The *VEX Robotics Competition Turning Point* Game Manual also includes a series of Appendices. These can be found on [www.vexrobotics.com](http://www.vexrobotics.com) or [www.roboticseducation.org](http://www.roboticseducation.org), or directly by clicking the links below.

### Appendices

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Section 1 – Introduction

Overview
This section provides an introduction to the VEX Robotics Competition and VRC Turning Point.

The VEX Robotics Competition
Our world faces a serious problem. It’s a problem that, without explicit and intentional action, will eventually stagnate global progress and lead to a workforce that is unmotivated and ill-equipped to solve its future problems. As the world grows more technologically complex, the challenges we face every day will continue to escalate along with it. A cell phone has more failure modes than a landline. The internals of an electric car are more difficult to comprehend than a V8 combustion engine. Unmanned drone legislation is more nuanced than defining a maximum speed limit.

Dubbed “the STEM problem”, the situation is equally simple to understand, yet difficult to solve. In many cases, the traditional methods of teaching science, technology, engineering, and math (STEM) will not be enough to adequately prepare students for this complex world. This is often coupled with the unfortunate reality that by the time they reach an age capable of grasping these critical topics, students may have already determined that they are “not cool” or “boring”. Without the skills or passion necessary to approach these problems in an educated manner, you cannot possibly expect to be productive in making forward progress or even sustaining the status quo.

The VEX Robotics Competition exists to solve this problem. Through its uniquely engaging combination of teamwork, problem solving, and scientific discovery, the study of competitive robotics encompasses aspects of STEM. You’re not building VEX EDR robots because your future job will involve tightening shaft collars on a metal bar – you’re executing an engineering design and problem-solving process that resembles the same mindset used by rocket scientists, brain surgeons, and inventors around the world. VEX Robotics Competition Turning Point is not just a game that we invented because it is fun to play – it is a vehicle for teaching (and testing) teamwork, perseverance in the face of hardship, and provides a methodology to approach and solve new challenges with confidence.

Contained in this manual are the rules that shape VRC Turning Point. These rules are designed to simulate the constraints that will outline any real-world project. They are intended to promote creativity without punishing innovation. They are balanced to promote fair play while encouraging competition.
We encourage you to keep in mind that a VEX Robotics Competition game is more than just a set of game objects worth varying amounts of points. It is an opportunity to hone the life-long skills that will characterize the problem-solving leaders of tomorrow.

Good luck, and we’ll see you on the playing field!

Sincerely,

The VEX Robotics Game Design Committee, comprised of members from the Robotics Education & Competition Foundation, Robomatter, DWAB Technology, and VEX Robotics.

VEX Robotics Competition Turning Point: A Primer

*VEX Robotics Competition Turning Point* is played on a 12 ft x 12 ft foam-mat, surrounded by a sheet-metal and polycarbonate perimeter. There are eight *Caps* that can be *Low Scored* on the playing field tiles or *High Scored* on six *Posts* around the field. There are also nine *Flags*, including three *Low Flags* which can be *Toggled* by *Robots*, and six *High Flags*, which can only be *Toggled* by being hit with *Balls*. Teams also score points for *Alliance Parking* at the end of the *Match* on their own *Alliance Platform*, or by *Center Parking* on the *Center Platform*, which can be used by either *Alliance*.

For more details and specific game-play rules, please see Section 2 – The Game.

For more information about VEX, visit [www.vexrobotics.com](http://www.vexrobotics.com). Follow us on Instagram, Twitter or Snapchat @VEXRobotics. Like us on Facebook at [www.facebook.com/vexrobotics](http://www.facebook.com/vexrobotics).

For more information about the Robotics Education & Competition Foundation, visit [www.roboticseducation.org](http://www.roboticseducation.org). Follow us on Twitter @REC_Foundation. Like us on Facebook at [www.facebook.com/RECFoundation](http://www.facebook.com/RECFoundation).

Visit [www.RobotEvents.com](http://www.RobotEvents.com) for more information about the VEX Robotics Competition, including team registration, event listings, and results.
Section 2 – The Game

Overview
This section describes the 2018-2019 VEX Robotics Competition game entitled VEX Robotics Competition Turning Point. It also lists the game definitions and game rules.

Game Description
Matches are played on a field set up as illustrated in the figures throughout. Two Alliances – one “red” and one “blue” – composed of two Teams each, compete in each Match. The object of the game is to attain a higher score than the opposing Alliance by Scoring Caps, Scoring Flags, and by Alliance Parking or Center Parking Robots on the Platforms.

A bonus is awarded to the Alliance that has the most points at the end of the Autonomous Period.

Figure 1: Top view of the field in its initial setup configuration.

Note: The illustrations in this section of the manual are intended to provide a general visual understanding of the game. Teams should refer to official field specifications, found in Appendix A, for exact field dimensions, a full field bill of materials, and exact details of field construction.
Each VEX Robotics Competition Turning Point Match includes the following:

- Eight (8) Caps
  - Two (2) that start in a blue Low Scored position
  - Two (2) that start in a red Low Scored position
  - Four (4) that start on Balls in a non-Scored position
- Nine (9) Flags
  - Three (3) that start in a blue Toggled position
  - Three (3) that start in a red Toggled position
  - Three (3) that start in a non-Toggled position
- Twenty (20) Balls
  - Four (4) that start on the Platforms
  - Eight (8) that start on Caps
  - Four (4) that start underneath Caps
  - Four (4) as Preloads, two (2) per Alliance
- Six (6) Posts, used for High Scoring Caps
- Three (3) Platforms, used for Alliance Parking and Center Parking Robots
  - Two (2) Alliance Platforms, one red and one blue
  - One (1) Center Platform

Figure 2: Front view of the field.
Figures 3 & 4: Annotated views of the field
Figures 5 & 6: Annotated views of the field
**Game Definitions**

**Alliance** – A pre-assigned grouping of two **Teams** that are paired together during a given **Match**.

**Alliance Starting Tile** – A colored field tile, red or blue, that designates where **Robots** must start the **Match**.

**Alliance Station** – The designated region where the **Drive Team Members** must remain for the duration of the **Match**.

**Autonomous Bonus** - A point bonus awarded to the **Alliance** that has earned the most **Cap**, **Flag**, and **Alliance Parking** points at the end of the **Autonomous Period**.

**Autonomous Line** – The pair of white tape lines that run across the center of the field, underneath the **Platforms**. Per <SG3>, **Robots** may not contact the foam field tiles on the opposite **Alliance**’s side of the **Autonomous Line** during the **Autonomous Period**.

**Autonomous Period** – A fifteen second (0:15) time period during which **Robots** operate and react only to sensor inputs and to commands pre-programmed by the **Students** into the **Robot control system**.

**Ball** – A yellow plastic spherical object with a diameter of 3.0” (76mm) and a mass of 0.12lb (55g). **Balls** can be used to **Score Flags**.

**Cap** – An 8-sided, disc-shaped plastic element with a “flat-to-flat” diameter of roughly 9.25” (234.95mm), an “edge-to-edge” diameter of roughly 9.70” (246.38mm), an overall height of roughly 4.6” (116.8mm), and a mass of roughly 335g (0.74 lb). **Caps** have one blue side and one red side, and a **Core** in the center.

**Core** – The cylindrical protrusion on either side of a **Cap** with a diameter of roughly 3.8” (96.5mm) and a height of roughly 1.8” (44.5mm) from the wide portion of the **Cap**. The **Core** has a red half and a blue half which are used when **Low Scoring** or **High Scoring**.

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*Figure 7: Close-up of Cap, with the Core highlighted.*
**VEX Robotics Competition Turning Point – Game Manual**

**Detent** – The protruding feature upon which the Flag pivots that is used in conjunction with the Flag's pointer to determine if a Flag is Toggled.

![Figure 8: Close-up of Flag, highlighting the Detent and Flag pointer.](image)

**Disablement** – A penalty applied to a Team for a rule violation. A Team that is Disabled is not allowed to operate their Robot for the remainder of the Match, and the Drive Team Members will be asked to place their controller(s) on the ground.

**Disqualification** – A penalty applied to a Team after a Match for a rule violation. A Team that is Disqualified in a Qualifying Match receives zero (0) Win Points, Autonomous Points, and Strength of Schedule Points. When a Team is Disqualified in an Elimination Match, the entire Alliance is Disqualified and receives a loss for the Match. At the Head Referee’s discretion, repeated violations and Disqualifications for a single Team may lead to its Disqualification for the entire tournament.

**Drive Team Member** – Any of the three (3) Students allowed in the Alliance Station during a Match for each Team. Only Drive Team Members are allowed to touch the controls at any time during the Match or interact with the Robot as per <G5>. Adults are not allowed to be Drive Team Members.

**Driver Controlled Period** – The one minute and forty-five second (1:45) time period during which Drive Team Members operate their Robots.

**Entanglement** – A Robot status. A Robot is Entangled if it has grabbed, hooked, or attached to an opposing Robot or a Field Element.

**Expansion Zone** – The area of the foam tile playing surface bounded by the outer edges of the white tape lines and the inner edges of the field perimeter walls. Robots may expand vertically while contacting the foam field tiles or white tape lines within this zone. See rule <SG2> for more details on robot expansion.

