

# Q&A

## VEX IQ Robotics Competition 2024-2025: Rapid Relay

Tagged: RSC3

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 Rapid Relay 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 Rapid Relay rules questions.

- For event, registration, or other competition support questions, please contact your [REC Foundation Regional Support 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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### 2145: Skills Challenge Positioning Clarification

21-Sep-2024

RSC3

[<RSC3>](#)

Per [<RSC3>](#) Parts (a) and (b) seem to conflict with each other in wording.

Can you please clarify which zone is the "Pickup Zone" and which area is the "Loading Station"? (a) states " ... anywhere in Starting Zone 1 (ie., the one closest to the Pickup Zone)" (b) states " ... Robots must begin in the Starting Zone 1 (ie., the one closest to the Loading Station)"

In this case, is the "Pickup Zone" referring to behind the Goal Wall where the Loaders would "pickup the ball for reloading?" Or does it refer to the zone where robots can pick up the balls from the field?

Apologies if the wording is clear but my brain is conflating the two zones inaccurately.

#### Answered by committee

As shown in Figure PZ-1, the Pickup Zone is located on the same end of the field as the Goal Wall. As shown in Figure LZ-1, the Load Zone contains the Loading Station, which is on the opposite side of the field from the Goal Wall.

[<RSC3>](#) correctly denotes the locations of Starting Zones 1 and 2 (shown in Figure SZ-1) relative to the Pickup Zone and Load Zone.

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## 2109: Waiting to place the 2nd ball in Robot Skills

25-Aug-2024

RSC3

According to [RSC3](#), during Skills setup:

In addition to the Preload, Teams may place a second Ball anywhere in Starting Zone 1 (i.e., the one closest to the Pickup Zone) to begin the Match.

We see two possible interpretations:

1. Mandatory: the team **must** (implicit) place the second ball and it **may** be placed anywhere in the Starting Zone, or
2. Optional: the team **may** choose *not to place the second ball* at match start, possibly waiting until sometime after the timer starts - or even never. If so, it would be good to clarify whether the 2nd ball would start Loader-controlled: to be loaded Rapidly or not depending on whether the Loader chooses to place the ball during a Rapid Load period.

Motivation for inquiry: We have a team that wants to delay placing the second ball until after the match timer starts, and they want to confirm that it's OK for the Loader to hold onto the 2nd ball on match start in order to wait for an autonomous routine to move their robot to a desired location first.

As a side note, the Head Ref Certification Test includes a question in Unit 7 that asks, "How many Balls begin the Match on the Robot or on the Field for a Robot Skills Challenge Match?"

The accepted answer is: "2; one on the Robot, and one in Starting Zone 1"

If placing the 2nd ball at Match start is optional, then the question should be slightly updated.

### Answered by committee

If the Team chooses not to begin a Robot Skills Challenge Match with a second Ball pre-placed in Starting Zone 1, as allowed by clause A of rule [RSC3](#), that Ball may be Loaded during the Match using the options provided in rule [RSC4](#).

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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.