ABU
Asia-Pacific Robot Contest 2026
Hong Kong, China

Frequently Asked Questions (FAQs) - “Kung Fu Quest”

24 Jun 2026

Asia-Pacific Robot Contest 2026 Hong Kong, China

Organising Committee

[https://www.rthk.hk/aburobocon2026]

The FAQs

#	Released Date	Summary	Approved By
1	2025/12/17	- Initial release - Clarification of Game Rule	Organizing Committee
2	2026/02/02	- 2nd release - Clarification of Game Rule - Clarification of FAQ (Feb 2026)	Organizing Committee
3	2026/04/09	- 3rd release - Clarification of FAQ (Apr 2026)	Organizing Committee
4	2626/04/17	- 4th release	Organizing Committee
5	2626/05/15	- 5th release	Organizing Committee
6	2026/06/18	- 6th release	Organizing Committee
7	2026/06/24	- 7th release	Organizing Committee

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Rulebook Clarification (Dec 2025)

Update: 2025/12/15

3	3.8 In the Arena: 3.8.1 R1 places R1 KFS onto Tic-Tac-Toe Bottom Row slot(s). 3.8.2 R2 places R2 KFS onto Tic-Tac-Toe Middle Row slot(s). 3.8.3 R2, carried by R1, places R2 KFS onto Tic-Tac-Toe Top Row slot(s).	3.8 In the Arena: 3.8.1 R1 places R1 KFS onto Tic-Tac-Toe Bottom Row slot(s) individually. 3.8.2 R2 places R2 KFS onto Tic-Tac-Toe Middle Row slot(s) individually. 3.8.3 R2, carried by R1, places R2 KFS onto Tic-Tac-Toe Top Row slot(s) perform by R1 and R2 combined.
4	4.3.9 R1 must exit Martial Club to Meihua Forest with one or more Assembled Weapons 4.3.10 R2 exits Martial Club to Meihua Forest only after R1 completely exits.	4.3.9 R1 must exit Martial Club to Meihua Forest with one or more Assembled Weapons 4.3.10 R2 exits Martial Club to Meihua Forest only after R1 completely exits. 4.3.9 and 4.3.10 only applies to **first** exit of Martial Club
	4.5.1 R1 enters the Arena under one of the following conditions: 4.5.1.1.1 Carrying one or more Assembled Weapons without any R1 KFS; 4.5.1.1.2 Carrying one or more R1 KFS; 4.5.1.1.3 Both (a) and (b).	4.5.1 R1 enters the Arena under one of the following conditions: 4.5.1.1.1 Carrying one or more Assembled Weapons without any R1 KFS; 4.5.1.1.2 Carrying one or more R1 KFS; 4.5.1.1.3 Both (a) and (b). 4.5.1 only applies to **first** entry of Arena
	4.5.3 R1 can only use an Assembled Weapon to attempt to remove an opponent's KFS occupying any Tic-Tac-Toe slot.	4.5.3 R1 can only use an Assembled Weapon to attempt to remove an opponent's KFS occupying any Tic-Tac-Toe slot. No part of R1, R2, KFS and Assembled Weapon can be used as the means of defend team's KFS from being displaced
	4.5.6 When a weapon is used, R1 must place all of the Used Weapon in the "Used Weapon Area", before using the next Assembled Weapon to touch any KFS on the tic-tac-toe slot again.	4.5.6 When a weapon is used, R1 must place at least the Staff part of the Used Weapon in the "Used Weapon Area", before using the next Assembled Weapon to touch any KFS on the tic-tac-toe slot again.
	4.5.12 R2 enters the Arena carrying one or more R2 KFS.	4.5.12 R2 enters the Arena carrying one or more R2 KFS. 4.5.12 only applies to **first** entry of Arena
6	6.2 KFS collection: 10 points for each KFS successfully carried into Arena by R1 or R2. The robot must completely cross the ramp entry line to earn points.	6.2 KFS collection: 10 points for each KFS successfully carried into Arena by respective robot. The robot must completely cross the ramp entry line to earn points.
8	8.7 R1 touches R2 KFS, except in Arena.	8.7 R1 touches R2 KFS, except in Arena or the dropped R2, Fake KFS on the R1 Pathway.
	8.14 R1 fails to dispose a Used Weapon in the Used Weapon Area before using another Assembled Weapon to touch a KFS on the Tic-Tac-Toe grid.	8.14 R1 fails to dispose at least the Staff part of a Used Weapon in the Used Weapon Area before using another Assembled Weapon to touch a KFS on the Tic-Tac-Toe grid.

	8.21 A used Weapon is not completely placed inside the Used Weapon Area.	8.21 The Staff part of a used Weapon is not completely placed inside the Used Weapon Area.
10	10.6 The use of drones, flying mechanisms, projectiles for locomotion, or any form of aerial movement.	10.6 The use of drones, flying mechanisms, projectiles for locomotion, or any form of sustained aerial movement.

FAQ Clarification (Feb 2026)

Update: 2026/02/02

Item		Original	Clarification
4.3	g	Spearhead Rack is the common area for both teams. For other areas, Refer to Rule 8.1 and 8.2.	Spearhead Rack and Tic-Tac-Toe Rack are the common areas for both teams. For other areas, Refer to Rule 8.1 and 8.2.
4.4	d	a). No, not a violation if not intentional; b). Assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;	a). No, not a violation. Any KFS affected by another dropped KFS will remain as-is. b). Yes, violation; Unused assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;
4.5	ae	No part of R1, R2 and KFS can be used as the means of defend team's KFS from being displaced;	No part of R1, R2 and KFS can be used as the means of defend team's KFS from being displaced; Defensive action is violation, it defined as any action taken by the robot(s) in preventing its own team's KFS from falling out of the Tic-Tac-Toe slot;
4.5	ah	Refer to FAQ 4.3 - h;	Refer to FAQ 4.3 - h; Non-Initiator's KFS: Violation, KFS will return to game player by referee and retry together with the robot; Initiator's KFS: Will be restored to its previous state by the Referee if it was placed on the Tic-Tac-Toe rack; otherwise, it will remain as-is and can be reused;
4.5	as	Used weapons must be disposed after being used; Refer to FAQ 4.4 -d;	Used weapons require disposal before using another new weapon. Once the disposal action (i.e. dropping used weapon) has started, it must be completed else constitutes a violation;
8	aa	Violation; Assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;	Violation; Unused assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;
12	p	Yes, RF communication is prohibited and other forms of signaling such as light and semaphore are not RF communication;	Yes, dense communication is prohibited. Other forms of signaling such as light and semaphore are not dense communication.

12	q	Not permitted. Robot 2 must be an Automatic Robot. It should operate autonomously without manual control once the game starts.	Not permitted. Robot 2 must be an Automatic Robot. It should operate without manual control once the game starts.
12	x	Robot 1 is a Manual or Automatic Robot. It can be operated manually by a team member or autonomously without manual control; Robot 2 must be an Automatic Robot. It should operate autonomously without manual control once the game starts. Refer to FAQ 12 – w & FAQ 12 – s;	Robot 1 is a Manual or Automatic Robot. It can be operated manually by a team member or autonomously without manual control; Robot 2 must be an Automatic Robot. It should operate without manual control once the game starts. Refer to FAQ 12 – w & FAQ 12 – s;
14	e	1) Not permitted; Refer to Rulebook Clarification (Dec 2025) - 10.6; 2) Permitted to use KFS gripping by Vacuum Pads (Suction Cups), please refer to Rule Section 4: Game Procedure;	1) Not permitted; Refer to Rulebook Clarification (Dec 2025) - 10.6; 2) Vacuum is not permitted;

FAQ Clarification (APR 2026)

Update: 2026/04/09

Item		Original	Clarification
9	q	1). If R2 is holding the spearhead, no need to place back to the spearhead rack. 2). No, remain as-is.	1) Refer to FAQ 4.3 -d; 2) Refer to FAQ 8 - k;

FAQ Clarification (JUN 2026)

Update: 2026/06/24

Item		Original	Clarification
4.3	d	a) Own item dropped outside game field designated areas cannot be re-used b) Own item dropped within own game field areas, options: - Designated robot to pick up - Retry to retrieve item dropped within its own side and be placed back original position by referee (MC only) c) Opponent item dropped by opponent team onto own game field areas - Opponent team Forced retry – back to MC retry zone - Teams may request a clean-up within 10 seconds of the referee's force retry signal. The clean-up will be carried out by the referee. d) Own items dropped within own game field areas initiated by the opponent's violation	a) Own item dropped outside game field designated areas cannot be re-used b) Own item dropped within own game field areas, options: - Designated robot to pick up - Call a retry, after which the Referee restore dropped spearhead or staff back onto item's rack (MC only) c) Opponent item dropped by opponent team onto own game field areas - Opponent team Forced retry – back to MC retry zone - For item in Meihua Forest & Arena, team may request a clean-up within 10 seconds of the referee's force retry signal. The clean-up will be carried out by the referee, the item will be removed from game field.

		- Restore to its previous state by referee e) Dropped spearhead within common area - Restore to its previous state in Spearhead Rack by referee - To be removed from Tic-Tac-Toe Rack by referee, the R1 dropped spearhead in the Tic-Tac-Toe slot will be treated as a violation.	- For spearhead in Martial Club, team may request referee to restore the spearhead to the spearhead rack anytime. Force retry for the team that dropped the spearhead. d) Own items dropped within own game field areas initiated by the opponent's violation - Restore to its previous state by referee e) Dropped spearhead within common area - Restore to its previous state in Spearhead Rack by referee (MC only) - To be removed from Tic-Tac-Toe Rack by referee, the R1 dropped spearhead in the Tic-Tac-Toe slot will be treated as a violation. f) Opponent's spearhead dropped onto your own robot in MC - If a spearhead dropped by the opponent team lands on or inside your R2 body and remains there, you may, at any time, either call a retry to reposition it or pick up another spearhead from the rack for assembly. However, you must deal with the spearhead currently on hand before using another one.
4.5	cw	No violation for opponent legitimate use of weapon. Score is only counted at the end of the game determined by the KFS remaining in Tic-Tac-Toe rack. For the 2nd KFS, it will not be replaced	a) No violation for opponent legitimate use of weapon. Score is only counted at the end of the game determined by the KFS remaining in Tic-Tac-Toe rack. b) For the 2nd KFS, it will be restored by referee on the Tic-Tac-Toe slot.

Section 1 Game Field

Update: 2025/12/05

Item		Rule	Questions	Reply
1	a	1	Where is the operator zone?	2 meter offset area surrounding the game field;
1	b	Fig.1	Seen from Figure 1, after completing the task at MC, R2 can only enter MF through the Entrance, pass through the Forest, climb the Ramp through the Exit Zone, and enter the Arena. If R2 wants to return to the MC from the Arena, it cannot travel back along this route in the opposite direction. Does this mean that R2 cannot return to the MC after leaving it?	Refer to Rule 9.4.1.2;

Section 2 Terms of Reference

Update: 2025/12/05

Item		Rule	Questions	Reply
2	a	2	What is the purpose of the 15mm × 150mm strip attached to the bottom surface of the fake KFS? How is it attached	For Referee recognition, serves as a marking/identification sign; Staple on the bottom surface of the KFS;
2	b	2	There are only 4 R2 KFS so out of 15 logos, only any 4 distinct will be used per team?	Yes and refer to Rule 4.1.3;
2	c	2	will the Fake KFS be announced only on the competition day? If earlier, when?	Refer to Rule 16.2.2;
2	d	2	According to the description of "Kung Fu Master" in Section 2, a team can earn the title of " Kung Fu Master" if it places its 3 KFS in a vertical column or a diagonal line on the Tic-Tac-Toe Rack. This description does not specify whether these three KFS are R1 KFS or R2 KFS. However, according to Rule 4.5, at least two of these 3 KFS must be R2 KFS, correct?	Refer to Rule 3.8;

Update: 2026/02/02

2	e	2	is it violance if our weapon is dropped when our robot picking up	Refer to Rule 4.4.9 & FAQ 4.3 - d;
2	f	2	What kind of robots are allowed? Is it restricted to wheeled robots or legged robots are also allowed for Robot 1 and Robot 2 both with arm to handle spears and scrolls.	Refer to Rulebook & FAQ Section 12

Update: 2026/04/17

2	g	2	Rule 2 states one Fake KFS Random patterns marked on 5 sides with a 15mm × 150mm ribbon attached to the bottom. 1) What is the specific color of the ribbon? 2) Will the color be standardized for all matches? 3) Is the 150mm ribbon attached so that it dangles freely from the bottom (hanging below the block), or is it wrapped? 4)	1) No exact colour is specified — only that a red ribbon is placed under the blue KFS and vice versa. 2) All matches will follow the same configuration.

			When the Fake KFS is placed on a Meihua Forest block, will the ribbon be visible to a robots camera from a horizontal perspective (side-view), or is it only visible from underneath? 5) Whats the material of the ribbon?	3) & 4) The ribbon is attached to the bottom surface of the KFS and is not visible unless the KFS is lifted. 5) Polyester or Nylon

Section 3 Game Field

Update:2025/12/04

Item		Rule	Questions	Reply
3	a	3.3.	the 8 KFSs were placed by the opposing team members during the setup time. So, are these Staffs and Spearheads also placed on the corresponding racks during the setup time also?	Staffs and Spearheads are placed by Game field Helper before the set-up time count down begins;
3	b	3.3.1.	Rulebook v.1, section 3.3.1 states, "Four staffs are placed in the Staff Rack." However, I couldn't find any description in the rulebook on how these staffs are placed in the rack. Specifically, is the end of the staff with the coupler placed facing up or facing down?	The coupler placed facing up; Refer to FAQ 3 - a;

Update:2026/02/02

3	d	3.6 For moving. 4.5.9/4.5.11/ 4.5.14/4.5.16	Is it possible for the robots to drop off scrolls purposefully in the arena to use when solving tiktak phase? Or once the robot enters a particular zone it is not allowed to go back?	Robots are allowed to go back; Refer to Rulebook Clarification (Dec 2025) - 4.3.9, 4.3.10 & 4.5.1;
3	e	3.8	In the Arena zone (tic tac toe), it is written: 3.8.2. R2 places R2 KFS onto Tic-Tac-Toe Middle Row slot(s). 3.8.3. R2, carried by R1, places R2 KFS onto Tic-Tac-Toe Top Row slot(s). Is it possible for R2 to place KFS into the middle slot while being carried by R1?	No; Refer to Rulebook Clarification (Dec 2025) - 3.8;
3	f	3.8	If R1 and R2 are carried together, can R1 place the KFS in the first row while being carried, and after R1 finishes placing it, can R2 place it in the middle row while being carried? Is this allowed—yes or no?	No; Refer to Rulebook Clarification (Dec 2025) - 3.8;
3	g	3.8	When R2 is placing blocks in the Arena, it can continuously cooperate with R1. When R2 is placing the second column, it is already connected to or being lifted by R1. Is this action allowed?	No; Refer to Rulebook Clarification (Dec 2025) - 3.8;

Update:2026/04/09

3	h	3.8.1	The rulebook states that KFS logos are marked on 5 sides excluding the bottom side (Terms of Reference). Assuming that the R1 or R2 pick-up mechanism makes the KFS turn upside down (the bottom side turns upward) the whole time the robot holds the KFS, would it be a violation? That said, would it also be a violation if, a Robot, after carrying KFS(s) to the area, put the KFS to the tick-tack-toe rack with the KFS's no-	Both are not violation

			logo side revealed? For example, the no-logo side faces the opponent's side or faces upward while it's in the rack.	

