



ROBOTICS EDUCATION &
COMPETITION FOUNDATION

Qualifying Criteria

VIQC, VRC, and VEX U

2021-2022

Table of Contents

Changelog	3
Overview	3
Event Regions.....	3
Event Types	3
In-Person and Remote Events.....	4
Event Criteria	4
Registration and Judging	4
Dates and Deadlines	5
Rules and Guidelines	5
Event Region’s Championship Qualification	5
Events that qualify teams to the Event Region’s Championship.....	6
Team Registration and Deadlines to the Event Region’s Championship.	8
Events that qualify teams to VEX Worlds	8
Remote VEX Worlds Qualification.....	9
Spots to Remote VEX Worlds from LRT Event Regional Championships	9
Invitations to Remote VEX Worlds from all Event Regions	9
Team Registration and Deadlines to Remote VEX Worlds	9
In-Person VEX Worlds Qualification.....	10
Spots to In-Person VEX Worlds 2022 from VEX Worlds 2021	10
Spots to In-Person VEX Worlds from Event Regions.....	10
Spots to In-Person VEX Worlds from Signature Events.....	12
Team Registration and Deadlines to In-Person VEX Worlds.....	12
VEX WORLDS SPOT ALLOCATIONS TO EACH EVENT REGION.....	13
VIQC Spot Allocations.....	13
VRC Spot Allocations.....	16
VEX U Spot Allocations.....	18

Changelog

January 12, 2022 Update

- Added that teams may not register for more than one Event Regional Championship (p.5).
- Added Remote VEX Worlds Qualification section (p.9).
- Added wording to In-Person VEX Worlds Qualification to clarify “In-Person” for each sub-section.
- Minor clarifications throughout that did not change the spirit of the rule.
- Updated the Spot Allocations to Event Regions based on the number of teams registered as of **January 1** (p.13).

Overview

Both teams and events must meet the criteria in this document to qualify for participation in the 2021-2022 Championship events (i.e., State, Regional, Provincial, and/or National Championship events). Events are considered “official” if they meet these criteria and the results of those events may be used to qualify teams to Championship events. Events that do not follow the criteria will not be official and the results will not upload to robotevents.com.

The Event Region Allocation of VEX Worlds 2022 spots will be posted **September 2021**.

This document will have a scheduled update on **September 30, 2021**, and **January 12, 2022**. These updates will include the addition of qualification to the Live Remote Tournament World Championship along with changes to VEX Worlds spot allocations and add more spots to the award table if necessary.

Note: From time to time, the Robotics Education & Competition (REC) Foundation may make an exception to one of these criteria to better support a growing State/Province/Region/Nation. For more information, please contact your REC Foundation Manager [here](#).

Event Regions

Teams are assigned into Event Regions based on geography and the density of teams in that area. Sometimes an Event Region is a state or province, other times it is an entire country. When an Event Region is small, there might not be a Championship event to determine which teams qualify for VEX Worlds. In the same regard, when an Event Region is large, there might be multiple championship events in that Event Region. Be sure to check with your REC Foundation Manager to learn the specifics of your Event Region’s championship event(s) and if qualification into these events is required. Common names for these championship events would be State, Provincial, National, or Regional Championships.

Event Types

Events are either created as Tournaments or Leagues or Live Remote Tournaments in robotevents.com. The following are names typically given to events that fall into one of those categories.

- **Leagues** are events that have Ranking Sessions for teams to play in Qualifying Matches, and then a League Finals Session to determine the League Champions. Not every team in the League must play at all Ranking Sessions and is a way for a Tournament to be scheduled over multiple days at different venues, with different teams participating in each of those venues. Leagues may or may not have judging.
- **Scrimmages** are events that are not official and do not upload results or qualify teams to any other event. If an event does not meet the criteria for Tournaments and Leagues, those events will be considered scrimmages.
- **Skills-Only Events** are listed as either Tournaments or Leagues but do not have any Qualifying Matches, Elimination Matches or Finals Matches. These events may or may not include judging.
- **Tournaments** are events that have Qualification and Elimination Matches for VRC and VEX U and Qualification and Finals Matches for VIQC. Tournaments may or may not have judging.

In-Person and Remote Events

Events are held as either In-Person events or Remote events.

- In-Person events are when teams come to the same venue to compete with other teams at that same venue.
- Remote events are when teams compete with other teams who are not at the same location. Remote events are only used for Tournaments and referred to as Live Remote Tournaments (LRT). LRTs may not include Skills Matches but may or may not have judging. LRTs may not be run as Leagues.

