

Q&A

VEX IQ Robotics Competition 2026-2027: Level Up

Welcome to the official VEX IQ Robotics Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official VIQRC rules clarifications, and the clarifications made here from the Game Design Committee (GDC) are considered as official and binding as the written [Game Manual](#) itself.

Please review the Q&A Usage Guidelines before posting. This system is only intended for specific VIQRC game rules questions.

- For event, registration, or other competition support questions, please contact your [Program Support Manager](#).
 - For VEX technical support, contact support@vex.com or sales@vex.com.
- For game questions, suggestions, or concerns outside of specific and official rules questions, contact GDC@vex.com

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3181: Could switch Loader

5-Jul-2026

GG1

In [<GG1>](#), Drive Team must remain in **their** Drive Station.

Does the "their" mean they own team's?

Could the Loader go to teammate's Drive Station to Load Bean Bag?

For example, the red team's Loader go to the left Drive Station and the blue team's Loader go to the right Drive Station.

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The Team assigned to the red Driver Station must stay in the red Driver Station, and the Team assigned to the blue Driver Station must stay in the blue Driver Station, except when legally interacting with their Robot per [<GG10>](#).

Drive Team Members are not allowed to leave their assigned Driver Station to go Load Bean Bags in the other Team's Driver Station.

3185: Ben bag stuck on Robot

12-Jul-2026

GG10

[<GG10>](#)

If a bean bag gets stuck on a robot and they have no way of removing it, can they reset the robot to remove the bean bag?

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Yes, Teams may retrieve and reset their Robot to remove a stuck Bean Bag in accordance with [<GG10>](#).

Per [<GG10>](#) clause B, any Bean Bag removed from a Robot in this process must be removed from the Field, will not be returned to the Field, and cannot be reintroduced by the Loaders.

3145: Clarification on <R14> and Illegal Lubricants

16-May-2026

R14

According to [<R14i>](#), food-safe lubricants (grease, oils, or other lubricants) may be used on Robots.

A Team member consumed french fries at a restaurant that uses canola oil (a vegetable oil) and subsequently touched the gears of their Robot without washing their hands.

Is vegetable oil / canola oil considered a food-safe lubricant that is permitted under [<R14i>](#)?

Additionally, the Robot Summary section lists "Grease, oil, graphite, or other lubricants or plastic additives" as illegal parts.

Does this incidental contact with vegetable oil render the Robot illegal?

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The Robot Summary will be updated in the June 4 Game Manual update to reflect that food-safe lubricants are legal in the VEX IQ Robotics Competition.

VEX Robotics does not determine whether a lubricant is food-safe. Products intended for food-safe use should include appropriate labeling or documentation from the manufacturer.

We politely ask Teams to consider <G3> when evaluating hypothetical scenarios such as this one.

3168: Beanbags falling into Pyramid Goals

18-Jun-2026

S1

<S1>

Teams with catapults have demonstrated that with enough force, beanbags can be pushed into the gaps between the vertical and horizontal PET sheets of the pyramid goals and result in beanbags falling into the structure. Would these beanbags be considered scored, and/or would S1 violations be applied if this is a recurring action done by the team?

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Any Bean Bags that end up inside the Pyramid Goal structure should be considered "out of the Field" and should not be scored. <SG4> will be revised in the July 2 game manual update to cover this specific scenario.

3187: Single bean bag leaning on higher level with probable contact

12-Jul-2026

SC4

<SC4>

We had several instances where a **single** bean bag would be on the L1 goal leaning on the side of the L2 goal and part of the bean bag was above the L2 platform leaning over a bit. It always seemed like there was some likely contact with the gray of the level 2 goal, so we would often credit the team with the higher goal. However, the contact was always minimal. Should teams be given the benefit of the doubt in this scenario?

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We agree with your handling of these scenarios, where Teams were credited with scoring in the higher goal.

In scenarios where a Referee cannot sufficiently determine whether or not a Bean Bag is contacting a Goal, Teams should be given the benefit of the doubt (i.e., assume the Bean Bag is contacting the Goal).