Update:2026/05/15

3	i	3	Could you please clarify the specific initial placement positions of the KFS before the setup time begins?	Before the setup time begins, the KFS are stored nearby the MC or MF area, outside the game field.

Section 4 Game Field

Update: 2025/12/15

Item		Rule	Questions	Reply
4.1 Set up (1 minute)				
4.1	a	4.1.2	Can the KFS overlap when placing on the forest block?	Each forest block can only accommodate one KFS;
4.1	b	4.1.4	Fake scroll cannot be placed on entrance block (1,2,3), but can it be placed on exit block? (10,11,12)	Refer to Rule 3.3.5 & 4.1.4;
4.1	c	4.1.5	a). What is the orientation of the marked square boundary, is it parallel to the forest block edges? b). Does the placed KFS need to fully cover the square box marking? c). Will the symbols stuck on the four sides of the KFS be upright, such that their orientation is perpendicular to the bottom as shown in Appendix 4.3?	a). Parallel; b). Mandatory during set-up; c). Symbols are upright;
4.1	d	4.1.7	After the 1-minute setup time, will referees first spend some time verify that all KFS on both team's are placed correctly, before the game starts?	Yes, referee will verify KFS placements;
4.1	e	4.1.9	If opponent fails to finish placing KFS on our side during 1-minute setup time (thus Rule 4.1.9 is triggered) and afterwards, our team also fails to finish placing our KFS during 30 seconds, a). what happens? b). For the 30s, is it additional clock time? c). That is, can commands be sent to R2 during the 30s?	a). Set up by Game Field Helper; b.) Refer to Rule 4.1.9 - The 30s are not included in the game time; c). No;
4.1	f	4.1.9	Will the game begin if the opponent team fails to place KFS in our MF-Forest blocks?	Refer to FAQ 4.1 – e;
4.1	g	4.1.9	Can a team intentionally refuse to place KFS on the opponent's side during 1-minute setup time, in order to trigger Rule 4.1.9?	No, Refer to Rule 4.1.2, 4.1.9, 8.22 & 10.3;
4.1	h	4.1.10	We would like to ask what is “control unit” mentioned in the rulebook (V1.0) 4.1.10, and does it include followings? (a) A controller. (b) A Wi-Fi router, not mounted on the robot, that relays communications between the controller and the robot. (c) Power supply of the Wi-Fi router. (d) A device, not mounted on the robot, that relays communications between the controller and the Wi-Fi router (There would be no input or other operations on this device). (e) A visualizer that displays the robot's status (e.g., position in the field, speed, etc.). This is not used to control the robot, but provides information to team members.	(a)-(e) all included, Refer to Rule 12.8.

Update: 2026/02/02

4.1	i	4.1.1	Can R2 change its code before each game?	Yes;
4.1	j	4.1.3	Is there any condition for the team to place the R1 KFS in the forest blocks of the Meihua Forest?	Refer to Rule 3.3.3 & 4.1.3;
4.1	k	4.1.9	The rule states that if the opponent fails to place our KFS in time, our own team places the remaining KFS "within 30 seconds." Does this 30-second placement period occur before the game timer starts, or does it consume the first 30 seconds of the match time? Furthermore, is the opponent penalized in any other way for failing to complete setup?	Refer to FAQ 4.1- e;
4.1	l	FAQ 4.1c	Regarding the top face of KFS, is there any orientation requirement (viewed from the start zone) when placing it during setup time? That is, can the top face Oracle Bone Character/Logo face any of (upright/upside-down /left/right), when viewed from the start zone? If there is an orientation requirement, some oracle bone characters possess rotational symmetry and it is difficult to identify which side is upright. Then how can we place KFS correctly?	No orientation requirement for the top surface, and refer to FAQ 4.1 - c;

Update: 2026/04/09

4.1	m	4.1	If we enter new data into the robots during setup time, is that allowed?	Yes, allow during 1 minute setup time
4.1	o	4.1.3	Can we give automatic robot the information of where is KFS true blocks placed in Meihua forest when we set up robots in 1 minute before every game? Like can we change the code depending on how our KFS blocks placed?	Yes, as long as comply with the game rules

Update: 2026/06/18

4.1	p	4.1	(a) During the 1-minute set-up time, is it permitted for team members or robots to physically touch game props such as Staffs and Spearheads? (b) If this is permitted, are we allowed to rearrange the order or swap the positions of our team's Staffs on the Staff Rack located inside our Martial Club?	a) No, Not allowed except placement of opponent KFS; b) No, not allowed;
4.1	q	4.1	What is the procedure if the opponent team mistakenly places more than 8 KFS in our Meihua Forest, and the 1-minute set-up time ends in this state?	Each team would only be provided with the correct number of KFS before setup time.
4.1	s	4.1.10	In FAQ 4.1 h, "A visualizer that displays the robot's status (e.g., position on the field, speed, etc.). This tool is not used to control the robot, but provides information to team members included in the control unit." So, is it permissible to visualize the robot's status outside the robot during a match or preparation? Or is it permissible for team members to hold the visualizer outside the robot?	Visualizer is included into the weight consideration; The visualiser for the corresponding robot must be either part of the robot on the game field or enclosed in its controller (e.g., R2 visualiser on R2 robot or R2 controller); any other item used outside the game field during the game is not allowed. The R2 visualiser, if used, must not be accessible by team players except during start-up and retries.

Update: 2025/12/15

4.2 Start of the Game				
4.2	a	4.2.3	a). Does the referees allowed to be on the field during the game? b). if yes, which area and when?	a). Yes; b). Referee can access all game field areas;

Update: 2026/02/02

4.2	b	4.2.4	Can adjustments be made to robots by the team when the robot is in the retry area.	Yes;

Update: 2026/04/09

4.2	c	4.2	As according to strategic planning for autonomous robot , our localization for autonomous bot are based on Distance Sensors which transmits point laser, & takes feedback from Fences, but according to this FAQ , if referees are allowed to access this field areas , will result into cause of hurdle for our bots, so please clarify regarding this ?	Referees may enter the field during the game. The organizing committee will not take specific measures regarding the influence of referees' presence on sensors or similar equipment. Teams are asked to take any necessary precautions on their own.

Update: 2026/06/18

4.2	d	4.2	FAQ: '' After setup time, team members are not allowed to touch the robot except the start button'' If I create a start button for the red court and a start button for the blue court, is that allowed? Or can I only use a single button, the start button?	Multiple physical start switches are permitted, but only a single press of a single button may be used to initiate robot operation. Refer to FAQ 14-d.

Update: 2025/12/15

4.3 Martial Club				
4.3	a	4.3	If both teams' R2s simultaneously grab the same one spearhead in the Spearhead Rack, resulting in a standoff even damage to the spearhead, what should be done?	Referee judgment - Robot that first grabs the Spearhead is the initiator. Opponent interference results in violation and Forced Retry. If intentional damage occurs, it may end up with Rule 10.5;
4.3	b	4.3	Rule 4.3.14 states that "Only R1 can pick up an assembled weapon that has fallen within the team's MC area". a). What is the definition of " within the team's MC area"? b). If only a part of the weapon is within the team's MC area, does that count as "within the within the team's MC area"? There are also other similar situations including but not limited to c). "all the components of the weapon are placed in the used weapon area" as described in Rule	a). Refer to Fig.1 of rulebook for definitions of areas of Martial Club and Arena; b). Completely inside; c). Refer to Rulebook Clarification (Dec 2025) - 4.5.6 & 8.21; d). KFS touches opponent side's ground; e). KFS Completely inside;

			4.5.6; d). “Fallen R1 KFS on the opponent‘s side” in Rule 4.5.10, e). “land on its own side” in Rule 4.5.14, etc..	
4.3	c	4.3	Is it permissible for robot 2 to have 2 grippers to pick up spearheads, when the first gripper has attached 1 spearhead to the staff, then the second gripper is ready to immediately pick up the next spearhead?	Refer to Rule 4.3.4 and Rule 4.3.7;
4.3	e	4.3.3	Shall we assume that preventing opponent from taking spearheads by covering 6 spearheads with robot's mechanism or taking more than 4 spearheads will be prohibited, since the team chose to do this strategy will win by 10-0 only if they assemble one weapon while covering the other spearheads. Is our assumption correct? Also, would there be any rule to prohibit this?	Referee judgment; If deliberate obstruction occurs, it may end up with Rule 10.3;
4.3	f	4.3.3	There are 6 spearheads on rack. Include: 3 types with 2 pieces each so what is their order on rack, and does the order fixed or change each match, and is it placed by host or opponent team?	Refer to Appendix Document - Appendix 2.5; Place by Referee;
4.3	h	4.3.3, 4.5.13, 4.5.17, 4.5.2	Both teams’ robots might collide or come into contact near the Spearhead Rack and the Tic-Tac-Toe Rack. Which of the following measures applies in this situation? (a) violation for both robots (b) violation for a robot that is moving faster (c) violation for a robot that is crossing the centre line of the game field (d) Disqualifications for a team when a robot destroys the opponent’s robot even if collide happens by chance, not intended to do it. (e) nothing in particular	Violation is determined by robot sequence: For Spearhead Rack, refer to FAQ4.3 – a; For Arena Tic-Tac-Toe Rack: KFS that first gain entrance to slot is the KFS initiator. Violation cases are as follows: - If team attempts to place its KFS while its opponent has initiated placing its KFS; - If team attempts to displace opponent's placed KFS; - If both teams are attempting to place its respective KFS at the same time onto the same slot, the non KFS initiator (Judge by Referee).
4.3	i	4.3.4	Can an R2 touch a spearhead that has already been gripped by the opponent's R2?	Refer to FAQ 4.3 – a;
4.3	j	4.3.6	Can both R1 and R2 touch staff rack/ Spearhead rack/ tic tac toe rack/ Game field wall?	R1 and R2 are allowed, individually, to touches it's own side of the wall of Staff Rack/ Spearhead Rack/ Tic-Tac-Toe Rack/ Game Field;
4.3	k	4.3.6	If the R1 and R2 accidentally contact while manoeuvring to align for assembly, but not during the actual attachment, a). is this considered a violation? b). When does the "assembly" starts and ends?	a). Refer to FAQ 4.3 – l; b). Refer to Rule 4.3.2 - 4.3.7;
4.3	l	4.3.6	can R1 and R2 touch each other in MC or MF when not assembling a weapon?	R1 and R2 are not permitted to make physical contact with each other in the Martial Club area and Forest;
4.3	m	4.3.6	According to rulebook 4.3.6, does the “...vice versa” implies that the staff cannot touch any parts of R2?	Cannot, also Refer to Rule 8.4;

4.3	n	4.3.6	According to rulebook 4.3.6, "... R1 and R2 must not come into physical contact ...", does the staff held by R1 count as a part of the robot? Can the staff touch R2?	Refer to FAQ 4.3 - m;
4.3	o	4.3.6	on robot 2 when giving the spreadhead Can it be given to robot 1 without being assembled and just attached to the end of the stick?	No, refer to Rule 4.3.6 & Rule 4.4.8;
4.3	p	4.3.7	If R2 drops a spearhead in Martial Club when a team tries to assemble their first weapon, and it has no mechanism to pick it up, then 9.1.4. of the rulebook(V 1.0) prohibits replacing it in the spearhead rack and readjust it when we retry. Even in this case, 4.3.7. of the rulebook(V 1.0) precludes R2 from picking up the next spearhead, also 4.3.9. and 4.3.10. of the rulebook(V 1.0) prohibits R1 and R2 from entering Meihua Forest before assembling a weapon, meaning they must waste the remaining game time in Martial Club. Is this correct? In relation to this, if R2 drops a spearhead outside of the game field, 4.3.11. of the rulebook(V 1.0) forbids reusing spearhead. For the same reason with the above, the team will just watch them lose for the rest of the game. If R2 drops a spearhead in opponent field, which rule applies: when it's dropped in Martial Club, or when it's dropped off the field?	Incorrect; Refer to FAQ 4.3 - d;
4.3	q	4.3.8	Can completed weapon be passed to R2 be held by it in Meihua Forest and Arena?	Refer to Rule 4.4.12; R2 should only collect R2 KFS and Rule 4.5.12-17;
4.3	r	4.3.8/4.3.9/4.4.2	Can the assembled weapons carried by R1 touch the game field floor when R1 is moving along the game field area, or do the assembled weapons have to be carried without touching the floor?	Yes, provided the assembled weapon is carried by R1; Refer to Rule 4.3.8;
4.3	s	4.3.9	If R1 is holding one or more assembled weapons, is it possible to exit Martial club with holding another unassembled weapon(staff)?	Refer to Rule 4.3.9; Unassembled weapon is not an assembled weapon;
4.3	t	4.3.10	In the regulation, R1 must come out before R2. If R1 carries R2 with R2 behind him, is that valid? If the regulation states that robot 2 comes out after robot 1?	Refer to FAQ 4.3 - l and Rule 4.3.10;
4.3	u	4.3.10	R1 carry R2 and exit Martial Club at same time, will it permitted?	Refer to FAQ 4.3 - t;
4.3	v	4.3.12	What is this stick like? Can robot 1 touch it then retry and the stick will be taken by the operator or a third person (like at Aburobocon 2021)	No; Refer to Rule 9.1.4;

Update: 2026/02/02

4.3	g	4.3.3	Regarding the Rulebook (v.1) 4.3.3, we have a question. We assumed that when R2 picks up a Spearhead from the central Spearhead Rack, a mechanism of R2 can enter the space above entire Spearhead Rack including opponent team's side of Spearhead Rack. In the other word, it is a violation if the mechanism of R2 enters the space above	Spearhead Rack and Tic-Tac-Toe Rack are the common areas for both teams. For other areas, Refer to Rule 8.1 and 8.2.

			the opponent team's field, except for the space above opponent team's side of Spearhead Rack.	
4.3	w	4.3 MC	If a team is unable to combine any weapons at all, does that mean the game will continue without any resistance from that team?	Yes;
4.3	x	4.3.2	Is it mandatory for a team to pick one spearhead of each shape, or can a team choose any combination of spearhead shapes?	No, team may choose any spearhead; Refer to Rule 4.3.4;
4.3	y	4.3.3	Can R2 carry Spearhead in Mehiua forest and arena?	No, only assembled weapon(s) is/are carried by R1 out of Martial Club;
4.3	z	4.3.4	Is there a maximum limit on the total number of spearheads a team can pick? For example, is it allowed for a team to collect more than three out of the six available spearheads?	Since there are 4 Staffs, the maximum number of assembled weapons is four; If attempt to grab more spearhead after assembled four weapon may end up with Rule 10.3;
4.3	aa	4.3.5.	Can R1 and R2 assemble a weapon in the Meihua Forest or Arena, assuming they have met the entry requirements for those areas?	No, weapon can only be assembled in MC;
4.3	ab	4.3.5, Appendix 2.1	The weapon assembly involves connecting a Staff to a Spearhead using a Quick Coupler. Could you provide the technical specification for the insertion force (in Newtons) required to successfully snap the Quick Coupler into place? This data is critical for designing the assembly mechanism for R1 and R2	Teams to determine the necessary force to placement the Spearhead onto the Staff; Refer to Rule 4.3.5;
4.3	ac	4.3.6	in rule (4.3.6) R1 shall hold its Staff during assembly, and R2 shall hold its Spearhead. During assembly, R1 cannot touch R2's Spearhead and vice versa. R1 and R2 must not come into physical contact with each other throughout the entire assembly process. Our question is as follows. 1). Fully define the entire assembly process; 2). Can R2 and R1come into physical contact before actually assembling Spearhead and Staff, then separate while both holding/carrying their designated Staff and Spearhead.	1). Refer to Rulebook Section 4.3; 2). No, Refer to FAQ 4.3 - l;
4.3	ad	4.3 Martial Club	Can R1 touch R2 when not in Martial Club, for example R1 helps R2 climb Meihua Forest and when R2 exits Meihua Forest R2 can climb onto R1's waist?	No, R1 cannot helps R2 to climb or exits the Forest, Refer to FAQ 4.5 - ay;
4.3	af	4.3.6	During assembly, could a part of R1 or R2 able to touch "Zone 2 - Meihua Forest"? Does "exits" mean all robot parts are outside that area?	No. The assembly should be completed inside the Martial Club; Refer to Rule 4.3.10;
4.3	ag	4.3.7	If R2 is unable to pick up the current Spearhead after it lands in the game field. Does R2 need to "Retry" and team return it to the central	Team has the following options: 1). Retry;