In-Person and Remote events follow the same qualifying criteria rules. Teams should assume that In-Person events qualify teams to In-Person Championships and Remote Events qualify teams to Remote Championships.

- For Event Regional Championships, the REC Foundation Manager will determine if an exception can be made so that a Remote Event can qualify teams to the In-Person Championship and vice-versa.
- For VEX Worlds, Remote Events and Remote Championships will not qualify teams to the In-Person VEX World Championship.

Event Criteria

For events (Tournaments, Leagues and Skills-Only) to be official and have results posted on RobotEvents.com, they must meet the following criteria:

Registration and Judging

The following registration requirements must be met for events to be official.

1. Events must be listed as either a Tournament or a League with online registration hosted on RobotEvents.com.
Note: Skills-Only events are listed as Tournaments or Leagues but must have “Skills-Only” in the name of the event.
2. Teams registered for the event must be registered and paid on RobotEvents.com for the current season.
3. VIQC and VRC Events must have at least 16 registered teams. League ranking sessions may have less than 16 teams participating if the League has 16 registered teams. VEX U Events must have at least 8 registered teams.
4. Championship events have no team minimum. Championship event capacity is determined by the REC Foundation Manager in consultation with Event Partners in the Event Region.
5. Finalized Tournament Manager results (Tournaments and League Finals Sessions) must be uploaded/finalized within 48 hours of event completion.
6. Team payments for the event must be completed before the event date. If teams pay the Event Partner directly or make trades for fields or volunteers in exchange for the event registration fees, the EP should mark the team Paid on RobotEvents.com. The Event Partner is not required to accept direct payments and can require all teams to pay through RobotEvents.com.
Note: Events outside of the United States must pay the Event Partner directly.
7. If a Tournament has fewer than 6 organizations registered, no organization may have more than 33% of the total number of registered teams. Organizations are defined by the location of the hosting school or group. Having multiple team numbers or listing different names when a group meets together does not constitute a separate organization. However, each school in a district is recognized as a different organization and should have their own set of team numbers.
Note: This criterion does not apply to Leagues or Skills-Only Events.

8. Each Event Partner is permitted to host exactly one (1) Tournament per grade level and program without organizational or team percentage registration restrictions given that they host another equal sized or greater Tournament the same season in the same program (VRC/VIQC) following all registration restrictions.

Note: These Tournaments are generally referred to as Invitationals. This criterion does not apply to Leagues or Skills-Only Events. All Leagues and Skills-Only Events can be Invitational.

9. Events that offer the Excellence Award must offer the Design Award.
10. If any judged awards are offered, all teams must be given the opportunity to be interviewed. If teams are excluded from interviews not by their own choice, then no judged awards will be permitted to be qualifying awards.
11. Events may utilize the wait list. Priority should be given to teams who have not registered for other events in the region. The wait list should not be used to turn an event into an invitational by the event partner increasing capacity after the event has closed. If this is done, the Event Partner may be not permitted to host events the following season.

Dates and Deadlines

Official events must abide by the following dates and deadlines:

1. Held between **June 1, 2021**, and two (2) weeks prior to the Event Region's championship event for which they will qualify.
2. **Posting Deadline:** Official events must be posted on RobotEvents.com by **October 1, 2021**, and be open for registration at least eight (8) weeks in advance of the event. REC Foundation Managers can waive this requirement when needed.
3. All Championship events within the United States must be held no later than **March 13, 2022**.
4. All Championship events outside of the United States must be held no later than **March 6, 2022**.

Rules and Guidelines

Official events must follow the rules and guidelines in these documents and manuals:

1. Game Manual including Inspection and Event guidelines.
2. Judge Guide and Judge Guide Addendum including appendices and judging rubrics.
3. Referee Guide.
4. Commitment to Event Excellence.

Event Region's Championship Qualification

Each Event Region's REC Foundation Manager will determine if that region will be hosting an In-Person Championship, Remote Championship, or both. In-Person and Remote Championships do not have separate criteria and are referred to as Championship events. The Event Region's REC Foundation Manager will determine if a Remote Event can qualify a team to the Event Region's In-Person Championship and vice-versa.

Teams may only register for one Event Regional Championship event, i.e., teams may not register for both the In-person and Remote Championship

There are three ways for teams to qualify to Championship events:

1. **Qualifying Award:** Winning a qualifying award at an official event in the team's Event Region.
2. **Robot Skills Ranking:** If the Championship event in the team's region is not filled to capacity through qualifying awards, teams may qualify through the World Skills Standings sorted for the Event Region and by grade level. Teams invited through Robot Skills Challenge Rankings are invited in ranked order after the results of the last qualifying event in the region have been posted. Scores earned after this date will not be used to qualify teams to their Championship.