**Field Element** – The foam field tiles, field perimeter, white tape, Net, Platforms, Posts, Flags, and all supporting structures.
Flag - A pivoting plastic element consisting of a red target, a blue target, and a hinge. Each target has rectangular dimensions of 9.9” (251.5mm) wide and 6.00” (152.4mm) tall. Flags are elevated above the field. The hinge on each Flag also features a pointer that is used in conjunction with the Detent to determine if the Flag is Toggled.

- **Low Flags** are roughly 18.3” (464.8mm) from the field tiles to their top edge. Note: the top of the Low Flags can be used as a rough visual indicator to see if Robots are below 18”.

- **High Flags** are made up of two rows: one that is roughly 32.4” (822.9mm) from the field tiles to their top edge, and one that is roughly 46.3” (1176.0mm) from the field tiles to their top edge.

Game Object – A Cap or Ball.

Hoarding – A Robot status. A Robot is Hoarding if it is actively blocking opposing Robot access to more than two (2) Balls, or more than one (1) Cap, in any of the four (4) corners of the field (i.e. positioned in the corner roughly the size of one foam field tile). See <SG5>.

Match – A Match consists of an Autonomous Period followed by a Driver Controlled Period for a total time of two minutes (2:00).

Match Affecting – A rule violation status determined by the head referee. A rule violation is Match Affecting if it changes the winning and losing Alliances in the Match. Multiple rule violations within a Match can cumulatively become Match Affecting.

Net – The roughly 59” (1.5m) tall woven nylon net structure that spans the entire side of the field perimeter where the Flags are located, with a mesh width of roughly 2.0” (50.8mm) and an overall height of roughly 58.6” (1488.4mm).

Parked – One of two Robot statuses.

- **Alliance Parked** – A Robot status. A Robot is Alliance Parked when it is:
  - Contacting its Alliance Platform.
  - Not contacting the foam field tiles or white tape.

- **Center Parked** – A Robot status. A Robot is Center Parked when it is:
  - Contacting the Center Platform.
  - Not contacting any Alliance Platform.
  - Not contacting the foam field tiles or white tape.
Platform – One of three (3) raised surfaces made of PVC and polycarbonate, roughly 23.875” (606.4mm) by 21.70” (551.2mm), that can be used for Parking Robots. See Figures 5, 9, and 10.

- **Alliance Platforms** are denoted by their red or blue structural PVC pieces, and can only be used for Parking by Robots of the same color Alliance as the Platform.
- The **Center Platform** is denoted by its yellow structural PVC pieces, and can be used for Parking by Robots of either Alliance.

Note: The structures on the sides of the Center Platform are not considered part of the Platform, and cannot be used for Center Parking. See Figure 11 and <SG9>.

Possession – A Game Object status. A Robot has Possession of a Game Object if it is carrying, holding, or encompassing it. See rule <SG4> for details on Possession limits.

Post – One of six (6) vertical PVC pipes attached to the field perimeter with a diameter of approximately 0.84” (~21.5mm) where Caps can be Scored.

- Four (4) Posts (furthest from the Flags) are roughly 23” (584.2mm) tall.
- Two (2) Posts (closest to the Flags) are roughly 34” (863.6mm) tall.
**VEX Robotics Competition Turning Point – Game Manual**

**Preload** – The Ball, one (1) per robot, that must be placed on the field such that it satisfies the following conditions prior to the start of the Match.

- The Preload is touching one Robot.
- The Preload is fully within the field perimeter.

![Figure 12: A legal Preload.](image1)
![Figure 13: An illegal Preload.](image2)

**Robot** – Anything that has passed inspection that a Team places on the field prior to the start of a Match.

**Scored** – One of two Cap statuses.

**Low Scored** – A Cap status. A Cap is Low Scored when a Cap’s Core is touching the foam field tiles, white tape lines, or Platforms, without touching a Robot of the color Alliance for which the Cap would award points. Points for a Low Scored Cap are awarded to the Alliance color that is facing “up” when the Core half on its opposite side is touching the foam field tiles, white tape lines, or Platform.

Note: If a Core is touching both the foam field tiles and the Center Platform, it should be scored as if it was only touching the foam field tiles.

![Figure 14 (left): A Cap which is Low Scored for the Red Alliance, because the opposite Core is contacting the field tiles.](image3)
![Figure 15 (right): A Cap which is not Scored at all, because the Core is not contacting any field tiles, white tape lines, or Platforms.](image4)
High Scored – A Cap status. A Cap is High Scored when its Core is touching a Post, the Cap is not touching any other Field Elements, and the Cap is not touching a Robot of the color Alliance for which the Cap would award points. Points for a High Scored Cap are awarded to the Alliance color that is facing “up” when the Core half on its opposite side is touching the Post.

Figure 16 (left): A Cap which is High Scored for the Red Alliance, because the opposite Core is contacting the Post.
Figure 17 (right): A Cap which is not Scored, because it is being contacted by a Robot of the same color as it would have been awarded points.

Student – Anyone enrolled in a pre-college school or who is home-schooled as part of a pre-college educational curriculum and is born after April 27th, 2000. Eligibility may also be granted based on a disability that has delayed education by at least one year.

- Middle School Student – A Student enrolled in grade 8 or lower or enrolled in grade 9 in a school, which includes grade 8 but not grade 10.
- High School Student – Any eligible Student that is not a Middle School Student.

Team – One or more Students make up a Team. A Team is classified as a Middle School Team if all members are Middle School Students. A Team is classified as a High School Team if any of its members are High School Students. Teams may be associated with schools, community/youth organizations, or a group of neighborhood Students.

Toggled – A Flag status. A Flag is Toggled when the Flag’s pointer is not nested in the Detent and the Flag is not touching a robot of the color Alliance for which the Flag would award points. When Toggled, points are awarded to the red Alliance if the pointer is to the left of the Detent, and awarded to the blue Alliance if the pointer is to the right of the Detent. In the case that the Flag pivots beyond the containing PVC structure, the Flag is no longer Toggled. See Figures 18-20 on the following page.
Trapping – A Robot status. A Robot is **Trapping** if it has restricted an opposing Robot into a small, confined area of the field, approximately the size of one foam field tile or less, and has not provided an avenue for escape. **Trapping** can be direct (e.g. pinning an opponent to a field perimeter wall) or indirect (e.g. preventing a Robot from escaping from a corner of the field).
Game Rules

Scoring

Autonomous Period Scoring:
- A Toggled High Flag is worth two (2) points.
- A Toggled Low Flag is worth one (1) point.
- A High Scored Cap is worth two (2) points.
- A Low Scored Cap is worth one (1) point.
- A Robot which is Alliance Parked earns three (3) points.
- An Alliance that wins the Autonomous Bonus earns four (4) points.

Driver Controlled Period Scoring:
- A Toggled High Flag is worth two (2) points.
- A Toggled Low Flag is worth one (1) point.
- A High Scored Cap is worth two (2) points.
- A Low Scored Cap is worth one (1) point.
- A Robot which is Alliance Parked earns three (3) points.
- A Robot which is Center Parked earns six (6) points.

Figure 20: Example VRC Turning Point match, depicting various point values.
Safety Rules

<S1> Be safe out there. If at any time the Robot operation or Team actions are deemed unsafe or have damaged any Field Elements or Game Objects, the offending Team may be Disabled and/or Disqualified at the discretion of the Head Referee. The Robot will require re-inspection before it may again take the field.

a. Teams should be extra cautious when interacting with the Net, per <SG5>.

<S2> Stay inside the field. If a Robot is completely out-of-bounds (outside the playing field), it will be Disabled for the remainder of the Match.

Note: The intent is NOT to penalize Robots for having mechanisms that inadvertently cross the field perimeter during normal game play.

General Game Rules

<G1> Treat everyone with respect. All Teams are expected to conduct themselves in a respectful and professional manner while competing in VEX Robotics Competition events. If a Team or any of its members (Students or any adults associated with the Team) are disrespectful or uncivil to event staff, volunteers, or fellow competitors, they may be Disabled from a current or upcoming Match. Team conduct pertaining to <G1> may also impact a team’s eligibility for judged awards. Repeated or extreme violations of <G1> could result in a Team being Disabled from an entire event, depending on the severity of the situation.

Robotics competitions often induce intense, high stress situations. These are good opportunities to model and/or gain experience in handling these situations in a positive and productive manner. It is important that we all exhibit maturity and class when dealing with any difficult situations that may present themselves in both the VEX Robotics Competition and our lives in general.

This rule exists alongside the REC Foundation Code of Conduct. Violation of the Code of Conduct can be considered a violation of <G1> and can result in Disqualification from a current Match, an upcoming Match, an entire event, or (in extreme cases) an entire competition season. The Code of Conduct can be found at https://www.roboticseducation.org/competition-teams/vex-robotics-competition/.

<G2> Use common sense. When reading and applying the various rules in this document, please remember that common sense always applies in the VEX Robotics Competition.
**VEX Robotics Competition Turning Point – Game Manual**

**<G3> Robots begin the Match in the starting cube.** At the beginning of a *Match*, each *Robot* must be smaller than a volume of 18” (457.2 mm) long by 18” (457.2 mm) wide by 18” (457.2 mm) tall. Using *Field Elements*, such as the field perimeter wall, to maintain starting size is only acceptable if the *Robot* would still satisfy the constraints of <R4> and pass inspection without the *Field Element*. *Robots* in violation of this limit will be removed from the field prior to the start of the *Match*, at the Head Referee’s discretion.

