

# Q&A

## VIQRC 2023-2024: Full Volume

Tagged: RSC4

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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### 2043: RSC4: Blue ring on red alliance stake for skills?

22-Jun-2024

RSC4

Are we allowed to load a blue ring on the red alliance wall stake during skills as a Top Ring? Per RSC4, only blue rings can be utilized as top rings during skills, and there are 10 blue rings for skills for each stake including the alliance wall stakes.

#### Answered by committee

Thank you for your question. Yes, the blue Alliance Stake can be used in Robot Skills Challenge Matches. This was clarified in the 6/25 game manual update.

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### 2021: RSC4: 3 loaders in Autonomous Coding Skills?

21-May-2024

RSC4

[<RSC4>](#):

Note: In both Driving Skills Matches and Autonomous Coding Skills Matches, any Driver who is not currently operating the Robot may also serve as a Loader (i.e., a Team may have two Loaders at any given time).

What does it mean to be "operating the robot" during an Autonomous Coding Skills match? Assuming the robot is not being actively repositioned, would it be acceptable for all 3 drive team members to serve as Loaders during an Autonomous Coding Skills match?

### Answered by committee

Because the game manual does not place limits on the number of Drive Team Members who may serve as Loaders in a Robot Skills Match, it is legal for all 3 to serve as Loaders during an Autonomous Coding Skills Match.

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## 2008: Clarification on top rings in skills per rule RSC4

15-May-2024

RSC4

[<RSC4>](#)

Rule RSC4 states "Teams may only utilize the blue Rings as Top Rings on Stakes".

This can be interpreted as blue rings can only be used to fulfill the top ring role, or top rings can only be blue. Which interpretation is correct?

### Answered by committee

The intent of [<RSC4>](#) is that while either red or blue Rings may be used as Top Rings in a Skills Match, blue Rings can *only* be used in Top Ring positions (and, per clause A, only after all red Rings are in Scored positions with point values).

This will be clarified in the Game Manual update on June 4, 2024.

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## 1797: Does rule <RSC4> applies to each session of the League

27-Nov-2023

RSC4

Vex IQ Full Volume Rules mention twice that "Each Team will get the opportunity to play exactly three (3) Driving Skills Matches and three (3) Autonomous Coding Skills Matches." RSC4

Does this apply to each session of the League in the League that offers Skills?

We have a small team (1970A) of 2 people and run into a problem that there were simply not enough time to do more than 3 attempts at Skills total. There was 1 Skills field, lots of teams. Kids started on a dot at 9:00am, managed to do 3 autonomous runs. As autonomous was deemed to be most crucial part, with driving part considered easy... But after that Team matches started and there was not enough time to complete even 1 Skills driving match in next 2 hours. Kids stood in Skills line for 20+ minutes, got called for a Teams match, had to abandon line.... repeat 4 times. Didn't get to the front of the line once... Skills field closed at 11:30. The end.

So in all honesty team was NOT given opportunity to do 3+3 matches. While doing everything they can to post score and basically staying in Skills line all the time when not engaged in Teams matches. Seems completely unfair and against the rule RSC4. So does that rule applies to each session of the League?

Subsequent Question: If the rule RSC4 doesn't apply to each session in the League... Than that logically means it doesn't apply to Leagues at all? Because on a page B5 of the Game Manual 2.1 it explains that Skill ranking at the Leagues are the best ranking from each session, and can't be combined. So if League doesn't have to provide opportunity for 3+3 Skills matches at each session, and the results can not be combined across different sessions, than in our case it's entirely possible that there will be no opportunity in all sessions - i.e. the entire League Event. When in this particular League agenda it says "Skills Challenge Offered: Yes" [<RSC4>](#)

## Answered by committee

Yes. As described in the REC Foundation's [official Qualifying Criteria document](#), up to three Driving and three Autonomous Coding Skills Challenge attempts may be played by each Team in each league Ranking Session.

We suggest that you reach out to your [REC Foundation Team Engagement Manager](#) regarding your Team's experience at your local league, as that is beyond the scope of this Q&A and the GDC to address.

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## 1365: Robot Skills Clarifications

5-Jan-2023

SC2 RSC1 RSC2 RSC3 RSC4 RSC5 RSC6

<RSC7>Here are a couple of questions regarding running teams during a skills match. As per the update on November 1, teams are supposed to be disqualified for coming into contact with anything outside of the field during endgame.

1. How do we mark team as *disqualified* during a skills match? As of December, Tournament Manager does not include an option to disqualify a team during a skills match. The definition of disqualification says that "A Team that receives a Disqualification in a Driving Skills Match or Programming Skills Match receives a score of zero (0) for that Robot Skills Match" Do I simply modify their score to be zero on everything?
2. Also, does the definition of breaking the field perimeter include the top of the field walls, or only the outside? (Would a team be in violation of S2 if a part of their robot is touching the top of the field wall, but not the outside perimeter?)
3. How strict are we supposed to be regarding the expansion rule before endgame (e.g., 18" exactly or 18" +/- 1")? Many teams may have intake rollers that break 18" during operation. There were also some teams with string that would sway outside of the 18" during driving. (One team also had a piece of metal partially detach and stick outside of 18"). Should we keep a sizing tool at the skills field to show teams what part of their robot would violate the 18" rule during operation?
4. Being able to eyeball the size of a robot on the field is slightly subjective and might cause problems with newer volunteers. What is the best method for teaching them how to spot a violation?
5. Finally, how do we resolve a dispute of a robot going oversize and entering endgame early? Depending on how strict we are supposed to be with the expansion limit, this will be a point of conflict. As per the manual, "The Head Referee has final authority regarding all Robot rules". Is this only for the designated Head Referee for the event, or does this include everyone that has been certified as a Head Referee by REC?

## Answered by committee

Thank you for your questions.

1. How do we mark team as *disqualified* during a skills match?

The Scorekeeper should record a score of 0 for the Skills Match.

2. Also, does the definition of breaking the field perimeter include the top of the field walls, or only the outside? (Would a team be in violation of S2 if a part of their robot is touching the top of the field wall, but not the outside perimeter?)

Rule [<S2>](#) specifies that a Robot that comes in contact with the outside face of the Field Perimeter is in Violation of the rule. It does not address or include the top edge of the Field Perimeter.

3. How strict are we supposed to be regarding the expansion rule before endgame (e.g., 18" exactly or 18" +/- 1")?

**Any** horizontal expansion beyond 18"x18" prior to the Endgame is a Violation of rule [<SG4>](#), including swaying or dragging strings, flexible intakes that cause the Robot to expand beyond 18" while intaking a Disc, and partially detached Robot components that protrude or drag beyond the 18" size limit. When determining the correct penalty, the Head Referee must consider the clauses and Violation Notes of [<SG4>](#) as well as any steps the Team takes to remedy the Violation. Having a sizing tool available to the Head Referee at the Field is always a good idea.

4. Being able to eyeball the size of a robot on the field is slightly subjective and might cause problems with newer volunteers. What is the best method for teaching them how to spot a violation?

If your Head Referee and Scorekeeper Referees are available to help with Robot Inspection, it can provide hands-on experience and understanding of Robot sizing.

5. As per the manual, "The Head Referee has final authority regarding all Robot rules". Is this only for the designated Head Referee for the event, or does this include everyone that has been certified as a Head Referee by REC?

**The Head Referee for the event** (or, in the case of an event with multiple Head Referees, the Division or the Match) is the one person with final authority regarding all Robot rules and Match play. Other Referees may provide information about what they saw during a Match, and may advise the Head Referee as requested, but all rulings are based on the judgment of the Head Referee and must be made by the Head Referee.