

Q&A

VEXU 2018-2019: Turning Point

Tagged: Flags



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.

- For event, registration, or other competition support questions, please contact your [REC Foundation Regional 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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99: Can I add this piece that I made to the top of the flag posts?

5-Oct-2018

Flags

As I was assembling my field elements, I realized that with the top flag being able to be lifted off the post that could lead to flag assemblies being lost or damaged during storage, handling, or moving from one event to another. I designed a simple plug with a lip around the edge that goes into the top of the flag post and keeps the flags from being able to be lifted off the top of the post. The cap does NOT interfere with the movement of the flags in ANY way. I would like to know if these would be legal to leave on the posts during competitions?

If not, I can still use them for storage and handling. It's a friction fit and they pull out with a little effort. I have provided the .STL file if anyone out there would like to print one to check it out. Simple design for a simple solution for a simple problem. Printed in PLA, .4mm nozzle, .2mm layer height, 40% infill.

Here is a link to a zip file containing 2 images and the STL file: https://gv1-my.sharepoint.com/:u:/g/personal/pruckelshaus_gvsd_org/EUflJ4uxA81KkoQvHOgSUIYB3wp08YBTlx8BVOaR0kQybg?e=JiAawY

Answered by Game Design Committee

This piece is not legal for use during official VEX Robotics Competition Turning Point gameplay. While Event Partners may develop additional parts in order to improve transportation of fields between events, these parts should be removed during official Matches.

59: Toggled Low Flags When Raised

24-Aug-2018

Flags

According to the definition of *toggled*: "A Flag status. A Flag is Toggled when the Flag's pointer is not nested in the Detent and the Flag is not touching a robot of the color Alliance for which the Flag would award points. When Toggled, points are awarded to the red Alliance if the pointer is to the left of the Detent, and awarded to the blue Alliance if the pointer is to the right of the Detent. In the case that the Flag pivots beyond the containing PVC structure, the Flag is no longer Toggled. See Figures 18-20 on the following page."

It is possible for a robot that is below the legal height limit to raise a flag above the detent structure as there is nothing preventing a flag from being raised up the PVC pipe.

Say a low flag is currently toggled for the blue alliance. A red robot drives into the blue flag with the intent to rotate the flag such that it becomes toggled for the red alliance. When driving into the blue flag, the flag incidentally gets raised on top of the robot (say on a wedge). The match timer ends and the red robot becomes disabled holding the flag in a raised position.

When scoring the match, the low flag appears very close to either being toggled for the blue alliance or not being toggled for either alliance (neutral). According to the definition of toggled "A Flag is Toggled when the Flag's pointer is not nested in the Detent... When Toggled, points are awarded to the red Alliance if the pointer is to the left of the Detent, and awarded to the blue Alliance if the pointer is to the right of the Detent" Because the flag is raised too high up, It is unclear if the pointer is to the right and scored for the blue alliance.

Because the pointer is not nested in the detent, is it scored for the blue alliance? Or would this scenario fall under the case of "In the case that the Flag pivots beyond the containing PVC structure, the Flag is no longer Toggled"

Answered by Game Design Committee

It is impossible to provide a blanket ruling on a hypothetical scenario. In this close situation, the Referee would need to make a visual determination whether the pointer was to a side of the Detent or not. As you quoted, from the definition of Toggled:

points are awarded to the red Alliance if the pointer is to the left of the Detent, and awarded to the blue Alliance if the pointer is to the right of the Detent

So, if a referee determines that the pointer is not "to the right of the Detent" (or if it is too close to call), then no points would be awarded.

57: Flag Lubrication

22-Aug-2018

Flags

Our flags have increased friction after only two weeks. Is any lubrication allowed?

Answered by Game Design Committee

No, this would not be legal, as this would be considered a modification that affects the performance of the field. Teams should be prepared for this variance.

170: Cutting Rubber Bands R4

6-Dec-2018

Flags Caps

Hello, I read the game manual and R4/R7 did not say anything about not cutting rubber bands. Since you can cut zip ties and 1/8" rope, can you cut rubber bands to string them together for usage with a mechanism? Thank you in advance.

Answered by Game Design Committee

Yes, this is legal, provided no other rules are violated in the process.

168: Making scoring go a little faster

4-Dec-2018

Flags

I was wondering if it was allowed to paint the Detent a different color to help facilitate scoring both autonomous and end of match a little faster. The black on black makes it very difficult from a far to see if the Pointer is out of the Detent. While yes the Flags are there to make it more clear, when the flag is turned just a little bit and the Pointer is out of the Detent refs would have to get up close to the flag to see if it is scored one way or the other. This slows down match times and match cycles in turn. This would provide no change to the current field set other than a color difference. We have orange acrylic paint ready to change the color on our practice field but if this is allowed we would change our 4 competition fields as well.

Thank you.

Answered by Game Design Committee

Yes, this is legal, provided that it does not impact Robot or field performance in any way. To help ensure this, we would advise painting with care and moderation, only on the outside face of the Detent. We would not advise letting any paint get on to the surfaces that slide against each other, or the inside surface that is against the PVC pipe.

142: Nested in detent, or not nested?

13-Nov-2018

Flags

Toggled – A Flag status. A Flag is Toggled when the Flag's pointer is not nested in the Detent

<https://imgur.com/a/A8cRcsT>

Should a flag rotated like this be considered nested in detent or not?

(in case image doesn't appear see also <https://www.vexforum.com/index.php/35628-nested-in-detent-or-not-nested/0#p288090>)

Answered by Game Design Committee

Thank you for providing an image to help demonstrate this rare edge case. As quoted, a Flag is considered Toggled if the Flag's pointer is not nested in the Detent. To be "nested" in the Detent, the pointer would need to be resting anywhere in the valley between the two points of the Detent.

As the pointer is to the left of the valley, this Flag would be considered Toggled for the Red Alliance.