Q&A

VRC 2022-2023: Spin Up

Tagged: Robot Skills Challenge

Welcome to the official VEX Robotics Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official VRC Spin Up rules clarifications, and the clarifications made here from the Game Design Committee (GDC) are considered as official and binding as the written Game Manual itself.

Please review the Q&A Usage Guidelines before posting. This system is only intended for specific VRC Spin Up rules questions.

- For event, registration, or other competition support questions, please contact your REC Foundation Manager.
- For VEX technical support, contact support@vex.com or sales@vex.com.
- For game questions, suggestions, or concerns outside of specific and official rules questions, contact GDC@vex.com.

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Skills utilization of alliance towers

20-Jan-2020
Robot Skills Challenge Scoring Towers

QA 365 asked if both alliance towers may be used. The answer given just repeated the rules. To be more specific, RSC1.c states that robots may utilize **either** alliance tower. In Tournament Manager, skills scores are allowed to have 7 towers, indicating that **both** towers were used. Which is the correct interpretation? How many towers are allowed to be utilized by a team during a skills run?

< RSC1 > In Robot Skills Matches, all Goal Zones and Alliance Towers considered to be the same color for the purposes of any Alliance-specific rules or definitions.

a. Robots may start on either side of the field, as long as they fulfill the constraints set forth in <SG1> and <G7> for the chosen Alliance's side.

b. Robots may Score Cubes in any color of Goal Zone for points.

c. Robots may utilize either Alliance Tower for Placing Cubes.

> **Answered by committee**
>
> Another way to interpret the intention of the word "either" would be to reference the opening sentence of RSC1, as quoted:
>
> > In Robot Skills Matches, all Goal Zones and Alliance Towers considered to be the same color for the purposes of any Alliance-specific rules or definitions.
>
> The Alliance Towers are both the "same" color. Therefore, there is no "opposing Alliance Tower" as referenced in SG3. Therefore, Robots are permitted to interact with either Alliance Tower (or both, or neither) at any point during the Match.

Further Clarification of Alliance Station in Skills Challenge

18-Dec-2019
Robot Skills Challenge

I see https://www.robotevents.com/VRC/2019-2020/QA/408 where it was ruled that "Drive Team Members may utilize either Alliance Station during a Robot Skills Match, regardless of which side their Robot starts on."

It is very clear that Drive Team Members may place their robot on the blue side and stand in the red drivers station (and vice versa).

My question is can Drive Teams utilize **both** Alliance drivers stations during a Robot Skills Match? Ex. Can they have two Drive Team Members in the red alliance station and one Drive Team Member in the blue alliance station? Or should all Drive Team Members pick one of the alliance stations to stand?

> **Answered by committee**
>
> > Can they have two Drive Team Members in the red alliance station and one Drive Team Member in the blue alliance station?
>
> This would be fine, provided that G8 is kept in mind.

> <G8> Controllers must stay connected to the field towers. Prior to the beginning of each Match, Drive Team Members must plug their VEXnet Joystick or V5 Controller into the VEXnet Field Controller's Cat-5 cable via their controller's competition port. This cable must remain plugged in for the duration of the Match, and may not be removed until the "all-clear" has been given for Drive Team Members to retrieve their Robots.

Skills - Field Set up

12-Dec-2019
Robot Skills Challenge

Since all cubes count the same for scoring purposes, does the skills field need to be set up with cube colors in the "correct" location?

> **Answered by committee**
>
> Per the Skills Challenge Appendix:
>
> > The playing field will be set up exactly the same as a normal VEX Robotics Competition Tower Takeover Match.
>
> Therefore, yes, the playing field should be set up with Cubes in their "correct" locations for all Skills Matches.

Skills standings

11-Nov-2019
Robot Skills Challenge

how does the ranking work for teams with the same score? what are the tie breaker protocol?

