

Q&A

VIQC 2019-2020: Squared Away

Tagged: RSC5



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 VIQC Squared Away 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 VIQC Squared Away 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 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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G17, RSC5, & G7 request for official clarification before State & Worlds

G7 G17 RSC5

I went back to the Q&A, and I am still not happy with the situation with moving a cube 7 feet across the board by hand during automatic programming attempts. Apparently neither are many other coaches, as I see continued questions going unanswered as recent as a day ago on the Q&A.

The Q&A does not give one clear-cut official answer either. In fact, not only does the Rules Committee appear to contradict itself on two occasions, it also appears to have misinterpreted the game manual rules in regards to what sub-sections and notes they were reading. This was pointed out in another post 6 days ago: www.robotevents.com/VIQC/2019-2020/QA/530. The post has not been answered. The absence of clear and ethical guidance on this issue has given wide berth to teams to move objects as part of a strategy in direct opposition to the spirit of the automatic challenge.

In one post answered by the Rules Committee 5 months prior www.robotevents.com/VIQC/2019-2020/QA/329, it states "The only reason that the referee would be "not happy" with the placement is **if the Team was using this rule to move a Cube into a position that was either strategically advantageous**, such as just barely outside of a Corner Goal, or Scored. Both scenarios **could result in a possible Disqualification if it is not rectified immediately** (i.e. if it was an accident)."

In a second post on the topic, also answered by the Rules Committee 3 months prior www.robotevents.com/VIQC/2019-2020/QA/392, it says the action would be legal, quoting RSC5's Note "Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations."

However, I believe the Rules Committee of that post misquoted RSC5, as the portion they quoted was bullet i. of sub-section D in RSC 5 which specifically and only addresses DRIVERS moving around the board (Note D RSC5). The preceding full ruling of RSC5 with note states:

"d. During a Programming Skills Match, Drivers may move freely around the Field, and are not restricted to the Driver Station when not handling their Robot.

- i. An intent of this exception is to permit Drivers who wish to "stage" Robot handling during a Match. Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations."

This note, **as nested within sub-section d**, should logically only pertain to sub-section d - not the entirety of RSC5. As such, I feel the note is not referring to the placement of game objects, but Drivers, as stated in the ruling.

I understand that nothing can be done about previous rulings on this. And yet, I feel this lack of attention by the Rules Committee has done tremendous damage to teams who worked hard to program while remaining true to the ethical spirit of the competition. Moreover, with State and World championships looming, I believe it highly important to have a straight-forward, full understanding of this ruling. I would also suggest whether allowed or not that this particular issue be addressed publicly by the State and World officials before competition so that all teams who have worked so hard to compete at these prestigious levels have an even playing field.

With so many coaches stepping up to question the moral nature of this matter, I would hope the RECF would maintain a stance in the future in the most ethical spirit of the game. As an elementary teacher passionate about teaching kids social/emotional skills especially in technological fields, I feel it is best we model what is morally good sportsmanship rather than teaching them to try to find loopholes - which in this case has led to arguing for a loophole that does not appear to be present. Please consider this a formal complaint.

Thank you for all your continued hard work, as well as your consideration in this matter,

Answered by Game Design Committee

Thank you for taking the time to write out your position regarding this rule. We will take this feedback into consideration for future games or Game Manual Updates, but will not be modifying the previous Q&A responses or rulings. We feel that the following responses, as well as the rule as it is written, provide as clear of an explanation as is possible within the scope of the Q&A system:

www.robotevents.com/VIQC/2019-2020/QA/530

www.robotevents.com/VIQC/2019-2020/QA/518

www.robotevents.com/VIQC/2019-2020/QA/434

www.robotevents.com/VIQC/2019-2020/QA/392

[Q&A 329](#) did not specify whether the question was being asked for a Teamwork Challenge or Robot Skills Match. Our answer assumed that the question was referring to a Teamwork Challenge Match, since most questions do, and we apologize for any confusion this may have caused.

