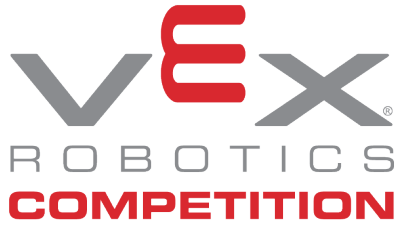


ATTENDING A VRC EVENT



WHAT TO BRING

(make your own check list)

- Robot
- Batteries
- Controller
- Chargers
- License Plates (Red & Blue)
- Safety Glasses
- Pump for Pneumatics
- Competition Switch (if you have one)
- Engineering Notebook
- Spare parts (as needed)
- Tools
- Computer
- Snacks or Money for Concessions (if offered)
- An Adult to Supervise the Team

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



VRC HUB

Download VRC Hub for Game Manual, Timer and Score Calculator. Check official Q&A for updates to rules.



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.

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.

Qualification 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.

VRC teams need a competition template so that the robot runs when plugged into the smart field controller.

Judged Interview

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

Engineering Notebooks are needed for certain awards.

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

Judged interviews usually conclude by the end of the Qualification Matches

Alliance Selection

The number of alliances in the Eliminations matches is decided by the number of attending teams.

The highest-ranked team at the end of Qualification Matches becomes the first Alliance Captain.

Teams line up in ranking order.

The Alliance Captain invites another team to join their Alliance.

That team can accept or respectfully decline.

If a team declines, that team can only choose when it's their turn and cannot be picked by another team. The process repeats until all alliances are filled.

Elimination Matches

Red Alliances and Blue Alliances face off against each other in a "bracket" format; the winning alliance moves on to the next round until one alliance has won over all opponents.

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 at kb.recf.org in the article "Attending a VIQRC Tournament" or "VIQRC Spectator Primer Part 2: Tournaments".