

Q&A

VEX V5 Robotics Competition 2024-2025: High Stakes

Tagged: SC6

Welcome to the official VEX V5 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 V5RC High Stakes 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 V5RC High Stakes 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.

Index

[Definitions of "within" and "removed" when looking at blocks and Loader](#)

[<SC6> Leaning on / supported by a Scoring Object clarification](#)

[Matching Goal Bonus for One Stack \(only\) on Standoff \(SC5/SC6/SE6\)](#)

[Score for exactly one pin connected to exactly one beam](#)

[Matching Goal bonus](#)

[<SC6> update](#)

[Does these incomplete cactus qualify for 64 points with some none scoring weight support](#)

[Regarding to the scoring calculation](#)

[Match Replay For League](#)

[how much score is two 3 color stacks connected to a beam sitting on a Standoff Goal](#)

[Matching Goal bonus for the upside-down stack](#)

[Matching goal bonus for single pins: <SC6>](#)

[Points Clarification](#)

[Robots strategically being left off the field or non-functioning robots starting in parked zone](#)

[A Stack on base of Standoff Goal](#)

[Define entirely within goals](#)

[Interaction between Beam, Floor goal and Standoff Goal](#)

[SC6 Clarification with the High Stake Bonus](#)

[Scoring Clarification for <SC6> clause C situations, please](#)

[Clarification on SG6](#)

3124: Definitions of "within" and "removed" when looking at blocks and Loader

9-Mar-2026

RSC2 SC6

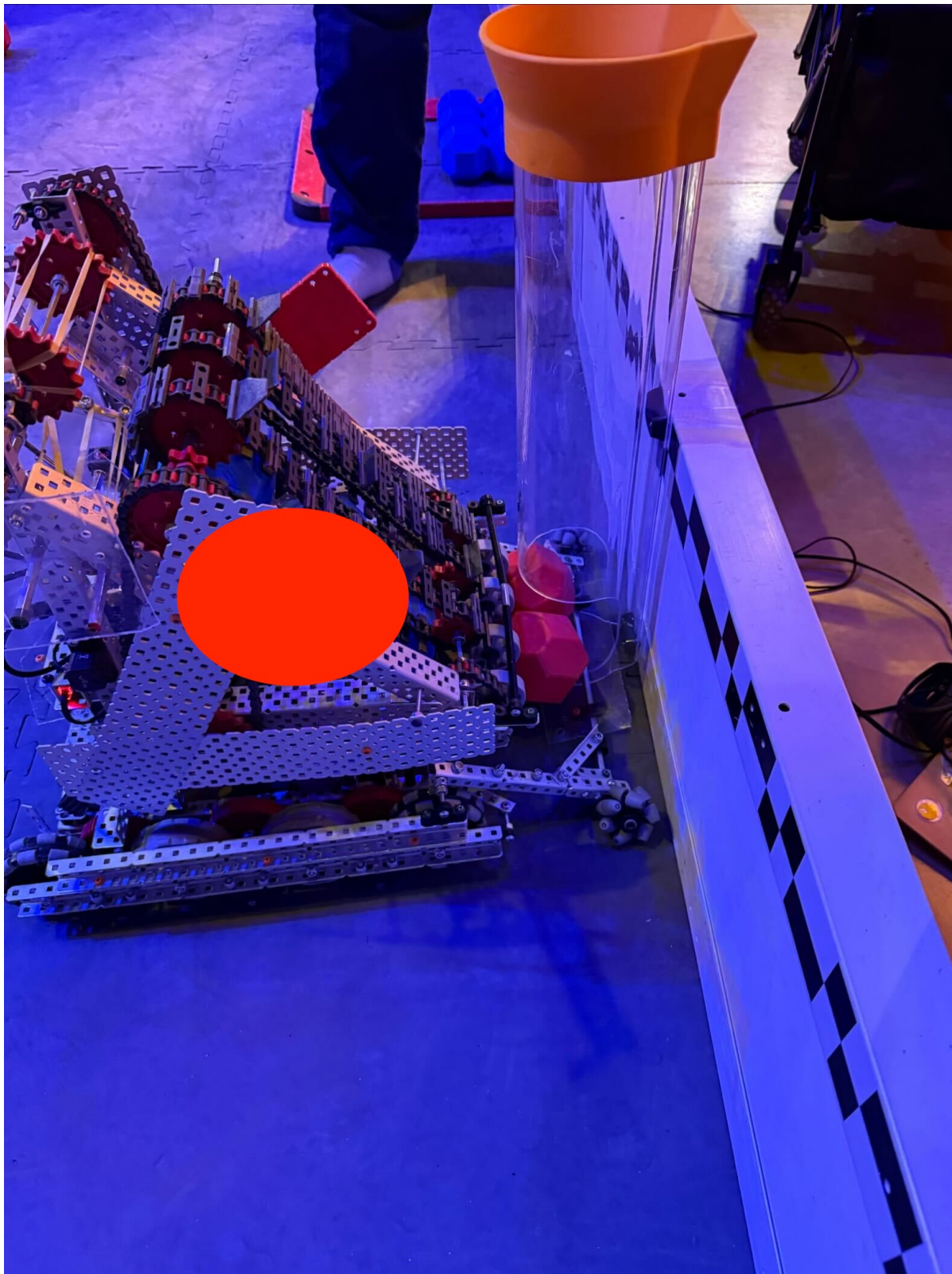
The two blocks are not touching the loader in any way. They are being 'held' by the robot. Is the loader cleared for a skills match? This was for a skills run.

This could happen for AWP as well if the blocks were 2 of 3 blocks the alliance needs to remove from loader for AWP and this is where auton ended.

Didn't see anything in [RSC2](#) for what 'within' means. "d. The Team will earn points for a cleared Loader if no Blocks are within that Loader at the end of the Match."

For AWP [SC6](#) Point 3, the manual says: "At least three (3) Blocks of the Alliance's color have been removed from Loaders adjacent to the Alliance's Alliance Station."

So are the two blocks in the picture: A) within the loader and not removed ? or B) not within the loader and removed?



Answered by committee

Thanks, Katie! For the remaining events before the 4.0 game manual update, we suggest that Head Referees consider whether the Block had to be removed from the Loader to get into its new position. If it has clearly been removed, the Head Referee should generally count it as removed. If it's unclear whether the Block had to be removed to get into the ending position, the Head Referee should probably not count it as removed. Because there is some judgment required, the same logic should be applied to every Match at the event when needed.

Your photo, in which two side-by-side Blocks are partially within the volume of a Loader (but not in a "Loaded" position) should generally count as removed. They couldn't get into their current position if a Robot hadn't already removed them from a Loader.

We'll try to better clarify this in the 4.0 update.

3120: <SC6> Leaning on / supported by a Scoring Object clarification

4-Mar-2026

SC6

[Q&A 2986](#) states:

Your second image shows a complex structure that is leaning on / supported by a Scoring Object that is not part of the Stack.

I would like to clarify the definition of 'leaning on / supported by' for [<SC6>](#) clause E.

