

Q&A

VEXU 2022-2023: Spin Up

Tagged: T21

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 VEX U 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](#) (including the VEX U Appendix C) itself.

Please review the [Q&A Usage Guidelines](#) before posting. This system is only intended for specific VEX U 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.

1515: T21, clarification on "# of Teams"

3-Jun-2023

T21

[<T21>](#) describes the number of elimination alliances in an event based on the "# of Teams".

Does this refer to the number of teams registered for the event, the number of teams in attendance at the event, or the number of teams eligible to participate in alliance selection?

For example:

- An event has 32 teams registered but one team no-shows, so there are 31 teams in the qualification rankings. How many elimination alliances should there be?
- An event has 32 teams registered and all participate in qualifying matches, but one team does not report to alliance selection so is ineligible to participate per [<T17>](#). How many elimination alliances should there be?

Answered by committee

Thank you for your question. Rule [<T21>](#) is intended to refer to the number of teams that have registered & paid for the event. In extreme cases where a situation arises that is outside of the control of the EP and the event itself (as in the case of your examples), a modification to the number of Alliances can be made. The specifics of these modifications are handled case-by-case, and are outside of the scope of this Q&A forum; any decisions should be made in coordination with your Event Engagement Manager (US) or Regional Support Manager (international).

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>](#).

1334: T21 VEX GPS Field Code Strips - VEXU World Championship

8-Dec-2022

T21

VEX GPS Field Code Strips are required for Programming Skills Matches as per Appendix B. T21 notes VEX GPS Field Code Strips on Head-to-Head competition fields as an example of permissible modification.

VEXU Autonomous period is 45 seconds. Programming Skills is 60 seconds. Given Autonomous period is 75% of the Programming Skills duration VEXU teams are likely to utilize more advanced sensing, such as VEX GPS. Can GDC/RECF make a decision if Head-to-Head competition fields at VEXU World Championship will have GPS Field Code Strips present.

Thank you.

Answered by committee

Thank you for your question. All competition fields at the VEX U (and VRC) World Championship will include GPS Field Code Strips based on the current event plan, which is not expected to change. Any Worlds-specific updates or clarifications will be included in the April 4, 2023, game manual update.