

# Q&A

## VIQRC 2023-2024: Full Volume

Tagged: R15

Welcome to the official VEX IQ 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 VIQRC **Full Volume** 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 VIQRC Full Volume rules questions.

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

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## Is the new GPS sensor legal for VRC 2021-2022: Tipping Point?

19-Jun-2021

R15

With the new GPS sensor released by VEX? Is it legal to use it in competition? What's the requirements for EP to host event now? Does all fields need to have GPS code with opaque field walls?

### Answered by committee

With the new GPS sensor released by VEX? Is it legal to use it in competition?

Yes. Rule R15 reads as follows:

<R15> New VEX parts are legal. Additional VEX components released during the competition season on [www.vexrobotics.com](http://www.vexrobotics.com) are considered legal for use.

Some "new" components may have certain restrictions placed on them upon their release. These restrictions will be documented in the official Q&A forums, in a Game Manual Update, or on their respective product web pages.

The v1.0 Game Manual Update included the following addition to Appendix B:

In Programming Skills Matches, the VEX GPS code strip must be installed on the field. This field modification will be recommended for all events beginning August 1, and required for all events beginning October 1.

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## V5 and Cortex robot inspection checklist differences

10-Sep-2018

G3 R8 R15

In the new V5 Robot Inspection checklist it specifically calls out <R8g> but the Cortex inspection checklist does not. Should it be considered that Cortex robots can not violate <R8g>

In the V5 checklist, it specifies that the sensor has been calibrated on competition fields - does this imply teams calibrate before inspect? on practice fields? home fields? before each match? If before a match, how much time should be allowed for teams to calibrate? This item does not have a rule associated with it. If we are to consider that the variance of lighting conditions is significant between fields, then it suggests this should be before each match and a <G> rule should be associated with it. V5 is all new to us, so <G2> is not there yet :)

In V5 check list it is implied that teams are allowed one controller - yet for Cortex two... <R15> does not make distinction between the two systems with regards to number of controllers.

I would recommend that the V5 inspection checklist be sorted in numerical order consistent with cortex, and that a single document (two sided) be provided so that the inspectors only need to pull one sheet and fill out accord to system.

thanks for the getting out the V5 checklist: <https://www.roboticseducation.org/documents/2018/09/vrc-v5-brain-robot-inspection-checklist.pdf>

### Answered by committee

It would be impossible for teams to calibrate robots on the field before each match. Event Partners should take lighting conditions into consideration when planning for an event. The added statement "If Vision Sensor is used, it has been calibrated & tested on competition fields or team accepts responsibility for doing so" reminds teams that it is their responsibility to calibrate their robot matches begin so that they come to their first match prepared.

The V5 Robot Inspection Checklist has been updated to include up to 2 V5 Controllers, and rule <R8g> has been added to the Cortex Checklist. Keep in mind, all rules from the Game Manual still apply regardless if they are called out on the Robot Inspection Checklists. Please check [www.RoboticsEducation.org](http://www.RoboticsEducation.org) for the latest versions.

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## R14e Clarification

21-Feb-2024

R14 R15

R14e states:

For the purposes of this rule, the V5 Smart Motor Cap is not considered "part of the motor." Therefore, <R15> applies.

R15 states:

Most modifications to non-electrical components are allowed. Physical modifications, such as bending or cutting, of legal metal structure or plastic components are permitted.

- R14e states that R15 applies to the V5 Smart Motor Cap. Is it correct to say that R15 applies to the V5 Smart Motor Cap and that physical modifications to the cap, such as bending or cutting, are legal?
- R14e states that the V5 Smart Motor Cap is not considered part of the motor for its purposes. Therefore, is it correct to say that the absence of the V5 Smart Motor Cap would not be a violation of R14?

Thank you.

### Answered by committee

R14e states that R15 applies to the V5 Smart Motor Cap. Is it correct to say that R15 applies to the V5 Smart Motor Cap and that physical modifications to the cap, such as bending or cutting, are legal?