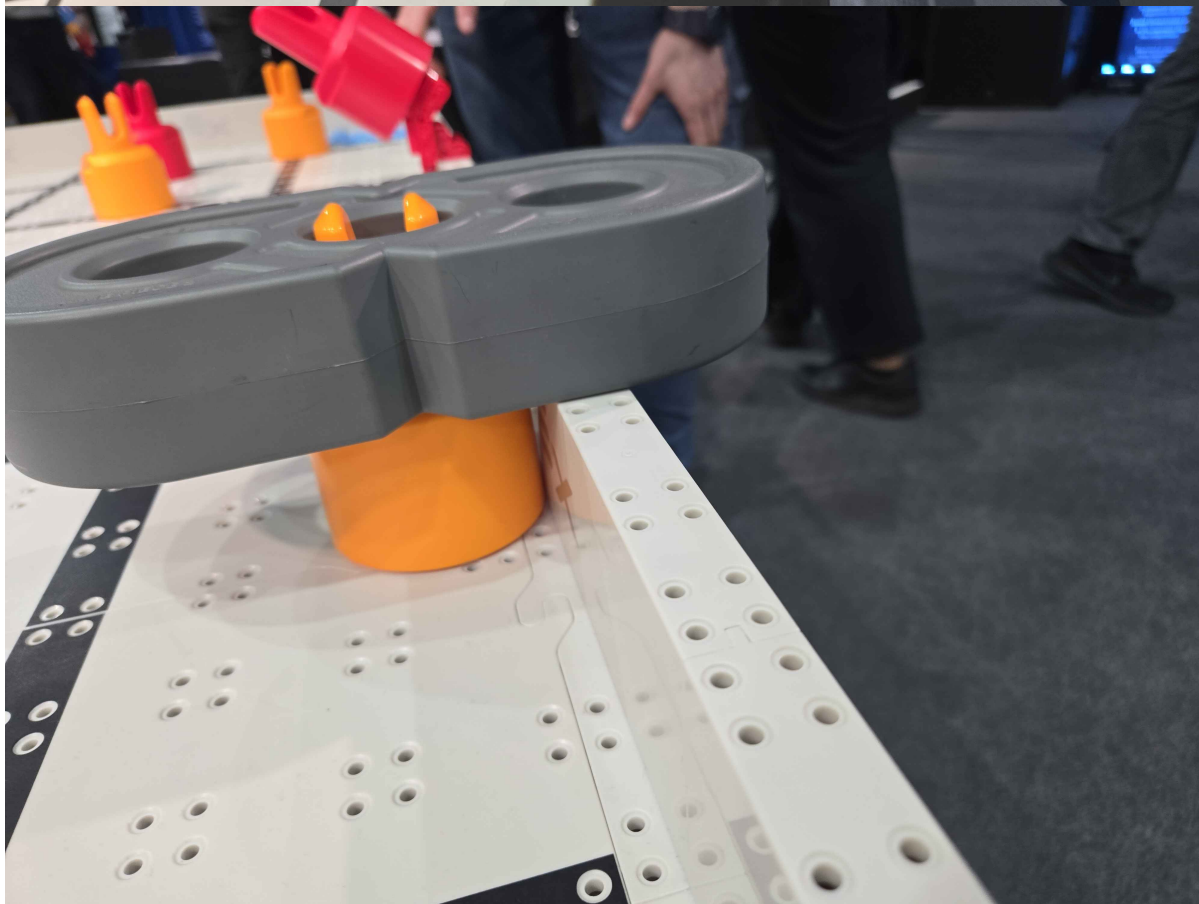
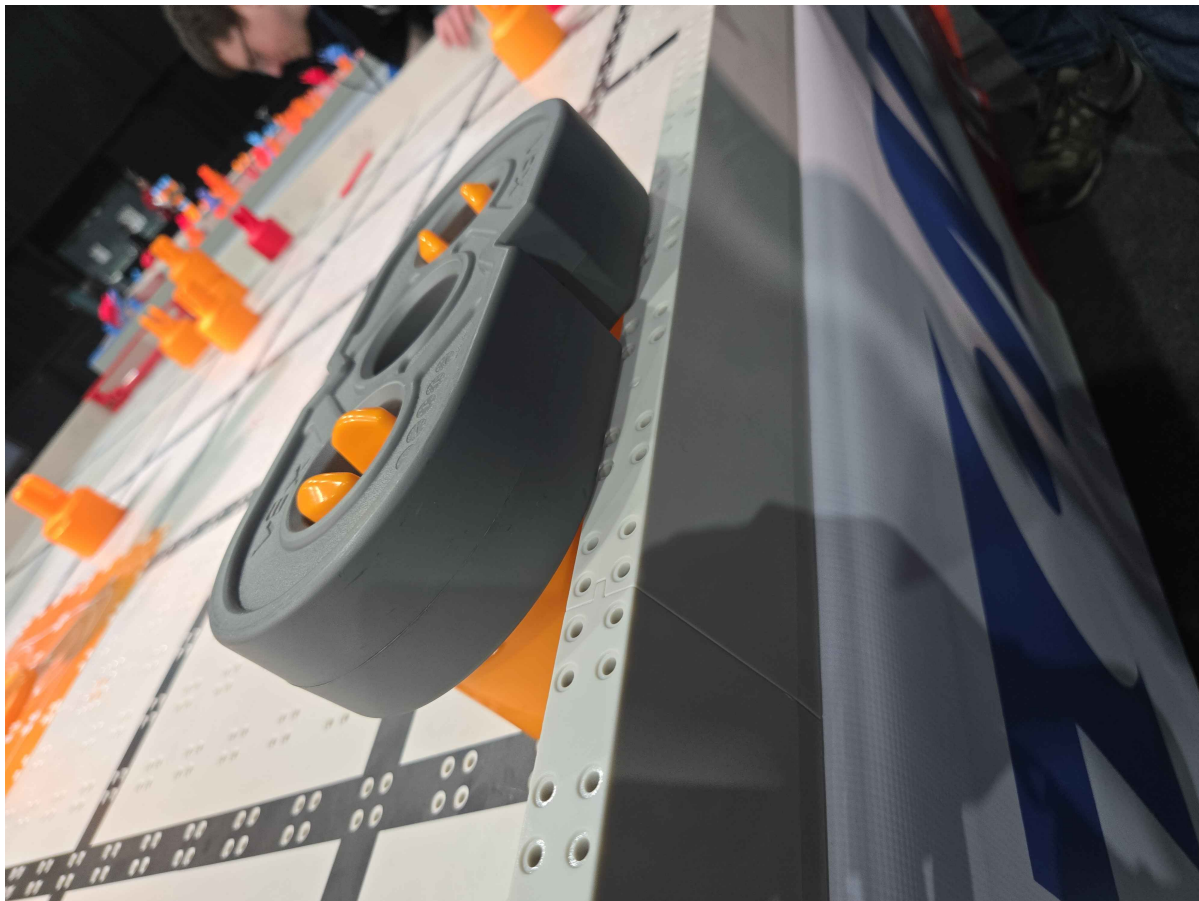
If a stack (A) which is otherwise stable, comes into contact with:

- A starting pin
- Another stack (B) which is not connected to stack (A)
- Another pin which is not connected to stack (A)

Would any / all of these be enough to cause stack (A) to be worth 0 points, as it is possible for the first image shown to be stable even without contact with the starting pin.

Similarly, if an otherwise stable stack, as shown in the second and third images below, comes into contact with the top of the field perimeter, does that count as being 'supported by' the field perimeter, similar to [Q&A 2669](#), or does the stack still count as connected?





Answered by committee

Our answer to [Q&A 3116](#) addresses and categorizes your scenarios. If all objects in your first photo (a Connected Beam contacting a Pin outside of the Stack) are fully nested, the Stack is likely not supported by the Pin and can be counted as Connected.

Because the Beam is contacting the top of the Field Perimeter in the other two photos, it counts as supported by the Field Perimeter and does not qualify as Connected.

3100: Matching Goal Bonus for One Stack (only) on Standoff (SC5/SC6/SE6)

20-Feb-2026

SC5 SC6

<SE6 Clarification> In the case of a **single stack** being placed on the standoff, does the bottom pin need to be Yellow/Orange to get the matching goal bonus, or does *any* stack placed on the standoff get the Matching Goal Bonus regardless of what color pin is actually in contact with the standoff (e.g. if the bottom pin is red, does it still get the matching goal bonus)? It seems the connected pin should be matching the floor goal/standoff since being placed on the standoff is its own points, but all scoring examples I can find of single stacks all seem to have pictures of only yellow being in contact with the standoff, so the color bonus has applied. Thank you for clarification, as this would be especially important in skills tallying where it is more likely that the pin "attached" to the standoff would be a different color. Thank you.

[<SC5>](#) (Stack is on Standoff, no Beam involved) [<SC6>](#) (Bottom pin of stack does *not* match floor goal/standoff color)

Answered by committee

<SC6> A Stack earns a Matching Goal bonus when one or more of the following criteria is met:

- a. The Stack is Placed in a Goal with a color that matches the bottom Pin in that Stack.
- b. The Stack is Connected to a Beam

Each Stack can earn a maximum of one (1) Matching Goal bonus.

In order for a Stack consisting of only Pins to earn the Matching Goal bonus, the bottom Pin in the Stack must match the color of the Goal it is Placed in. For example, a Stack of Pins Placed on the Standoff Goal will earn the Matching Goal bonus if the bottom Pin is orange.

If the Stack is Placed on the Standoff Goal and also Connected to a Beam, the color of the bottom Pin in the Stack does not matter because the Stack has already earned the Matching Goal bonus for being Connected to a Beam.

3095: Score for exactly one pin connected to exactly one beam

14-Feb-2026

SC6

Our team participated at a tournament this week where the Head Referee insisted that a Matching Goal bonus would not be applicable to one beam connected to one pin as shown in the picture below. His argument was that according to <SC6b> which says "The Stack is Connected to a Beam." a stack needs to be connected to a beam and that the one pin doesn't count as a "stack". The Head Referee's argument seemed inconsistent with the definition of a "Stack" as per <SC3>. and was also inconsistent with Q&A 2665. Our team tried advocating for themselves, but their request was denied although the team cited <SC6> as part of their argument.

[<SC6>](#)

Here's our understanding of how the below should be scored. Please confirm if our understanding is correct.