3. **Waitlist:** If there is remaining capacity due to teams not accepting the invite after the Robot Skills Rankings invites have been issued, the capacity will either be lowered, and the event will be closed, or teams will be invited from the waitlist. This will be decided by the REC Foundation Manager.

Events that qualify teams to the Event Region's Championship

Official Events can become Qualifying Events and are allocated Event Region's Championship spots if they follow the following criteria:

1. The Spot Level of an event is the number of qualifying spots an event has been allocated to qualify teams to a Championship. This Spot Level is dependent on capacity of the Championship, number of events leading up to the Championship, and size of qualifying event. The REC Foundation Manager will determine how many spots each event is given to fill the Championship.
 - a. Some Event Regions may require an event registration capacity to be greater than 16 teams to be made a qualifying event due to the limited number of championship spots. If an event has 16 teams and is considered official, but not at the qualifying event size minimum for the specified Event Region, then the Robot Skills Scores will be posted to the World Skills Standings, and no teams will qualify directly to the Championship.
 - b. Large events may be allocated more spots than smaller events. Events of the same size within the Event Region should expect to have the same number of spots.
 - c. Leagues may have more spots than equal sized Tournaments within the Event Region due to the higher number of Qualifying Matches and longer duration teams experience with Leagues compared to Tournaments.
 - d. Leagues with fewer than six (6) organizations registered may have fewer spots than Tournaments of equal size in order to balance the opportunity for teams in the Event Region to qualify for the Championship event.
 - e. Skills-Only events must be In-Person and will not receive any spots. Scores are posted to the World Skills Standings for all teams competing at official Skills-Only events.
2. Once the Spot Level is determined for each event, qualifying awards are based on the following charts.
3. Events that offer the Excellence Award will give two (2) Excellence Awards when the event is a blended event with at least ten (10) teams from each grade level registered two (2) weeks prior to the event. Only one Excellence Award may be given to a single grade level at the event or events that have less than ten (10) teams in a grade level.
4. If there is a team competing at the event that is from outside of that Event Region and wins an award that would have won a spot, or a team that double qualifies from the event (not from previous events or other methods), that spot will go to the next highest unqualified team on the Robot Skills ranking at that event. There is no look-back to previous events to see if a team has previously qualified. These spots will be filled by the REC Foundation Manager.
5. Teams that compete outside of their region will not be eligible for spots within or outside of their event region. However, their Robot Skills scores will be posted to the World Skills Standings. official score.
6. If a Tournament does not offer judging, only the two (2) Teamwork Champions or two (2) Tournament Champions will qualify to the Championship event. In some regions, the Robot Skills Champion will also qualify teams as determined by the REC Foundation Manager.
7. Skills-Only events will not be given any spots, even if Judging is offered e.g., the Skills Champion and Excellence winners will not qualify to their Event Regional Championship or VEX Worlds. However, Robot Skills scores will be posted on the World Skills Standings and may be used to fill the Championship events as described in various sections of this document.
8. Spot levels follow the order of priority found in the tables below. If an award is to be given a spot, but that award is not offered, then the spot is lost and does not transfer to the next award i.e., if an event is given enough spots to qualify the Robot Skills Champion, but the event does not offer Skills, then that spot is lost and that spot is not transferred to the next available judged award.
9. If the number of spots for an Event Regional Championship goes beyond the number of spots on the table, the REC Foundation Engagement Manager will work with that Event Region to determine how the additional spots are awarded.

VEX IQ Challenge – Tournament and Live Remote Tournament (LRT) Spot Levels

Spot Level	Excellence Award *	Teamwork Champion	Design Award	Robot Skills Champion	TW 2 nd Place	Innovate, Think, Amaze**	TW 3 rd Place	Build, Create***	TW 4 th Place	TW 5 th Place
1 Spot	1	-	-	-	-	-	-	-	-	-
3 Spots	1	2	-	-	-	-	-	-	-	-
4 Spots	1	2	1	-	-	-	-	-	-	-
5 Spots	1	2	1	1	-	-	-	-	-	-
6 Spots	1	2	1	-	2	-	-	-	-	-
7 Spots	1	2	1	1	2	-	-	-	-	-
8-10 Spots	1	2	1	1	2	1,2,3	-	-	-	-
11 Spots	1	2	1	1	2	2	2	-	-	-
12 Spots	1	2	1	1	2	3	2	-	-	-
13-14 Spots	1	2	1	1	2	3	2	1, 2	-	-
15 Spots	1	2	1	1	2	3	2	1	2	-
16 Spots	1	2	1	1	2	3	2	2	2	-
17 Spots	1	2	1	1	2	3	2	1	2	2
18 Spots	1	2	1	1	2	3	2	2	2	2

* If the Event is giving 2 Excellence Awards, simply add 1 to the Spot Level for the additional Excellence Award, in which case there would be a Middle School Excellence Award and Elementary School Excellence Award given.