Per the Q&A Usage Guidelines, this Q&A system is intended for specific ruling clarifications or questions. For general feedback, further discussion of a previous ruling, or other messages that are absent of a specific question, please feel free to contact the GDC directly via GDC@vex.com.

Programming skills moving of objects

RSC5

Is it legal to move a game piece that is not in control of a robot? For example we code the robot to move forward and pick up a green cube, instead it bumps the cube and does not stay in contact with it. I know the robot is allowed to be retrieved, but can the cube be put back in place?

Answered by Game Design Committee

Please review the [Q&A Usage Guidelines](#) before posting, specifically point 3, "Quote the applicable rule from the latest version of the manual in your question."

The applicable rule in this case is RSC5, quoted below for reference with a portion bolded for emphasis:

<RSC5> A Team may handle their Robot as many times as desired during a Programming Skills Match.

- a. Upon handling the Robot, it must be immediately brought back to any legal Starting Position.
 - i. Driver may reset or adjust the Robot as desired from this position, including pressing buttons on the Robot Brain or activating sensors.
- b. Any Game Objects **being controlled by the Robot** while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team.
- c. Any Game Object in the Starting Position may be moved out of the Starting Position and gently placed into a non-Scored position by the Team.
- d. During a Programming Skills Match, Drivers may move freely around the Field, and are not restricted to the Driver Station when not handling their Robot.
 - i. An intent of this exception is to permit Drivers who wish to "stage" Robot handling during a Programming Skills Match to do so without excessive running back and forth to the Driver Station.

Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations.

Any interaction between a Driver and a Game Element that is not being controlled by a Robot, and therefore not covered by G17/RSC5, would be considered a violation of G9.

<G9> Hands out of the Field. Drivers are prohibited from making intentional contact with any Field Element, Game Object, or Robot during a Match, except for the allowances in <G17>.

Violations of this rule will result in a warning for minor offenses that do not affect the Match. Score affecting offenses will result in a Disqualification. Teams who receive multiple warnings may also

receive a Disqualification at the Head Referee's discretion.

Note: Accidental contact may result in a warning, Disqualification, or Disablement at the Head Referee's discretion.

How to Referee the unintentional shifting of cubes while strategically placing cube with RSC5 rule

G9 G17 RSC5

With RSC5 allowing teams to move cubes to a 'strategic' position in Programming Skills, the most common place to move the cube is along the wall, inside a Blue/Red cube.

<RSC5> A Team may handle their Robot as many times as desired during a Programming Skills Match. b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team.

As a Skills Referee, how do we handle the situation when a team uses RSC5 to move a cube in between the wall and a Blue/Red cube, but unintentionally bumps/moves/shifts the position of the cube that was already there.

1. Would this fall under G9 where "Drivers are prohibited from making intentional contact with any Field Element, Game Object, or Robot during a Match, except for the allowances..". It is match effecting, it determines whether a team can get 10 more points, moving them up/down in the rank. If so, how do we decide to warn or DQ in this situation.
2. If no warning or DQ, then what do we do about the cube that was shifted? Leave it? Move it back?
3. Or do we do nothing. Just ignore that the students unintentionally shifted game elements while they strategically place a cube?
4. Or do you have other insight in how to handle this?

Can you help me give a skills referee direction in how to handle this specific situation for an upcoming State Championship?

Answered by Game Design Committee

We believe this question is answered in [this similar Q&A](#), specifically the following portion:

It is impossible to issue a blanket ruling that would encompass all hypothetical states of the field / Cubes. That said, any interaction between a Driver and a Game Element (that is not being reset per G17) would be considered a violation of G9.

Regarding your questions 2, 3, and 4, it should be handled as any other G9 violation would be handled.

Violations of this rule will result in a warning for minor offenses that do not affect the Match. Score affecting offenses will result in a Disqualification. Teams who receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

Note: Accidental contact may result in a warning, Disqualification, or Disablement at the Head Referee's discretion.

The "handling" window

RSC5

Howdy! I do have one more clarifying question.

