

VEX[®] ROBOTICS COMPETITION OVER UNDER



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 Robotics Competition Hub App you can find:

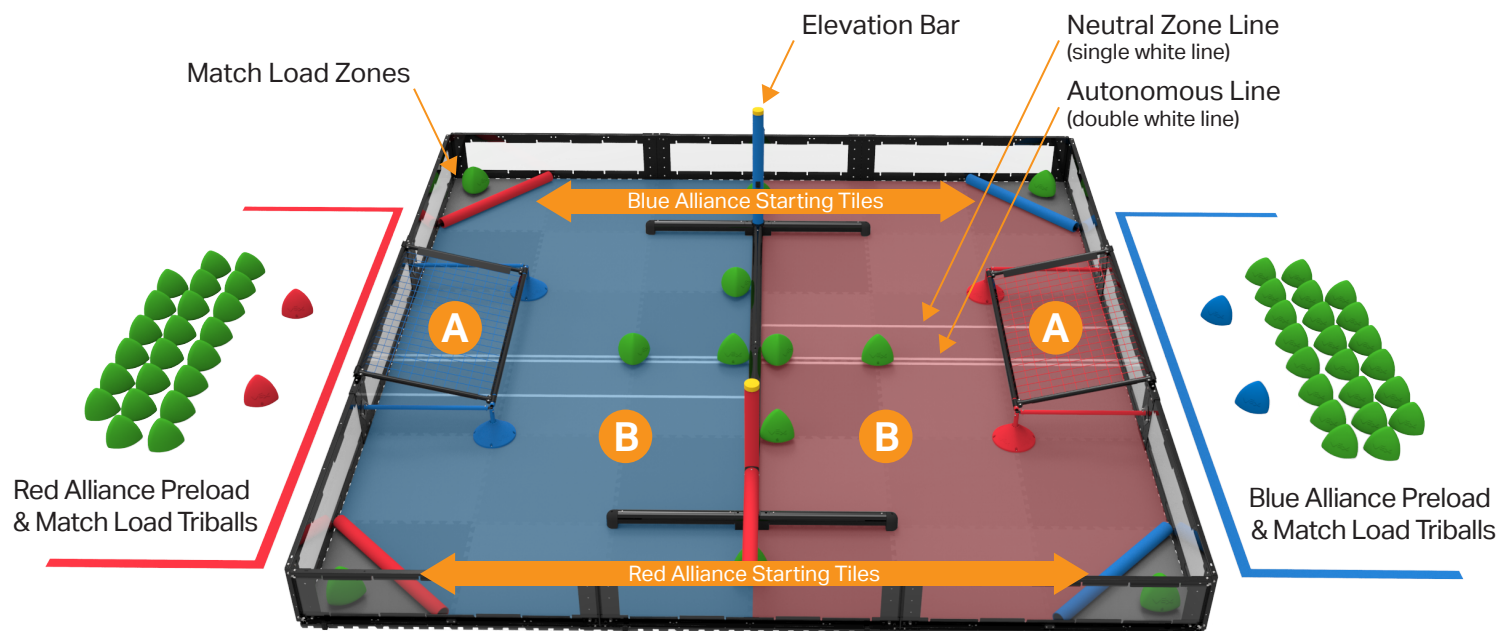
- Game Manual
- Score Calculator
- Match Timer

How the Game is Scored

Autonomous Bonus Winner	8 Points
Each Triball Scored in a Goal A	5 Points
Each Triball Scored in an Offensive Zone B	2 Points
Elevation - Top Tier	20 Points
Elevation - 2nd Tier	15 Points
Elevation - 3rd Tier	10 Points
Elevation - 4th Tier	5 Points

Elevation Tiers are measured from the lowest point of the Robot. The highest climb receives the Top Tier score. The next highest receives the 2nd Tier score, and so on. If multiple Robots are on the same Tier, they all receive the same Tier points.

One Robot from each Alliance starts in each Offensive Zone. During the Autonomous Period, Robots are not allowed to contact tiles or game elements on the opposite side of the Neutral Zone or in the opposite Offensive Zone. Robots may enter the Neutral Zone during the Autonomous Period at their own risk.



Potential Awards List

Excellence* (x1)

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

Tournament Champions (x2)

Awarded to the Alliance that wins the Final in the Elimination Bracket.

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.

Tournament Finalists (x2), Innovate*, Think*, Amaze*, Build*, Create*, Judges*, Inspire*, Energy*, Sportsmanship*

*Judged Award