3163: Clarification of SG2 (Blue Box)

16-Jun-2026

SG2

Does the line "Teams must be prepared to demonstrate that their Robot does not exceed the maximum size constraint of 11" x 24" at any point" mean that if the robot *is able* to extend past 24" (even if the students don't use it this way), the robot will not pass inspection? [<SG2>](#)

Secondly, if the students design a swing arm which technically could make the robot longer than 24", but they program it to extend only when in an upright position and not in a horizontal position, limiting the extension when the arm is horizontal to 24" maximum (i.e. the restraint on the mechanism is due to the software), how will inspection view this? Should it pass?

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[<SG2>](#), including the accompanying blue box text, was revised in the July 2 game manual update to clarify that the expansion limit only applies during a Match. Teams must be prepared to demonstrate that their Robot does not exceed the maximum size constraint of 11" x 24" at any point **during a Match** due to either physical or programmed limitations.

A Robot would only incur an [<SG2>](#) Violation if it were to exceed expansion limits during a Match. Simply being capable of exceeding expansion limits is not enough to incur a Violation. However, a Robot should not pass inspection if it is capable of exceeding expansion limits while operating under standard Match conditions, which is why Teams must be prepared to demonstrate physical and/or programmed limitations that prevent their Robot from exceeding expansion limits during a Match.

3144: Clarification on <SC4>

16-May-2026

SG4

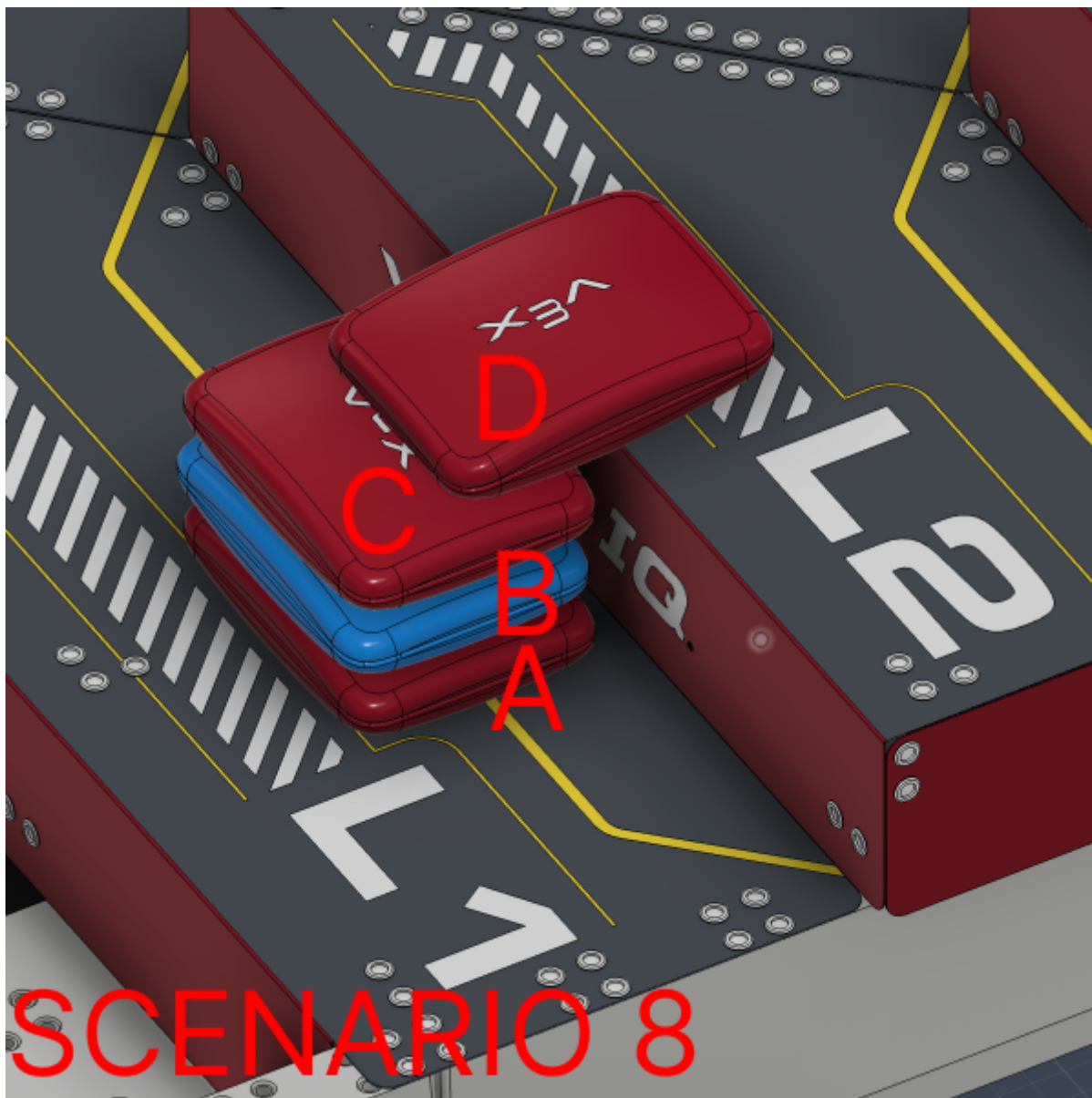
There are multiple vague scenarios as follows:

Scenario 8:

Bean Bag D is partially stacked on Bean Bag C and is in contact with the L2 PET sheet.

Bean Bag C is stacked on top of Bean Bag B (a blue Bean Bag), which is stacked on top of Bean Bag A. Bean Bag A is in contact with the L1 PET sheet. All four Bean Bags meet all criteria listed in [<SC4>](#).

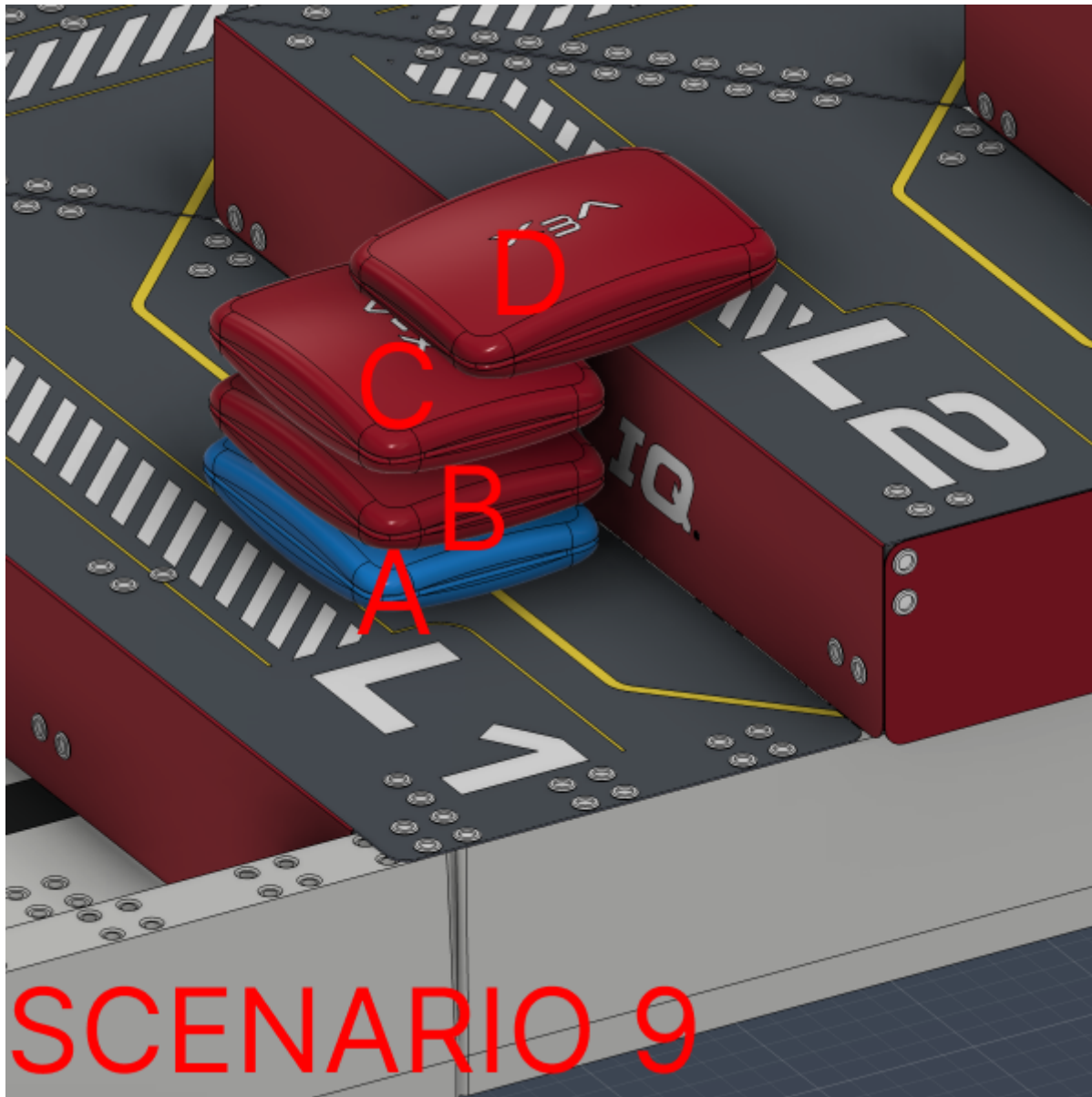
What is the scoring status of Bean Bag A, Bean Bag B, Bean Bag C, and Bean Bag D?