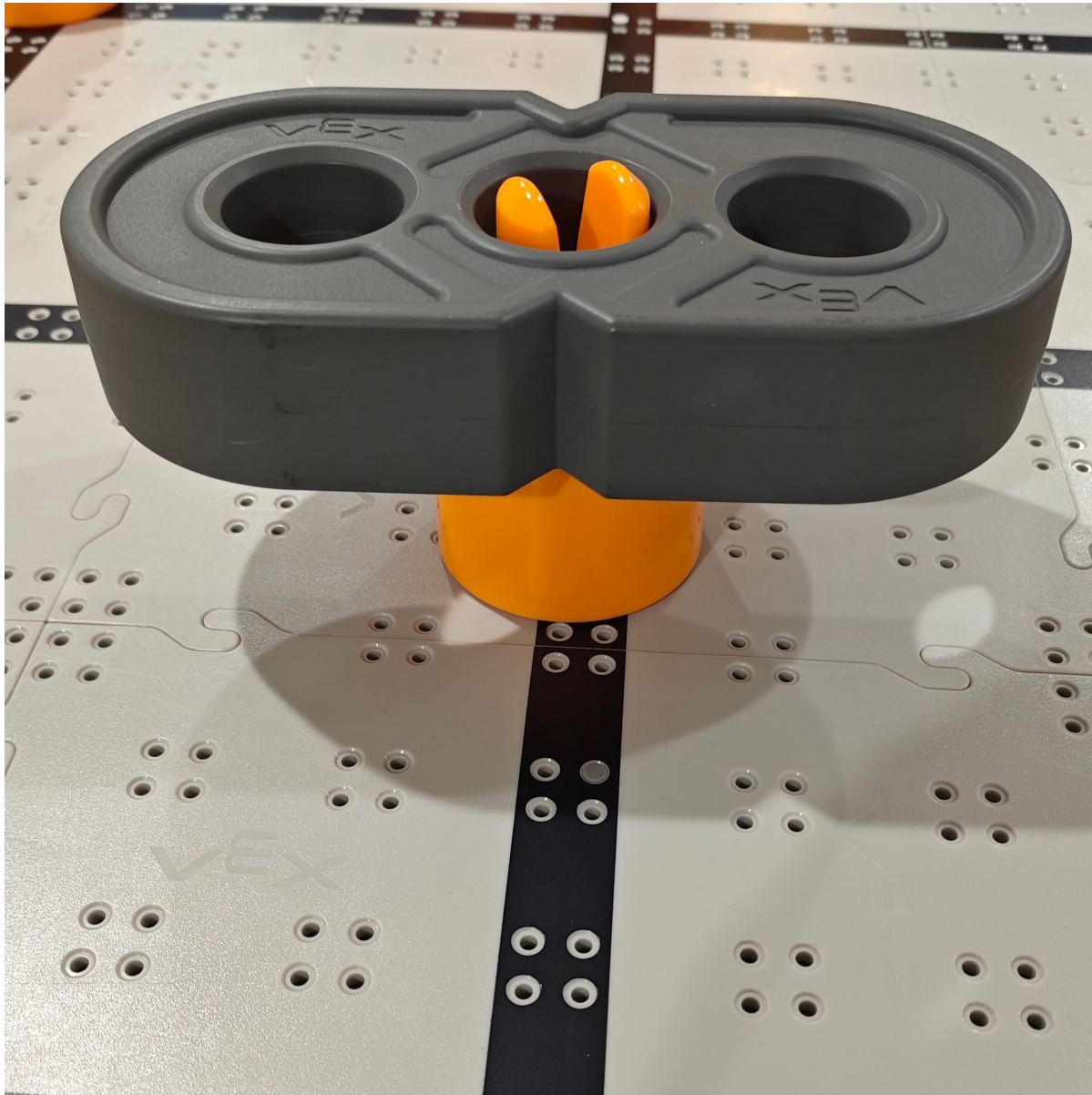
One connected pins at 1 point each = 1 point

One connected beam at 10 points = 10 points

One 2-color stack at 5 points each = 5 points

One stack earning Matching Goal bonuses at 10 points each = 10 points

Total = 26 points



Answered by committee

This example is similar to the one in [Q&A 2665](#), but with one Stack connected to a Beam instead of three.

Your scoring is correct, and the two-object Stack in this example should receive 26 points.

3092: Matching Goal bonus

12-Feb-2026

SC6

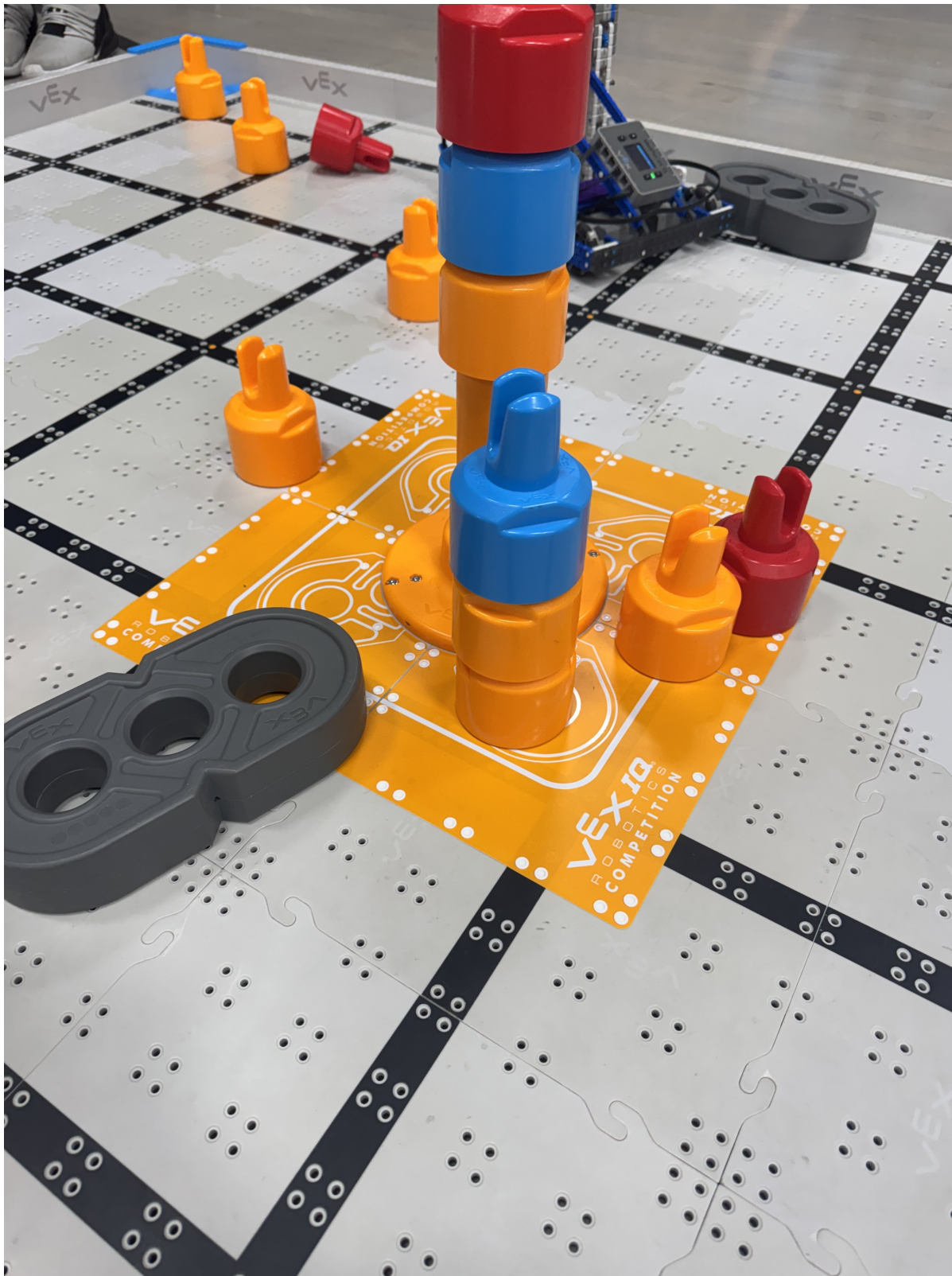
[<SC6>](#) Hello, I encountered the following at an event and was unsure on the proper way to score it based on the 2 color stack (3 pins, 2 the same color on the floor goal)

In the example, I counted it as the following since I could not find a definite answer, I gave the benefit to the team (and would have utilized this approach for the entire tournament):

- 6 connected pins
- 1 two color stack
- 1 three color stack
- 2 stacks in matching goal
- 1 stack placed on standoff goal

The 3 pin (2 color stack of yellow, yellow, blue) on the floor goal is where my confusion lies. I was unsure if the (yellow, yellow) combination now negates the matching goal bonus.

Thank you for all your help and clarification



Answered by committee

This scenario is scored correctly. There is no penalty for having multiple Scoring Objects of the same color in a Stack.

3075: <SC6> update

4-Feb-2026

For the new <sc6> update, bullet item 4, does it mean: Each robot must not be within the vertical projection of Park Zone AND Each robot must not be touching the Park Zone barrier? It is not clear as the word "or" is used instead of "nor".

Answered by committee

To meet the requirements of #4, a Robot has to move away from its Park Zone. It must be entirely outside of its Park Zone, can't be breaking the plane of its Park Zone, and cannot be in contact with the barrier that defines the Park Zone.

2986: Does these incomplete cactus qualify for 64 points with some none scoring weight support

10-Dec-2025

SC6

this question comes up during our practice. If we failed to assemble the entire 91 points cactus and only get 2 3 color stack as shown in the picture attached, by itself it is 64 points, but also very unstable.

If there are some other none scoring pins that either balance the weight or support the beam from falling, does this 64 points partial cactus still counts. Thanks a lot.

[<SC6>](#)





Answered by committee

Your first image, in which an unconnected Pin rests on top of a Beam in a way that balances the larger structure with all other Scoring Objects fully nested and roughly vertical, should be scored as 4 Connected Pins, 1 Connected Beam, 2 3-color Stacks, and 2 Stacks in Matching Goals and/or Connected to a Beam. The total point value is 64 points.

