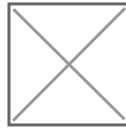


Q&A

VEXU 2020-2021: Change Up

Tagged: VUG7



Welcome to the official VEX Robotics Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official VRC Change Up rules clarifications, and the clarifications made here from the Game Design Committee (GDC) are considered as official and binding as the written [Game Manual](#) itself.

Please review the [Q&A Usage Guidelines](#) before posting. This system is only intended for specific VRC Change Up rules questions.

- For event, registration, or other competition support questions, please contact your [REC Foundation Regional Support Manager](#).
 - For VEX technical support, contact support@vex.com or sales@vex.com.
- For game questions, suggestions, or concerns outside of specific and official rules questions, contact GDC@vex.com.

722: Remote, Live Skills?Only Events: Adult for VEX U Teams

7-Jan-2021

VUG7

[Appendix B: Robot Skills Challenge](#), in the 'Skills?Only Event: Remote, Live' section, states:

<RSE5> The *Team's* Primary Contact, or another designated *Adult Team* contact (over the age of 18), must be present in the remote meeting environment throughout the duration of the scheduled time for that *Team*. The *Team's* Primary Contact will be responsible for providing the *Adult* representative's contact information to the *Event Partner* prior to the event.

The [Game Manual](#) defines *Adult* as:

Adult — Anyone who is not a *Student*.

[Appendix C: VEX U](#) provides the definition of *Student* for VEX U:

<VUG7> VEX U *Student* eligibility.

- a. All VEX U *Team* members MUST be matriculated in a post-secondary school.
- b. Professionals not enrolled in post-secondary education are not eligible to participate on a VEX U *Team*.

c. *Students* that are dual-enrolled in both a secondary school and in post-secondary courses are not eligible to participate on a VEX U *Team*.

d. VEX U *Team* members may only be on exactly one (1) VEX U *Team* for the season, see <G6>.

For VRC, the [Game Manual](#) defines *Student* as:

Student — A person is considered a *Student* if he or she meets both of the following criteria:

1. Anyone who is earning or has earned credit toward a high school diploma/certificate or its equivalent during the six (6) months preceding the VEX Robotics World Championship. Courses earning credits leading up to high school would satisfy this requirement.
2. Anyone born after May 1, 2001 (i.e. who will be 19 or younger at VEX Worlds 2021). Eligibility may also be granted based on a disability that has delayed education by at least one year.

Is it a correct interpretation that VEXU *Teams* need to be accompanied by an individual over the age of 18, **who is not a *Student on the Team***, while participating in Remote, Live Skills?Only Events?

Interpreting <RSE5> with <G3> in mind suggests that a *Student* on the VEXU *Team* who is over the age of 18 would satisfy the intent of this rule.

Does the interpretation clarified in this Q&A extend to the case of VRC *Students* who are over the age of 18?

Answered by Game Design Committee

Is it a correct interpretation that VEXU *Teams* need to be accompanied by an individual over the age of 18, **who is not a *Student on the Team***, while participating in Remote, Live Skills?Only Events?

Interpreting <RSE5> with <G3> in mind suggests that a *Student* on the VEXU *Team* who is over the age of 18 would satisfy the intent of this rule.

Yes. VEX U *Students* who are over the age of 18 would satisfy the intent of this rule.

Does the interpretation clarified in this Q&A extend to the case of VRC *Students* who are over the age of 18?

No. VRC *Students* who are over the age of 18 must still be accompanied by an adult *Team* member who is over the age of 18.

If you have further questions or want to clarify a specific edge-case scenario, please contact your REC Foundation Regional Support Manager.

627: Question on <VUG7>: Student Eligibility

15-Jul-2020

VUG7

I'm recruiting to start a VEXU team. The following student-eligibility question arose. Is a student enrolled in a certificate program at a community college considered "matriculated in a post-secondary school" for student eligibility under rule VUG7a ?

Answered by Game Design Committee

When there is no VRC-specific definition available, a dictionary definition should be used. The Merriam-Webster definition of "matriculated" is *"to be enrolled at a college or university"*.

Under this definition, non-traditional education paths such as community colleges, technical certificates, trade schools, or vocational programs would be permissible, if the enrolling institution is a college or university.

Although there are no specific requirements regarding the type of enrollment, such as "minimum credit hours", the intent of VUG7 is to ensure that VEX U team members are generally of collegiate age and education level. Points "b" and "c" of VUG7 further clarify the specific edge cases that are prohibited:

b. Professionals not enrolled in post-secondary education are not eligible to participate on a VEX U Team.

c. Students that are dual-enrolled in both a secondary school and in post-secondary courses are not eligible to participate on a VEX U Team.

Some unofficial/informal thought experiments to determine if an individual meets these requirements could be:

- How would the individual list their "occupation" on a census survey? Would they say "student" with a part-time job to help pay for college, or "engineer" who is taking night classes?
- Does the individual have a high school diploma (or equivalent) that was submitted to their college as part of the admissions process?