Scenario 9:

Similar to Scenario 8, except Bean Bag A is a blue Bean Bag and Bean Bag B is a red Bean Bag. All four Bean Bags meet all criteria listed in [SC4](#).

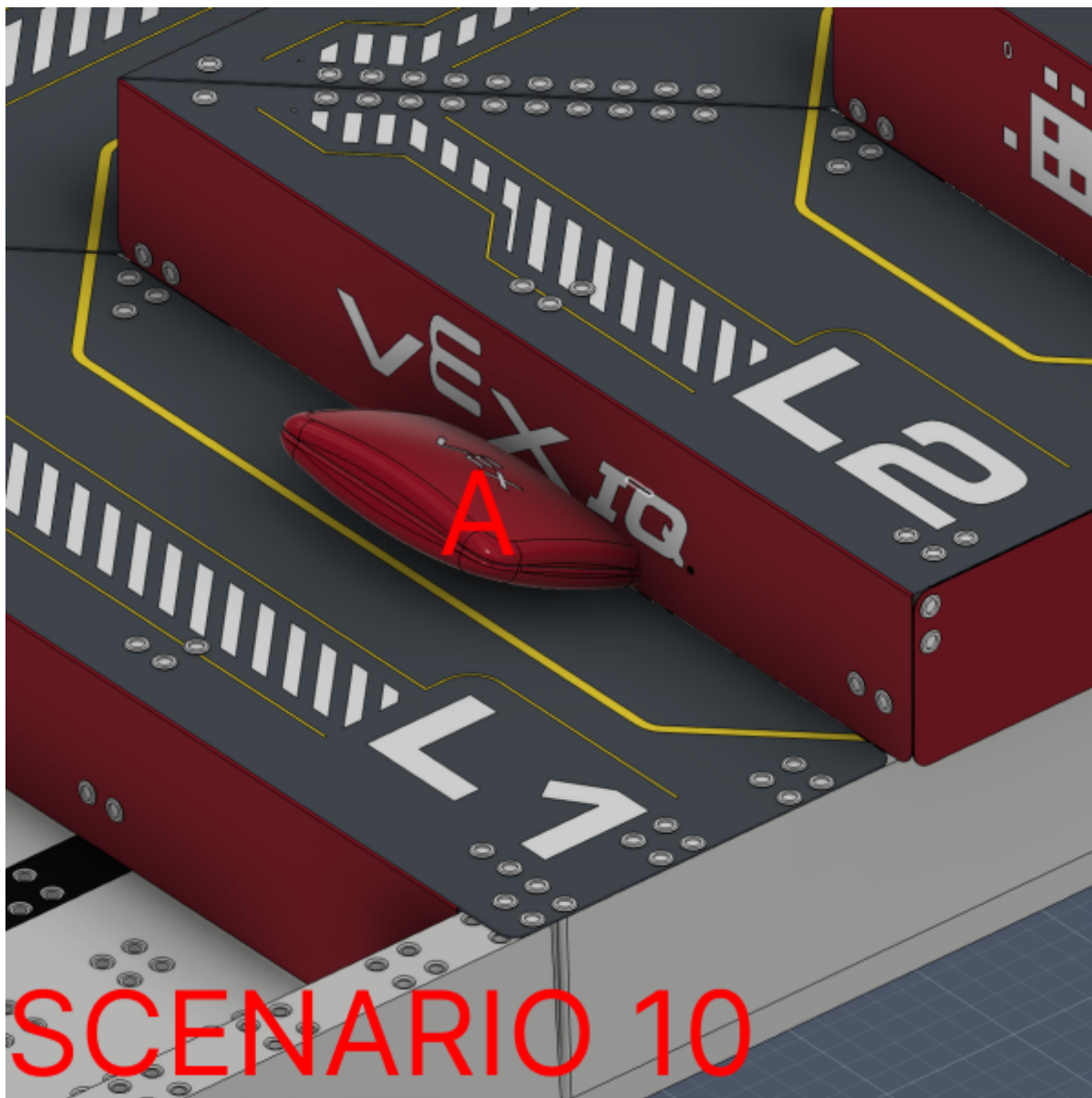
What is the scoring status of Bean Bag A, Bean Bag B, Bean Bag C, and Bean Bag D?