< RSC5 > A Team may handle their Robot as many times as desired during a Programming Skills Match.
a. Upon handling the Robot, it must be immediately brought back to any legal Starting Position.

Example:

Two students are working together to reset the bot and elements. One student starts by hitting a bumper, which makes the arm fall and the bot drops the cube onto the floor. That student grabs the cube and places it in a non-scored position. The second student grabs the bot and places it in a legal starting position. Once the element and bot are in place, the students then start the bot again by hitting a bumper.

Questions: Would the first student simply hitting the bumper start the "handling" process? Can the cubes still be reset if the bot drops the cube on the floor after the student hits the bumper? Can the students grab the cubes before they grab the bot? (I'm looking at the word "immediately.")

Answered by Game Design Committee

The full text of RSC5 is quoted below for reference:

<RSC5> A Team may handle their Robot as many times as desired during a Programming Skills Match.

- a. Upon handling the Robot, it must be immediately brought back to any legal Starting Position.
 - i. Driver may reset or adjust the Robot as desired from this position, including pressing buttons on the Robot Brain or activating sensors.
- b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team.
- c. Any Game Object in the Starting Position may be moved out of the Starting Position and gently placed into a non-Scored position by the Team.
- d. During a Programming Skills Match, Drivers may move freely around the Field, and are not restricted to the Driver Station when not handling their Robot.
 - i. An intent of this exception is to permit Drivers who wish to "stage" Robot handling during a Programming Skills Match to do so without excessive running back and forth to the Driver Station.

Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations.

Would the first student simply hitting the bumper start the "handling" process?

Yes, any physical contact between a Driver and a Robot should be considered the beginning of an RSC5/G17 "handle".

Can the cubes still be reset if the bot drops the cube on the floor after the student hits the bumper?

Yes, as long as the Game Object was "being controlled by the Robot" at the time of the handling, per RSC5-b.

Can the students grab the cubes before they grab the bot? (I'm looking at the word "immediately.")

Yes, as long as the Game Object was "being controlled by the Robot" at the time of the handling, per RSC5-b.

Is it 'legal' to Strategically Move Game Objects 7 feet across the board in Programming Skills Matches when resetting the robot and the Game Object(s) that had been 'controlled by the robot'?

The proposed programming strategy was shared by a student at our 1/31/2020 team meeting at which time the student also reported the proposed strategy to Move Game Objects 7 feet across the board had been also confirmed as 'legal' by unnamed VEX/REC contact.

At 2/1/2020 competition others students on our team observed and questioned the local Skills Judge who ruled the strategy outlined below was 'legal' when another team was using it to Strategically Move Game Objects 7 feet across the board in Programming Skills Matches.

The proposed programming strategy is to:

1. Program the robot to pick up and 'control' 1 or 2 Blue cubes and then stop
2. Reset the robot to legal starting position on opposite side of board [RSC5a]
3. Reset the Game Objects 'controlled by the robot' (1 or 2 Blue cubes) into non-scored position [RSC5b]
4. The non-Scored position though is 7 feet across the board and directly adjacent to Blue Corner Goal [appears to be inconsistent with G17 'not intended for Teams to use as part of a strategy to gain an advantage during a Match, including via moving Game Objects']
5. Program the robot push the 1 or 2 Blue cubes into the Blue Corner Goal and then stop
6. Repeat steps 1-5 listed above except these steps will be done for Red Cubes

There have been at least 2 posted responses ' Answered by Game Design Committee' on this topic of Strategically Moving Game Objects which appear to differ either in interpretation of the rules or distinction between Driving (not legal) and Programming (Legal) to Strategically Move Game Objects 7 feet across the board.

1. Initial response to question about Driving match: 'could result in a possible Disqualification'
www.robotevents.com/VIQC/2019-2020/QA/329
2. More recent response about Programming match: 'legal within RSC5, which supersedes G17 for Programming Skills Matches' www.robotevents.com/VIQC/2019-2020/QA/392 There are other Q&A, which include videos (<https://www.robotevents.com/VIQC/2019-2020/QA/518>) and which are also seeking clarification from Game Design Committee about 'legally' Moving Game Objects.