** Priority is given to Awards listed in order starting with Innovate and ending with Amaze.

*** Priority is given to Awards listed in order starting with Build and ending with Create.

VEX Robotics Competition and VEX U – In-Person Tournament Spot Levels

Spot Level	Excellence Award*	Tournament Champions	Design Award	Robot Skills Champion	Tournament Finalists	Innovate, Think, Amaze, Build, Create**	Semi Finalist
1 Spot	1	-	-	-	-	-	-
3 Spots	1	2	-	-	-	-	-
4 Spots	1	2	1	-	-	-	-
5 Spots	1	2	1	1	-	-	-
6 Spots	1	2	1	-	2	-	-
7 Spots	1	2	1	1	2	-	-
8-12 Spots	1	2	1	1	2	1,2,3,4,5	-
13 Spots	1	2	1	1	2	2	4
14 Spots	1	2	1	1	2	3	4
15 Spots	1	2	1	1	2	4	4
16 Spots	1	2	1	1	2	5	4

* If the Event is giving 2 Excellence Awards, simply add 1 to the Spot Level for the additional Excellence Award, in which case there would be a Middle School Excellence Award and High School Excellence Award given.

** Priority is given to Awards listed in order, starting with Innovate and ending with Create.

VEX Robotics Competition and VEX U – Live Remote Tournament (LRT) Spot Levels

Spot Level	Excellence Award*	Tournament Champion	Design Award	Robot Skills Champion	Tournament Finalists	Innovate, Think, Amaze, Build, Create**	Semi Finalist
1 Spot	1	-	-	-	-	-	-
2 Spots	1	1	-	-	-	-	-
3 Spots	1	1	1	-	-	-	-
4 Spots	1	1	1	1	-	-	-
5 Spots	1	1	1	-	2	-	-
6 Spots	1	1	1	1	2	-	-
7-11 Spots	1	1	1	1	2	1,2,3,4,5	-
12 Spots	1	1	1	1	2	2	4
13 Spots	1	1	1	1	2	3	4
14 Spots	1	1	1	1	2	4	4
15 Spots	1	1	1	1	2	5	4

* If the Event is giving 2 Excellence Awards, simply add 1 to the Spot Level for the additional Excellence Award, in which case there would be a Middle School Excellence Award and High School Excellence Award given.

** Priority is given to Awards listed in order, starting with Innovate and ending with Create.

Team Registration and Deadlines to the Event Region’s Championship

- Teams are permitted to register for only one (1) Championship event in their Event Region leading up to the World Championship.
Note 1: This does not include Signature Events.
Note 2: If a region has both an In-Person and a Remote Championship and a team has qualified to both, the team may only register for one or the other, but not both.
- Teams are not permitted to register for any Event Region’s Championship outside of their Event Region.
- Teams that qualify for the Championship event, on or before, **January 31, 2022**, will have two weeks to register and pay by credit card, check or PO for the Championship event.
- Teams that qualify on or after **February 1, 2022**, (or qualified for a Championship event that is less than three weeks away) will have one week to register and pay by credit card, check or PO for the Championship event.

Events that qualify teams to VEX Worlds

Official Events that qualify teams to VEX Worlds are typically Event Regional Championships and Signature Events and must follow the same spot hierarchy found in the tables above along with the additional criteria below.

- These events must offer Judging Awards and give all teams the opportunity to be interviewed.
- These events must offer the Robot Skills Challenge to all teams.

Remote VEX Worlds Qualification

This section describes how teams will qualify to the Remote VEX World Championship.

A qualification to Remote VEX Worlds is different than a qualification to In-Person VEX Worlds. Teams should pay close attention to the separate qualification requirements.

Teams can be invited to the Remote VEX Worlds from their In-Person VEX Worlds qualification as described in this section. Qualification to the In-Person VEX Worlds does not give teams automatic qualification to the Remote VEX Worlds. Please pay close attention to the requirements so that you can fulfill those requirements by their deadlines.

