

Q&A

VRC 2022-2023: Spin Up

Tagged: SC3

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 Spin Up 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.

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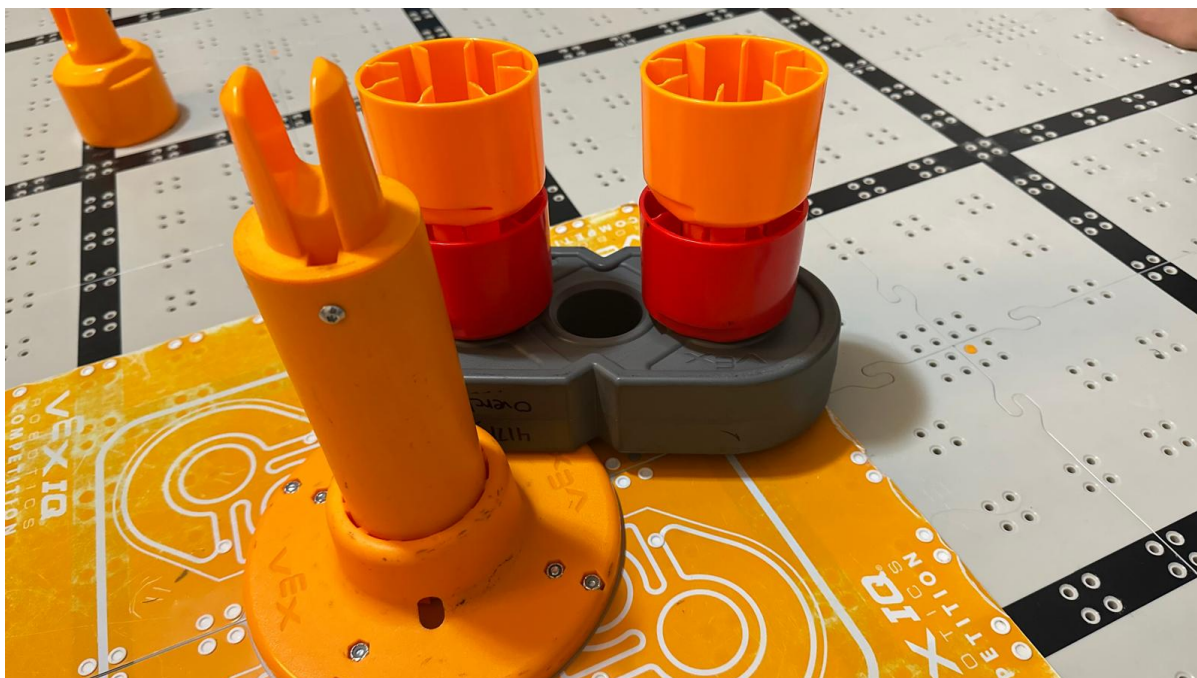
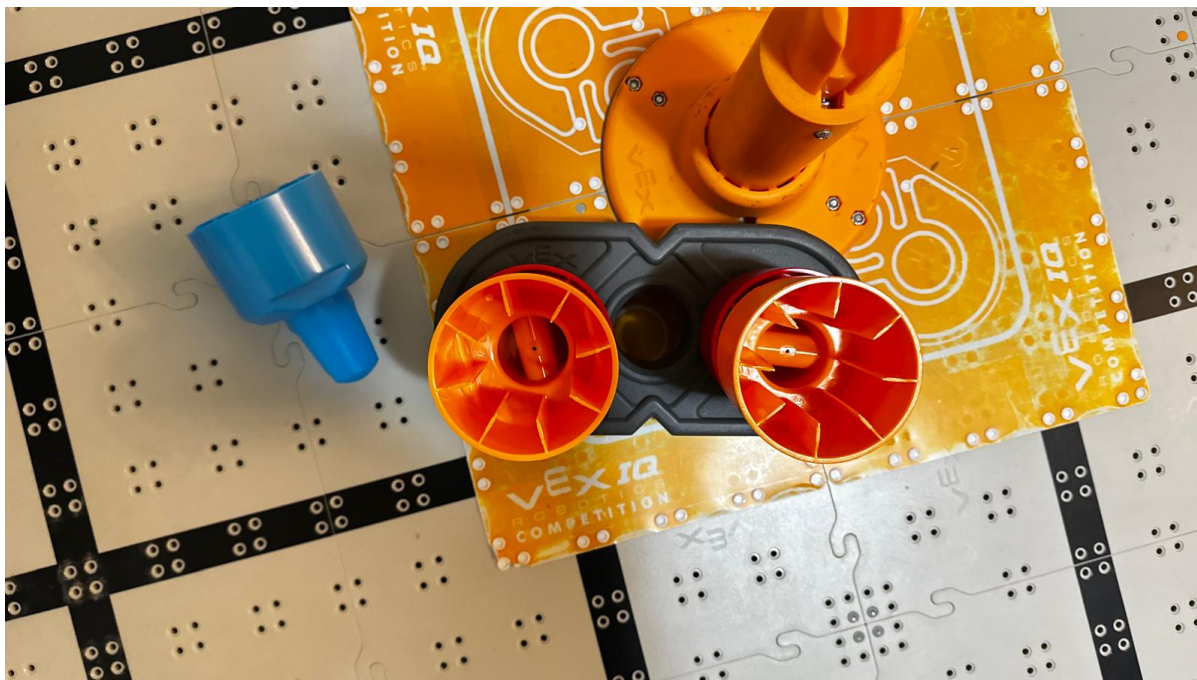
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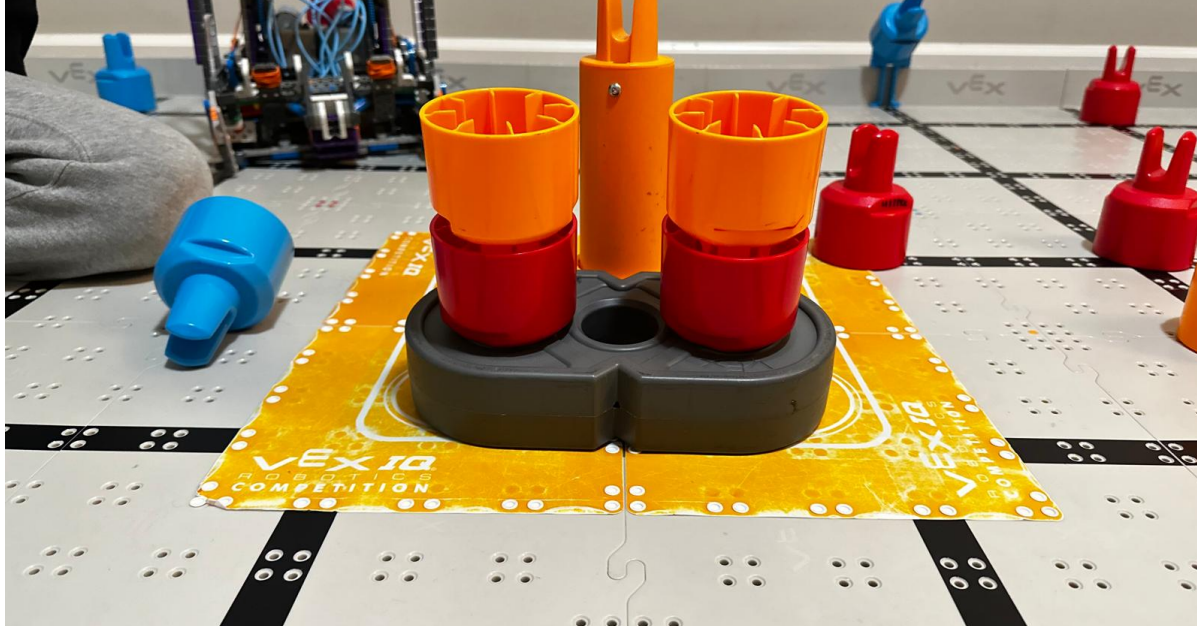
3117: Is this counted as 60+ points or 0 points if 4 pins on beam is placed under standoff goal

2-Mar-2026

SC3

[SC3](#) Please let us know how much is this. As per Q&A 2881 it should be counted as 4 pins on a beam as beam is placed on the bottom of standoff goal. However, some coaches are saying it is 0 points. Could someone please confirm . We have state championship on March 7th and our autonomus code is able to do this only.





[<SC3>](#)

Thanks in advance !

Answered by committee

The Pins in your photos appear to be fully nested and Connected to the Beam as a result of the Beam resting on the Standoff Goal. Per [<SC3>](#) clause D, a Stack that is resting on any part of the Standoff Goal in a way that is more "up and down" than sideways should generally be considered as roughly vertical.

Points awarded for this scenario:

- Connected Pin [4 x 1 point] = 4 points
- Connected Beam [1 x 10 points] = 10 points
- Three-Color Stack [2 x 15 points] = 30 points
- Matching Goal Bonus (Stacks Connected to a Beam) [2 x 10 points] = 20 points

Total = 64 points

3116: Is a beam in contact with top of field perimeter supported by it?

2-Mar-2026

SC3

Per [<SC3>](#).d, a beam resting on the floor, load zone, any part of the standoff goal, or the Vex IQ pieces around a square goal should be considered roughly vertical.

Per Q&A 2669, a beam supported on one side by a pin and on the other side by the field perimeter is not considered roughly vertical. In a scenario at a recent tournament, a structure was pushed up against a field perimeter and in contact with it, but not in the way addressed by Q&A 2669:



1. If the bottom pin is fully against the wall, and thus the beam is making contact with the top of the field perimeter, should this be considered roughly vertical? Which stacks should be allowed or not and what would the score be?
2. If the bottom pin is not fully against the wall such that the beam is touching but not resting on the field perimeter, should this be considered roughly vertical? Which stacks should be allowed or not and what would the score be?

Answered by committee

1. If the bottom pin is fully against the wall, and thus the beam is making contact with the top of the field perimeter, should this be considered roughly vertical? Which stacks should be allowed or not and what would the score be?

Because the Beam is in contact with the **top of the Field Perimeter**, the Scoring Objects are considered supported by the Field Perimeter, should not be considered roughly vertical, and should not count as Connected or Stacks.

2. If the bottom pin is not fully against the wall such that the beam is touching but not resting on the field perimeter, should this be considered roughly vertical? Which stacks should be allowed or not and what would the score be?

