

Q&A

VEX V5 Robotics Competition 2024-2025: High Stakes

Tagged: SC8

Welcome to the official VEX V5 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 V5RC High Stakes 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 V5RC High Stakes rules questions.

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 - 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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2493: AWP requires the Alliance stake?

1-Feb-2025

SC8

[<SC8>](#) At a local tournament our team did not receive AWP as the head referee interpreted sc8 2 criteria as requiring that one of the scored rings be on the alliance colored stake. The red1 scored 2 rings on a mobile goal and red2 scored 1 ring on another mobile goal and red 1 touched ladder. Please clarify that any 2 stakes on our alliance side meets criteria 2.

Answered by committee

We cannot and do not overrule decisions made by Head Referees at events. Per rule [<T1>](#), "Head Referees have ultimate and final authority on all gameplay and robot ruling decisions during the competition" (not the GDC).

That said, If a Drive Team Member believes a Head Referee has made an error during a Match, rule [<T3>](#) gives them the right to appeal the ruling. In the case of an incorrect Autonomous Bonus or AWP determination, we recommend that Drive Team Members get the Head Referee's attention before the Driver Controlled Period begins. A Drive Team Member should politely express that they disagree, and ask the Head Referee to recount based on the misunderstood or misapplied rule number.

2491: [SC8] Benefit Of The Doubt Inside The Base

1-Feb-2025

SC8

In a recent match, we had a robot complete all criteria for being awarded an AWP besides touching the base due to a ziptie managing to, very majestically, go in the hole that is used for securing the Ladder to the base. As referees we shown a flashlight and could not see any physical touch inside the base, but there was no way for us to tell.

Should we give benefit of the doubt in this situation that it might be touching something internally? I acknowledge this may never happen again, but it was extraordinary to have happen to begin with. I have attached an image from said match below.

[Reference image courtesy of 63975D](#)

Answered by committee

Should this happen again, we'd advise Head Referees to give the Team the benefit of the doubt and consider this as having met the AWP requirement that a Robot be contacting the Ladder (assuming, of course, that the part used to 'contact' the Ladder isn't expanding beyond the horizontal expansion limits of rule [<SG2>](#)).

2387: Own color ring leaving the field and AWP

13-Dec-2024

SC8 SG4

In rule [<SC8>](#) regarding the scoring of Autonomous Win Points, one of the criteria is given as "has not broken any rules during the Autonomous Period". In [<SG4>](#), the title of "Keep Scoring Objects in the field" suggests that the removal of any ring from the field results in the loss of the AWP by SC8, but the text of the rule never mentions rings of the offending robot's own alliance, which suggests that the removal of a ring of the same alliance should not result in the loss of the AWP. We have had it ruled both ways at different competitions so far.

If a robot on the red alliance removes a red ring from the field, does that result in an automatic loss of AWP by SC8 and SG4?

Answered by committee

Removing a Ring of your own Alliance color is not a Violation of [<SG4>](#), which applies only to Mobile Goals and to Rings of the opposing Alliance color. If a Robot on the red Alliance removes a red Ring from the Field, no rule has been broken.

2364: SC8 - Using zip ties to touch ladder for AWP

9-Dec-2024

SC8

If a team has zip ties sticking off of their robot and they use those zip ties to touch the ladder to meet requirement SC8-4 for AWP does that count as a team touching the ladder?

[<SC8>](#)

Answered by committee

If a team has zip ties sticking off of their robot and they use those zip ties to touch the ladder to meet requirement SC8-4 for AWP does that count as a team touching the ladder?

Yes. A zip tie is a functional, legal Robot component and can be used to contact the Ladder to meet that criteria of the Autonomous Win Point. All zip ties must be either official VEX components or legal replacements that meet the criteria of clause J of rule [<R8>](#), and must fit within the size limits of [<SG1>](#), [<SG2>](#), and [<SG3>](#).

2352: SG1/SG5 question - Both robots touching the same preload to start match

6-Dec-2024

SC8 SG1 SG5

SG1-b states that to start a match a robot can be touching 1 preload and SG1-c states that they can not be touching any other robots. My question is can both robots be touching the same preload?

Scenario that I have seen is where robot 1 had no autonomous and robot 2 could complete all steps to get AWP by themselves minus robot 1 breaking the plane of the starting line. So they lined both robots up with both touching one preload. Robot 2 started the autonomous by more less pushing robot 1 off the line by pushing the preload that both robots were touching and then robot 2 went and completed the other 3 steps to get AWP. Is this allowed or a rule violation?

[<SG1><SG5>](#)

Answered by committee

Clause A of rule [<SG5>](#) requires that each Robot have a preload placed such that it is (bold added here for emphasis), "Contacting **one** Robot of the same Alliance color as the preload."

