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Event Guide

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1 GENERAL INFORMATION

Welcome to the 2022 VEX Robotics Competition Alabama State Championship, hosted by the Southeastern Center of Robotics Education! We are so proud of each and every one of Alabama’s 450 VIQC teams who have endured a pandemic and still had an excellent season! This year, Alabama’s best teams will be returning to Auburn University’s Beard-Eaves Memorial Coliseum for an in-person championship. This document serves as a guide to all teams attending, both new and veteran, to prepare for the event and make the most of their experience.

1.1 HEALTH & SAFETY POLICY

This event will follow the latest [Health Policies provided by Auburn University](#) in accordance with CDC and State of Alabama Guidelines.

As of now, **all individuals are required to wear face coverings while inside Auburn University buildings.** We reserve the right to remove participants who fail to respect this policy.

To ensure the community remains healthy, everyone is encouraged to follow these guidelines:

- Get vaccinated for COVID-19
- Self-monitor for symptoms of COVID-19. Stay in your room if you have symptoms or feel ill.
- Wear a face covering when around others if you have not been fully vaccinated.
- Avoid close contact with people who are sick.
- Wash hands frequently with soap and water for at least 20 seconds. If soap and water are not available, 70% alcohol-based hand sanitizer should be used. Hand sanitizer stations can be found throughout all campus facilities.
- Avoid touching your eyes, nose, and mouth with unwashed hands.
- Cover your mouth and nose with a tissue when you cough or sneeze or use the inside of your elbow. Throw used tissues in the trash.
- Clean and disinfect frequently touched surfaces daily.

2 COACH’S GUIDE TO THE DAY OF THE STATE CHAMPIONSHIP

This year’s event will be taking place over the course of February 19th. For those that are new or veterans that need a refresher, here is an outline of everything that will be happening as we compete, perform judging, and distribute awards.

2.1 CHECK-IN & MORNING PREPARATION

1. Upon arrival, your team's coach should immediately proceed to the check-in desk on the 3rd Floor Concourse
 - a. At Check-In, you will need to bring your team's engineering notebook
 - b. You will receive a packet with agendas and wristbands for team members. These wristbands will include team numbers and be *required* for students to compete, so be prepared to confirm with the check-in desk that you have enough for each student.
 - c. Lunch tickets will be available at the check-in table. You will need to pre-purchase any meals for your students, so plan who would like a lunch. See details in Section 5.2.
2. Meet your team at their pit table *AFTER* check-in. Tables will be labelled with team numbers, and schools/organizations will be placed near one another.
3. Go ahead and familiarize yourself with the key locations of the tournament.
 - a. Pit area: on the east half of the coliseum floor
 - b. Charging stations: in pit area
 - c. Skills Fields: on south end of coliseum floor
 - d. Main fields: on west half of Coliseum floor
 - e. Queuing: in center of Pits, this is where inspection will be in the morning
 - f. Concessions: third floor concourse, use stands to reach third floor
 - g. Sales: on north end of coliseum floor
 - h. Restrooms: third floor concourse, use stands to reach third floor
4. It is your team's responsibility to look after your equipment. Make sure everything is labeled and easily identifiable. Everyone has the same equipment and things can accidentally be taken in the heat of competition. You should have your own extension cords and power strips just in case, although we will have power stations set up.
5. Download the VEX Via app. This will be the main tool for viewing your team's match schedule, results, and rankings throughout the competition
6. Your Pit table should be your team's home for the day. Always leave at least one student at your table, as it is where Judges and Queuers will look for your team. Please do not make our volunteers chase your team around the coliseum.

2.2 ROBOT INSPECTION

1. Inspection will be open at the Queuing tables in the center of the pit from 8:00 AM to 9:00 AM. Robots **MUST** be inspected during this time.
2. Robots should be prepared for inspection when they enter the coliseum. Check that your robot meets sizing requirements, etc. before you leave for Auburn. Double check your batteries, brains, etc. as well.
 - a. A team finishing its robot the morning of the championship is not a good look for judges that will be looking for excellent teams throughout the entire day.

