

ROBOTICS EDUCATION &
COMPETITION FOUNDATION

VIQC Qualifying Criteria

2019-2020

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OVERVIEW

VIQC teams and events must meet the following criteria to qualify for participation in the 2019-20 VEX IQ Challenge 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

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

Registration

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

1. Listed as a VIQC event with online registration hosted on RobotEvents.com.
2. Comprised of teams that have completed their 2019-20 VIQC 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. Local qualifying events must 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 Robot Events.
7. If a Tournament has fewer than 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.
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 Inspection and Event 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.

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Leagues

Leagues must follow these guidelines:

1. Leagues are encouraged to have multiple unique match play dates; the required minimum is 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.

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 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 State/Province/Region/Nation. 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.

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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 *	Teamwork Champion	Design Award	STEM Research Project	Robot Skills Champion	TW 2nd Place	TW 3rd Place	Amaze, Think, Innovate	TW 4th 5th Place	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	1	1	-	-	-	-	-
7 Spots	1	2	1	1	-	2	-	-	-	-
8 Spots	1	2	1	1	1	2	-	-	-	-
9 Spots	1	2	1	1	-	2	2	-	-	-
10 Spots	1	2	1	1	1	2	2	-	-	-
11-13 Spots	1	2	1	1	1	2	2	1-3	-	-
15 Spots	1	2	1	1	1	2	2	3	2	-
17 Spots	1	2	1	1	1	2	2	3	4	-
18-19 Spots	1	2	1	1	1	2	2	3	4	1-2

* *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 Elementary 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 no Excellence Award is given, only the two (2) Teamwork 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 elementary 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 VIQC 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.

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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 VIQC 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 Teamwork Champions –** The two (2) teams on each winning alliance, two (2) from middle school, and two (2) from elementary school.
3. **All Robot Skills Champions –** The first place team from middle school and the first place team from elementary school.

Spots to VEX Worlds from Designated Regions

VEX Worlds spots are allocated based on the following:

1. At least one official VIQC 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 Elementary School World Championship spots are calculated separately and allocated separately.
5. Regions that have only one assigned Elementary School World Championship spot may give that qualifying spot to the Elementary School Excellence Award winning team at a blended Championship event in that region.
6. Regions that have more than one assigned Elementary School World Championship spot should make every attempt to hold a separate Middle School and Elementary School Championship event. If the only option is to host a blended event, the elementary school spots can only go to elementary school teams. The middle school spots can be won by middle school or elementary school teams.
   Note: The spots will be protected by not assigning the spots to awards that could be won by middle 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 elementary school spots will be given to elementary school teams and remaining middle school spots, that were not taken by elementary school teams, will be given to middle 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.

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8. When inviting teams from the World Skills Standing, the Middle School Spots will be given to Middle School teams, and Elementary School Spots will be given to Elementary 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 Elementary Schools and Middle Schools, referenced as “blended” events, many regions will have championship events for elementary school and middle school teams separately. 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.
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.

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.**

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2019-20 Qualifying Criteria Appendix A – VEX IQ Challenge World Championship Spot Allocations

Overview

Below are the Current VIQC 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	Elementary School Spots	Middle School Spots	Total Spots
Afghanistan	0	1	1
Andorra	0	1	1
Australia	3	3	6
Bahrain	4	1	5
Brazil	0	1	1
Canada — British Columbia (BC)	1	3	4
Canada — Ontario/Quebec	4	9	13
Chile	0	3	3
China	45	24	69
Colombia	4	4	8
Czech Republic	1	1	2
Ecuador	0	3	3
Egypt	3	3	6
Estonia	1	1	2
Ethiopia	1	0	1
Finland	3	3	6
Germany	1	4	5
Guatemala	1	1	2
Hong Kong	3	4	7
India	1	1	2
Indonesia	0	1	1
Ireland	7	1	8
Japan	1	3	4
Kazakhstan	1	1	2
Lebanon	1	3	4
Lithuania	0	1	1
Macau	1	1	2
Malaysia	1	0	1
Mexico	3	7	10

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Event Region	Elementary School Spots	Middle School Spots	Total Spots
Morocco	1	3	4
Myanmar	1	0	1
New Zealand	3	4	7
Panama	1	1	2
Paraguay	3	3	6
Philippines	1	3	4
Puerto Rico	1	3	4
Russia	3	5	8
Saudi Arabia	0	1	1
Singapore	1	1	2
South Korea	3	3	6
Spain	1	3	4
Taiwan	3	1	4
Tunisia	1	1	2
Turkey	1	3	4
United Arab Emirates	5	3	8
United Kingdom	7	15	22
United States — Alabama	17	13	30
United States — Arizona	10	8	18
United States — Arkansas	9	12	21
United States — California	42	26	68
United States — Colorado	15	5	20
United States — Connecticut	3	6	9
United States — Delmarva	3	1	4
United States — District of Columbia	3	3	6
United States — East Pennsylvania	3	6	9
United States — Florida	18	27	45
United States — Georgia	9	13	22
United States — Hawaii	12	9	21
United States — Idaho	1	3	4
United States — Illinois	3	3	6
United States — Indiana	73	37	110
United States — Kansas	3	1	4
United States — Kentucky	9	4	13
United States — Louisiana	1	3	4

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Event Region	Elementary School Spots	Middle School Spots	Total Spots
United States — Maryland	4	9	13
United States — Michigan	18	12	30
United States — Minnesota	7	3	10
United States — Mississippi	12	4	16
United States — Missouri	3	1	4
United States — Nebraska/Iowa	3	3	6
United States — Nevada	3	5	8
United States — New Hampshire/Vermont	3	6	9
United States — New Jersey	5	7	12
United States — New Mexico	3	1	4
United States — New York	3	10	13
United States — North Carolina	5	4	9
United States — North Dakota	0	1	1
United States — Ohio	6	9	15
United States — Oklahoma	3	7	10
United States — Oregon	3	3	6
United States — South Carolina	3	3	6
United States — South Dakota	1	3	4
United States — Southern New England	3	3	6
United States — Tennessee	5	8	13
United States — Texas	24	22	46
United States — Utah	11	7	18
United States — Virginia	5	5	10
United States — Washington	7	9	16
United States — West Pennsylvania	3	5	8
United States — West Virginia	8	4	12
United States — Wisconsin	3	8	11
United States — Wyoming	1	1	2

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