			Spearhead Rack according to section 9.1.4, or does it need to pick up a different Spearhead from the central Spearhead Rack?	2). R2 pickup the dropped spearhead; Refer to FAQ 4.3 -d; R2 cannot touch another spearhead until the dropped spearhead had been dealt with;
4.3	ah	4.3.8	can only sphere head / only shaft (dismantled) be carried by R1 out of the Martial Club?	No, only assembled weapon(s) is/are carried by R1 out of MC and refer to Rulebook Clarification (Dec 2025) - 4.3.9;
4.3	ai	4.3.9	Suppose R1 gets a retry from the start zone while R2 is in the forest blocks of the Meihua Forest, and the assembled weapon from R1 has already been placed in its assigned position. In this situation, how can R1 move from the Martial Club to the Meihua Forest without the weapon? Does this imply that both robots must take a retry to fulfill the conditions mentioned in Sections 4.3.9 and 4.3.10?	Refer to Rulebook Clarification (Dec 2025) - 4.3.9, 4.3.10 & FAQ 4.5 -b;
4.3	aj	N/A	During the assembly of weapons in the Martial Club, if one team's R2 drops a spearhead on the ground, intentional or not, can it pick up another spearhead on the rack to proceed with weapon assembly?	No; Refer to FAQ 4.3 - ag;

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4.3	ak	4.3 .5	For Assembling the weapon can R1 (with weapon Staff) move towards the R2 (holding Spearhead) without R1 and R2 coming into direct physical contact of R1 and R2. (a) Will this be considered a successful assembly or the R2 must exclusively move to assemble the weapon? (b) The Weapon should be specifically assembled horizontally or vertically OR can be allowed in any orientation while assembling the weapons. (c) Please Clarify FAQ 8f.	a) Yes, provided rules are complied b) No restriction on assemble direction as long as it complies with Rulebook 4.3.5 & 4.3.6. (c) As quoted in FAQ 8-F, "instead of picking it up", assembling the spearhead without picking it up is not permitted.
4.3	al	FAQ 4.3 h	If there are illegal KFS on a slot (e.g. R2 placing R1 KFS into middle row of the rack), will team member be required to remove the illegal KFS on the rack during forced retry?	KFS shall be removed by Referee.
4.3	an	4.3.8	a). Can assembled weapons be placed on the staff rack or not? b). Does that count as points? c). If so, can they be taken and used again?	a). assembled weapons within MC can be either carried out of MC by R1 or be left anywhere within own team side MC area for later retrieval by R1. b). Yes c). refer answer a).
4.3	ao	4.3.6	If R2 use ground field to supporting assembly is it permitted? (in condition spearhead touching ground field)	OK, provided R2 is holding the spearhead without losing grip

4.3	ap	FAQ 4.3a	Regarding priority when collecting a Spearhead from the Spearhead Rack, what conditions must be met to maintain priority? For example, if a robot touches the Spearhead once and then moves away (losing contact), does it still retain priority as the initiator?	No, merely touching the spearhead does not constitute as initiator, spearheads on rack are open to both teams to grab. Only when robot touches to grab the spearhead before opponent's attempt to grab the same spearhead at the same time is counted as the initiator but if it retreats after touching, the robot abandons it's identity of "initiator". (Further clarification of FAQ 8 -ak; FAQ 4.3 -a;)
4.3	ar	FAQ 4.3h	In relation to FAQ 4.5-g (regarding KFS initiator), are there specific conditions under which priority transfers to the opponent? For example, if the initiator interrupts and stops their KFS placement motion, does the priority shift?	No specific conditions are required. Regarding the examples: remaining stopped inside the rack constitutes a violation. Once the robot is removed from the rack, the priority is reset.
4.3	as	FAQ 4.3d Rule9	According to the answer in ABU FAQ 4.3 - d, if an opponent's item is dropped onto our team's game field area by the opponent team, the opponent is forced to retry in the MC Retry Zone. Does this ruling also apply to the Meihua Forest area and the Arena area?	Yes, MC retry area for forced retry for robots in the MC Area or Meihua Forest Area MC retry area for forced retry for robots in the Arena Area dropping item(s) over to opponent side else Arena retry area

Update: 2026/04/17

4.3	am	FAQ 1 4.3 o	What is the definition of assembled weapon? If the spearhead is simply hanging (quick coupler not fully coupled) on the staff without falling, is it considered as an assembled weapon? How does the referee determine whether a weapon is assembled? Is it by sound? Or observation?	Provided the weapon parts are attached, the referee will judge through visual observation that R2 has released the spearhead, R1 is independently holding the staff of the assembled weapon, and the cylindrical central axis of both couplers is concentric, meaning the spearhead and staff share a common centerline.
4.3	aq	FAQ 4.3-h	The team that first enters a KFS into a Tic-Tac-Toe Rack slot gains priority (Initiator). Specifically, within how many seconds must the team that failed to gain priority stop their placement attempt? Since R2 must be an automatic robot and requires a specific decision threshold to stop its placement motion, we would appreciate a specific numerical value.	No time limitation, this is subject to referee judgment if placement attempt is genuine or intentional blocking. In events of unable to determine the initiator, referee reserves the right to force retry both teams' robots to respective Arena retry area.

Update: 2026/06/24

4.3	d	4.3	What is the procedure to use the fallen spearhead in the following conditions: 1. While R2 was picking up the spearhead, it fell into the opponents' team area (caused by our R2). 2. While R2 was picking up the spearhead, it fell into our team area (caused by our R2). 3. While the opposing R2 was picking up the spearhead, it fell into our team area.	a) Own item dropped outside game field designated areas cannot be re-used b) Own item dropped within own game field areas, options: - Designated robot to pick up - Call a retry, after which the Referee restore dropped spearhead or staff back onto item's rack (MC only) c) Opponent item dropped by opponent team onto own game field areas - Opponent team Forced retry – back to MC retry zone

				- For item in Meihua Forest & Arena, team may request a clean-up within 10 seconds of the referee's force retry signal. The clean-up will be carried out by the referee, the item will be removed from game field. - For spearhead in Martial Club, team may request referee to restore the spearhead to the spearhead rack anytime. Force retry for the team that dropped the spearhead. d) Own items dropped within own game field areas initiated by the opponent's violation - Restore to its previous state by referee e) Dropped spearhead within common area - Restore to its previous state in Spearhead Rack by referee (MC only) - To be removed from Tic-Tac-Toe Rack by referee, the R1 dropped spearhead in the Tic-Tac-Toe slot will be treated as a violation. f) Opponent's spearhead dropped onto your own robot in MC - If a spearhead dropped by the opponent team lands on or inside your R2 body and remains there, you may, at any time, either call a retry to reposition it or pick up another spearhead from the rack for assembly. However, you must deal with the spearhead currently on hand before using another one.

Update: 2025/12/15

4.4 Meihua Forest				
4.4	a	4.4 R1 carry R2	Can R1 has arm to carry/ lifted R2 over forest, while R1 still move along pathway and R2 is carried moving in the airspace above block in forest, will it be permitted?	No, R2 enters Forest by itself; Refer to Rule 4.4.13;
4.4	b	4.4	When robot 2 has reached the final forest blocks of Meihua Forest, can robot 1 immediately lift robot 2 to take it to the arena and place KFS directly on the top row of tic tac toe?	Refer to FAQ 4.3 – l;
4.4	c	4.4	Can R1 carry R2 when: a) in the Martial Club before assembling the weapon? b) in the Martial Club after assembling the weapon? c) in the R2 entrance zone in the Meihua Forest? d) in the R2 exit zone in the Meihua Forest? e) on the ramp connecting Meihua Forest and Arena? f) in the Arena, and R2 attempts to place KFS	Refer to FAQ 4.3 - l;

			into the middle row of Tic-Tac-Toe? g) in the Arena, and R1 attempts to place KFS into the bottom row of Tic-Tac-Toe?"	
4.4	d	4.4 Fake KFS	What if the fake KFS is being hit by another dropped KFS, and it is moved. a). Does it count as a violation? b). If R1 comes into contact with the Fake KFS only using the holding weapon, not the robot itself, and does not move it also, will this be considered a violation?	~~a). No, not a violation if not intentional;~~ ~~b). Assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;~~ According to Clarification, please find the update: 2026/02/02.
4.4	e	4.4 Touching vs collecting	R2 is not allowed to collect R1 KFS in Rule 4.4.12 Then, can R2 touches R1 KFS? Can R1 touches R2 KFS?	Not allowed; Refer to Rule 4.4.1. & 4.4.12.
4.4	f	4.4 Touch KFS using KFS	a). Can a KFS touch another KFS in the Meihua Forest ? b). If it is allowed then can KFS be placed on top of each other in the opponent's Meihua Forest during the setup time and once the game begins can our team stack KFS in our Meihua Forest?	a). Not allowed - stacking; Each robot can carry one or more KFS, each pickup action can collect one KFS; b). KFS can only be placed onto vacant block during set-up time;
4.4	g	4.4	According to Rule 4.4.19, R2 can pick up the R2 KFS that has fallen in the MF forest. If a R2 KFS falls on the FM block where R2 is currently located, is it counted as " R2 moves onto an MF block when there is a KFS", as stated in Rule 8.10?	No, R2 occupied the block before KFS fallen;
4.4	h	4.4	while moving through the forest, can R2 run over (e.g, the R1/Fake KFS lies under the R2 chassis) or touch the R1 and Fake KFSs?	Refer to FAQ 4.4 -e & Rule 8.9;
4.4	i	4.4	Rule 4.4.11 states "The team can request R1 or both R1 and R2 when in MF to retry and return to the Martial Club Retry Zone (RZ)". Then, can the team request R2 only when in MF to retry and return to the RZ?	Refer to Rule 4.4.11 & 4.4.21;
4.4	j	4.4.5.	What is the meaning of deciding how many? If you have taken 3, can you only bring 2?	The team decides the number of R1 KFS required for the Arena Tic-Tac-Toe game.
4.4	k	4.4.6/ 4.4.8/ 4.4.17	a) Definition of outside and inside Meihua Forest. What is the precise boundary of "inside Meihua Forest" (line inclusive/exclusive)? b) If a KFS/weapon is dropped partially outside (touching the line), is it considered outside of the Meihua Forest?	a). Line is inclusive as part of Meihua Forest; b). Refer to Rule 4.4.6, 4.4.8 & 4.4.17;
4.4	l	4.4.10	Where should the disassembled weapons in Meihua Forest be placed?	As-is;

4.4	m	4.4.11.	a). After robot 2 has taken the KFS and when descending from Meihua Forest, the KFS falls, will it be brought back during the retry or will it be retrieved from the beginning? b). Then can robot 2 help to retrieve the KFS from robot 1 because according to the regulations, the length of the robot only extends up to 1800 so if there is a KFS R1 in the middle of the forest, it cannot be retrieved because it is too far away.	a). Refer to Rule 4.4.17 and 4.4.18; b). Refer to Rule 3.3.3, 3.3.4 and 3.3.5 for placements of KFS;
4.4	n	4.4.13	After R2 has already exited the Meihua Forest once, if it wishes to re-enter, can it enter again from blocks 11, 12, and 13 (the blocks through which it previously exited), or must it re-enter only from the designated entry blocks 1, 2, and 3?	No, refer to Rule 4.4.13;
4.4	o	4.4.14 definition of Adjacent	When the term "adjacent" is used in the context of the Meihua Forest (MF), does it also include the diagonal blocks connected to the block on which R2 is currently located? Kindly clarify the intended meaning and applicability of these terms in all instances/rules where "adjacent" is referenced.	No, refer to Figure 1. Game Field diagram. - block 2,4,6 and 8 are regarded as adjacent to block 5; Refer to Rule 4.4.14;
4.4	p	4.4.14	If R2 steps on the boundary of two blocks, does it mean we can pick up KFS from the adjacent blocks of both blocks it is currently on? Or R2 must be fully within one block in the Forest?	R2 can only occupy one forest block at one time;
4.4	q	4.4.14	If robot 2 already pick up a r2 kfs, is it allow to stack it on another r2 kfs before took both of them up?	Refer to FAQ 4.4 - f;
4.4	r	4.4.15	According to the rulebook(V.1.) 4.4.15, "If blocks 1, 2, or 3 contain R2 KFS, R2 must collect its first KFS from the R2 Entrance Zone". Regarding this, we would like to ask following questions: (a) Can R2 collect its second KFS from the R2 Entrance Zone? Consider the situation that R2 KFS is placed on block 1 and 2, and then R2 pick up the R2 KFS on block 1 from the Entrance Zone. In this situation, can R2 pick up R2 KFS on block 2 from the Entrance Zone? Or does R2 need to move to block 1 before picking up R2 KFS on block 2? (b) Is it allowed to pick up R2 KFS on blocks 10, 11, or 12 from the R2 Exit Zone?	a). No, only collect its first KFS; Refer to Rule 4.4.15; b). No, R2 can only pick up other R2 KFS while occupying adjacent forest block; Refer to Rule 4.4.14;

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4.4	d	4.4 Fake KFS	What if the fake KFS is being hit by another dropped KFS, and it is moved. a). Does it count as a violation? b). If R1 comes into contact with the Fake KFS only using the holding weapon, not the robot itself, and does not move it also, will this be considered a violation?	a). No, not a violation. Any KFS affected by another dropped KFS will remain as-is. b). Yes, violation; Unused assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;

4.4	s	4.4	In the Meihua Forest, can Robot R2 partially touch or rest on the next step while picking up the box, or must R2 remain fully on its current step until the box is picked?	Yes, R2 can partially touch or rest on the next step while picking up the KFS. Robot detaches the surface of ground/original block will count as 'moving/climbing onto'. Violation if R2 loses contact with the surface of its original block before it successfully gripped and lifted the KFS off the surface of an adjacent block.
4.4	t	4.4.19	As said in reference rule number (4.4.19) R2 must exit Meihua Forest via one of the designated blocks (10, 11 or 12). Will it be violation if R2 gets directly on top of R1 and is carried to the Arena from Meihua forest from these designated blocks without ever touching ground?	Refer to FAQ 4.3 - ad;
4.4	u	4.4	R2 can touch the R1 KFS in Meihua Forest ?	Refer to Rule 8.8;
4.4	v	4.4.1/ 4.4.7	What is meant by rules number 4.4.1 and 4.4.17, that you can take the KFS by sliding or pulling it without having to lift it from the surface of the forest?	Refer to FAQ 4.5 - bj;
4.4	w	4.4	Can Robot R2 maintain a continuous contact with the forest blocks as a physical reference to move straight in the Meihua Forest, such that the robot does not touch the Fake KFS/R1 KFS by accident?	Refer to FAQ 4.4 - s;
4.4	x	FAQ 4.4 f	With reference to 4.4 (f), stacking R2 KFS on top of each other is disallowed. Stacking, by definition, means to place objects on top of each other such that both of them come "in contact" with each other. So, if there's an intentional gap between two R2 KFS such that there's no contact between them, will this still be counted as "stacking"?	1. No, stacking KFS on forest block is not allowed 2. Yes, stacking in own robot is allowed
4.4	y	FAQ 4.4 f	1. Can we stack kfs one over other in mehuia forest blocks. 2. Can we stack KFS one over other in our robot (R1 and R2) , in full arena.	Refer to FAQ 4.4 - x;

Update: 2026/04/09

4.4	aa	FAQ1 4.4 f	Can R1/R2 hold KFS to touch/move/manipulate other KFS (including fake)? As KFS does not count as part of the robot.	No, it is violation;
4.4	ac	FAQ1 4.4 r	In the FAQ 4.4 r, it states that R2 picks up the first KFS at the entrance. Is it required for R2 to climb on the block that we have just picked up KFS from?	Not necessary, after collecting the initial KFS from blocks 1, 2, or 3, R2 must enter the Forest via any vacant block among blocks 1, 2, or 3.
4.4	ad	4.4	During the match, R1 was able to drag the KFS box across the surface of Meihua forest before inserting it inside of Robot mechanism?	Yes, provided the action does not violate any of the forbidden actions.

