Contents

Match Loads:	2
[Isolation zone match load introduction]	2
[Introducing match loads when colored tile is blocked]	4
[Dropping match loads onto the field]	5
[Expanding robot (opening hatch) with match loads]	7
[Moving intake rollers when introducing match loads]	8
Robot to Robot/Field Interaction	10
[How referees should call pinning]	10
[What pinning is not & G17 DQ]	11
[Breaking starting tile plane in autonomous]	13
[Robot to gate interaction]	14
Robot Reorientation/Repair/Manipulation	16
[Robot tilting and unfolding from tilting]	16
[using hands to unfold the robot]	18
[touching a robot in autonomous while score]	20
[prevent autonomous from running by lifting robot]	21
[Righting a tipped robot: when can you do it?]	22
[Using a wall to unfold a robot]	24
[Realign your alliance partner's robot]	26
[connecting PWM in driver control]	28
Parts and materials on the field and off	29
[introducing objects into the field of play]	29
[Screws and nuts]	30
[Y cables in sensor ports]	32
Scoring	33
[how an illegally introduced special barrel affects scoring]	33
[Bonus Point Clarification when robot is touching object]	34
[scoring a game with accidental human interaction which affects score]	36
[descoring corner goals]	38
[One scoring object across two goals]	40

Match Loads:

[Isolation zone match load introduction]



<u> 254pride</u>

Member

VEX # 254B

Join Date: Apr 2009

Location: San Jose, Ca

Posts: 38

Images: 3



Answered: What defines a robot being "in the interaction zone"?

I have question regarding the statement made in the following post: http://www.vexforum.com/showpost.php...30&postcount=2

specifically:

Quote:

both the Robot must be in the Interaction Zone (i.e. touching the foam field tiles in the **Interaction Zone**) and the Scoring Object must be placed into the Interaction Zone.

If the following are true:

- 1. The gate is up
- 2. The robot is touching the foam field tiles in the interaction zone
- 3. The robot is touching the colored starting tile in the isolation zone
- 4. The intake is in the interaction zone

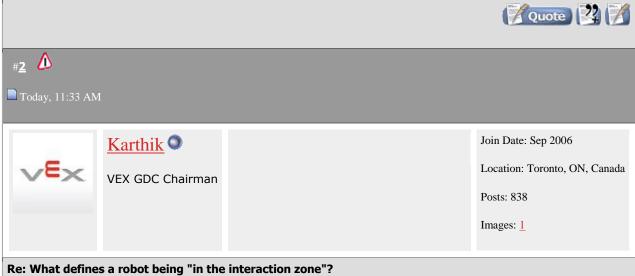
Would the robot be able to receive regular (as in not the doubler or negation barrel) match loads per SG7? Would the robot be able to receive a negation barrel in this situation (given that some portion of the negation barrel breaks the plane of the foam tiles representing the isolation zone)?

Would the robot be able to receive a doubler barrel in this situation?

www.team254.com

THE CHEESY POOFS - TERM 254

Last edited by 254pride; Yesterday at 06:39 PM. Reason: Added the clause regarding introduction of the doubler & negation barrel



Quote:

Originally Posted by **254pride 2**

I have question regarding the statement made in the following post: http://www.vexforum.com/showpost.php...30&postcount=2

specifically:

If the following are true:

- 1. The gate is up
- 2. The robot is touching the foam field tiles in the interaction zone
- 3. The robot is touching the colored starting tile in the isolation zone
- 4. The intake is in the interaction zone

Would the robot be able to receive regular (as in not the doubler or negation barrel) match loads per SG7?

No, the Robot must be touching the Alliance Starting Tile in the Interaction Zone.

Quote:

Originally Posted by **254pride 2**

Would the robot be able to receive a negation barrel in this situation (given that some portion of the negation barrel breaks the plane of the foam tiles representing the isolation zone)?

Yes, since the Robot is touching the Alliance Starting Tile in the Isolation Zone and provided that the Negation Barrel is being placed in the Isolation Zone.

Quote:

Originally Posted by **254pride 2**

Would the robot be able to receive a doubler barrel in this situation?

No, please see the response to the first part of your question for the rationale.

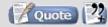
An amendment to the previous answer you quoted will be made to make this situation much clearer.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee

Last edited by Karthik; Today at 11:50 AM.









Join Date: Mar 2011

Posts: 6

Answered: Match Loading Question

In the game manual, <SG7> says:

Any Scoring Objects introduced during the Match must be either gently placed on a Robot of your own color touching an Alliance Starting Tile or gently placed on an Alliance Starting Tile of your own color. The intent of this rule is to allow teams to introduce objects into play, but not to impart energy on

the scoring object which will cause it to end up in a scored position. Violations of this rule will result in warning for the first offense. Subsequent offenses or an egregious first offense will result in a Disqualification.

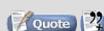
- Match Loads may be introduced by a Driver or Coach at any point during the Match. Match Loads may only be introduced in the Interaction Zone. Violations will result in a Disqualification.
- Doubler Barrels and Negation Barrels may only be introduced by a Driver or Coach during the last 30 seconds of the Match. Doubler Barrels may only be introduced in the Interaction Zone. Negation Barrels may only be introduced in the Isolation zone. Violations will result in a Disqualification.

Here are my questions:

If there's a blue robot completely covering an red interaction Alliance Starting Tile, does it mean the red alliance won't be able to introduce additional match loads & the Doubler Barrel because there's no possible way for the red alliance to "gently placed on a Robot of your own color touching an Alliance Starting Tile or gently placed on an Alliance Starting Tile of your own color" because the blue robot is in the way?

And if a team does utilize such strategy, will it "undergo extra scrutiny in regards to <G11>"?

Thank you!









Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Match Loading Question

Ouote:

Originally Posted by **TRWSHSHLX** 2

If there's a blue robot completely covering an red interaction Alliance Starting Tile, does it mean the red alliance won't be able to introduce additional match loads & the Doubler Barrel because there's no possible way for the red alliance to "gently placed on a Robot of your own color touching an Alliance Starting Tile or gently placed on an Alliance Starting Tile of your own color' because the blue robot is in the way?

And if a team does utilize such strategy, will it "undergo extra scrutiny in regards to <611>"?

Thank you!

The intent of <G7>, quoted above, was to make sure teams are restricted to Match Loading from a specific location of the field. Thus the rule stated that a team must be **touching** the tile, or the object must be placed **on** the tile. To ensure teams will always have access to their own starting tiles, we will broaden the interpretation.

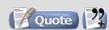
If an opposing robot is touching your starting tile, you may receive a match load while touching the tile or touching the opposing robot who is touching your tile. You may also place the match load on the opposing robot.

Yes, this type of strategy would definitely undergo extra scrutiny from the referees as per <G11>

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee







Join Date: Nov 2008 Posts: 10

Answered: Fumbled Match Loads

Karthik,

Consider the following; a team member is holding a **match load**, preparing to **load** it, when they accidentally drop it into the field. It rolls away from the starting tile. What should happen to the scoring object?

What if its a 'special' (doubler or negator). What if the special is dropped before 30 seconds remaining? What if its dropped after 30 seconds remaining?

Thanks in advance.

Al aka Mr. G

Alan Gilgenbach

Mentor

Team 2098 Waukesha WI STEM Academy

2010-2012 Season

2098G STEaMPunks- Excellence Award, Drivers Skills Champ - Fall Vex Robotics Middle School Challenge (Waukesha, WI).











Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823 Images: <u>1</u>

Re: Fumbled Match Loads

Quote:

Originally Posted by **misterG** 2

Consider the following; a team member is holding a **match load**, preparing to **load** it, when they accidentally drop it into the field. It rolls away from the starting tile. What should happen to the scoring object?