Scenario 10:

The PET sheet is flexible. Bean Bag A is stuck inside the Goal and is contacting the horizontal PET sheet that defines the L1 Goal.

What is the scoring status of Bean Bag A?



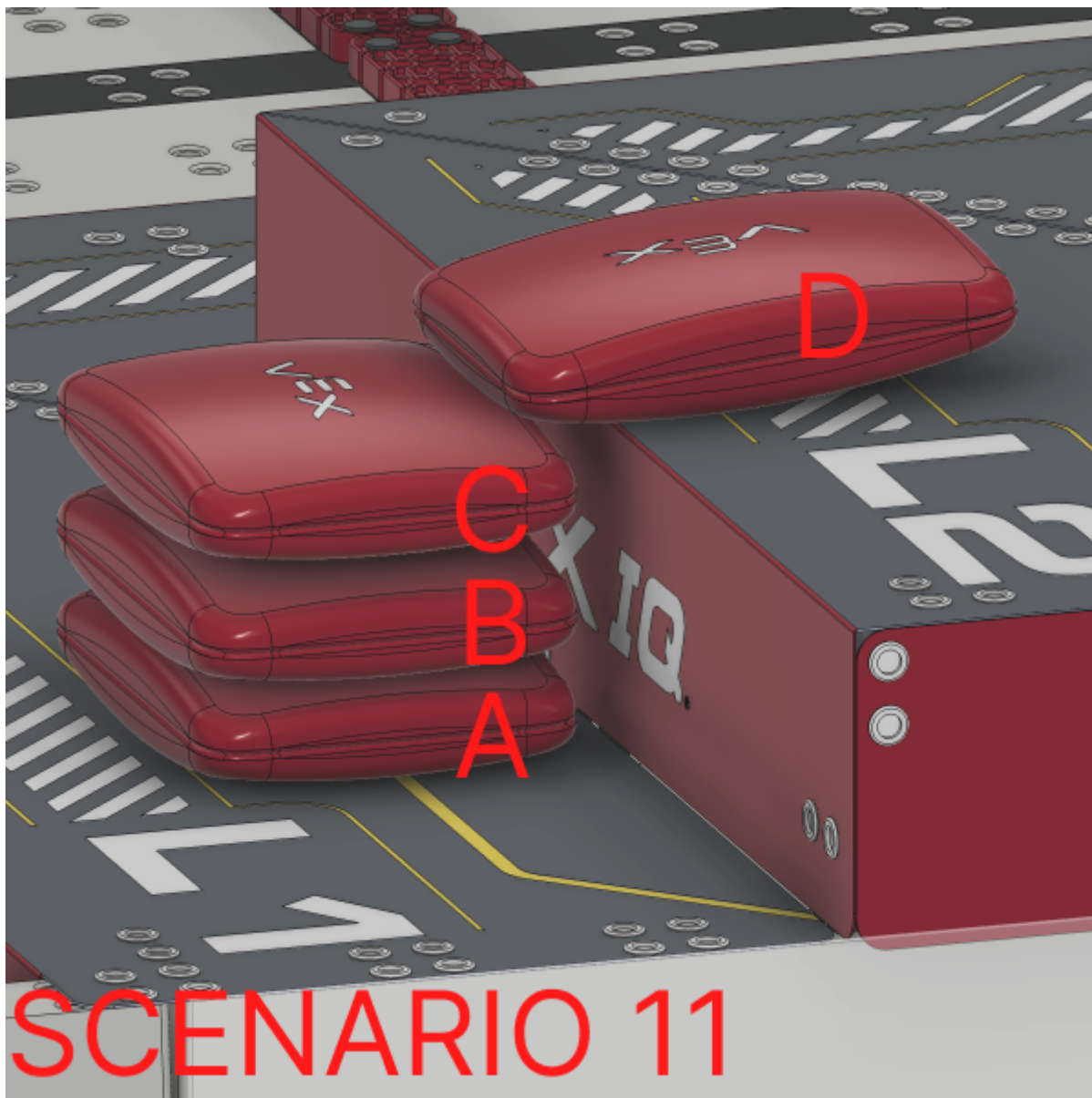
Scenario 11:

Bean Bag D is resting on the L2 PET sheet and is slightly contacting Bean Bag C.

Bean Bag C is stacked on top of Bean Bag B, which is stacked on top of Bean Bag A. Bean Bag A is in contact with the L1 PET sheet. All four Bean Bags meet all criteria listed in [SC4](#).

What is the scoring status of Bean Bag A, Bean Bag B, Bean Bag C, and Bean Bag D?

Furthermore, if Bean Bag D is gradually pushed toward Bean Bag C while still slightly contacting the L2 PET sheet — at what point does the scoring status of Bean Bag D change?



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Scenario 8:

- Bean Bags A and C meet all criteria to be scored on the L1 Goal, since they are either in contact with the L1 Goal or are supported (directly or indirectly) by a Bean Bag in contact with the L1 Goal.
- Bean Bag B is not scored since it does not match the color of the Goal (and is not yellow).
- Bean Bag D meets all criteria to be scored on both the L1 and L2 Goals, but only receives points for the highest level (L2).

Scenario 9:

- Bean Bag A is not scored since it does not match the color of the Goal (and is not yellow).
- Bean Bags B and C meet all criteria to be scored on the L1 Goal, since they are supported (directly or indirectly) by Bean Bag A which is in contact with the L1 Goal.
- Bean Bag D meets all criteria to be scored on both the L1 and L2 Goals, but only receives points for the highest level (L2).

Scenario 10:

- Bean Bag A meets all criteria to be scored on the L1 Goal. (If this Bean Bag was fully inside the Pyramid Goal structure, it would be considered “out of the Field” and would not be scored.)

Scenario 11:

- Bean Bags A, B, and C meet all criteria to be scored on the L1 Goal.
- Bean Bag D meets all criteria to be scored on both the L1 and L2 Goals, but only receives points for the highest level (L2).