Spots to Remote VEX Worlds from LRT Event Regional Championships

Event regions who host LRT Event Regional Championships are eligible to give spots to teams that participate in the LRT Event Regional Championship using the following guidelines.

1. LRT Event Regional Championships should only be used in event regions that require a remote option.
2. Teams should qualify into the LRT Event Regional Championship similarly to how they would qualify for the Event Region's In-Person Championship, and the Remote Regional Championship should not be used solely to increase the capacity of an Event Regional Championship. The REC Foundation Engagement Manager is responsible for approving these events and deciding where they are needed.
3. The number of spots given to a Remote Regional Championship will be proportional to the number of teams in the Event Region compared to other regions who also have a Remote Regional Championship option.
4. The REC Foundation will determine the number of spots given to Remote Event Regional Championships in March, which may occur after the Event Regional Championship has taken place.

Invitations to Remote VEX Worlds from all Event Regions

Invitations to the Remote VEX Worlds have limited availability. The REC Foundation reserves the right to prioritize teams based on travel and health and safety restrictions. Preference will be given based on the proportion of team/region count. The REC Foundation reserves the right to select the final invitations based on needs, availability, and team performance on the LRT Standings.

To be invited to the Remote VEX Worlds teams must have satisfied all the following criteria. Not all teams who satisfy the criteria may be invited, although the REC Foundation will make substantial effort to invite all teams.

1. Teams must have qualified to the 2022 In-Person VEX Worlds.
2. Teams may not be registered to the 2022 In-Person VEX Worlds.
3. Teams must be listed on the Official LRT Standings as of **March 27, 2022**.

Teams who have been selected will be invited to the Remote VEX Worlds on **March 29, 2022**.

Team Registration and Deadlines to Remote VEX Worlds

1. Teams must register and pay for the Remote VEX Worlds by **April 6, 2022**.
2. VEX Robotics World Championship registration cancellations must be received by 5:00 PM, CT on April 6, 2022, in order to receive a full refund. All cancellations must be emailed to support@robotevents.com with the team number and the contact information for the team. Teams that cancel after 5:00 PM, CT on April 6, 2022, will not receive a refund for their registration fee.

Note: Payments can be made by credit card, check or PO. Checks and PO's must be received by the deadline.

In-Person VEX Worlds Qualification

This section describes how teams will qualify to the In-Person VEX Worlds.

Once a spot is awarded to a team, that spot has been exhausted. If that team qualifies again, they do not take an additional spot and that spot will need to be re-issued by the REC Foundation Manager as described in the sections below.

When a team qualifies, it is that team (i.e., Team number) that will be invited to VEX Worlds, not the students on the team. If students move up to the next grade level or program or if they join another team, they will not bring that qualification with them and will need to qualify their new team for VEX Worlds from one of the below criteria. If a spot is won from the previous season, then the base number is what qualifies in the same grade level and program as the team that one, but it will be up to the coach as to which team from that organization should be advanced the spot e.g., if the VIQC Elementary School team 0000A won Excellence from VEX Worlds 2021, the coach can select any 0000 Elementary School team to be invited to VEX Worlds 2022, such as 0000Z, but not one of their Middle School teams. The coach must tell the REC Foundation Manager which team the spot goes to by **December 1, 2021**, if the coach has not selected a specific team by this date, the spot will go to the same team number and letter that qualified initially.

Spots to In-Person VEX Worlds 2022 from VEX Worlds 2021

These spots have already been won and teams will be invited to register to VEX Worlds 2022 when the VEX World registration page opens on RobotEvents.com

1. **All Excellence Award winners** – The VEX Worlds 2021 award winners from each division according to grade level.
2. **All Teamwork Challenge World Champions** – The two (2) teams on each winning alliance from each grade level from the VEX IQ Challenge at VEX Worlds 2021.
3. **All VRC World Champions** – The two (2) teams on each winning alliance from each grade level from the VEX Robotics Competition at VEX Worlds 2021.
4. **All Teamwork Challenge Division Champions** – The two (2) teams on each winning alliance from each division at each grade level from the VEX IQ Challenge at VEX Worlds 2021.
5. **All VRC Division Champions** – The two (2) teams on each winning alliance from each division at each grade level from the VEX Robotics Competition at VEX Worlds 2021.
6. **Top 10 Robot Skills Champions** – The teams with the top 10 skills scores from each grade level at VEX Worlds 2021.

Note: If a team double qualifies by winning multiple spots from one or more of the above criteria, that spot is not given to another team.