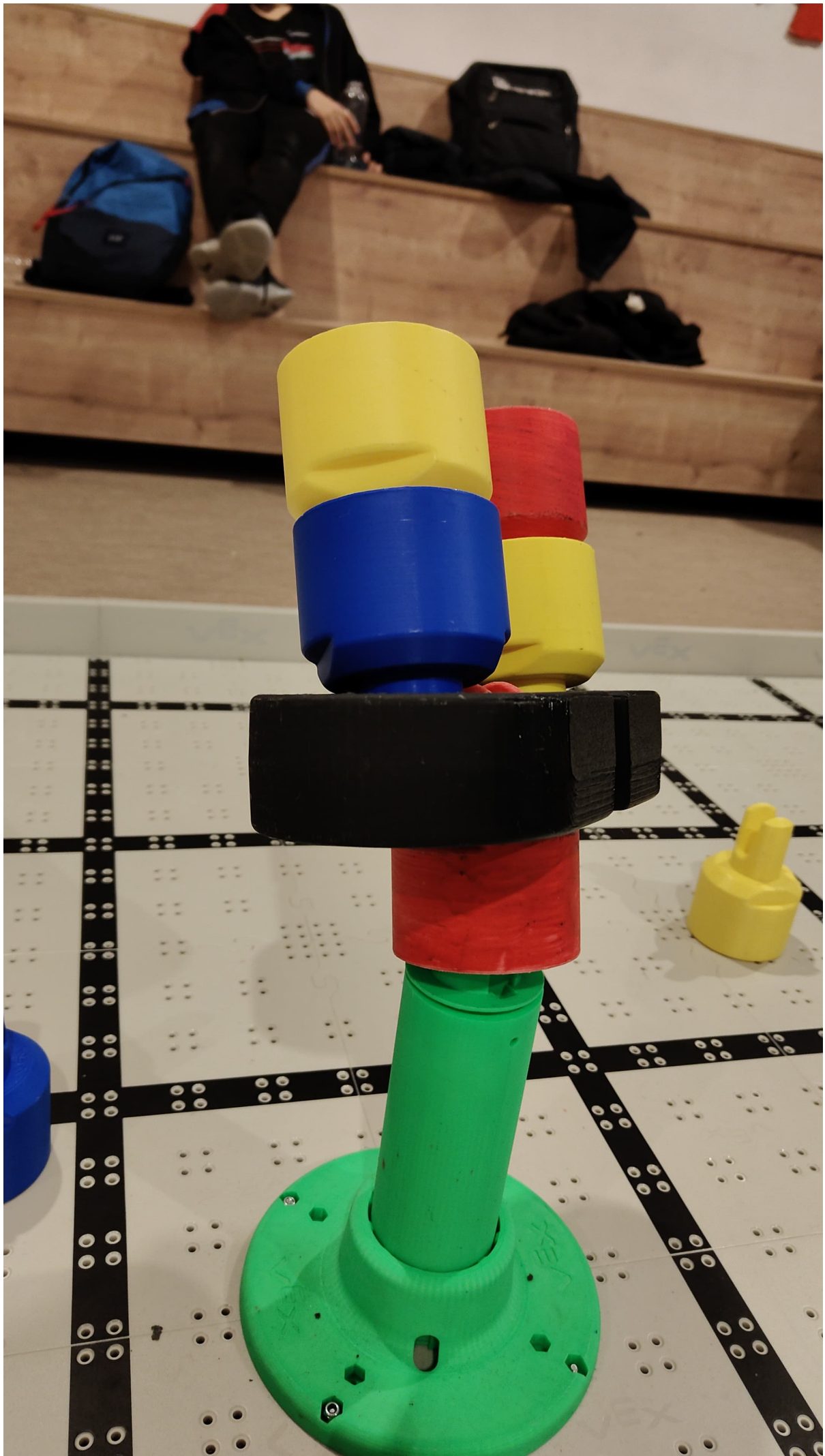
If all Scoring Objects in the Stack are fully nested, and structure is **in contact with---but not leaning on or supported by---**a Scoring Object that is not part of the Stack / multi-Stack structure or a Field Element that isn't listed in clause D of [SC3](#), the Scoring Objects may still count as Connected if they meet all requirements of [SC3](#).

3112: Will they get points after the rule update?

26-Feb-2026

SC3

Hi, Can we get points in a situation like the one in the image?



Answered by committee

<SC3> clause E applies to both the blue+yellow and red+yellow Stacks. These Stacks are not fully nested with the Beam, so these Stacks are leaning on/supported by a Scoring Object that is not part of the Stack. Therefore, they are not considered roughly vertical and do not count as Connected or as a Stack.

The red Pin on bottom appears to be fully nested in the Beam, and the resulting Stack (red Pin + Beam) that's supported by the Standoff Goal is considered roughly vertical under <SC3> clause D. This counts as a two-color Stack, and the Stack earns a Matching Goal bonus for being Connected to a Beam. However, the red Pin on bottom is not fully nested (not Connected) to the Standoff Goal, so this Stack does not count as Placed on the Standoff Goal.

Points awarded for this scenario:

- Connected Pin [1 x 1 point] = 1 point
- Connected Beam [1 x 10 points] = 10 points
- Two-Color Stack [1 x 5 points] = 5 points
- Matching Goal Bonus for the Stack Connected to the Beam [1 x 10 points] = 10 points

Total = 26 points

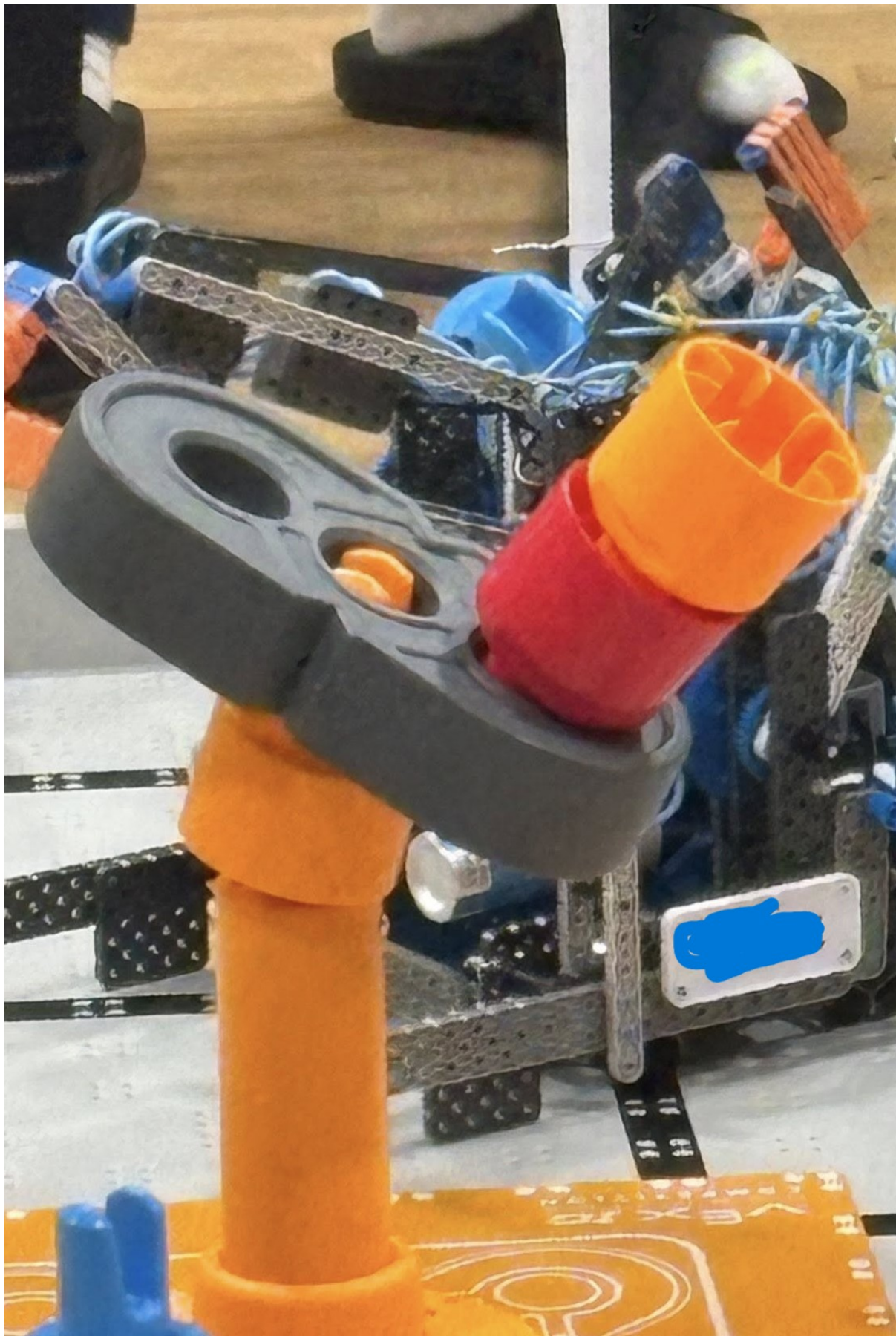
3030: Correct Scoring

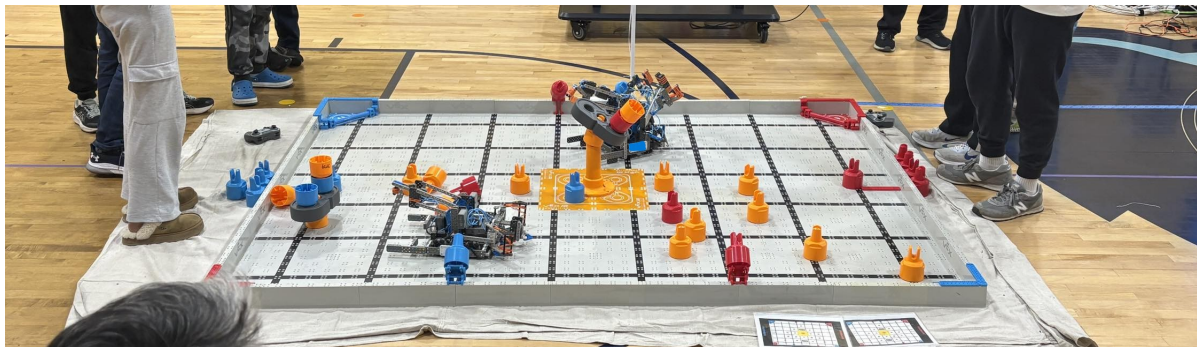
10-Jan-2026

SC3 T1

[<T1><SC3>](#)

This was scored as a 75 in a finals match, we are trying to figure out where those points were awarded because it appears nothing on the standoff is fully nested.





What would be the correct way to address a question in the finals scoring if it is not our match but would affect us being knocked out of the lead?

Answered by committee

We believe our answer to scenario 2 in [Q&A 2716](#) addresses the first part of your question.

There is currently no way for a Team to protest or raise concerns about a score from a Match that they didn't participate in, and we acknowledge that implementing a process to allow it would be helpful to all teams. The GDC is working with multiple events and Head Referees to evaluate potential solutions.

3009: Roughly Vertical cactus on standoff

29-Dec-2025

SC3

According to [SC3](#):

May I ask whether this would be considered roughly vertical? The structure is completely stationary, and all pins and the beam are fully nested. The only gap is at the connection point between the bottom pin and the standoff.

In this case, would it be scored as 0 points, 91 points, or 121 points? Thanks!



Answered by committee

Clause D of rule [SC3](#) will be revised in January 29, 2026, game manual update to reflect that a nested Stack that meets the requirements of the other clauses in this rule and is resting on **any part of** the Standoff Goal should be considered roughly vertical. This change is effective immediately, and related Q&A answers will be revised accordingly today.

This scenario consists of a multi-Stack structure in which all Scoring Objects are nested. The multi-Stack structure does not meet the requirements in [SC5](#) and is not Connected to the Standoff Goal. As a result, it is scored as

follows, for a total of 91 points:

- Six Connected Pins (1 point each = 6)
 - One Connected Beam (10 points)
 - Three 3-color Stacks (15 points each = 45)
 - Three Matching Goal bonuses for being Connected to a Beam (10 points each = 30)
 - Zero Stacks Placed on the Standoff Goal (0 points)
-

3005: A stack on the PVC pipe of Triangle Goal

26-Dec-2025

SC3

If a stack placed on the PVC pipe and the the IQ pieces of Triangle Goal, like the picture below, does it consider as supported by or leaning on the Field Element? Dose this stack can get all score as normal?



OnePlus 13 | *H A S S E L B L A D*

2025年12月21日 17:51 | Laevatein Scarlet

Answered by committee

The red and orange Pins in your example are supported by a Field Object (the structure of a Triangle Goal) that is not part of or Connected to the Stack, and which is not listed as an exception in clause D of <SC3>.

As a result, as described in clause E of <SC3> the Pins in this example do not count as Connected or a Stack, and the score for this example would be 0 points.

