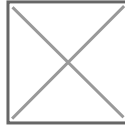


Q&A

VRC 2019-2020: Tower Takeover

Tagged: Towers



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 Tower Takeover 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 Tower Takeover 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.

491: Skills utilization of alliance towers

20-Jan-2020

Robot Skills Challenge Scoring Towers

[QA 365](#) asked if both alliance towers may be used. The answer given just repeated the rules. To be more specific, RSC1.c states that robots may utilize **either** alliance tower. In Tournament Manager, skills scores are allowed to have 7 towers, indicating that **both** towers were used. Which is the correct interpretation? How many towers are allowed to be utilized by a team during a skills run?

< RSC1 > In Robot Skills Matches, all Goal Zones and Alliance Towers considered to be the same color for the purposes of any Alliance-specific rules or definitions.

- Robots may start on either side of the field, as long as they fulfill the constraints set forth in <SG1> and <G7> for the chosen Alliance's side.
- Robots may Score Cubes in any color of Goal Zone for points.
- Robots may utilize either Alliance Tower for Placing Cubes.

Answered by Game Design Committee

Another way to interpret the intention of the word "either" would be to reference the opening sentence of RSC1, as quoted:

In Robot Skills Matches, all Goal Zones and Alliance Towers considered to be the same color for the purposes of any Alliance-specific rules or definitions.

The Alliance Towers are both the "same" color. Therefore, there is no "opposing Alliance Tower" as referenced in SG3. Therefore, Robots are permitted to interact with either Alliance Tower (or both, or neither) at any point during the Match.

293: Descoring Cubes from Towers using Force

4-Jun-2019

Towers

Please make a ruling on the legality of ramming or shaking the tower supports in order to de-score cubes. In short: can a robot intentionally ram the towers in order to attempt to de-score cubes?

Answered by Game Design Committee

can a robot intentionally ram the towers in order to attempt to de-score cubes?

There are no rules explicitly preventing this, thus it is legal. Teams who choose to attempt this strategy should be mindful of the following rules:

<S1> If at any time the Robot operation or Team actions are deemed unsafe or have damaged the Field Elements or Cubes, the offending Team may be Disabled and/or Disqualified at the discretion of the referees. The Robot will require re-inspection before it may again take the field.

At a minimum, contact with the force required to dislodge a Cube may result in a warning, depending on the amount of damage incurred to the Tower as determined by the Head Referee.

<G16> Don't clamp your Robot to the field. Robots may not intentionally grasp, grapple or attach to any Field Elements. Strategies with mechanisms that react against multiple sides of a Field Element in an effort to latch or clamp onto said Field Element are prohibited. The intent of this rule is to prevent Teams from both unintentionally damaging the field and/or from anchoring themselves to the field.

Using a mechanism to "bend" a Tower with the intent to dislodge a Cube would very likely be considered "latching" or "clamping" to a Field Element, depending on the specifics of the interaction.

<SG7> Use Cubes to play the game. Cubes may not be used to accomplish actions that would be otherwise illegal if they were attempted by Robot mechanisms. Examples include (but are not limited to): • Encroaching upon an opponent's Protected Zone per <SG3>.

<SG3> Stay away from your opponent's protected areas. Robots may not intentionally or accidentally, directly or indirectly, perform the following actions: [...]

Any Cubes that are Removed from Towers via this strategy would be subject to the constraints of SG3, via SG7.