> **Answered by committee**
>
> > how does the ranking work for teams with the same score? what are the tie breaker protocol?
>
> Robot Skills Challenge tiebreakers within a given event are explained in the VRC Tower Takeover Robot Skills Challenge Appendix, under the section titled "Robot Skills Challenge Ranking".
>
> > • In the case where two Teams are tied for the highest score, the tie will be broken by looking at both Teams' next highest Programming Skills Matches score. If the Teams remain tied, the tie will be broken by looking at both Teams' next highest Driving Skills Matches score. This process will repeat until the tie is broken.
> >
> > • If the tie cannot be broken (i.e. both Teams have the exact same scores for each Programming Skills Matches and Driving Skills Matches), then the following ordered criteria will be used to determine which Team had the "best" Programming Skills Matches.
> >
> > 1. Number of Placed Cubes.

2. Number of Scored Cubes.

• If the tie still cannot be broken, the same process in the step above will be applied to the Teams' best Driving Skills Match.

• If the tie still isn't broken, events may choose to allow Teams to have one more deciding Driving Skills Matches, or declare both Teams the Robot Skills Challenge Winner.

(VEXU) Can two robots start on opposite sides of the field in a skills match?

7-Nov-2019
Robot Skills Challenge

<RSC1a> says:

> Robots may start on either side of the field, as long as they fulfill the constraints set forth in <SG1> and <G7> for the chosen Alliance's side.

Appendix E says:

> VEX U Teams are permitted to use both Robots in their Robot Skills Challenge Matches, per <VUG1>, <VUG6>, and <VUR1>.

Given the above rules, is it allowed for the two robots used in a VEXU skills run to start the match on different sides of the field?

If yes, must the drive team members associated with a particular robot be on the same side of the field as that robot? For example, would it be OK for a VEXU team to compete in a skills match with the following combination of robot starting locations and drive team locations:

- One robot starting on each side of the field
- Four drive team members in the red alliance station
- Two drive team members in the blue alliance station

Answered by committee

We apologize for the delayed response to this question.

> Given the above rules, is it allowed for the two robots used in a VEXU skills run to start the match on different sides of the field?

Yes, this is legal.

> If yes, must the drive team members associated with a particular robot be on the same side of the field as that robot?

This similar Q&A will also apply to VEX U; no, there is no requirement for Drive Team Members associated with a given Robot to be in the same Alliance Station as that Robot.

Clarification of Alliance Station in Skills Challenge

7-Nov-2019
Robot Skills Challenge

According to RSC1, robots may start on either side of the field as long as the robot meets the criteria for Starting Position. <RSC1> In Robot Skills Matches, all Goal Zones and Alliance Towers considered to be the same color for the purposes of any Alliance-specific rules or definitions. a. Robots may start on either side of the field, as long as they fulfill the constraints set forth in <SG1> and <G7> for the chosen Alliance's side. However there is no mention about which side the drive team must stand. In the past, if the robot starts on the red side, the drive team stands on the red side and vice versa for blue. Could you please clarify if the drive team must stand in the alliance station that matches the side the robot starts or if the drive team can start on the opposite side from where the robot starts if they so choose. In other words, robot placed on red side but drivers stand in Blue Alliance Station. Thank you.

> **Answered by committee**
>
> Drive Team Members may utilize either Alliance Station during a Robot Skills Match, regardless of which side their Robot starts on.

VEX U Robot skills preload(s)

20-Jul-2019
Robot Skills Challenge

Preloads are not addressed in the VEX U appendix. The following definition of Preload and rule <RSC3> seem to be in contradiction.

> Preload – The Cube, one (1) per Robot, that must be placed on the field such it satisfies the conditions in <SG1> prior to the start of the Match.
>
> <RSC3> Prior to the start of Robot Skills Matches, the Robot must use its one (1) Cube available as a Preload, per <SG1>. The other three (3) Preloads, and the two purple Match Loads, are not used in a Robot Skills Match.

<RSC3> references three cubes, instead of 2, and that it refers to "the" robot, as opposed to "each" robot. The definition of Preload is that there is one per robot.

So, for VEX U skills matches, does each robot get a Preload?

(While I'm here, can you add the robot skills rules and vex u rules to the tags? Thanks!)

> **Answered by committee**
>
> Thank you for bringing this to our attention, and for your well-formatted question with quotes from the relevant portions of the game manual.
>
> Prior to the start of a VEX U Robot Skills Match, each Robot must use its one (1) Cube available as a Preload. The other two (2) Preloads, and the two purple Match Loads, are not used in a VEX U Robot Skills Match.
>
> This will be clarified in the August Game Manual update.

