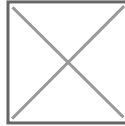


Q&A

VRC 2018-2019: Turning Point

Tagged: Center Platform



Welcome to the official VEX Robotics Competition Question & Answer system, where all registered teams have the opportunity to ask for official rules interpretations and clarifications. This Q&A system is the only source for official VRC Turning Point 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 VRC Turning Point rules questions.

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90: Replacement for 276-5677-035 - 1/2" X 1/2" Lexan Angles

1-Oct-2018

Center Platform

On the competition field, can I replace the 276-5677-035 - 1/2" X 1/2" Lexan Angles with 1/2" x 1/2" aluminum angle. I have 6 fields which are transported in a trailer to multiple events. 5 of these plastic angles are already broken. I was hoping to use McMaster Carr Part number 8982K54 : <https://www.mcmaster.com/#8982K54> - Thanks.

Answered by Game Design Committee

Yes, this is permissible, provided that the modification does not affect gameplay. The specific example you have given would satisfy this constraint.

85: Asked more than once but not answered.

21-Sep-2018

Center Platform

If one of our teams designs a lever system to tip another robot off of the center platform while the other team is located on the center platform?

Answered by Game Design Committee

In the future, please review the [Q&A Usage Guidelines](#) before posting. Repetitive posts clutter the system and slow down response times. Furthermore, some questions may take additional time to review internally. While we do apologize for the delayed response, there are no guarantees given that questions will be answered before a given date.

This question is a duplicate of the following, and has been answered here: <https://events.vex.com/VRC/2018-2019/QA/15>

78: How many robots can be parked on the center platform?

15-Sep-2018

Center Platform

Can multiple robots be parked on the center platform?

Example: A. Two robots of the same alliance fit on the center platform. At the end of the match, both of the robots are fully on the center platform. Are both of these scored as center parked? B. Two robots of opposing alliances fit on the center platform. At the end of the match, both of the robots are fully on the center platform. Are both of these scored as center parked?

Answered by Game Design Committee

There are no restrictions on the number of Robots that can receive points for being Center Parked.

In both of your examples, both Robots would receive points for being Center Parked.

65: Center Platform

6-Sep-2018

Center Platform

1. Can we make a device that would flip the opposing robot off the center platform?
2. Can we make a wedge that would slide under the opposing robot that would allow our robot to slip under eventually push the robot off the center platform.

Answered by Game Design Committee

We apologize for the delay in answering this question. Please see this similar question, as well as the questions that it references: <https://events.vex.com/VRC/2018-2019/QA/76>

63: Center Platform Autonomous Scoring

4-Sep-2018

Center Platform Autonomous

Does a team get points for autonomous if they part on the center platform?

Answered by Game Design Committee

Please review the Q&A [Usage Guidelines](#), specifically point 1, "Read and search the [Game Manual](#) before posting".

This question is answered in a few places. In the Definitions section:

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.

Note that "Center Parking" points are not included in the Autonomous Bonus.

In the Scoring section:

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.

Note that no points are listed here for Center Parking.

In rule <SG3>:

<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.**

28: Parking Platforms Closer to Blue?

15-Jun-2018

Alliance Platform Center Platform

As documented in this thread: <https://www.vexforum.com/index.php/33972-parking-platforms-closer-to-blue/> the parking platforms are positioned closer to the blue alliance when the field is assembled according to the assembly instructions. I am not talking about usual minor variance from human error during field assembly, rather I am saying that the assembly instructions themselves place the parking platforms closer to blue. Is this intentional? If so, why does the field specifications document not reflect the off-center nature of the parking platforms?

Answered by Game Design Committee

- I am not talking about usual minor variance from human error during field assembly, rather I am saying that the assembly instructions themselves place the parking platforms closer to blue. Is this intentional?

The Field Assembly Instructions correctly depict the intended placement of the Platform assembly. Because of the interface between the Platform, the mounting plate, and the tabs on the foam field tiles, a consistently perfectly centered Platform could not be guaranteed without sacrificing other constraints, such as leaving field tiles undamaged.

- If so, why does the field specifications document not reflect the off-center nature of the parking platforms?

The Field Appendix will be updated shortly to reflect the off-center nature of the Platform assembly.

It's worth noting that all Field Elements, including the Platforms, have an expected tolerance of +/- 1.0 inches. This is noted in G17 and on page 13 of the Field Appendix.

249: Parking while partially supported by a game object or robot

24-Feb-2019

Alliance Platform Center Platform

Parking is defined in the game manual as

Parked – One of two Robot statuses.

