The scheduled April 5th, 2019 Game Manual update for VIQC Next Level included the following clarifications. **Yellow highlights** denote changes to existing rules; **(new)** labels denote new rules.

**General Game Rules**

<G2> VEX IQ is a student-centered program. **Adults may assist Students** in urgent situations, but adults should never work on or program a **Robot** without **Students** on that **Team** being present and actively participating.

Some amount of adult mentorship, teaching, and/or guidance is an expected and encouraged facet of the VEX IQ Challenge. No one is born an expert in robotics! However, obstacles should always be viewed as teaching opportunities, not tasks for an adult to solve without Students present and actively participating.

When a mechanism falls off, it is...
...okay for an adult to help a Student investigate why it failed, so it can be improved.
...not okay for an adult to put the robot back together.

When a team encounters a complex programming concept, it is...
...okay for an adult to guide a Student through a flowchart to understand its logic.
...not okay for an adult to write a pre-made command for that Student to **copy/paste**.

During match play, it is...
...okay for an adult to provide cheerful, positive encouragement as a spectator.
...not okay for an adult to shout step-by-step commands from the audience.

<G4> Pre-match setup. **At the beginning of a Match**, each **Robot** must meet the following criteria:

Note: Robots must be placed on the field promptly. Repeated failure to do so could result in a violation of <G1>.

The exact definition of the term “promptly” is at the discretion of the Head Referee and the Event Partner, who will consider event schedule, previous warnings or delays, etc.
Robot Inspection Rules

<R8> Robots are allowed to use the following additional “non-VEX IQ” components:

- c. 1/8” metal shafts from the VEX EDR product line (in lengths which are equivalent to legal VEX IQ shafts).

<R12> The only allowable sources of electrical power for a VEX IQ Challenge Robot is one (1) VEX IQ Robot Battery or six (6) AA batteries via the Robot AA Battery Holder (228-3493).

- b. Teams are permitted to have an external power source (such as a rechargeable battery pack) plugged into their VEX IQ Controller during a Match, provided that this power source is connected safely and does not violate any other rules (such as <G7>).

<R13> Parts may NOT be modified.

- a. Examples of modifications include, but are not limited to, bending, cutting, sanding, gluing, or melting.

- b. Cutting metal VEX EDR shafts to lengths which are equivalent to legal VEX IQ shafts is permitted. This is the only legal exception to this rule.

Teams should always remember to prioritize student safety if attempting to cut metal shafts. Adult assistance in the spirit of <G2> is a must-have, and sharp edges should be sanded or otherwise rounded off.

Similarly, any use of power tools in a pit space while at an event must be discussed with the Event Partner in advance. Even if used in a safe capacity, there is still a possibility of violating venue / event rules, or causing alarm for nearby teams. If power tools are being used without significant regard for safety, this could be considered a violation of the REC Foundation Code of Conduct.

Teamwork Challenge Rules

<T2> The only people from a Team permitted to be by the playing Field are the two Drivers, who are identified by their drive team badges. These badges are interchangeable, but not during a Match.

Drive team badges will not be used at the 2019 VEX Robotics World Championship. <T2> and <G7> will still otherwise apply.
Programming Skills Match Specific Rules

<PSC1> A Team may handle their Robot as many times as desired during a Programming Skills Match.

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. The rest of <G7>, which states that Drivers are not allowed to use any communication devices during their Match, still applies.
   ii. 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.

<PSC2> Teams must bring their VEX IQ Controller to the field with them. Although Drivers will start the Robot by pressing a button on the Robot Brain or manually activating a sensor, they may not otherwise engage the Robot with the VEX IQ Controller during the Programming Skills Match. The VEX IQ Controller must be turned OFF during the Programming Skills Match.

a. Because there is no VEX IQ Controller handoff, only one (1) Driver is required for Programming Skills Matches (though Teams may still have two (2) if desired). <G7> still applies to any Drivers participating in the Match.

b. Pre-match sensor calibration is considered part of the standard pre-match setup time, i.e. the time when Teams would typically be turning on the Robot, moving any mechanisms to their desired legal start position, etc.

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 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.