**<G4> Keep your Robots together.** *Robots* may not intentionally detach parts during the *Match* or leave mechanisms on the field.

Minor violations of this rule that do not affect the *Match* will result in a warning. *Match Affecting* offenses will result in a *Disqualification*. *Teams* that receive multiple warnings may also receive a *Disqualification* at the Head Referee's discretion. Multiple intentional infractions may result in *Disqualification* for the entire competition.

**<G5> The red alliance, or the highest seed, places last.** In *Qualification Matches*, the red *Alliance* has the right to place its *Robots* on the field last. In *Elimination Matches*, the higher (better) seeded *Alliance* has the right to place its *Robots* on the field last. Once a *Team* has placed its *Robot* on the field, its position cannot be readjusted prior to the *Match*. If a *Team* violates this rule, the opposing *Alliance* will be given the opportunity to reposition their *Robots* promptly.

a. *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.

**<G6> Drive your own Robot.** Each *Team* shall include up to three *Drive Team Members*. No *Drive Team Member* may fulfill this role for more than one *Team* in a given competition season. Violations or refusal to comply with this rule could be considered a violation of the Code of Conduct and/or <G1>. Violations or refusal to comply with this rule could be considered a violation of the Code of Conduct and/or <G1>.

**<G7> Only Drivers, and only in the Alliance Station.** During a *Match*, all *Drive Team Members* must remain in their *Alliance Station*. *Drive Team Members* are not allowed to use any sort of communication devices during their *Match*. Devices with communication features turned off (e.g. a phone in airplane mode) are allowed.

Note: Per <T02>, *Drive Team Members* are the only *Team* members that are allowed to be in the *Alliance Station* during a *Match*.

Note 2: During a *Match*, *Robots* may be operated only by the *Drive Team Members* and/or by software running on the *Robot*’s control system, in accordance with <R11> and <G9>.
Violations or refusal to comply with this rule could be considered a violation of <G1>.

**<G8> Hands out of the field.** Drive Team Members may only touch the Team’s controls and Robot at specified times during a Match as per <G8a>. Drive Team Members are prohibited from making intentional contact with any Game Object, Field Element, or Robot during a Match, apart from the contact specified in <G8a>.

a. During the Driver Controlled Period, Drive Team Members may only touch their own Robot if the Robot has not moved at all during the Match. Touching the Robot in this case is permitted for only the following reasons:
   1. Turning the Robot on or off.
   2. Plugging in a battery and/or power expander.
   3. Plugging in a VEXnet Key or V5 Robot Radio.
   4. Touching the V5 Robot Brain screen, such as to start a program.

b. Drive Team Members are not permitted to break the plane of the field perimeter at any time during the Match, apart from the actions described in <G8a>.

Minor violations of these rules that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

**<G9> Autonomous means “no humans”.** During the Autonomous Period, Drive Team Members are not permitted to interact with the Robot in any way, directly or indirectly. This could include, but is not limited to:

- Activating any controls on their VEXnet Joysticks or V5 Controllers.
- Unplugging or disconnecting from the field in any way.
- Triggering sensors (including the Vision Sensor) in any way, even without touching them.

Violations of this rule would be considered a violation of <G10> and could result in the Autonomous Bonus being awarded to the opposing Alliance. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

**<G10> Rules still apply in the Autonomous Period.** Any infractions committed during the Autonomous Period that are not Match Affecting, but do affect the outcome of the Autonomous Bonus, will result in the Autonomous Bonus being automatically awarded to the opposing Alliance.

a. Teams are responsible for the actions of their Robots at all times, including during the Autonomous Period. Any infractions committed during the Autonomous Period that are Match Affecting can result in a Disqualification, if warranted by the rule.
b. If both Alliances cause infractions during the Autonomous Period that would have affected the outcome of the Autonomous Bonus, then no Autonomous Bonus will be awarded.

<G11> You can’t force an opponent into a penalty. Intentional strategies that cause an opponent to violate a rule are not permitted, and will not result in an infraction on the opposing Alliance.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee’s discretion.

<G12> Don’t destroy other Robots. But, be prepared to encounter defense. Strategies aimed solely at the destruction, damage, tipping over, or Entanglement of opposing Robots are not part of the ethos of the VEX Robotics Competition and are not allowed. If the tipping, Entanglement, or damage is ruled to be intentional or egregious, the offending Team may be Disqualified from that Match. Repeated offenses could result in Disqualification from the entirety of the competition.

a. VEX Robotics Competition Turning Point is intended to be an offensive game. Teams that partake in solely defensive or destructive strategies will not have the protections implied by <G12> (see <G13>). However, defensive play which does not involve destructive or illegal strategies is still within the spirit of this rule.

b. VEX Robotics Competition Turning Point is an interactive game. Some incidental tipping, Entanglement, and damage may occur as a part of normal gameplay without violation. It will be up to the head referee’s discretion whether the interaction was incidental or intentional.

c. A Team is responsible for the actions of its Robot at all times, including the Autonomous Period. This applies both to Teams that are driving recklessly or potentially causing damage, and to Teams that drive around with a small wheel base. A Team should design its Robot such that it is not easily tipped over or damaged by minor contact.

Note 1: Alliances who attempt to utilize the Center Platform should expect vigorous interactions from opponent Robots. When a Robot is contacting or engaging with the Center Platform, incidental damage that is caused by opponent Robots pushing, tipping, or Entangling with them would not be considered a violation of <G12>. Intentional damage or dangerous mechanisms may still be considered a violation of <R3>, <S1>, or <G1> at the Head Referee’s discretion.

Note 2: Damage caused by indirect contact with the Center Platform is included in Note 1. In Figure 21, if “BLUE1” pushes “RED1” off the Center Platform and this interaction causes damage to “RED2”, then “BLUE1” would not be penalized. This was a legal interaction between “BLUE1” and “RED1”, which resulted in indirect damage to “RED2”.

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Note 3: The Alliance Platform by itself is not included in Note 1. Robots which are Alliance Parked and not contacting or interacting with the Center Platform are treated the same as Robots on the floor or otherwise playing the game. So, in Figure 22, if “BLUE1” were to tip over or cause damage to “RED2”, they would be considered in violation of <G12>.
<G13> Offensive Robots get the “benefit of the doubt”. In the case where referees are forced to 
make a judgment call regarding a destructive interaction between a defensive and offensive Robot, 
or an interaction which results in a questionable rules violation, the referees will err on the side of 
the offensive Robot.

<G14> No Trapping for more than 5 seconds. A Robot may not Trap an opposing Robot for more 
than five (5) seconds during the Driver Controlled Period. A Trap is officially over once the Trapping 
Robot has moved away and the Robots are separated by at least two (2) feet (approximately one [1] 
foam tile). After ending a Trap, a Robot may not Trap the same Robot again for a duration of five (5) 
seconds; if a Team does Trap the same Robot again, the count will resume from where it left off 
when the Trapping Robot initially backed off.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting 
offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a 
Disqualification at the Head Referee's discretion.

<G15> Let go of Game Objects after the Match. Robots must be designed to permit easy removal 
of Game Objects from any mechanism without requiring the Robot to have power after a Match.

<G16> It’s not over until it’s over. Scores will be calculated for all Matches immediately after the 
Match, once all Game Objects, Field Elements, and Robots on the field come to rest.

a. The determination of the Autonomous Bonus will occur for all Matches immediately after the 
Autonomous Period, after all Game Objects, Field Elements, and Robots come to rest.

<G17> Be prepared for minor field variance. Field Element tolerances may vary from nominal by 
±1.0”. Game Object tolerances and weights may vary from nominal by ±0.25” and 10 grams 
respectively. Game Object placement at the beginning of Matches may vary from nominal by ±1.5”. 
Teams are encouraged to design their Robots accordingly. Please make sure to check Appendix A 
for more specific nominal dimension and tolerances.

Note: The field perimeter should always be resting upon the Field Perimeter Rubber Feet, 
regardless of whether or not the tabs have been cut from the foam field tiles.

Note 2: There is no specification for “tautness” or “looseness” of the Net.

Note 3: Minor Net repairs that do not impact gameplay are permitted. These could include (but 
are not limited to) using tape to patch together a torn section, or replacing the stock pipe clips 
with standard PVC connectors.

<G18> Replays are allowed, but rare. Replays are at the discretion of the Event Partner and Head 
Referee, and will only be issued in the most extreme circumstances.
<G19> **The Q&A system is an extension of this Game Manual.** All Teams must adhere to all VEX Robotics Competition rules as written in this Game Manual, and must abide by any stated intents of these rules. Officially registered **Teams** have the opportunity to ask for official rule interpretations in the VEX Robotics Competition Question & Answer system. All responses in this system should be treated as official rulings from the VEX Robotics Competition Game Design Committee (GDC), and they represent the correct and official interpretation of the VEX Robotics Competition Rules. The Q&A is the ONLY official source for rulings besides the Game Manual.


<G20> **This manual will have three scheduled updates.** All rules in this manual are subject to changes, and not considered official until August 17th, 2018. We do not expect any major changes to take place, however we do reserve the right to make game changes until August 17th, 2018. There will also be scheduled manual updates on June 15th, 2018 and April 5th, 2019.

  a. The GDC reserves the right to make changes to this manual in the April 5th, 2019 release specifically for the VEX Robotics World Championship. Specific changes to be considered will be the point values of the **Autonomous Bonus**, **Alliance Parking**, and **Center Parking**.