2.3 SKILLS CHALLENGE

1. There will be two skills fields available
2. Skills will be open from 8:15am until the lunch break (scheduled for 11:30am)
3. Each team is allowed 3 Driver attempts and 3 programming attempts. A robot not running properly is the team's responsibility and will not constitute an extra attempt.
4. Help your team stay on track with qualification matches. Being in line for skills when one of your matches is not an excuse for being late to a match. It's a good idea to have an extra team member in line to hold their spot if they need to head to a qualification match.

2.4 EVENT MEETING & DRIVER MEETING

1. The Event Meeting/Opening Ceremony will begin at 9:30 AM. All teams and coaches should be in the stands in time for this meeting
2. We will discuss event logistics during this meeting.
3. After the event meeting, drivers will meet with the head referee at the main fields.

2.5 QUALIFICATION MATCHES

1. Teams will be scheduled for 8 qualification matches
 - a. Schedules will be released as soon as possible. The most common delay in schedules going out is teams not checking in on time.
 - b. If necessary, the 8th match for each team may be dropped. This will be very clearly announced.
 - c. If all 8 matches are played, your teams lowest 2 scores will be excluded from rankings. If a match is cut and 7 matches are played, the lowest single score will be dropped.
2. Be present at the Queuing tables 3-5 matches before your scheduled match (approximately 10-15 minutes). The Queuers are some of the hardest workers, please do all you can to make their jobs easier.
3. **If a team does not show for a match, the referees will wait no more than 30 seconds after calling for the team.**
 - a. Technical issues are a part of the competition, but to provide the best experience for *EVERYONE*, we must keep things moving. Rule <G7> states that *Teams must be prepared to play when they bring their Robots to the Field. For example, Teams must ensure that their batteries are charged and their VEX IQ Controller is paired with their Robot before placing the Robot on the Field.* Repeated failure to do so could result in a violation of <G1>.
 - b. Per rule <T10>, teams that do not have at least one driver at a match on time will be considered a no-show and receive zero points.
4. Prepare your team to handle rules disputes at the field with **respect** and proper conflict resolution skills as per <T3>. Drive Team Members should be familiar enough with the game manual or Q&A to quote or navigate to the rule or Q&A relevant to their issue (VIQC Hub app is highly recommended). Failure to do so is disrespectful to the referees and other teams for delaying the schedule. The head referee will explain decisions as thoroughly as necessary, and their final decision is not subject to appeal.

2.6 FINALS MATCHES

The top 20 teams will form 10 alliances to compete in finals matches. The alliance with the highest score at the end of finals matches will be our Teamwork Champion.

- In the event of a tie, per <T13> the tying alliances will replay matches with the option of recording a stop time as a tiebreaker. If the tiebreaker matches result in a tie of both score and stop time, a second round of tiebreaker matches will be recorded. If another round results in a tie, the higher ranked alliance from qualifying matches will be the winner.
- In the event of a tie for a place other than first, the higher seeded alliance from qualification matches will receive the higher rank.

2.7 SPECIAL NOTE ON DRIVERS – RULE <G8B>

On February 1st, 2022, an update was released to the game manual clarifying rule <G8B> regarding teams that elect to use a single driver:

For the 2021-2022 season, Teams restricted by local health guidelines may elect to have one Driver in the Driver Station, instead of two. If only one Driver is present in the Driver Station, they may drive for the full Match, and a controller switch is not required. If two Drivers are present in the Driver Station, the controller switch rules in would then apply. It is at the Team's discretion whether they wish to have one Driver or two; however, taking advantage of this exception for strategic gain is considered a violation of this rule, and may be considered a violation of the RECF Code of Conduct.