Let's take a look at the specifc rule in the VEX Gateway Game Manual that deals with Match Loads.

Quote:

Originally Posted by VEX Gateway Game Manual

<SG7> Any Scoring Objects introduced during the Match must be either gently placed on a Robot of your own color touching an Alliance Starting Tile or gently placed on an Alliance Starting Tile of your own color. The intent of this rule is to allow teams to introduce objects into play, but not to impart energy on the scoring object which will cause it to end up in a scored position. Violations of this rule will result in warning for the first offense. Subsequent offenses or an egregious first offense will result in a Disqualification.

• Match Loads may be introduced by a Driver or Coach at any point during the Match. Match Loads may only be introduced in the Interaction Zone. Violations will result in a Disqualification.

• Doubler Barrels and Negation Barrels may only be introduced by a Driver or Coach during the last 30 seconds of the **Match**. Doubler Barrels may only be introduced in the Interaction Zone. Negation Barrels may only be introduced in the Isolation zone. Violations will result in a Disqualification.

Thus if the **Match Load** is dropped accidentally in an illegal manner, the offending team should be warned or disqualified. If dropped legally (i.e. it lands on the Alliance Starting tile), no penalty would be issued. Regardless, the **Match Load** should be left in play.

Quote:

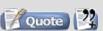
Originally Posted by **misterG**

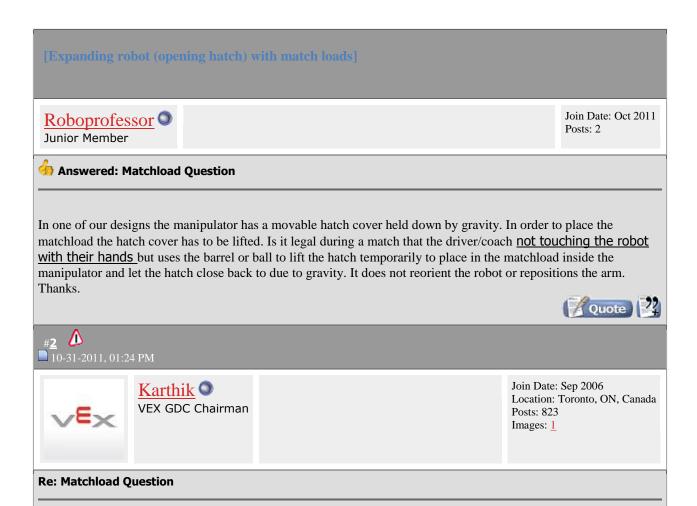
What if its a 'special' (doubler or negator). What if the special is dropped before 30 seconds remaining? What if its dropped after 30 seconds remaining?

No special rulings for the Doublers or Negations. The above answer applies.

Karthik Kanagasabapathy

Innovation First International Canada Inc.





Quote:

Originally Posted by **Roboprofessor**

In one of our designs the manipulator has a movable hatch cover held down by gravity. In order to place the matchload the hatch cover has to be lifted. Is it legal during a match that the driver/coach not touching the robot with their hands but uses the barrel or ball to lift the hatch temporarily to place in the matchload inside the manipulator and let the hatch close back to due to gravity. It does not reorient the robot or repositions the arm. Thanks.

The type of action you describe seems to be legal, for the same rationale put forth in the following Q&A entry:

http://www.vexforum.com/showthread.p...029#post221029

That being said, without seeing the actual device in action we cannot issue a blanket ruling. The final determination is up to the referees at your event. In general, it's expected that robots will react to the introduction of Match Loads with minor movements and changes. However, simply using a Scoring Object in lieu of your hands to adjust the robot would not be considered legal. (i.e. Lifting a robot arm by pushing on it with a barrel)

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee







Rich Kressly Junior Member VEX # 1414

Join Date: Oct 2005 Location: PA Posts: 29 Images: 2



Answered: Match Loading Clarification

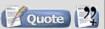
To clarify configuration changes from previous answer...

In the process of match loading, as coach/driver pushes in objects into a robot intake like this one: http://farm7.static.flickr.com/6171/...d0f1248ef9.jpg,

Can intake treads turn from the force of objects being pushed in or is this considered "changing the configuration of the Robot"?

Thanks in advance.

President, Upper Perk Robotics





10-06-2011, 11:56 AM





Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Match Loading Clarification

Quote:

Originally Posted by Rich Kressly 2

To clarify configuration changes from previous answer...

In the process of match loading, as coach/driver pushes in objects into a robot intake like this one: http://farm7.static.flickr.com/6171/...d0f1248ef9.jpg,

Can intake treads turn from the force of objects being pushed in or is this considered "changing the configuration of the Robot"?

The type of movement you described would not be considered a change of configuration, thus would not fall under <SG5> of the VEX Gateway Manual, which is quoted below for clarity.

Quote:

Originally Posted by **VEX Gateway Manual**

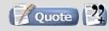
<SG5> During the Autonomous Period, Drivers and Coaches may handle their own Robot while the Robot is in contact with their own Alliance Starting Tile. During contact with the Robot, the Drivers or Coaches may not intentionally manipulate or modify the position of any Scoring Objects (aside from any which are being loaded into the Robot), either by direct hand contact or indirect contact via the Robot. Drivers or Coaches also may not change the configuration of the Robot other than in the act of fixing the Robot (i.e. it is okay to reposition the robot relative to the field, but it is not okay to manually lift up the Robot's arm).

The intent of this rule is to allow teams to fix Robots that are unable to move, to load Match Loads into the Robot, to reposition and/or reorient Robots, and to activate additional autonomous modes by interacting with the Robot via sensors or buttons.

The intent of this rule is not to allow teams to manipulate their Robot in such a way that they are controlling the Robot via human contact or creating motions that lead to scoring.

Karthik Kanagasabapathy

Innovation First International Canada Inc.



Robot to Robot/Field Interaction



Join Date: Nov 2010

Location: Mountain View, CA

Posts: 23



Answered: Pinning and refs

We need a clarification on the pinning rule. Here is what the manual says:

<SG4> A Robot cannot Pin an opposing Robot for more than five seconds during the Driver Controlled Period while on the foam playing surface. A Pin is officially over once the Pinning team has moved away from the pinned Robot by 2 feet (approximately one (1) foam tile). After ending a Pin, a team may not Pin the same Robot again for a duration of 5 seconds. If a referee determines this rule to be violated, the offending Robot will be Disqualified for the match.

However, there is no indication of how referees are to point this out, and therefore how teams are supposed to know that they are pinning. If a ref sees that a pin is occurring, does the ref need to give a verbal warning and start a countdown?

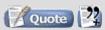
(For a point of reference, last year's RoundUp animation shows a ref giving a pinning warning and starting a count.)

The reason we are asking is that this happened in a match we were involved in over the weekend. Another team accused us of pinning during the match. The referees said nothing about it during the match, so our drive team assumed that we were not pinning. After the match was over, the refs announced that we were guilty of pinning, and disqualified us.

Please let us know if refs are required to give any warning and/or count regarding a pin, or, can a ref make a determination after a match is over that a pin occurred and disqualify a team this way.

Thank you,

Irv









Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Pinning and refs

Quote:

Originally Posted by **IrvKalb**

We need a clarification on the pinning rule. Here is what the manual says:

<SG4> A Robot cannot Pin an opposing Robot for more than five seconds during the Driver Controlled Period while on the foam playing surface. A Pin is officially over once the Pinning team has moved away from the pinned Robot by 2 feet (approximately one (1) foam tile). After ending a Pin, a team may not Pin the same Robot again for a duration of 5 seconds. If a referee determines this rule to be violated, the offending Robot will be Disqualified for the match.