Though noting that can be done to clarify past rulings about Strategically Moving Game Objects at past competitions, it would be particularly helpful to teams and event partners to clarify the 'legality' of Strategically Moving of Game Objects for future Driving and/or Programming matches and Teamwork competitions.

Answered by Game Design Committee

[Q&A 392](#) explicitly refers to a Programming Skills Match. As noted in <RSC1>, standard Game rules only apply during Skills Matches if there is no RSC rule to clarify a change. In this case, <RSC5> supersedes <G17>.

<RSC1> All rules, scoring, and field layouts from previous sections apply to the Skills Matches, unless otherwise specified.

<RSC5> A Team may handle their Robot as many times as desired during a Programming Skills Match.

- a. Upon handling the Robot, it must be immediately brought back to any legal Starting Position.\
 - i. Driver may reset or adjust the Robot as desired from this position, including pressing buttons on the Robot Brain or activating sensors.
 - b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team.
 - c. Any Game Object in the Starting Position may be moved out of the Starting Position and gently placed into a non-Scored position by the Team.
 - d. During a Programming Skills Match, Drivers may move freely around the Field, and are not restricted to the Driver Station when not handling their Robot.

i. An intent of this exception is to permit Drivers who wish to “stage” Robot handling during a Programming Skills Match to do so without excessive running back and forth to the Driver Station.

Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations.

[Q&A 329](#) did not specify whether the question was being asked for a Teamwork Challenge or Robot Skills Match. Our answer assumed that the question was referring to a Teamwork Challenge Match, since most questions do, and we apologize for any confusion this may have caused.

G17 It is not intended for Teams to use as part of a strategy to gain an advantage during a Match, including via moving Game Objects per parts c and d above.

G17 RSC5

<G17> Handling the Robot mid-match is allowed under certain circumstances. If a Robot goes completely outside the playing Field, gets stuck, tips over, or otherwise requires assistance, the Team’s Drivers may retrieve & reset the Robot.

According to the answer from Game Design Committee, the question below is legal. "A robot starts by turning and lifting a red cube. The team picks up the robot and cube and places the bot in the other starting position and places the cube next to its scoring zone on the other side of the field. The robot then pushes the cube in."

www.robotevents.com/VIQC/2019-2020/QA/392

However at the bottom section of G17, it says: This rule is intended so Teams can fix damaged Robots or help get their Robots “out of trouble.” It is not intended for Teams to use as part of a strategy to gain an advantage during a Match, including via moving Game Objects per parts c and d above. If a Head Referee sees Teams strategically exploiting this rule, they may be Disqualified from said Match.

We need a clear answer for this.

There is a similar question but no answer yet and there is the YouTube link which made a lot of teams and referees confused. www.robotevents.com/VIQC/2019-2020/QA/518

Answered by Game Design Committee

As noted in <RSC1>, standard Game rules only apply during Skills Matches if there is no RSC rule to clarify a change. Q&A's [518](#) and [392](#) refer to Programming Skills Matches, in which <RSC5> supersedes <G17>.

<RSC1> All rules, scoring, and field layouts from previous sections apply to the Skills Matches, unless otherwise specified.

<RSC5> A Team may handle their Robot as many times as desired during a Programming Skills Match.

a. Upon handling the Robot, it must be immediately brought back to any legal Starting Position.\

i. Driver may reset or adjust the Robot as desired from this position, including pressing buttons on the Robot Brain or activating sensors.

b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team.

c. Any Game Object in the Starting Position may be moved out of the Starting Position and gently placed into a non-Scored position by the Team.

d. During a Programming Skills Match, Drivers may move freely around the Field, and are not restricted to the Driver Station when not handling their Robot.

i. An intent of this exception is to permit Drivers who wish to “stage” Robot handling during a Programming Skills Match to do so without excessive running back and forth to the Driver Station.

Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations.

Please Clarify legal reset set positions for game objects during skills RS5 and earlier post: Programming reset while touching cube... Strategically...

RSC5

Problem: The youth are not being challenged to create quality programs but rather simple programs that just end in touching a cube so they may reset the cubes across the field closer to their respective color scoring zone and their robots next to it and just push the cubes in for an easy 10 points. RSC5b allows this "Any Game Objects being controlled by the Robot while being handled must be removed from the > Robot and gently placed in a non-Scored position by the Team."

As a mentor this ruling makes it hard to motivate youth to think about their programs and use their savvy skills to create a autonomous program. This earlier Q & A ruling has prompted many teams to not actually create quality autonomous programs for their robots. We want to see them grow and learn but not by shortcuts.

Solution: Please create a legal position for game objects being controlled by robots during autonomous. There was once a rule that an object be placed back on the field closest to where it left the field, could a similar rule not be created for this scenario as well? An example: "Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position closest to programmed robot ended prior to reset by the Team" or " Any Game Objects being controlled by the Robot while being handled must be removed from Robot and gently placed in a non-Scored starting position by the Team.

or perhaps have RSC5 also be governed by <G17>, especially for strategic violations such as touching game cubes on the field while resetting the cube.

Details of what is being seen at tournaments: Teams will program robot to turn and drive forward to touch red cube (or blue), program will stop. The team will reset by moving the red cube and robot to other starting position closer to red scoring zone(or blue). They then set the red cube down pushing the blue cube out of the way, then they use their hands to move blue cube back in b place, but allowing the red cube to be placed just right. They then run their robot program to push red cube in to score 10 points. EPs allow this bc of this earlier ruling, this should in fact be a warning or a DQ since they touched other game elements on the field. This is not accidental hands on as we saw two skills runs and each one they did the exact same way.

<RSC5> A Team may handle their Robot as many times as desired during a Programming Skills Match. a. Upon handling the Robot, it must be immediately brought back to any legal Starting Position. i. Driver may reset or adjust the Robot as desired from this position, including pressing buttons on the Robot Brain or activating sensors. b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team. c. Any Game Object in the Starting Position may be moved out of the Starting Position and gently placed into a non-Scored position by the Team. Robot Skills Challenge Rules

Earlier question that is prompting teams to move cubes close to their scoring zones: Programming reset while touching cube... Strategically...

David Sankey (Event Partner) 1 month ago RSC5 A Team may handle their Robot as many times as desired during a Programming Skills Match. b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team. In other words, there is no rule against strategically placing the cube, it can be placed on any non-scored position by the team. So are the following legal during a Programming Skills Match? #1: A robot starts by turning and lifting a red cube. The team picks up the robot and cube and places the bot in the other starting position and places the cube next to its scoring zone on the other side of the field. The robot then pushes the cube in. #2: A team is going to score the green cube on the platform and it gets off course. The team then resets the bot before it drops the cube. They reset the bot and put the cube back in its original position and give it another go. RSC5 G17

Answered by Game Design Committee So are the following legal during a Programming Skills Match? #1: A robot starts by turning and lifting a red cube. The team picks up the robot and cube and places the bot in the other starting position and places the cube next to its scoring zone on the other side of the field. The robot then pushes the cube in. #2: A team

is going to score the green cube on the platform and it gets off course. The team then resets the bot before it drops the cube. They reset the bot and put the cube back in its original position and give it another go. Yes, these are both legal within RSC5, which supersedes G17 for Programming Skills Matches. Please also see RSC5's Note, which states the following: Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations.

Answered by Game Design Committee

Please create a legal position for game objects being controlled by robots during autonomous.

Thank you for your suggestion. We will take this feedback into consideration for future games or Game Manual Updates, but will not be modifying the previous Q&A response.

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Tool for setup in autonomous

RSC5

< RSC5 > A Team may handle their Robot as many times as desired during a Programming Skills Match.
a. Upon handling the Robot, it must be immediately brought back to any legal Starting Position.