Spots to In-Person VEX Worlds from Event Regions

The Spot Level chart found in the above section is used to show which awards at a Championship event will qualify for the 2022 VEX Robotics World Championship based on how many spots the region has been allocated. VEX Worlds spots are allocated to an Event Region based on the following:

1. At least one team from that Event Region must register and pay on RobotEvents.com by **January 1, 2022**, for that Event Region to receive a spot.
2. The number of spots that each Event Region receives is based on the number of registered and paid teams in that Event Region from the previous two seasons, using the higher of the two season team counts.
3. By **January 19, 2022**, additional spots will be allocated to Event Regions that have higher-than-average growth to re-balance spot levels due to these additional teams. Teams added after **January 1, 2022**, will not be considered in this re-balancing allocation of spots.

4. World Championship spots are calculated by program and grade level separately and allocated separately, i.e., the number of VRC middle school teams has no influence on the number of spots that Event Region would get for VIQC elementary school.
5. When an Event Region is hosting a Championship event, all the Event Region's spots must be given to that Championship event if possible. If the Event Region is hosting multiple Championships, then the spots must be divided among the Championships according to the percentage of teams from the Event Region that Championship serves. If there is a percentage of teams from the Event Region that are unable to attend the Championship event(s) through no fault of their own (e.g.: Covid-19 restrictions, day-of-the-event weather and/or travel restrictions), the REC Foundation Manager will assess the number of spots to be withheld from the Championship event(s) and those withheld spots will be given out using the Worlds Skills Standings.
6. Event Regions that have only one assigned VIQC Elementary School World Championship spot should give that qualifying spot to the Elementary School Excellence Award winning team at a blended VIQC Championship event in that Event Region.
7. Event Regions that have only one assigned VRC Middle School World Championship spot should give that qualifying spot to the Middle School Excellence Award winning team at a blended VRC Championship event in that Event Region.
8. Regions that have more than one assigned VIQC Elementary School World Championship spot should make every attempt to hold a separate grade level VIQC Championship event. If the only option is to host a blended event, the elementary school spots can only go to elementary school teams. The middle school spots can be won by middle school or elementary school teams. Likewise, regions that have more than one assigned VRC Middle School World Championship spot should make every attempt to hold a separate grade level VRC Championship event. If the only option is to host a blended event, the middle school spots can only go to middle school teams. The high school spots can be won by high school or middle school teams.
 - a. For blended events, the lower grade level's spots will be protected by not assigning the spots to awards that could be won by the upper grade level teams. This is done by using the upper grade level's spot level plus a second Excellence Award.
 - b. The balance of remaining spots will be awarded as described below.
9. The Event Region's spots will not count as being awarded if the following is to occur.
 - a. Spots are protected in a blended event as described above.
 - b. Spots are unable to be given at the Event Region's Championship(s).
 - c. Any spot that would go to a team who is already qualified to VEX Worlds prior to winning this spot, e.g., a spot that would go to a team who has already qualified to VEX Worlds, or a team who wins multiple spots at the Championship.
10. Event Region's spots that have not been awarded are not lost. These remaining spots will be awarded using the following process.
 - a. The REC Foundation Manager will assess how many spots are remaining in each program and grade level after the conclusion of the Event Region's Championship(s).
 - b. The World Robot Skills Standings will be sorted by Event Region, program, and grade level once the last Championship event has uploaded Skills results to RobotEvents.com.
Note: No scores earned after the last Championship event will be considered.
 - c. The highest, non-qualified team(s) on the World Robot Skills Standings, after being sorted in part b, will qualify to VEX Worlds until all remaining spots have been awarded.
 - d. Steps b and c are repeated for all programs and grade levels that have remaining spots until all spots have been awarded.
11. If an Event Region does not host a Championship event, all spots from that region will be awarded from the World Robot Skills Standings by March 14, 2022, after all official events up to and including those on March 13, 2022, have been finalized and posted. Teams that do not have an official Robot Skills Score will not be eligible to receive one of these spots even if they are the only team from that Event Region.

Note: Please contact your REC Foundation Manager for additional information regarding qualifying events, qualifying spots, growth considerations, and any other questions.

Spots to In-Person VEX Worlds from Signature Events

Signature Events are highly produced events that give teams an opportunity to compete with other teams from different regions and abilities. These events can be found on RobotEvents.com using the **Level Class** filter for Signature Events. Not all Signature Events qualify teams to VEX Worlds, due to some being after the qualification deadline.