However, there is no indication of how referees are to point this out, and therefore how teams are supposed to know that they are pinning. If a ref sees that a pin is occurring, does the ref need to give a verbal warning and start a countdown?

(For a point of reference, last year's RoundUp animation shows a ref giving a pinning warning and starting a count.)

The reason we are asking is that this happened in a match we were involved in over the weekend. Another team accused us of pinning during the match. The referees said nothing about it during the match, so our drive team assumed that we were not pinning. After the match was over, the refs announced that we were guilty of pinning, and disqualified us.

Please let us know if refs are required to give any warning and/or count regarding a pin, or, can a ref make a determination after a match is over that a pin occurred and disqualify a team this way.

Thank you,

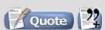
Irv

The referees are instructed to and highly encouraged to give a vocal and visual indication to any team who pins another. This includes counting out the pinning duration. However, referees can make the determination after a match to disqualify a team for pinning, without having given any sort of warning or count during the match. It is the responsibility of the teams to make sure they do not run afoul of the pinning rule.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee



[What minning is not & C17 DO]



Join Date: Nov 2010 Location: Mountain View, CA

Posts: 23



Answered: Pinning and refs

We need a clarification on the pinning rule. Here is what the manual says:

<SG4> A Robot cannot Pin an opposing Robot for more than five seconds during the Driver Controlled Period while on the foam playing surface. A Pin is officially over once the Pinning team has moved away from the pinned Robot by 2 feet (approximately one (1) foam tile). After ending a Pin, a team may not Pin the same Robot again for a duration of 5 seconds. If a referee determines this rule to be violated, the offending Robot will be Disqualified for the match.

However, there is no indication of how referees are to point this out, and therefore how teams are supposed to know that they are pinning. If a ref sees that a pin is occurring, does the ref need to give a verbal warning and start a countdown?

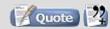
(For a point of reference, last year's RoundUp animation shows a ref giving a pinning warning and starting a count.)

The reason we are asking is that this happened in a match we were involved in over the weekend. Another team accused us of pinning during the match. The referees said nothing about it during the match, so our drive team assumed that we were not pinning. After the match was over, the refs announced that we were guilty of pinning, and disqualified us.

Please let us know if refs are required to give any warning and/or count regarding a pin, or, can a ref make a determination after a match is over that a pin occurred and disqualify a team this way.

Thank you,

Irv







Join Date: Sep 2006 Location: Toronto, ON, Canada

Posts: 823 Images: 1

Re: Pinning and refs

Quote:

Originally Posted by **IrvKalb**

We need a clarification on the pinning rule. Here is what the manual says:

<SG4> A Robot cannot Pin an opposing Robot for more than five seconds during the Driver Controlled Period while on the foam playing surface. A Pin is officially over once the Pinning team has moved away from the pinned Robot by 2 feet (approximately one (1) foam tile). After ending a Pin, a team may not Pin the same Robot again for a duration of 5 seconds. If a referee determines this rule to be violated, the offending Robot will be Disqualified for the match.

However, there is no indication of how referees are to point this out, and therefore how teams are supposed to know that they are pinning. If a ref sees that a pin is occurring, does the ref need to give a verbal warning and start a countdown?

(For a point of reference, last year's RoundUp animation shows a ref giving a pinning warning and starting a count.)

The reason we are asking is that this happened in a match we were involved in over the weekend. Another team accused us of pinning during the match. The referees said nothing about it during the match, so our drive team assumed that we were not pinning. After the match was over, the refs announced that we were guilty of pinning, and disqualified us.

Please let us know if refs are required to give any warning and/or count regarding a pin, or, can a ref make a determination after a match is over that a pin occurred and disqualify a team this way.

Thank you,

Irv

The referees are instructed to and highly encouraged to give a vocal and visual indication to any team who pins another. This includes counting out the pinning duration. However, referees can make the determination after a match to disqualify a team for pinning, without having given any sort of warning or count during the match. It is the responsibility of the teams to make sure they do not run afoul of the pinning rule.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee







Join Date: Jun 2011 Posts: 7



👍 Answered: Breaking Plane with Starting Tile

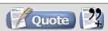
According to

<SG10> Robots are not permitted to break the plane of their opponents Alliance Starting Tile during the Autonomous Period. Violations of this rule will result in the offending Alliance losing their Doubler Barrel and Negation Barrel

So if we cross the starting tile of our opponent in the interaction zone during any point in autonomous we will lose our doubler and negation. We we planning to run a general sweep of the area after our main autonomous since we have a minute in college division. So if during that general sweep we cross over their starting tile we will lose our barrels as mentioned before?

Thanks,

Andrew









Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Breaking Plane with Starting Tile

Quote:

Originally Posted by **Adeceuster** According to

<SG10> Robots are not permitted to break the plane of their opponents Alliance Starting Tile during the Autonomous Period. Violations of this rule will result in the offending Alliance losing their Doubler Barrel and Negation Barrel

So if we cross the starting tile of our opponent in the interaction zone during any point in autonomous we will lose our doubler and negation. We we planning to run a general sweep of the area after our main autonomous since we have a minute in college division. So if during that general sweep we cross over their starting tile we will lose our barrels as mentioned before?

Yes, this is correct. You will lose both your Doubler and Negation Barrel for crossing breaking the plane of your opponent's Alliance Starting Tile, as per <SG10> quoted above in your post.

Karthik Kanagasabapathy
Innovation First International Canada Inc.
Chairman of the VEX Robotics Competition Game Design Committee



[Robot to gate interaction]



RoboDesigners
Senior Member
VEX # 2190

Join Date: Feb 2010 Location: Daleville, Virginia Posts: 354 Images: <u>1</u>

Answered: Definition of "Interaction"

What constitutes "interacting" with a gate? Is reaching over a gate "interacting" with the gate (for purpose of

dumping scoring objects over the gate or scoring them)? Is interacting equivalent to touching? If I am touching the gate while dumping scoring objects over the gate, does this constitute interacting? Is "squaring" to a gate (to correct for error in auton, or to score on the 30" high goal, etc.) interacting?

Another question: what about in autonomous? If my auton malfunctions and runs into the gate for >5 sec, is this grounds for a DQ?

Thanks! Andrew

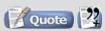
Check out my website! RoboDesigners.com

VRC Team #2190

Team Blog

Twitter: @RoboDesigners
Team YouTube Channel

Last edited by RoboDesigners; 04-21-2011 at 07:03 PM.







Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Definition of "Interaction"

Quote:

Originally Posted by **RoboDesigners 2**

What constitutes "interacting" with a gate? Is reaching over a gate "interacting" with the gate (for purpose of dumping scoring objects over the gate or scoring them)?

Any sort of action which could interfere with the raising of the *Gate* is considered interacting. So, reaching over the *Gate* would be considered interaction and fall under the jurisdiction of <SG12> of the <u>VEX Gateway Game Manual</u>.

Quote:

Originally Posted by **VEX Gateway Game Manual, Section 2 The Game**

<SG12> Robots may not interact with the Gate for more than five (5) seconds or after there are thirty-five (35) seconds remaining in the Match. Robots may not interfere with the raising of the Gate, nor may they lift the Gate. Violations of this rule will result in a Disqualification.

Quote:

Originally Posted by **RoboDesigners \(\)**

Is interacting equivalent to touching? If I am touching the gate while dumping scoring objects over the gate, does this constitute interacting? Is "squaring" to a gate (to correct for error in auton, or to score on the 30" high goal, etc.) interacting?

Yes, these would all be forms of interaction.

Quote:

Originally Posted by **RoboDesigners 2**

Another question: what about in autonomous? If my auton malfunctions and runs into the gate for >5 sec, is this grounds for a DQ?

