

VEX ROBOTICS
COMPETITION
ALABAMA STATE
CHAMPIONSHIP
2022



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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 150 VRC 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 18th. 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. See 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 north 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. Check-In/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. GPS strips will be available on all skills fields. We recommend testing your code as soon as you arrive before skills fields open at 8:15 am.
5. 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, drive team members 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.
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 <T4a> states that *Robots must be placed on the field promptly. Repeated failure to do so could result in a violation of <G1>*.
 - b. Per rule <T3>, teams that do not have at least one driver at a match will be considered a “no-show” and receive zero WP’s, APs’, and SP’s.
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 (VRC 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 ALLIANCE SELECTION

1. After Qualification matches conclude, teams will have about 15 minutes before alliance selection to perform diplomacy with other teams to plan their Elimination Match alliances.
2. 16 alliances will proceed to the Elimination Matches.
3. Teams must send one representative and their robot to the designated space (will be near main fields) on time. Listen for announcements on exactly when selection will begin.
4. Remind your representative that declining an offer from an alliance captain disqualifies them from accepting other offers. They may still extend an offer if they become another alliance captain. Teams ranked below 32 should use caution before declining offers.

2.7 ELIMINATION MATCHES

1. Teams are allowed one timeout during all elimination matches. Be cautious not to waste it on an early match.
2. The finals will be played as a best of three set of matches, as it qualifies directly to the world championship. See Rule <T15>.
3. 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 (VRC 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.

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!

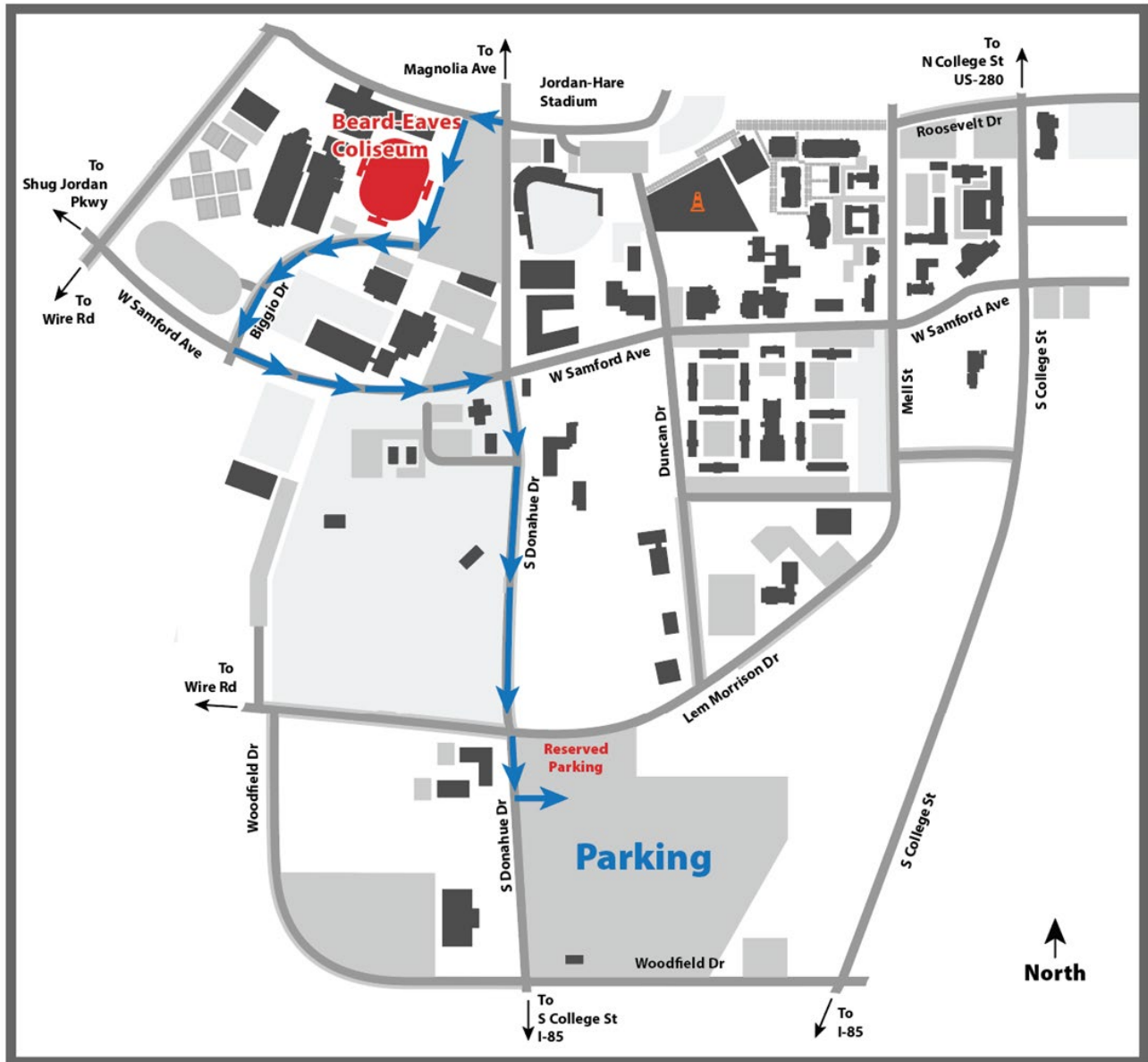
1. Your teacher or coach should check your team in at the registration table. (DO NOT GO TO REGISTRATION)
2. You should find your team area in the pit. This is where you should go to meet your teammates and coaches.
3. Go ahead and familiarize yourself with the key locations of the tournament. Use the 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 north 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. Your robot must be on and ready to go **before your robots are brought onto the field as per <T4> in the Game Manual**. *Teams should ensure that their batteries are charged, and their Controller is paired with their Robot before placing the Robot on the Field. Teams who use VEX pneumatics must have their systems charged before they place the Robot on the field.*
8. **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 <T4a> states that *Robots must be placed on the field promptly. Repeated failure to do so could result in a violation of <G1>*.
 - b. Per rule <T3>, teams that do not have at least one driver at a match will be considered a "no-show" and receive zero WP's, AP's, and SP's.
9. Be prepared to handle rules disputes at the field with **respect** and proper conflict resolution skills as per <T3> 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** (VRC 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.