4.4	af	4.4.14	Does the block on the current position count as adjacent? Can R2 pick up the block of the platform it is standing on currently	No. Refer to FAQ 4.4 - o. R2 can only pick up KFS on adjacent block;

Update: 2026/05/15

4.4	am	4.4 d	FAQ 4.4d states that if a dropped KFS hits a fake FKS that makes it move from its original position, it would not be a violation. That said, would it be a violation if our robot dropped that KFS deliberately? To illustrate, R1 moves the R1 KFS from block 3 to block 6, which is already occupied by the R2 fake KFS. Would it be a violation?	When a dropped KFS hits a fake KFS that move from its original position, it is not a violation. Violation if robot use KFS to move other KFS, refer to FAQ 4.4 aa
4.4	aq	FAQ 4.4g	1. In FAQ 4.4G, is it a violation to intentionally drop a KFS on an empty MF block? 2. Can R1 move R1's KFS to the nearest empty forest block nearby? 3. Can R2 move R2's KFS to the nearest empty forest block nearby?	1. No, not a violation. 2. Yes. 3. Allowed, provided the action complies with FAQ8-aw.
4.4	ar	4.4.1/4.4.7	According to FAQ 4.4-ad , I wondering since R1 allowed to drag KFS across the surface of MeiHua Forest before insert KFS into the Robot, does that mean R2 allow to do that too?	Yes, provided the action does not violate any of the forbidden actions.

Update: 2026/06/18

4.4	au	FAQ 4.4f	Can we stack r1 kfs one over other on the R1 Pathway?	Refer to 4.4 -f. (a) Not allow stacking in Meihua Forest (Zone 2)

Update: 2025/12/15

4.5 Arena				
4.5	a	4.5	During the transmission of KFS from Meihua Forest to Arena, do R1 and R2 must be carrying the KFS? Can they simply throw the KFS to Arena, or can they transmit them by just pushing the KFS on the floor to get through the ramp?	Refer to Rule 3.7, 4.5.1, 4.5.12, 6.2;
4.5	b	4.5	Can R2 and R1 return to the martial club or Meihua forest without taking a Retry?	Refer to Rulebook Clarification (Dec 2025) - 4.3.9, 4.3.10; The rules below remain valid for robots after first exit of Martial Club: - 4.4.13. R2 must enter Forest via R2 Entrance Zone R1 exits with one or no assembled weapon; - No sequencing exit rule for R1 and R2;

				- R2 is not allowed to touch R1 Pathway if it goes through Meihua Forest;
4.5	c	4.5	To prevent the opponent from placing a KFS. Can we extend a robots mechanism or use a weapon to occupy a slot and block the opponent from placing a KFS in that slot?	No; Refer FAQ 4.4 - d; If deliberate obstruction occurs, it may end up with Rule 10.3;
4.5	d	4.5	KFS can be carried inside the Arena. Then, can they be put on the ground in Arena?	Yes; Refer to Rule 6.2;
4.5	e	4.5	Will the referee signal a successful placement of a KFS?	Yes once KFS success placement; Successful placement is a stationary KFS placed onto slot without falling or robot intervention;
4.5	f	4.5	Is there any orientation required on putting the kfs on tictactoe racK	Refer to FAQ 4.5 - e;
4.5	g	4.5	If R1 places its R1 KFS in the middle or top row of the Tic-Tac-Toe Rack, or if R2 places its R2 KFS in the bottom row of the Rack, are these actions considered violations? If so, why were not such violations listed in Section 8?	Each placement must comply with 3.8.1 for R1, 3.8.2 for R2 and 3.8.3 for R1 and R2 together. 3.8.1.- R1 places R1 KFS onto Tic-Tac-Toe Bottom Row slot(s). Perform by R1 individually. 3.8.2.- R2 places R2 KFS onto Tic-Tac-Toe Middle Row slot(s). Perform by R2 individually. 3.8.3.- R2, carried by R1, places R2 KFS onto Tic-Tac-Toe Top Row slot(s). Perform by R1 and R2 combined.
4.5	h	4.5	Is there any particular order to follow in scrolls placing in tic-tac-toe	No specific order; Refer to FAQ 4.5 -g
4.5	i	4.5	When R1 and R2 enter the Arena through the Ramp, can R1 push R2?	Refer to FAQ 4.3 - l;
4.5	j	4.5	If I collect KFS by going back and forth from the arena to the MF, then store the KFS in the arena until all of them are gathered and only then arrange them in the tic-tac-toe slot, is that allowed?	Refer to FAQ 4.5 - d; Refer to Rule 6.2;
4.5	k	4.5	Can we replace KFSs which is already placed on the Tic-Tac-Toe Rack onto another slot?	Yes; Refer to FAQ 4.5 - g;
4.5	m	4.5	We have noticed that in Rules 4.5.2 and 4.5.17, all KFS are in the singular form. Does it mean that R1/R2 can only place one KFS into a vacant slot in the Tic-Tac-Toe Rack each time?	Yes; Refer to FAQ 4.5 - g;
4.5	n	4.5	Can R1's kfs be used to displace R2's kfs in tic-tac-toe?	Not permitted; Refer to FAQ 4.4 -d;
4.5	o	4.5	In Rule 4.5.17, there is no specific stipulation that the KFS must be R2 KFS. So, when R2 is raised by R1, can R2 place R1 KFS into the Top of the Tic-Tac-Toe Rack?	No, refer to FAQ 4.5 - g;
4.5	p	4.5	Explain the conditions for R1 and R2 to enter the arena as mentioned for both R1 and R2 during their entry in MF.	Refer to Rule 3.7, 4.5.1 & 4.5.12;

4.5	q	4.5	According to rules 4.5.2 and 4.5.13, there can only be two teams' R1 KFSs in the bottom row of the Tic-Tac-Toe Rack, only two teams' R2 KFSs in the middle row, and only two teams' R2 KFSs in the top row, right?	Refer to FAQ 4.5 -g; Each slot in the Tic-Tac-Toe is allowed to have ONE KFS;
4.5	r	4.5	What is the definition of "vacant slot" in Rules 4.5.2 and 4.5.17?	A "vacant slot" means a slot where no team's KFS has yet gained entrance;
4.5	s	4.5.1	According to this rule, R1 has already placed two R1 KFS in the Tic-Tac-Toe rack inside the Arena and then returns to the Meihua Forest (MF) to collect the third R1 KFS. However, while attempting to pick it up, R1 accidentally drops the KFS. In this situation, considering that R1 has already used all the assembled weapons it previously brought, will it be considered a violation if R1 re-enters the Arena a second time without carrying either a KFS or an assembled weapon ?	Refer to Rule book clarification Dec 2025 - 4.5.1 & 4.5.12:
4.5	t	4.5.2.	When a robot's hand holding a KFS is kept in Tic-Tac-Toe rack, is this classified as "placed" or "vacant" as described in sections 4.5.2 and 4.5.13 of the rule book(V 1.0)? If it's "placed," it becomes very difficult to use a weapon to remove such KFSs stored on the rack. Though, even if it's "vacant," the opponent cannot place a KFS onto the slot because the KFS is in the way. So, if our robots keep its hands holding KFSs entered to the three slots in a single column, and the robot simultaneously releases KFSs, it fulfills the requirements for "Kung Fu master". Is this understanding correct? In this case, there are no time to use weapons before "Kung Fu master" victory. If these situations are not intended, we would like to see restrictions put in place, such as prohibiting the KFS from being kept in the Tic-Tac-Toe rack for a certain number of seconds.	Refer to FAQ 4.3 – h, FAQ 4.5 -e, FAQ 4.5 -g, FAQ 4.5 -r;
4.5	u	4.5.2	Can R1 place multiple KFS in the tic-tac-toe rack simultaneously?	No, refer to FAQ 4.5 - g; R1 should place KFS in the Tic-Tac-Toe one at a time. R2 should also place KFS one at a time.
4.5	w	4.5.3 Weapon usage	A fully assembled weapon has two ends, End A and End B. End A has a spearhead, while End B does not. When R1 uses a weapon to remove an opponent's KFS in the Tic-Tac-Toe Rack, must it use the End A, or can either the End A or B end be used?	Must use the Spearhead;
4.5	x	4.5.3	Can multiple opponent blocks be pushed simultaneously by using two different weapons? Instead of pushing, is it permissible to pull an opponent's KFS into our area?	Not permitted, refer to Rule 8.15; Not permitted, refer to Rule 10.3;

4.5	y	4.5.3	If our team's KFS has been placed in the Tic-Tac-Toe Rack and the opposing team attempts to use its weapon to make our KFS fall out of the Rack, how should we prevent the KFS from falling? Can a weapon ,a part of the robot or an KFS be used to block the KFS from falling? If an Assembled Weapon is to defend our KFS, will that weapon still be judged as "used" based on rulebook v.1 sections 4.5.4 and 4.5.5?	Not permitted; Refer to FAQ 4.4 - d;
4.5	z	4.5.3	Can R1 use weapon carrying R2?	No, weapon is not the part of R1; Refer to Rule 3.8.3;
4.5	aa	4.5.3	In Tic Tac Toe Rack, when R1 attacks and the weapon disassembles (spearhead leaves the staff). Is it still required for R1 to return all parts of the weapon, including spearhead to the used weapon zone?	Refer to Rulebook Clarification (Dec 2025) - 4.5.6 & 8.21;
4.5	ab	4.5.3	Can an assembled weapon or part of the robot pass through the Tic Tac Toe Rack and reach the opponent side of the Arena?	No.
4.5	ac	4.5.3	Can an Assembled Weapon touches an opponent's Assembled Weapon? If this accident happened, how will the following situations be judged? a) Both Assembled Weapon remain the same. b) One of the Assembled Weapon was dismantled, and another one remains the same. c) Both Assembled Weapon were dismantled.	Refer to FAQ 4.4 -d; Referee judgment;
4.5	ad	4.5.3	Are KFS on the Tic Tac Toe Rack invalid upon touched by an opponent's assemble weapon?	No, Refer to FAQ 4.5 - e;
4.5	af	4.5.3.	Section 8, the violation section, does not define a violation for R1 removing an opponent's KFS by means other than an Assembled Weapon. Given this, would removing an opponent's KFS using something other than an Assembled Weapon —for example, a part of our robot's mechanism or our own KFS— be considered a violation?	Yes, it is violation; Refer to Rule 8.22, Rule 4.5.3 & FAQ 4.4 - d;
4.5	ag	4.5.3.	Can R1 use an assembled weapon to drop the opponent's KFS to our side and make it unusable as stated in Rulebook(V.1) 4.5.10 and 4.5.15? If this is permitted, we believe that if the opponent's KFS is dropped to our side, and is then put into our Meihua Forest, the opponent would be forced to retry based on Rulebook v.1, 8.19: "If a team's own KFS is dropped into the opponent's Meihua Forest." Is such an action permitted?	Not permitted; Refer to Rule 10.3;
4.5	ai	4.5.3.	When we displace an opponent's KFS blocks, will their points deducted?	Refer to Rule 6.3.4;

4.5	aj	4.5.3	How does "release" mean, is it mean when the robot drop the weapon? or the weapon not touching the kfs anymore after its first touch with kfs? If opponent robot pull their kfs back right after our weapon touch kfs to create a gap between will the weapon considered used?	Assembled weapon is declared as “Used Weapon” once the weapon moves the KFS from its initial position; Refer to FAQ 4.5 - ae;
4.5	ak	4.5.3.	When our KFS is pushed by the opponent and falls, can it be taken back? Conversely, if the opponent's KFS is dropped, can they use it again?	Refer to Rule 4.5.14. & 4.5.9;
4.5	al	4.5.5	R1 attempted to remove and touch the opponent's KFS in Tic Tac Toe Rack, but the KFS did not fall. Can the weapon be still used and push the same KFS until it has fallen?Is R1 attempt finished?	Refer to FAQ 4.5 - aj;
4.5	am	4.5.5	Before the opponents keep their KFS in the tic tac toe rack, can R1 point its weapon inside it?	No, Refer to FAQ 4.5 – n & FAQ 4.4 -d;
4.5	an	4.5.5	The opponent pushed/placed the KFS and touched our team’s assembled weapon, does that count as used after our weapon has left the KFS?	Referee judgment; Refer to FAQ 4.4 -d;
4.5	ao	4.5.5	Rule 4.5.6 stipulates that R1 must place all parts of the used weapon in the “Used Weapon Area”. Does it mean that the vertical projection of the used weapon is not allowed to exceed the Used Weapon Area?	Refer to FAQ 4.5 - aa;
4.5	ap	4.5.5	According to rulebook 4.5.5, when is the weapon regarded as released from KFS? Are the following scenarios counted as released from KFS, after the weapon touched KFS? 1. The weapon stopped moving while KFS moved and left the weapon, then the weapon start to move again and touch same KFS? 2. The weapon spins/moves and leaves KFS momentarily (KFS not fallen), then touch the same KFS again	Refer to FAQ 4.5 - aj; If the team deliberately not to retract the weapon - team will be disqualified by POJ; Refer to Rule 10.3;
4.5	aq	4.5.5	In Rulebook v.1 section 4.5.5, it states, "Each weapon is regarded as 'used' when it touches any KFS (own or opponent's) and releases." However, is it permitted for a weapon to simultaneously touch two KFSs with both its spearhead and its staff before the weapon releases from the KFS? If permitted, is it allowed to attempt to drop two of the opponent's KFSs simultaneously by doing so, or to block two of one's own KFSs from being dropped?	Not Permitted; Refer to FAQ 4.4 - d;
4.5	at	4.5.6	Dismantled definition. Is it dismantled if we break a little part of the weapon during transportation? Can the component of the weapon be considered "dismantled" for reuse during the match?	Dismantled weapon cannot be used;
4.5	au	4.5.7	Does the term "to land on its own side" require the KFS to make direct contact with the game field floor? Can a robot touch the falling KFS	Yes; Refer to Rule 6.2;