Yes. Teams must not interact with the *Gate* for more than 5 seconds, to ensure that teams always have the opportunity lift the *Gate* in a manner which safe all participants.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee



Robot Reorientation/Repair/Manipulation

Join Date: Oct 2011 Carcabob Posts: 7 Junior Member 👍 Answered: Moving Robots During Atonomous In the VEX Gateway manual, it states that robots may be moved by the alliance of that robot's color relative to the field. Does this mean that the robot may not be tilted, but only slid and turned? A Ouote 11-07-2011, 11:23 AM Join Date: Sep 2006 Karthik • Location: Toronto, ON, Canada VEX GDC Chairman Posts: 823 Images: 1 **Re: Moving Robots During Atonomous**

Quote:

Originally Posted by Carcabob 2

In the VEX Gateway manual, it states that robots may be moved by the alliance of that robot's color relative to the field. Does this mean that the robot may not be tilted, but only slid and turned?

Let's take a look at the exact rule from the VEX Gateway Manual:

Quote:

Originally Posted by **VEX Gateway Manual**

<SG5> During the Autonomous Period, Drivers and Coaches may handle their own Robot while the Robot is in contact with their own Alliance Starting Tile. During contact with the Robot, the Drivers or Coaches may not intentionally manipulate or modify the position of any Scoring Objects (aside from any which are being loaded into the Robot), either by direct hand contact or indirect contact via the Robot. Drivers or Coaches also may not change the configuration of the Robot other than in the act of fixing the Robot (i.e. it is okay to reposition the robot relative to the field, but it is not okay to manually lift up the Robot's arm).

The intent of this rule is to allow teams to fix Robots that are unable to move, to **load Match** Loads into the Robot, **to reposition and/or reorient Robots**, and to activate additional autonomous modes by interacting with the Robot via sensors or buttons.

The intent of this rule is not to allow teams to manipulate their Robot in such a way that they are controlling the Robot via human contact or creating motions that lead to scoring. Violations of this rule will result in warning for the first offense.

Subsequent offenses or an egregious first offense will result in a Disqualification.

Since repositioning and reorienting is legal, you would be allowed to slide, tile, turn or perform any combination of these reorientations.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee





11-08-2011, 09:39 PM



Join Date: Oct 2011 Posts: 7

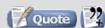
Re: Answered: Moving Robots During Atonomous

Ok. Thank you. Now one more question:

Would it be legal to have a zip-tie folded underneath the robot, so that it is held underneath it under the 18" limit only by the floor, then to tilt/lift the robot above the starting tile so that the zip-tie uncurls to extend beyond the 18" limit? Because of this, no direct or indirect contact is being made to alter the configuration of the zip-tie, but rather the lack of contact with the floor, which doesn't seem to break any rules of the game manual.

There probably is no practical use, but I still would like to know.

Last edited by Carcabob; 11-08-2011 at 09:48 PM. Reason: To clarify main idea of post









Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823 Images: 1

Re: Answered: Moving Robots During Atonomous

Quote:

Originally Posted by Carcabob 2

Ok. Thank you. Now one more question:

Would it be legal to have a zip-tie folded underneath the robot, so that it is held underneath it under the 18" limit only by the floor, then to tilt/lift the robot above the starting tile so that the zip-tie uncurls to extend beyond the 18" limit? Because of this, no direct or indirect contact is being made to alter the configuration of the zip-tie, but rather the lack of contact with the floor, which doesn't seem to break any rules of the game manual.

There probably is no practical use, but I still would like to know.

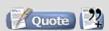
Yes, this would be legal. Please see the below linked Q&A entry for a similar question.

http://www.vexforum.com/showthread.php?t=58036

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee





Join Date: Aug 2011 Location: Murrieta, California

Posts: 57

Answered: Extending robot by hand during match?...

Say my robot has a mechanism inside the 18" cube that can pivot using hinges, would I be able to push the mechanism so that it could extend?

I wouldn't be attatching or detatching any parts and I wouldn't need any tools to make it pivot on the hinge. It would be just like repositioning the robot to a different orientation.









Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Extending robot by hand during match?...

Quote:

Originally Posted by **Dpbailey**

Say my robot has a mechanism inside the 18" cube that can pivot using hinges, would I be able to push the mechanism so that it could extend?

I wouldn't be attatching or detatching any parts and I wouldn't need any tools to make it pivot on the hinge. It would be just like repositioning the robot to a different orientation.

Let's take a look at the applicable rule from the VEX Gateway Game Manual. I've bolded some text for emphasis.

Quote:

Originally Posted by **VEX Gateway Game Manual**

<SG5> During the Autonomous Period, Drivers and Coaches may handle their own Robot while the Robot is in contact with their own Alliance Starting Tile. During contact with the Robot, the Drivers or Coaches may not intentionally manipulate or modify the position of any Scoring Objects (aside from any which are being loaded into the Robot), either by direct hand contact or indirect contact via the Robot. Drivers or Coaches also may not change the configuration of the Robot other than in the act of fixing the Robot (i.e. it is okay to reposition the robot relative to the field, but it is not okay to manually lift up the Robot's arm).

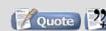
The intent of this rule is to allow teams to fix Robots that are unable to move, to **load Match** Loads into the Robot, to reposition and/or reorient Robots, and to activate additional autonomous modes by interacting with the Robot via sensors or buttons.

The intent of this rule is not to allow teams to manipulate their Robot in such a way that they are controlling the Robot via human contact or creating motions that lead to scoring.

What you've described is definitely considered changing the configuration of the robot, and is thus illegal.

Karthik Kanagasabapathy

Innovation First International Canada Inc.



Paul T. 27 Senior Member VEX # 227

Join Date: May 2011 Location: Worcester, MA

Posts: 213 Images: 4



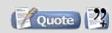
Answered: Handling in autonomous

Today at a competition we had an autonomous where our arm would raise (with two preloads in it) and then i would turn the robot so it would be facing the 30" goal the robot would exhaust the preloads and then i would turn the robot and the arm would lower. i left my hand on the base of the robot (nowhere near the game objects) when it was exhausting and the refs almost DQ'd me for "aiding in the scoring of game elements" so is it legal to be touching your robot when its scoring even if your not aiding the scoring of the objects in any way shape or form? if you want more details i can provide them.

thanks for your time, Paul



gateway Stats: qualification matches 7-0, elimination matches 6-0 overall 13-0









Join Date: Sep 2006 Location: Toronto, ON, Canada

Posts: 823 Images: 1

Re: Handling in autonomous

Quote:

Originally Posted by Paul T. 27 💟

is it legal to be touching your robot when its scoring even if your not aiding the scoring of the objects in any way shape or form?

Yes, it is legal to to touch your robot during the Autonomous Period, as long as you are not aiding in the Scoring of

Scoring Objects in anyway.

That being said, if the referee interpreted in anyway that you were aiding in the Scoring process, you could be penalized. This is why teams should avoid intentionally handling their robot while it is scoring.

Finally, please note that this forum is a place for teams to get clarifications about any questions they may have relating to Game Rules. It is not an avenue to complain about the rulings that have occurred at events.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee





RampantFang • Member VEX # 10B

Join Date: Mar 2010 Location: Redmond, WA

Posts: 57

Answered: Autonomous "Repositioning"

According <SG5>:

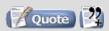
During the Autonomous Period, Drivers and Coaches may handle their own Robot while the Robot is in contact with their own Alliance Starting Tile. During contact with the Robot, the Drivers or Coaches may not intentionally manipulate or modify the position of any Scoring Objects (aside from any which are being loaded into the Robot), either by direct hand contact or indirect contact via the Robot. Drivers or Coaches also may not change the configuration of the Robot other than in the act of fixing the Robot (i.e. it is okay to reposition the robot relative to the field, but it is not okay to manually lift up the Robot's arm).

