



ROBOTICS EDUCATION &
COMPETITION FOUNDATION

VRC Qualifying Criteria
2019-2020



2019-20 VEX Robotics Competition Championship Qualifying Criteria



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OVERVIEW

VRC teams and events must meet the following criteria to qualify for participation in 2019-20 VEX Robotics Competition Championships (i.e. State, Regional, Provincial, and/or National Championships).

This Criteria will have scheduled updates on **August 15, 2019** and **January 15, 2020**. The January update will only include the additional spot allocations and add more spots to the award table if necessary.

EVENT CRITERIA

VRC official qualifying events (Tournaments and Leagues) must meet the following criteria:

Registration

The following registration requirements must be met for events to be qualifying.

1. Listed as a VRC event with online registration hosted on RobotEvents.com.
2. Comprised of teams that have completed their 2019-20 VRC Team registration. Teams will not be able to register for events until their Team Registration is completed and paid via credit card, check, or purchase order.
3. Required to have at least 16 registered teams. League Ranking Sessions may have less than 16 teams participating, if the league has the required 16 registered teams.
4. Championship events have no team minimum and are set in consultation with the Regional Support Manager.
5. Tournament Manager results must be uploaded within 48 hours of event completion.
6. RobotEvents.com registrations and payments must be completed before any event. The Event Partner must mark teams as **Paid** on RobotEvents.com for any team that pays the Event Partner directly. This includes payment by trades and deals allowed by the Event Partner. The Event Partner does not have to accept direct payments and can require all teams to pay through RobotEvents.com.
7. If a Tournament has fewer than six (6) organizations registered, no organization may have more than 33% of the total number of registered teams. Organizations are defined by the location of the hosting school or group. Having multiple team numbers or listing different names when a group meets together does not constitute a separate organization. However, each school in a district is recognized as a different organization and should have their own set of team numbers.
8. Event Partners will be permitted to host one (1) event without organizational or team percentage registration restrictions given that they host another equal sized or greater event the same season in the same program following all registration restrictions.

Dates and Deadlines

Qualifying events must abide by the following dates and deadlines:

1. Held between **June 1, 2019**, and two weeks prior to the Championship event for which they will qualify. A Championship event is defined by one that is restricted to a specific region/country and qualifies teams directly to VEX Worlds. (Examples: State, Provincial and National Championships)
2. **Posting Deadline:** Official Qualifying Tournaments and Leagues must be posted on RobotEvents.com by **October 1, 2019** and be open for registration at least 8 weeks in advance of the event.
3. All Championship events within the US must be held no later than **March 15, 2020**. All Championship events outside of the US must be held no later than **March 8, 2020**.

Rules and Guidelines

Qualifying events must follow the rules and guidelines in these documents and manuals:

1. Official Game Manual including tournament/alliance selection guidelines.
2. Judge Guide and judging rubrics.
3. Referee Guide

Note: In order for an event to award an Excellence Award, the event must also offer a Design award.

Leagues

Leagues must follow these guidelines:

1. Leagues are encouraged to have multiple unique match play dates; the required minimum is three (3) Ranking Sessions and a Final League Championship Session.
2. Leagues that have fewer than six (6) organizations registered, might earn fewer spots than Tournaments of equal size to keep the balance of teams having the opportunity to qualify for the associated Championship event.

Tournaments

Tournaments must follow these guidelines:

1. Tournaments with less than twenty-four (24) teams will have eight (8) or more alliances in the Elimination Rounds.
2. Tournaments with twenty-four (24) to thirty-one (31) teams will have twelve (12) or more alliances in the Elimination Rounds.
3. Tournaments with thirty-two (32) or more teams will have sixteen (16) alliances in the Elimination Rounds.
4. Tournaments that have one (1) division will play a “best of one” style Elimination Round.
5. Tournaments that have multiple divisions will play a “best of one” style Elimination Round in the Divisions, but when the division winners come together, they will play a “best of three” style in the Finals Matches where the alliance will need two (2) wins to advance or to win the tournament depending on the number of divisions at play.