Skills deadlines

18-May-2019
Robot Skills Challenge

on RobotEvents it indicates that season global skills will be closed March 12, 2020:

> 2020-03-12: Season Standings Finalized

Yet, in the VRC Qualifying Criteria it indicates that last Championship events will be no later than March 15, 2020:

> All Championship events within the US must be held no later than March 15, 2020. All Championship events outside of the US must be held no later than March 8, 2020.

Does this mean that skills results at a Championship event held March 13, 14, or 15 will not be considered as part of the season results for multi-qualification for spots to Worlds?

> **Answered by committee**
>
> Thank you for bringing this to our attention. This has been fixed, and the new deadlines listed on RobotEvents.com are:
>
> - 2020-03-02: Qualification for Regional/State Championship
> - 2020-03-16: Season Standings Finalized
>
> As a reminder, per the Q&A Usage Guidelines, non-rule-specific questions such as this can always be directed to GDC@vex.com, support@robotevents.com, or your REC Foundation Regional Support Manager.

Robot skills left over preloads

28-May-2018
Robot Skills Challenge

<RSC2> Prior to the start of each Robot Skills Match, the Robot must use its one (1) Ball available as a Preload. A Ball is considered to be legally preloaded if it is touching the Robot, and is fully within the field perimeter.

What do you do with the other three preloads in a robot skills match?

> **Answered by committee**
>
> In a Robot Skills Match, the Preloads that would have been available for the other 3 robots are not used - that is, there is only one Preload Ball available for the one Robot on the field to use.

Programming Skills: Ending Early

28-Nov-2018
G2 Robot Skills Challenge

The rules state:

> **Programming Skills Match** – A Programming Skills Match consists of a sixty (60) second Autonomous Period. There is no Driver Controlled Period. Teams can elect to end their run early, however this will count as an official run.

A team asked if they were to program their robot to drive over the platforms if they can then request to end the match while they are top. This appears to be allowed by the rules, however isn't really programming. So G2 may apply here:

> **G2** Use common sense. When reading and applying the various rules in this document, please remember that common sense always applies in the VEX Robotics Competition.

Can teams stop early as a strategic advantage (to stay on a platform, avoid descoring a flag, avoid to touch a cap, etc.)? Or should the robot run to completion, and then, only if their completion is shorter than the 60 seconds (most are), they are allowed to end early?

Thanks.

> **Answered by committee**
>
> The verbiage, *"Teams can elect to end their run early*", is intended to give Teams and event staff an option to end a run if a Robot's autonomous routine does not take the full 60 seconds. Usually, this occurs once the Robot has stopped moving.
>
> It is not intended to provide an option for teams to strategically stop the Match and/or disable their Robot while it is still moving. Such a stop would be considered a human input, and would violate the spirit of the Programming Skills Challenge.
>
> Appendix B defines a Programming Skills Match as follows:
>
> > Programming Skills Match – A Programming Skills Match consists of a sixty (60) second Autonomous Period. There is no Driver Controlled Period.
>
> Appendix B also includes the following line:
>
> > Please note that all rules from “The Game” section of the manual apply to the Robot Skills Challenge, unless otherwise specified.
>
> With this in mind, G9 reads as follows:
>
> > <G9> Autonomous means “no humans”. During the Autonomous Period, Drive Team Members are not permitted to interact with the Robot in any way, directly or indirectly. This could include, but is not limited to:
> >
> > • Activating any controls on their VEXnet Joysticks or V5 Controllers.
> >
> > • Unplugging or disconnecting from the field in any way.
> >
> > • Triggering sensors (including the Vision Sensor) in any way, even without touching them.
>
> Just as unplugging from the field would be considered a human interaction per G7, ending a Programming Skills Match early with the intention of stopping a Robot on the Center Platform using the field control's "disable" command would be considered a human interaction.

Picking up a fourth disc after calling for ref to stop skills run

8-Mar-2023
Robot Skills Challenge

<SG7> says, "Possession is limited to three (3) Discs. Robots may not have greater-than-momentary Possession of more than three (3) Discs at once. Robots in Violation of this rule must immediately stop all Robot actions except for attempting to remove the excess Disc(s). A Robot that is in Violation of rule <SG7> and cannot rectify the Violation cannot participate in further gameplay and will not receive points for tiles Covered in the Endgame."