At the Washington Jump Start competition I saw that a few teams would prevent their robot from moving forward in the autonomous period by holding the robot back (and sometimes even lifting it up). Would this be included in the clause "it is okay to reposition the robot relative to the field", thus being legal? Techincally, they aren't changing the configuration of the robot (say, lifting a mechanism) or fixing any specific part.

Thanks in advance

GATEWAY: Washington Jump Start - Tournament Semi-finalists

ROUND UP: BC Season Opener - Tournament Champions, Excellence; West Salem - Tournament Champions









Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823 Images: 1

Re: Autonomous "Repositioning"

Quote:

Originally Posted by RampantFang 2

At the Washington Jump Start competition I saw that a few teams would prevent their robot from moving forward in the autonomous period by holding the robot back (and sometimes even lifting it up). Would this be included in the clause "it is okay to reposition the robot relative to the field", thus being legal? Techincally, they aren't changing the configuration of the robot (say, lifting a mechanism) or fixing any specific part.

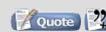
Thanks in advance

As stated in <SG5> which you quoted, Teams are allowed to reorient their robot during the Autonomous Period. Lifting the Robot off the tile would be considered a Reorientation, thus it is legal.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee







Join Date: Feb 2011 Posts: 8



Answered: Tip over robot / can we right it?

Question,

Robot tips over during Teleop mode. Happens at beginning of match and robot has not left the red/blue tile. Can the team pick up the robot and put back on wheels? Quote 2



11-07-2011, 08:04 AM



Join Date: Feb 2011

Posts: 8

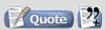
Re: Tip over robot / can we right it?

Karthik

Can you answer this please.

Also, what if it tips over during Autonomous. Can we put back on wheels? If so, can we put on wheels at any time or only during Auto mode?

Last edited by piniontwister; 11-07-2011 at 08:05 AM. Reason: Hit enter before completion









Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Tip over robot / can we right it?

Quote:

Originally Posted by **piniontwister D** *Question*,

Robot tips over during Teleop mode. Happens at beginning of match and robot has not left the red/blue tile. Can the team pick up the robot and put back on wheels?

Let's take a look at the specific rule regarding Robot interaction during the Driver Controlled Period, from the <u>VEX</u> <u>Gateway Game Manual</u>.

Quote:

Originally Posted by **VEX Gateway Game Manual**

<SG6> During the Driver Controlled Period, Drivers and Coaches may handle their own Robot as long as the robot has never left the Alliance Starting Tile. The intent of this rule is to allow teams to fix Robots which were unable to move at the start of the Match.

Violations of this rule will result in warning for the first offense. Subsequent offenses or an egregious first offense will result in a Disqualification.

Note: During the handling specified in $\langle SG5 \rangle$ And $\langle SG6 \rangle$ robots may be repositioned, but must be returned to a valid starting position as per $\langle SG1 \rangle$ within the same zone.

Thus teams are allowed to handle their Robots during the Driver Controlled Period if they are repairing a robot. Lifting a robot that has fallen over is not considered a repair, and thus would not be allowed.

Quote:

Originally Posted by **piniontwister** 2

Also, what if it tips over during Autonomous. Can we put back on wheels? If so, can we put on wheels at any time or only during Auto mode?

Let's take a look at the specific rule regarding Robot interaction during the Autonomous Period, from the VEX Gateway Game Manual.

Quote:

Originally Posted by **VEX Gateway Game Manual**

<SG5> During the Autonomous Period, Drivers and Coaches may handle their own Robot while the Robot is in contact with their own Alliance Starting Tile. During contact with the Robot, the Drivers or Coaches may not intentionally manipulate or modify the position of any Scoring Objects (aside from any which are being loaded into the Robot), either by direct hand contact or indirect contact via the Robot. Drivers or Coaches also may not change the configuration of the Robot other than in the act of fixing the Robot (i.e. it is okay to reposition the robot relative to the field, but it is not okay to manually lift up the Robot's arm).

The intent of this rule is to allow teams to fix Robots that are unable to move, to load Match Loads into the Robot, to **reposition and/or reorient Robots**, and to activate additional autonomous modes by interacting with the Robot via sensors or buttons.

The intent of this rule is not to allow teams to manipulate their Robot in such a way that they are controlling the Robot via human contact or creating motions that lead to scoring.

Violations of this rule will result in warning for the first offense. Subsequent offenses or an egregious first offense will result in a Disqualification.

Lifting a robot that has fallen over would be considered a reorientation, thus would be legal during the Autonomous Period.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee





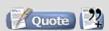
Join Date: Oct 2011 Location: Murrieta, California Posts: 6



Answered: Using Field to Change Configuration

Consider this event: Prior to the start of a match, a robot rests against the wall of the field, with an intake mechanism folded upward resting against the wall. This mechanism is attached to hinges, and is only held up by the wall of the

field; once the robot moves away from the wall, gravity causes the mechanism to fall to a parallel alignment with the field. Is it legal to use the wall/fence of the field in this way? I understand the configuration of the robot is changed, but not by any human contact, only field contact.









Join Date: Sep 2006 Location: Toronto, ON, Canada

Posts: 823 Images: 1

Re: Using Field to Change Configuration

Quote:

Originally Posted by **NHRC-Vin 2**

Consider this event: Prior to the start of a match, a robot rests against the wall of the field, with an intake mechanism folded upward resting against the wall. This mechanism is attached to hinges, and is only held up by the wall of the field; once the robot moves away from the wall, gravity causes the mechanism to fall to a parallel alignment with the field. Is it legal to use the wall/fence of the field in this way? I understand the configuration of the robot is changed, but not by any human contact, only field contact.

This is legal, provided no other rules are violated in the process. However, if employing this strategy, one must be well aware of <R4> from the VEX Gateway Game Manual.

Quote:

Originally Posted by **VEX Gateway Game Manual**

<R4> At the beginning of any match, robots must be smaller than 18" x 18" x 18".

- a. During inspections, robots will be measured in one of two ways
- i. Robots will be placed into a "sizing box" which has interior dimensions matching the above size constraints. **To**
- pass inspection, a robot must fit within the box without touching the box walls or ceiling. ii. Robots will be sized using a VRC Robot Sizing Tool. Robots will be placed on the base plate and must not touch the measurement slide as it is passed over the base plate. Please

see http://www.vexrobotics.com/275-1455.html for a visual reference

- b. Robots may expand beyond their starting size constraints after the start of a match.
- c. Any restraints used to maintain starting size (i.e. zip ties, rubber bands, etc) MUST remain attached to the robot for the duration of the match.

Thus, the intake mechanism that you plan to have resting against the wall of the field, is not permitted to touch the sizing box or sizing caliper during inspection. So relying on the field to keep your robot with the 18"x18"x18" limit, may result in you having a robot that is unable to pass inspection.

Karthik Kanagasabapathy

Innovation First International Canada Inc.







murdomeek 🍑 Senior Member VEX # 1107B

Join Date: Jan 2009 Posts: 1,233 Images: 7



Answered: Help realign your alliance partners robot?

if you had an alliance partner that had only two drivers on the court, and they might both be busy during autonomous (lift gate, match-load objects)

would it be legal for our coach to help them realign their robot during autonomous when their robot is touching a starting colored tile?

