

## 2013 U.S. NATIONAL CHAMPIONSHIP QUALIFYING CRITERIA

Below are the criteria for registered teams to qualify for participation in the 2013 U.S. National VEX Robotics Championships at official VEX Robotics Competition Qualifying Events being held across the United States from June 1<sup>st</sup>, 2012 to February 6<sup>th</sup>, 2013.

Please note, ALL official U.S. VEX tournaments and leagues held between June 1<sup>st</sup>, 2012 and February 6<sup>th</sup>, 2013 are automatically a qualifier for the U.S. Nationals. Official State Championship qualifying events held between January 1<sup>st</sup>, 2013 and February 20<sup>th</sup>, 2013 will also qualify for U.S. Nationals. We will take teams from these leagues and tournaments until all non State Championship spots have been taken. Qualifiers from State Championships will be guaranteed a spot! Therefore we may not be able to take teams from events (non State Championships) later in the year. Spots will be reserved for ALL Official State Championship events.

### 1. “Official Qualifying” VRC events must meet the following criteria:

- a. Be listed as a VRC event with online registration hosted on Robotevents.com
- b. United States events held between the dates of June 1<sup>st</sup>, 2012 and February 6<sup>th</sup>, 2013 or until February 20<sup>th</sup> for State Championships.
- c. All teams participating at the event have completed their VRC Team registration
  - i. Teams will not be able to register for events until their Team Registration is completed and paid via Credit Card, Check or Purchase Order
- d. The event must follow the Official Rules in the Game Manual (including tournament and alliance selection guidelines)
- e. Posting Deadline: Official Qualifying Events must be posted on Robotevents.com by Nov 5, 2012 and be open for registration at least 8 weeks in advance of the event.
  - i. Events (Tournaments or Skills Challenge Only events) posted between Nov 5, 2012 and Dec 15, 2012 can still be part of the U.S. Skills Rankings.
- f. Robotevents.com registrations and payments must be completed a minimum of one week before any event, at which point online registration/ payment will be unavailable. Teams may still be added to the event manually by the event partner, but event fees for those teams must be paid directly to the event partner and will not be able to be processed on Robotevents.com

2. **Spots are held for teams for up to 4 weeks** from the date of the event at which they qualified. Teams that qualify before January 15<sup>th</sup>, 2013 will have 4 weeks to register and pay. Teams that qualify from January 15<sup>th</sup>, 2013 through January 31<sup>st</sup>, 2013 will have 2 weeks to register and pay. Teams that qualify after January 31<sup>st</sup>, 2013 will have 1 week. A qualified team that registers after the cutoff will be given priority on the VRC U.S. National Championship waitlist, but is not guaranteed a spot.

## **2013 VRC U.S. National Championship qualifying spots are available as follows:**

There are four ways teams can qualify for the 2013 VRC U.S. National Championship as described below: Official Qualifying Tournaments, Skills Challenge Global Rankings, Official Qualifying Leagues or Official State Championships. To be eligible to participate in a VEX Robotics Competition (VRC) U.S. National Championship qualifying event (and for a qualifying spot), a team must be officially registered, paid and have their official 2012/2013 VRC Team ID Number and Robot ID plates.

- Level 1 Event with 16 – 23 participating teams may be eligible to qualify 3 team
  - Tournament Champions on the winning alliance (2 team alliances)
  - Excellence Award winner (1 team)
- Level 2 Tournament with 24 - 31 participating teams may be eligible to qualify up to 3 teams
  - Tournament Champions on the winning alliance (2 team alliances)
  - Excellence Award winner (1 team)
- Level 3 Tournament with 32 - 41 participating teams may be eligible to qualify up to 4 teams
  - Tournament Champions on the winning alliance (3 team alliances)
  - Excellence Award winner (1 team)
- Level 4 Tournament with 42-59 participating teams may be eligible to qualify up to 5 teams
  - Tournament Champions on the winning alliance (3 team alliances)
  - Excellence Award winner (1 team)
  - Design Award winner (1 team)
- Level 5 Tournament with 60 or more participating teams may be eligible to qualify up to 6 teams
  - Tournament Champions on the winning alliance (3 team alliances)
  - Excellence Award winners (2 teams - 1 High School and 1 Middle School)
    - If 10 or more middle school teams participate at event
  - Design Award winner (1 team)
- State or Regional Championships with 100+ participating teams may qualify up to 9 teams
  - Tournament Champions on the winning alliance (3 teams)
  - Tournament Finalists on the runner-up alliance (3 teams)
  - Excellence Award winners (2 teams - 1 High School and 1 Middle School)
    - If 10 or more middle school teams participate at event
  - Design Award winner (1 team)
  - Official State Championships will be guaranteed a spot. All other tournaments are subject to availability.
- Skills Challenge U.S. National Championship Qualifying Spots
  - Skills rankings for all event tiers will be included in the VRC U.S. rankings
  - As of February 6<sup>th</sup>, 2013 the top 10 U.S. team scores in both the Programming Skills and Robot Skills Challenges will earn a qualifying spot to the 2013 VRC U.S. National Championship.
- Official U.S. Leagues with 24 teams or more may qualify up to 5 teams
  - League Champion (1 team) is the team that finishes first in the league rankings at the conclusion of all league qualifying play
  - Leagues that choose to have a tournament finale consisting of 2 team alliances will also qualify:
    - 2 Tournament winning alliance teams
    - 2 Tournament finalist alliance teams