



The VEX via app provides real-time tournament status for:

- Schedule - Match times
- Ranking - Alliance selection
- Win/Loss record and Win Points
- Skills - Highest to lowest results
- Match results and awards



In the VEX IQ Robotics Competition Hub App you can find:

- Game Manual
- Score Calculator
- Match Timer

How the Game is Scored

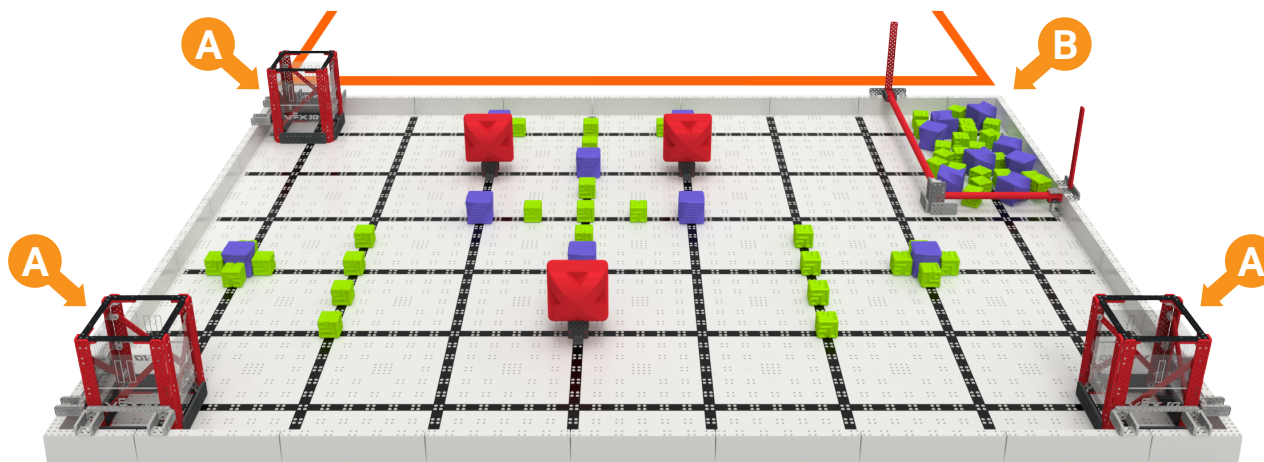
Each Block Scored in a Goal	A	1 Point
Each Uniform Goal ¹		10 Points
Height Bonus		10 Points per Fill Level
Cleared Supply Zone	B	20 Points
Each Red Block Removed from Starting Peg		5 Points
Each Partially Parked Robot ²		5 Points
Each Fully Parked Robot ³		10 Points
Double Parked Bonus ⁴		10 Points

¹Uniform: A Goal is considered Uniform if it meets the following criteria:
a. At least two (2) Blocks are Scored in the Goal.
b. All Blocks which are Scored in the Goal are of the same type.

²Partially Parked: A Robot is Partially Parked if it is partially within the Supply Zone

³Fully Parked: A Robot is Fully Parked if it is fully within the Supply Zone.

⁴Double Parked: An Alliance is Double Parked if both Robots are Fully Parked.



Potential Awards List

Excellence* (x1)

Awarded to the top overall Team.
 Considers Skills Ranking, Qualification Ranking, Engineering Notebook, interview, and conduct.

Teamwork Champions (x2)

Awarded to the Alliance with the highest Finals score.

Design Award* (x1)

Awarded to a Team with a strong engineering notebook and interview.

Robot Skills Champion (x1)

Awarded to the Team with the highest combined Driving and Autonomous Coding Skills scores.

Teamwork Challenge 2nd Place (x2), Innovate*, Think*, Amaze*, Build*, Create*, Judges*, Inspire*, Energy*, Sportsmanship* *Judged Award