strategy.

At the end of a VIQRC match, the Head Referee may ask teams to place their controllers on the ground.

Judged Interview

All teams have an equal opportunity to be interviewed at an event. A team can decline an interview.

Keep an eye out for the judges and be available for an interview.

Judged interviews usually conclude by the end of the Qualification Matches.

Finals Matches

Alliances for Finals matches are based on teams' rankings from Qualification Matches (1st and 2nd place form Alliance 1, 3rd and 4th form Alliance 2, etc.).

The number of teams participating in the Finals Matches is determined by the Event Partner based on the guidelines specified in the Game Manual.

The two teams in the alliance that score the highest score in their Finals match are declared the tournament winners!

STAY FOR THE AWARDS

Most events have performance awards and judged awards but not all awards are offered at all events. The RobotEvents.com listing for the event includes an "Awards" tab that lists the awards to be given at the event. The "Awards" tab also points out championship events that the award may qualify the winner for. Each award has specific criteria, as described in the Guide to Judging: Awards.

Find more detailed information in the REC Library in the article "Attending a VIQRC Tournament" or "VIQRC Spectator Primer Part 2: Tournaments."

HELPFUL DOWNLOADS



The VEX via app provides real-time tournament status for:

- Schedule - Match times
- Ranking - Alliance selection
- Win/Loss record and Win Points
- Skills - Highest to lowest results
- Match results and awards



VIQRC HUB

Find the Game Manual on VIQRC Hub. Make sure to check Official Q&A for updates to rules.