Teams that exhibit the following behaviors may be in violation of, <G8B> and/or the RECF Code of Conduct, and should be prepared to share relevant health guidelines with RECF staff upon request:

- Utilizing two Drivers in Qualification Matches but utilizing only one Driver in Finals Matches or Robot Skills Matches.
- Utilizing only one Driver in Matches but permitting interactions in the pit area between multiple Students similar in nature to interactions that would occur between two Drivers in the Driver Station.
- Meeting outside of the event setting in a manner consistent with interactions that occur between two Drivers in the Driver Station, yet only utilizing one Driver in Matches.

2.8 SPECIAL NOTE ON THE STUDENT-CENTERED POLICY - <G2>

At the State Championship, we expect coaches, teachers, parents, and mentors to respect the REC Foundation's Student-Centered Policy. This policy aims to maximize students' ability to learn and grow through competition by preventing adults from infringing on the students' learning process.

Some amount of Adult mentorship, teaching, and / or guidance is an expected and encouraged part of the VEX IQ Challenge. No one is born an expert in robotics! However, obstacles should always be viewed as teaching opportunities. Obstacles are not tasks for an Adult to solve without Students present and actively participating.

- *When a mechanism falls off, it is...*
 - *Okay for an Adult to help a Student investigate why it failed, so that it can be improved.*
 - *Not okay for an Adult to put the Robot back together.*
- *When a Team encounters a complex programming concept, it is...*
 - *Okay for an Adult to guide a Student through a flowchart to understand its logic.*
 - *Not okay for an Adult to write a pre-made command for that Student to copy / paste.*
- *During Match play, it is...*
 - *Okay for an Adult to provide cheerful, positive encouragement as a spectator.*
 - *Not okay for an Adult to explicitly shout step-by-step commands from the audience.*

Please review the full [Student-Centered Policy](#) with your coaches, mentors, and parents before the championship.

3 STUDENT'S GUIDE TO THE DAY OF THE STATE CHAMPIONSHIP

Congratulations on qualifying to the State Championship! You have come so far over the last few years and we are excited to reward you with an awesome day celebrating your season!

1. Your teacher or coach should check your team in at the registration table. (DO NOT GO TO REGISTRATION)
2. You should find your team area in the pit. This is where you should go to meet your teammates and coaches.
3. Go ahead and familiarize yourself with the key locations of the tournament. Use the map in section 4.2.
 - a. Pit area: on the east half of the coliseum floor
 - b. Charging stations: in pit area
 - c. Skills Fields: on south end of coliseum floor
 - d. Main fields: on west half of Coliseum floor
 - e. Queuing: in center of Pits, this is where inspection will be in the morning
 - f. Concessions: third floor concourse, use stands to reach third floor
 - g. Sales: on north end of coliseum floor
 - h. Restrooms: third floor concourse, use stands to reach third floor
4. It is your team's responsibility to look after your equipment. Make sure everything is labeled and easily identifiable. Everyone has the same equipment and things can accidentally be taken in the heat of competition. You should have your own extension cords and power strips just in case, although we will have power stations set up.
5. If you are going to get in line for a skills attempt, keep in mind that you are still responsible for getting to your alliance matches on time, even if you are in line. It's a good idea to get a third person to stand in the skills line with you in case you and your driving partner need to go to queueing.
6. Please help your teachers and the tournament staff by making sure you are on time to your matches. You should be in queueing at least three matches ahead (10-15 minutes early). We will be queueing three matches at a time, so you won't be allowed to run onto the field right before your match starts.
7. **If a team does not show for a match, the referees will wait no more than 30 seconds after calling for the team.**
 - a. Technical issues are a part of the competition, but to provide the best experience for *EVERYONE*, we must keep things moving. Rule <G7> states that *Teams must be prepared to play when they bring their Robots to the Field. For example, Teams must ensure that their batteries are charged and their VEX IQ Controller is paired with their Robot before placing the Robot on the Field.*
 - b. Per rule <T10>, teams that do not have at least one driver at a match on time will be considered a no-show and receive zero points.
8. Be prepared to handle rules disputes at the field with **respect** and proper conflict resolution skills as per <T2> and <G1>.
 - a. **Drive Team Members should be familiar enough with the game manual or Q&A to quote or navigate to the rule or Q&A relevant to their issue** (VIQC Hub app is highly recommended). **Failure to do so is disrespectful to the referees and other teams for delaying the schedule.**
 - b. The head referee will explain decisions as thoroughly as necessary, and once stated, **their final decision is not subject to appeal.**