In the definition of Skills Stop Time says "The moment when the Match ends early is defined as the moment when the Robot is “disabled” by the field control system. See the “Skills Stop Time” section for more details."

<RSC7> says, "In Robot Skills Matches, the Endgame period may begin early without penalty if a Robot violates <SG4> or <SG5> prior to the last 10 seconds of the Match."

Scenario and question 1: A robot is doing a programming skills run. They suddenly realize that their robot is going to pick up a 4 disc. They yell "Stop", but it takes the skills ref a short time to disable the robot. In that time, the robot picks up a 4th and 5th disc, thus ending with more than three discs. They do not score with the discs. Does their endgame count.

Scenario and question 2: In the same vain, a team is doing a programming skills run. Their robot picks up a fourth disc, so they yell "stop!". But the disc shots and scores in the time it takes the ref to press the button and disable the robot. Should the programming run be disqualified and receive a score of 0?

Scenario and question 3: Really this is the same question, but during a programming skills run, a robot gets a disc shoved into their intake right as they are trying to turn the roller. They immediately yell stop, but the roller gets turned and is scored by the time the ref has time to disable the run. Should the run be disqualified and receive a score of 0?

Question 4: Do the answers to questions 1 through 3 change whether or not the team has informed the ref or TM operator that they are going to call a stop time?

> **Answered by committee**
>
> As described in the "Skills Stop Time" section in Appendix B of the Spin Up game manual, Teams who intend to stop a Skills Challenge Match early must opt-in by verbally confirming with the scorekeeper referee before the Match. If the Team does not opt in prior to the Match, the scorekeeper referee is not obligated to stop the Match clock at any particular time (regardless of input from the Team) and no Skills Stop Time will be recorded. In all Matches, whether or not a Team has opted into a Skills Stop Time, all actions taken by the Robot before the field is disabled will be subject to Minor and/or Major Violations if rules are broken.
>
> If the event is utilizing a V5 Brain or the TM Mobile app for Skills field control, a Drive Team Member can elect to start and stop the Match. In this situation, all Robot operations will cease when the field is disabled. If neither of these field control methods is available, Teams must prearrange a verbal and visual signal that will be used to end the Match early, and the game manual recommends that the Team give the scorekeeper referee notice that the signal is approaching.

Skills - Driver and Autonomous

21-Feb-2023
Robot Skills Challenge

I am learning that teams use their autonomous during both autonomous and driver skills. Why is this allowed? If it is allowed why even have driver skills? The only difference is that a driver presses the start button vs the judge in charge? There is no justification for this. The whole purpose of the driver skills and autonomous competition is to separate the capabilities. Why else would it be separated? I get the justification of rules but this was not the intent of the competition. If this is allowed something needs to change. Some kids are good at coding and some are good at driving. The separation of the skill sets was and is intentional and is being lost in the interpretation of rules. Please bring clarification and or change to the rules to ensure the true spirit of the skills Auton/driver skills.

> **Answered by committee**
>
> The Q&A platform is intended to be a communication channel for questions such as "is this interpretation of a rule legal?", not a discussion forum for questions such as "I disagree with this rule, can it be explained/changed?"
>
> For general feedback regarding specific events, suggestions, or concerns outside of a specifically unclear rule, please contact GDC@vex.com.

GPS Strip Requirement

7-Nov-2022
Robot Skills Challenge

Hello in Appendix B it states "In Programming Skills Matches, the VEX GPS code strip must be installed on the field.", if no teams are going to be using the GPS sensor for their skills runs is it still required to install the GPS Strip on the old fields?

> **Answered by committee**
>
> As stated in Appendix B and quoted in your question, the VEX GPS strip **must** be installed on the field for all Programming Skills Matches. Even if the Event Partner believes it will not be utilized by any Teams, the GPS strip is required. Teams must always have the option to use GPS in Programming Skills Matches at Qualifying Events.
>
> Event Partners may choose to install the code strip on the field for other types of Matches, but they are not required to do so.