Each preload may only be in contact with one Robot, and each Robot may only be in contact with one preload.

2332: Opponents scoring ring for AWP

27-Nov-2024

SC8

[<SC8>](#)

<SC8> An Autonomous Win Point is awarded to any Alliance that ends the Autonomous Period with the following tasks completed, and that has not broken any rules during the Autonomous Period:

1. At least three (3) Scored Rings of the Alliance's color
2. A minimum of two (2) Stakes on the Alliance's side of the Autonomous Line with at least (1) Ring of the Alliance's color Scored
3. Neither Robot contacting / breaking the plane of the Starting Line
4. At least one (1) Robot contacting the Ladder

If BLUE1 scores one blue ring on a stake on the blue side of the Autonomous Line, BLUE2 scores one blue ring on a different stake on the blue side of the Autonomous Line, and RED1 also scores one blue ring on a different stake on the red side of the Autonomous Line. Neither blue robot is breaking the plane of the Starting Line and BLUE1 is touching the ladder.

It seems clear that this is an AWP for blue as tasks 1-4 were completed, correct? Or is it the intention that for the blue alliance to earn an AWP, the *blue alliance* needs to complete all of the tasks and since the blue alliance only scored two rings, it would not be an AWP?

Answered by committee

It seems clear that this is an AWP for blue as tasks 1-4 were completed, correct?

You are correct. There is no requirement that all Scored Rings be Scored by that Alliance or on that Alliance's side of the Autonomous Line in order to meet the first AWP criterion.

2327: AWP - Stakes and Mobile Goals on an Alliance's Side of the Autonomous Line SC8.2, T19.b

25-Nov-2024

SC8 T19

[<SC8><T19>](#)

Please define "the Alliance's side of the Autonomous Line" for use in rules SC8.2 and T19.b.

As one of the conditions for an Autonomous Win Point to be awarded, SC8.2 requires

2. A minimum of two (2) Stakes on the Alliance's side of the Autonomous Line with at least (1) Ring of the Alliance's color Scored

T19.b requires a similar criteria to determine "Mobile Goals on their side of the Autonomous Line" in a 3-3 tied Elim match.

b. Any Elimination Match that ends in a tied score with no Scored Rings and no Robots that have Climbed to a Level may be decided by the quantity of Mobile Goals that are fully on each side of the Autonomous Line. The Alliance with a higher quantity of Mobile Goals completely on their side of the Autonomous Line, and not in contact with the Autonomous Line, at the end of the Match should be awarded the value of one (1) Scored Top Ring for that Match. If the Alliances have an equal number of Mobile Goals on their side of the Autonomous Line, a tiebreaker Match should be played.

For SC8 and T19, should the definition of Autonomous Line include both pair of lines making the boundary of their autonomous zone the edge of the tape line closest to them?

Autonomous Line – The pair of white tape lines that run across the field, and the space between those lines. See <SG7> for more information.

Or should an "Alliance's side of the Autonomous Line" be determined in the same way it is for SG7 violations where teams have up to the furthest edge of the tape line away from them?

Or should the guidance be the note from SG7 that says objects positioned over the Autonomous Line are "not considered to be on either side."

Or can scoring a ring on a stake that ends partially in both autonomous zones, for example a mobile goal that has fallen over, count toward AWP since the Stake would still technically be on their side of the Autonomous Line? In which case, if there is both a red and blue ring on the stake, can we count it for both? (Say yes.....pleeeeeease????)

I know you can't tell it in the picture, but the mobile goal is mostly over the red auton zone with the stake fully in the red auton zone. Does this mobile goal meet the criteria for AWP since the requirement is for the STAKE (PVC pipe and barb only) to be on the red side and not the entire MOBILE GOAL (includes hexagonal base)?



Look forward to the clarification of Autonomous Line for both SC8 (specifies STAKE) and T19 (specifies MOBILE GOAL) purposes. Thanks!

Answered by committee

For a Mobile Goal and/or its Stake to count toward either the Autonomous Win Point criteria in rule [<SC8>](#) or the tiebreaker criteria in rule [<T19>](#), it cannot be positioned over any portion of the Autonomous Line and must be fully on the Alliance's side of the Autonomous Line.

The Game-Specific Definitions section of the game manual defines the Autonomous Line as:

The pair of white tape lines that run across the field, and the space between those lines.

Our response to [Q&A 2077](#) says that:

Any Mobile Goal Stake can potentially be used to satisfy the criteria, but only if the Mobile Goal ends the Autonomous Period fully on the correct side of the Autonomous Line.