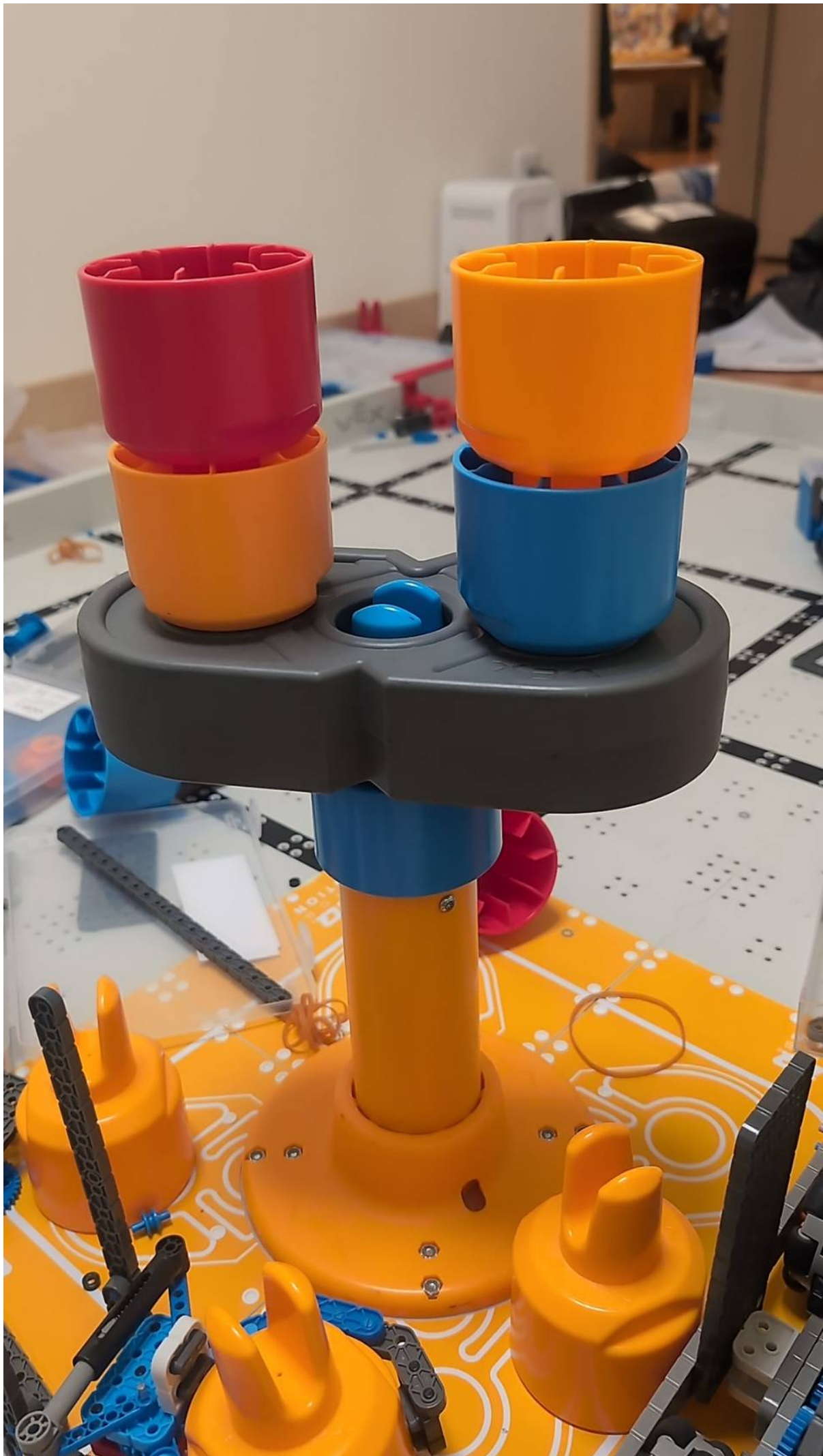
Your second image shows a complex structure that is leaning on / supported by a Scoring Object that is not part of the Stack. As described in clause E of rule [SC3](#), the Scoring Objects in that complex structure "should not be considered roughly vertical and should not count as Connected or a Stack." The total point value is 0 points.

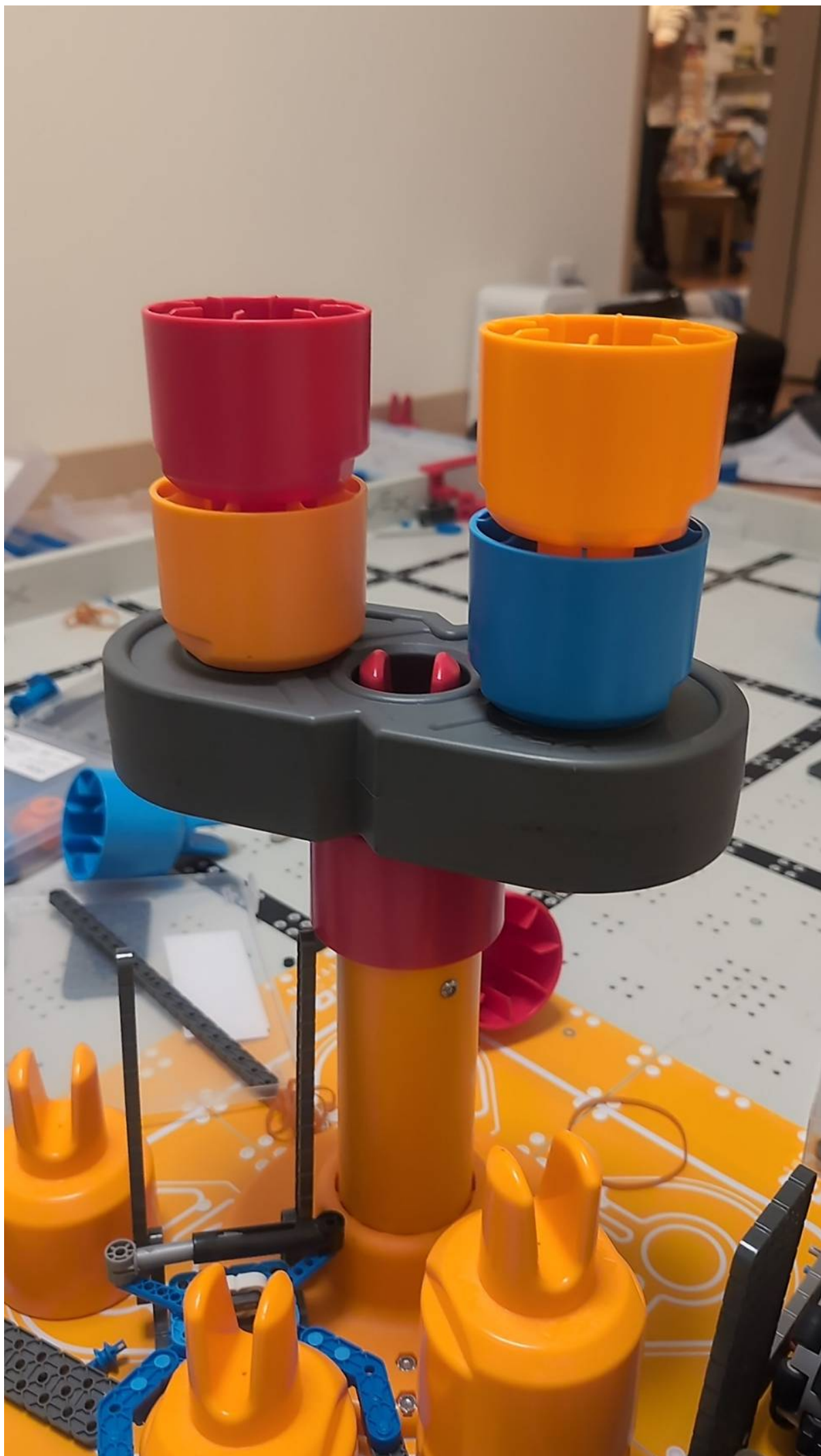
2982: Regarding to the scoring calculation