1. Event Partners must fill out an application to host a Signature Event each season. The deadline for submission for the 2021-2022 season is **October 1, 2021**.
2. Signature Event spots to the VEX World Championship do not come from any region and are counted separately, i.e., Spots given to Signature Events do not decrease the number of spots that Event Region is allocated. These spots are in addition to the Event Region's allocation of spots.
3. Spots are allocated to Signature Events based on multiple factors. Teams should look at the Awards tab on the event listing on RobotEvents.com to see how many spots each Signature Event has been allocated.
4. Signature Events held after February 28, 2022, are not given any spots to VEX Worlds 2022.
5. If the team that wins a spot at a Signature Event is already qualified, or wins multiple spots at the Signature Event, those spots will be filled by the team(s) with the highest Robot Skills score at that Signature Event at the end of the event.

Team Registration and Deadlines to In-Person VEX Worlds

1. The following occurs when teams that win a spot to VEX Worlds and choose not to register by the deadline.
 - a. The team MAY NOT transfer that spot to another team of their choosing.
 - b. In regions outside of the United States, the spot will go to another team from that region based on the criteria set forth by that region, typically the team with the highest Robot Skills score from that region.
 - c. In the United States, the spot level allocations have been inflated to account for the teams that win spots but cannot attend. Therefore, the spot is not awarded to another team.
2. Teams that qualify on or before **January 31, 2022**, must be registered and paid by **March 1, 2022**.
3. Teams that qualify from **February 1, 2022**, to **February 28, 2022**, will have four (4) weeks to register or by **March 21, 2022**, whichever comes first. Teams must have their registrations paid by **April 6, 2022**.
4. Teams that qualify on or after **March 1, 2022**, will have three (3) weeks to register or by **March 28, 2022**, whichever comes first. Teams must have their registrations paid by **April 6, 2022**.
5. VEX Robotics World Championship registration cancellations must be received by 5:00 PM, CT on April 6, 2022, in order to receive a full refund. All cancellations must be emailed to support@robotevents.com with the team number and the contact information for the team. Teams that cancel after 5:00 PM, CT on April 6, 2022, will not receive a refund for their registration fee.

Note: Payments can be made by credit card, check or PO. Checks and PO's must be received by the deadline.

VEW WORLDS SPOT ALLOCATIONS TO EACH EVENT REGION

Below are the updated VEX Worlds spot allocations for each Event Region. These allocations are based on the percentage of registered teams in each Event Region over the last few seasons compared to total number of teams in the world in those same seasons and then updated by adding additional spots based on the number of teams this season as of January 1.

We will re-allocate spots from Event Regions that are unable to attend the In-Person VEX Worlds as we find out about them. Check back before your Regional Championship to see if additional spots have been allocated.

VIQC Spot Allocations

Event Region	VIQC Elementary	VIQC Middle School	Event Region	VIQC Elementary	VIQC Middle School
Andorra	1	1	United States - Alabama	21	29
Australia	10	15	United States - Arizona	9	13
Canada - British Columbia (BC)	4	3	United States - Arkansas	8	16
Canada - Ontario/Quebec	4	8	United States - California - North	8	14
China	100	48	United States - California - South	25	23
Colombia	3	6	United States - Colorado	12	9
Ecuador	1	3	United States - Connecticut	4	9
Egypt	3	3	United States - Delmarva	4	1
Finland	3	3	United States - District of Columbia	4	4
Germany	1	4	United States - Florida - North/Central	16	27
Hong Kong	5	7	United States - Florida - South	12	21
Ireland	16	6	United States - Georgia	9	20
Ivory Coast	0	1	United States - Hawaii	9	10
Japan	3	3	United States - Idaho	1	3
Kazakhstan	1	1	United States - Illinois	4	4
Macau	1	1	United States - Indiana	69	66
Mexico	3	4	United States - Iowa	7	13
Morocco	1	3	United States - Kansas	5	4
New Zealand	4	7	United States - Kentucky	7	5

Event Region	VIQC Elementary	VIQC Middle School	Event Region	VIQC Elementary	VIQC Middle School
Paraguay	3	3	United States - Louisiana	10	5
Russia	3	6	United States - Maryland	5	14
Sierra Leone	0	1	United States - Michigan	19	21
Singapore	0	1	United States - Minnesota	8	7
Slovakia	0	1	United States - Mississippi	7	7
Slovenia	0	1	United States - Missouri	4	4
South Africa	1	0	United States - Montana	1	1
South Korea	3	3	United States - Nebraska	4	4
Spain	1	1	United States - Nevada	8	14
Taiwan	4	6	United States - New Hampshire/Vermont	4	7
Thailand	3	3	United States - New Jersey	5	9
Turkey	3	8	United States - New Mexico	4	4
United Arab Emirates	3	0	United States - New York-North	3	7
United Kingdom	5	20	United States - New York-South	3	8
Uzbekistan	0	1	United States - North Carolina	7	8
			United States - North Dakota	4	4
			United States - Ohio	9	13
			United States - Oklahoma	4	10
			United States - Oregon	4	5
			United States - Pennsylvania - East	4	7
			United States - Pennsylvania - West	4	5
			United States - South Carolina	4	12
			United States - South Dakota	4	5