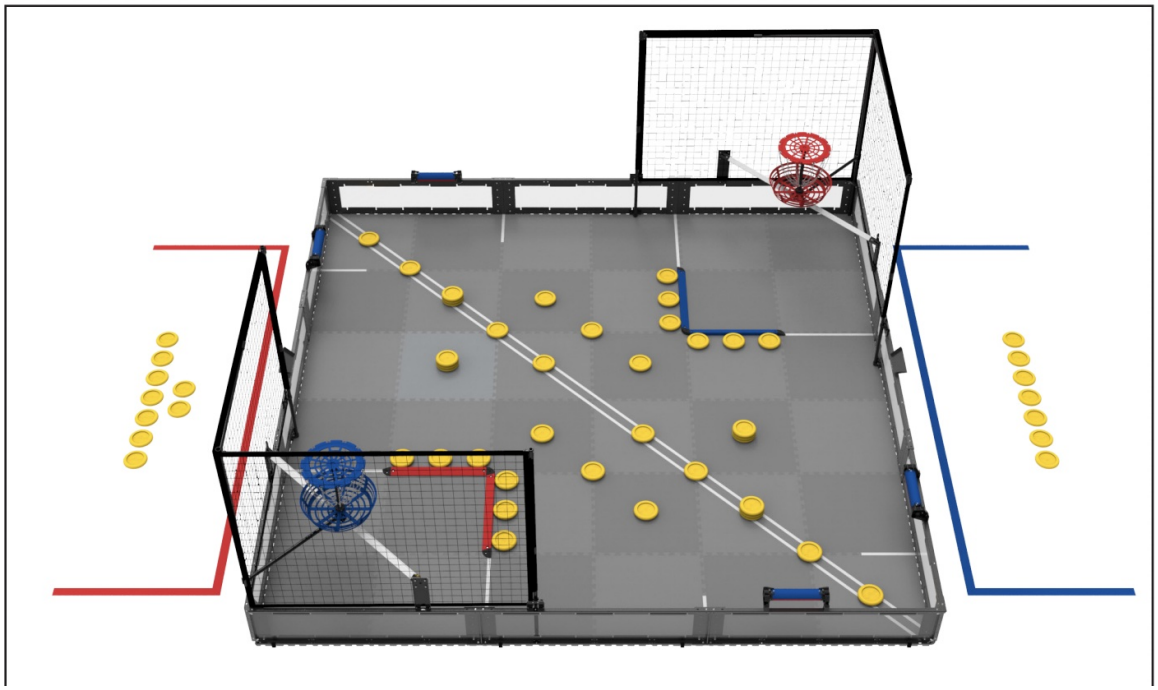
Roller position at the start of skills matches

1-Nov-2022
Robot Skills Challenge

I seek clarification on what the starting position of the rollers should be for robot skills matches as I am getting conflicting answers which could not be resolved by a careful read of the manual or several search attempts on the forum.

From version 2.2 of the Spin Up manual we have the following excerpt:

> The Robot Skills Challenge playing field is set up almost exactly the same as a Head-to-Head VEX Robotics Competition Spin Up Match, with the following modifications:
>
> - In *Programming Skills Matches*, the VEX GPS code strip must be installed on the field.
> - Six (6) of the *Preload Discs* are not used.



The text says "is set up *almost exactly the same* as a Head-to-Head VEX Robotics Competition Spin Up Match, with the following modifications" and only lists two modifications, neither of which has to do with the rollers (the first is about GPS code strip and the second about preloads).

Yet the image shows the rollers in what appears to be a blue-facing-up position which is **not** how they start in a Head-to-Head match.

My inclination is to go with the diagram (blue facing up) because the rollers need to be scored for red in order to count. Yet we know the danger of assuming, especially when so much care has been put into clarifying other details in the manual.

> **Answered by committee**
>
> Thank you for your question, and for pointing out this omission! You are correct; in a Spin Up Driver Skills Match or Programming Skills Match, all rollers start with the blue side up as shown in the image on page B-1 of the Spin Up Game Manual.
>
> This will be included in the next Game Manual update.