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**VRC Turning Point Specific Game Rules**

<SG1> **Starting a Match.** Prior to the start of each **Match**, the **Robot** must be placed such that it is:

1. Touching one of its colored **Alliance Starting Tiles**.
2. Not touching any other foam field tiles or **Game Objects** that are not **Preloads**.
3. **Preloaded** with one (1) **Ball**.

Note 1: No more than one (1) **Robot** may start the **Match** on any one (1) **Alliance Starting Tile**.

Note 2: If a **Robot** is not present for their **Match**, their one (1) **Preload Ball** will instead be placed randomly by a referee such that it is touching the unoccupied **Alliance Starting Tile**.

*Figure 23 (left):* A legal starting position and Preload.

*Figure 24 (right):* An illegal starting position, because the Robot is contacting another field tile, and has no Preload.
<SG2> Robot expansion is limited once the Match begins. As per <G3>, at the beginning of a Match, each Robot must be smaller than a volume of 18” (457.2 mm) long by 18” (457.2 mm) wide by 18” (457.2 mm) tall.

a. Once the Match begins, a Robot which is contacting the Expansion Zone may expand vertically with no height limit. However, once fully outside of the Expansion Zone (i.e. no longer contacting it), the Robot must return to a height limit of 18” (457.2 mm) tall.

b. Once the Match begins, Robots may expand, but no horizontal dimension can exceed 36” (914.4 mm) at any point during the Match.

c. As a result of this rule, Robots may not contact High Flags.

Note: A Robot which interferes with gameplay as a result of violating this rule, such as Toggling a High Flag or blocking a launched Ball while outside of the Expansion Zone, will result in a Disqualification, whether the interference is Match Affecting or not.

Minor violations of this rule that do not affect or interfere with the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

Robots which choose to expand vertically in the Expansion Zone should be very cognizant of <SG2a> and the Note. It is expected that brief or minor violations, such as a mechanism that is in the process of retracting while the Robot leaves the Expansion Zone, may occur. These will likely only result in a warning if there is no gameplay interference.

However, Teams should be aware of the risk associated with “cutting it close” like this. If a tall (i.e. vertically expanded) Robot blocks a launched Ball while not in contact with the Expansion Zone, the Note will come into effect whether the action was intentional or accidental. To avoid any confusion or potential violations, Teams are advised to drive and design their Robots such that it is abundantly clear to the Head Referee that they have retracted back to a height of 18” before leaving the Expansion Zone.

The 18” height limit specified by <SG2c> refers to the Robot height when it is placed on a flat plane, such as a field tile or an inspection table. An 18” tall robot which tips slightly while climbing a Platform would still be legal.

<SG3> Stay on your side in Autonomous. During the Autonomous Period, Robots may not do any of the following:

1. Contact the foam tiles on the opposing Alliance’s side of the Autonomous Line.
2. Contact the opposing Alliance Platform.
3. Become Center Parked.
Violations of this rule will result in the Autonomous Bonus being awarded to the opposing Alliance. Intentional, strategic, or egregious violations, such as intentional contact with an opposing Robot while completely across the Autonomous Line, will result in a Disqualification.

<SG4> **Watch your Possession limit.** Robots may Possess a maximum of one (1) Cap and two (2) Balls at a time.

Note: Robots that interact with High Scored Caps while already Possessing a Cap will undergo additional scrutiny regarding this rule.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

<SG5> **Hoarding is prohibited.** Robots may not Hoard more than one (1) Cap, or more than two (2) Balls, at any point during the Match.

a. High Scored Caps do not count towards the Hoarding limit.

b. Possessed Game Objects do not count towards the Hoarding limit.

The key phrase in the definition of Hoarding is "actively blocking opposing Robot access". This means strategically positioning a Robot such that it is “defending” these Game Objects, and actively preventing an opponent from accessing them.

Hoarding is a very intentional and strategic maneuver. Most scenarios where a Robot interacts with multiple Game Objects in the corner of the field would not be considered Hoarding. However, Teams should exercise caution in these situations, and referees are encouraged to provide verbal warnings if a Robot is in danger of a violation.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

<SG6> **Keep Game Objects to yourself.** Robots may not intentionally drop or place Game Objects on an opponent Robot.
**VEX Robotics Competition Turning Point – Game Manual**

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

**<SG7> Use Game Objects for gameplay.** Game Objects cannot be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms.

a. *High Flags* may only be contacted by *Balls* that are not being contacted by a *Robot*.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

**<SG8> Keep Game Objects in the field.** Though it is expected that some Game Objects may unintentionally leave the field during Match play, Teams may not intentionally or strategically remove Game Objects from the field.

a. *Balls* that leave the field during regular Match play, accidentally or intentionally, will not be returned to the field.

b. *Caps* that leave the field during regular Match play will be returned to the nearest foam tile, Low Scored for the opposite Alliance color of the last Robot to contact it. If a referee cannot determine which Robot was the last to contact the Cap, then the Cap will not be returned to the field.

An intent of this rule is to prevent Robots from "knocking" Caps out of the field to remove them from Posts. Any strategic, intentional, or repeated removal of Game Objects from the field would be considered a violation of this rule.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

**<SG9> Don’t put Game Objects underneath the Center Platform.** Teams may not intentionally or strategically place Game Objects past the polycarbonate structures on either side of the Center Platform (see Figure 11) such that they are kept from opposing Robots.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.
<SG10> Don’t clamp your Robot to the field. Robots may not intentionally grasp, grapple or attach to any Field Elements, including the Platforms. Strategies with mechanisms that react against multiple sides of a Field Element in an effort to latch or clamp onto said Field Element are prohibited. The intent of this rule is to prevent Teams from both unintentionally damaging the field and/or from anchoring themselves to the field.

Note: Contact with the Net of any kind is strictly prohibited, per <SG11>.

Minor violations of this rule that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee's discretion.

<SG11> Stay away from the Net. Becoming Entangled with the Net is considered a violation of <S1> and will result in a Disablement. Causing an opponent to become Entangled with the Net is considered a violation of <G11> and will result in a Disablement for both Teams.

Momentary or incidental contact, such as while Toggling Low Flags, is expected and is not considered a violation. Intentional, strategic, or repeated violations will result in a Disqualification at the Head Referee's discretion.

This rule is a specific exception to <G11>. Normally, under <G11>, a Robot which is forced into breaking a rule (such as being pushed into the Net) is not penalized. However, because Entanglement with the Net is a safety concern, a Robot which becomes Entangled must be Disabled, regardless if it whose fault it was. Of course, strategic or intentional violations could be considered a violation of <G1> and result in a Disqualification.

<SG12> The field should be laid out according to the Manual. At the start of the Match, all Game Objects on the field will be placed in their designated locations with their designated colors facing upward or outward as applicable. The rotation of Caps is determined by the Balls that rest on top or underneath them, as applicable. See Figures 2-6 and the Field Appendix A for details. Any concerns regarding Game Object starting position should be raised with the Head Referee prior to the Match; Team members should never adjust Game Objects or Field Elements themselves.
Section 3 – The Tournament

Overview
The main challenge of the VEX Robotics Competition will be played in a tournament format. Each tournament will include Practice, Qualifying, and Elimination Matches. After the Qualifying Matches, Teams will be ranked based on their performance. The top Teams will then participate in the Elimination Matches to determine the tournament champions.

Tournament Definitions

Alliance Captain – The Team Representative of the highest ranked Team that is asked to invite an available Team to join his or her Alliance.

Alliance Selection – The process of choosing the permanent Alliances for the Elimination Matches.

Autonomous Points (AP) – The second basis of ranking Teams. Autonomous Points are awarded in the amount of Autonomous Bonus points earned by an Alliance in a Qualifying Match.

Disqualification – A penalty applied to a Team for a rules violation. When a Team is Disqualified in a Qualifying Match, they receive zero (0) WP, AP, and SP, and the opposing Alliance receives two (2) WPs. When a Team is Disqualified in an Elimination Match, the entire Alliance is Disqualified and they receive a loss for the Match.

Elimination Match – A Match used in the process of determining the champion alliance. Alliances of two (2) Teams face off in a “ladder” format; the winning Alliance moves on to the next round.

Practice Match – An un-scored Match used to provide time for Teams to get acquainted with the official playing field.

Qualifying Match – A Match used to determine the rankings for the Alliance Selection. Alliances compete to earn Win Points, Autonomous Points, and Strength of Schedule Points.

Strength of Schedule Points (SP) – The third basis of ranking Teams. Strength of Schedule Points are equivalent to the score of the losing Alliance in a Qualifying Match.

Team Representative – A Student chosen to represent their Team during Alliance Selection for the final Elimination Matches.

Win Points (WP) – The first basis of ranking Teams. Win Points are awarded for winning (two points) and tying (one point) a Qualifying Match.
Practice Matches
At the event, Practice Matches may be played in the morning during the team registration time until the driver’s meeting begins. Every effort will be made to equalize practice time for all Teams, but they may be conducted on a first-come, first-served basis. Practice Matches are not scored, and will not affect Team ranking.

