



2017-18 VEX U Championship Qualifying Criteria



Overview

The criteria for officially registered VEX U teams to qualify for participation in the 2017-18 VEX Robotics World Championship are detailed in this document. If you have questions, please contact your REC Foundation Regional Support Manager.

Qualification for Teams from Countries 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 VEX Worlds spots.

- These qualifying teams need to be determined no later than **February 28, 2018**, and event results must be posted on RobotEvents.com to allow the proper qualifying teams to receive their automatic invitation.
- Qualifying teams must be registered to attend VEX Worlds within three weeks of their qualification date if they qualified by **January 31, 2018**. Teams that qualified after **February 1, 2018**, have one week to register and pay.
- Payment for all VEX Worlds attending teams must be made by **March 14, 2018**.

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

- The team has completed and paid their 2017-18 VEX U Team registration by **January 1, 2018**.
- The team has added their team number to the VEX Worlds wait list by **January 15, 2018**.

Countries with one qualification spot, and more than one team wishing to attend VEX Worlds, 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.

The top five scores in the Robot Skills Challenge from the World Skills Rankings for VEX U as of **March 12, 2018**, will qualify to receive an invitation to attend the 2018 VEX Robotics World Championship.

Qualification for Teams from the United States

VEX U teams from the United States qualify in three ways: [US Regional Qualifying Events](#), [Skills Challenge VEX Robotics World Championship Qualifying Spots](#), and [League Play](#). Details about each of these are listed below.

1. US Regional Qualifying Events

Event Requirements:

- 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 2017-18 Regional Qualifier on RobotEvents.com:
 - Be listed as a VEX U event with online registration hosted on RobotEvents.com.
 - Be an event held between **June 1, 2017** and **March 12, 2018**.
 - All teams participating at the event have completed their 2017-18 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 **November 1, 2017**, 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.

For the 2017-18 competition season VEX U will have 7 VEX U Qualifying events that will have 3 World Championship spots allocated to them (1=Excellence, 1= Champion, 1= Finalist). These 7 events will be selected by the REC Foundation prior to **November 1, 2017**. The minimum size of these 7 events is 16 teams. Additionally, there will be 5 VEX U events selected to have 1 World Spot (Excellence Award). These events will be selected after **November 1, 2017**.

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 3 spots or one of the 5 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 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 VEX Worlds.

2. Skills Challenge VEX Robotics World Championship Qualifying Spots

Robot Skills Scores submitted from ALL official VEX U events will be included in the VEX U World Skills Standings. The teams with the top five scores on the World Skills Standings, as of **March 12, 2018**, will receive invitations to VEX Worlds.

3. League Play

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.

VEX Worlds 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, 2018**, will have three weeks to register and pay by credit card, check, or PO. Teams that qualify on or after **February 1, 2018**, will have one week to register and pay by credit card, check, or PO.

VEX Worlds Wait List

The purpose of the wait list is to allow teams to fill in for a qualified team that has removed itself from VEX Worlds. No team will be extended an opportunity prior to the payment deadline for all teams, **March 14, 2018**; however, invitations could come as late as the week prior to VEX Worlds. 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.

Important Growth Considerations

Regional events are intended to be in areas that have enough teams to populate them without requiring teams to travel too far to attend.

U.S. Teams that are not within reasonable distance from a qualifying regional event may choose to rely on the Robot Skills Standings to possibly qualify for VEX Worlds.

2018 VEX Worlds Qualification Spots

Please contact your REC Foundation Regional Support Manager for additional information regarding Qualifying Events. The tables below show the VEX Worlds 2018 spots allocated to each country currently participating in the VEX U program:

Country	Spots
Canada	1
China	5
Colombia	2
Ethiopia	1
Hong Kong	1
Lebanon	4
Malaysia	2

Country	Spots
Mexico	28
New Zealand	1
Paraguay	1
Puerto Rico	2
Spain	1
United Kingdom	1
United States	26