			before it hits the ground? Especially, if a KFS is removed from the Tic-Tac-Toe rack by an opponent's weapon and comes to rest on top of another KFS that is already lying on the floor on our side of the field (without the removed KFS touching the floor directly), is it still considered to have "landed on our side" and thus can be picked up?	
4.5	av	4.5.9.	can there be physical contact between r1 and r2 when passing fallen kfs to each other in arena?	Yes; Refer to FAQ 4.3 -l;
4.5	aw	4.5.11 and 4.5.16	Does the KFS count as successfully placed, as long as it is not falling? What if the KFS falls down spontaneously after placement of KFS, without obstructions from the opposing team (i.e. not using any assembled weapon?)	Successful placement is a stationary KFS placed onto slot without falling or robot intervention;
4.5	ax	4.5.13	Assume the Tic-Tac-Toe board compartments are numbered 1 to 3 from left to right in the top row; 4 to 6 from left to right in the middle row; and 7 to 9 from left to right in the bottom row. If the opponent has placed their KFS in compartment 5 of the rack, and we have placed our KFS in compartment 4, and we use a weapon to push the opponent's KFS out of compartment 5, are we then allowed to move our KFS from compartment 4 into compartment 5?	Yes, refer to FAQ 4.5 -k;
4.5	ay	4.5.1, 4.5.1, 4.5.3	a). Can R1 provide a "step" or "platform" that R2 uses to climb, with R2's own power? Or a system is needed, driven by R1 to get R2 on? Or both situations are ok?	No; Yes; No; Refer to FAQ 4.3 - l and Rule 4.5.17;
4.5	az	4.5.17	Regarding the Rulebook(V 1.0) 4.5.13. and 4.5.17., is it permissible for R2 lifted by R1 to place R2 KFSs in the Tic-Tac-Toe middle row?	No; Refer to FAQ 4.5 - g;
4.5	ba	4.5.17.	Regarding rulebook(V.1.) 4.5.17, we assumed that the sentence "R2 must be lifted" means that "R2 does not touch ground" and "R2 is in touch with R1". Is our assumption correct?	Yes;
4.5	bb	4.5.17.	a) After R1 lifts R2, is it required for R1 to lower R2 to the ground after each KFS placement on the top row of the Tic-Tac-Toe?Or, is it permissible for R2 to place multiple KFS onto the top row of the Tic-Tac-Toe sequentially, while being carried continuously by R1 during a single lift? 2) While R2 is being lifted by R1, is R2 also permitted to place a KFS onto a vacant slot in the middle row of the Tic-Tac-Toe? 3) While R1 is lifting R2, is R1 permitted to place a KFS onto a vacant slot in the bottom row of the Tic-Tac-Toe?	Refer to FAQ 4.5 - g;
4.5	bc	4.5.18	Simultaneously definition. Is it counted as placed once the KFS touches the Tic-Tac-Toe slot? What if R2 is holding two KFS at a time, and holds the position on the top and middle row at the same time, it	Refer to FAQ 4.5 - g;

			has released and placed a KFS in the top row, and immediately releases the second KFS and places it on the middle row, does this action count as a violation?	
4.5	bd	4.5.18	Does this rule prohibit the team from placing multiple KFS in the Tic-Tac-Toe Rack at the same time, provided the placement actions are: (a) performed by different robots (R1 and R2), AND (b) target different rows (e.g., R1 places a KFS in the bottom row horizontally while R2 places a KFS in the middle or top row)?	Refer to FAQ 4.5 - g;
4.5	be	4.5.18	What counts as a successful placement of a KFS in the tic tac toe rack? 1. The KFS is within the dimension of a slot, but still has contact with the robot. 2. The KFS is within the dimensions of a slot, does not have contact with the robot, but it is not still (it is moving). 3. The KFS is within the dimensions of a slot, has no contact with the robot and is still	Refer to FAQ 4.5 - aw;
4.5	bf	4.5.18	According to the rulebook (V 1.0) 4.5.18., we would like to know which of the followings are allowed ? (A) R2 holds more than two R2 KFSs in the Arena, while R1 is lifting R2. (B) R2 holds more than two R2 KFSs in the Arena, while R1 is lifting R2. R2 complete placing one R2 KFS into a slot, before R2 insert another KFS. (C) R2 holds more than two R2 KFSs in the Arena, while R1 is lifting R2. R2 completely inserts a R2 KFS, and then R2 inserts next R2 KFS before R2 releases former KFS. (D) R2 holds more than two R2 KFSs in the Arena, while R1 is lifting R2. R2 place multiple KFS at nearly the same time into different slots of the Tic-Tac-Toe Rack. Also, if (D) is permitted, is it permitted to insert KFS into the slot at any interval, no matter how small (e.g. around 0.001 seconds) ? If not, how many seconds exactly is needed?	Refer to FAQ 4.5 - g;
4.5	bg	4.5.18	We would like to clarify the precise definition of the word "attempt" in this context. We are considering two possible interpretations: (A) The "attempt" refers to the robot's simultaneous physical position. The rule only prohibits R2's mechanism (or the KFS it holds) from being physically inside both a middle row slot and a top row slot at the same time. (B) The "attempt" refers to the robot's state. Since Rule 4.5.17 requires R2 to be carried by R1 to place a KFS in the top row, this interpretation considers that being in the "carried state" itself constitutes an "attempt" for the top row. Therefore, this rule (4.5.18) would prohibit R2 from placing a KFS in the middle row while it is carried by R1. Which of these interpretations is correct? If neither is	Refer to FAQ 4.5 - g;

			correct, could you please provide the detailed definition of a prohibited "attempt"?	

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4.5	ae	4.5.3.	When opponent's robot tries to remove our KFS by an Assembled weapon, if our robot prevent a KFS from being removed by supporting the KFS by the robot, is a violation imposed on our team? If our robots support the KFS and prevent the KFS from being fallen on purpose, we think a violation should be imposed on our team. If a violation is not imposed, it becomes very difficult for an opponent's robot to remove our KFS. On the other hand, if opponent's robot uses an Assembled weapon right after our robot places the KFS, our robot's hand is still near the KFS and might prevent the KFS from being fallen unintentionally. In this case we think violation should not be imposed.	No part of R1, R2 and KFS can be used as the means of defend team's KFS from being displaced; Defensive action is violation, it defined as any action taken by the robot(s) in preventing its own team's KFS from falling out of the Tic-Tac-Toe slot;
4.5	ah	4.5.3.	Regarding rulebook(V.1.) 4.5.3, we have a question when robots place KFS. When both teams' robots tried to place KFS on the same slot simultaneously, how is it handled? To be specific: (a) Team A holds its KFS in the tic-tac-toe slot first, and team B also tried to place KFS afterward. Then, if team A released KFS before team B releases KFS, and that KFS released by team A falls from tic-tac-toe rack because of the contact with the KFS of team B, is team B considered to have committed a violation? (b) Team A and team B come to the tic-tac-toe rack and tried to place KFS simultaneously. Then, if team A released KFS before team B releases KFS, and that KFS released by team A falls from tic-tac-toe rack because of the contact with the KFS of team B, is team B considered to have committed a violation? (c) Team A holds its KFS in the tic-tac-toe slot first, and team B also tried to place KFS afterward. Then, a robot of the team B pushes a robot of team A via its KFS, and KFS held by the robot of team A goes out of tic-tac-toe rack. Is this action done by team B allowed?	Refer to FAQ 4.3 - h; Non-Initiator's KFS: Violation, KFS will return to game player by referee and retry together with the robot; Initiator's KFS: Will be restored to its previous state by the Referee if it was placed on the Tic-Tac-Toe rack; otherwise, it will remain as-is and can be reused;
4.5	as	4.5.6	If our R1 only uses one weapon throughout the entire game, does that weapon have to be disposed in the Used Weapon Area after use? (as rule 4.5.6 only mentions disposing is only needed when another weapon is to be used)	Used weapons require disposal before using another new weapon. Once the disposal action (i.e. dropping used weapon) has started, it must be completed else constitutes a violation;
4.5	bh	4.5 Arena	Is it possible to place the KFS horizontally on the bottom row simultaneously using robot 1?	No, FAQ 4.5 -u;

4.5	bi	4.5 Arena	Can the robot place multiple KFS pieces horizontally at the same time?	No, FAQ 4.5 -u;
4.5	bj	4.5.1.2	Can the R1 robot throw other boxes directly from The Meihua forest to Arena zone before entering the Arena zone with one box?	No, violation, items (KFS, Assembled weapon) must be carried by designated robot to Arena. Refer to Rule 3.7, 4.5.1, 4.5.12, 6.2;
4.5	bl	4.5.17	The article said "R2 must be lifted or carried by R1, and must not touch the ground while placing the KFS in the top row of the Tic-Tac-Toe." So my question is Can R1 create a ramp for R2 to climb onto the R1 body? Does it count as a lift?	No, R1 initiates lifting or carrying R2 while R2 maintains its current stabilized position on the ground (i.e. without any climbing or movement actions by R2) until R2 detaches the surface of ground, ways to lift/carry/unload must be powered by R1 and it is up to the robot design;
4.5	bo	4.5.17	Can R1 lift or carry R2 in the Meihua Forest?	Yes, only in R2 Entrance Zone/Exit Zone. Refer to FAQ 4.5 - bl;
4.5	bp	4.5.18	Can R2 place kfs in the second row of tic-tac-toe while picked up by R1?	No, refer to Rulebook Clarification (Dec 2025) - 3.8;
4.5	bq	4.5.3	The article said "R1 can only use an assembled weapon to attempt to remove an opponent's KFS occupying any Tic-Tac-Toe slot." So my question is while the opponent is removing our occupied KFS, do any one of our robots have the right to defend our own KFS from falling off?	The defending action will cause violation; Refer to Rulebook Clarification (Dec 2025) - 4.5.3;
4.5	br	4.5.3	Can the robot's limbs / components be used to block my own team's KFS scrolls in the Tic-Tac-Toe slots, by positioning it in front of the slots to prevent the opponent from pushing it over?	No, Violation; Refer to Rulebook Clarification (Dec 2025) - 4.5.3;
4.5	bs	4.5.3	1). After removing opponent KFS occupying any Tic-Tac-Toe slot using an assembled weapon, while approaching the used weapon area, if the weapon falls in between and not in the used weapon area, is it necessary to pick it up from the ground and place it in the used weapon area before approaching for any other task? 2). In the above case if R1 continues for any other task without picking the fallen weapon and placing it in the used weapon area, will opponent's points for that KFS placing be considered or not?	1). Yes; 2). It is violation.
4.5	bt	4.5.3	The article said "R1 can only use an assembled weapon to attempt to remove an opponent's KFS occupying any Tic-Tac-Toe slot." So my question is while the opponent is removing our occupied KFS, do any one of our robots have the right to defend our own KFS from falling off?	Refer to Rulebook Clarification (Dec 2025) - 4.5.3;
4.5	bu	4.5.3	1). Can we confirm that each weapon is limited to a single KFS, but two separate weapons may remove two separate KFS at the same time? 2). Or can a robot remove only one opponent's KFS with 2 assembled weapons simultaneously?	1) No, refer to Rulebook Clarification (Dec 2025) - 4.5.6; 2) No, refer to Rulebook Clarification (Dec 2025) - 4.5.3;

4.5	bv	4.5.3.	Can placing a Assembled Weapon in a Tic-Tac-Toe slot prevent the opponent from placing a KFS?	No, violation; Refer to Rulebook Clarification (Dec 2025) - 4.5.3;
4.5	bw	4.5.3 and 4.5.5	It is stated in 4.5.3 that R1 can only use an Assembled Weapon to remove an opponent's KFS on the Tic-Tac-Toe slot; however, can the Assembled Weapon be used to block my team's own scrolls from being removed from the slots, e.g. by positioning it horizontally at the bottom slots?	No, violation; Refer to Rulebook Clarification (Dec 2025) - 4.5.3;
4.5	bx	4.5.3	The rule states R1 can use an assembled weapon to "attempt to remove an opponent's KFS." Is R1 permitted to use the weapon defensively to block or parry an opponent's weapon attack to protect its own KFS, provided it does not intentionally damage the opponent's robot?	No, violation; Refer to Rulebook Clarification (Dec 2025) - 4.5.3;
4.5	by	4.5.4	After the Assemboled Weapon is used, is it compulsory for the robot to immediately dispose of said weapon in the Used Weapon Area, or can it hold on to it without using it again, or without using any other Assembled Weapons?	Refer to Rule 4.5.6; It can hold the weapon if it does not require to use a new assembled weapon;
4.5	bz	4.5.4, 4.5.5	What if dismantled weapon touches KFS in arena?	Violation;
4.5	cb	4.5	In the Arena, if your team's robot accidentally prevents your team's KFS from falling (e.g., if the arm or body accidentally hits the KFS as it falls from the rack, preventing it from hitting the ground),is this considered a violation? Also, if it is done intentionally, is it a violation?	Yes, violation; Refer to FAQ 4.5 – ae;
4.5	cc	4.5	Once a team successfully places a KFS (R1 KFS or R2 KFS) into a vacant slot on the Tic-Tac-Toe Rack (Rules 4.5.2, 4.5.13, 4.5.17), is that KFS considered permanently placed for the remainder of the game, or can R1 or R2 collect that KFS back and attempt to place it in a different vacant slot in the Tic-Tac-Toe Rack?	No, not permanently placed but occupied; Refer to FAQ 4.5 – k;
4.5	cd	4.5	can R1 pickup R2 right after R2 exit meihua forest	Refer to FAQ 4.5 - bo;
4.5	ce	N/A	What if a weapon ends up in a tic-tac-toe slot without any robot holding/touching it (intentional or not) and blocks KFS from being put in, 1). how will the weapon be handled? 2).Will the referee remove it? 3). Will a violation be triggered?	1). will be removed 2). removed by referee 3). Forced retry on the robot that left the weapon
4.5	cg	4.5.1	If R1 provides a ramp-like passive platform (non-actuated, fixed once deployed), and R2 initially extends vertically using its own power to position itself onto the ramp, after which R2 becomes completely passive/powerless, and then R1 uses its own actuated mechanism to pull R2 over the ramp, — would this configuration be considered	Pulling R2 over the ramp is not allowed; Refer to FAQ 4.5 – bl;

			permissible? In this case: R1 is not directly lifting or carrying R2, but only pulling it over a ramp. R2 uses its own power only for initial positioning, and does not actively climb.The final motion of R2 is entirely driven by R1. There is no simultaneous powered motion from both robots during the transfer. Kindly confirm whether such a hybrid passive–active interaction, where R1 assists R2 via a ramp and pulling mechanism, aligns with the competition rules.	
4.5	ci	FAQ 4.5 as	In the time interval between "using the weapon" and "disposing the weapon", a). is R2 allowed to place KFS? b). Is R1 allowed to lift R2? c). Is R1 allowed to place other KFS? If KFS is allowed to be placed after "weapon use", and "dispose weapon" has not yet happened, and Kung Fu master is achieved, the game ends, and R1 no longer has the opportunity to dispose the weapon. What happens if "Kung Fu master" is achieved, but used weapon is not disposed? Which of "Kung Fu master game end" and "requiring to dispose weapon" takes precedence?	a, b, c). Yes, provided used weapon is not used in the process; "Kung Fu master game end" takes precedence over "requiring to dispose weapon";
4.5	cj	1	Is it violance if our robot block opponent robot when it push our kungfu scroll	Yes, violation; Refer to Rulebook clarification (Dec 2025) - 4.5.3;

Update: 2026/04/09

4.5	ck	4.5	When placing a KFS into the Tic-Tac-Toe rack in the Arena, is there any requirement regarding which face or side of the KFS must face upward or outward? Or is the placement considered valid as long as the KFS is successfully placed into the slot and remains stationary, regardless of which face of the KFS is oriented toward the Tic-Tac-Toe rack?	No requirement provided the KFS does not fall from the slot after placement is considered as a successful KFS placement
4.5	co	4.5 .3	Consider a situation: Our team placed a KFS on the tic-tac-toe rack and it is being flagged a successful placement. However, immediately after being pushed by the opponent, our robot cannot avoid contact with the KFS, given the short amount of time that had passed after placement. Is this still a violation on our team? What should be done?	Violation and forced retry;
4.5	cp	4.5 .6	Can R1 conduct any actions like lifting R2 or placing KFS in the bottom row of tic-tac-toe rack when it is holding a used weapon?	OK, provided robot had not initiated used weapon disposal action or start to use another unused assembled weapon

