



## Game Overview & Scoring Discs & Goal Zones

**<SC3>** *Disc* Scoring examples, per the criteria listed in <SC2>. In these figures, each labeled *Disc* is highlighted to indicate which *Goal Zone* it is scored in.

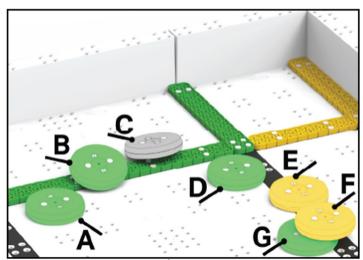


Figure 10: Scoring Example 1 (side view)

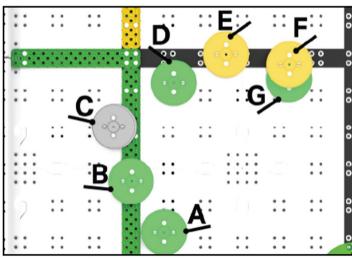


Figure 11: Scoring Example 1 (top view)

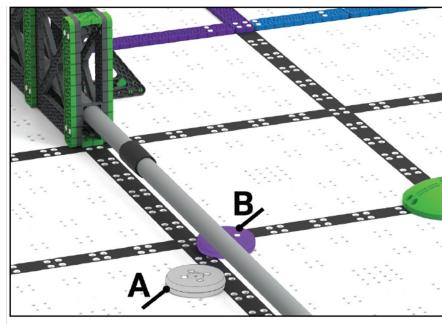


Figure 12: Scoring Example 2

## Game Overview & Scoring Contact Zones



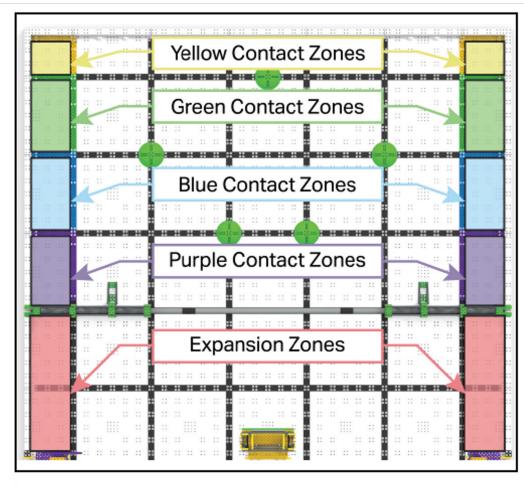


Figure 4: Overhead view of the field, depicting the Contact Zones and Expansion Zones.



## Misc Rules Stay behind the Fence

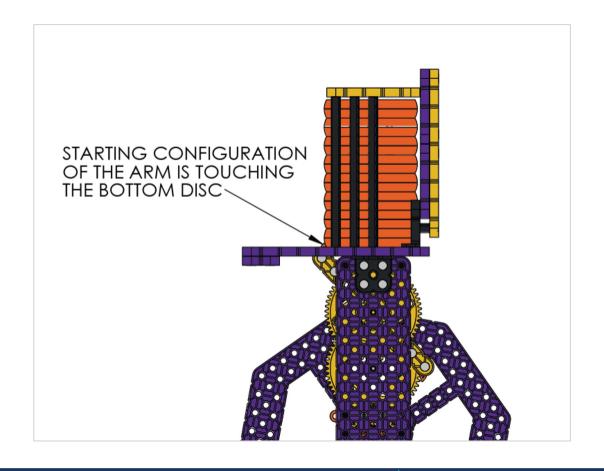
<G14> Don't cross the Fence Line until Contact. Robots may only extend over the Fence Line and "break the plane" of the 3-dimensional area of the 2-Point Goal Zone if they are contacting the Expansion Zone.

<G15> Discs that have crossed the Fence Line are "off limits". Robots may not contact any Discs which have fully crossed the Fence Line, regardless of whether the Robot is contacting an Expansion Zone or not.

<G16> Discs go under the Fence, not over it. Discs may only be Scored in Goal Zone by passing them underneath the gray PVC pipe. Robot actions such as "dumping," "placing," or "throwing" Discs over the Fence are strictly prohibited, and will result in a Disqualification.