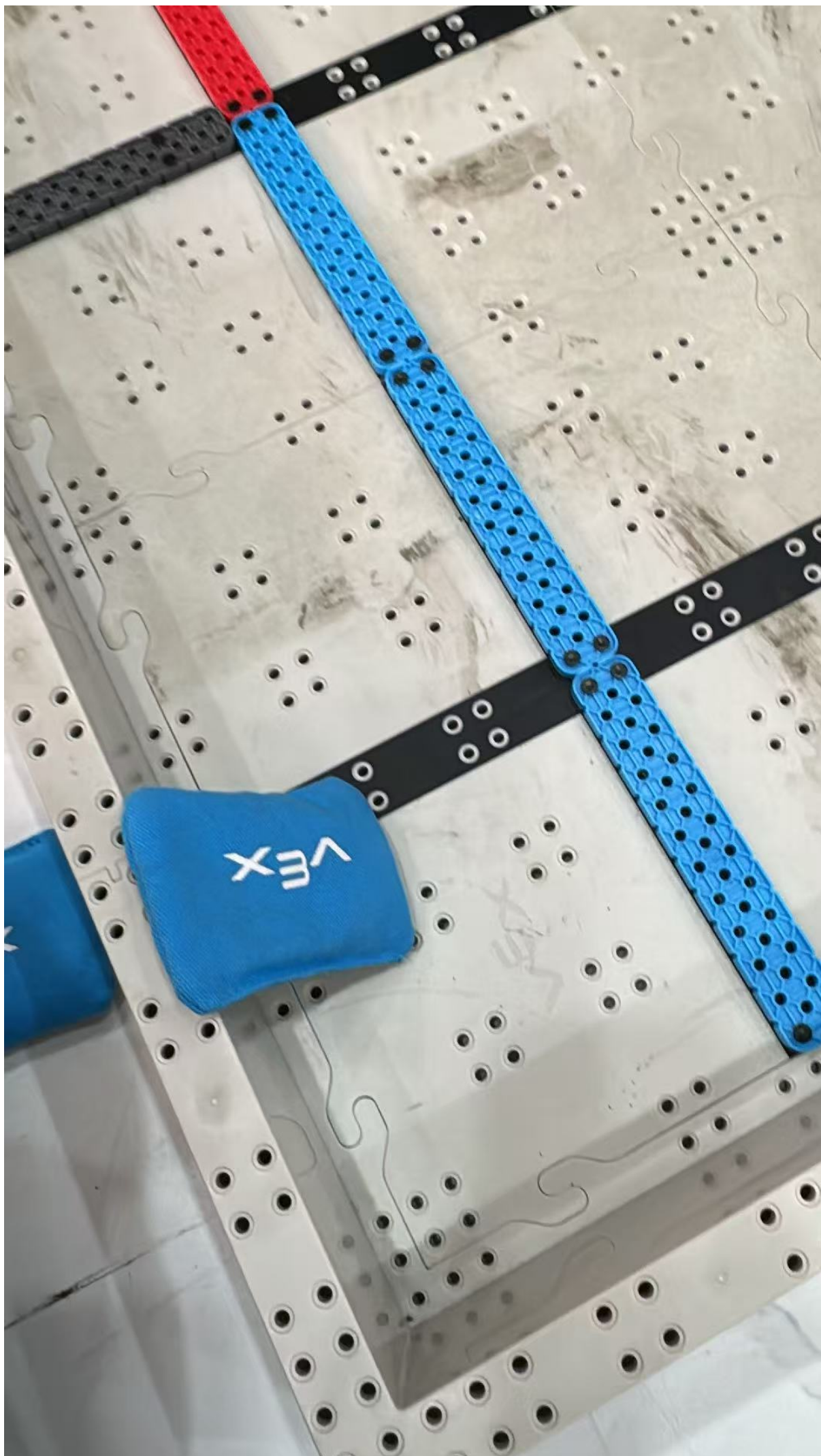
3184: Bean Bag laied on Field Perimeter when Loading

11-Jul-2026

SG4 SG7

If the Bean Bag rests against the Field Perimeter after being loaded, but does not exceed the outer edge of the Perimeter, is this loading operation valid?

[QA3177](#) only say IQ pieces.



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The Bean Bag in your example is Loaded improperly.

The Load Zone is bordered by the inside of the Field Perimeter and the inside edges of the VEX IQ parts connected to the Floor. "Fully within the Load Zone" means no part of the Bean Bag is on top of the Field Perimeter or the VEX IQ parts that form the border of the Load Zone.

In [<SG7>](#) clause B, the parenthetical at the end of the sentence will be revised to more accurately reflect this.

3177: SG7 / Load Zone Definition – Bean Bag Touching Load Zone Border Pieces

29-Jun-2026

SG7

[<SG7>](#) The definition of Load Zone states:

"A segment of the Floor on a short end of the Field. Each Load Zone is bordered by the inside of the Field Perimeter and the inside edges of the VEX IQ pieces connected to the Floor."