4.5	cr	FAQ1 4.5 aj, al, an, ap	How to judge if a weapon is used or not? Will the referee give any signal to team members whether the weapon is used? If use again it will be violation.	Referee judgment. Signal will be given when violation occur in this case.
4.5	ct	FAQ1 4.5 k RuleBook 4.5.3	While our robot is using a weapon to remove a KFS, consider the following cases, are these actions permissible? a) Opponent's robot pick up the same KFS from the rack, and place to other vacant slots. b) Robot pick up a KFS from tic-tac-toe rack and place it back to the same slot.	(a) Permissible, provided your weapon has not yet made contact with the opponent's KFS; Otherwise, it will be counted as a defensive action. (b) Same as above, and only if the slot in question is vacant.
4.5	cz	FAQ4.5af	We have a question regarding the judgment when our robot (body, held KFS, Staff part of the weapon, or any part other than the Spearhead) contacts an opponent's KFS that is placed or being placed in the Tic-Tac-Toe Rack. If the contact does not cause the KFS to move or fall, but is merely a 'touch', is it considered a violation? Or is minor contact that does not affect the KFS position permissible?	Yes, violation since unused assembled weapon is the only means to displace or touch opponent team's KFS in Tic-Tac-Toe rack
4.5	de	4.5.3	Can R1 simultaneously place a KFS and use an assembled weapon while it is operating individually? We interpret that doing so simultaneously is allowed if the slot from which a KFS is removed and the slot where a KFS is placed are different, but it is not allowed if they are the exact same slot. Is this understanding correct?	Yes
4.5	dg	4.5.17	Please clarify the meaning of "lifted or carried by R1". Does this require R2 to be actively gripped or held by a mechanism of R1, or is it allowed for R2 to rest on the body/frame of R1 while being lifted?	Refer to FAQ 4.5 - bl.
4.5	di	4.5.17	In the arena, is it allowed for R2 to move toward R1 so that R1 can lift R2 and place the KFS on the 3rd (top) row?	R2 may move towards R1 before R1 begins the lifting action. Once R1 initiates the lift, R2 must remain in a stabilized position.
4.5	dj	FAQ 4.5.17 BL	Is it allowed a. R2 Extended itself above 100mm vertically and R1 extended it lifting mechanism Horizontally under the R2 and start lift R2(Retract the vertical extend mechanism so no part of R2 touch the ground) b. R2 Extended itself above 100mm vertically and R1 extended it lifting mechanism Horizontally under the R2. R2 lower itself into R1 horizontal extended mechanism. Then R1 lift R2 is this consider R2 own power?	a). Provided R2 remains its current stabilized position when R1 lifted R2 off the ground b). No, not allowed

4.5	dm	FAQ Clarification 4.5 as	During the time interval between "R1 drops weapon in zone 3 outside used weapon area after use to start weapon disposal" and "disposal action completed", a) Is R2 allowed to place KFS? b) Is R1 allowed to lift R2? c) Is R1 allowed to place other KFS? d) Is there a time limit for this time duration, for example violation is triggered only if time between "disposal action start" and "disposal action complete" exceeds x seconds? If KFS is allowed to be placed after "dispose weapon start" but "dispose weapon completion" has not yet happened, and Kung Fu master is achieved, the game ends, and R1 no longer has the opportunity to complete dispose the weapon. By FAQ 4.5ci, "Kung Fu master game end" takes precedence, the game ends and the team will win immediately. But R1 did not complete dispose the weapon before the game end, triggering FAQ Clarification 4.5as violation. This is a contradiction between game end and violation. Please clarify what will happen in such scenario.	a) Yes, R2 can operate independently; b), c) Violation, R1 started but not completed the disposal action; d) No time limit, once disposal action starts, it must be complete before any other action.

Update: 2026/04/17

4.5	cx	FAQ 4.5-k	Can R1 retrieve its own team's R2 KFS that has already been successfully placed in the Tic-Tac-Toe Rack? Similarly, can R2 retrieve its own team's R1 KFS that has already been successfully placed in the Tic-Tac-Toe Rack.	KFS placement/retrieval onto Tic-Tac-Toe must be performed by designated robot. Designated robots are as follows: - R1 for Bottom Row KFS - R2 for Middle Row KFS - R1 + R2 for Top Row KFS "Placement" refers to placing a KFS into the slot by the designated robot as listed above. "Retrieval" refers to taking a KFS away from the slot by the designated robot as listed above.
4.5	cy	FAQ4.5k	For a KFS that has once been 'successfully placed' in the Rack, can we consider its status to change from 'placed' back to 'being placed' (or 'in-progress') the moment our robot touches it for re-placement?	Retrieve means the successfully placed KFS is lifted from the slot by the robot, its status will revert to "placing". Assembled weapon is forbidden to touch the KFS in “placing” state.
4.5	dl	FAQ 4.5z	Can R1 use a weapon, while R1 is carrying R2? (the weapon does not touch R2)	Yes.

Update: 2026/05/15

4.5	do	4 .5	We have a question regarding the placement of books on the rack.	If the robot releases the KFS and the KFS remains in the slot, the KFS is regarded as "placed", even if it extends beyond the

			We are considering a situation where, between “placement start” and “placement completion,” or between “pickup start” and “pickup completion,” a book extends beyond the opponent’s side of the rack. If it is clear that the center of mass of the book lies beyond the opponent’s side of the rack, we understand that this may be interpreted as having no intention to complete placement or pickup, and therefore could be judged as malicious interference and ruled a violation by the referee. Is this interpretation correct?	opponent’s side of the rack, provided it satisfies the referee’s judgment of a valid placement. If the robot does not release the KFS and the action appears to be blocking or interfering, base on referee judgment, referee has the rights to issue a force retry. If fail to comply, team may end up with rule 10.3.

Update: 2026/06/18

4.5	dz	FAQ 4.5-cz /FAQ 4.5af	According to FAQ 4.5-cz-FAQ4.5af, only weapons are allowed to touch the opponent’s KFS in the Arena. We would like to seek clarification on the following situations: (a) In a situation where our R2 is positioned on Level 2 and is close to the tic-tac-toe, the opponent controls R1 to place a KFS on Level 1. The opponent then pushes the KFS so that it makes contact with our R2 and releases the KFS while our R2 is performing a placing action. In this case, would this situation be considered a violation? We would like clarification on how this situation should be ruled. (b) In a situation where both our R1 and R2 are coordinating on Level 3 and are positioned close to the tic-tac-toe, the opponent’s R2 moves up to place a KFS on Level 2. The opponent’s KFS comes into contact with our R2 while both our R1 and R2 are performing placing actions. In this case, would this situation be considered a violation? We would like clarification on how this situation should be ruled.	(a) Based on 4.5 -cz, violation for R2. Violation when own team robot is hit by the KFS, irrespective of KFS being own team or opponent team, before the falling KFS hits the ground. (b) Based on 4.5 -cz, violation for the robot that the opponent's KFS touches. It is also violation when KFS or assembled weapon held by own team robot is hit by the falling KFS, irrespective of KFS being own team or opponent team, before the falling KFS hits the ground. Items (weapon, KFS) held by robot retain its original status provided the item was not used for intentional blocking KFS from falling.

Update: 2026/06/24

4.5	ec	FAQ 4.5-ae	The FAQ states that any action taken to prevent a team's own KFS from being displaced by the opponent's Assembled Weapon is a violation. If this violation occurs, and as a result, the KFS does not fall and remains in the Tic-Tac-Toe slot, will the referee remove that KFS from the slot, or will it remain as-is?	The KFS will remain as-is.
4.5	cw	4.5.3	a) If a KFS legitimately dropped by the opponent using a weapon hits another already placed KFS due to momentum or falling trajectory,	a) No violation for opponent legitimate use of weapon.

			and causes that second KFS to fall as well, how will the score and violation be handled? b) Specifically, regarding the KFS dropped by this force majeure, does any measure exist such as stopping the game time to allow re-placement?	Score is only counted at the end of the game determined by the KFS remaining in Tic-Tac-Toe rack. b) For the 2nd KFS, it will be restored by referee on the Tic-Tac-Toe slot.

Section 6 End Game

Update: 2025/12/05

Item		Rule	Questions	Reply
6	a	6	Can KFS that falls into the opponent's Arena during the game still earn points after the game ends?	No, refer to Rule 6.3.4;
6	b	6	If the KFS placed in the Tic-Tac-Toe Rack contacts with the robots of its own team when the game ends, can it score points?	Successful placement is a stationary KFS placed onto slot without falling or robot intervention.
6	c	6	Each assembled weapon scores 10 points. If it is dismantled later, does it still score points?	Assembled weapon was counted once assembled successfully; Refer to Rule 6.1;
6	d	6.2	If KFS stored in Arena dropped outside Arena, will points be deducted?	Points scored would not be deducted provided Rule 6.2 is fulfilled
6	e	6.3	does the KFS need to be fully inserted and stably placed within the slot to be considered "occupying" it? Or would a KFS that is partially inserted or tilted but remains supported by the rack still be counted for points?	Refer to FAQ 6 – b & Rule 6.3;

Update: 2026/02/02

6	f	6.1	If the assembled weapon falls or is dismantled, then will the points be deducted or not?	Refer to FAQ 6 - c;
6	g	6.3	Scoring points are awarded for KFS "occupying" the rows. If a KFS is successfully placed but is later knocked off the rack by an opponent's weapon attack, are the points for that KFS retained, or are they deducted from the team's score immediately?	Only KFS that remains in slots Tic-Tac-Toe points will be counted after the game ends.

Section 7 Deciding the Winner

Update: 2025/12/15

Item	Rule	Questions	Reply

7	a	2	According to the Rulebook(V.1.) 2.Kung Fu Master, "A team achieves "Kung Fu Master" by placing three of their KFS in a vertical column or diagonal line in the Tic-Tac-Toe Rack." Consider the situation that opponent's two KFSs are placed on a bottom left slot and on a middle left slot. Then, our robot's Assembled Weapon touches the KFS placed on a bottom left slot (but the KFS is not fallen yet). Then, before the KFS which is placed on a bottom left slot starts falling, opponent's robot places KFS on a top left slot. Then, the KFS placed on a bottom left slot is completely pushed by Assembled Weapon and starts falling. In this case, is the opponent team considered to have achieved Kung Fu Master? In short, we would like to know the exact time when KFS is considered to be removed by an Assembled Weapon.	Referee judgment and POJ final decision;
7	b	4.5	If a team has already met the necessary requirements to become a "Kung Fu Master", but the opposing team disrupts these conditions before the referee declare the team wins the game, can the team still become a "Kung Fu Master"? Does the opposing team violate?	Referee judgment and POJ final decision;

Section 8 Violations

Update: 2025/12/05

Item		Rule	Questions	Reply
8	a	8	According to Rules 8.1 and 8.2, if R1 or R2 enters the opponent's game field, it is a violation. Then, is it a foul to extend into the space above the opponent's game field?	Momentary unintended projection of the robot into the opponent’s field after extension is allowed.
8	e	8.2	If part of R2 enters the opponent's game field area when picking up a Spearhead, is this considered a violation?	Violation if part of R2 enters opponent's game field; Momentary unintended projection of the robot into the opponent’s field after extension is allowed; Referee judgment;
8	f	8.4	Let’s say we R2 takes the spearhead and instead of picking it up, can it just rotate and keep it on the spearhead so that R1 can just connect the staff with it with R2 just holding it in place. Is that allowed?	Not Permitted; Refer to Rule: 4.3.3 and 4.3.6;
8	g	8.6	Must the robot team still maintain the R1-first, R2-second exit sequence when moving from the Martial Club back into the Meihua Forest after a mid-game retry?	Refer to FAQ 4.5 -b;
8	ac	8.22	If a robot pushes an opponent KFS out of the tic tac toe rack using its mechanisms instead of a weapon. Will this be considered a	Refer to Rulebook Clarification (Dec 2025) - 4.5.3;

			violation? Who will be responsible for putting the KFS back into the original slot?	
8	ad	8.22	Is it allowed for any part of the robot or game field objects (KFS/staff/weapon) held by the robot to enter the air space outside of both team's game field momentarily? If it is allowed, please define the time duration of "momentarily".	Momentary unintended projection of the robot into the opponent's field after extension is allowed. Referee judgment;
8	ae	8.22, 4.5.3–4.5.5	If the opponent's robot makes contact with and displaces a block that has already been placed in position, how is this situation evaluated according to the competition rules?	Refer to FAQ 8 - aa;

Update: 2026/02/02

8	b	8	Is the use of suction on the field or on field objects permitted during the game?	No;
8	c	8.1	Can the robot hover over the block before picking up the KFS	Refer to FAQ 4.4 - s;
8	d	8.2	Considering Rule 8.2, is the "opposite half" of the spearhead/tic-tac-toe rack included in the opponent's game field areas? Will it be a violation if a mechanism of our robot extrudes to the opposite half of the spearhead/tic-tac-toe rack?	Spearhead: To grab the spearhead, R2 is allow to cover over the midpoint of the rack based on referee's judgment. However intentional blocking or prolong coverage would result in forced retry; Tic-Tac-Toe shelf: Robot is allow to cover over the midpoint based on referee's judgment. However intentional blocking or prolong coverage would result in forced retry;
8	h	8.7 /8.8	Is R1 allowed to use R1 KFS to touch R2 KFS? Is R2 allowed to use R2 KFS to touch R1 KFS?	Not Permitted;
8	i	8.7/8.8	Are these rules effective in the ramp connecting Meihua Forest and Arena?	Yes. RAMP is part of Arena, refer to Rule 6.2;
8	j	8.9	Are robots allowed to move Fake KFS by means other than having the robot touching directly, such as by wind, or by pushing fake KFS using game field objects allowed to be held, such as weapon or R1/R2 KFS?	Not Permitted;
8	k	8.9	What happen if the fake KFS is moved out of its original block? Will it be placed back to its original position? If yes, by whom?	Refer to Rule 3.6.3. Any KFS affected by another dropped KFS will remain as-is, and this dropped KFS will be restored. If a team moves its own KFS (provided the moved KFS remains in the forest area) and calls for a retry, or if any fake KFS is moved in violation, the referee will restore the moved KFS to the white marking position of its original block. If that position is already occupied by another KFS, the moved KFS will be placed at the nearest edge of the same block, closest to where it was last positioned.