(assuming no other rules are broken)

Washington Jump start 2011 Tournament Champions and Drivers Skills

VEX Robotics World Championship - Inspire Award and Quarter-Finalist (7th Seed Alliance captain, with teams 10D and 40B)

British Columbia Vex championships - Judges award

Washington VRC Winter Tournament - First Seed and Excellence Award

Vancouver Island VRC tournament - First Seed, Excellence award, Drivers Skill Champions, and Tournament Champions

2010 British Columbia Season Opener - Tournament Champions

2010 Washington jump start - Tournament Champions and Amaze Award









Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Help realign your alliance partners robot?

Quote:

Originally Posted by **murdomeek** 2

if you had an alliance partner that had only two drivers on the court, and they might both be busy during autonomous (lift gate, match-load objects)

would it be legal for our coach to help them realign their robot during autonomous when their robot is touching a starting colored tile?

(assuming no other rules are broken)

No, this would not be legal. Let's take a look at the applicable rule from the <u>VEX Gateway Game Manual</u>. I've bolded some text for emphasis.

Quote:

<SG5> During the Autonomous Period, Drivers and Coaches may handle their own Robot while the Robot is in contact with their own Alliance Starting Tile. During contact with the Robot, the Drivers or Coaches may not intentionally manipulate or modify the position of any Scoring Objects (aside from any which are being loaded into the Robot), either by direct hand contact or indirect contact via the Robot. Drivers or Coaches also may not change the configuration of the Robot other than in the act of fixing the Robot (i.e. it is okay to reposition the robot relative to the field, but it is not okay to manually lift up the Robot's arm).

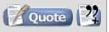
The intent of this rule is to allow teams to fix Robots that are unable to move, to load Match Loads into the Robot, to reposition and/or reorient Robots, and to activate additional autonomous modes by interacting with the Robot via sensors or buttons.

The intent of this rule is not to allow teams to manipulate their Robot in such a way that they are controlling the Robot via human contact or creating motions that lead to scoring.

As you can see the rule only allows teams to handle their own robot.

Karthik Kanagasabapathy

Innovation First International Canada Inc.





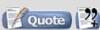
Join Date: Mar 2010 Location: Berthoud, CO

Posts: 5



👍 Answered: Gateway - reconnect wires in driver control

In Gateway, is it allowed to reconnect a motor wire to the controller after the autonomous is over and the robot is on the starting tile?





10-31-2011, 02:02 PM





Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Gateway - reconnect wires in driver control

Quote:

Originally Posted by **brady**

In Gateway, is it allowed to reconnect a motor wire to the controller after the autonomous is over and the robot is on the starting tile?

Let's take a look at the applicable rule in the VEX Gateway Game Manual

Quote:

Originally Posted by **VEX Gateway Game Manual**

<SG6> During the Driver Controlled Period, Drivers and Coaches may handle their own Robot as long as the robot has never left the Alliance Starting Tile. The intent of this rule is to allow teams to fix Robots which were unable to move at the start of the Match.

Note: During the handling specified in <SG5> And <SG6> robots may be repositioned, but must be returned to a valid starting position as per $\langle SG1 \rangle$ within the same zone.

Thus, you would only be allowed to reconnect a motor if the robot had never left the Alliance Starting Tile, and you were fixing a robot which was rendered motionless.

Karthik Kanagasabapathy

Innovation First International Canada Inc.



Parts and materials on the field and off

flippintechfreak • Member VEX # 687Z

Join Date: Dec 2010 Location: Southern California

Posts: 37

Answered: Replacing a broken rubber band in autonomous

A robot uses rubber bands in order to properly intake and release game objects. If these rubber bands were to snap, would it be legal as per rule <SG5> and/or <SG6> to replace these rubber bands?

Quote:

<SG5> During the Autonomous Period, Drivers and Coaches may handle their own Robot while the

Robot is in contact with their own Alliance Starting Tile. During contact with the Robot, the Drivers or

Coaches may not intentionally manipulate or modify the position of any Scoring Objects (aside from any

which are being loaded into the Robot), either by direct hand contact or indirect contact via the Robot.

Drivers or Coaches also may not change the configuration of the Robot other than in the act of fixing the

Robot (i.e. it is okay to reposition the robot relative to the field, but it is not okay to manually lift up the

Robot's arm).

The intent of this rule is to allow teams to fix Robots that are unable to move, to load Match Loads into

the Robot, to reposition and/or reorient Robots, and to activate additional autonomous modes by

interacting with the Robot via sensors or buttons.

The intent of this rule is not to allow teams to manipulate their Robot in such a way that

controlling the Robot via human contact or creating motions that lead to scoring.

Violations of this rule will result in warning for the first offense. Subsequent offenses or an egregious first

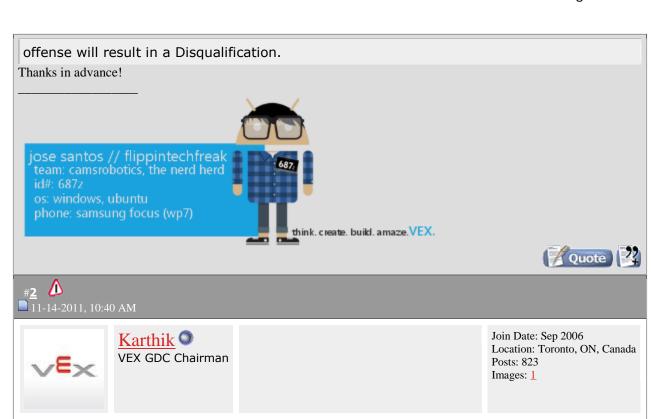
offense will result in a Disqualification

<\$G6> During the Driver Controlled Period, Drivers and Coaches may handle their own Robot as long as

the robot has never left the Alliance Starting Tile. The intent of this rule is to allow teams to fix Robots

which were unable to move at the start of the Match.

Violations of this rule will result in warning for the first offense. Subsequent offenses or an egregious first



Re: Replacing a broken rubber band in autonomous

Quote:

Originally Posted by **flippintechfreak** 2

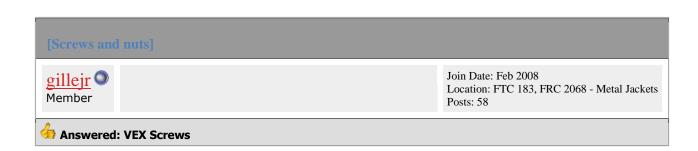
A robot uses rubber bands in order to properly intake and release game objects. If these rubber bands were to snap, would it be legal as per rule $\langle SG5 \rangle$ and $\langle SG6 \rangle$ to replace these rubber bands?

No, this would not be legal. Team members may not introduce anything other than **Match** Loads to the playing field. Thus, bringing a rubber band onto the field would be illegal.

Karthik Kanagasabapathy

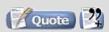
Innovation First International Canada Inc.





I noticed screw sizes only go up to 2 inches in length. Is it legal to have screws over 2 inches in length assuming they are identical to VEX screws just longer?

Thank you, James Gillespie







Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823 Images: <u>1</u>

Re: VEX Screws

Quote:

Originally Posted by **gillejr**

I noticed screw sizes only go up to 2 inches in length. Is it legal to have screws over 2 inches in length assuming they are identical to VEX screws just longer?

Thank you,

James Gillespie

Let's take a look at the rule in the <u>VEX Gateway Game Manual</u> that talks about the use of non VEX parts, in this case specifically the rule that deals with screws.

Quote:

Originally Posted by **VEX Gateway Game Manual**

<*R7> Robots are allowed the following additional "non-VEX" components:*

c. Any 6-32, 8-32, M3 or M4 screw up to 2" long, and any commercially available nut to fit these screws.

Thus, there is no provision for the use of screws longer than 2" long, and since there are no screws longer than 2" in the VEX Robotics Design System, using them would not be legal.

Karthik Kanagasabapathy

Innovation First International Canada Inc.