2998: U-beam partially support by the base of standoff goal

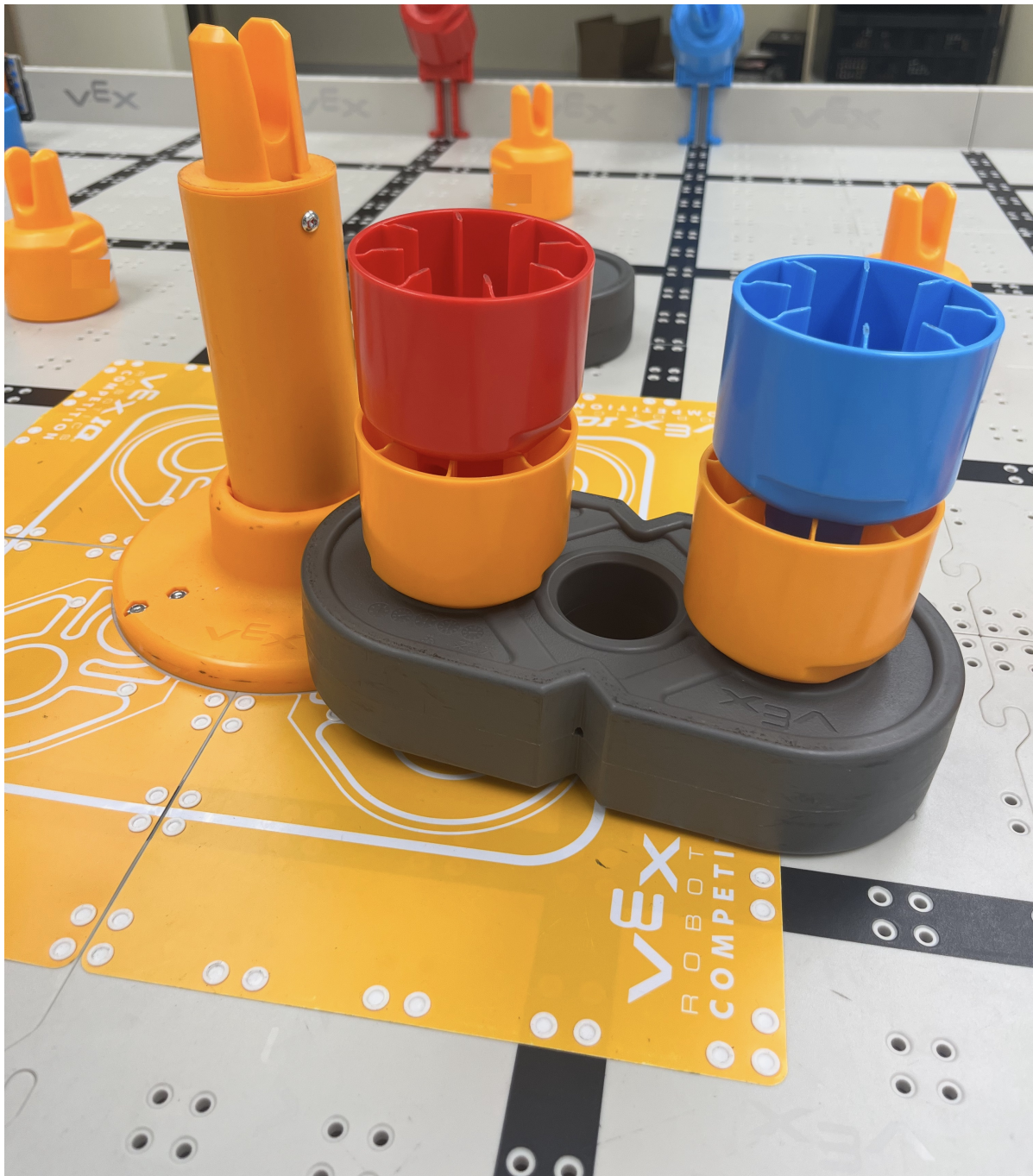
18-Dec-2025

SC3

Dear GDC,

I would like to follow up prior to the Q&A 2881. The enclosed picture indicated a U-beam is lying on the base of the standoff goal. One of my students argue with the referee that the whole structure does not worth any point as it touches the "Floor" and "Yellow floor goal". We would like to clarify the situation to the students for their understanding. In order to ask in more details, I would like to break down into 2 scenarios: Scenario 1: The structure on the left hand side supported by the base and both stack are fully nested. Does it count as roughly vertical? Should it be worthing 42 points? Scenario 2: The structure on the left hand side supported by the base and one stack is fully nested while the other doesn't. Should it be worthing 28 points?

Moreover, is there any suggestion for both students and referees to check whether the stack is fully nested without touch the stack regarding to this situation? Thank you so much!



Answered by committee

The logic from [Q&A 2881](#) applies in this scenario.

When a Beam is balanced on the IQ piece that defines a Load Zone, with Pins in one or more of the holes in its top face as shown in your example:

- Per [Q&A 2830](#), a Scoring Object can be resting on a Load Zone, the lower portion of the Standoff Goal, or the IQ pieces on the Floor around a Square Goal and still count as Connected & Stacked if the Scoring Objects are fully nested.
- Because the Beam isn't flat on the Floor, the Pins may be able to drop into a fully nested position.

2917: Additional Scoring Clarification on "Roughly Vertical"

14-Nov-2025

SC3

<SC3>

In Q&A 2830, the Stack in scenario Q2 is supported by a Scoring Object (Pin) that is not part of that Stack, so it does not count as roughly vertical.

In the following scenario (see attached photos) the stack is supported solely by the Scoring Objects in the Stack and the Floor Tiles. In this case, is the nested pin considered mostly vertical and valid for scoring (adding the beam for scoring by extension)?

If so, what is the appropriate score for this Stack?

We would calculate it to be: 1 Connected Pin 1 Connected Beam 1 2-color Stack 1 Stack Connected to a Beam for a total of 26 points.



Answered by committee

Thanks for your question, Team 727H.

This scenario (and others in which multiple objects within a single Stack are simultaneously in contact with the Floor) is not considered roughly vertical. The objects should not be scored as Connected or a Stack.

The score for this example would be 0.

2909: Scoring changes impacted by Q&A 2830's new definition of 'roughly vertical'

10-Nov-2025

SC3

If I'm correctly understanding the new definition of 'roughly vertical' in [2830](#), then I think the answer in a number of other Q&A's (as well as a few examples in the game manual) are now wrong. Here is the quote from [2830](#):

A Stack that is resting on one of the following Field Objects in a way that is more "up and down" than sideways should generally be considered as roughly vertical unless it is leaning on / supported by another Field Element or a Scoring Object that is not part of the Stack: --Load Zone --The lower portion of the base of the Standoff Goal (as illustrated in Q&A 2800) --The VEX IQ pieces that are attached to the Floor around

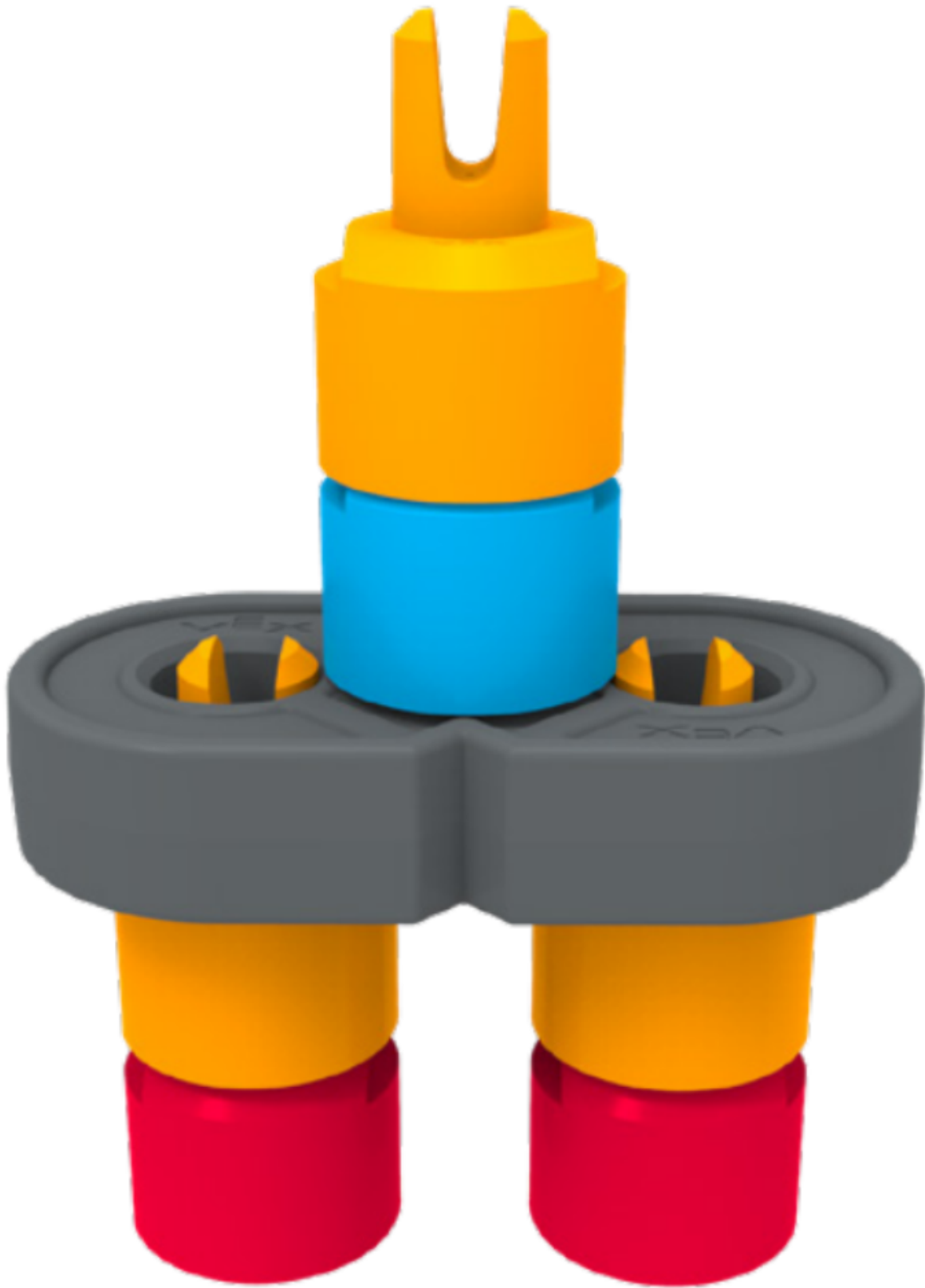
a Square Goal

A Stack that is leaning on / supported by a Scoring Object that is not part of the Stack or a Field Element other than those listed above should not be considered roughly vertical and should not count as Connected or a Stack.

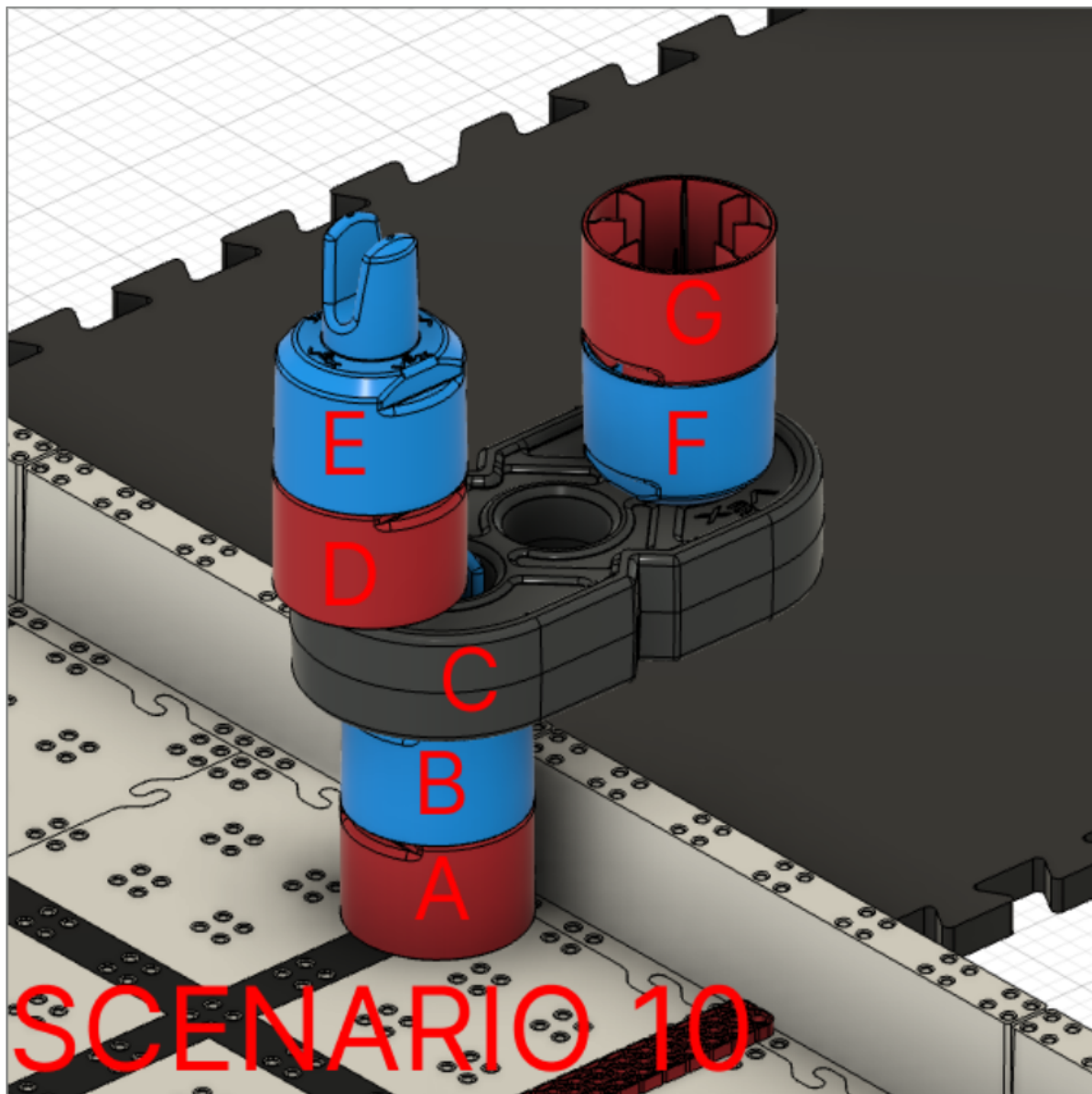
Can you confirm my understanding of these scenarios:

- Scenario A - Game manual example SE3 shows a stack of blue & yellow pins fully supported by the beam, but the stack *is not Connected to the Beam*. The manual says these pins are a valid 2 color stack worth 5 points, but since they are *supported by a Scoring Object that is not part of the Stack* (i.e. the beam), then that means they are **NOT** 'roughly vertical' and therefore those pins should be worth 0 points...correct?
- Scenario B - Q&A [2664](#) Scenario 10 is similar to Scenario A, and therefore pins E&D should be worth 0 points...correct?
- Scenario C - Game manual example SE9 states *The Pins in the one Stack that is in contact with the Robot do not qualify as Connected to each other or to the Beam* so I would concluded that the beam is now *supported by a Scoring Object that is not part of the Stack*, which means it is **NOT** 'roughly vertical' and therefore none of the beams or pins should count. This means the entire scenario is worth only 2 points (as the robot is contacting those pins at the end of the match)...correct?
 - Note: Q&A [2746](#) is the same scenario and would need to be updated to 0 points...correct?
- Scenario D - Q&A [2716](#) Scenario 1 shows a beam that is not fully nested in the Standoff Goal, however the pins are fully nested in the beam. The Q&A answer implies this is worth 38 points, but since the Standoff Goal is not one of the allowed Field Elements that can support a stack, it seems like this should now be worth 0 points as it's not 'roughly vertical' (using the same logic as you used in [2669](#) scenario 3)
- Scenario E - My apologies for getting extreme here, but technically the Floor of the Field is not called out in the list of field elements that are allowed to support a scoring object so I think every stack on the Floor (not touching the Load Zone, base of the Standoff Goal or the Square Goal) is also **NOT** 'roughly vertical'...but I assume that was just an accidental oversight.

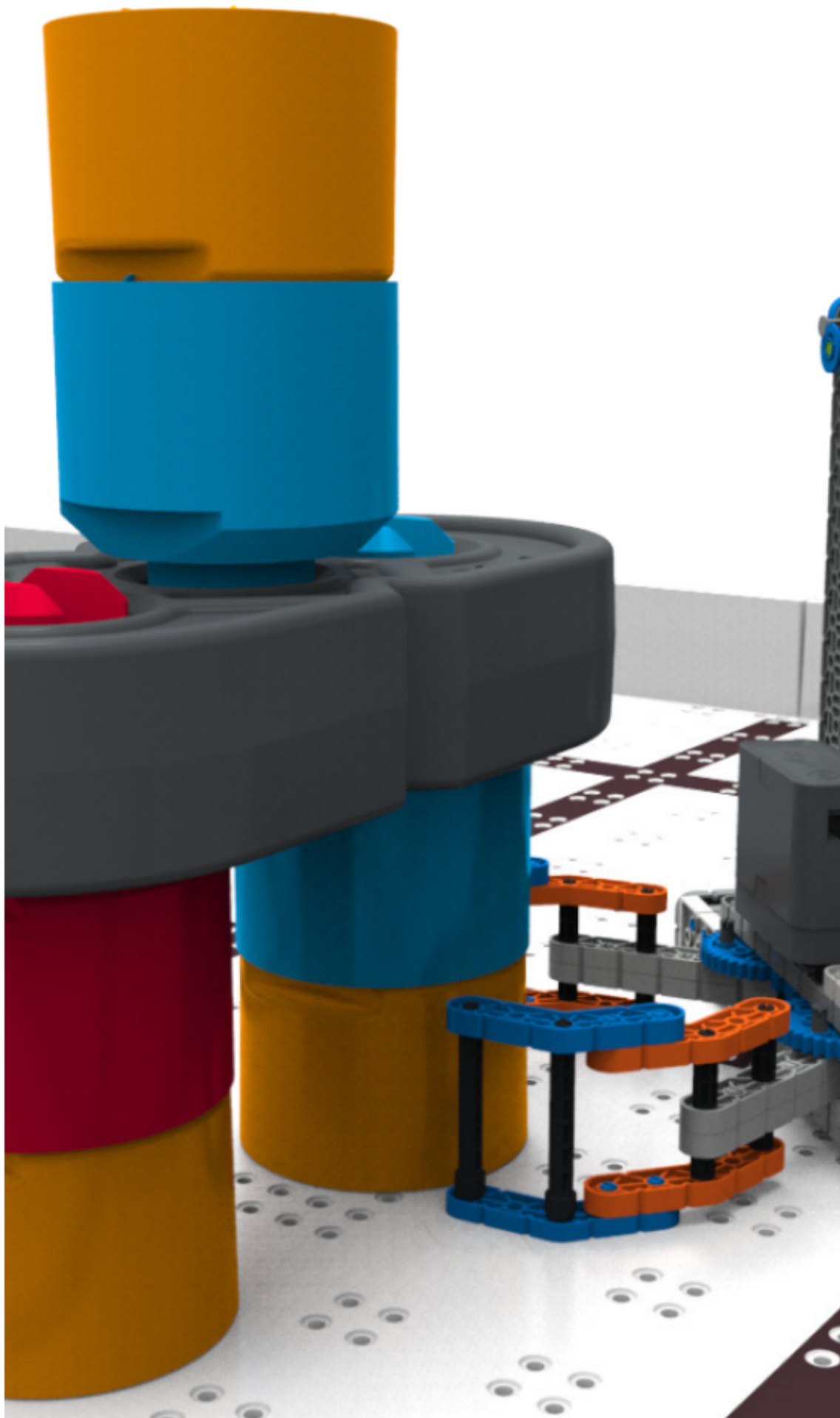
I'm guessing your new definition of 'roughly vertical' didn't intend to impact all these scenarios, but I wanted to verify to be sure.



A: Game Manual SE3



B: Q&A 2664-Scenario 10



C: Game Manual SE9



D: Q&A 2716-Scenario 1

Answered by committee

Note: Our answer for Scenario D in this question was revised on January 22, 2026. We apologize for the confusion this topic has generated, and we will attempt to further clarify this topic in the January 29 game manual update.

Thanks for these questions, Steven!

You are correct, and most of these scenarios include one or more sets of Scoring Objects that no longer represent valid Stacks under the revised guidance for 'roughly vertical.'

Your examples from existing Q&As and the game manual will be updated to reflect the following changes. These changes are effective immediately.

- Scenario A: The blue & orange Pins that sit on top of the Beam are supported by a Scoring Object that is not part of the Stack, and do not qualify as Connected or a Stack. Those two Pins are worth 0 points.
- Scenario B: Pins D & E are worth 0 points, through the same logic as scenario A.
- Scenario C: The December 4 game manual update will reflect that Robot contact with one Stack in a multi-Stack structure has no impact on the other Stacks in that structure for the purposes of 'roughly vertical.' The two Stacks in this multi-Stack structure that are not in contact with a Robot still count as 'roughly vertical' and scoring for this example will not change.
- Scenario D: The guidance for this scenario in Q&A 2716 is correct based on the change made in [Q&A 3009](#), which expands clause D of rule [<SC3>](#) to count a nested Stack that is resting on *any part of the Standoff Goal* in a way that is more "up and down" than sideways to count as roughly vertical. Scoring for this example will not change.
- Scenario E: The December 4 game manual will specify that contact with the Floor does not negate a Stack's 'roughly vertical' status.

2887: Only one Pin on Standoff Goal

30-Oct-2025

SC3

If only one Pin on Standoff Goal, does this Pin could be seen as connected Pin to get 1 point?



OnePlus 13 | *HASSELBLAD*

2025年10月25日 13:30 | Laevatein Scarlet

Answered by committee

Thanks for your question!

This example is worth 0 points. A single Pin on the Standoff Goal will not receive points for being Connected, and because it is not a Stack will not receive points for a Stack Placed on the Standoff Goal.

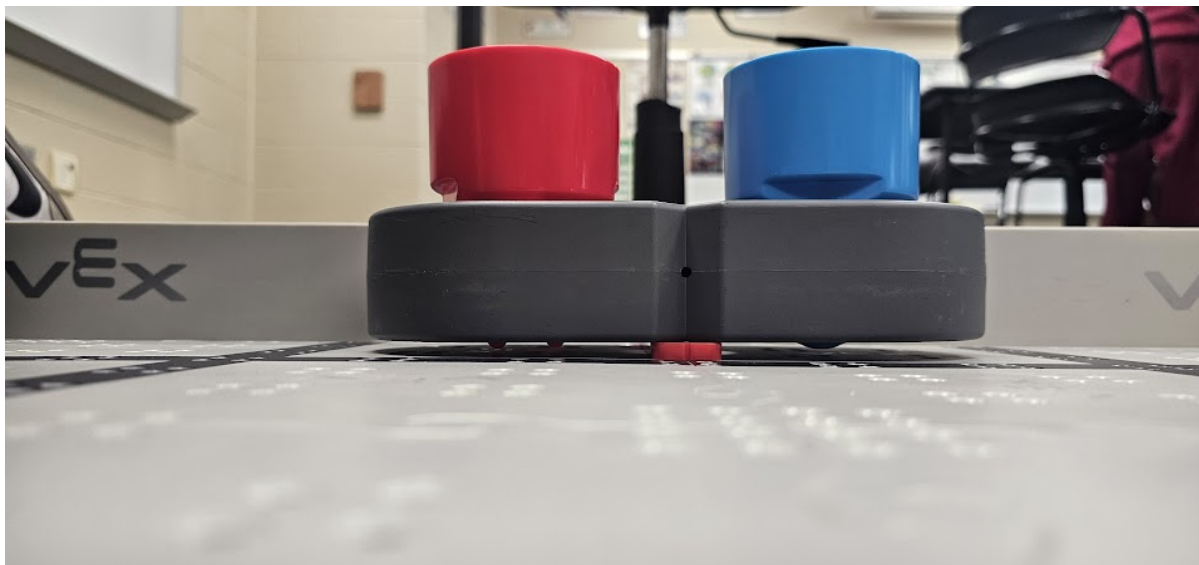
2881: Beam on top of loading zone marker

28-Oct-2025

SC3

[<SC3>](#) Would the pins be considered fully nested since the beam is lifted off the field due to the loading zone marker?

And would you score this as 1 connected beam, 2 connected pins, and 2 two-color stacks for a total of 22 points?



Answered by committee

Thanks for your question, Team 17705A!

We addressed similar scoring scenarios in [Q&A 2830](#). Because we continue to get this question, we'll provide some additional details here and consider ways to clarify this scenario in the next game manual update.

When a Beam is balanced on the IQ piece that defines a Load Zone, with Pins in one or more of the holes in its top face as shown in your example:

- Per [Q&A 2830](#), a Scoring Object can be resting on a Load Zone, the lower portion of the Standoff Goal, or the IQ pieces on the Floor around a Square Goal and still count as Connected & Stacked if the Scoring Objects are fully nested.
- Because the Beam isn't flat on the Floor, the Pins are able to drop into a fully nested position.