Note: This is not referring to an event that has separate grade level divisions where they never play each other, but rather a large event that has Division Finals, then Event Finals. Please contact your Regional Support Manager if you have questions.

Robot Skills

Robot Skills at events must follow these guidelines:

1. Tournaments and Leagues with 24 or more teams registered, must offer Driving and Programming Skills Challenge Matches. Skills Challenge Matches are highly recommended for all events.
2. Any event offering the Robot Skills Challenge must offer exactly three (3) Driving and three (3) Programming Skills Challenge attempts to attending teams playing in a Tournament. If in a league, then no more than three (3) attempts at each skill may be played in each league session.
3. Skills Challenge scores for all official qualifying events will be included in the World Skills Standings on RobotEvents.com.
4. Skills-Only Events are not qualifying events and will not have their results uploaded to the World Skills Standings. These are for practice only.

Note: From time to time, the REC Foundation may make an exception to one of these criteria to better support a growing region. For more information, please contact your REC Foundation Regional Support Manager.

QUALIFYING TEAMS TO CHAMPIONSHIP EVENTS

“Two ways for teams to qualify”

Teams qualify for Championship events one of the following ways:

1. All official local tournaments and leagues held at least two weeks prior to the associated Championship event may qualify their top teams for the Championship event in the same region (details below).
2. Top Robot Skills Challenge scores listed on the World Skills Standings within the region may qualify for the Championship event (details below).

QUALIFICATION DETAILS

Spots to Championship Events within Designated Regions

Championship spots are allocated to events and awarded to teams based on the following:

1. Teams are permitted to attend only one (1) Championship event in their region leading up to the World Championship. This does not include Signature Events.
2. Championships are closed to teams outside of that region. Some regions may have States/Provinces that band together to hold a Regional Championship. When that is the case, only teams from that region may attend that Regional Championship.
3. The Spot Level is the number of qualifying spots an event is given to qualify teams to the Championship level. This Spot Level is dependent on the capacity of the Championship, the number of events leading up to Championship, and the size of the qualifying event. The REC Regional Support Manager will determine how many spots each event is given to fill the Championship event, categorizing events as Large, Medium and Small. More spots may be given to Large events and less spots to Small events. Events of the same size in the region should expect to have the same number of spots.
4. Once the Spot Level is determined for each event, the qualifying awards are based on the following chart, with either one (1) or two (2) Excellence Awards being given.
5. If there is a team competing at the event that is from outside of that region and wins an award that would have won a spot, or a team that double qualifies from the event (not from previous events or other methods), that spot will go to the next highest unqualified team on the Robot Skills ranking at that event. There is no look-back to previous events to see if a team has previously qualified. These spots will be filled by the Regional Support Manager.
6. Teams that compete outside of their region will not be eligible for spots. However, their skills scores will be recorded and can be used by their region as described in the Robot Skills section below.
7. Spot levels must follow the order of priority found in the table below.

| Spot Level | Excellence Award | Tournament Champions | Design Award | Robot Skills Champion | Tournament Finalists | Semi Finalist | Amaze, Think, Innovate, Build, Create** |
|-------------|------------------|----------------------|--------------|-----------------------|----------------------|---------------|---|
| 1 Spot | 1 | - | - | - | - | - | - |
| 3 Spots | 1 | 2 | - | - | - | - | - |
| 4 Spots | 1 | 2 | 1 | - | - | - | - |
| 5 Spots | 1 | 2 | 1 | 1 | - | - | - |
| 6 Spots | 1 | 2 | 1 | - | 2 | - | - |
| 7 Spots | 1 | 2 | 1 | 1 | 2 | - | - |
| 10 Spots | 1 | 2 | 1 | - | 2 | 4 | - |
| 11 Spots | 1 | 2 | 1 | 1 | 2 | 4 | - |
| 12-16 Spots | 1 | 2 | 1 | 1 | 2 | 4 | 1-5 |

* If the Event is giving 2 Excellence Awards, simply add 1 to the Spot Level for the additional Excellence Award, in which case there would be a Middle School Excellence Award and High School Excellence Award given.