Clarification of Skills Rules

23-Oct-2022
Robot Skills Challenge

Hello, I recognize the obviousness of this question but want official validation I can clearly point to. For Skills matches, Though RSC1 states clearly does say "all regular rules apply unless otherwise stated" and there are no rules pertaining to Driver Skills, I have seen multiple instances of referees not recognizing that Driver Skills requires two drivers that switch between 35 sec and 25 sec remaining as a normal teamwork match - it is basically a teamwork match played with only one team. Could you clarify here that this is the case? Thanks.

> **Answered by committee**
>
> Yes; as described in rule <G6>, Drivers must switch controllers midway through the Match, and no Driver shall operate a Robot for more than thirty-five seconds (0:35). This rule applies to both Teamwork and Driver Skills Matches.

SC3 & RSC3 - Low Goals and discs on different colored robots

20-Sep-2022
SC3 Robot Skills Challenge

GDC,

I'd like to get clarification on a potential scoring situation related to a robot in possession of a disc that ends a match inside a low goal for skills.

Rule SC3 states the following with item a. included:

> <SC3> A Disc is considered Scored in the Low Goal for the Alliance corresponding to the color of the adjacent Barrier if it meets the following criteria:
>
> a. Not fully supported by a Robot of the same color Alliance as the Low Goal.

`This implies that if the robot in figure 15 was Red instead of blue that disc H would count as sc`

Rule RSC3 states the following:

> <RSC3> In Robot Skills Matches, Teams play as if they are on a “neutral” Alliance. Robots may freely move about the field, utilize any Loader, score in any Goal, and manipulate any Roller.

And the Robot Skills Challenge Scoring states:

> A Team’s score at the end of a Robot Skills Match is calculated by combining the scores that would have been awarded to the red and blue Alliances. For example, all Discs that end the Match in either High Goal are worth 5 points each, regardless of which side of the Field the Robot starts on.

If a Robot on a skills run ends a match in a low goal while holding a disc as shown in figure 15 H, how is it scored?
It seems like the skills robot being neutral (per RSC3) makes it a different color than the color of the low goal (per SC3), so the disc should be scored, whichever low goal the robot is in.

Thank you for your time and consideration.

> **Answered by committee**
>
> **The final paragraph of this answer has been revised for clarity and accuracy.**
>
> This has been addressed in the October 4, 2022 Game Manual Update.
>
> High and Low Goals should both be considered on the same "neutral" Alliance as the Robot in question. The only scoring locations that are color-specific are the Rollers, as noted in RSC5.
>
> Therefore, a Robot in either Low Goal is considered "in the same color Alliance as the Low Goal", and any Discs they are **fully supporting** should not be considered Scored.

Skills Stop Time and the Endgame

7-Sep-2022
Robot Skills Challenge

Hello, The definition of the Endgame states:

> The final 10 seconds of the Match.

The game manual has this to say about the Skills Stop Time in Robot Skills matches:

> The time remaining in a Robot Skills Match when a Team ends the Match early.

Given that the Endgame takes place only in the last 10 seconds of the match, teams are unable to expand to cover large numbers of tiles until the last 10 seconds of the match. This means that for teams competing in the skills challenge who have scored as many discs as possible before this point will have to wait on the field until the last 10 seconds of the match in order to deploy their endgame mechanisms and trigger the skills stop time. This has the effect of artificially restricting the skills stop time to 10 or fewer seconds in the vast majority of instances. Is this the intended effect of these rules?

> **Answered by committee**
>
> Please see RSC7, which was added in the October 4 Game Manual Update.
>
> > <RSC7> In Robot Skills Matches, the Endgame period may begin early if a Robot violates SG4 or SG5 prior to the last 10 seconds of the Match (i.e. if they expand beyond the standard allowable limits, either intentionally or unintentionally).

Violation for Possession of 4+ Discs in Skills

29-Jul-2022
SG7 Robot Skills Challenge

> <SG7> Possession is limited to three (3) Discs. Robots may not have greater-than-momentary Possession of more than three (3) Discs at once. Robots in Violation of this rule must immediately stop all Robot actions except for attempting to remove the excess Disc(s).

