

Presentation Outline

Four Sections



Becoming an Event Partner
Getting started



Before Your EventPlanning for success



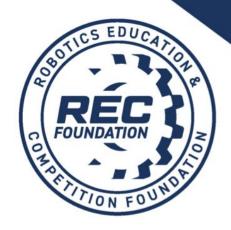
During Your EventTroubleshooting event issues



After Your EventDebrief and plan for next time

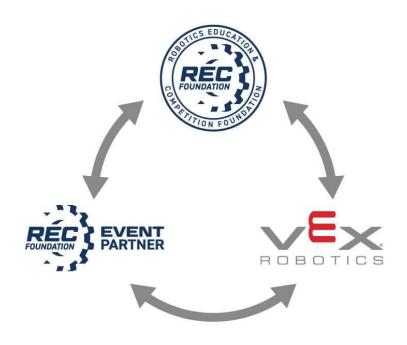








EP Resources: Becoming an Event Partner



Who is the Event Partner (EP)?

The Event Partner (EP) acts as the coordinator of a planning team that organizes REC Foundation program events, whether they are tournaments, leagues, scrimmages, and/or workshops. The EP is the leader who acts as the liaison between the REC Foundation and the planning team that runs an event.

The EP agrees to uphold:

- Commitment to Event Excellence
- Qualifying Criteria
- Code of Conduct & Student Centered Policy
- All game rules and regulations



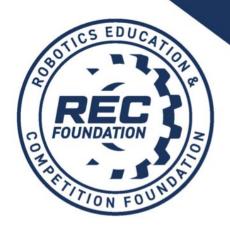


Becoming an Event Partner

Where to Start

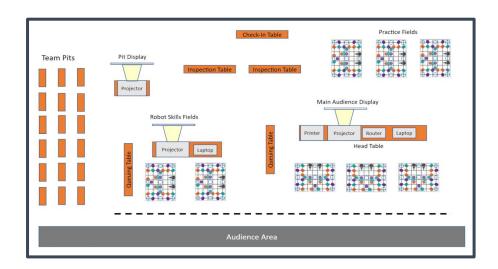
- Read the EP Guide
- Take the <u>EP Certification Course</u>
- Discuss with <u>your Event Engagement Manager (EEM)</u>
 - What kind of event do you want to run, and when?
 - What equipment do you have / need?
 - What volunteers can you recruit?
- Create a draft budget
 - Your registration costs should cover the costs to run the event and help sustain your program
 - EPs also receive a discounted trophy pack for their first event, and potentially other discounts for products that support their event.

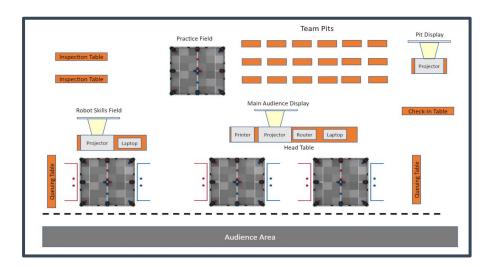






EP Resources: Before your Event



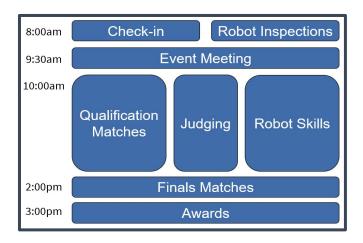


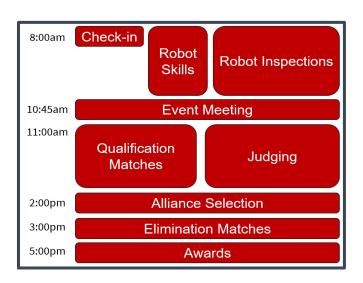
Before your Event

Planning for Success

- All events must be approved by an EEM
 - Your EEM will need to enable your RobotEvents account to have EP access to post events.
 - EEMs help EPs plan around other events in the region to avoid conflicts
- Follow the <u>Event Planning Checklist</u>
- Create a planning team to divide the workload and carry out decisions.
- Use REC Foundation <u>PR & Media templates</u> to promote your event to the community







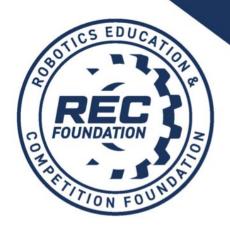
Before your Event

Planning for Success

- Work with your EEM:
 - EPs in a region often help each other by sharing resources
 - Both equipment resources as well as volunteers
- Gain experience shadowing or assisting an EP at an earlier event
- Use <u>Tournament Manager</u> to create a template for your event
 - This will inform your event agenda and help you figure out equipment needs
- Create a "Run of Show" including any guest speakers, opening/closing ceremonies, etc.









EP Resources: During your Event



During your Event

Troubleshooting Event Issues

- An EEM or ESS (Event Support Specialist) often attends events (this will need to be arranged in advance).
 - They are there to help troubleshoot issues and procedures - not to replace the EP or key volunteers.
- If not present, your EEM is still only a phone call away to help solve issues or answer questions.
 - It is better to double check when in doubt your EEM is a great resource to bring an outside perspective on a problem.
 - Sometimes just talking through a problem with someone helps to clarify a solution.



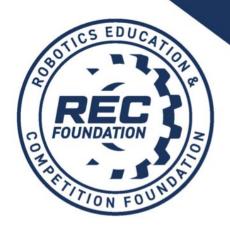


During your Event

Troubleshooting Event Issues

- Planning ahead will solve many potential issues before they become problems during your event.
- A volunteer coordinator is helpful to assist with managing event staff (particularly for larger events).
- It is important to be flexible unforeseen questions or issues often arise and need to be accommodated.
- The Game Manual includes rules such as G1 and G2 to guide event expectations and team behaviors.







EP Resources: After your Event

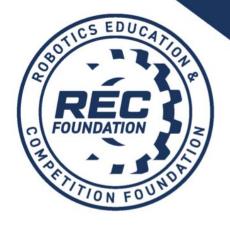


After your Event

Planning for the future

- In many instances EEMs will have a debrief with EPs
 - What went well, what can be improved?
- EPs are encouraged to volunteer at other events.
 - Build local relationships and learn best practices.
- Volunteer at the VEX World Championship.
 - Local volunteers learn best practices and gain experience at the World Championship - and can bring what they have learned back to your region for next season.







QUESTIONS?

Please type in chat or message staff directly

THANK YOU