The Note within rule [<SG7>](#) specifies that:

Scoring Objects ... that contact or are positioned above the Autonomous Line are not considered to be on either side ...

Clause B of rule [<T19>](#) specifies that tied Match with no Scoring actions may be decided by:

... the quantity of Mobile Goals that are fully on each side of the Autonomous Line.

2325: Does possession of a field object make the field object part of the robot

24-Nov-2024

SC8

[<SC8>](#) For scoring the autonomous win point, if a robot possesses a ring and at the end of the autonomous and the ring is in contact with the ladder but no other piece of the robot is in contact with the ladder is that considered contact to meet the last requirement for getting an autonomous win point (SC8)

Answered by committee

Per the list of Autonomous Win Point requirements in rule [<SC8>](#), at least one Robot must be contacting the Ladder.

Transitive contact, including contacting the Ladder with only a Possessed Ring, does not satisfy that condition for the Autonomous Win Point.

2261: Clarification on Sc8

6-Nov-2024

SC8

[<SC8>](#)SC8-2 states a minimum of two (2) Stakes on the Alliance's side of the Autonomous Line with at least (1) Ring of the Alliance's color Scored. Does that mean that both stakes must have a ring scored on them or could a team score all 3 rings on one stake and then have another empty stake on their alliance's side of the field?

Example scenario:

Team 1 grabs stake and scores 3 red rings on that 1 stake. Team 2 drives and contacts ladder. No one touched 2nd stake that is already placed on Alliance's side of the field. Would they receive AWP since they have 3 rings scored, 2 stakes on their side of the field with 1 alliance ring scored and are in contact with the ladder?

Answered by committee

At least one Ring of the Alliance's color must be Scored on each Stake that is used to meet the 2nd Autonomous Win Point criteria (<SC8>).

2248: Does license plate not backed by any legal functional structure contacting ladder satisfy AWP criteria

2-Nov-2024

R9 R10 SC8

<SC8> The fourth criteria says robot contacting ladder.

In R10 <R10>

License plates are considered non-functional decorations (per <R9>), and must fulfill all relevant Robot rules (e.g., they must fit within the 18" cube,

<R9>

Decorations are allowed. Teams may add non-functional decorations, provided that they do not affect Robot performance in any significant way or affect the outcome of the Match. These decorations must be in the spirit of the competition. Inspectors will have final say in what is considered "non-functional." Unless otherwise specified below, non-functional decorations are governed by all standard Robot rules. To be considered "non-functional," any guards, decals, or other decorations must be backed by legal materials that provide the same functionality.

Following the guidance of R10 and R9 we came to the conclusion that if the license plate was not there, there was no contact with the ladder.

That said, Grant might say I am overthinking it. If so, what additional considerations should we put into interpreting SC8.

Thank you.

Answered by committee

Does license plate not backed by any legal functional structure contacting ladder satisfy AWP criteria?

No.

2147: AWP Clarification

21-Sep-2024

SC8

<SC8> The Q and A on rule SC8 states that neutral wall stakes dont count towards the AWP - does this mean it doesnt count towards the 3 rings that need to be scored or just the 2 stakes on your side that need 1 ring scored???

Answered by committee

[Q&A 2077](#) states that Neutral Wall Stakes don't meet the requirements for the second Autonomous Win Point criteria, "A minimum of two (2) Stakes on the Alliance's side of the Autonomous Line with at least (1) Ring of the Alliance's color Scored".

Alliance-colored Rings **do** count toward the first Autonomous Win Point criteria--"At least three (3) Scored Rings of the Alliance's color"--for that Alliance, regardless of where they're Scored.

2077: <SC8> Clarification with Regards to Q&A 2022

31-Jul-2024

SC8

In the answer to Q&A 2022, it is stated that to fulfill Point 2 of <SC8> for the Autonomous Win Point, the Stakes must be on that Alliance's side of the Autonomous Line. This is also now reflected in the game manual: "A minimum of two (2) Stakes on the Alliance's side of the Autonomous Line with at least (1) Ring of the Alliance's color Scored"

Does this include or exclude the two Neutral Wall Stakes?

Furthermore, does this include or exclude the Mobile Goal Stake that lies on the Autonomous Line? What if the Red Alliance scored on that Stake but the Mobile Goal is on the Blue Alliance's side of the Autonomous Line at the end of the Autonomous Period (or vice versa)?

Answered by committee

The Neutral Wall Stakes are not on either Alliance's side of the Autonomous Line, and therefore don't meet the requirements for the 2nd Autonomous Win Point criteria (<SC8>). Any Mobile Goal Stake can potentially be used to satisfy the criteria, but only if the Mobile Goal ends the Autonomous Period fully on the correct side of the Autonomous Line.