** Priority is given to Awards listed in order, starting with Amaze and ending with Create.

Awards

Awards at qualifying events are determined based on the following criteria:

1. If a tournament does not offer judging only the two (2) Tournament Champions will qualify to the Championship event. In some regions, the Robot Skills Champion will also qualify as determined by the Regional Support Manager.
2. Events that offer the Excellence Award will give one (1) Excellence Award when there is only one (1) grade level registered to the event, OR when there are less than ten (10) teams from one grade level registered two (2) weeks prior to the event.
3. Events that offer the Excellence Award will give two (2) Excellence Awards when the event is a blended event of both middle and high school teams with at least ten (10) teams from each grade level registered two (2) weeks prior to the event.

Robot Skills

Top Robot Skills Challenge scores will be used to fill the remaining capacity of the Championship event. Top Robot Skills Challenge teams are listed in Robot Events on the World Skills Standings page. The team(s) that will be invited will be determined based on their scores after the last official VRC event in the region. If there is remaining capacity due to teams not accepting the invite, the capacity will either be lowered, and the event will be closed, or teams will be invited from the wait list.

Dates and Deadlines

Teams that qualify for the Championship event, on or before, **February 1, 2020**, will have two weeks to register and pay by credit card, check or PO for the Championship event. Teams that qualify on or after **February 2, 2020**, (or qualified for a Championship event that is less than three weeks away) will have one week to register and pay by credit card, check or PO for the Championship event.

VEX WORLDS QUALIFICATION

This section describes how teams will qualify to VEX Worlds from VRC Events. The Spot Level chart found in the above section is used to show which awards at a Championship event will qualify for the 2020 VEX Robotics World Championship based on how many spots the region has been allocated.

Spots to VEX Worlds 2020 from VEX Worlds 2019

These spots have already been won and teams will be invited to register to VEX Worlds 2019 in the Fall when the VEX World registration page opens on RobotEvents.com

1. **All Excellence Award winners** – This is a program level award. The REC Foundation will contact the primary contact for the team to see which one (1) of the teams in their program they choose to be invited.
2. **All Tournament Champions** – The two (2) teams on each winning alliance, two (2) from middle school, and two (2) from high school.
3. **All Robot Skills Champions** – The first-place team from middle school and the first-place team from high school.

Spots to VEX Worlds from Designated Regions

VEX Worlds spots are allocated based on the following:

1. At least one official VRC event must take place in a region for that region to receive a spot.
2. The number of spots that each region receives is based on the number of registered and paid teams in that region from the previous season.
3. On **January 15, 2020**, additional spots will be allocated to regions that have higher-than-average growth to re-balance spot levels due to these additional teams. Teams added after **January 1, 2020**, will not be considered in this re-balancing allocation of spots.
4. Middle School World Championship spots and High School World Championship spots are calculated separately and allocated separately.

5. Regions that have only one assigned Middle School World Championship spot may give that qualifying spot to the Middle School Excellence Award winning team at a blended Championship event in that region.
6. Regions that have more than one assigned Middle School World Championship spot should make every attempt to hold a separate Middle School and High School Championship event. If the only option is to host a blended event, the middle school spots can only go to middle school teams. The high school spots can be won by middle school or high school teams.
Note: The spots will be protected by not assigning the spots to awards that could be won by high school teams. This will result in a lower number of spots given out at a Championship event.
7. If all spots could not be given away at a Championship event, or if a team qualifies multiple times either at the Championship or previous to the Championship, there will be remaining spots in that region for re-allocation. Remaining middle school spots will be given to middle school teams and remaining high school spots, that were not taken by middle school teams, will be given to high school teams. The highest, unqualified team on the Robot Skills Challenge Score from the World Robot Skills Standings from that region will get the spot and be determined after the last Championship event in that region. Scores from the Championship event will be included on the World Robot Skills Standings for consideration in this process.
8. When inviting teams from the World Skills Standing, the Middle School Spots will be given to middle school teams, and High School Spots will be given to high school teams.
9. If a team wins a spot from their region at the Championship event, then later qualifies again, the team is awarded the first spot, and the second spot is filled based on the criteria of that second qualification. (For example, if a team wins a Championship event and qualifies to VEX Worlds, then later wins an Online Challenge, the second place Online Challenge winner will receive the spot to VEX Worlds.)