This example is worth a total of 42 points for the following:

- Two Connected Pins at 1 point each = 2 points
- One Connected Beam at 10 points = 10 points
- Two 2-color Stacks at 5 points = 10 points
- Two Matching Goal bonuses (for Stacks connected to Beams) at 10 points = 20 points



Pins are fully nested to the Beam

Beam is supported by the Load Zone

2878: What is the score for this structure "U-Beam"?

27-Oct-2025
SC3

What is the score for this set up "U-Beam" when placed on the floor? Is it 64 or is it just 2 two colored stacks (14)? But according to the SC3, it needs to be "nested" and these pins are not nested in the beam. Is this correct?



<SC3>

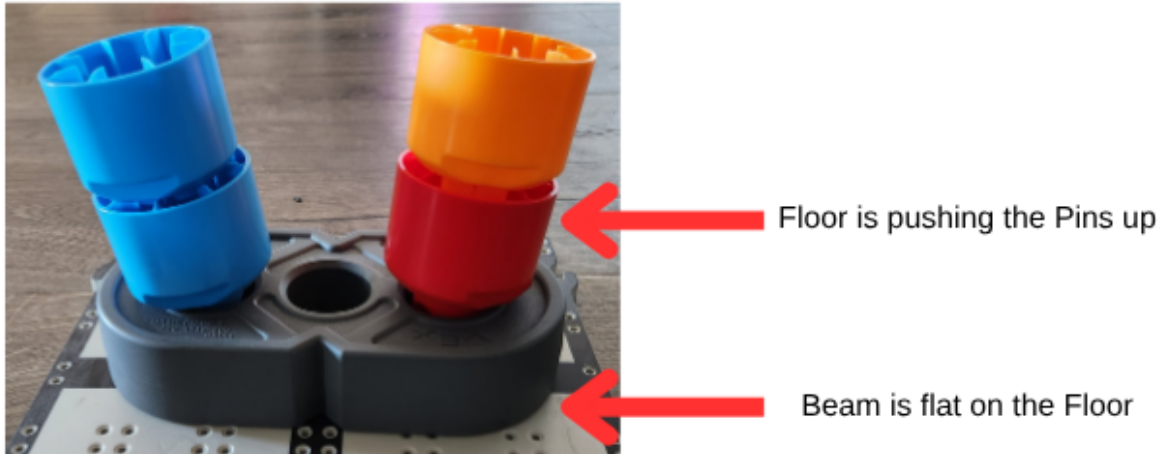
Answered by committee

We've addressed similar scoring scenarios in other Q&As, which we'll link at the end of this answer. Because we continue to get this question, we'll provide some additional details here and consider ways to clarify this scenario in the next game manual update.

The objects in your scenario are worth 0 points, for reasons that are described in [Q&A 2830](#) and detailed below.

When a Beam is flat on the Floor with Pins in one or more of the holes in its top face, as shown in the following images:

- The Pins get pushed up and aren't fully nested.
- Because the Pins are supported by a Scoring Object that isn't part of the Stack, the Pins don't count as Connected or as Stacks.



Also see these related Q&As

- [2830: "Roughly Vertical" scoring clarification](#)
- [2664: Clarification on SC3 and SG4](#)

2830: "Roughly Vertical" scoring clarification

30-Sep-2025

SC3

As per [<SC3>](#)

To qualify as Connected, the resulting Stack must be roughly vertical (i.e., the Stack goes 'up' and not sideways)

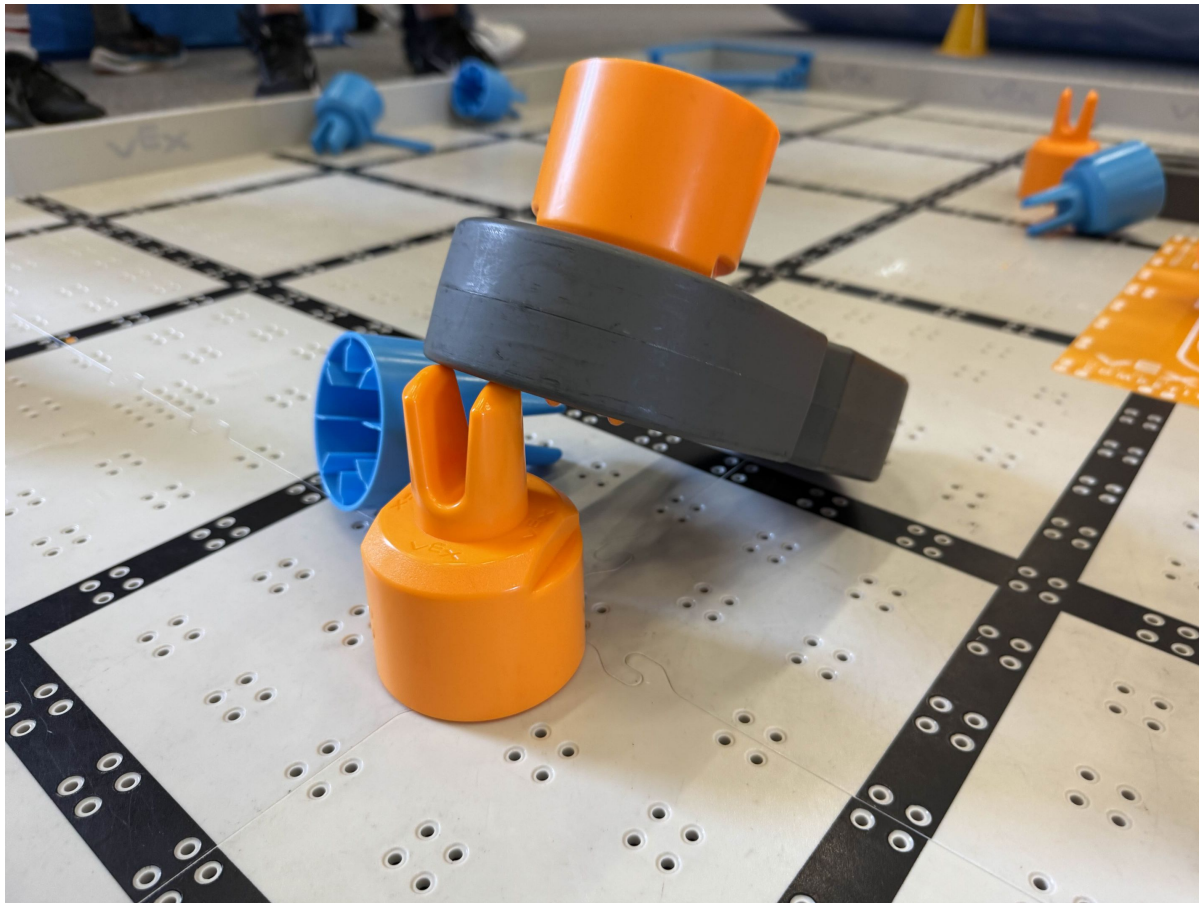
For all examples and questions let's assume they are considered "fully nested"

Q&A [2800](#) answer provides the useful statement to interpret this rule of (more "up and down" than sideways). However this seems to be in conflict with Scenario 8 in Q&A [2664](#) in which, by my judgment, is *more* vertical than horizontal.

- Q1a) Is the metric of "more 'up and down' than sideways" a valid means of judging if a stack is vertical? (And by extension any stack that has not tipped beyond 45 degrees)
- Q1b) if yes, is Scenario 8 in Q&A 2664 valid, or invalid

There was a recent call I had to make and is why I'm seeking the above clarity. In that situation, there was a beam leaning with one side on a pin and the other was on the floor with a fully nested pin in the high hole of the beam (see attached image).

- Q2) Is the nested pin considered mostly vertical and thus valid for scoring (adding the beam for scoring by extension)



Lastly there was another situation, where a fully nested 2-colour stack was leaning against the triangle goal pole and the ground.

- Q3) is the scenario above a valid stack for scoring?



Answered by committee

Hello, ST, and thanks for these questions.

The next game manual update will clarify the meaning of "roughly vertical" for the purposes of the Mix & Match rules. The clarifications and changes below are effective immediately. Our answers for Q&A 2800, scenario 3 in Q&A 2664, and scenario 3 in Q&A 2669 will be revised to match this new guidance. The next game manual update may also include new figures to illustrate our intent.

1. A Stack that is resting on one of the following Field Objects in a way that is more "up and down" than sideways should generally be considered as roughly vertical unless it is leaning on / supported by another Field Element or a Scoring Object that is not part of the Stack:
 - Load Zone
 - The lower portion of the base of the Standoff Goal (as illustrated in Q&A 2800)
 - The VEX IQ pieces that are attached to the Floor around a Square Goal
2. A Stack that is leaning on / supported by a Scoring Object that is not part of the Stack or a Field Element other than those listed above should not be considered roughly vertical and should not count as Connected or a Stack.

We'll answer your questions based on these revised criteria for "roughly vertical."

Q1a. Only for a Stack that is supported by one of the three Field Objects listed in #1 above. Q1b. The stack in Q&A 2664 scenario 8 still doesn't qualify as roughly vertical. Q2. Because the Stack in this scenario is supported by a Scoring Object that is not part of that Stack, it does not count as roughly vertical. Q3. Because the Stack in this scenario is supported by a Field Objects that isn't listed in #1 above, it does not count as roughly vertical.

2800: A Stack on base of Standoff Goal

21-Sep-2025

SC3 SC6

Dose the base of Standoff Goal seen as a part of Floor Goal or Standoff Goal?

if yes, does this stack which on base of Standoff Goal could be seen as roughly vertical in [SC3](#) to get the Floor Goal bonus and others bonus?



OnePlus 13 | *HASSELBLAD*

2025年9月21日 14:37 | Laevatein Scarlet

Answered by committee

Thanks for your questions, Laevatein Scarlet!

The Pins in your example appear to be fully nested and are roughly vertical (more "up and down" than sideways), and qualify as Connected if they're not in contact with a Robot.

Because the Stack in your example is entirely within the center outline that defines the Floor Goal, it also meets the criteria of clause C of rule [<SC5>](#) and qualifies as being Placed in the Floor Goal.

Don't forget that Teams can't earn points for more than 4 Stacks Placed in the Floor Goal---even if more will fit because some are partially on the base of the Standoff Goal!

