

# Q&A

## VEX IQ Robotics Competition 2026-2027: Level Up

Welcome to the official VEX IQ 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 VIQRC 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 VIQRC game rules questions.

- For event, registration, or other competition support questions, please contact your [Regional Support Manager](#).
  - For VEX technical support, contact [support@vex.com](mailto:support@vex.com) or [sales@vex.com](mailto:sales@vex.com).
  - For game questions, suggestions, or concerns outside of specific and official rules questions, contact [GDC@vex.com](mailto:GDC@vex.com)

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## 3145: Clarification on <R14> and Illegal Lubricants

16-May-2026

R14

According to [<R14i>](#), food-safe lubricants (grease, oils, or other lubricants) may be used on Robots.

A Team member consumed french fries at a restaurant that uses canola oil (a vegetable oil) and subsequently touched the gears of their Robot without washing their hands.

Is vegetable oil / canola oil considered a food-safe lubricant that is permitted under [<R14i>](#)?

Additionally, the Robot Summary section lists "Grease, oil, graphite, or other lubricants or plastic additives" as illegal parts.

Does this incidental contact with vegetable oil render the Robot illegal?

### Odpowiedz? committee

The Robot Summary will be updated in the June 4 Game Manual update to reflect that food-safe lubricants are legal in the VEX IQ Robotics Competition.

VEX Robotics does not determine whether a lubricant is food-safe. Products intended for food-safe use should include appropriate labeling or documentation from the manufacturer.

We politely ask Teams to consider <G3> when evaluating hypothetical scenarios such as this one.

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## 3168: Beanbags falling into Pyramid Goals

18-Jun-2026

S1

[<S1>](#)

Teams with catapults have demonstrated that with enough force, beanbags can be pushed into the gaps between the vertical and horizontal PET sheets of the pyramid goals and result in beanbags falling into the structure. Would these beanbags be considered scored, and/or would S1 violations be applied if this is a recurring action done by the team?

### Odpowiedz? committee

Any Bean Bags that end up inside the Pyramid Goal structure should be considered "out of the Field" and should not be scored. [<SG4>](#) will be revised in the July 2 game manual update to cover this specific scenario.

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## 3165: Field reset pins

16-Jun-2026

T6

[<T6>](#)[<T6>]

To enable faster Field reset, would it be legal for an Event Partner to use coloured pins to identify starting positions for each bean bag?

### Odpowiedz? committee

In the July 2 game manual update, this will be added to [<T6>](#) as a permissible modification.

To prevent Bean Bags and Robots from getting caught on raised pins, you must use either 0x2 or 0x3 pins that are fully inserted to sit flush with the tiles. Using colored pins that match the corresponding Bean Bags is recommended but not required.

This change is effective immediately.

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## 3130: Plowing versus contacting

14-May-2026

If a robot has possession of one bean bag and is driving over another bean bag and the bean bag moves a little (less than an inch) would the bean bag on the field that moves slightly be considered as in possession, therefore violating the possession limit?

### Odpowiedz? committee

Additional clarification regarding Possession and Plowing is planned for the June 4 game manual update to better address gameplay interactions such as those described in this question.

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## 3131: SG6: Does Incidental Movement of Nearby Bean Bags Count as Plowing?

14-May-2026

For SG6, if a Robot is trying to collect only one Bean Bag from a large pile of Bean Bags, it may be physically difficult to remove one Bean Bag without briefly shifting or disturbing the surrounding Bean Bags in the pile.

If the Robot only takes one Bean Bag into Possession, but nearby Bean Bags are accidentally and momentarily moved because they were touching the selected Bean Bag, would this be considered a violation of SG6?

More specifically, does brief incidental movement of surrounding Bean Bags while extracting a single Bean Bag from a pile count as "Plowing" or "interacting with multiple Bean Bags," even when the Robot does not intentionally push, herd, control, or continue moving the additional Bean Bags?

### Odpowiedz? committee

Additional clarification regarding Possession and Plowing is planned for the June 4 game manual update to better address gameplay interactions such as those described in this question.

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## 3132: SG6: Does Indirect Contact Between Bean Bags Count as Plowing Multiple Bean Bags?

14-May-2026

If a Robot is directly pushing one Bean Bag, and that Bean Bag pushes additional Bean Bags that are not directly touching the Robot, should the additional Bean Bags count toward the Robot's Plowing limit under SG6?

In other words, is Plowing determined only by direct Robot-to-Bean-Bag contact, or can a Robot be considered to be Plowing multiple Bean Bags when it indirectly moves them through another Bean Bag?

**Odpowiedz? committee**

Additional clarification regarding Possession and Plowing is planned for the June 4 game manual update to better address gameplay interactions such as those described in this question.