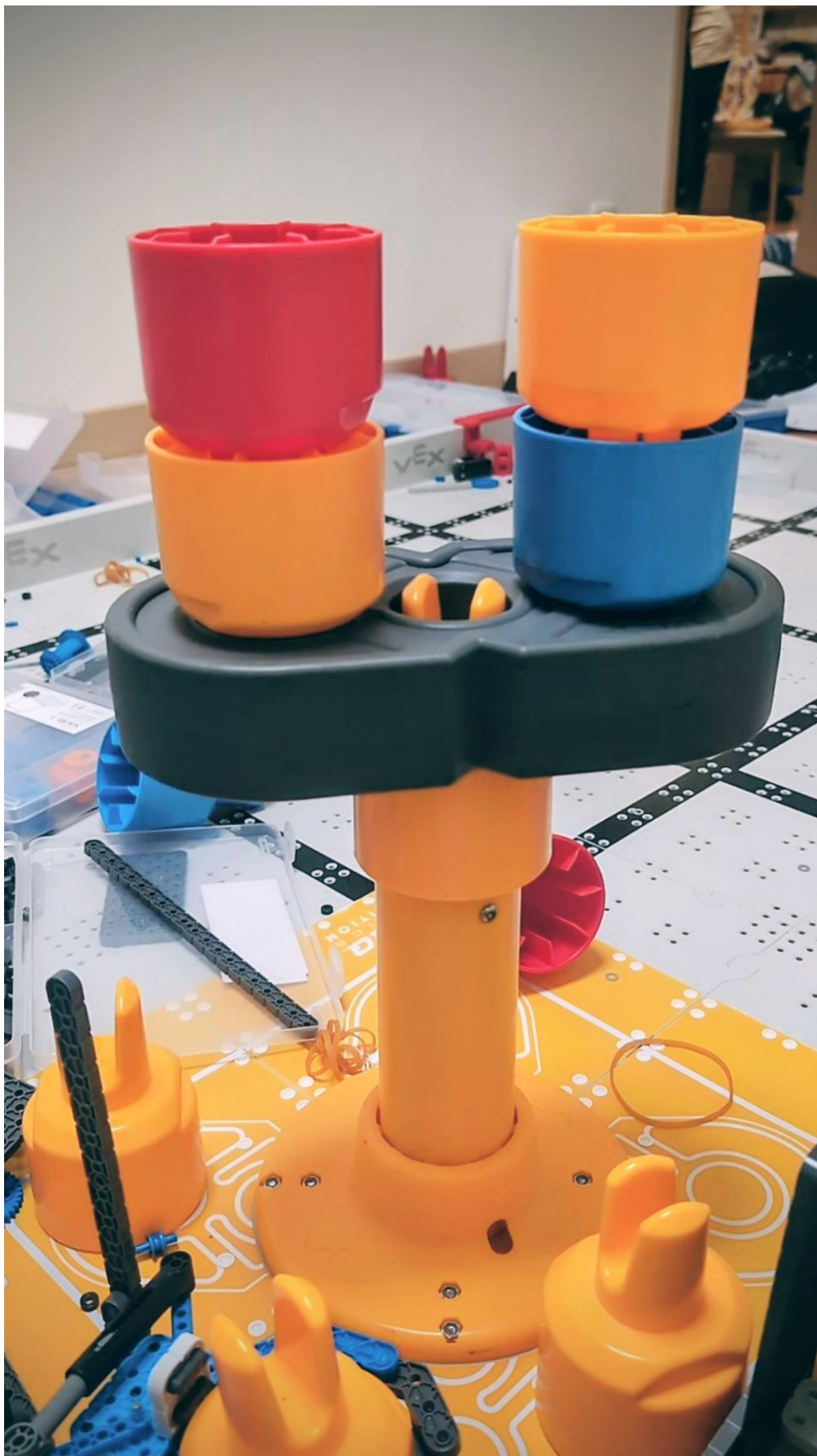
10-Dec-2025

SC6

[SC6](#) When the robot stacks the one yellow pin to the stand off goal, then stacks the beam on the yellow pin, then there are two holes in the beam so robot stacks the two color stacks on the beam. This time it will be 110 points, but when the stacked pin on the stand off goal is not yellow but blue or red, is that also 110 points or less than that? In one of the competition game in Japan, we were told that it will be even less than 100 but is it true? We wanted to make sure that we follow the rule.







Answered by committee

Because a Stack can earn the <SC6> bonus for being Placed in a Goal with a color that matches the bottom Pin in that Stack **and/or** being Connected to a Beam, these three examples should be scored identically for a total of 110 points:

- 5 Connected Pins at 1 point each = 5 points
- 1 Connected Beam at 10 points = 10 points
- 1 2-color Stack at 5 points = 5 points
- 2 3-color Stacks at 15 points = 30 points
- 3 Matching Goal Bonuses at 10 points = 30 points
- 3 Stacks on the Standoff Goal at 10 points = 30 points

2922: Match Replay For League

17-Nov-2025

SC6

<SC6>I am an event partner for a league and would like guidance on the following scenario:

During the match, Team A created a stack where pins were securely nested into a beam. However, at the end of the match, the head referee did not award the matching goal bonus for the stacks in the beam.

**<SC6>A Stack earns a Matching Goal bonus when one or more of the following criteria is met: **

- A) The Stack is Placed in a Goal with a color that matches the bottom Pin in that Stack
- B) The Stack is Connected to a Beam.

At the time of the match and ruling, the head referee believed that the stack needed to be placed in a floor goal with that color in order to receive the matching goal bonus. The team attempted to justify why the stack should receive the matching goal bonus, based on criteria B and that both criteria A and B did not need to be met. I am unsure of the discussion the students had with the referee but ultimately, the head referee's decision was accepted the stacks were not awarded the matching bonus points in that match. Both the students and the head referee were respectful and followed the code of conduct during the interaction.

This scoring scenario was later brought to my attention as the event partner from the team's coach. And, after presenting with wording of <SC6> to the referee to note that the matching goal bonus is awarded when ONE or more, not both of the criteria is met, the remainder of the matches for the day were scored correctly with the matching goal bonus being awarded. It is the head referee's role to know the rules of the game, but also for students to be able to support a "challenge" to a ruling with the relevant ruling.

My questions are as follows:

1. Can/Should Team A's score be retroactively rectified to reflect the correct score? (Especially so as it is a league and so the tournament results are not yet finalized and it would affect this team's placement in finals later next month).
2. Can/Should Team A and the alliance be allowed a replay of the match?

Answered by committee

Hi, Jon, and thanks for your question.

Note that once Teams leave the Field after a Match, they lose the option to appeal an outcome or score. The guidance below is intended only for situations like the one you describe, where a Head Referee realizes they've misapplied a rule and seeks to fix the mistake if possible.

If a Head Referee determines that they made a scoring error within a tournament or a league session that has not yet ended (i.e., Matches are ongoing at that event or league session), the Event Partner and Head Referee have some

ability to correct that error.

- If only one Match was affected, and everyone involved (EP, Head Referee, and teams) agrees on what was scored incorrectly and what the new score should be, they could apply [<G3>](#) and simply fix the scoring for that Match in the Tournament Manager software.
- If there's any disagreement about what was "on the Field" vs what was recorded for the score, the EP and Head Referee can approve a replay for that Match.
- If multiple Matches were or may have been affected before the error was noticed, or the error affects the outcome of the event's Finals Matches, the EP should probably reach out to their RECF Regional Support Manager for guidance before taking any other actions.

If a scoring error is identified after a tournament or league session has ended (or an error from a Qualification Match is identified after Finals Matches have started) the score cannot be revised, and the Match cannot be replayed.

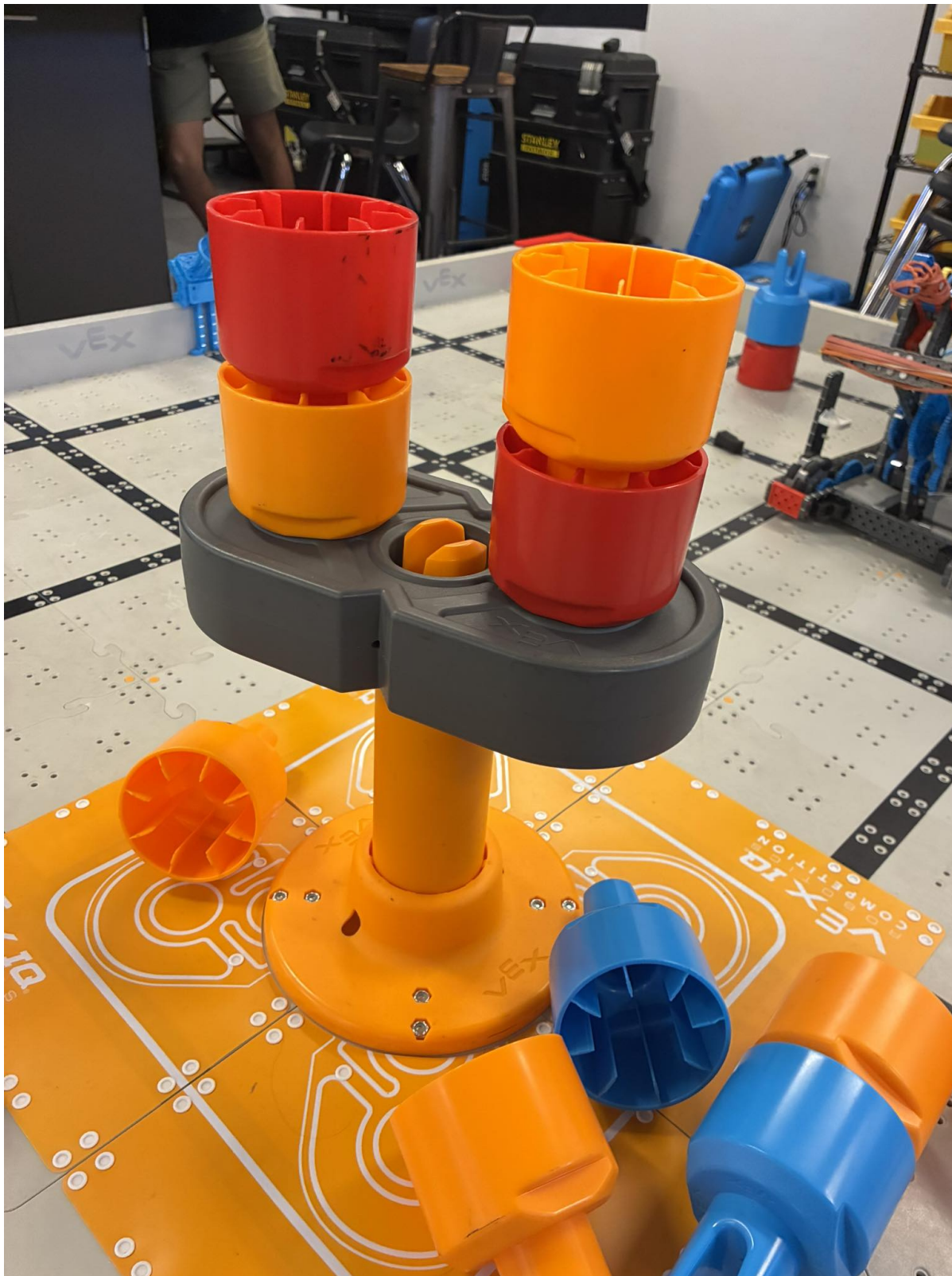
2894: how much score is two 3 color stacks connected to a beam sitting on a Standoff Goal

2-Nov-2025

SC5 SC6

We believe in the picture below, it should 84 points since it has 4 pins, 1 connected beam, 2 three color stacks, 2 stacks connected to a beam, 2 stacks on standoff goal. But we were repeatedly denied this score in our school's league and need to explain a lot for this situation. Can you help me to clarify it and use it as an example in the game manually. thanks.