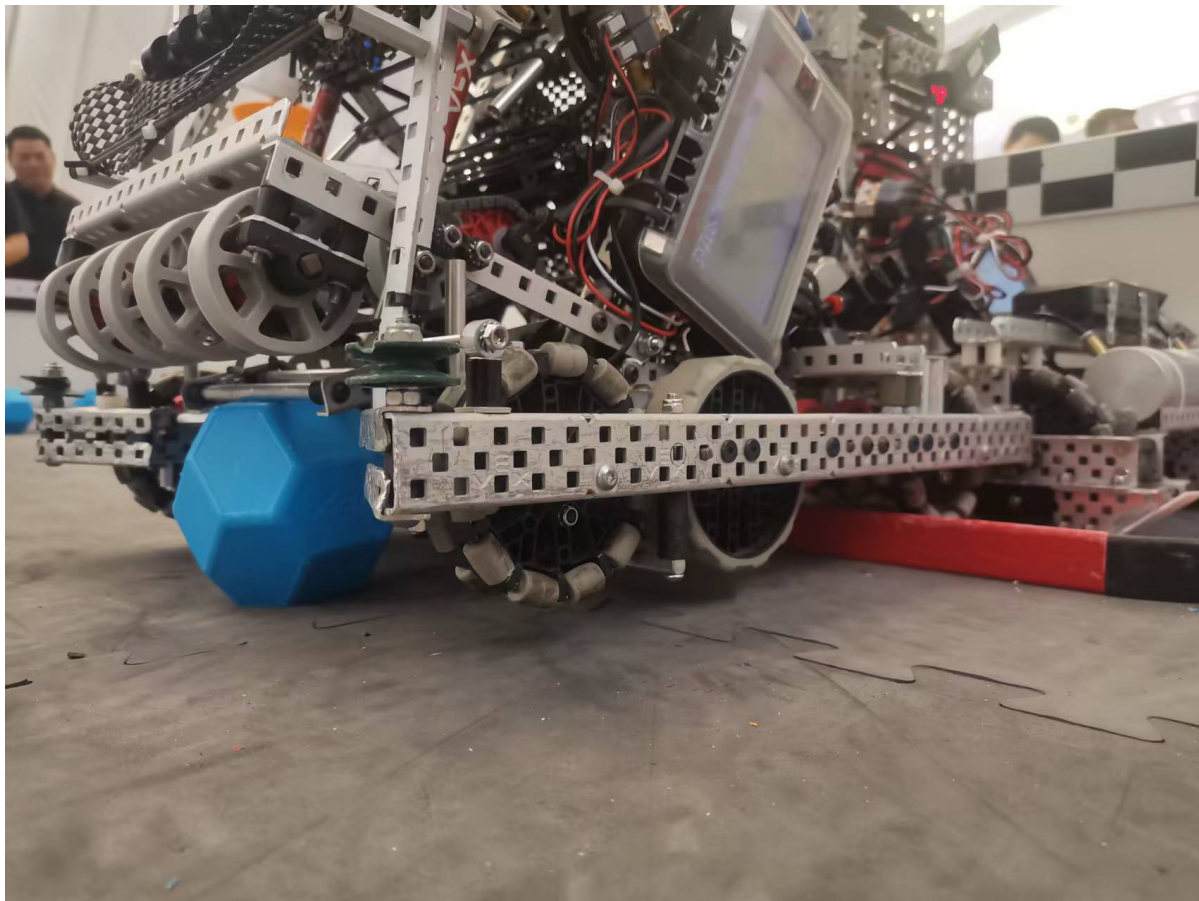
2772: about double parking

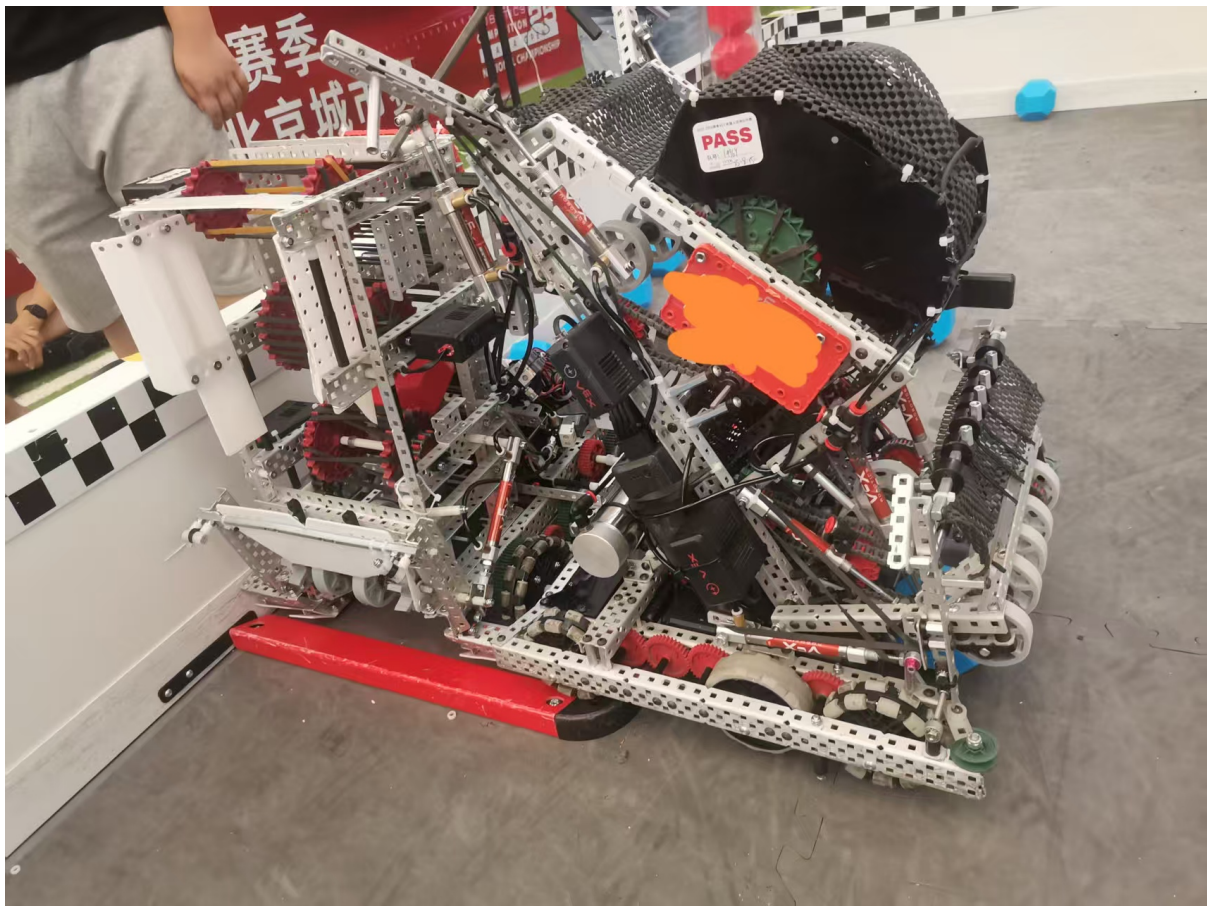
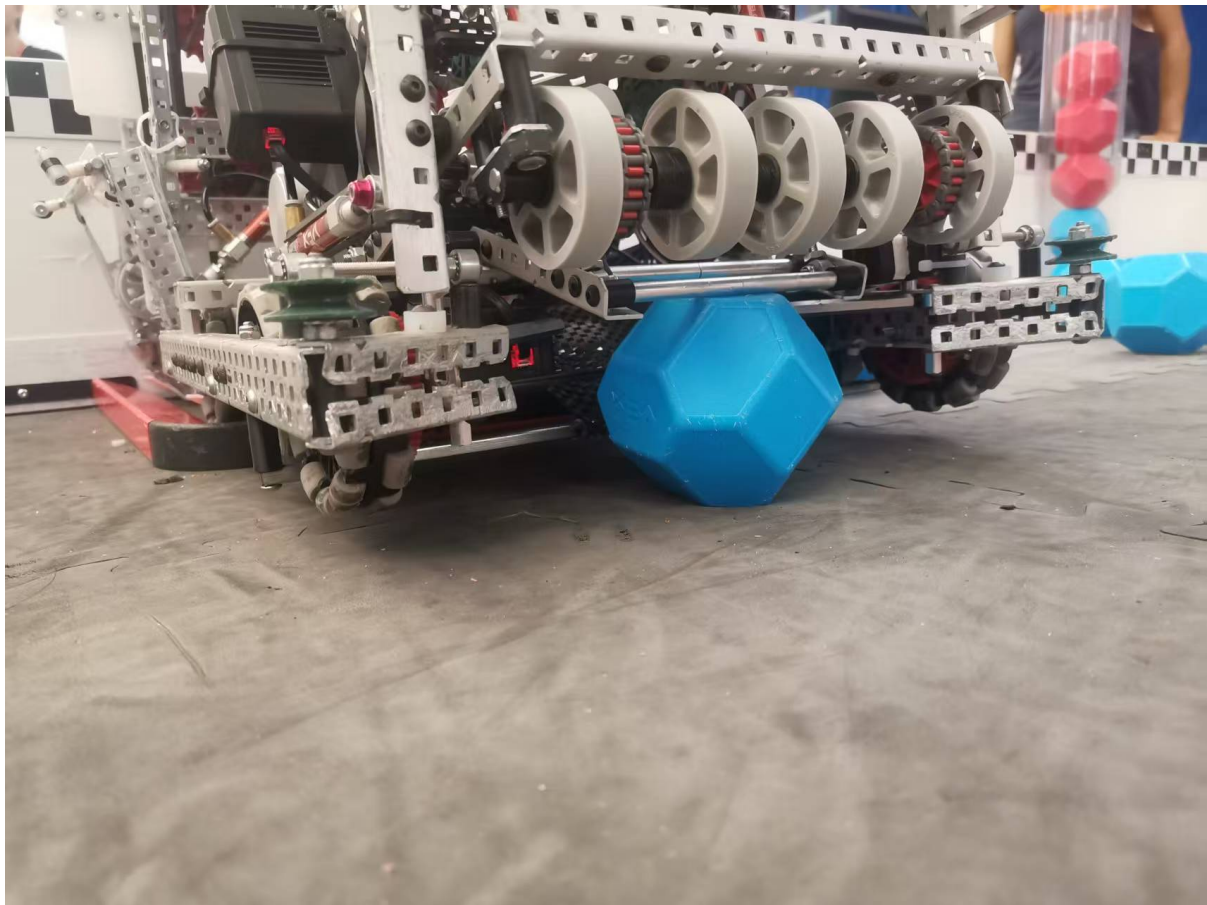
6-Sep-2025