Join Date: Feb 2011 Location: Peachtree City, GA Posts: 226

Answered: Y-Cables in Digital I/O ports

Is it legal to use a VEX Y-Cable in a Digital I/O ports for connecting 2 solenoids to the same port? (I assume that if this is legal, it is still illegal to "daisy chain" Y-cables)

The only rule on the topic of Y-cables that I can find pertain to the 3-wire motor ports.

Thanks in advance

//Ryan













Join Date: Sep 2006 Location: Toronto, ON, Canada Posts: 823 Images: 1

Re: Y-Cables in Digital I/O ports

Quote:

Originally Posted by **Ryantech** 2

Is it legal to use a VEX Y-Cable in a Digital I/O ports for connecting 2 solenoids to the same port? (I assume that if this is legal, it is still illegal to "daisy chain" Y-cables)

The only rule on the topic of Y-cables that I can find pertain to the 3-wire motor ports.

Thanks in advance

Yes, this would be legal.

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee





Scoring





Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823

Images: 1



In a qualifying match, Red Alliance Team 1 introduces a Doubler illegally; and as a consequence is DQ'ed. Red Alliance Team 2 picks up the illegally introduced Doubler and places it into a Circular Goal.

Does the illegally introduced Doubler affect scores, or is it tainted by its illegal introduction and rendered an irrelevant?

Karthik Kanagasabapathy

Innovation First International Canada Inc.







In a qualifying match, Red Alliance Team 1 introduces a Doubler illegally; and as a consequence is DQ'ed. Red Alliance Team 2 picks up the illegally introduced Doubler and places it into a Circular Goal.

Does the illegally introduced Doubler affect scores, or is it tainted by its illegal introduction and rendered an irrelevant?

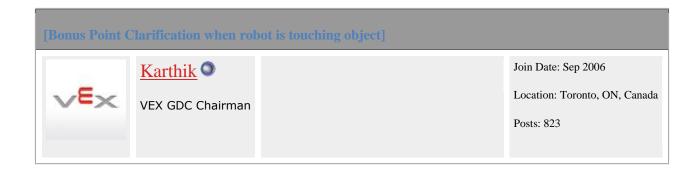
In this situation, Red Alliance Team 1 would be disqualified, however the Doubler (or Negation) Barrel would still count if Scored.

If this were an elimination match, both Red Alliance Teams would be disqualified.

Karthik Kanagasabapathy

Innovation First International Canada Inc.





Images: 1 Answered: Touching the bottom ball or barrel Consider the following scenario: A Circular Goal has the following Scoring Objects inside, from bottom to top: Red Ball, Blue Ball. At the end of the match, a Red Robot touches the Red Ball. Which alliance gets the Bonus Point? By the current definition of "Bonus Point" taken from the VEX Gateway Game Manual, it is slightly unclear. I've quoted the definition below: Quote: Originally Posted by VEX Gateway Game Manual Bonus Point - A Bonus Point is earned for the lowest Ball or Barrel (closest to the foam field tile) within a Circular Goal. Karthik Kanagasabapathy **Innovation First International Canada Inc. Chairman of the VEX Robotics Competition Game Design Committee** Quote 2 #2 🛕 11-01-2011, 02:24 PM Karthik 0 Join Date: Sep 2006 Location: Toronto, ON, Canada VEX GDC Chairman Posts: 823 Images: 1 Re: Touching the bottom ball or barrel Quote: Originally Posted by **Karthik** 2 Consider the following scenario: A Circular Goal has the following Scoring Objects inside, from bottom to top:

Red Ball, Blue Ball. At the end of the match, a Red Robot touches the Red Ball. Which alliance gets the Bonus

Point? By the current definition of "Bonus Point" taken from the VEX Gateway Game Manual, it is slightly unclear. I've quoted the definition below:

A touched object of the same colour as the touching robot never gets any points, normal or bonus.

We will make this clearer in an upcoming manual update. The following text will be added to the definition of the Bonus Point.

"Bonus Point – A Bonus Point is earned for the lowest **Scored** Ball or Barrel (closest to the foam field tile) within a Circular Goal."

Karthik Kanagasabapathy

Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee





Jij 🔾

Member

VEX # 2921

Join Date: Mar 2010

Location: Auckland, New Zealand

Posts: 35



👍 Answered: Double barrel falling off goal

Today there was a scrimmage in Auckland and I've just got a question about a scenario we had.

In one match, our doubler barrel was balanced on the top of a 30" goal and when our alliance was loading a negator barrel, he accidentally knocked the field wall and the doubler barrel fell off (the whole goal was shaken slightly). Would the doubler barrel still count?

Thanks,

George 🙂

George | 2921 Free Range Robotics

2011 World Engineering Division Think Award

2011 World Engineering Division Tournament Champions

2011 New Zealand National Excellence Award

2011 New Zealand National Tournament Champions x 2

2011 New Zealand National Programming Skills Champions 2011 New Zealand National Robot Skills Runner Up

2011 New Zealand Upper North Island Regional Tournament Champions

2011 New Zealand Upper North Island Regional Tournament Finalists 2011 New Zealand Upper North Island Robot Skills Champions

2011 New Zealand Upper North Island Programming Champions

2010 World Tournament Champio 2010 World Web Design Award 2010 World Math Division Tournal 2010 World Engineering Division 2010 World Promote Award Finali 2010 New Zealand National Tourr 2010 New Zealand National Web

2010 New Zealand National Progr





10-06-2011, 11:50 AM





VEX GDC Chairman

Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823

Images: 1

Re: Double barrel falling off goal

Quote:

Originally Posted by **Jij 2**

Today there was a scrimmage in Auckland and I've just got a question about a scenario we had.

In one match, our doubler barrel was balanced on the top of a 30" goal and when our alliance was loading a negator barrel, he accidentally knocked the field wall and the doubler barrel fell off (the whole goal was shaken *slightly*). Would the doubler barrel still count?

Let's take a look at the applicable rule from the VEX Gateway Game Manual. Some text has been bolded for emphasis.

Quote:

Originally Posted by VEX Gateway Game Manual

<G6> **Drivers and Coaches** are prohibited from making intentional contact with any Scoring Object, Field Element or Robots during a Match, with the exception of the contact specified in <SG5>, <SG6> and <SG7>.

Any intentional contact will result in a Disqualification. Accidental contact will not be penalized, unless the contact directly impacts the final score of the match. This type of accidental contact will result in a Disqualification.

Let me begin by saying that these types of situations are very difficult for referees to handle. If accidental contact with the field causes a change in score, the referees will attempt to score the match as if the contact never happened. This may not be possible in all circumstances. (For example say a doubler falls off due to human contact with the field, but is then rescored legally in a new goal?) The referees will do their best to ensure the proper scores are tallied, and in the case that accidental contact affects who wins the match, they will disqualify an offending team if necessary.

In the example you described, it would seem as thought the doubler barrel should have been counted. Of course, without seeing the specific incident, it's hard to make a blanket judgement.

Karthik Kanagasabapathy

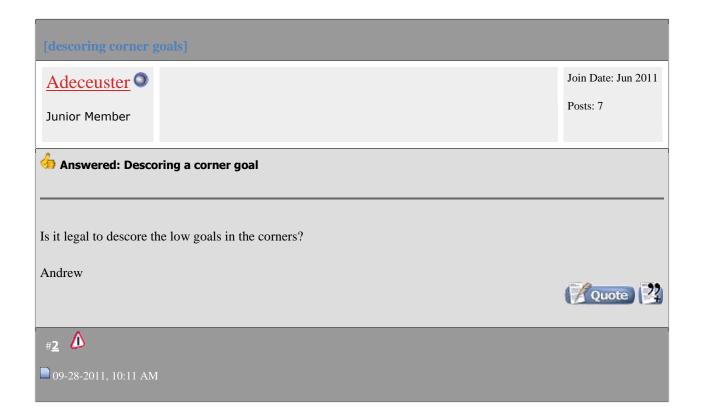
Innovation First International Canada Inc.