[<SC6>](#) [<SC5>](#)



Answered by committee

Hello, Team 84W, and thanks for your question.

We agree. This example is worth a total of 84 points, as follows:

- 4 Connected Pins at 1 point each = 4 points
- 1 Connected Beam = 10 points
- Two 3-color Stacks at 15 point each = 30 points
- Two Stacks with a Matching Goal Bonus at 10 points each = 20 points

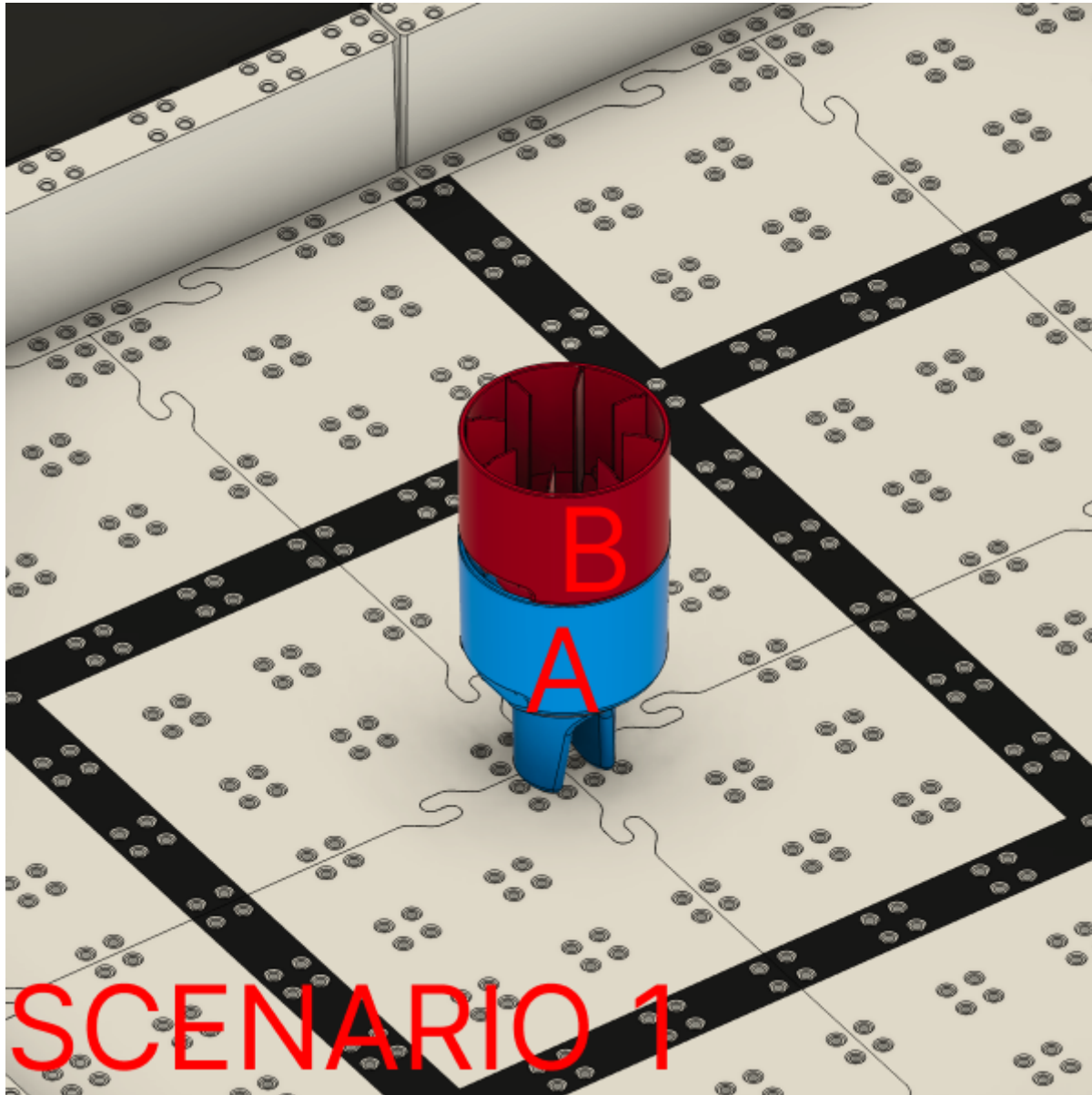
- Two Stacks Placed on the Standoff Goal at 10 points each = 20 points

2889: Matching Goal bonus for the upside-down stack

30-Oct-2025

SC6

In [QA2664](#) Scenario 1, the upside-down Stack also seen as a connected Stack. So if I want make this Stack to get Matching Goal bonus, which Matching Goal should it in, the Red one, or the blue one?



Answered by committee

Thanks for this question!

Clause A of rule [SC6](#) states that the bottom Pin in a Stack must match the color of the Goal to qualify for the Matching Goal bonus.

Because in this orientation the bottom Pin in your example is blue, the Stack could be placed in that orientation in either of the blue Goals for that bonus.

If the same Stack was rotated to put the red Pin on the bottom, it could be placed in a red Goal to earn that bonus.

2873: Matching goal bonus for single pins: <SC6>

25-Oct-2025

SC6

<SC6> Referring to the virtual driving skills for mix and match, single pins count for the matching goal bonus, ie: a single red pin in the triangle goal provides 10 points immediately. Does this apply to the real match as well? Or is a 2 pin stack required at minimum in order to get the matching goal bonus. Thank you very much

Answered by committee

Thanks, 39855A, for your question.

Only a Stack can earn a Matching Goal bonus, and a Stack consists of 2 or more Connected Scoring Objects. Therefore, a single Pin placed in a matching-color Goal will **not** earn a Matching Goal bonus.

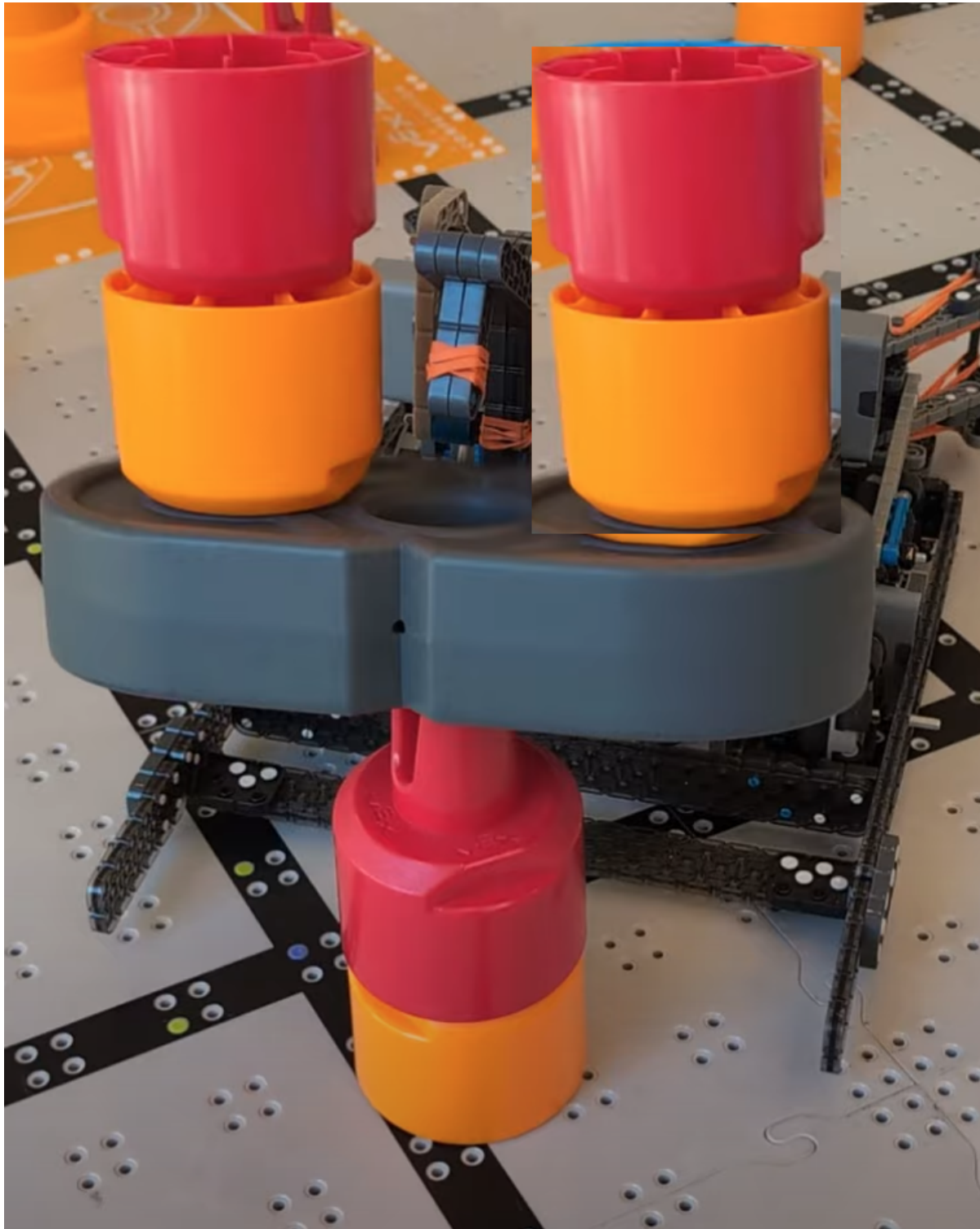
As described on page 6 of the game manual, "If there are any conflicts between the English-language PDF of the Game Manual and other supplemental or translated materials (e.g., referee training materials, the VIQRC Hub app, the game reveal video, a translated game manual, etc.), the most current version of the English-language PDF of the Game Manual takes precedence."

