

Q&A

VRC 2022-2023: Spin Up

Tagged: T22

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.

Please review the [Q&A Usage Guidelines](#) before posting. This system is only intended for specific VRC Spin Up rules questions.

- For event, registration, or other competition support questions, please contact your [REC Foundation 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.

1818: Vex Over Under Match Loading On Raised Fields

7-Dec-2023

T22

[<T22><T22>](#)

We are attending our first signature event next weekend. How you practice directly affects how you play come tournament day. Like most large competitions, signature events, and VEX World Championship, the fields next weekend will be raised above ground. This year the game is highly dependent on introducing field scoring elements from outside of the field by team members. Last year spin-up had some aspect of this, however it was limited and the objects were flat and relatively small. This year is much different. There are significantly more outside field scoring elements, and they are larger.

The Over Under documentation shows field setup illustrations with the tri-balls lined up neatly on each alliance side. For the sake of field re-set time and sanity of match officials and volunteers, many tournaments have provided some form of plastic bins to house alliance match load tri-balls for the match (usually 2 bins per alliance). When raised fields are involved the set-up and access to these bins for the teams have varied. Here are some examples -

Haunted Signature Event - teams were allowed to have an alliance member hold the bins next to match load zone. This requires a dedicated alliance team member to facilitate. Haunted Match Loading -

<https://www.youtube.com/watch?v=MIZcQVErXPQ&t=24s>

WPI Wave Signature Event - teams were allowed to lean the bins against the field wall next to match load zone. This has the potential to be problematic since you are now leaning up against a field wall. WPI Wave Match Loading -

<https://www.youtube.com/watch?v=f-8xTGL40a8&t=28s>

Speedway Signature Event - Bin stands or small tables were provided to elevate bins near match load zone. This approach seems to be the most efficient as it places the bins at field height, with no additional support required by a team resource. Speedway match loading - https://www.youtube.com/watch?v=_9s4Ush55oE&t=47s

Questions- Should there be a standard on how these bins should be positioned and handled by teams to access match load tri-balls during a match, especially when raised fields are being used?

How will match load tri-balls be available to teams at VEX Worlds during matches and Skills competition?

Thank you

Answered by committee

Please be sure to review the [Q&A Usage Guidelines](#) before posting, specifically note 1, "The Q&A system is for rules clarifications only." Put more pointedly - the Q&A platform is intended to be a communication channel for questions such as "is this interpretation of a rule legal", not a discussion forum for questions such as "I disagree with this rule, can it be changed?" For suggestions or concerns outside of specific and official rules questions, please use the official [VEX Forum](#) or email GDC@vex.com.

Additional information about the 2024 VEX World Championship will be provided in the April 2, 2024, scheduled game manual update and in the prerecorded Driver's Meeting that will be released prior to the event.

1578: Location of Driver Station Posts and Field Monitor

28-Jun-2023

T22 T23 T24

I have not found a recommended location for field monitors and drive station posts either for portable field or metal competition perimeters. In past seasons, it was clear where to mount them.

This season - what are the recommended locations?

Answered by committee

Thank you for your question. Locations of field monitors and drive station posts are both considered modifications that may be made at the EP's discretion under rule [<T22>](#). If used, these locations must be the same across all fields of that type (head-to-head or skills) at that event.

1424: Vexnet tower replacements for portable fields using smart field control

3-Feb-2023

T21 T22 T23 T24

Hello

I am an EP and recently switched over to using the smart field control with portable fields. I am loving it so far except for the trip hazard/breakage due to the cable just being on the floor. I came across the forum post linked below and I was curious if any of these solutions would be legal. The one I like the most is the 3D printed mount to the field but I was not sure because it goes on the top surface of the field although the original tower goes on the top and into the field of play. Can you please advise if the tower clamped on or if the tower in the old game elements would be legal to use? If neither is legal what is the solution? I do not feel T21, T22, T23, T24 do not address this specifically. Thanks

<https://www.vexforum.com/t/driver-station-post-for-portable-field-perimeter/104973/4>



Answered by committee

Provided these towers are freestanding or connect to the Field Perimeter in a way similar to the VEXnet driver-control posts (with minimal intrusion into the field and limited affect on game play), they would be legal for use at VRC and VEX U events.

If this modification is used, it must be applied to all Fields in the same set at an event (i.e., all Head-to-Head Fields and/or all Skills Fields), per rule [<T21>](#).