Chairman of the VEX Robotics Competition Game Design Committee

Last edited by Karthik; 10-06-2011 at 01:22 PM.









Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823

Images: 1

Re: Descoring a corner goal

Quote:

Originally Posted by **Adeceuster** 2

Is it legal to descore the low goals in the corners?

There are no rules in the <u>VEX Gateway Game Manual</u> preventing this sort of action, thus it is legal. The one rule dealing with descoring, <SG9>, only applies to clause 1 of the definition of Scored, which only involves the Circular Goals. I've quoted this rule below.

Quote:

Originally Posted by VEX Gateway Game Manual

<SG9> Robots are not permitted to alter the score of any Scoring Object that is Scored by clause 1 of the definition of Scored. Once an object is successfully scored under clause 1, a Scoring Object's value cannot be altered (i.e. the object cannot be descored, and moving this object cannot affect which alliance receives a bonus point) even if it no longer meets the clause 1 requirements. Violations of this rule will result in a Disqualification. (Note: Altering a Scoring Object's value does not include the use of a Doubler or Negation Barrel).

Karthik Kanagasabapathy

Innovation First International Canada Inc.







Join Date: May 2006

Location: Philadelphia, PA

Posts: 106

Images: 6





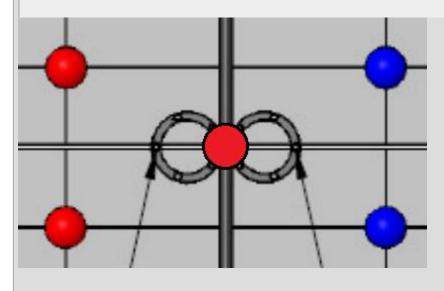
4 Answered: Game pieces straddling 2 goals: 3 scoring scenerios

In the event that a Scoring Object is straddling 2 goals, qualifying as being scored by clause 2, how would the following situations score?

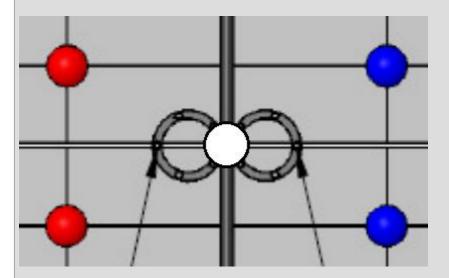
Quote:

Scored – A Scoring Object is Scored in a Goal if it is not touching a Robot of the same color of the Scoring Object and it meets one of the following criteria.

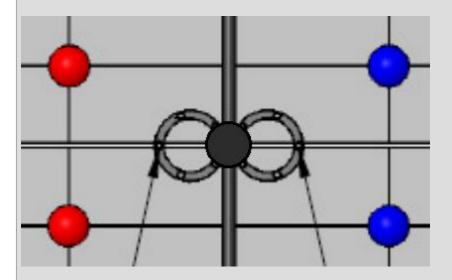
- 1. A Scoring Object is fully below the top of the PVC pipes of a Circular Goal and fully within the outer ring of the Circular Goal. (See figures 4 & 5)
- 2. A Scoring Object is not fully below the top of the PVC pipes of a Circular Goal and partially within the outer ring of the Circular Goal. (See figure 5)
- 3. A Ball or Barrel is partially inside the outer edge of a Floor Goal and touching a foam field tile. (See figures 6 & 7)



A) Red Scoring Object balanced. Does the game piece count in both goals? (2 points) and in the event that it is the only object scored on both goals then count as the bottom piece? (4 points) Or not score period?



B) Does a balanced doubler barrel double both goals, 1 goal, or neither?



C) Same as a doubler, does it negate both, one, or neither?

Thanks for the clarification.

-Chuck

Email: tglick@ktor.org Temple University - Applied Mechanical Engineering

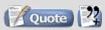
2011 VEX World Championships - Mentor of the Year

Knights of The Olde Robotics : Co-Captain/Driver 2010 College Excellence World Champions - KTOR

2011 BEYA - Champions, Create Award

Haverford School 169A,B,C,D,E,F,Y,Z: Mentor

Dawgma 1712: Alumni, College Mentor



#<u>2</u> 🔼

■ 06-01-2011, 10:29 AM



Join Date: Sep 2006

Location: Toronto, ON, Canada

Posts: 823

Images: 1

Re: Game pieces straddling 2 goals: 3 scoring scenerios

Quote:

Originally Posted by Chuck_Glick 2

In the event that a Scoring Object is straddling 2 goals, qualifying as being scored by clause 2, how would the following situations score?

Before we answer these questions, let's take a look at the updated definition of Scored, released on 06/01/11. This definition can be found in the <u>VEX Gateway Game Manual</u>.

Quote:

Originally Posted by VEX Gateway Game Manual, Section 2

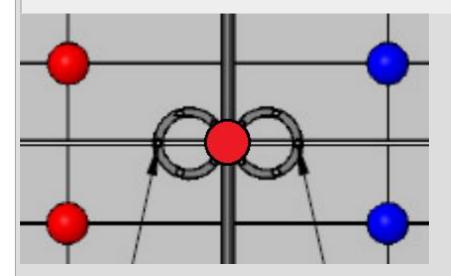
Scored – A Scoring Object is Scored in a Goal if it is not touching a Robot of the same color of the Scoring Object and it meets one of the following criteria.

- 1. A Scoring Object is fully below the top of the PVC pipes of a Circular Goal and fully within the outer ring of the Circular Goal. (See figures 4 & 5)
- 2. A Scoring Object is not fully below the top of the PVC pipes of a Circular Goal and partially within the outer ring of the Circular Goal and is not within the outer ring of any other Circular Goal. (See figure 5)
- 3. A Ball or Barrel is partially inside the outer edge of a Floor Goal and touching a foam field tile. (See figures 6 & 7)

Quote:

Originally Posted by Chuck_Glick 2

A) Red Scoring Object balanced. Does the game piece count in both goals? (2 points) and in the event that it is the only object scored on both goals then count as the bottom piece? (4 points) Or not score period?

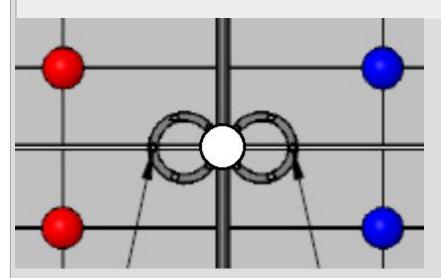


Based on Clause 2 of the definition of *Scored* this *Ball* would not count in either *Goal* since it is within the ring of multiple *Goals*.

Quote:

Originally Posted by **Chuck_Glick**

B) Does a balanced doubler barrel double both goals, 1 goal, or neither?

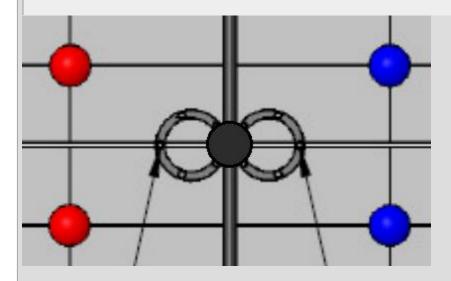


Again, based on Clause 2 of the definition of *Scored* this doubler would count for neither.

Quote:

Originally Posted by Chuck_Glick 2

C) Same as a doubler, does it negate both, one, or neither?



Same as the prior two scenarios, the *Negation Barrel* would count for neither.

Karthik Kanagasabapathy

Innovation First International Canada Inc.