2860: Points Clarification

18-Oct-2025

SC6

I would like clarification of this set up. Watching your promotion video my understanding is that this setup totals 91 points. If this does not total 91 pts can you explain why? Thanks



Answered by committee

Hello, Team 13371A, and thanks for your question.

We believe that the image in your question shows a Robot that is in contact with the Beam, but not in contact with the Stack below the Beam. If we're incorrect, you're welcome to revise your question and/or image and repost.

Because the Robot is touching the Beam, none of the top 5 Scoring Objects count as Connected or Stacked (see scoring scenario SE10 for a similar configuration). Because the Stack below the Beam is not nested to the Beam and meets the requirements of [<SC3>](#) and [<SC4>](#), this scenario would earn points for two connected pins (@ 1 point each), one 2-color stack (@ 5 points), and a Robot in contact with Scoring Objects (@ 2 points) for a total of 9 points.

2839: Robots strategically being left off the field or non-functioning robots starting in parked zone

6-Oct-2025

GG3 SC6

One of the requirements of SC6 is that neither robot is contacting the park zone barrier. According to rule GG3b, a robot that is not ready may remain at the field so that it doesn't receive a no-show.

My questions are:

1. Can a team choose to leave their robot off the field simply because it is not able to function or because it is not able to function well? This would be done for strategic purposes (robot won't be in alliance partner's way and chance of being awarded AWP).
2. If a team chooses to leave their robot off of the field and their partner meets all of the requirements for AWP, can the alliance still receive the AWP? If the robot has been placed, it would have been contacting the park zone, so some teams would choose to leave their robot off the field since it can't move or doesn't move during auton so they don't keep their alliance from receiving the AWP. According to the rules, I believe AWP would be awarded to the alliance in this case.
3. If yes to #2, can a team receive the AWP if their alliance is a no-show?
4. Somewhat related, if a robot cannot move, are [t<GG3><SC6><GG3>](#)hey allowed to place their robot inside the park zone and receive the parking bonus at the end of the match if they didn't even move?

****Related Rules:** ****** [<SC6>](#) An Autonomous Win Point is awarded to any Alliance that ends the Autonomous Period with all of the following tasks completed, and that has committed no Violations during the Autonomous Period:4. Neither Robot is contacting the Park Zone barrier.

[<GG3>](#) Robots on the Field must be ready to play. When a Team puts their Robot on the Field, it must be prepared to play (e.g., batteries charged, sized within the starting size constraint, includes only the correct Alliance-color license plates, etc.). ...c. If a Robot is delaying the scheduled start of a Match, it may be removed from the Field at the discretion of the Head Referee and Event Partner. The Robot may remain at the Field so that the Team does not get assessed a "no-show" (per [<GG2>](#)).

Answered by committee

Thanks for your questions, Julie.

1. Yes, a Team can leave their Robot off of the Field if they believe it isn't fully functional. However, rule [<G1>](#) and the Code of Conduct apply, and the Team may be penalized if the Head Referee rules that they intentional lost/"threw" the Match.
2. Yes, if a Team's Robot is at the Field for the entire Match (not a no-show), they receive the score and any WP/AWP earned by their Alliance Partner for that Match.
3. If a Team is a no-show for a Match in which their Alliance Partner earns an AWP, the no-show Team will not earn the AWP. The Alliance Partner that was present for the Match will.
4. Yes. There is no requirement that a Robot move during a Head-to-Head Match.

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!

2755: Define entirely within goals

7-Aug-2025

SC5 SC6

<SC5c> requires a stack to be "entirely within" a goal to be considered placed in a goal. This is a prerequisite to score the matching goal bonus in <SC6>.

Any stack of two or more pins will rarely be perfectly vertical. Each pin in the stack may be a millimeter or two to the side. Included is a picture of a stack of six pins since it shows this shifting more drastically than a stack of two or three. The stack is pushed into the corner of the triangle goal in a way that the bottom pin is flush with the floor wall and the inside edge of the pipe - clearly within the goal. Each pin shifts further and further toward the outside of the field and crosses the floor wall. The triangle goal is defined by the inside of the floor wall and the inside of the pipe. However, the stack crosses this vertical plane as it gets taller.

Is this stack "entirely within" the floor goal if it crosses the vertical plane of the floor goal boundary?

Similar situations could be created with the square goal and floor goal where the bottom pin is within the boundary but successively stacked pins shift outside the vertical perimeter.



Answered by committee

The goals (other than the Standoff Goal) are defined as sections of floor, not vertical projections. If the lowest Pin in the Stack is entirely within the Goal's defined section of floor (i.e., not propped up on the PVC or perimeter that surrounds a Triangle or Square Goal, or not extending beyond the defined edges of the Floor Goal) the Stack meets the criteria of [SC5](#) clauses Ci-iii.

2717: Interaction between Beam, Floor goal and Standoff Goal

12-Jul-2025

SC5 SC6

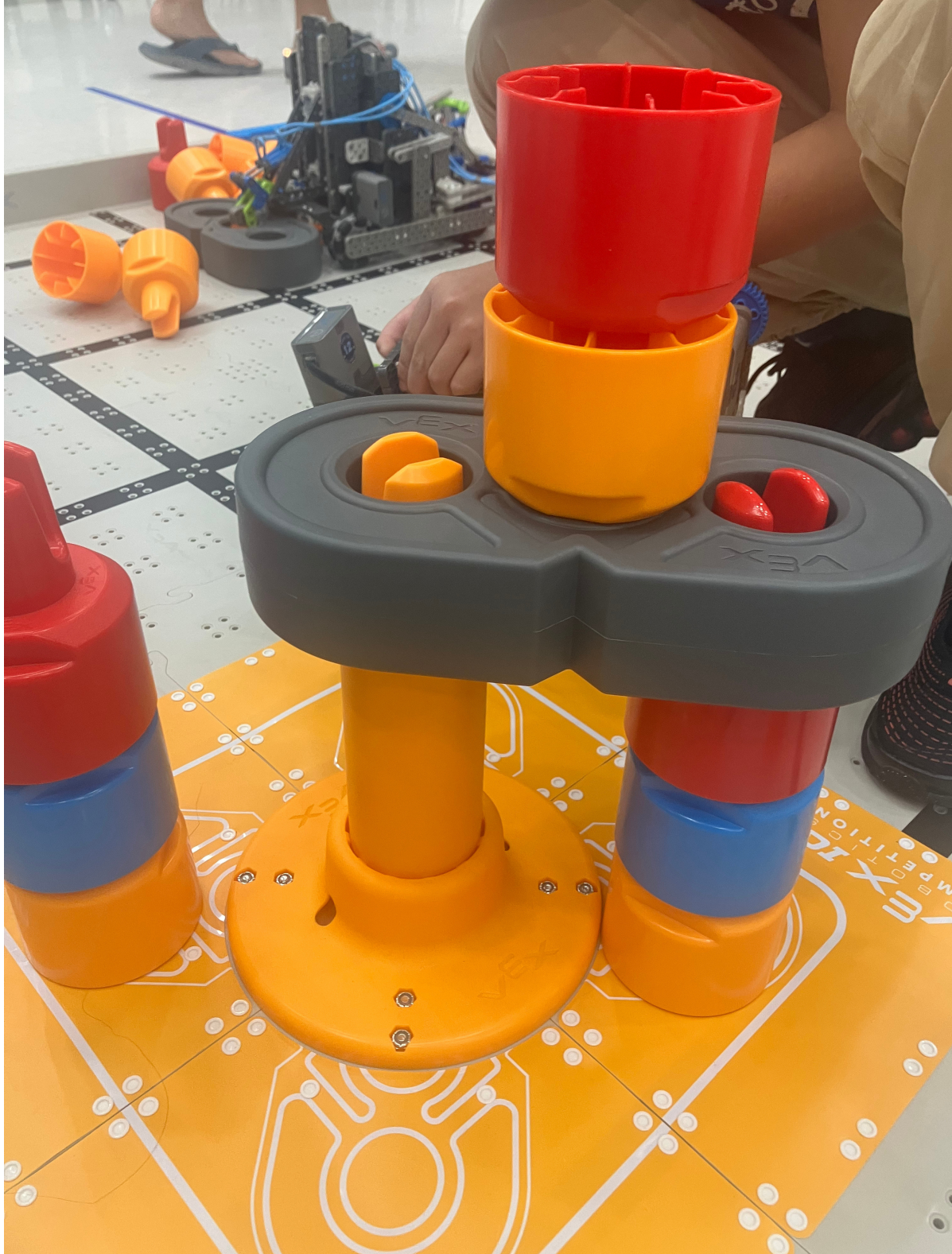
In [SC6](#), it states:

A Stack earns a Matching Goal bonus when one or more of the following criteria is met: a. The Stack is Placed in a Goal with a color that matches the bottom Pin in that Stack. b. The Stack is Connected to a Beam.