8	l	8.10	According to 8.10. of the rule book(V 1.0), violation will be taken when “R2 moves onto an MF block when there is a KFS”. Which is the definition of “there is a KFS”? If it does not match with any of followings, we would like to know the precise definition. (1-A) A KFS that was originally there is touching the block (1-B) A part of KFS that was originally there is in the area above the block (1-C) All part of KFS that was originally there is in the area above the block (1-D) A KFS that was originally there is in “the marked square boundary” mentioned in 4.1.5. of the rule book(V.0) (2-A) A KFS, including one originally placed on another block, is touching the block (2-B) A part of KFS, including one originally placed on another block, is in the area above the block (2-C) All part of KFS, including one originally placed on another block, is in the area above the block (3-A) A KFS that was originally there, held by R2, is touching the block (3-B) A part of KFS held by R2, including one originally placed on another block, is in the area above the block (3-C) All part of KFS held by R2, including one originally placed on another block, is in the area above the block	Refer to Rule 8.10;
8	m	8.11	Clarify the definition of “pick up”? If R2's arm grips the KFS (game block) while the KFS remains in contact with the Meihua Forest platform, does this situation qualify as “picking up”?	‘Pick up’ is defined as the KFS no longer being in contact with Forest block.
8	n	8.14	If R1 accidentally uses two separate Assembled Weapons to simultaneously make contact with a single opponent's KFS, how many of those weapons are counted as 'Used Weapons' that must be retired to the Used Weapon Area?	Refer to rule 8.15; Both weapons counted as Used Weapon;
8	o	8.15	If an assembled weapon continuously touches a KFS block without release, does it count as a "used weapon"?	While using the weapon to take out KFS from Tic-Tac-Toe rack, the weapon must be in motion or movement and cannot be idle. If the team deliberately not to retract the weapon - team will be disqualified by POJ; Refer to Rule 10.3;
8	p	8.16	What exactly does damage to the arena include? Does crashing into a wall count as damaging the arena?	Yes, if action causes game field damage;
8	q	8.18	If R2’s manipulator or arm physically extends across both the middle and top rows, but it only places one KFS at a time, does this count as an “attempt to place in both rows simultaneously	Please clarify the question;
8	r		If own team's R2 KFSs dropped on both R1 pathways, according to 8.7, R1 cannot touch R2 KFS, can I call retry to clear R2 KFS obstructing R1 on R1 pathway?	Refer to Rulebook Clarification (Dec 2025) - 8.7;

8	s	8.19	Violation 8.19: "If a team's own KFS is dropped into the opponent's Meihua Forest". Is it a violation if a team's own KFS is dropped into the opponent's arena?	Yes, it is a violation;
8	u	8.20	From Rulebook(V1.0), the rule Violation 8.20 (R2 KFS dropped in R1 Pathway), is the resulting Forced Retry imposed on R1, R2, or both robots?	R2 is violation;
8	v	8.20	Regarding the definition of "drop", if R2 places down R2 KFS to touch R1 pathway while holding the R2 KFS, is it a violation?	Yes, it is a violation;
8	w	8.20	Are there any consequences if our team's R2 KFS is dropped 1). outside of the game field, or 2). in our team's zone 1, or 3). in our team's zone 3?	MF: 4.4.17. Dropped R2 KFS outside Forest cannot be reused; Arena: 4.5.15. Fallen R2 KFS on the opponent's side cannot be reused; Violation: 8.19. If a team's own KFS is dropped into the opponent's Meihua Forest; 8.20. If a team's own R2 KFS is dropped in their own R1 Pathway;
8	x	8.20	In the Meihua Forest, if an R1 KFS dropped in its own R1 pathway, will it be a violation?	No, refer to Rule 4.4.7 - R1 can pick up dropped R1 KFS inside Meihua Forest.;
8	y	8.21	If the placed "used weapon" rolled off the used weapon area after it is completely placed, is it a violation?	Yes it is violation; Team must continue to complete the disposal action else will be violation; Refer to FAQ Clarification (Jan 2026) – 4.5 - as;
8	z	8.21	Suppose the team attempts to dispose the used weapon and it falls, such that the weapon is not completely placed inside the Used Weapon Area. Does this immediately count as a violation? If not, can the team be able to fix the position until it is completely placed inside the Used Weapon Area?	Not immediately; Team must continue to complete the disposal action; Refer to FAQ Clarification (Jan 2026) – 4.5 - as;
8	aa	8.22	In the Arena, will the used weapon touching the opponent robot be considered a violation? For example, the used weapon slipped off R1 after using it and touches the opponent robot.	Violation; Unused assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;
8	ab	8.22	If our R1 only uses one weapon throughout the entire game, after the weapon is used to push away opponent's KFS from tic-tac-toe area, a). does the weapon have to be retracted from tic-tac-toe area? b).Or can the weapon remain in that tic-tac-toe slot for the remainder of the game? c). If the weapon must be retracted, please define the maximum time duration that a weapon can stay within a tic-tac-toe slot.	Refer to Rule: 4.5.3. a). Yes; b). No, must be retracted; c). must be retracted immediately; Unused assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once

8	af	8	Can R2 climb on R1 and place 2 KFS boxes at the same time on the 2nd and top row while on R1's back?	Not permitted; Refer to Rulebook Clarification (Dec 2025) - 3.8;
8	ag	8	Can R2 communicate with R1 indirectly via sensor or image processing?	Sensor or image processing is not wireless communication and is acceptable;
8	ah	8	Can R2 extend to the right 1800mm, then retract its arm and extend to the opposite side 1800mm? That means both sides can extend 1800mm but not at the same time. You have to wait for one side to retract its arm before extending the other 1800mm.	The team must demonstrate that there is interlocking in R1 and R2 that at any time R1 and R2 when fully extended do not exceed the dimensions as stated in 12.6 and 12.7; Refer to FAQ 12 -j. The maximum extension for R2 is 1300mm.
8	ai	8	After R1 places the KFS scroll, can it stand right there to block it, to prevent the opponent from knocking down the KFS roll from the first row below?	No, it is violation; Refer to Rulebook Clarification (Dec 2025) - 4.5 3 & FAQ Clarification (Jan 2026) – 4.5 - ae;
8	ak	8.16	Whose violation is it when R2s of both team collide with each other during spearhead picking?	The one who touches the spearhead is the initiator and the one after is violation; Referee judgment;

Update: 2026/04/09

8	am	8.3 , 8.4	During weapon assembly, R2 cannot touch the staff, and R1 cannot touch the spearhead. When R1 holding the staff, the staff may easily contact R2 due to vibration, inertia of long staff, etc. So, does it mean, R1 holding the staff and the staff touch the R2 will get a force retry?	Yes, forced retry.
8	an	8.15 , 9.15	Suppose R1 disposed used weapon, but the staff part is not completely inside the used weapon zone, which lead to violation. What is the procedure for such forced retry? Can it be relocating the weapon to the used weapon zone by team member? Or will the used weapon be put back into the team's robot during the retry, and attempt to dispose the weapon again?	Forced retry to Arena Retry zone if attempt to initiate any other task, robot has to complete the task of placing the staff to the used weapon zone even after force retry. During a forced retry, the weapon cannot be relocated by any team member, nor can it be returned to the robot.
8	ao	8.16	Question regarding Game Prop Replacement: We anticipate that game props (KFS, Staffs, Spearheads, Acrylic plates, etc.) may get damaged or dirty as the competition progresses. Is there a plan to replace these items? If so, please share the criteria for replacement.	Prop(s) will not be replaced during the game. Prop(s) will only be replaced in between games under the following criteria: 1. Geometry deformity; 2. Defect of pattern on KFS;
8	ap	8.21	a). Is it that the staff part of weapon needs completely within the used weapon zone? b). When will referee start to check if it is within the zone and judge if it is considered as violation? c).Is it allowed for R1 push the weapon to the zone without causing violation?	a). Yes b). Referee will check when robot starts to initiate other task c). Allow R1 to continue the disposal action

8	aq	8.22	What will be the procedure when a legally placed KFS, being knocked down by illegal action from opponent (e.g. knocked down by an used weapon, a KFS, part of a robot, etc.)? We assumed that opponent shall receive a force retry for doing such action, will referee be able to restore the KFS back to its original slot?	Yes, violation. Refer to clarification FAQ 4.3 - d;
8	at	8.10	With reference to Rule 8.10, "R2 moves onto a Forest block when there is a KFS." The questions are the following: (a) Does the "KFS" here mean R1 KFS, R2 KFS, or Fake KFS? We're assuming that it's just R2 KFS, because if not, there's no way the Robot R2 can leave the Meihua Forest through the R2 Exit Zone, as the placements of all the KFS are decided by the opponent team (and by exploiting this rule, the opponent can just place R1 KFS at blocks 10, 11, 12). (b) Does this violation rule mean R2 has to cle+-ar any adjacent block of all the 12 Forest Blocks that have the R2 KFS before climbing on it? Or is it specific for Block 1,2,3 where the Robot R2 must pick the scroll from the Entrance Zone before climbing onto the block?	a). All types of KFS. Up to robots' collaboration. b). Refer to Rule 8.10, FAQ 4.4 -r and Rule 4.4.15;
8	au	8.1	KFS R1 is located in plot 2 and plot 11 in meihua forest?	Refer to Rule 3.3.3, only block 5,8 cannot be placed.
8	av	8.1	If R1's weapon touches KFS R1 and R2 in the meihua forest, will points be deducted or must it be taken?	Violation, no point will be deducted;
8	aw	8.1	Can R2 knock down the R2KFS to continue moving? (will points be deducted?)	Violation if R2 climbs onto the block which has a KFS instead of picking it up. If R2 causes a R2 KFS sitting on adjacent block without picking it up, it does not constitute a violation. However, it is a violation if the moved R2 KFS drops onto the R1 pathway or the opponent's MF. If R2 causes a R2 KFS sitting on non-adjacent block constitutes a violation.

Section 9 Retry

Update: 2025/12/05

Item	Rule	Questions	Reply

9	a	9	If both our robots R1 and R2 are in the Arena and need to retry, we require them to return to the corresponding Retry Zones in the Martial Club, as stipulated in rule 9.4.1(3). Then, after they restart, can they assemble weapons in the Martial Club? Must they assemble weapons in the Martial Club? Must R1 carry the assembled weapons when leaving the Martial Club? Must R1 go first and R2 follow when leaving the Martial Club? Must R2 pass through the Forest? Must R1 and R2 carry the KFSs and/or weapons when re-entering the Arena?	Yes; Refer to Rule 4.3, regarding assemble weapon in Martial Club; Refer to Rulebook Clarification (Dec 2025) - 4.3.9, 4.3.10, 4.5.1 & 4.5.12;
9	b	9	In Section 9 of the Rulebook, some provisions related general or mandatory retry are stipulated, but no conditions are set for ending the retry and restart. If one of our robots is forced to retry and returns to the retry area. However, we do not need to perform any maintenance or adjustments on it at all. Can we immediately apply to the referee for a restart?	Yes, the team must wait for the referee's signal before restarting the game;
9	d	9	In Rule 4.4, for R1, 4.4.11 states " The team can request R1 or both R1 and R2 when in MF to retry and return to the Martial Club Retry Zone (RZ)". This means that R1 can be retried independently, and R1 and R2 can also be retried simultaneously. However, for R2, the rules do not mention any retry. Does this mean that R2 cannot be retried independently?	Refer to Rule 4.4.21;
9	e	9.1	After the game has started, when a retry is taken, must the robot return to its unextended (initial) dimensions before the retry begins?	Yes;
9	o	9.4.1.2	If the team called on a retry in Arena for R2 to the Martial Club's R2 Retry Zone, does R2 have to walk its way back through the forest block?	Refer to FAQ 9 -a;
9	p	9.4.1.3	In the situation where R1 is carrying R2 in the Arena when a retry is declared: 1. In this state, is it possible to request a retry for only one of the robots? Or does a retry request in this situation automatically apply to both robots? 2. If we request a retry for both robots in this situation and choose to restart from the Arena's Retry Zone, is it permissible for R1 to restart in a state where it is lifting/carrying R2? Or is it necessary to separate R1 and R2 and restart them one by one?	1. Yes; Retry for one robot; 2. No; Need separate;

Update: 2026/02/02

9	f	9.1.4	Is it allowed to place a used weapon by a team member to the used weapon zone from R1 when doing Retry?	No;

9	g	9.1.4	Does it mean that even if the robot is just barely holding the game field item, we can help it re-adjust the game field item for a better grip for the robot?	Yes during retry.
9	h	9.1.4	If a game field object (KFS, spearhead, staff) is touched by the robot, will it be considered held by the robot and therefore can be moved? What is the difference between "touched" and "held" by the robot?	Refer to Rule 9.1.4: Only item(s) held by the robot during a retry can be re-adjusted. Item that merely touching the robot does not count as being held.
9	i	9.1.4	If R2 is holding a weapon head under retry, can R1 assemble the weapon while R2 is under retry conditions?	Refer Rulebook 9.1.4;
9	j	9.1.4.1	If R2's KFS falls onto the R1 pathway, where R2 cannot reach it, what is the condition to use it? 1. Can R1 pick up the KFS (from the MF) that is on the R1 pathway? 2. Do we need to perform a retry for that KFS?	1. No; Refer to Rulebook Clarification (Dec 2025) - 8.7; 2. Violation, refer to Rule 8.20;
9	k	9.1.4.2	While assembling the weapon — a combined task of both R1 and R2 — what is the procedure for a retry, and which robot should take the retry in the following conditions: 1. if Staff falls from R1 without any contact of staff and R1 With R2; 2. if Staff falls from R1 with either contact of staff and R1 With R2; 3. if spearehead fall on MC from R2 without any contact of staff and R1 With R2; 4. if spearehead fall on MC from R2 with either contact of staff and R1 with R2;	Items dropped in own side: The team may decide whether to request a retry; Refer to FAQ 4.3 - d;
9	l	9.1.4.2	What is the procedure for using an assembled weapon if it falls or if its assembly breaks?	Refer to Rule section 4.3 in Martial Club. Refer to Rule section 4.4 in Meihua Forest. Refer to Rule section 4.5 in Arena
9	m	9.1.5	Violation 8.19: "If a team's own KFS is dropped into the opponent's Meihua Forest". Retry 9.1.5: "During a retry, team members are not allowed to adjust any other items on the game field that are not held by the robot.". Does that mean the gamefield members do not have to remove their team's KFS from the opponent's gamefield?	Refer to FAQ 4.3 - d;
9	n	9.3.1.1	Situation: Our team has used all its Assembled Weapons in the Arena. R1 and R2 then proceed to the Meihua Forest (MF) to collect more KFS. Due to a technical issue, the team calls a retry, and R1 and R2 return to the Martial Club (MC) Retry Zone. Interpretation Question: Given that R1 no longer has any Staffs or Spearheads available to assemble a new weapon, is R1 permitted to exit the Martial Club and return to the Meihua Forest without carrying an Assembled Weapon, or does Rule 4.3.9 or (Violations)8.5 ('R1 must exit Martial Club to Meihua Forest with one or more Assembled Weapons') apply to every exit, forcing R1 to remain in the MC?	Refer to Rulebook Clarification 4.3.9 & 4.3.10;

9	q	9.1.4	1). If R2 is holding a spearhead that fell down during assembly and a team member asks for a retry, is the spearhead placed back onto the rack? 2). and the same question for the KFS, if a KFS is slightly moved by the robot (off-centered) and a team member asks for a retry, is the KFS put back in its original position (re-centered)? 3). and if the answer to the first question is No, then can the robot pick up another spearhead from the rack or does it have to pick up the fallen spearhead?	1) Refer to FAQ 4.3 -d; 2) Refer to FAQ 8 - k;
9	r	9.1.4	9.1.4 states that during a retry, team members may re-adjust the positions of game field items held by the robot (KFS, Staff, Spearhead, Assembled Weapon). If a team requests a retry after successfully assembling a weapon (Staff + Spearhead) in the Martial Club, or after successfully collecting a Kung-Fu Scroll (KFS) in the Meihua Forest, will the completed weapon assembly and the collected KFS be maintained (e.g., kept by the robot or stored in the Staff Rack/ready for the Arena), or will the assembled weapon need to be disassembled and the collected KFS need to be placed back onto the blocks in the Meihua Forest?	Any items held by the robot are maintained.
9	s	FAQ1 9 e	Does that mean robot need to be completely within retry zone? Or only ground-touching parts within is ok, given robot is retracted to initial position. Or is it that as long as the robot is within the retry zone, there is no need to retract to its initial position?	The base must be completely inside. Base: The mechanical foundation or platform on which the robot is mounted.
9	t	FAQ1 9 p	Can the committee give detailed procedure of calling R1 retry only, given R1 is lifting up R2?	Call retry for R1, R2 separate from R1 to the ground, then R1 go to retry zone.