Note: Please contact your REC Foundation Regional Support Manager for additional information regarding qualifying events, qualifying spots, growth considerations, and any other questions.

Spots to VEX Worlds from Signature Events

Signature Events are events that have been selected based on the location, size, level and quality of the event. These events can be found on RobotEvents.com using the **Level Class** filter for Signature Events.

1. Signature Event spots to the VEX World Championship do not come from any region and are counted separately.
2. Spots given to Signature Events are based on multiple factors, so teams should look at the Awards tab on the event listing to see how many spots each Signature Event has been allocated.
3. If the team that wins a spot at a Signature Event is already qualified, or wins multiple spots at the Signature Event, those spots will be filled by the team(s) with the highest Robot Skills score at that Signature Event at the end of the event.

Note: If a team wins a spot at a Signature Event, then later wins another spot at the Championship event in their region, the spot will be filled using the double qualification rules from the Championship event. However, if a team wins a spot at a Championship event in their region, then wins a spot at a Signature Event, the spot will be filled using the double qualification rules from the Signature Event.

Registration

The following details about event registration effect VEX Worlds qualifications.

1. While many regions will continue to host events open to High Schools and Middle Schools, referenced as “blended” events, many regions will host the Championship events as separated High School Championships and Middle School Championships. Please be sure to check RobotEvents.com for a complete listing of events and more information.
2. If a team wins a spot to VEX Worlds and cannot attend, the team MAY NOT transfer that spot to another team of their choosing. Furthermore, the students on the team attending Worlds are expected to be the students on the team that was awarded the spot. Students can be added as support to the team but should not be added as drive-team members or programmers for the team.
3. In regions outside of the United States, the spot will go to another team from that region based on the criteria set forth by that region, typically the team with the highest Robot Skills score from that region. In the United States, the spot level has already been inflated to account for the teams that win spots but cannot attend. If there are remaining spots, these will be filled from the Wait List, based on Robot Skills scores and other factors such as location and representation.
4. Payments for the VEX World Championship by Credit Card, Check or Purchase Order must be received by **March 25, 2020**.

Dates and Deadlines

VEX Worlds qualifications are held for teams for a limited time from the date of the event at which they qualified.

1. Teams that qualify before **February 1, 2020**, will have until **February 8, 2020** to register.
2. Teams that qualify on or after **February 1, 2019**, will have one week to register.
3. Payments for the VEX World Championship by Credit Card, Check or Purchase Order must be received by **March 25, 2020**.

Overview

Below are the Current VRC World Championship spot allocations for each Region. In January, this table will be updated, and a few spots will be added to regions that have well-above average growth, to re-balance the allocations based on team registration numbers as of January 1, 2020.

| Event Region | Middle School Spots | High School Spots | Total Spots |
|--------------------------------|---------------------|-------------------|-------------|
| Australia | 3 | 5 | 8 |
| Bahrain | 1 | 1 | 2 |
| Bangladesh | 0 | 1 | 1 |
| Bermuda | 0 | 1 | 1 |
| Brazil | 0 | 1 | 1 |
| Canada — Alberta/Saskatchewan | 1 | 5 | 6 |
| Canada — British Columbia (BC) | 1 | 13 | 14 |
| Canada — Ontario/Quebec | 3 | 18 | 21 |
| Chile | 0 | 1 | 1 |
| China | 26 | 25 | 51 |
| Hong Kong | 3 | 4 | 7 |
| Colombia | 1 | 3 | 4 |
| Egypt | 1 | 1 | 2 |
| Ethiopia | 1 | 1 | 2 |
| Finland | 0 | 1 | 1 |
| Germany | 1 | 1 | 2 |
| Ireland | 1 | 3 | 4 |
| Japan | 1 | 3 | 4 |
| Kazakhstan | 1 | 1 | 2 |
| Lebanon | 1 | 1 | 2 |
| Macau | 1 | 1 | 2 |
| Malaysia | 0 | 1 | 1 |
| Mexico | 1 | 5 | 6 |
| New Zealand | 1 | 6 | 7 |
| Paraguay | 1 | 1 | 2 |
| Philippines | 0 | 1 | 1 |
| Puerto Rico | 3 | 3 | 6 |
| Russia | 3 | 3 | 6 |
| Saudi Arabia | 1 | 3 | 4 |