Qualifying Matches

Schedule
- The Qualifying Match schedule will be available prior to opening ceremonies on the day of competition. This schedule will indicate Alliance partners and Match pairings. It will also indicate the Alliance’s color – red or blue. For tournaments with multiple fields, the schedule will also indicate which field the Match will take place on.
- The Qualifying Matches will start immediately after opening ceremonies in accordance with the Qualifying Match schedule.
- Teams will be randomly assigned an Alliance partner to compete against two randomly assigned opponents in each Qualifying Match.
- All Teams will be scored on the same number of Qualifying Matches.
  - In some cases, a Team will be asked to play in an additional Qualifying Match, but will not receive credit for playing this extra Match.

Rankings
- At the conclusion of each match, Win Points (WP) will be issued:
  - Winning Teams in a Qualifying Match receive two (2) WP.
  - Losing Teams in a Qualifying Match receive zero (0) WP.
  - If a Qualifying Match ends in a tie, all four Teams receive one (1) WP.
  - If a team is Disqualified, they receive zero (0) WP.
    - If the Team receiving the Disqualification is on the winning Alliance, then Teams on the opposing Alliance who are not also Disqualified will receive two (2) WP.
- All teams in each Qualifying Match will also receive Autonomous Points (AP).
  - Teams who earn the Autonomous Bonus in a Qualifying Match receive four (4) AP.
  - Teams who do not earn the Autonomous Bonus in a Qualifying Match receive zero (0) AP.
    - If a team is Disqualified, they receive zero (0) AP.
- All teams in each Qualifying Match will also receive Strength of Schedule Points (SP).
  - The number of SP assigned for each match, is that of the losing Alliance’s score.
  - In the event of a tie, both Alliances will receive the same SP (equal to the tie score).
  - If a team is Disqualified, they receive zero (0) SP.
  - If both teams on an alliance are Disqualified, the teams on the winning Alliance will be awarded their own score as their SP for that Match.
• For a Qualifying Match, if no member of a Team is present in the Driver Station at the start of a Match, that Team is declared a “no show” and will receive zero (0) WP, zero (0) AP, and zero (0) SP.
Elimination Matches

- The Alliance Selection process will consist of one round of selection, such that eight (8) to sixteen (16) Alliance Captains will form elimination Alliances consisting of two (2) Teams.
- These Alliances will participate in a tournament to determine the event champions.
- If a team is Disqualified during an Elimination Match, then their entire Alliance is Disqualified, and the Match will be recorded as a loss.

Alliance Selection Process

- Every Team will choose one (1) Student to act as a Team Representative.
  - These representatives will proceed to the playing field at the designated time to represent their Teams in the Alliance Selection.
- There will be eight (8) to sixteen (16) Alliances formed in the Alliance Selection, depending on the size of the event.
- In order of tournament ranking, the Team Representative of the highest ranked Team not already in an Alliance will be asked to step forward as an Alliance Captain to invite another available Team to join their Alliance.
- A Team is available if they are not already part of an Alliance, or have not already declined an Alliance invitation.
  - If the Team accepts, it is moved into that Alliance.
  - If a Team declines an invitation, they CANNOT be invited into another Alliance, but are still available to select their own Alliance if the opportunity arises.
  - If a Team declines, the Alliance Captain from the inviting Team must then extend another invitation.
- This process will continue until all Alliance Captains have been designated and chosen one Alliance partner.
- Any Teams remaining after the final Alliance’s choice will not compete in the Elimination Matches.
### Match Ladder

Event Partners may choose to run *Elimination Matches* with eight (8) to sixteen (16) **Alliances**, depending on their event schedule and the number of **Teams** in attendance.

A sixteen (16) **Alliance** bracket would play as follows:

<table>
<thead>
<tr>
<th>Round of 16</th>
<th>Quarterfinals</th>
<th>Semifinals</th>
<th>Finals</th>
<th>Semifinals</th>
<th>Quarterfinals</th>
<th>Round of 16</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Alliance 1</td>
<td>Winner of R16-1</td>
<td></td>
<td>Winner of SF-1</td>
<td>Winner of QF-3</td>
<td>Alliance 2</td>
</tr>
<tr>
<td></td>
<td>Alliance 16</td>
<td>Winner of R16-2</td>
<td></td>
<td>Winner of SF-2</td>
<td>Winner of QF-4</td>
<td>Alliance 7</td>
</tr>
<tr>
<td></td>
<td>Alliance 8</td>
<td>Winner of R16-3</td>
<td></td>
<td></td>
<td>Winner of QF-5</td>
<td>Alliance 14</td>
</tr>
<tr>
<td></td>
<td>Alliance 9</td>
<td>Winner of R16-4</td>
<td></td>
<td></td>
<td>Winner of QF-6</td>
<td>Alliance 11</td>
</tr>
<tr>
<td></td>
<td>Alliance 4</td>
<td>Winner of R16-3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Alliance 13</td>
<td>Winner of R16-3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Alliance 5</td>
<td>Winner of R16-2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Alliance 12</td>
<td>Winner of R16-2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

If an event chooses to run with fewer than sixteen (16) **Alliances**, then they will use the bracket shown above, with byes awarded when there is no applicable **Alliance**. For example, in a tournament with fourteen (14) **Alliances**, **Alliances** 1 and 2 would automatically advance.

Thus, an eight (8) **Alliance** bracket would run as follows:

<table>
<thead>
<tr>
<th>Quarterfinals</th>
<th>Semifinals</th>
<th>Finals</th>
<th>Semifinals</th>
<th>Quarterfinals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alliance 1</td>
<td>Winner of QF-1</td>
<td></td>
<td>Winner of SF-1</td>
<td>Winner of QF-3</td>
</tr>
<tr>
<td>Alliance 8</td>
<td>Winner of QF-2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alliance 4</td>
<td>Winner of QF-2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alliance 5</td>
<td>Winner of QF-2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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*VEX Robotics Competition Turning Point – Game Manual*

[Image of the Match Ladder and Tournament Champion diagram]
Elimination Scoring
In the elimination rounds, teams do not get Win Points; they get a win, loss or tie. Within each bracket of the Elimination Match Ladder, Matches will be played to determine which Alliance advances, as follows:

- The first Alliance to win a Match advances.
- Any ties will result in additional Matches until one Alliance has a win, and advances.

Tournament Rules
<T01> Referees have ultimate authority during the competition. Their rulings are final.

a. The referees will not review any photo or video Match recordings.
b. Any questions for the referees must be brought forward by a Student Drive Team Member (not an adult) from the affected Team within a time period of two (2) Qualifying Matches, or immediately after the score is announced of an Elimination Match.
c. Any concerns regarding the Match score must be raised by a Student Drive Team Member (not an adult) before the playing field has been reset for the next Match. Once the field has been cleared, scores may no longer be disputed.

<T02> The only people from a Team permitted by the playing field are the three Drive Team Members 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. <T02>, <G6>, and <G7> will still otherwise apply.

<T03> There are no time outs in Qualifying Matches; in the elimination rounds, each Alliance will be allotted ONE time out of no more than three (3) minutes, as permitted by the head referee. This time out may not be called during a Match. The Matches must progress according to schedule.

a. If a Robot cannot report for a Match, at least one Student member of the Team should report to the field for the Match. If no Student Team members report to the field, the Team will be considered a “no-show” and receive zero (0) WP, AP, and SP.

<T04> All Drive Team Members must wear safety glasses or glasses with side shields while in the Alliance stations during Matches. While in the pit area, it is highly recommended that all Team members wear safety glasses.
Controllers must stay connected to the field towers. Prior to the beginning of each Match, Drive Team Members must plug their VEXnet Joystick or V5 Controller into the VEXnet Field Controller’s Cat-5 cable via their controller’s competition port. This cable must remain plugged in for the duration of the Match, and may not be removed until the “all-clear” has been given for Drive Team Members to retrieve their Robots.

Note: The intent of this rule is to ensure that Robots abide by commands sent by the tournament software. Temporarily removing the cable to assist with mid-Match troubleshooting, with an Event Partner or other event technical staff present and assisting, would not be considered a violation.

Minor violations of these rules that do not affect the Match will result in a warning. Match Affecting offenses will result in a Disqualification. Teams that receive multiple warnings may also receive a Disqualification at the Head Referee’s discretion.

Event Modification

Small Tournaments: In the case that an event has fewer than 16 Teams (the requisite amount to have eight full Alliances), tournaments may be played as follows:

- The number of Alliances will be equal to the amount of Teams divided by two, less any remainder. (e.g. If there are 13 teams, 13/2 = 6.5 → 6 picking teams)
- The Elimination Match ladder follows the same format as a standard tournament, with byes being awarded when there is no applicable Alliance. (e.g. If there are seven Alliances, there would be no 8th Alliance, thereby awarding a bye to the 1st Alliance in the quarter-finals.)

Field Height: At many tournaments, the playing field will be placed on the floor. Some tournament organizers may choose to elevate the playing fields by 24” to 36”. At the 2019 VEX Robotics World Championship, the platforms will be 24” high. For safety reasons, no Drive Team Members will be allowed to stand on any sort of object during a Match, despite the presence of raised fields.

