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VEX U Robotics Competition 2026-2027: Override

Welcome to the official VEX U 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 VURC 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.

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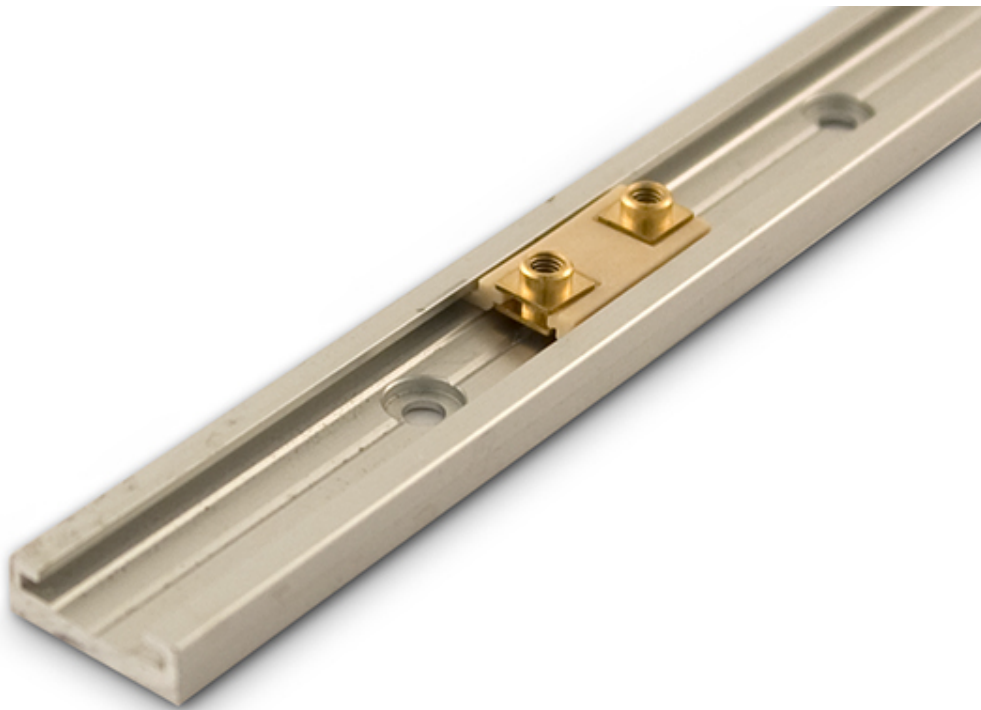
3160: Clarification on Linear Motion Components Allowed by <VUR15>

1-Jun-2026

VUR15

According to the second bullet point of [<VUR15>](#), "Parts supporting linear motion: linear bearings, linear slides, drawer slides, etc.", are permitted.

I would like clarification on the whether rail and carriage style linear motion components, such as the following examples, fall into this category of legal parts:



Specifically, the aspects of these rail and carriage components which are in question are:

1. Are there restrictions to the profile of the rails used? (round and rectangular are unambiguously legal as raw stock, but what about more complex profiles as shown in the example images)

2. Are there restrictions to the usage of the rails? (is it only legal when rail and carriage systems are used exclusively to provide linear motion functionality, or can they additionally provide some level of structure?)

Functionally, these components are quite similar to drawer slides, which both come in many complex profiles, and do provide some level of structure, although they could be categorized separately if there is a distinction to be made between linear "slides", versus linear "rails".

Thank you.

Atsak? committee

Both of the included pictures are of parts intended to support Linear Motion, and are considered legal for use in VEXU Robotics Competitions. There are currently no additional restrictions to the profiles of the rails.

Linear Rails, Bearings, Drawer Slides, etc. may provide structure or rigidity to a design, but it should remain clear that their usage is still to support the use of linear motion.

3134: Match Loading Cups in Autonomous

14-May-2026

VUG4 states:

Different availability of Loaders. Drive Team Members may add Match Load Pins to the Loaders adjacent to their Alliance Station during the Autonomous Period and Driver Controlled Period of the Match.

Does the specification of Pins imply that Cups may NOT be loaded during the Autonomous Period?

Atsak? committee

The intent of VUG4 is to allow the introduction of both types of Match Load Scoring Objects (Pins *and* Cups) during the specified periods of the Match. This wording will be corrected in the June 4 game manual update.