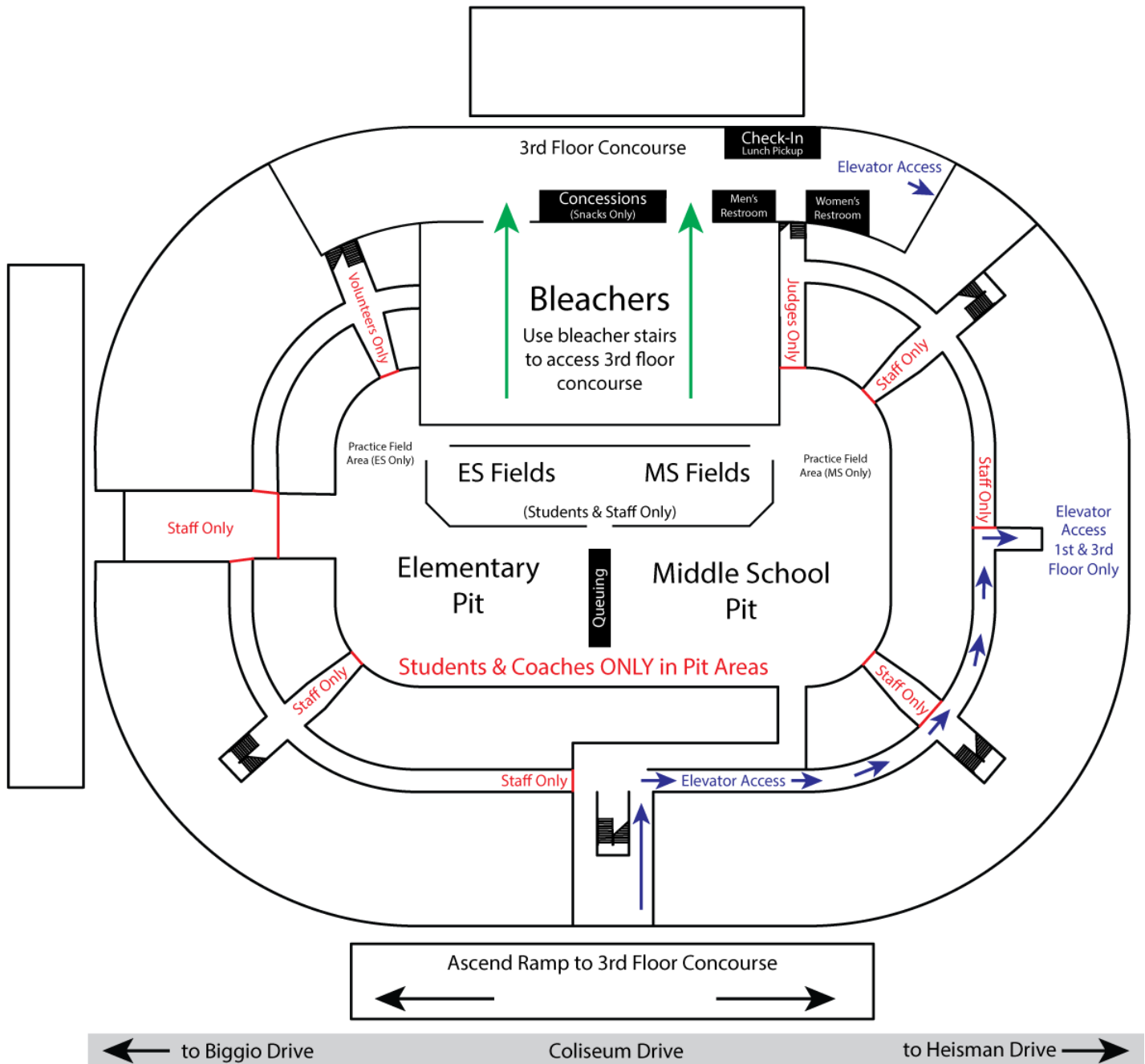
Lastly, have a good time! Do not let mistakes, failures, or disputes discount your experience. The things you are learning through competing here are far more valuable than any trophy or banner that will ultimately sit on a shelf long after you finish school.

