

Q&A

VEX V5 Robotics Competition 2024-2025: High Stakes

Tagged: SC9

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.

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- For game questions, suggestions, or concerns outside of specific and official rules questions, contact GDC@vex.com.

2590: SC9 Clarification: 2 Scenarios

28-Feb-2025

SC9

[<SC9>](#)[<SC9>](#) Our two questions are with respect to the application of SC9 to Skills challenges and the Autonomous period.

Q&A 2282 established in November that SC9, the High Stake Bonus which at the time awarded an extra two points to a hanging robot of the color of the ring scored on the high stake, did not apply to Skills matches. This Q&A ruling was never reflected in subsequent Game Manual updates, and since then the January update has added an additional three-point bonus. Currently the official scoring system for Skills on Tournament Manager and V5RC Hub counts a ring scored on the high stake as six points but still disregards the hang bonus. Of the three official rules/scoring systems, the game manual is ambiguous but just based on the game manual I would interpret SC9 to apply in it's entirety to the Skills challenge based on RSC1. The Q&A ruling is outdated, and Tournament Manager/V5RC Hub seem to contradict the game manual.

Rule SC2.a specifies that hang points do not count towards the scoring of the autonomous period, but it does not rule out the high stake bonus from SC9. SC9 however says that "A High Stake bonus is available to an Alliance that ends the Match with a Ring Scored on the High Stake." Does this mean that the high stake doesn't count at all in autonomous, or would it count as a top ring with no additional three-point bonus. Furthermore, our current interpretation of the application of the high stake to the Autonomous Win Point Criteria is that like a neutral wall stake, a ring on the high stake can count towards criteria 1, but not criteria 2 of the list laid out by SC8.

Thanks in advance for your time and clarification. [<SC9>](#)

Answered by committee

Our answer in [Q&A 2282](#) still applies, and the bonus points for a Ring Scored on the High Stake are not available in Robot Skills Matches. This behavior is correctly reflected in Tournament Manager, and should be corrected soon in V5RC Hub.

The six points earned for a Scored Ring on the High Stake are considered 'Ring points,' and all six count toward the outcome of the Autonomous Period. Only the original three points are available in Robot Skills Matches.

A Ring Scored on the High Stake during the Autonomous Period of a Match counts toward completion of the first AWP criteria (Scored Rings).

Because the High Stake is not on either Alliance's side of the Autonomous Line, it does not meet the requirements to count toward the second AWP criteria (Stakes with Scored Rings).

2536: [SG9][SC9][2480] Match Affecting Calculations with High Stake Scored

15-Feb-2025

SC9 SG9

As a follow-up to [Q&A 2480](#), I wanted to know if the 2 additional bonus points should be considered in Match Affecting calculations if a destructive [<SG9>](#) situation were to happen where the alliance has **already scored** a ring on a high stake.

From my understanding of [Q&A 2480](#) it seems to not consider the ring that is already scored on the high stake and only "award 12 points for a Tier 3 Climb." Per [<SC9>](#):

Each Robot from that Alliance which has earned points for a Climb will receive an additional two (2) points for that Climb.

Example Scenario: **Red1** has just **scored a red ring** onto the high stake, and then **Blue1** creates a destructive scenario to remove **Red1** from being considered climbed.

My current understanding is that **Red1** should only receive a 12 point Match Affecting calculation from the guidance and responses given, even though they would receive an additional 2 points if they were at a Tier 3 climb.

Is it the correct interpretation to only apply 12 points to the Match Affecting calculation instead of 14 in this specific scenario?

Answered by committee

My current understanding is that **Red1** should only receive a 12 point Match Affecting calculation from the guidance and responses given, even though they would receive an additional 2 points if they were at a Tier 3 climb.

Is it the correct interpretation to only apply 12 points to the Match Affecting calculation instead of 14 in this specific scenario?

Yes.

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.

2282: <SC9> High Stake Bonus in Robot Skills

10-Nov-2024

SC9

[<SC9>](#)

Does SC9 apply in Robot Skills matches? Currently Tournament Manager & V5RC Hub do not have scoring capabilities for the high stake bonus in skills matches, and the high stake bonus is never referenced as being included / excluded in skills within the game manual.

Would the high stake bonus apply to a robot regardless of whether or not the stake is a Red / Blue ring?

Cheers

Answered by committee

The High Stake bonus provided by rule [<SC9>](#) is not available in Robot Skills Challenge Matches.