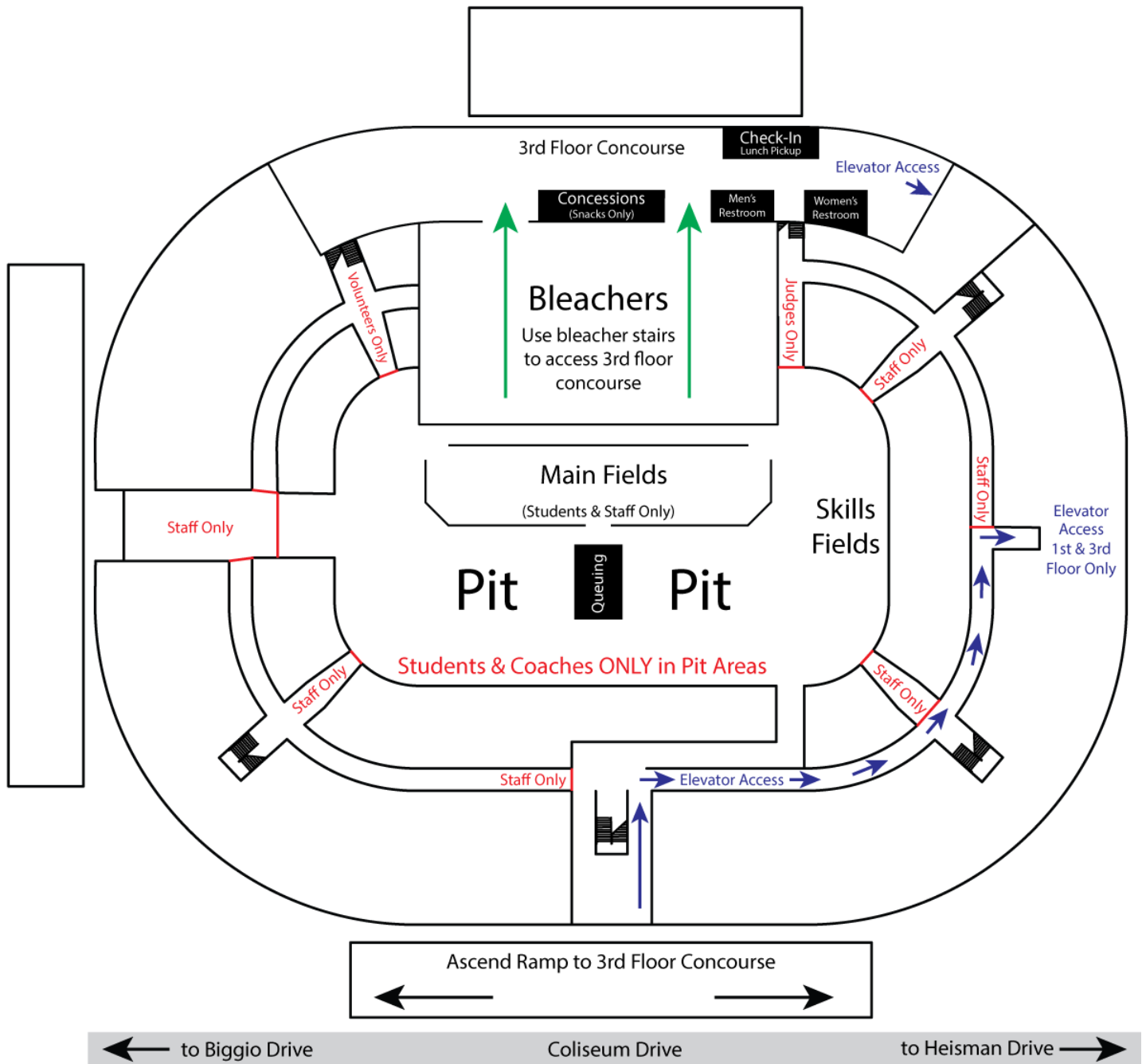
4 EVENT MAPS

4.1 PARKING MAP

Because Auburn University classes will be in session, parking on campus will be restricted. You should drop off participants at the coliseum and park vehicles in the [Hayfield/RV Lot](#) on South Donahue.



4.2 INTERIOR MAP



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

| VRC - Friday, February 18th, 2022 | |
|------------------------------------------|--------------------------------|
| 8:00 AM | Doors Open |
| | Check-In |
| | Inspection Open |
| 9:00 AM | Inspection Closed |
| 8:15 AM | Skills Fields Open |
| 9:30 AM | Event Meeting/Driver's Meeting |
| 10:00 AM | Qualification Matches Begin |
| 11:30 AM | Lunch Begins |
| | Skills Fields Closed |
| 12:30 PM | Qualification Matches Resume |
| 3:00 PM | End of Qualification Matches |
| 3:15 PM | Alliance Selection |
| | Elimination Matches begin |
| 5:00 PM | Awards Ceremony |
| <i>Exact times subject to change</i> | |

7 AWARDS & TROPHIES

7.1 AWARDS & WORLD SPOTS

This year, we are hosting a Blended VRC Championship, due to the low number of middle school VRC teams in the state. VRC High School has 12 Worlds spots and Middle School has 4. Middle School teams competing in the championship will have a chance to earn any High School spot by winning any of the awards below, as well as a Middle School spot by winning the Middle School Excellence Award. High School teams can win any award below except for the Middle School Excellence Award. The 3 remaining Middle School spots will be distributed based on Global Skills rankings for Middle School teams in Alabama.

| |
|-----------------------|
| Excellence HS |
| Excellence MS |
| Tournament Champions |
| Tournament Champions |
| Design Award |
| Robot Skills Champion |
| Tournament Finalist |
| Tournament Finalist |
| Innovate |
| Think |
| Amaze |
| Build |
| Create |

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