Yes

R14e states that the V5 Smart Motor Cap is not considered part of the motor for its purposes. Therefore, is it correct to say that the absence of the V5 Smart Motor Cap would not be a violation of R14?

This is correct.

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## Controller modification with VEX IQ parts

8-Nov-2023

R15

<R15> Can we modify the Gen 2 controller with VEX parts?

### Answered by committee

No physical or electrical modifications are legal for the VEX IQ controller (e.g., drilling, gluing, dismantling, rewiring). An externally-attached piece (e.g., scuff controller or other piece that doesn't require alteration of the controller) would be allowed subject to Head Referee judgment and only if no other rules are violated.

If this does not answer your question, please feel free to rephrase and resubmit.

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## Can the rubber bands be cut and joined with others? <R15>

11-Sep-2023

R15

[<R15>](#)

Can the rubber bands be cut and joined with others? That is to say, doing this to extend the piece and be used in collectors, for example, <R15> is not very clear at this point.

### Answered by committee

Thank you for your question. Rule [<R15>](#) provides a full list of the VEX IQ parts that can be modified for use on competition Robots. This list does not include rubber bands, which cannot be cut for use on a Robot.

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## In rule <R15>, are the subsections exemptions?

10-Aug-2023

R15

I've heard conflicting interpretations in conversation with others and was hoping for official clarification.

<R15> Modifications of parts. Parts may NOT be modified unless specifically listed as an exception in this rule. Examples of modifications include, but are not limited to, bending, cutting, sanding, gluing, or melting.

- a. Cutting metal VEX IQ or VEX V5 shafts to custom lengths.
- b. Bending parts which are intended to be flexible, such as string, rubber bands, or thin plastic sheets.
- c. Cutting VEX IQ pneumatic tubing to custom lengths

[<R15>](#)

### Answered by committee

Thank you for your question! Yes, the subsections of rule [<R15>](#) are the permitted exceptions to the rule. This will be clarified in the next game manual update.

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## <R15> Most modifications to non-electrical components are allowed. (permit all nut types)

20-Jun-2023

R15

[<R15>](#) Last bullet (f) adds liquid nut tighteners. This should also include other types of lock nuts. Add: Jam, Nylon Lock, KEPS/K-lock, Flange and Serrated nuts are all permitted; T-nuts are excluded. (What about Wing?)

### 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 to post questions such as "I disagree with this rule, can it be changed?" For those comments, please use the official VEX Forum or email [GDC@vex.com](mailto:GDC@vex.com).

(What about Wing?)

Please see rule [<R20>](#), quoted here for reference.

<R20> Certain non-VEX fasteners are allowed. Robots may use the following commercially available hardware:

- a. #4, #6, #8, M3, M3.5, or M4 screws up to 2.5" (63.5mm) long.
- b. Shoulder screws cannot have a shoulder length over 0.20" or a diameter over 0.176".
- c. Any commercially available nut, washer, standoff, and/or non-threaded spacer up to 2.5" (63.5mm) long which fits these screws.

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## R15 3D printed Scuff Controller

23-Oct-2018

R15 VEX U

- a. Does the ruling from last year carry over concerning adding 3D printed (or other, not legal for competition material) paddles to the controller that physically press the existing buttons, without modifying the electrical functions in anyway.
- b. If yes on (a), does the same apply to the V5 controller.
- c. If yes on (b), does the mounting method matter, since the V5 controller does not have the (2) 6-32 threaded holes available for mounting. Are adhesives allowed for mounting, or should any paddles be designed to snap over or mechanically clamp around the V5 controller.

And rather than making them ask again: d. Do any of these rulings change for VEX U teams?

### Answered by committee

This is legal, provided that the VEXnet Joystick and/or V5 Controller are not modified in any way.

Bear in mind that the best way to demonstrate to an inspector, referee, or EP that the controller has not been invasively modified is to be able to remove the addition if asked to do so. Thus, permanent attachments like glue would not be recommended, even though they may technically not be considered "modifications".