



ROBOTICS EDUCATION &
COMPETITION FOUNDATION

VEX U Qualifying Criteria

2019-2020



2019-20 Qualifying Criteria Appendix C – VEX U World Championship Spot Allocations



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OVERVIEW

The criteria for officially registered VEX U teams to qualify for participation in the 2019-20 VEX Robotics World Championship are detailed in this document. If you have questions, contact your REC Foundation Regional Support Manager. These criteria will have scheduled updates on **August 15, 2019** and **January 15, 2020**.

TEAMS FROM OUTSIDE THE UNITED STATES

Countries that have a qualification process to determine their representatives will be able to send the allocated number of teams to fill their World Championship spots.

- These qualifying teams need to be determined by **February 28, 2020**, and event results must be posted on RobotEvents.com to allow the proper qualifying teams to receive automatic invitation.
- Qualifying teams must be registered to attend World Championship by **March 8, 2020**.
- Payment for all World Championship attending teams must be made by **March 25, 2020**.

Countries that do not have a qualification process may send one representative to World Championship providing the following criteria are met.

- The team has completed and paid their 2018-19 VEX U Team registration by **January 1, 2020**.
- The team has added their team number to the World Championship wait list by **January 15, 2020**.

Countries with one qualification spot, and more than one team wishing to attend World Championship, must determine which team will represent the country. Please consider using Robot Skills Challenge scores to determine a representative if there are no other means of differentiation.

TEAMS FROM THE UNITED STATES

VEX U teams from the United States qualify in two ways: US Regional Qualifying Events and possibly Robot Skills Scores. Details about each of these are listed below.

EVENT REQUIREMENTS

Tournaments and Leagues should follow these guidelines:

- Official VEX U Events must meet the following criteria to be an Official VEX U Regional Qualifying Event. The Official Event must be selected by the REC Foundation and designated as an Official 2019-20 Regional Qualifier on RobotEvents.com.
 - Be listed as a VEX U event with online registration hosted on RobotEvents.com.
 - Be an event held between **November 1, 2019** and **March 11, 2020**.
 - All teams participating at the event have completed their 2019-20 VEX U 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.
 - The event must follow the Official Rules in the Game Manual (including tournament guidelines) and Tournament Manager results must be uploaded within 48 hours.
- Official VEX U Qualifying Tournaments and Leagues must be posted on RobotEvents.com by **October 1, 2019** and be open for registration at least eight weeks in advance of the event.
- VEX U Events are required to have at least six registered VEX U teams.
- RobotEvents.com registrations and payments must be completed a minimum of one week before any event, at which point, online registration/payment will be unavailable. Teams may still be added to an event manually by the Event Partner, but event fees for those teams must be paid directly to the Event Partner and cannot be processed on RobotEvents.com.
- No organization may have more than 33% of the total number of registered teams at the event.
- Teams are encouraged to attend as many events as possible to improve their designs. If a team does not qualify at a regional event, they may still qualify through the World Skills Rankings.

IMPORTANT CONSIDERATIONS

VEX U will have approximately 7 VEX U Qualifying events that will have 4 World Championship spots allocated to them (1=Excellence, 1=Champion, 1=Finalist, 1=Design). These 7 events will be selected by the REC Foundation prior to **October 15, 2019**. The minimum capacity of these 7 events is 16 teams. Additionally, there will be approximately 4 VEX U events selected to have 1 World Spot (Excellence Award). These events will be selected after **October 15, 2019**.

There is no limit on the number of VEX U events that a team can attend. A League is considered a possible qualifying event and will be considered for either the one the 7 Events with 4 spots or one of the 4 events with 1 spot. For specific details of what a VEX U League is please refer to the VEX U League Play document. VEX U League Play is highly encouraged for teams to develop strong gameplay skills and promote robust robot designs that will help propel teams to greater accomplishments. A minimum of six competing teams are required to be an official VEX U league. Please contact your local REC Foundation Regional Support Manager if your team is interested in creating a league.

If there is a team that double qualifies from the event (not from previous events or other methods) that spot will go to the team that has not qualified from that event who has the highest Robot Skills score at that event. Event Partners will not look to see if teams have already qualified from past events when replacing double qualified teams.

Only teams from the United States may qualify from one of these VEX U Qualifying Events. If a team outside of the U.S. wins a qualifying award (such as Excellence), then that team will receive the award, but not qualify. Instead, the scenario will be treated the same way that a double qualified spot is treated, and the next team from the U.S. will earn the spot to World Championship based on the Robot Skills scores at that event.

VEX U Event Partners are encouraged to host as many non-qualifying VEX U events as they can to provide VEX U teams with as many pre-qualification opportunities as possible. **VEX U teams are also encouraged to check with Event Partners of Middle School and High School VRC events to determine if they can attend and post validated Skills scores to be entered to the VEX U World Skills Standings.** Contact your REC Foundation Regional Support Manager for assistance.

Teams should monitor robotevents.com to view all events including the official Regional Qualifying Events as they are posted. Every effort will be made to locate regional qualifiers in areas that allow a concentration of teams to attend. Teams that cannot travel will need to rely on the VEX U World Skills Standings for an opportunity to qualify for World Championship.

World Championship qualifications are held for teams for a limited time from the date of the event at which they qualified. Teams that qualify before **February 1, 2020**, will have until **February 8, 2020** to register. Teams that qualify on or after **February 1, 2020**, will have one week to register. Payments by Credit Card, Check or Purchase Order must be received by **March 25, 2020**.

ROBOT SKILLS WORLD STANDINGS

Robot Skills Scores submitted from ALL official VEX U events will be included in the VEX U World Skills Standings. If there are remaining spots that were not awarded from Qualifying Events, these spots will be given to the teams with the highest scores on the VEX U World Skills Standings, according to country, posted on RobotEvents.com. Once those teams have been invited, Skills scores will no longer be utilized. This does mean that if there are zero double qualifications from Qualifying Event to Qualifying event, the Robot Skills World Standing scores may not be needed, and will only be utilized within events as described in the previous section.

WORLD CHAMPIONSHIP WAIT LIST

The purpose of the wait list is to allow teams to fill in for a qualified team that has removed itself from World Championship. No team will be extended an opportunity prior to the payment deadline for all teams, **March 25, 2020**; however, invitations could come as late as the week prior to World Championship. While this creates challenges for teams that need to make travel plans, teams that receive invitations must react quickly (generally within 1-3 days) on the opportunity to attend when presented with one. Odds of a team receiving an invitation through this process are low.