Event Region	VIQC Elementary	VIQC Middle School	Event Region	VIQC Elementary	VIQC Middle School
			United States - Southern New England	4	5
			United States - Tennessee	5	23
			United States - Texas - Region 1	8	9
			United States - Texas - Region 2	23	24
			United States - Texas - Region 3	13	12
			United States - Texas - Region 4	12	12
			United States - Utah	20	16
			United States - Virginia	5	8
			United States - Washington	7	19
			United States - West Virginia	9	8
			United States - Wisconsin	7	14
			United States - Wyoming	4	4

VRC Spot Allocations

Event Region	VRC Middle School	VRC High School	Event Region	VRC Middle School	VRC High School
Andorra	0	1	United States - Alabama	5	16
Australia	6	6	United States - Arizona	7	12
Bangladesh	0	1	United States - Arkansas	10	16
Canada - Alberta/Saskatchewan	1	5	United States - California - North	12	19
Canada - British Columbia (BC)	6	10	United States - California - South	24	31
Canada - Ontario	3	15	United States - Colorado	11	7
Canada - Quebec	3	3	United States - Delmarva	4	5
Canada - Vancouver Island (BC)	1	4	United States - District of Columbia	0	4
Chile	0	1	United States - Florida - North/Central	5	11
China	30	19	United States - Florida - South	5	15
Colombia	1	3	United States - Georgia	7	18
Egypt	0	1	United States - Hawaii	4	7
Finland	0	1	United States - Idaho	5	7
Germany	1	1	United States - Illinois	8	17
Hong Kong	3	3	United States - Indiana	7	22
Ireland	4	6	United States - Iowa	4	5
Japan	1	3	United States - Kansas	10	9
Kazakhstan	1	1	United States - Kentucky	7	10
Macau	1	1	United States - Louisiana	7	8
Malaysia	0	1	United States - Maine	4	7
Mexico	0	5	United States - Maryland	7	11
Morocco	0	1	United States - Michigan	23	28
New Zealand	1	7	United States - Minnesota	14	14
Nigeria	0	1	United States - Mississippi	8	7
Philippines	0	1	United States - Missouri	9	7

Event Region	VRC Middle School	VRC High School	Event Region	VRC Middle School	VRC High School
Puerto Rico	3	3	United States - Montana	1	1
Singapore	1	3	United States - Nebraska	7	12
Slovakia	0	1	United States - Nevada	7	9
South Korea	1	4	United States - New Hampshire/Vermont	1	7
Spain	1	3	United States - New Jersey	1	10
Switzerland	0	1	United States - New Mexico	4	5
Taiwan	3	6	United States - New York-North	3	10
Thailand	1	3	United States - New York-South	4	12
Turkey	0	4	United States - North Carolina	4	7
United Arab Emirates	0	4	United States - North Dakota	1	4
United Kingdom	6	9	United States - Ohio	19	28
Vietnam	0	1	United States - Oklahoma	7	7
			United States - Oregon	5	11
			United States - Pennsylvania - East	7	16
			United States - Pennsylvania - West	1	9
			United States - South Carolina	14	10
			United States - South Dakota	1	5
			United States - Southern New England	8	25
			United States - Tennessee	9	15
			United States - Texas - Region 1	1	8
			United States - Texas - Region 2	14	35
			United States - Texas - Region 3	10	24
			United States - Texas - Region 4	7	11
			United States - Utah	4	7
			United States - Virginia	16	14
			United States - Washington	7	12

Event Region	VRC Middle School	VRC High School	Event Region	VRC Middle School	VRC High School
			United States - West Virginia	9	8
			United States - Wisconsin	5	12
			United States - Wyoming	1	3

VEX U Spot Allocations

Event Region	VEX U	Event Region	VEX U
Australia	2	New Zealand	1
Canada	5	Saudi Arabia	1
China	5	South Korea	1
Colombia	4	Spain	2
India	1	United States	37
Mexico	10		