| Event Region | Middle School Spots | High School Spots | Total Spots |
|--------------------------------------|---------------------|-------------------|-------------|
| Singapore | 1 | 3 | 4 |
| South Korea | 1 | 3 | 4 |
| Spain | 1 | 1 | 2 |
| Taiwan | 1 | 3 | 4 |
| Thailand | 1 | 1 | 2 |
| Tunisia | 0 | 1 | 1 |
| Turkey | 0 | 3 | 3 |
| United Arab Emirates | 1 | 4 | 5 |
| United Kingdom | 3 | 11 | 14 |
| United States — Alabama | 4 | 11 | 15 |
| United States — Arizona | 4 | 9 | 13 |
| United States — Arkansas | 6 | 9 | 15 |
| United States — California | 30 | 51 | 81 |
| United States — Colorado | 5 | 4 | 9 |
| United States — Delmarva | 3 | 3 | 6 |
| United States — District of Columbia | 0 | 1 | 1 |
| United States — East Pennsylvania | 4 | 12 | 16 |
| United States — Florida | 6 | 20 | 26 |
| United States — Georgia | 4 | 17 | 21 |
| United States — Hawaii | 3 | 6 | 9 |
| United States — Idaho | 1 | 5 | 6 |
| United States — Illinois | 5 | 15 | 20 |
| United States — Indiana | 4 | 14 | 18 |
| United States — Kansas | 5 | 7 | 12 |
| United States — Kentucky | 6 | 13 | 19 |
| United States — Louisiana | 3 | 5 | 8 |
| United States — Maine | 1 | 7 | 8 |
| United States — Maryland | 5 | 13 | 18 |
| United States — Michigan | 11 | 18 | 29 |
| United States — Minnesota | 7 | 13 | 20 |
| United States — Mississippi | 3 | 5 | 8 |
| United States — Missouri | 4 | 6 | 10 |
| United States — Montana | 1 | 3 | 4 |
| United States — Nebraska/Iowa | 7 | 13 | 20 |
| United States — Nevada | 4 | 5 | 9 |

| Event Region | Middle School Spots | High School Spots | Total Spots |
|---------------------------------------|---------------------|-------------------|-------------|
| United States — New Hampshire/Vermont | 1 | 7 | 8 |
| United States — New Jersey | 1 | 10 | 11 |
| United States — New Mexico | 3 | 3 | 6 |
| United States — New York | 4 | 21 | 25 |
| United States — North Carolina | 3 | 6 | 9 |
| United States — North Dakota | 1 | 3 | 4 |
| United States — Ohio | 9 | 22 | 31 |
| United States — Oklahoma | 5 | 7 | 12 |
| United States — Oregon | 1 | 9 | 10 |
| United States — South Carolina | 9 | 8 | 17 |
| United States — South Dakota | 1 | 3 | 4 |
| United States — Southern New England | 7 | 20 | 27 |
| United States — Tennessee | 6 | 13 | 19 |
| United States — Texas | 13 | 41 | 54 |
| United States — Utah | 1 | 7 | 8 |
| United States — Virginia | 12 | 13 | 25 |
| United States — Washington | 7 | 10 | 17 |
| United States — West Pennsylvania | 1 | 8 | 9 |
| United States — West Virginia | 3 | 6 | 9 |
| United States — Wisconsin | 3 | 10 | 13 |
| United States — Wyoming | 1 | 1 | 2 |
| Vietnam | 0 | 1 | 1 |