# Field Layout & Setup Purple Dispenser Starting Rotation





## Field Layout & Setup Purple Dispenser Shaft



#### Q: Why doesn't my purple dispenser spin freely?

A: The arm can jam if either the standoff above the ratchet pawl or the pawls on the end of the arms are placed incorrectly. Checking your build against steps 30-31 and 36-37 of the <u>VIQC Slapshot Build Instructions</u> might help identify the problem.

#### Q: Why has my plastic shaft broken?

A: When the arm is jammed the torque produced from turning the wheel is enough to snap the shaft.

#### Q: Why can't I replace the plastic shaft with a steel one?

A: The plastic shaft was designed as an intended failure point to protect other parts of the dispenser that are not as noticeable. A steel shaft will not fail as intended, and unseen damage can lead to intermittent issues such as the Dispenser skipping or taking more rotations to dispense.



### General Game Manual Changes

**Update Frequency** 

#### **Updates**

This manual will have a series of "major" and "minor" updates over the course of the season. Each version is official and must be used in official VRC events until the release of the next version, upon which the previous version becomes void.

Known release dates are as follows:

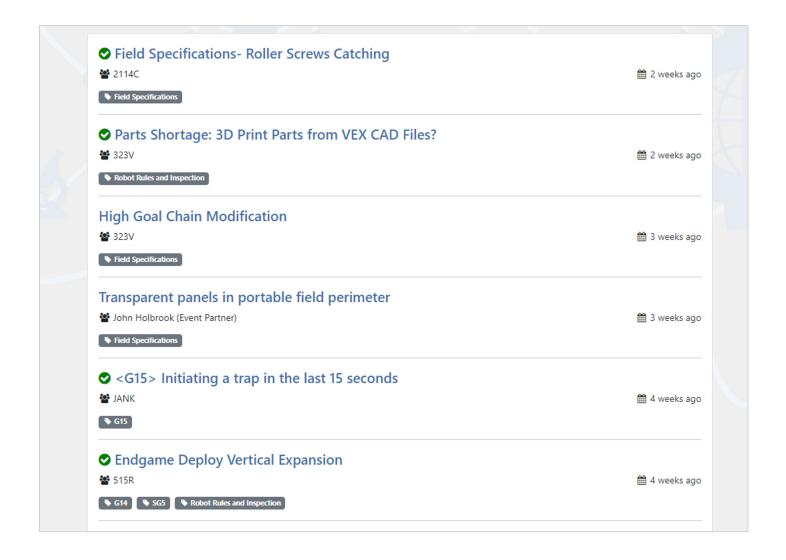
| May 5, 2022      | Version 0.1 | Initial game release  |
|------------------|-------------|---|
| May 31, 2022     | (N/A)       | Official Q&A system opens   |
| June 14, 2022    | Version 0.2 | Minor typographical errors or formatting issues found in the initial release; very few rule changes, if any         |
| June 28, 2022    | Version 1.0 | May include critical gameplay or rule changes inspired by input from the official Q&A system and the VEX community  |
| August 2, 2022   | Version 2.0 | May include gameplay or rule changes inspired by early-season events  |
| October 4, 2022  | Version 2.1 | Clarification update only   |
| December 6, 2022 | Version 2.2 | Clarification update only   |
| January 31, 2023 | Version 3.0 | May include gameplay or rule changes inspired by mid-season events  |
| April 4, 2023    | Version 4.0 | May include critical gameplay or rule clarifications pertaining specifically to the VEX Robotics World Championship |

In addition to these known major updates, there may also be unscheduled updates released throughout the season if deemed critical by the VEX GDC. Any unscheduled updates will always be released on a Tuesday, no later than 5:00 PM CST (11:00 PM GMT). These updates will be announced via the VEX Forum, automatically pushed to the VRC Hub app, and shared via VEX Robotics / REC Foundation social media & email marketing channels.

Game Manual updates are effective immediately upon release; it is every *Team's* responsibility to be familiar with all rules and updates. There are no "grace periods" if an update prohibits a previously legal part, mechanism, or strategy.



### Misc Notes Q&A Forum





## THANK YOU

