20 23 REC FOUNDATION EVENT PARTNER SUMMIT



VEX IQ Robotics Competition "Full Volume" Game Discussion

Grant Cox Game Design Committee 

Topics

Game Overview / Field Tour videos

New rule highlights

Notable Early Season Q&A's







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Robotics Education & Competition Foundation Inspiring students, one robot at a time.



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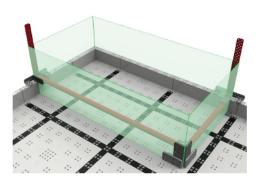
Don't Worry

Scoring isn't that complicated!

MATCH NUMBER REFEREE INITIALS	
BLOCKS SCORED	CLEARED SUPPLY ZONE O RED BLOCKS REMOVED: O O ROBOT 1:
	NOT PARKED PARTIALLY PARKED FULLY PARKED
	ROBOT 2: O O O NOT PARKED PARTIALLY PARKED FULLY PARKED
MATCH STOP TIME (ONLY FOR FINALS TIEBREAKER):	
TEAM 1 NO SHOW DQ DQ REASON	TEAM 2 NO SHOW DQ DQ REASON

"Benefit of the Doubt"





<SC2> All Scoring statuses are evaluated visually by a Head Referee, to the best of their ability within the context of a given *Match*/event.

- Referees and other event staff are not allowed to review any videos or pictures from the Match. See <T3>.
- b. If there is a concern regarding the score of a Match, only the Drivers from that Match, not an Adult, may share their questions with the Head Referee. See <T3>.

Note: In cases where a Scoring status is "too close to call," Teams will be given the "benefit of the doubt," and the higher of the two possible Scoring statuses should be assigned. Head Referees will not be expected or required to define a perfect horizontal plane or check imperceptibly small measurements.



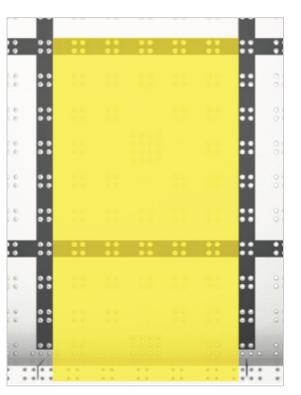
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Starting Size

<G5> Robots begin the Match in the starting size. At the beginning of a Match, each Robot must fit within an 11" wide x 20" long x 15" high (279mm x 508mm x 381mm) volume, as checked during inspection per <R4>.

Violation Notes: Any Violation of this rule will result in the Robot being removed from the Field prior to the start of the Match; rules <R3d> and <T6> will apply until the situation is corrected. They will not receive a Disqualification, but they will not be permitted to play in the Match.







Blocks return to the Supply Zone

SG3> Keep Blocks in the Field. Blocks that leave the Field during a Match may be returned to the Supply Zone by a Driver or Referee. Any Blocks which remain outside of the Field at the end of a Match will be considered "in" the Supply Zone (i.e., the Supply Zone will not be eligible to be Cleared).

"Leaving the Field" means that a Block is outside of the Field Perimeter and no longer in contact with the Field, Field Elements, other Blocks, or Robots. If Blocks are removed from a Robot during a <G10> interaction, these Blocks are considered "out of the Field" as soon as they are no longer in contact with any Robots.

If a *Block* is on its way out of the *Field* (as determined by the *Head Referee*), but is deflected back into the field by a *Driver*, field monitor, ceiling/wall, or other external factor, <SG3> would still apply. This *Block* should be considered "out of the *Field*" and removed or returned to the *Supply Zone* by a *Head Referee*. If the redirection occurred due to contact with a *Driver*, it will be at the *Head Referee's* discretion whether <G9> or <SG3> should apply.





Randomized game objects!

<SG4> Blocks are randomly loaded in the Supply Zone. Prior to each Match, the Supply Zone will be filled randomly with eight (8) Purple Blocks and twenty-three (23) Green Blocks.

- a. Blocks will be randomly mixed by a field reset volunteer and/or the Head Referee.
- b. Blocks must be placed such that one face of each Block is "flat" on the Floor (i.e. not "stacked" or "tilted'). See images throughout this Game Manual for examples.
- c. *Team* members may not touch *Blocks* in the *Supply Zone* during pre-*Match* setup. Any contact will result in a re-randomization of the *Supply Zone* by the *Head Referee*.



tl;dr - don't overthink it!

New Rules VEX IQ Pneumatics Kit



<R16> Pneumatics. *Robots* using parts from the VEX IQ Pneumatics Kit (228-8795) must satisfy the following criteria:

- a. No more than two (2) Air Tanks, including any that aren't connected.
- b. No more than (1) Pneumatic Pump, including any that aren't connected.
- c. No additional parts that are not included in the VEX IQ Pneumatics Kit (e.g., unofficial tubing or fittings).

There is no limit on the number of Pneumatic Cylinders or Pneumatic Control Units that may be used, provided that no other rules are violated.

Additional Resources

VEX Library / STEM Labs



VEXcode VR / VR Skills

Get Started with VIQRC Full Volume Playground in VEXco

Welcome to the VIQRC Full Volume Playground in VEXcode VRI As a registered VIQRC Team for the 2023-2024 season, you can play VIQRC Full Volume Virtual Skills in VEXcode VR and submit your score to the VIQRC Virtual Skills Leaderboard during the season. View this article to learn more about accessing VIQRC Full Volume with your team registration information. In this a 1. Articles t 2. Looking 1

If you are not a registered VIQRC team for the 2023-2024 season, you must have a VEXcode VR Premium License to use the VIQRC Full Volume Playground in VEXcode VR. Once you have a Premium License, you will activate your License Key to log in to VEXcode VR and access the VIQRC Full Volume Playground.

Watch the following video to learn how to get started with the VIQRC Full Volume Playground in VEXcode VR.



RECF Library

VIQRC Drive Team Training Course: 2023-24, Full Volu

This certification course is designed to teach VEXIQ Robotics Competition (VIQRC) team members the nuances of the VIQRC game rules and how VIQRC tournaments are run. Students are expected to understand the rules of the game, and to advocate for themselves if they feel the rules are being misapplied or misunderstood by the Head Referee or other event personnel.

VIQRC Referee's Guide

Introduction

This guide has been prepared for use by VEX IQ Robotics Competition Head Referees and Scorekeeper Referees. This guide does not replace the VIQRC Game Manual or the Head Referee Certification Course, but rather assists Referees in finding those resources and learning best practices. Refereeing is one of our most challenging and rewarding volunteer positions. Thank you for your willingness to make the VEX IQ Robotics Competition a success by volunteering as a Referee.

Position Summary

There are two different types of Referees: Head Referees and Scorekeeper Referees. Each event (or division, if an event has multiple divisions) should have 1 Head Referee and each field should have 1 Scorekeeper Referee. All Qualification & Finals

Head Referee Certifications

VIQRC Head Referee Training & Certification Course

All official REC Foundation events that qualify teams to a Championship event are required to have a Certified Head Referee, and all Referees are encouraged to use this certification course for training. If there is anything in the certification course that is in disagreement with the Official Game Manual, the Official Game Manual should be followed.

Need to reach us about a course or certification? Email us at volunteercerts@recf.org.



THANK YOU