Field Modification: At the 2019 VEX Robotics World Championship, VEX EDR standoffs will be added to the bottom row of Flags to prevent them from over-rotating.
Division Elimination Matches (VRC and VEX U Divisions)
The VRC Middle School, VRC High School, and VEX U divisions at the 2019 VEX Robotics World Championship will have no changes to the tournament structure from the official Game Manual for a sixteen (16) Alliance bracket. The winning Alliance (or Team, in VEX U) will receive the title of “Division Champion”.

World Championship Finals (VRC and VEX U)
At the 2019 VEX Robotics World Championship, the Division Champions from each grade level will meet for the World Championship Finals matches.

- The two VRC Middle School Division Champion Alliances
- The two VRC High School Division Champion Alliances that score the highest in the Round Robin tournament
- The two VEX U Division Champions

In each of these two Finals matchups, the first Division Champion to win two Matches will receive the title of “World Champion”. Any tied matches will be replayed until one Alliance has two wins.
Round Robin (VRC High School)

Upon completion of Division Elimination Matches at VEX Worlds 2019, the Alliance winners of each division will advance to the Round Robin tournament. The top two Alliances from the Round Robin will advance to compete for the title of “World Champion.” The Round Robin tournament will be conducted as follows:

- Alliances will be ranked based on W-L-T.
- Each of the 6 Alliances will play the other Alliances once (five matches per Alliance).
- There will be a total of 15 Round Robin Matches.
- There will be NO timeouts allowed during the Round-Robin matches.
- Round Robin matches will be played immediately following each other, so Teams should be prepared to have extra key items, like batteries, with them.
- During the Round Robin matches, the red Alliance will have the right to place its Robots on the field last. Once a Team has placed its Robot on the field, its position cannot be readjusted prior to the Match. A Team that violates this rule will have its Robots randomly repositioned by the referees.
- After the Round Robin, the top two ranked Alliances will move on to the World Championship Finals Matches.
- If there is a tie between two or more Alliances, the tiebreakers will be as follows:
  1. Head-to-head results between the two Alliances with the same record.
  2. Total points scored by an Alliance in their five Round-Robin Matches.
  3. Highest single Match score by an Alliance in their five Round Robin Matches
  4. Total points scored against an Alliance in their five Round Robin Matches
- The order of Matches for the competition will be as shown on the table at right.
- Referees have ultimate authority during the competition.
  - Their rulings are final.
  - The referees will not review any recorded replays.
- Any questions for the referees must be brought forward by a student Drive Team Member immediately after the score is announced for the Match.
- The only people from a Team permitted by the playing field are the three Drive Team members.

<table>
<thead>
<tr>
<th>Match #</th>
<th>Red Division Champion</th>
<th>Blue Division Champion</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Science</td>
<td>Technology</td>
</tr>
<tr>
<td>2</td>
<td>Research</td>
<td>Engineering</td>
</tr>
<tr>
<td>3</td>
<td>Art</td>
<td>Math</td>
</tr>
<tr>
<td>4</td>
<td>Technology</td>
<td>Research</td>
</tr>
<tr>
<td>5</td>
<td>Engineering</td>
<td>Art</td>
</tr>
<tr>
<td>6</td>
<td>Math</td>
<td>Science</td>
</tr>
<tr>
<td>7</td>
<td>Art</td>
<td>Technology</td>
</tr>
<tr>
<td>8</td>
<td>Research</td>
<td>Science</td>
</tr>
<tr>
<td>9</td>
<td>Engineering</td>
<td>Math</td>
</tr>
<tr>
<td>10</td>
<td>Science</td>
<td>Art</td>
</tr>
<tr>
<td>11</td>
<td>Technology</td>
<td>Engineering</td>
</tr>
<tr>
<td>12</td>
<td>Math</td>
<td>Research</td>
</tr>
<tr>
<td>13</td>
<td>Engineering</td>
<td>Science</td>
</tr>
<tr>
<td>14</td>
<td>Math</td>
<td>Technology</td>
</tr>
<tr>
<td>15</td>
<td>Research</td>
<td>Art</td>
</tr>
</tbody>
</table>

Table 1: Order of Division pairings
VRC (Middle and High School) and VEX U Skills Challenge Finals

When the Robot Skills Challenge fields close on Friday at 3:15 p.m., the top three ranked teams from each grade level will be invited to compete one more time in the Skills Challenge Finals in Freedom Hall.

The top three Middle School teams, top three High School teams, and top three VEX U teams will be notified by REC Foundation Staff and invited to Freedom Hall to compete.

These teams should report to the North Entrance of Freedom Hall by 4:30 p.m. to prepare for their Skills Challenges matches. The teams will then be directed to the "backstage" waiting area in the concourse/North Ramp of the arena where they should stay until the beginning of the Skills Challenge Finals. The ceremony will begin at 5:00 p.m.

The Skills Challenge Finals will consist of one final the Driving Skills Match. The Team’s Programming Skills Score that earned their rank will stand. However, the Team’s scores from the Driving Skills Challenge will be reset to zero, and teams will receive one final Driving Skills Match to set their score.

The highest combined score (from Programming Skills prior to 3:30 p.m. on Friday, and Driving Skills from Freedom Hall) will receive the title of “Robot Skills Challenge World Champion”.

If the final combined scores result in a tie, the two tied Teams will each play one additional Driving Skills Match at the same time to attempt to set a higher Driving Skills score. If the tiebreaker Match results in an additional tie, then the Teams will both receive the title of “Robot Skills Challenge World Champion”.

<table>
<thead>
<tr>
<th>Match Order in the VRC &amp; VEX U Final Skills Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>Match 1</td>
</tr>
<tr>
<td>Match 2</td>
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<tr>
<td>Match 3</td>
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<tr>
<td>Match 4</td>
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<td>Match 5</td>
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<td>Match 6</td>
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<td>Match 7</td>
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<td>Match 8</td>
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<tr>
<td>Match 9</td>
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</tbody>
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Section 4 – The Robot

Overview

This section provides rules and requirements for the design and construction of your robot. A VEX Robotics Competition robot is a remotely operated and/or autonomous vehicle designed and built by a registered VEX Robotics Competition student team to perform specific tasks when competing in VEX Robotics Competition Turning Point. Prior to competing at each event, all robots will have to pass an inspection.

Robot Rules

There are specific rules and limitations that apply to the design and construction of your robot. Please ensure that you are familiar with these robot rules before proceeding with robot design.

<R1> Only one (1) robot will be allowed to compete per team in the VEX Robotics Competition. Though it is expected that teams will make changes to their robot at the competition, a team is limited to only one (1) robot. As such, a VEX robot, for the purposes of the VEX Robotics Competition, has the following subsystems:

Subsystem 1: Mobile robotic base including wheels, tracks, legs, or any other mechanism that allows the robot to navigate the majority of the flat playing field surface. For a stationary robot, the robotic base without wheels would be considered Subsystem 1.

Subsystem 2: Power and control system that includes a legal VEX battery, a legal VEX control system, and associated motors for the mobile robotic base.

Subsystem 3: Additional mechanisms (and associated motors) that allow manipulation of game objects or navigation of field obstacles.

Given the above definitions, a minimum robot for use in any VEX Robotics Competition event (including Skills Challenges) must consist of 1 and 2 above. Thus, if you are swapping out an entire subsystem of either item 1 or 2, you have now created a second robot and are no longer legal.

a. Teams may not compete with one robot while a second is being modified or assembled.
b. Teams may not switch back and forth between multiple robots during a competition. This includes using different robots for Skills Challenge and Qualification / Elimination Matches.
c. Multiple teams may not use the same robot. Once a robot has competed under a given team number at an event, it is “their” robot - no other teams may compete with it for the duration of the competition season.
Every robot will be required to pass a full inspection before being cleared to compete. This inspection will ensure that all robot rules and regulations are met. Initial inspections will take place during team registration/practice time.

a. If significant changes are made to a robot, such as a partial or full swap of Subsystem 3, it must be re-inspected before it will be allowed to compete.

b. If a robot has multiple functional configurations, all possible configurations must be inspected before being used in competition.

c. Teams may be requested to submit to random spot-inspections by event personnel. Refusal to submit will result in Disqualification.

d. Referees or inspectors may decide that a robot is in violation of the rules. In this event, the team in violation will be disqualified and the robot will be barred from the playing field until it passes re-inspection.

The following types of mechanisms and components are NOT allowed:

a. Those that could potentially damage playing field components.

b. Those that could potentially damage other competing robots.

c. Those that pose an unnecessary risk of entanglement.

At the beginning of any match, robots must be smaller than 18” (457.2 mm) long by 18” (457.2 mm) wide by 18” (45.72 mm) tall.

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 the VEX Robotics Competition Robot Sizing Tool. Robots will be placed on a flat surface and must not touch the measurement slide as it is passed over the surface. There are two types of sizing tools that may be used:

b. Robots may expand beyond their starting size constraints after the start of a match in accordance with <SG2>.

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.