4 EVENT MAPS

4.1 PARKING MAP

Parking on Auburn's Campus will be unrestricted on February 19th. Participants may park anywhere near the coliseum. We recommend the Coliseum Lot, Arena Lot, and Intramural Field Lot.

4.2 EVENT MAP COMING SOON



5 SALES & CONCESSIONS

5.1 CHAMPIONSHIP SALES

State Championship T-Shirts will be available for sale in limited quantity for \$25. Cash is preferred. Other robotics t-shirts will be for \$20 along with stickers and other items.

5.2 CONCESSIONS/FOOD AVAILABILITY

Aramark will provide light snack concessions on the third-floor concourse. Their sales will be cashless.

UPDATE: SCORE will be selling tickets for a Chick-Fil-A boxed lunch for \$10 at Team Check-In. Please be prepared to purchase lunch tickets when you check your team in. Lunch will include Chick Fil A Sandwich, Chips, and Cookie.

Nearby restaurants: [Restaurants in Auburn, AL and Opelika, AL \(aotourism.com\)](#) or view this [Google Map](#).

6 EVENT SCHEDULE

VEX IQ - Saturday, February 19th, 2022	
8:00 AM	Doors Open
	Check-In
	Inspection Open
9:00 AM	Inspection Closed
10:30 AM	Skills Fields Closed
10:45 AM	Opening Ceremony
	Parade of Teams
	Event Meeting
11:30 AM	Lunch
12:30 PM	Qualifying Matches Begin
5:00 PM	End of Qualifying Matches
5:15 PM	Finals Matches
5:45 PM	Award Ceremony
<i>Exact times subject to change</i>	

7 AWARDS & TROPHIES

7.1 AWARDS & WORLD SPOTS

This year, we have several World Spots to distribute at the State Championships. The following awards will qualify for the World Championship

7.1.1 VEX IQ Challenge Middle School Worlds Spots

Excellence ES
Teamwork Champion
Teamwork Champion
Design Award

Robot Skills Champion
Teamwork 2nd Place
Teamwork 2nd Place
Innovate
Think
Amaze
Teamwork 3rd Place
Teamwork 3rd Place
Build
Create
Teamwork 4th Place
Teamwork 4th Place
Teamwork 5th Place
Teamwork 5th Place

An additional two (2) worlds spots will be awarded along with any additional double-qualified spots to the Global Skills Rankings for Alabama.

7.1.2 VEX IQ Challenge Elementary School Worlds Spots

Excellence ES
Teamwork Champion
Teamwork Champion
Design Award
Robot Skills Champion
Teamwork 2nd Place
Teamwork 2nd Place
Innovate
Think
Amaze
Teamwork 3rd Place
Teamwork 3rd Place
Build
Create
Teamwork 4th Place
Teamwork 4th Place
Teamwork 5th Place
Teamwork 5th Place

An additional eight (8) worlds spots will be awarded along with any additional double-qualified spots to the Global Skills Rankings for Alabama.

7.2 TROPHIES & BANNERS

All awards listed above will receive trophies. The following awards will also receive banners:

- Excellence Award (Both Middle School and High School)
- Tournament Champions
- Design Award
- Skills Champions

7.3 NOMINATE YOUR TEACHERS, MENTORS, AND VOLUNTEERS

We are hoping to recognize some of the awesome Teachers, Mentors, and Volunteers that helped make this season happen in the most difficult of years. Please fill out the [form here](#) to nominate your favorite Teachers, Mentors, and Volunteers!

8 CONTACT INFORMATION

If you have any questions regarding the State Championship, please contact us at:

334-844-8125 | cosam.score@auburn.edu