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

- o Not contacting the foam field tiles or white tape.

The platforms are defined as

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>.

Assuming no violation of SG9 and SG10, and given these definitions, would it be legal to park such that the robot is not fully supported by the platform? For example, if one set of a robot's wheels were touching the top, clear plastic part of the platform, with the other wheels supported by another robot, either from the same or opposing alliance, assuming no part of the robot is touching the foam tiles? Would it then also be legal if those wheels were supported instead by a cap or ball?

Also, would it still count as parked if, instead of the wheels being supported by the clear plastic on top of the platform, if the wheels were supported by the colored PVC pipe around the perimeter of the platform?

Would the answers to these questions be the same regardless of it is the center platform or alliance platform that is in question?

Thank you for your time.

Answered by Game Design Committee

Thank you for the specific question and for quoting the relevant rules.

Assuming no violation of SG9 and SG10, and given these definitions, would it be legal to park such that the robot is not fully supported by the platform?

"Fully supported" is not a listed requirement in the definitions of Alliance Parked and Center Parked, so yes, there are scenarios that exist in which a Robot can receive points for being Parked without being "fully supported" by the Platforms.

For example, if one set of a robot's wheels were touching the top, clear plastic part of the platform, with the other wheels supported by another robot, either from the same or opposing alliance, assuming no part of the robot is touching the foam tiles?

Yes, this would be considered Parked.

Would it then also be legal if those wheels were supported instead by a cap or ball?

Game Objects are not mentioned in the definition for Center or Alliance Parked, therefore a Robot can be Parked even if they are contacted (or supported) by a Game Object.

If a Robot is hypothetically balanced on Robots/Game Objects and touching only the clear plastic skirt on the sides of the Center Platform, this does not count as Center Parked. If a Robot is hypothetically balanced on Robots/Game Objects and touching the clear plastic top or yellow PVC sides, this does count as Center Parked.

Also, would it still count as parked if, instead of the wheels being supported by the clear plastic on top of the platform, if the wheels were supported by the colored PVC pipe around the perimeter of the platform?

The definitions of Alliance Platform and Center Platform include both the clear polycarbonate on the top and the colored PVC pipe, so there is no ruling difference between the two.

Would the answers to these questions be the same regardless of it is the center platform or alliance platform that is in question?

Yes.

23: Clarification Regarding Pinning and Trapping

11-Jun-2018

Alliance Platform Center Platform G14

If a robot pushes the opposing robot against an Alliance or Center Platform, would it be considered pinning/trapping always in that scenario since the space is being restricted, would this be dependent on variables as to if the robot that is being pushed is able to drive up the platform such as according to the capabilities of the opposing robot, or it wouldn't be considered pinning/trapping because there was an avenue of escape but the opposing robot has a chance where it wasn't built to climb the Alliance or Center Platform?

Answered by Game Design Committee

Yes, holding an opponent against the Alliance or Center Platform such that they cannot escape would be considered Trapping.

227: Center park in programming skills match

31-Jan-2019

Center Platform

Is center parking permitted in the 60 second programming part of the skills match?

Answered by Game Design Committee

Yes, Center Parking is permitted in a Programming Skills Challenge Match.

22: Other Questions

7-Jun-2018

Center Platform G16 SG10

Can a team extend tabs from their robot which extend out over the edges of the center platform to keep them on when an opponent is attempting to push them off? This is assuming they do not grapple the platform in any capacity, so they don't "exert force or pressure on opposite sides of an object to control its position."

Can a team use a potential energy based series of actions which begins as time runs out, enabling them to score or descore after time has expired?

Answered by Game Design Committee

Please review the [Q&A Usage Guidelines](#) before posting, specifically points 3 (quote the applicable rule), 4 (make a separate post for different questions), and 5 (use specific and appropriate question titles).

- *Can a team extend tabs from their robot which extend out over the edges of the center platform to keep them on when an opponent is attempting to push them off? This is assuming they do not grapple the platform in any capacity, so they don't "exert force or pressure on opposite sides of an object to control its position."*

It sounds like you're referring to SG10, quoted here for reference:

<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.

It is impossible to provide a blanket ruling on a hypothetical design. However, a static mechanism which extended past the edge of the Center Platform and did not clamp or anchor the robot to it would likely not violate this rule. A mechanism which reacted against multiple sides of the Center Platform, anchoring or latching the Robot to it, would likely violate this rule.

Of course, this assumes that no other rules, such as SG2, are violated in the process.

- *Can a team use a potential energy based series of actions which begins as time runs out, enabling them to score or descore after time has expired?*

Please see G16, quoted here for reference:

<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.