We have two questions regarding how <SG7> will be enforced in skills runs:

1. Penalties - Assuming a robot possesses a fourth disk in a skills driver run and the driver does not attempt to remove said disk until his or her robot is lined up to score in a goal, are they in violation of <SG7>? If so, is how will the team be penalized for the violation?
2. Autonomous Penalties - If, during the skills autonomous period, a robot unintentionally possesses more than three disks and waits until it was lined in to score in a goal before removing any excess disks, is the robot's respective team in violation of <SG7>? If so, how will the team be penalized for the violation?

Answered by committee

This reponse has been updated to reflect changes to SG7 in the November 1 Game Manual Update.

Please also consider the "red box" in rule SG7, partially quoted here for reference:

> Other than a situation involving a blatantly intentional Violation of <G14>, any Robot which is in Possession of more than three Discs is in Violation of this rule, regardless of intent, circumstance, or context.

As well as the Violation Notes for rule SG7, partially quoted here for reference:

> Egregious Violations, such as continuing to play other portions of the Game (e.g., Rollers or Endgame) without attempting to remove excess Discs for the majority of the Match, or "accidentally" Possessing an egregious amount of Discs, may also be considered Major Violations at the Head Referee's discretion.

The use of the term "egregious" is intended to imply that a Violation does not need to be Match Affecting in order to be considered a Major Violation. Therefore, an egregious Violation during a Robot Skills Challenge Match could still be considered a Major Violation.

With that in mind, regarding your specific questions:

> Assuming a robot possesses a fourth disk in a skills driver run and the driver does not attempt to remove said disk until his or her robot is lined up to score in a goal, are they in violation of <SG7>

Yes, as this describes a Robot which has continued to the play the game, and did not immediately stop all actions and remove the fourth Disc. **A Robot that does not succeed in removing excess Discs during the Match cannot continue to play other portions of the game, as described in the 2nd violation note of rule <SG7>. A Robot that is in violation of rule <SG7> cannot participate in further gameplay and will not receive points for tiles Covered in the Endgame. If a Robot successfully removes the excess Discs, they may resume playing other portions of the game.**

> If so, is how will the team be penalized for the violation?

If the Head Referee determines that the Violation was egregious, then it would be considered a Major Violation, and therefore a Disqualification.

> If, during the skills autonomous period, a robot unintentionally possesses more than three disks and waits until it was lined in to score in a goal before removing any excess disks, is the robot's respective team in violation of <SG7>? If so, is how will the team be penalized for the violation?

The answer to this is the same as above. G11, quoted below and partially bolded for emphasis, states that Teams are still responsible for the actions of their Robots during the Autonomous Period (or the Programming Skills Challenge).

> <G11> **All rules still apply in the Autonomous Period. Teams are responsible for the actions of their Robots at all times, including during the Autonomous Period.** Any Violations committed during the Autonomous Period that affect the outcome of the Autonomous Bonus - whether they are Match Affecting or not - will result in the Autonomous Bonus being automatically awarded to the opposing Alliance. If both Alliances commit Violations during the Autonomous Period that would have affected the outcome of the Autonomous Bonus, then no Autonomous Bonus will be awarded.

Can match loads be used in programming skills?

8-Jun-2022
SG6 Robot Skills Challenge

RSC2 states:

> The Team may utilize fourteen (14) Match Load Discs, within the guidelines set forth by SG6.

SG6a states:

> a. Match Load Discs may only be introduced once the Driver Controlled Period has begun.
>
> i. During the Autonomous Period, and during the time between the Autonomous and Driver Controlled Period, Match Load Discs may not cross the plane of the field perimeter.

"Programming Skills Match" is defined as follows:

> Programming Skills Match - A Programming Skills Match consists of a sixty-second (1:00) Autonomous Period. There is no Driver Controlled Period. Teams can elect to end a Programming Skills Match early if they wish to record a Skills Stop Time.

Since a programming skills match consists only of an autonomous period with no driver controlled period, does this mean match load discs cannot be used during a programming skills match?

> **Answered by committee**
>
> RSC2 is intended to override SG6a for both Driving Skills and Programming Skills Matches. Therefore, yes, Teams may utilize Match Load Discs during Programming Skills Matches. We will be sure to clarify this in a future Game Manual update.