<R5> Robots may be built ONLY using official VEX EDR components, unless otherwise specifically noted within these rules.

a. If there is a question during inspection about whether something is an official VEX component, a team will be required to provide documentation to an inspector which proves the component’s source. Such types of documentation include receipts, part numbers, official VEX websites, or other printed documentation.

b. Only VEX EDR components specifically designed to be used for Robot construction are allowed. Using additional components outside of their typical purpose is against the intent of this rule (i.e. please don’t try using VEX apparel, competition support materials, packaging or other non-robot products on a VEX Robotics Competition robot).

c. Products from the VEXpro, VEX IQ, or VEX Robotics by HEXBUG product line cannot be used for robot construction, unless specifically allowed by a clause of <R7>.
   i. Products from the VEXpro, VEX IQ, or VEX Robotics by HEXBUG product line which are also cross-listed as part of the VEX product line are legal. A cross-listed product is one which can be found in a VEX EDR section of the VEX Robotics website. For example, the Rubber Shaft Collar (228-3510) is a VEX IQ component that can be found on the VEX EDR “Shafts & Hardware” page:

d. Official VEX EDR components which have been discontinued are still legal for competition use. However, teams must be cognizant of <R5a> if attempting to use a discontinued part.

e. Components obtained from the V5 beta program, including V5 beta firmware, are not legal for competition use. All V5 beta hardware can be identified by its lighter gray pre-production color. Robot Brains, Robot Batteries, Controllers, and Vision Sensors from the V5 beta have a “BETA TEST” stamp on them. Smart Motors and Radios do not have this stamp, but can still be identified by color.
<R6> Official VEX products are ONLY available from VEX Robotics & official VEX Resellers. To determine whether a product is “official” or not, consult www.vexrobotics.com. A complete list of authorized VEX Resellers can be found at www.vexrobotics.com/find-a-reseller.

<R7> Robots are allowed the following additional “non-VEX” components:

a. Any material strictly used as a color filter or a color marker for a VEX Light Sensor.

b. Any parts which are identical to legal VEX parts. For the purposes of this rule, products which are identical in all ways except for color are permissible. It is up to inspectors to determine whether a component is “identical” to an official VEX component.

c. Any commercially available #4, #6, #8, M2, M2.5, M3 or M4 screw up to 2" long (nominal), and any commercially available nut and/or washer to fit these screws. The intent of the rule is to allow teams to purchase their own commodity hardware without introducing additional functionality not found in standard VEX equipment. It is up to inspectors to determine whether the non-VEX hardware has introduced additional functionality or not.

d. Any non-aerosol based grease or lubricating compound, when used in extreme moderation on surfaces and locations that do NOT contact the playing field walls, foam field surface, game objects, or other robots.

e. Non-shattering plastic from the following list; polycarbonate (Lexan), acetal monomer (Delrin), acetal copolymer (Acetron GP), POM (acetal), ABS, PEEK, PET, HDPE, LDPE, Nylon (all grades), Polypropylene, FEP; as cut from a single 12" x 24" sheet up to 0.070" thick.
   i. Shattering plastic, such as acrylic, is prohibited.
   ii. Plastic may be mechanically altered by cutting, drilling, bending etc. It cannot be chemically treated, melted or cast. Heating polycarbonate to aid in bending is acceptable.

f. A small amount of tape may be used for the following purposes:
   i. For the sole purpose of securing any connection between the ends of two (2) VEX cables.
   ii. For labeling wires and motors.
   iii. For the purposes of preventing leaks on the threaded portions of pneumatic fittings. This is the only acceptable use of Teflon tape.
   iv. For securing and retaining a VEXnet Key 2.0 to the VEX ARM® Cortex®-based Microcontroller. Using tape in this manner is highly recommended to ensure a robust connection.
   v. All other functional uses of tape, such as grip tape or duct tape, are prohibited.

g. Hot glue for securing cable connections.

h. A USB extension cable may be used for the sole purpose of remote mounting of a VEXnet Key 2.0 to the VEX ARM® Cortex®-based Microcontroller.
   i. If using a USB extension cable, the VEXnet Key must be mounted such that no metal is touching the key above the VEXnet logo.
   ii. We highly recommend that no metal may be within 2” of the top of the VEXnet Key.
i. An unlimited amount of 1/8” (or local metric equivalent), braided, nylon rope
j. Commercially available items used solely for bundling or wrapping of 2-wire, 3-wire, 4-wire, or V5 Smart Cables, and pneumatic tubing are allowed. These items must solely be used for the purposes of cable protection, organization, or management. This includes but is not limited to electrical tape, cable carrier, cable track, etc. It is up to inspectors to determine whether a component is serving a function beyond protecting and managing cables.
k. VEX IQ pins used solely for the purpose of attaching VEX Team Identification Number Plates.

<R8> Teams may add non-functional decorations, provided that they do not affect the robot performance in any significant way or affect the outcome of the match. These decorations must be in the spirit of the competition. Inspectors will have final say in what is considered “non-functional”.

a. Anodizing and painting of parts is considered a legal nonfunctional decoration.
b. Any guards, decals, or other decorations must be backed by legal materials that provide the same functionality. For example, if your robot has a giant decal that prevents scoring objects from falling out of the robot, the decal must be backed by VEX material that also prevents the Scoring Objects from falling out.
c. If using the VEX speaker (276-1504), the chosen audio must not be distracting and must be in good taste. The Head Inspector and Head Referee will make the final decision on the appropriateness of the audio.
d. Cameras are permitted as non-functional decorations, provided that any transmitting functions or wireless communications are disabled. Unusually large cameras being used as ballast are not permitted.
i. The Vision Sensor may be used as a functional component, provided that its wireless transmitting functionality is disabled.
e. “Non-VEX” microcontrollers or computing devices are not allowed as non-functional decorations, per <R10>.
f. VEX motors, or components of VEX motors, may not be used as nonfunctional decorations.
g. Decorations that visually mimic field elements or could otherwise interfere with an opponent’s Vision Sensor are considered functional and are not permitted. This includes lights, such as the VEX Flashlight. The Head Inspector and Head Referee will make the final decision on whether a given decoration or mechanism violates this rule.

<R9> Additional VEX EDR components released during the competition season on www.vexrobotics.com are considered legal for use.

Some “new” components may have certain restrictions placed on them upon their release. These restrictions will be documented in the official Q&A forums, in a Game Manual Update, or on their respective product webpages.
Robots must use ONLY one (1) VEX EDR Microcontroller.

a. Examples of VEX EDR Microcontrollers are the VEX ARM® Cortex®-based Microcontroller (276-2194) and the V5 Robot Brain (276-4810).

b. Any other microcontrollers or processing devices are not allowed, even as non-functional decorations. This includes microcontrollers that are part of other VEX product lines, such as VEXpro, VEX RCR, VEX IQ, or VEX Robotics by HEXBUG; it also includes devices that are unrelated to VEX, such as Raspberry Pi or Arduino devices.

Robots must ONLY utilize the VEXnet system for all robot communication.

a. VEX 75Mhz Crystal Radios are prohibited. (Some events may allow the use of 75Mhz Crystal Radios, please see the Special Event Rule Modifications later in this section.)

b. Electronics from the VEXpro, VEX RCR, VEXplorer, VEX IQ, or VEX Robotics by HEXBUG product line are prohibited.

c. Mixing and matching of VEXnet transmitters and receivers is prohibited. The VEXnet Joystick may only be used in conjunction with a VEX ARM® Cortex®-based Microcontroller. A VEXnet upgraded 75MHz Transmitter may only be used in conjunction with a PIC Microcontroller. A V5 Controller may only be used in conjunction with a V5 Robot Brain.

d. Teams are permitted to use the Bluetooth® capabilities of the V5 Robot Brain and/or V5 Controller in team pits or outside of Matches. However, VEXnet must be used for wireless communication during Matches.

Robots may use either:

**Option 1:** A VEX ARM® Cortex®-based Microcontroller, up to ten (10) 2-Wire Motors or VEX Servos (in any combination up to ten) and a legal VRC pneumatic system per <R19>.

**Option 2:** A VEX ARM® Cortex®-based Microcontroller, up to twelve (12) 2-Wire Motors or VEX Servos (in any combination up to twelve) and no pneumatic components, excluding pneumatic tubing.

**Option 3:** A V5 Robot Brain, up to six (6) V5 Smart Motors, and a legal VRC pneumatic system per <R19>.

**Option 4:** A V5 Robot Brain, up to eight (8) V5 Smart Motors, and no pneumatic components, excluding pneumatic tubing.
### Option Control System Pneumatics 2-Wire Motors or Servos Smart Motors

<table>
<thead>
<tr>
<th>Option</th>
<th>Control System</th>
<th>Pneumatics</th>
<th>2-Wire Motors or Servos</th>
<th>Smart Motors</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cortex</td>
<td>Y</td>
<td>10</td>
<td>0</td>
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<tr>
<td>2</td>
<td>Cortex</td>
<td>N</td>
<td>12</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>V5</td>
<td>Y</td>
<td>0</td>
<td>6</td>
</tr>
<tr>
<td>4</td>
<td>V5</td>
<td>N</td>
<td>0</td>
<td>8</td>
</tr>
</tbody>
</table>

**Table 1:** The four combinations of control system, motors, and pneumatics that are legal.

a. 2-Wire Motors must be controlled by a 2-Wire Motor Port, either directly on a VEX microcontroller, or on a VEX Motor Controller 29 module (276-2193).

b. Teams may NOT use multiple 2-wire Motor Ports, 3-wire PWM Motor Ports, or Motor Controller 29 modules on a single motor.

c. 2-Wire Motors or VEX Servos cannot be used with a V5 Robot Brain. V5 Smart Motors cannot be used with any VEX microcontroller other than a V5 Robot Brain.