Is it legal to use a tool to setup the robot for autonomous attempts in the initial setup?

Is it legal to use the tool after resets during the minute time?

Answered by Game Design Committee

There are no rules preventing either of your questions, thus they are both legal.

Teams are advised to bear in mind the "blue box" note in RSC6:

In accordance with <G4>, Teams should be mindful of event schedules and set their Robots up as promptly as possible. The definition of "prompt" is at the discretion of the Event Partner and Head Referee, and could depend on things like how much time is left for the Robot Skills Challenge field(s) to be open, how many Teams are waiting in line, etc. As a general guideline, three seconds to calibrate a Gyro Sensor would be acceptable, but three minutes to debug a program would not.

Questions about element resets in programming...

RSC5

www.robotevents.com/VIQC/2019-2020/QA/392

The above ruling has spurred a few questions in my mind...

< RSC5 > A Team may handle their Robot as many times as desired during a Programming Skills Match.
b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team.

1. When a team resets a controlled cube to a non-scored position, can they place the cube on top of balls?
2. In the process of placing the cube on top of a ball, can the students use the cube to move the ball?
3. Can the students place the cube on top of a stack of preset balls?
4. Does the cube need to be in place before the bot starts again in the case that two students are working together?

5. Can the cube, after being removed from the robot, be placed back on the robot?
6. When a blue or red cube is placed on the opposite side of the field, can it be placed between the other cube and the wall? It seems like there is enough room, but the students may move the other cube a little bit in the process.

Answered by Game Design Committee

1. When a team resets a controlled cube to a non-scored position, can they place the cube on top of balls?

No, this is not legal. This would be considered a Scored position (assuming that the Balls underneath the Cube would then be considered Scored).

2. In the process of placing the cube on top of a ball, can the students use the cube to move the ball?

No, this would be considered a violation of G9 and is not legal.

3. Can the students place the cube on top of a stack of preset balls?

The answer to this is the same as the answer to your first question.

4. Does the cube need to be in place before the bot starts again in the case that two students are working together?

If a Team is resetting their Robot, and therefore completing the four tasks listed in G17a-d, all four criteria must be met before the Robot is considered "reset" and can begin moving again. Therefore, the answer to your direct question is "yes".

5. Can the cube, after being removed from the robot, be placed back on the robot?

No, this is not within the intent of G17-c. (if it were, then there would be no need to remove the Game Object from the Robot in the first place)

6. When a blue or red cube is placed on the opposite side of the field, can it be placed between the other cube and the wall? It seems like there is enough room, but the students may move the other cube a little bit in the process.

It is impossible to issue a blanket ruling that would encompass all hypothetical states of the field / Cubes. That said, any interaction between a Driver and a Game Element (that is not being reset per G17) would be considered a violation of G9.

Programming reset while touching cube... Strategically...

RSC5 G17

RSC5 A Team may handle their Robot as many times as desired during a Programming Skills Match. b. Any Game Objects being controlled by the Robot while being handled must be removed from the Robot and gently placed in a non-Scored position by the Team.

In other words, there is no rule against strategically placing the cube, it can be placed on any non-scored position by the team.

So are the following legal during a Programming Skills Match?

#1: A robot starts by turning and lifting a red cube. The team picks up the robot and cube and places the bot in the other starting position and places the cube next to its scoring zone on the other side of the field. The robot then pushes the cube in.

#2: A team is going to score the green cube on the platform and it gets off course. The team then resets the bot before it

drops the cube. They reset the bot and put the cube back in its original position and give it another go.

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#2: A team is going to score the green cube on the platform and it gets off course. The team then resets the bot before it drops the cube. They reset the bot and put the cube back in its original position and give it another go.

Yes, these are both legal within RSC5, which supersedes G17 for Programming Skills Matches. Please also see RSC5's Note, which states the following:

Note: This rule only applies to Programming Skills Matches. Driving Skills Matches are still governed by <G17>, especially for strategic violations.