Provided that no Robot or Safety rules were violated, there are no rules prohibiting this, and the scores would be calculated once all robots and game objects have come to rest. That said, please remember G2 - "common sense always applies in the VEX Robotics Competition".

21: Questions about <G12>

7-Jun-2018

Alliance Platform Center Platform G12

It seems that rule <G12> normally protects against other teams using deliberately defensive strategies, like a ground based bot using a <18" tall forklift/spatula to flip/tip bots off of the top platform. Under Note 1 of <G12>, Robots "Attempting" to utilize the Center Platform waive this right, unless they are "Alliance Parked" (Note 2).

1. Can teams design intentionally destructive/defensive/entangling subsystems for use against opponents or to aid teammates who are Center Parked?
2. If a robot is attempting to utilize the center platform but still has a single wheel, or even a single wire contacting the alliance platform, is it protected under "Note 2" of <G12> until they stop touching their own alliance platform?
3. Can Blue team tip a Red robot that is Center Parked onto the other Red robot that is "Alliance parked"?
4. Can a Blue Alliance Parked robot grapple and secure a Blue robot that is Center Parked, making it harder to push the Center Parked robot off of the center platform?
5. Can a Blue robot driving on the foam tiles use a cap to ram a Red robot that is Center Parked off of the center platform?
6. Can a robot grab and tug on the wires or VexNet Key of a Center Parked Opponent?

And now some possible rule clarification suggestions:

Could Note 1 be amended to only waive the protection offered by <g12> from robots that are either Alliance Parked or Center Parked? This way more destructive, momentum based interactions can be avoided, unless that is something that is encouraged.

Can Note 2 be extended to only cover Alliance Parked robots that have their motion subsystem touching the Alliance Platform. This way robots can't incorporate ideas to technically seek protection under Note 2, while being mostly or almost completely positioned on the center platform.

Answered by Game Design Committee

In the future, per the [Q&A Usage Guidelines](#), please quote the relevant portion of the manual in your question. In this case, you are referring to Notes 1 and 2 of G12:

- *Note 1: Teams who attempt to utilize the Center Platform should expect to encounter vigorous interactions from opponent Robots who are attempting to do the same. Engaging in this gameplay element of VRC Turning Point constitutes an acknowledgement of the risk of incidental tipping or damage, as covered by <G12b> and <G12c>, and waives the protection that is offered by <G12> against destructive interactions.*
- *Note 2: The Alliance Platform is not included in Note 1. Robots which are Alliance Parked are still protected by <G12> against destructive or defensive strategies.*

Also, splitting your question into multiple posts will help with readability and searching.

With all of these answers, remember that it is impossible to issue a blanket ruling on hypothetical scenarios. The highly interactive nature of the Center Platform means that many situations will result in judgment calls based on the context of the match and the specifics of the interaction.

1) *Can teams design intentionally destructive/defensive/entangling subsystems for use against opponents or to aid teammates who are Center Parked?*

- R3 still applies to all Robots, regardless of their Center Parked status or not. See [this similar Q&A post](#).

2) *If a robot is attempting to utilize the center platform but still has a single wheel, or even a single wire contacting the alliance platform, is it protected under "Note 2" of <G12> until they stop touching their own alliance platform?*

- No. "Utilizing the Center Platform" takes precedence over being technically Alliance Parked. The August manual update will include a revision to Note 2 that will clarify this.

3) *Can Blue team tip a Red robot that is Center Parked onto the other Red robot that is "Alliance parked"?*

- Since both Blue and Red Robots are attempting to utilize the Center Platform, these interactions may result in robots being pushed off the Center Platform onto the field or Alliance Platforms. Teams should be aware of the risks that may result from this interaction.

4) *Can a Blue Alliance Parked robot grapple and secure a Blue robot that is Center Parked, making it harder to push the Center Parked robot off of the center platform?*

- There are no rules against Entanglement with robots on the same alliance.

5) *Can a Blue robot driving on the foam tiles use a cap to ram a Red robot that is Center Parked off of the center platform?*

- Yes, this is legal. It is worth noting that the Cap in this question is irrelevant - this would be legal even if the blue Robot was not holding a Cap. Engaging in Center Parking waives the protection offered by G12 against destructive interactions, as explained by Note 1 of G12.

6) *Can a robot grab and tug on the wires or VexNet Key of a Center Parked Opponent?*

- No. Note 1 specifically refers to the risk of "incidental tipping or damage". Intentionally pulling out an opponent's wiring goes far beyond a simple pushing match and would result in a G12 violation. The Center Platform may result in some scuffles, but it is not a full-out combat robotics zone.