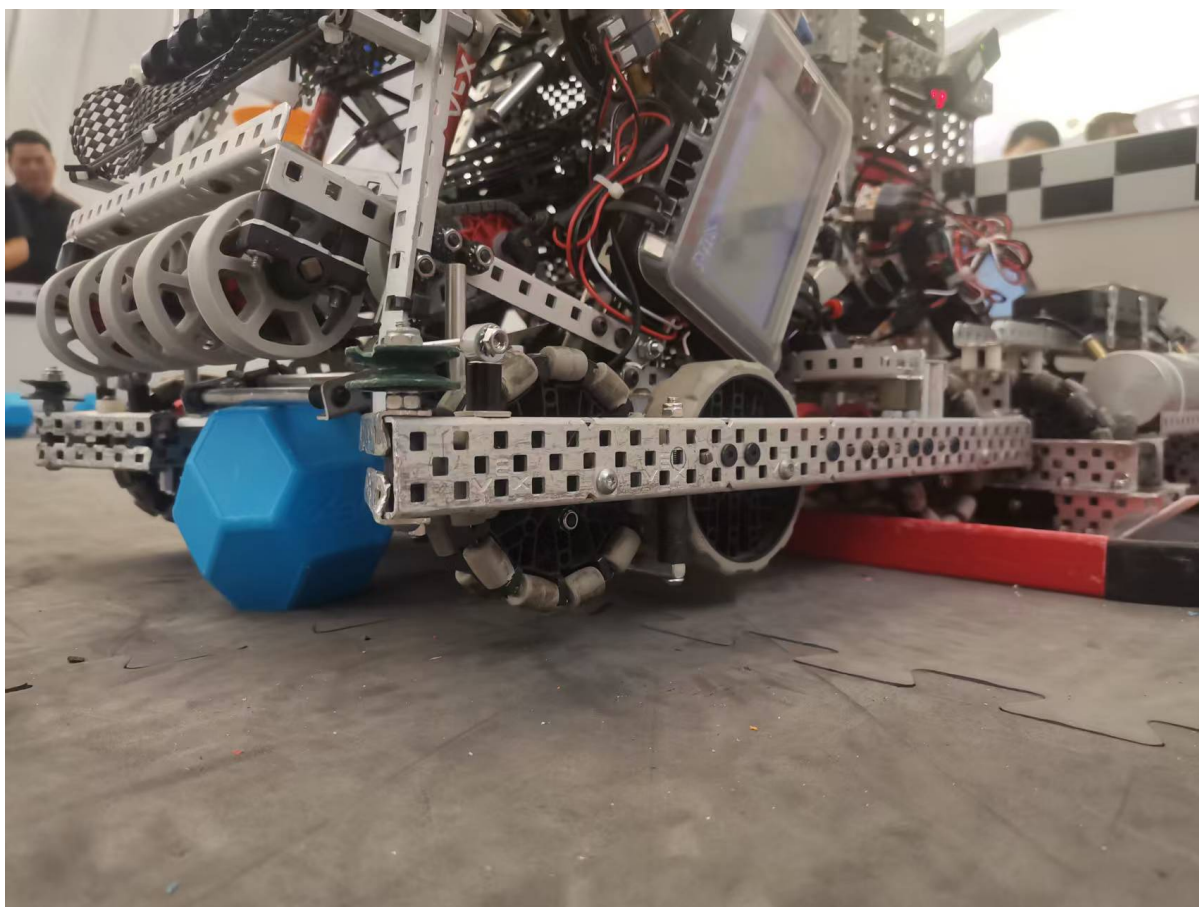
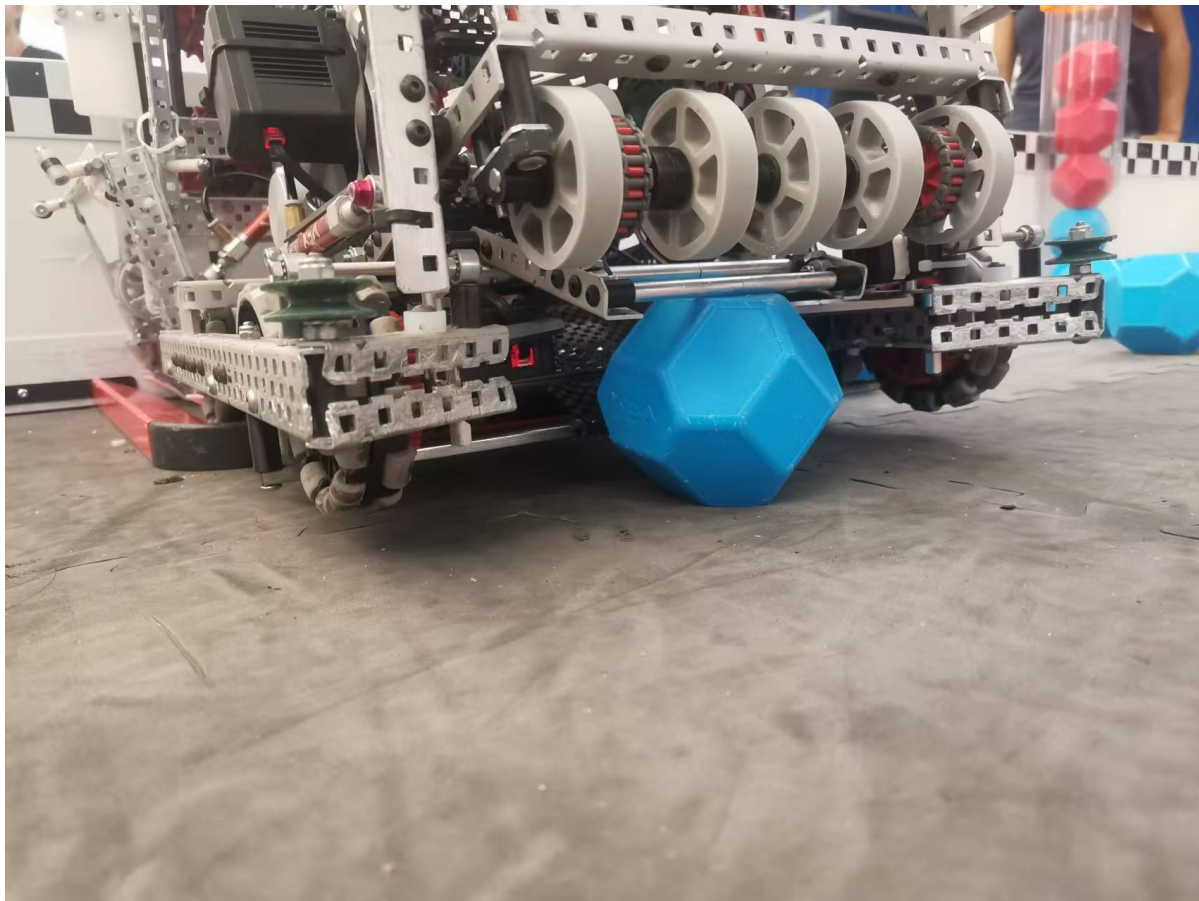
SC3

[<SC3><SC4>](#)

Is it ok if two robot parked, one is in a park zone and the other robot is contacted with the parked robot in the parking zone. and the other robot is supported by a ball outside of the parking zone. In this case i think only one robot is parking not two robots parking.







Answered by committee

In your example, it appears that both Robots meet all [SC4](#) criteria, and both Robots would be considered Parked.

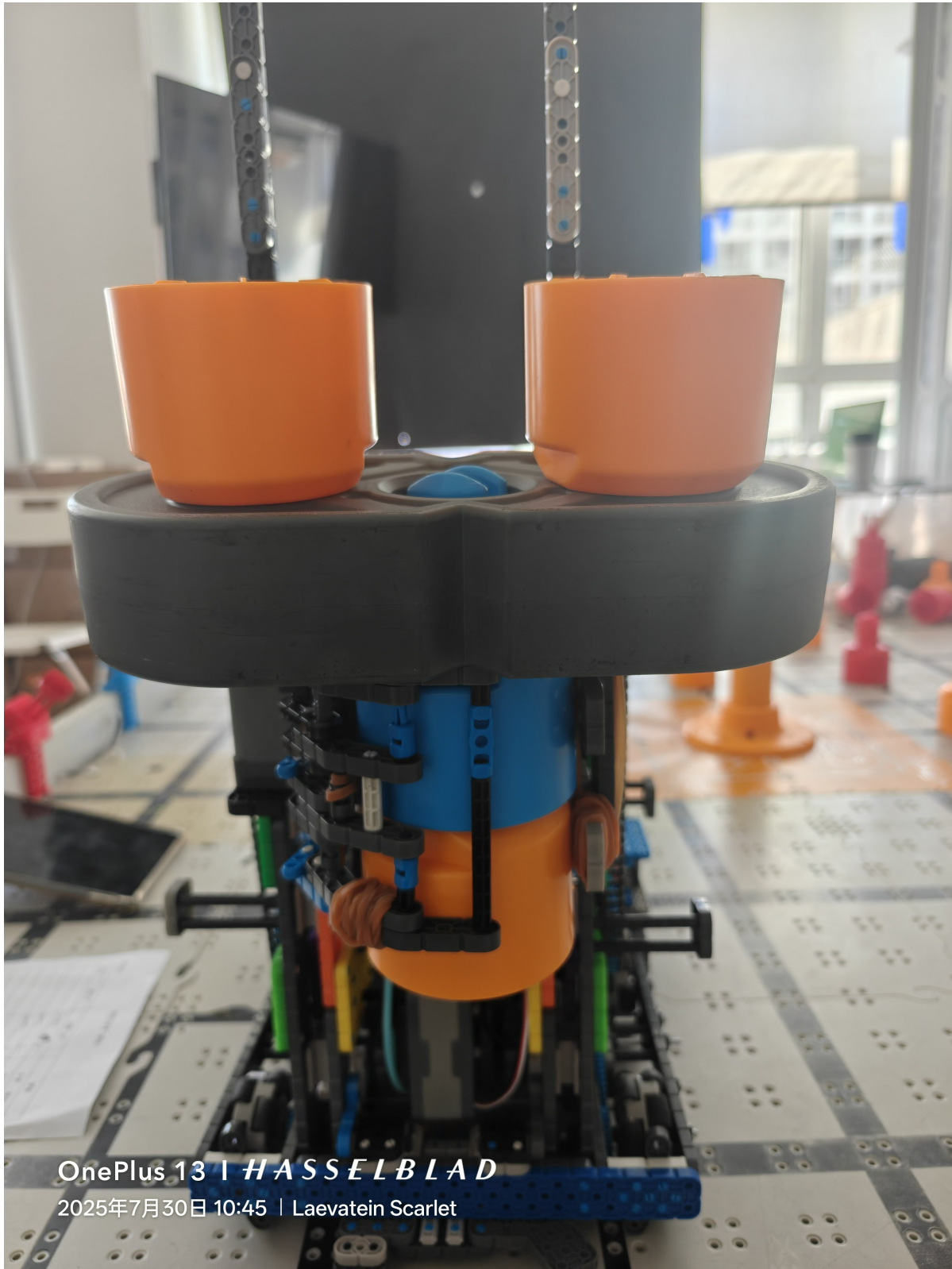
2746: How scored when robot raise up more than one stack

29-Jul-2025

SC3

In this situation, the robot raise up all stacks in this picture, only the stack below the beam contact with robot physically.

If the Beam contact with robot, could the two stack above the beam get score? And how if the Beam contact with the robot?



Answered by committee

If the Robot is contacting only the Pins in one of the Stacks (not the Beam), just like the scenario in <SE9> the Pins in that Stack do not qualify as Connected to each other or to the Beam. Only the one Stack in contact with the Robot is "invalidated." This scenario is scored as 2 Connected Pins, 1 Connected Beam, 2 two-color Stacks, 2 Matching Goal Bonuses, and 1 Robot in contact with Scoring Objects at the end of the Match, worth 44 points in total.

If the Robot is contacting the Beam, just like the scenario in <SE10> none of the Scoring Objects in this configuration count as Connected. Because the Beam is considered part of all three Stacks, all three Stacks are "invalidated." This scenario is scored as 1 Robot in contact with Scoring Objects at the end of the Match, worth 2 points in total.

2716: Clarification on Connected Status, <SC3>

12-Jul-2025

SC3

As stated in [<SC3>](#):

To qualify as Connected, the resulting Stack must be roughly vertical (i.e., the Stack goes 'up' and not sideways)

But what is considered roughly vertical is not clearly stated.

For example, seen in Scenario 1, it shows a stack leaning on the Stand-off goal at a slight angle, because of this would the pins present be considered not connected? Moreover, Is it possible that there can be clearer definition at what angle would a stack be not roughly vertical?

Scenario 2 is a extended version of Scenario 1, mainly of which is any of these pins considered in a stack with each other?

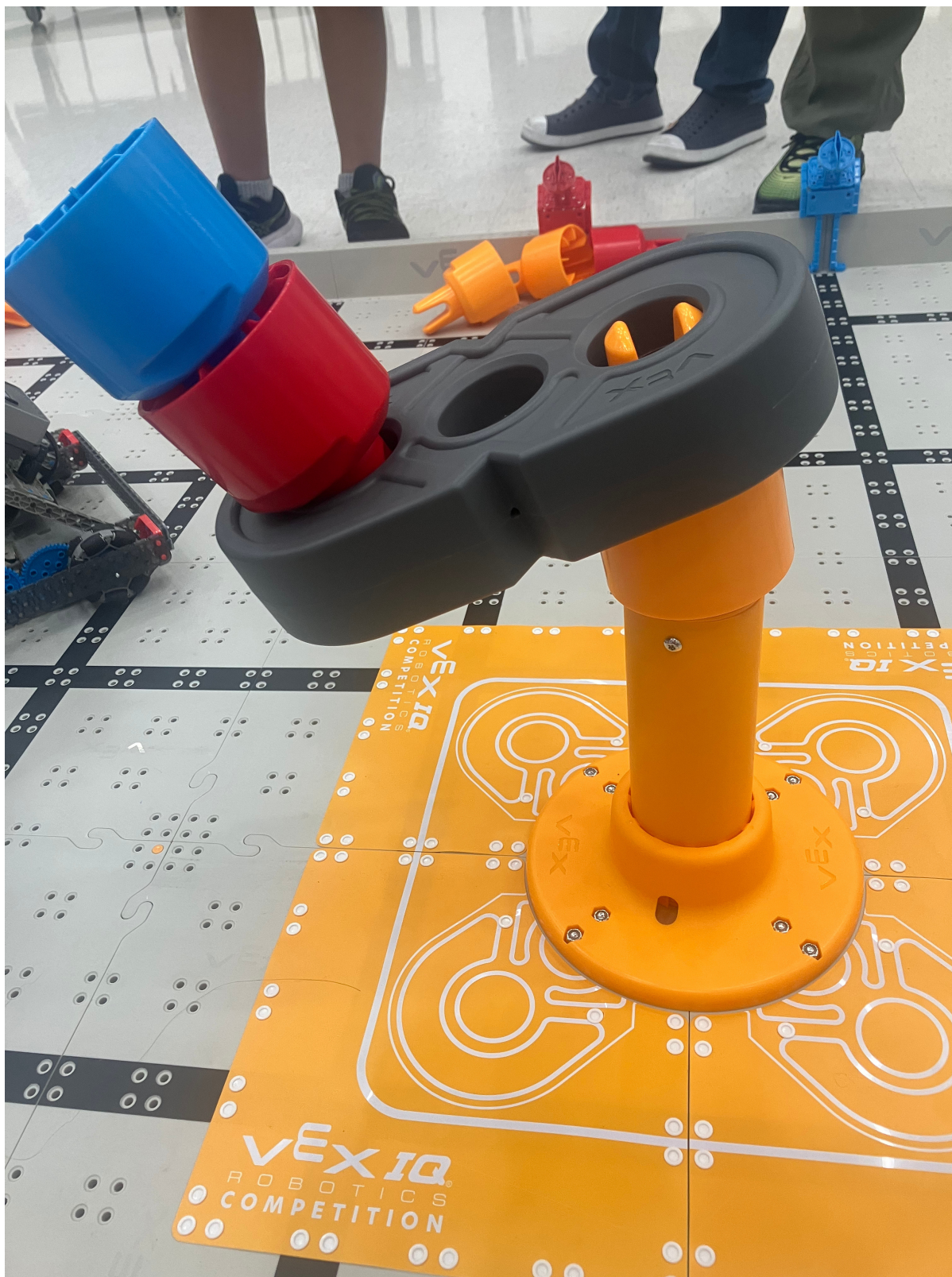
In Scenario 3, There a group of pins placed on the standoff goal and a beam, the beam is tilted to not be considered roughly vertical, but the pin on which it is nested on is considered roughly vertical, with 1 red pin being fully nested in the beam, which is clearly leaning to be off vertical, and another being nested and resting partially on the red pin that is leaning, which makes it rest roughly vertical. Firstly, if part of a stack would be considered roughly vertical while another part of the stack would be not considered roughly vertical, would the entire stack be considered connected, or would part be considered roughly vertical, or would none be considered roughly vertical? Additionally, in [<SC3c>](#), it states:

c. A Beam is Connected if it is fully nested to one or more Connected Pins and/or the Standoff Goal and is not touching a Robot.

