



2016 U.S. OPEN ROBOTICS CHAMPIONSHIP

VRC QUALIFYING CRITERIA

Below are the criteria for registered VRC teams to qualify for participation in the 2016 U.S. Open Robotics Championship, Thursday April 7th – Saturday April 9th, 2016 at official VEX Robotics Competition Qualifying Events being held from June 1st, 2015 to March 8th, 2016.

Please note, ALL official VEX tournaments and leagues WORLDWIDE held between June 1st, 2015 and March 8th, 2016 are automatically a qualifier for the U.S. Open. Space is limited and will be filled on a first registered and paid basis.

In order to allow the greatest number of schools/organizations to participate across the largest geographic area the following registration limits apply:

VRC High School Division

- 4 team max from any single school or organization

VRC Middle School Division

- 4 team max from any single school or organization

Teams that qualify from school/organizations that have reached the above registration limits can apply for inclusion on a preferred wait list. However this must be requested and will be taken on a requested basis, NOT date of tournament.

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. Worldwide events held between the dates of June 1st, 2015 and March 8th, 2016.
- 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, 2015 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, 2015 and Dec 15, 2015 can still be part of the Global Skills Rankings used.
- 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 3 weeks from the date of the event at which they qualified. Teams that qualify before February 15th, 2016 will have 3 weeks to register and pay. Teams that

qualify from February 15th, 2016 through February 28th, 2016 will have 2 weeks to register and pay. Teams that qualify after February 28th, 2016 will have 1 week. If the tournament fills before all qualified teams desiring to attend have had a chance to register they will be given priority on the U.S. Open Wait List. Each qualified team wanting preferred status on the wait list MUST notify CREATE via email at Support@CREATE-Found.org.

2016 U.S. Open Robotics Championship qualifying spots are available as follows:

There are three ways VRC teams might qualify for the 2016 U.S. Open Robotics Championship as described below: Official Qualifying Tournaments (including all State/Prov Championships), Skills Challenge Global Rankings or Official Qualifying Leagues. To be eligible to participate in a VEX Robotics Competition (VRC) U.S. Open Championship qualifying event (and for a qualifying spot), a team must be officially registered, paid and have their official 2015/2016 VRC Team ID Number and Robot ID plates.

- All Tournaments (regardless of size) may qualify up to 5 teams
 - Tournament Champions on the winning alliance (2-3 teams)
 - Excellence Award winner (1 team)
 - Programming Skills Champion

- Official Leagues 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

- Skills Challenge Qualifying Spots
 - Skills rankings for all event tiers will be included in the VRC global rankings
 - As of March 8th, 2016, IF spots are still available invitations will go out to the top teams. The number invited will be equal to the number of open spots remaining. Invitations will start from the Programming Skills and alternate with Robot Skills until all available open spots have been taken.