154: Cap Score when leaning on platform

20-Nov-2018

Alliance Platform Center Platform Caps

Is a cap scored if it is leaning on it's side where the Core is touching the side of a platform but outer rim rests on the foam tiles? Our debate regards the definition of the platform whether or not the PVC Sides/Bottoms are included in the Platform. In this Example, the cap's core is NOT touching both the foam tile and platform. This cap is also NOT resting on TOP of the platforms as ruled in a previous post.

EXAMPLE: The cap's Core is only touching the rounded (colored) edge of one of the 3 platforms and the outer rim is resting on the foam tiles. This cap is supported by the side of the platform. I think this cap would count as Scored because the entire Colored PVT Pipe is included in the definition of the Platform. The only thing excluded is the metal side structure in Fig. 11.

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. ...

Answered by Game Design Committee

The definition of Platform is as follows, with a portion bolded for emphasis:

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.

You are correct in your interpretation that the blue/red/yellow PVC edges are included in the Platform. Thus, a Cap whose Core is contacting the PVC would be considered contacting the Platform, and would be considered Low Scored.

15: Possible rules contradiction between <G12> and <R3>

24-May-2018

Center Platform G12 R3

After reading through the manual some more, I have found that there is a possible contradiction in the rules, specifically regarding damage to robots when contesting the center platform. Rule <G12> note 1 states:

Teams who attempt to utilize the Center Platform should expect to encounter vigorous interactions from opponent Robots who are attempting to do the same. Engaging in this gameplay element of VRC Turning Point constitutes an acknowledgement of the risk of incidental tipping or damage, as covered by <G12b> and <G12c>, and waives the protection that is offered by <G12> against destructive interactions.

Which means that the intentional damage of robots is expected and allowed when contesting the center platform. However, rule <R3> states that:

The following types of mechanisms and components are NOT allowed: b. Those that could potentially damage other competing robots.

So it seems the possible contradiction is rule <G12> stating that damaging a robot while contesting the center platform is allowed, while rule <R3> states that mechanisms that could damage robots are not allowed.

My question would be is this a mistake in the rules, or is this stating that we may not make mechanisms *specifically* for damaging robots, and have to use existing mechanisms and/or drive power to contest and coincidentally damage opposing robots on the center platform?

Answered by Game Design Committee

My question would be is this a mistake in the rules, or is this stating that we may not make mechanisms specifically for damaging robots, and have to use existing mechanisms and/or drive power to contest and coincidentally damage opposing robots on the center platform?

Your latter interpretation is correct. R3 still exists independently of G12. For example, picture a "robot puncher" mechanism that served no purpose other than to hit opponents, or a piece of metal that has been sharpened to a point and could cut an opponent's wires. These would be considered mechanisms that could damage robots, and would not be legal.

On the other hand, picture a Robot with a strong enough drive base to push an opponent off of the Center Platform, and the resulting fall causes damage to the opponent. This is the type of tipping or damage that is covered by the G12 note, and would likely not result in a violation.

Most Robot rules could be thought of as "inspection rules" - a robot puncher or a sharp blade should be recognized during inspection as violations of R3, and would never even take the field to risk damaging an opponent (on the Center Platform or elsewhere).

149: Tipping off platform leading to a violation of SG2

18-Nov-2018

Center Platform G11 G12 SG2

Is it considered to be a violation of <G11> "You can't force an opponent into a penalty" if in competition for the center platform one robot tips, which causes it to violate <SG2> a) that states that a robot must return to 18" height when outside of the expansion zone. In other words, is it considered to be forcing a robot into a penalty if the opposing alliance's robot is more than 18" when tipped over (not intentionally) in a battle for the center platform, or is this protected as part of Note 1 of <G12>?

Answered by Game Design Committee

Let's look at the specific verbiage of G11:

<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.

Pushing a Robot off of the Center Platform, such that it accidentally or momentarily ends up expanded beyond 18" tall, is not the same as intentionally forcing an opponent into a rules violation. A better example of forcing an opponent into an 18" height violation would be to grab an expandable Robot mechanism and lift it up beyond 18".

Conversely, if a Robot falls off of the Center Platform and momentarily ends up expanded beyond 18" tall because of its fall, and does nothing else to affect the match in this expanded state, then it would also not receive an SG2 violation; at most, it should only receive a warning.