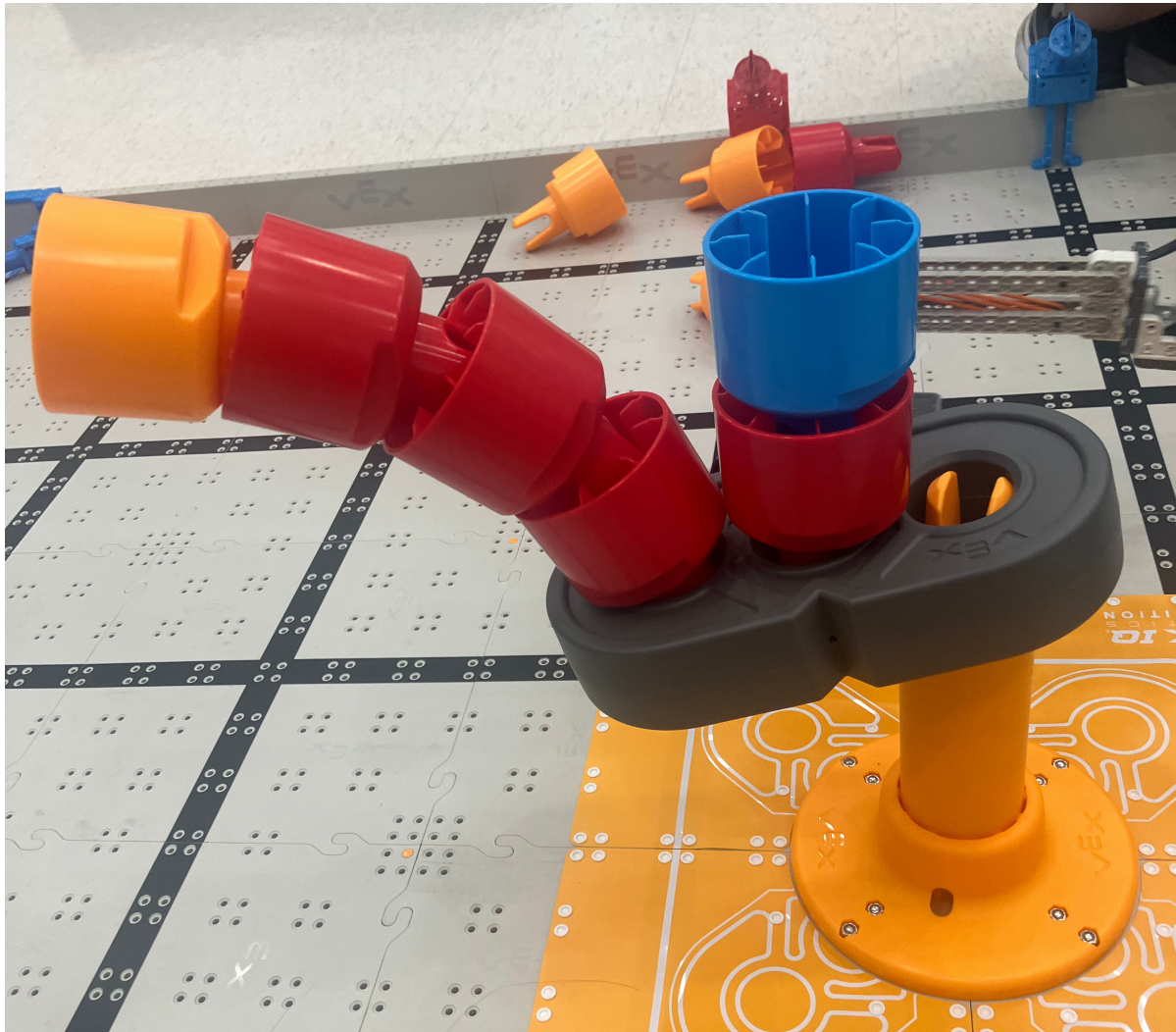
Due to this, because one of the red pins is resting on the other red pin, would the red pin that is resting be considered not fully nested due to it not being fully supported by the beam?

Scenario 4 extends upon Scenario 3, It expands upon which part of the stack would be used to measure if a stack is measured roughly vertical, given that the beam is considered roughly vertical, would any of the scoring objects on the far end of the beam be considered connected to each other, or would the entire stack be considered void due to part of the nested scoring objects being not roughly vertical. And Secondly, like Scenario 3, would the stack that is partially nested inside the center of the beam, and partially supported by the far stack of pins, be considered connected, and if not how much of the resulting stack would be considered connected?









Answered by committee

Thank you for your questions. Our answers to each of your questions/scenarios center on clauses B and C of rule [<SC3>](#), which read,

- b. A Pin is Connected if it is fully nested with another Scoring Object and neither the Pin nor the resulting Stack is touching a Robot.
- c. A Beam is Connected if it is fully nested to one or more Connected Pins and/or the Standoff Goal and is not touching a Robot.

Each of your scenarios includes one or more Scoring Objects that is not nested to the others, which has to be considered before it is considered part of that Stack.

In your scenario 1, the Beam is not fully nested to the Standoff Goal, so does not count as Connected to the Standoff Goal. The Pins do appear to be fully nested to each other and to the Beam, and in our opinion could be considered "roughly vertical." We'd score that scenario as:

- 3 Connected Pins
- 1 Connected Beam
- 1 three-color Stack
- 1 Matching Goal bonus (for being Connected to the Beam)

In scenarios 2 & 4, the bottom orange Pin and the Beam do not appear to be fully nested with any Pins or the Standoff Goal. The red and blue Pins do appear to be nested to each other, but because they don't meet the requirements of [<SC3>](#) clause A, they're not considered Connected. Both of these examples would receive a score of 0.

Scenario 3 does not include any nested or Connected objects, and would receive a score of 0.

2495: Ball Returning Out of Lower Goal

1-Feb-2025

SC3

We experienced a unique situation at a competition. A bot that is capable of launching two balls concurrently - one into the top goal and one into the bottom goal - launched both balls. The bottom ball cleared the switch, and fell to the floor behind the Goal Wall in the Pickup Zone. However, the TOP ball cleared the upper switch, went into the Goal Wall, and bounced back OUT of the lower goal. This ball was now back on the field.

<SC3> States that a ball that passes through a Target and then bounces back out into the playing field does not count as a scored ball and the ball remains in play.

Our question is since the ball passed into the Goal Wall, should it be counted as scored? This wasn't just bouncing off the switch and back in but physically went into the Wall and back out the other Goal.

What SHOULD happen in this situation? The ball has already been scored once and was not eligible for scoring again but we were unable to load another ball into the field.

- Should the referee pull the ball from the field?
- Should the referee direct a team member to pull the ball from the field?
- Should the team pick up the ball with the robot and throw it out of the field?

Everyone was uncertain about what should happen, so the team picked it up with the robot again and relaunched it into the Goal Wall. However, the score did not include the second score of the ball.

[<SC3>](#)

Answered by committee

[<SC3>](#) Clause A applies in this scenario, which is a failed scoring attempt. The first half of our response to [Q&A 2203](#) explains what should happen after a failed scoring attempt, and it sounds like the situation was handled correctly at your event by requiring the Robot to retrieve the Ball.

2440: SC3 and Definition of a Stake

15-Jan-2025

SC3

[<SC3>](#)

I know that there have been some questions about stakes and how the rings fall on the stake that they are counted as scored. I don't feel like they answer this question or situation. Should the red ring pictured be counted as the top ring of the mobile goal?



Answered by committee

Per clause A of rule [<SC3>](#), to be considered Scored on a Stake a Ring must (among other criteria) be "encircling" a Stake. That clause also states that, "In this context, "encircling" means that any part of the Stake is at least partially within the volume defined by the inner edges of the Ring."

The game manual defines "Stake" as, "A vertical $\frac{1}{2}$ " (12.7 mm) Schedule 40 PVC pipe (gray, red, or blue) with a compliant barb at the top."

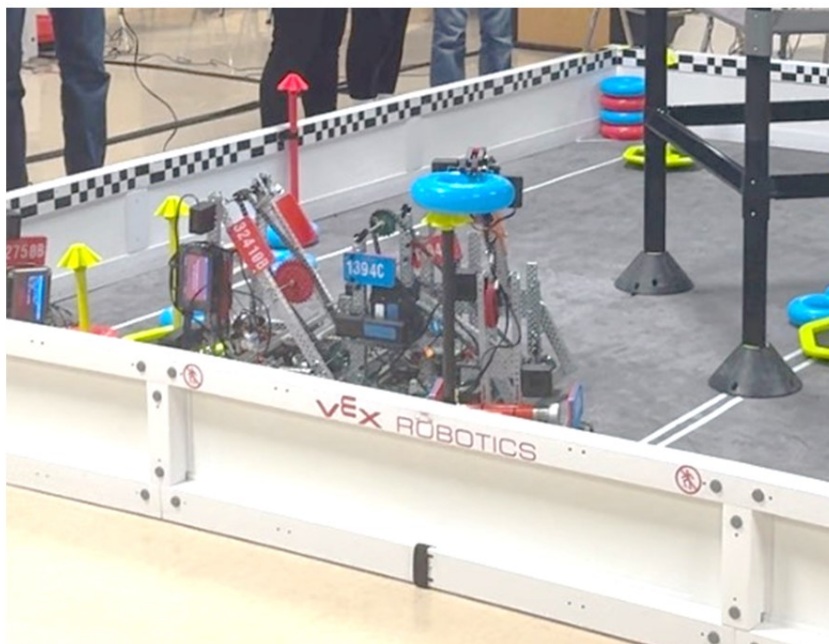
In the above picture, the Stake (which by the definition includes the barb) is within the volume of the inner edge of the Ring. Thus, this would count as Scored, and a Top Ring.

2366: Scoring rings held by robot

9-Dec-2024

SC3

[<SC3>](#)[<SC3>](#) Q&A 2166 was helpful, thanks. We had an event at this weekend's tournament that spurred the need for additional detail. When the match ended the ring plane was below the wall stake tip, but the ring was still supported by the robot, and because of that was disallowed. I might be missing it, but I don't see that in the rules. Should the ring in this picture count at the end of a match?



Answered by committee

[<SC3>](#) was revised in version 2.0 of the manual (September 3, 2024) to allow Rings that are in contact with a Robot to count as Scored regardless of the Robot's Alliance color. If the Ring in the image meets all criteria of [<SC3>](#), then that Ring should be considered Scored on that Stake.