<R13> A maximum of one (1) VEX Y-cable can be used per Motor Port of the Microcontroller or Power Expander. (You cannot "Y off a Y" to have more than two (2) motors controlled by the same Motor Port.)

a. Teams using the VEX ARM® Cortex®-based Microcontroller may only power one (1) 2-wire Motor per each of the two 2-wire motor ports on the Microcontroller. It is illegal to "Y" off a 2-wire Motor Port.

b. Teams may not "Y" off of a Motor Controller 29.

<R14> The only allowable source(s) of electrical power are as follows:

a. If using a VEX ARM® Cortex®-based Microcontroller, robots may use (1) VEX 7.2V Robot Battery Pack of any type, and one (1) 9V backup battery.

i. Robots utilizing the VEX Power Expander may use a second VEX 7.2V Robot Battery of any type. Robots are permitted to use a maximum of one (1) VEX Power Expander.

ii. To ensure reliable wireless communication, it is required that all teams connect a charged 9V backup battery to their VEXnet system using the VEXnet Backup Battery Holder (276-2243).

iii. The only legal means for charging a VEX 7.2V Battery Pack is via one of the following VEX Battery Chargers: Smart Charger (276-1445); Smart Charger v2 (276-2519); 276-2221 (discontinued), 276-2235 (discontinued). All other chargers are strictly prohibited.

iv. VEXnet Joysticks must only be powered by AAA batteries.

v. Some events may provide field power for VEXnet Joysticks. If this is provided for all teams at the event, this is a legal source of power for VEXnet Joysticks.
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b. If using a V5 Robot Brain, robots may use (1) V5 Robot Battery (276-4811).
   i. There are no legal power expanders for the V5 Robot Battery.
   ii. V5 Robot Batteries may only be charged by the V5 Robot Battery Charger (276-4812).
   iii. V5 Wireless Controllers may only be powered by their internal rechargeable battery.

1. Teams are permitted to have an external power source (such as a rechargeable battery pack) plugged into their V5 Controller during a Match, provided that this power source is connected safely and does not violate any other rules, such as <G7> or <R16>.

<table>
<thead>
<tr>
<th>Component</th>
<th>VEX ARM® Cortex®-based Microcontroller</th>
<th>V5 Robot Brain</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Legal Parts</td>
<td>Legal Chargers</td>
</tr>
<tr>
<td>Robot Battery</td>
<td>276-1456</td>
<td>276-1445</td>
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<tr>
<td></td>
<td>276-1491</td>
<td>276-2519</td>
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<td></td>
<td>276-2235</td>
<td>276-2235</td>
</tr>
<tr>
<td>Power Expander</td>
<td>276-2271</td>
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</tr>
<tr>
<td>Transmitter Battery</td>
<td>AAA battery</td>
<td>Any safe AAA charger</td>
</tr>
<tr>
<td>Transmitter Field Power</td>
<td>276-1701</td>
<td>N/A</td>
</tr>
<tr>
<td>Backup Battery</td>
<td>9V battery</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Table 2: The batteries, battery chargers, and accessories that are legal, depending on which control system is used.

<R15> No more than two VEX hand-held transmitters may control a single robot during the tournament. No modification of these transmitters is allowed of ANY kind.

   a. No other methods of controlling the robot (light, sound, etc) are permissible. However, using sensor feedback to augment driver control (such as motor encoders or the Vision Sensor) is acceptable.

   b. Teams may not “mix-and-match” transmitter types, such as using a VEXnet Joystick and V5 Wireless Controller at the same time.

<R16> Some part modifications are permitted, with the following restrictions and clarifications:
a. Motors (including the internal PTC or Smart Motor firmware), microcontrollers (including V5
Robot Brain firmware), extension cords, sensors, controllers, battery packs, reservoirs,
solenoids, pneumatic cylinders, and any other electrical component or pneumatics
component of the VEX EDR platform may NOT be altered from their original state in ANY
way.
   i. Official VEXos firmware updates, found at www.vexedr.com, are permitted and highly
      recommended. Custom firmware modifications are not permitted.
b. Internal or external mechanical repairs of VEX Limit and Bumper switches are permitted.
   Modifying the metal arm on the Limit Switch is permitted. Using components from these
devices in other applications is prohibited.
c. External wires on VEX electrical components may be repaired by soldering, using twist/crimp
   connectors, electrical tape or shrink tubing such that the original functionality / length is not
   modified in any way. Wire used in repairs must be identical to VEX wire. Teams may make
   these repairs at their own risk; incorrect wiring may have undesired results.
   i. Using the V5 Smart Cable Crimp Tool, V5 Smart Cable Stock, and V5 Smart Cable
      Connectors to create custom-length Smart Cables is permissible. Teams who create
      custom cables (using these tools) acknowledge that incorrect wiring may have
      undesired results. Teams MUST use official V5 Smart Cable Stock if creating custom-
      length cables.
d. Teams may change or replace the gears in the “2-Wire 393” or “2-Wire 269” motors with the
   corresponding official VEX Replacement Gears. Teams may also change or replace the gear
   cartridge in the V5 Smart Motor with other official replacement gear cartridges.
e. Teams may cut pneumatic tubing to a desired length.
f. Welding, soldering, brazing, gluing, or attaching in any way that is not provided within the
   VEX EDR platform will NOT be allowed.
g. Mechanical fasteners may be secured using Loctite or a similar thread-locking product. This
   may ONLY be used for securing hardware, such as screws and nuts.
h. Teams are permitted to fuse/melt the end of the 1/8” nylon rope to prevent fraying.
   i. The gluing permitted by <R7g> is an exception to this rule.
j. Physical modifications to metal structural components, such as bending or cutting, are
   permitted. Metallurgical modifications that change fundamental material properties, such as
   heat treating, are not permitted.

<R17> The Robot on/off switch must be accessible without moving or lifting the robot. The
microcontroller lights and/or screen should also be visible by competition personnel to assist in
diagnosing robot problems.

<R18> Teams must bring their robots to the field prepared to play. Teams who use VEX
pneumatics must have their systems charged before they place the robot on the field.
Pneumatic devices may only be charged to a maximum of 100 psi. Teams may only use a maximum of two (2) legal VEX pneumatic air reservoirs on a Robot.

The intent of this rule is to limit teams to the air pressure stored in two reservoir tanks, as well as the normal working air pressure contained in their pneumatic cylinders and tubing on the robot. Teams may not use other elements (e.g. surgical tubing) for the purposes of storing or generating air pressure. Teams who use cylinders and additional pneumatic tubing for no purpose other than additional storage are in violation of the spirit of this rule and will fail inspection.

To participate in an official VEX Robotics Competition Tournament, a team must first register on www.roboevents.com. Teams that are not registered will not be eligible to compete.

a. Upon registering, they will choose or receive their VEX Team Identification Number (VEX Team ID#) and a Welcome Kit containing a VRC License Plate Kit. Every robot should have their VEX Team ID# and License Plates displayed on a minimum of two opposing sides.

b. The VRC License Plates are considered a non-functional decoration, and cannot be used as a functional part of the robot. As such, using a License Plate for a functional purpose, such as Toggling Flags, is not permitted.

c. License Plates must fulfill all robot rules (i.e. they must fit within the 18” cube per <R4>, they cannot cause entanglement, etc.)

d. License Plates must be clearly visible and legible at all times. For example, they must not be in a position that would be easily obstructed by a robot mechanism during standard match play.

e. Robots must use the colored plates that match their alliance color for each match (i.e. red alliance robots must have their red plates on for the match). It must be abundantly clear which color alliance the robot belongs to.

i. If the plates are attached to opposite-color plates, the incorrect color must be covered, taped over, or otherwise obscured to ensure that the correct alliance color is abundantly clear to Head Referees during a Match.
License Plates must be placed on the robots built, programmed, and driven by students associated with the stated plate number (see <R1>).

During the Autonomous Period, human operators will not be allowed to use their hand-held controllers. As such, teams are responsible for programming their robot with custom software if they want to perform in Autonomous mode. Robots must be programmed to follow control directions provided by the VEXnet Field Controllers (i.e. ignore wireless input during the Autonomous Period, disable at the end of the Driver Control Period, etc).

Teams should use a provided “competition template”, or functional equivalent, to accomplish this. All robots will be required to pass a functional enable/disable test as part of inspection.

For more information on this, teams should consult the help guides produced by the developers of their chosen programming software.

Any violation of robot rules will result in a team being unable to play until they pass inspection (per <R2d>). In addition, teams who intentionally circumvent or violate rules to gain an advantage over their fellow competitors are in violation of the spirit and ethos of the competition. As such, anyone caught violating a rule in this manner may be disqualified from upcoming matches, the event, or even future events at the discretion of the REC Foundation and/or the VEX Robotics Competition Game Design Committee.

**Special Event Rule Modifications**

The rules listed in this section represent the way the game will be played at ALL VEX Robotics Competition "Championship" Events. We know that some events will choose to modify the rules slightly to suit unique circumstances. We expect some events will make the following rule exceptions:

a. Utilize the VEX 75 Mhz Crystal Radio Transmitter & Receiver instead of or in conjunction with the VEXnet Wireless link.
b. Allow AA batteries to power the robot instead of a VEX 7.2V Battery Pack

If an event makes these changes, they must inform all attending teams. It is especially important that any 75 Mhz events make sure their teams are using the correct communication type.