148: Clarification of 18" height on platforms

18-Nov-2018

Alliance Platform Center Platform SG2

If a robot is parked on a platform and has a claw that hangs down slightly below the surface of the platform due to gravity, is it considered to be violating <SG2> which states that "Once fully outside of the expansion zone, the robot must return to a height of 18 inches"? In other words, is the rule referring to "height" or vertical displacement? For example, the height of a tree would not include the depth of its roots.

Answered by Game Design Committee

As explained in this [Q&A](#), the 18" height described by <SG2> is determined as the Robot height when placed on a flat floor. Therefore, the claw and any other protrusions are considered part of the Robot's height and should be included in the 18" height limit.

12: Clarification of The 18" Height

18-May-2018

Alliance Platform Center Platform SG2

If my robot is not touching the expansion zone and my robot is 18" high vertically when all wheels of the robot is on the foam tiles, would my robot still be considered 18" high when it climbs the platforms? (Example: My robot has a 4 wheel drive; 2 wheels are on the platform and 2 wheels are on the tiles, causing the robot to lean backward which results in the robot exceeding 18" adjacent to the foam tiles)

Answered by Game Design Committee

The 18" height requirement described by <SG2> refers to the robot height when it is placed on a flat floor (such during inspection per <R4>, or at the start of the match).

An 18" tall robot which tips slightly while climbing a Platform, as you describe, would still be legal.

113: INTENTIONAL tipping off center platform <R3> <G12>

19-Oct-2018

Center Platform G12 R3

Applicable rules...

<R3> The following types of mechanisms and components are NOT allowed: b. Those that could potentially damage other competing robots.

<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.

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.

QUESTION...

It's understood that a mechanism on a robot designed only for tipping robots would be disallowed. However, robots may have a mechanism that can flip caps and happens to also be able to flip opposing robots (so the mechanism is legal).

Is it legal for a robot to have their forks, or other mechanism, under an opposing robot (that is attempting to utilize the Center Platform) and lift, or activate their mechanism to lift one side of the opposing robot to intentionally flip them?

The crux of the matter is, should we differentiate between actions that cause incidental tipping, and strategies (not necessarily mechanisms) aimed solely at INTENTIONALLY tipping opponents off the center platform?

Related Q&A posts...

Answered by Game Design Committee

<G12>, in general, only comes into consideration once a Robot has been tipped, damaged, or Entangled. Most damage that occurs in VRC is incidental; few teams come to the field intending to play combat robotics, as there are many rules against it (<G12>, <G1>, <S1>, <R3>).

With this in mind, Note 1 is intended to act as a clarification that when Robots are engaged in the Center Platform, the line for what is considered "incidental" is different from standard gameplay. Simple pushing and shoving, which would have looked fine on the normal playing field, could now turn into a tipped Robot because of the elevated Center Platform. Note 1 provides a guideline that damage caused by this maneuver should be waived as "incidental". To re-quote Note 1 with portions bolded for emphasis...

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 1 does not say whether "intentional tipping" is legal or illegal on the Center Platform, because that question is irrelevant. It focuses on what happens when a Robot has become damaged as the result of a Center Platform interaction, such as tipping. The intent for this is to help draw the thin line between "vigorous interactions" vs "combat robotics" - in other words, "incidental damage" vs "intentionally dangerous mechanisms".

Is it legal for a robot to have their forks, or other mechanism, under an opposing robot (that is attempting to utilize the Center Platform) and lift, or activate their mechanism to lift one side of the opposing robot to intentionally flip them?

As always, it is difficult to provide a blanket ruling on a snapshot description of a hypothetical mechanism. That said, this is getting close to a mechanism that would have the potential to violate some combination of <G1>, <S1>, or <R3>, depending on the context of the interaction, per the last bolded sentence in Note 1 above. Possible referee questions could include:

- Did the team's action compromise the safety of the competition area?
- Has this team been warned before about their mechanism being unsafe / destructive?
- Is this mechanism designed primarily for tipping other Robots?
- Is there something in the mechanism's design that resulted in damage? To be more specific in this hypothetical example - Did it lift the wheels just enough to break traction on the Platform and tip them when they fell off, or was it so powerful that it launched the opponent into the air?

105: Alternate to Lexan piece on center platform

15-Oct-2018

Center Platform

I saw Andrew's Q&A question: <https://events.vex.com/VRC/2018-2019/QA/90>

Would it be permissible to use a 2x2x35 90 degree aluminum angle, part 276-2304, here? The screw hole pitch doesn't quite line up with the standoffs, so a hole needs to be drilled in the 276-2304, but it works well and is very sturdy.

Answered by Game Design Committee

Yes, this is permissible, provided that the modification does not affect gameplay. The specific example you have given would satisfy this constraint.