Under SG7, a Bean Bag may be Loaded through the Load Zone if it meets the listed requirements, including being placed in contact with the Floor and remaining in contact with the Floor after it is released by the Loader until contacted by a Robot.

We would like clarification on how to judge whether a Bean Bag has been legally placed "in the Load Zone."

If a Loader places a Bean Bag so that it is touching the Floor within the Load Zone, but the Bean Bag is also touching one of the VEX IQ pieces connected to the Floor that forms the border of the Load Zone, is this a legal Load?

Or, because the Load Zone is defined as a segment of the Floor bordered by the inside edges of those VEX IQ pieces, must the Bean Bag be fully contained within the Load Zone boundaries and not be touching or crossing onto the border pieces?

In other words, for a Bean Bag to be legally Loaded under SG7, is it sufficient that it is placed in contact with the Floor within the Load Zone, or must the entire Bean Bag be fully inside the Load Zone boundary as defined by the inside edges of the Field Perimeter and VEX IQ pieces connected to the Floor?

If the Bean Bag is touching both the Floor inside the Load Zone and a bordering VEX IQ piece, should this be considered an improper Load that must be retrieved and reintroduced under SG7-f?

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[<SG7>](#) clause B was revised in the July 2 game manual update to clarify this:

- b. The Bean Bag must be placed in contact with the Floor and fully within the Load Zone (i.e., not contacting any IQ pieces that form the border of the Load Zone).

A Bean Bag that is placed in contact with any VEX IQ pieces that border the Load Zone will be considered improperly Loaded, and that Bean Bag must be retrieved by the Loader and reintroduced if the Head Referee instructs the Loader to do so.

3165: Field reset pins

16-Jun-2026

T6

<T6>[<T6>]

To enable faster Field reset, would it be legal for an Event Partner to use coloured pins to identify starting positions for each bean bag?

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In the July 2 game manual update, this will be added to <T6> as a permissible modification.

To prevent Bean Bags and Robots from getting caught on raised pins, you must use either 0x2 or 0x3 pins that are fully inserted to sit flush with the tiles. Using colored pins that match the corresponding Bean Bags is recommended but not required.

This change is effective immediately.

3130: Plowing versus contacting

14-May-2026

If a robot has possession of one bean bag and is driving over another bean bag and the bean bag moves a little (less than an inch) would the bean bag on the field that moves slightly be considered as in possession, therefore violating the possession limit?

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Additional clarification regarding Possession and Plowing is planned for the June 4 game manual update to better address gameplay interactions such as those described in this question.

3131: SG6: Does Incidental Movement of Nearby Bean Bags Count as Plowing?

14-May-2026

For SG6, if a Robot is trying to collect only one Bean Bag from a large pile of Bean Bags, it may be physically difficult to remove one Bean Bag without briefly shifting or disturbing the surrounding Bean Bags in the pile.

If the Robot only takes one Bean Bag into Possession, but nearby Bean Bags are accidentally and momentarily moved because they were touching the selected Bean Bag, would this be considered a violation of SG6?

More specifically, does brief incidental movement of surrounding Bean Bags while extracting a single Bean Bag from a pile count as "Plowing" or "interacting with multiple Bean Bags," even when the Robot does not intentionally push, herd, control, or continue moving the additional Bean Bags?

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Additional clarification regarding Possession and Plowing is planned for the June 4 game manual update to better address gameplay interactions such as those described in this question.

3132: SG6: Does Indirect Contact Between Bean Bags Count as Plowing Multiple Bean Bags?

14-May-2026

If a Robot is directly pushing one Bean Bag, and that Bean Bag pushes additional Bean Bags that are not directly touching the Robot, should the additional Bean Bags count toward the Robot's Plowing limit under SG6?

In other words, is Plowing determined only by direct Robot-to-Bean-Bag contact, or can a Robot be considered to be Plowing multiple Bean Bags when it indirectly moves them through another Bean Bag?

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Additional clarification regarding Possession and Plowing is planned for the June 4 game manual update to better address gameplay interactions such as those described in this question.