Additionally [SC5c](#), states

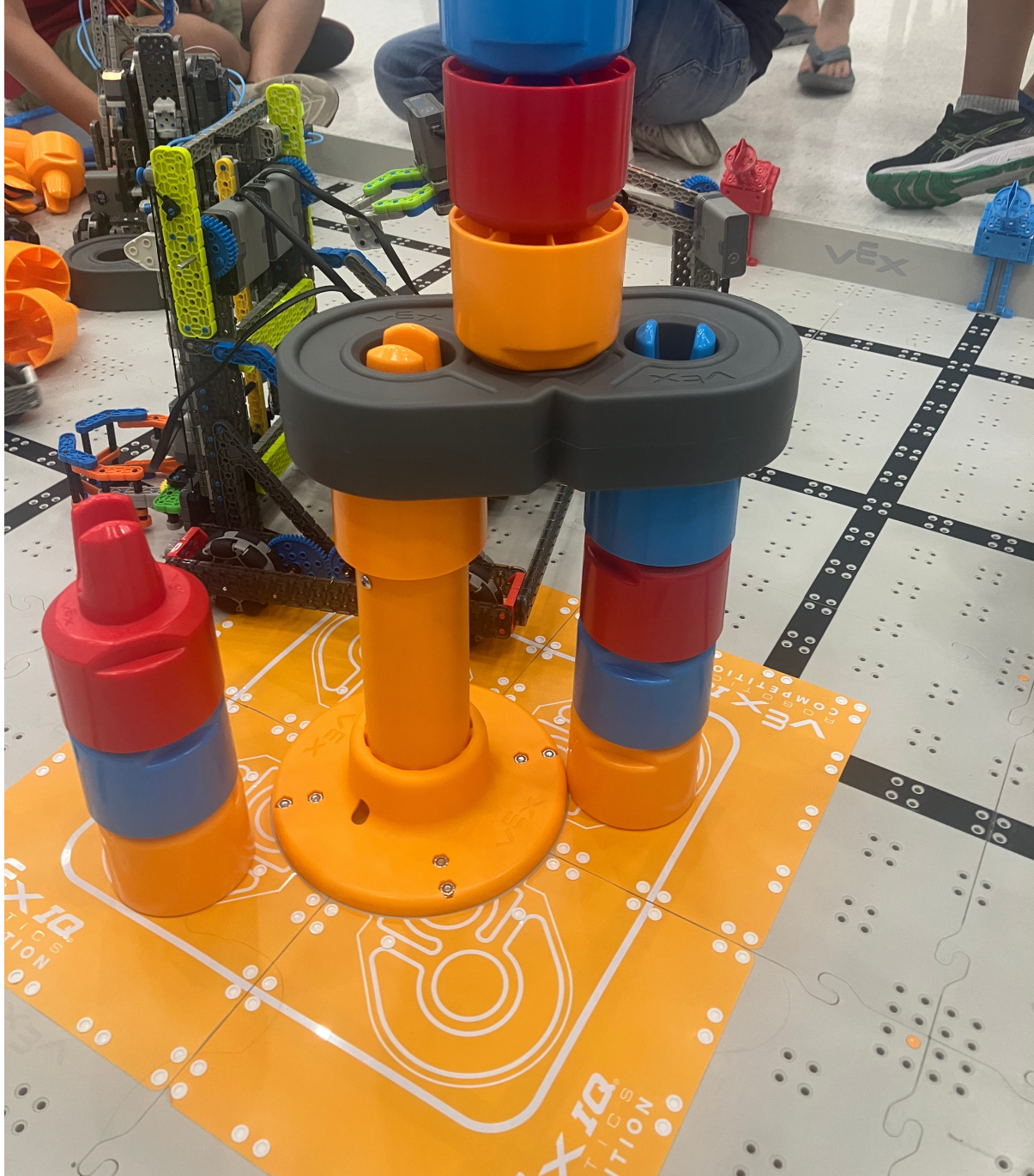
The Stack meets one of the following criteria: i. The Stack is entirely within the center outline that defines the Floor Goal (maximum of four (4) Stacks). ii. The Stack is entirely within a Square Goal (maximum of one (1) Stack per Goal). iii. The Stack is entirely within a Triangle Goal (maximum of three (3) Stacks per Goal). iv. The Stack is Connected to the Standoff Goal or (via a Beam) to another Stack that is Placed on the Standoff Goal (maximum of one (1) Stack without including a Beam, or three (3) Stacks if all share a Beam).

Given these Rules, how would the 2 scenarios below be scored?



the standoff
n be considered

f goal due to an



Lastly, SC5c also states that there is a maximum of 4 stacks in the floor goal, if a robot would push 3 more stacks into the floor goal, would any of the stacks be not considered within the floor goal given the results of the above 2 scenarios?

Answered by committee

Thank you for your questions. Clause c.iv of rule [SC5](#) will be revised as follows in the next game manual update to clarify how Stacks can qualify as Placed in the Standoff Goal.

The Stack is above the Standoff Goal in one of the following configurations:

- The Stack is Connected to the Standoff Goal
- The Stack is Connected up from a Beam that is Connected to the Standoff Goal
- The Stack is Connected up from a Beam that is part of another Stack that is Connected to the Standoff Goal

Because the rightmost Stack in each of your Scenarios is built "down" from the Beam rather than "up" from the Beam, it is not considered Placed in the Standoff Goal, it *is* considered Placed in the Floor Goal, and it will count toward the maximum number of four Stacks that can be Placed in the Floor Goal.

As a result, your scenario 1 would be scored as:

- 8 Connected Pins
- 1 Connected Beam
- 3 three-color Stacks
- 3 Matching Goal bonuses
- 1 Stack Placed on the Standoff Goal

Your scenario 2 would be scored as:

- 11 Connected Pins
- 1 Connected Beam
- 1 two-color Stack
- 3 three-color Stacks
- 4 Matching Goal bonuses
- 2 Stacks Placed on the Standoff Goal

2468: SC6 Clarification with the High Stake Bonus

28-Jan-2025

SC6 SC9

<SC6>b.iii states that the negator only applies to an Alliance's "ring points", for the purpose of this rule do the 3 "bonus points" for having a ring scored on the High Stake as outlined in <SC9> count as "ring points"?

Answered by committee

Yes. All six points awarded for a Ring Scored on the High Stake count as 'Ring points' and can be negated by Rings in Negative Corners.

2129: Scoring Clarification for <SC6> clause C situations, please

9-Sep-2024

SC6

<SC6> clause c states: *If no Switches have been Cleared at the end of the Match, the maximum number of points that can be received for Passes is four (4). The only way this can occur is if Balls are repeatedly Passed and then sent out of the Field without being Scored.

This clause only addresses Passes ("the maximum number of points that can be received FOR PASSES is"). There is nothing in the scoring information that indicates that GOALS scored (in the odd case that the switch did not clear and <SC6> clause c. comes into play) will not receive points. Yet, in both the VIQRC Hub app scoring calculator as well as in one of the questions in the Head Referee Exam, scored goal(s) are not being accumulated in the absence of a cleared switch. Since this is likely the intended case based on the VIQRC Hub scoring calculator, then it should be clarified both here and in the manual that the goal points are not counted until a switch IS cleared (or vice-versa--if it never should have

had that limitation, that the scored goals are being accurately counted in the software points accumulation).

Example: 1 Goal scored, 0 switches cleared, 3 passes = only 3 points (which is based solely on the clause c provision of no switches being cleared and passes being counted up to four points). Yet there is nothing in the scoring information that specifically addresses WHY the 1 scored goal is not being counted, yet that is the case. I feel this is important just in case anyone has need to use paper forms for scoring, since this is not clear.

Answered by committee

There is no requirement that a Goal be Scored for a Switch to count as Cleared, or for a Switch to be Cleared for a Goal to count as Scored. This scoring logic should be correct in both Tournament Manager and VIQRC Hub for all Match types following an upcoming software update.

2073: Clarification on SG6

29-Jul-2024

SC6

[<SG6>](#)

Does this mean that while possessing a mobile goal at the same time as plowing is illegal? My interpretation is that if I am possessing a mobile goal that I cannot plow a mobile goal, which essentially prohibits any mobile goal contact (that would move the mobile goals), aside from the one being possessed.

Answered by committee

Yes, it is illegal for a Robot to plow any Mobile Goal(s) while that Robot Possesses a Mobile Goal. As stated in clause B of rule [<SG6>](#),

... Plowing an additional Mobile Goal while also Possessing one is considered a Violation of this rule ...