

2024-2025 V5RC GAME



Scoring

Autonomous Bonus	6 points
Each Ring Scored on a Stake	1 point
Each Top Ring on a Stake	3 points
Climb - Level 1	3 points
Climb - Level 2	6 points
Climb - Level 3	12 points

Each Ring Scored on a Mobile Goal that has been Placed in a Corner - **See the Game Manual.**

Ring Scored on the High Stake - **See the Game Manual.**

The Robotics Education & Competition Foundation sparks interest in science, technology, engineering and math (STEM) by engaging students in hands-on, sustainable, and affordable curriculum-based robotics programs.

Online Game Resources

STUDENTS

Game Overview

Learn all about High Stakes
(v5rc.recf.org)

REC Library & VEX Library

Robot builds, coding, competition, and more
(students.vex.com)

VEX Forum

Chat and collaborate with VEX Community
(vexforum.com)

VEX via

Follow the progress and results of the VEX competition season with match lists, match results, and more. Download from Google Play or the iOS App Store.

COACHES

REC Library

Learn more about being a mentor
advocate for V5RC teams (coaches.vex.com)

VEX PD+

An on-demand streaming and learning platform,
from in classroom and competitive robotics experts
(pd.vex.com)

VEX Educators Conference

Learn from the VEX Experts and connect with
other educators as you explore best practices
in STEM education (conference.vex.com)



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