Update: 2026/05/15

9	x	9 .4	If R1 is carrying R2 and get error need to retry can R1 still carried R2 while retry for each situation: 1 R1 error and R2 is normal 2 R1 is normal and R2 is error 3 both R1 and R2 is error And if we need to retry both of the robot but can retry together at the same time can R2 retry in the arena and R1 retry in the martial club at	Teams may decide the number of robots to retry. Refer to FAQ 9 -p; For the scenario of 3, if R1 is carrying R2 and both need to retry in the Arena, the team can call retry, then move them together out of the game field, after separate the robots and the team may choose which robot to retry first.

			the same time. If can do R1 have to comply with the conditions to enter Meihua forest and arena again	
9	aa	FAQ 9.e	We understand that when a team requests to resume from a retry, the referee will allow the restart if the following conditions are satisfied. Is this correct? 1. The robot is located within the designated retry zone specified in the rules (even if its mechanisms exceed the initial size constraints). 2. The emergency stop button has not been released.	1) Refer to FAQ -9s; 2) Contestants are responsible for checking their robot status before resuming a retry;

Update: 2026/06/24

9	ab	9.1.4/ 4.3.7	If R2 enters the Meihua Forest holding only a Spearhead without assembling it with a Staff (which is a violation), and a retry is called, can a team member return the Spearhead currently held by R2 back to the Spearhead Rack? Alternatively, can we hand the Spearhead to the referee and request them to return it to the rack?	R1;Initial exit of MC without successful assembled weapon is a violation. R2;After R1's initial exit from MC, there is no action required for referee, the spreadhead as is. The robot can either hold on or discard the spearhead on the floor.
9	u	9	When a retry is approved and the robot needs to be returned to the designated Retry Zone, is it permitted for team members to move the robot by pushing (or pulling) it by hand directly across the inside of the game field, rather than lifting it and taking it entirely outside the field boundaries?	Whenever applicable, you may take robot outside the game field then move to the designated retry zone

Section 10 Disqualifications

Update: 2025/12/15

Item		Rule	Questions	Reply
10	a	10.3.	What is considered "not in the spirit of fair play" specifically? For ex: Can R1/ R2 has LED Screen show fake KFS image or Spearhead while on Arena/ or in MC to distract opponent robot?	No, distracting opponent is not allowed; POJ judgment; Refer to Rule 10.3;
10	b	10.5.	Since R2 is an automatic robot, what will happen when R2 from both teams attempt to pick up the same spearhead and collide? Will there be any procedure (violations, etc.) when two R2 make a collision at spearhead rack?	Refer to FAQ 4.3 -a;
10	c	10.6.	Can we have shooting mechanism where we launch game props?	Not permitted;

10	d	10.6	If R2 moves by jumping off a block in the Meihua Forest—such that it momentarily leaves the surface before landing on another block—will this type of movement be considered as projectile motion under the rules?	Permitted to use jumping mechanism; Refer to Rulebook Clarification (Dec 2025) - 10.6;

Update: 2026/02/02

10	e	10.7	If a team called on a retry and changes the program of R2, which tells the path for it to walk through the game field area, a). is it counted as sending commands? b). But it is not via wireless. How will this action be judged?	a) No, it is not regarded as send command.
10	f	10.7	Rule 10.7 prohibits sending commands to control the robot R2. (a). How can we determine whether R1 or the team member sent an instruction to R2? (b). Does the R2 operator needs to put down his controller after the game starts?	Refer to Rule 10.7; (a). TAC will vet the design of R1 and R2 based on the specification and the vetting. If it is found R2 is controlled by anything throughout the game, the team will be disqualified. (b). Yes;

Update: 2026/04/09

10	h	10.7	Regarding the rules prohibiting external control of R2 during the game and stating that "R1 and R2 are not permitted to communicate with each other via wireless transmission during the game", is the following action allowed? Information inputted into the controller is transmitted to R1, and R1 displays it. R2 then recognizes this display.	After careful consideration, the following operational approach will be adopted. Dense communication (e.g., Wi-Fi, Bluetooth, Zigbee, Li-Fi, IrDA, QR codes, etc.) between R1 and R2 is prohibited once the game starts. The only permitted means of inter-robot communication are a single low-baud-rate light source, ArUco marker, and/or semaphore, and the transferred information must not change more than once per second.

Update: 2026/06/18

10	k	FAQ 10h	About R1-R2 inter-communication, do we understand correctly as follows, that all communication methods involving modulation and demodulation are prohibited: This includes infrared remote controls （ Infrared remote control communication (consumer electronics remote controls) compliant with FAQ10 h and based on a standard different from IrDA ）, ultrasonic remote controls, audio-coupler–based methods, and similar techniques—all of these are not allowed.	Not allowed
10	l	FAQ 10h	About R1-R2 communication, FAQ 10–h does not mention or specify any restrictions regarding media. What is not permitted to be used? •Does it mean paper-based media are acceptable?	1) Paper allow, as long as comply with FAQ 10-h;
10	m	FAQ 10h	Can R1-operator directly change (switch) the signals from R1-controller? The signals will be sent to R2-robot as dense	Not allowed if there is dense communication between R1 and R2.

			communication from R1-robot, not from R1-operator to R2-robot. If not, R1-robot would have to automatically change signals according to the situation to R2-robot.	
10	n	10.7	Which of the following statements are considered "a single light source"? (a) A single discrete LED (One standard 5mm though-hole or SMD LED component) (b) A fixed-color LED strip that will turn ON/OFF simultaneously as one unit. (c) An LED strip with individual addressing (e.g. WS2812/NeoPixel) or an LED matrix (2x2 LED grid) where the code ensures ALL pixels change state/color simultaneously and identically, acting as one large logical light source.	(a) Qualifies as a single light source (b) Not a single light source (c) Not a single light source

Section 12 Robots

Update: 2025/12/17

Item		Rule	Questions	Reply
12	a	12	Can compressed air be used to blow the KFS into the empty grid of the Tic-Tak-Toe Rack?	Not Permitted; Refer to Rulebook Clarification (Dec 2025) - 10.6;
12	b	12	Are the robots allowed to suction or stick the game field?	Not Permitted;
12	c	12.2.	Please clarify what does mean the phrase "automatic one capable of operating independently" in Rule 12.2.	Means automatic;
12	d	12.3.	Are the following actions with R2 permitted during the setting time and at the start of the game? (a) Informing R2 the location of our KFS that the opponent placed in our MF, for example, by inputting the coordinates. (b) Inputting the types and locations of spearheads on the spearhead rack to R2. (c) Attaching multiple physical start switches to R2 to select a route in the MC or MF at the start of the game.	(a) Allow; (b) Allow; (c) It is open to the students to design their robot;
12	e	12.3.	Is it allowed to use a wireless controller to reconfigure R2 during retry? The wireless controller will be put aside and not operated during the game except for retry.	Allowed;

12	f	12.3.	Is it possible to use an remote emergency power stop for R2?	Not allowed;
12	g	12.4. - 12.7.	Does the KFS carried or held by the robot count as an extension of the robot's dimensions? For example, if the KFS temporarily extends beyond the robot's allowed size limit, will it be considered a violation?	Not count;
12	h	12.4. /12.5.	Are there any restrictions on the robot's size before the game starts (for example, during the 1-minute setup time)? The robot will stay within dimensions of Rule 12.4/12.5 when the game starts, and stay within Rule 12.6/12.7 during the game.	Refer to Rule 4.1.10, 12,4. 12.5;
12	i	12.5.	Are there any restrictions on the robots' dimension during setup time?	Refer to Rule 12.4;
12	j	12.6.	Suppose our robot has two mechanisms. When both are extended, it exceeds the size limitations. However, only one mechanism will be extended at a time during the game, so it complies with the maximum size during the game. Does the maximum size in the rule here refer to the maximum size of the robot that is physically possible? Or the maximum extension during the game?	Team must prove that only one mechanism is physically extended while the other mechanism is physically locked. If the referee observes that both mechanisms are extended simultaneously after the game starts, it will be treated as disqualification.
12	k	12.6.	The dimension limits apply only to the robot's body and do not include any game objects the robot is holding, such as a staff or assembled weapon. Is our assumption correct?	Refer to FAQ 12 - g;
12	l	12.6. - 12.7.	Will the robot inspection measure the full extension length or until where we programmatically limited one only?	Refer to FAQ 12- g & FAQ 12 - j;
12	m	12.6., 12.7.	Does the staff and KFS and weapons held by R1/R2 count as a part of the robot, and count in the dimension of the robot when fully extended?	No; Refer to FAQ 12 - g;
12	r	12.11.	Is R2 allowed to communicate with R1 through wired communication	Refer to FAQ 12 - q;
12	s	12.11.	Consider whether the following actions are wireless transmissions, and do they cause violations. a) Scanning QR code. b) Using RGB/LED light. c) R1 touching R2 buttons.	Refer to FAQ 12 - p; c) Refer to FAQ 12 - q;
12	t	12.11.	Is R2 allowed to have status indicators (LEDs) that notify game field members?	Refer to FAQ 12 - s;
12	u	12.11.	Is R2 allowed to communicate with R1, before the game starts?	Yes;
12	v	12.11.	Are we allowed to set up cameras outside the gamefield, to communicate the positions of KFS to R2 before the game starts?	Not Permitted;

12	w	12.11.	Will there be any inspection, declaration form, or frequency monitoring to ensure that no wireless communication occurs between R1 and R2? Or is this rule intended to be based mainly on team integrity (“honour system”) rather than technical verification?	Refer to Rule 10.7; Require each team to specify it in the specification form, and verify it in vetting. If found violation during the game, the team will be disqualified
12	y	12.11	Although R2 is automatic, R2 somehow requires some judgement related to manual R1 to perform tasks (for example, to judge that R1 has left Zone 1, to comply with Rulebook 4.3.10). However, wireless communication between R1 and R2 is not allowed. What features of R1 can be used for judgement by R2 (for example, LED on R1, position of R1, sign on R1)? Similar problem has also arised in previous Robocon.	Refer to FAQ 12 - s;
12	z	12.11.	What does "wireless transmission" and "communication" include ?	Refer to FAQ 12 -s;
12	aa	12.12.	Are we allowed to use electric compressor for vacuum	Installation on robot is not allowed;
12	ab	12.15.	The mentioned gas pressure is 600kPa, can we loop back the exhausted gas and reuse it?	Permitted;

Update: 2026/02/02

12	n	12.8.	Regarding to the game field, the Red and Blue game fields are mirror-symmetrical, meaning their layouts are left-right reversed. Based on this, we have the following questions regarding robot configuration. 1. Is it allowed to reconfigure our robot's mechanisms to suit the assigned field color before a game begins? 2. If 1 is allowed, how the total weight is calculated under 12.8 of rulebook(V1.0)? For example, if we swap a "right-side module" for a "left-side module," are both modules be included in the 50 kg total weight limit?	1. Allowed; 2. Both left and right side modules must be included in the 50kg total weight limit; Refer to Rule 10.1 & 12.8;
12	o	12.8.	Regarding rulebook(V 1.0) 12.8, does the weight limit 50kg include the following? (a) A Wi-Fi router, not mounted on the robot, that relays communications between the controller and the robot. (b) Power supply of the Wi-Fi router. (c) A device, not mounted on the robot, that relays communications between the controller and the Wi-Fi router (There would be no input or other operations on this device). (d) A visualizer that displays the robot's status (e.g., position in the field, speed, etc.). This is not used to control the robot, but provides information to team members. (e) Walkie-talkie or other audio communication devices that allow team members to communicate with each other during the match. (f) A personal computer to remotely control the computer mounted on the robots, to be used only during setting time. (g) A personal computer to remotely control the computer mounted on the robots, to be used only during the robot reconfiguration. (h) Jigs to adjust the initial position of the robots, to be used only during setting time. Also regarding the weight limit, is our	(a) - (d), (g) & (i) - Included; (e), (f), (h)- NOT included;

			assumption below correct? (i) A "remote emergency stop button" that allows us to stop a robot remote are exempt from the weight limit since this is aimed to be used for safety.	
12	p	12.9.	The intention of Rule 12.9 seems to prohibit radio frequency communication between R1 and R2. R1 and R2 need to cooperate with each other, so can they use other communication methods, such as light, semaphore, etc.?	Yes, dense communication is prohibited. Other forms of signaling such as light and semaphore are not dense communication.
12	q	12.11.	Can R1 communicate with R2 via physical touch like push a button?	Not permitted. Robot 2 must be an Automatic Robot. It should operate without manual control once the game starts.
12	x	12.11.	According to the rule book(V 1.0) 12.11., the wireless communication between R1 and R2 is prohibited during the game. We would like to ask if the followings are permitted. (F) The R1 pilot controls R1 while looking at R2 (G) The R1 pilot inputs R2's status into R1, and R1 moves automatically based on that. (H) R2 recognize R1 including R1's position, status of the R1's mechanism, movement of the R1's mechanism, Strict communication limits between R1 and R2 hinder coordinated tasks like weapon assembly or KFS placement, and precise operation of R1 to match R2's movement become more important than robot design. If even (H) were not allowed, it would be almost impossible for the two robots to work in harmony. Also, we would like to ask how organizers judge whether teams violate this regulation or not.	Robot 1 is a Manual or Automatic Robot. It can be operated manually by a team member or autonomously without manual control; Robot 2 must be an Automatic Robot. It should operate without manual control once the game starts. Refer to FAQ 12 – w & FAQ 12 – s;
12	ac	12.9	Is the rule only limited to IEEE standards, or any 2.4 GHz equipment that is FCC-Certified?	Only restricted to the standards mentioned in the rulebook, 802.11, 802.15.
12	ae	12.6, 12.7	Even if the robot changes its posture during the match and its vertical and horizontal dimensions are reversed, is it acceptable as long as it does not exceed the specified maximum dimensions (R1: 1000×1800×1300mm, R2: 800×1300×1300mm) at any given moment?	Allowed;
12	af	12.6. , 12.7.	After extending, can the projection of the robot on the opponent field allowed?	Refer to FAQ 14 - b;
12	ag	12.11	Does "wireless transmission" as stated in Rule 12.11 (R1 and R2 are not permitted to communicate with each other via wireless transmission during the game) include communication methods such as visual signals (e.g., lights, flags, or other line-of-sight means)?	Refer to FAQ 12 -s;
12	ai	12.11	Can two robots determine each other's positions using positioning tools like ROS?	As long as the design of R1 and R2 complies with the game rule.
12	al	12.6	As mentioned in the FAQ, robots are allowed to extend only from one side at a time. We would like to seek clarification regarding a mechanism on R1 / R2 that operates as follows: At any given instance, the mechanism extends only from a single side,	Refer to FAQ 12 - j;

			remaining within the permitted dimensional limits. After completing its operation, the mechanism retracts, the robot rotates, and then the same mechanism extends in a perpendicular direction (i.e., along the other axis). Although the robot alternately extends along length and width, at no point does it extend from more than one side simultaneously, and it always remains within the allowed dimensions during each instance of extension. Kindly confirm whether such an alternating, single-side extension mechanism complies with the extension rules stated in the FAQ.	
12	am	12.6 and 12.7	After extension, the dimensions of R1 and R2 should be within W1000xL1800xH1300 (mm) and W800xL1300xH1300 (mm), respectively. The questions are, (a) Are these extension allowances from the centre of the robot? (In this case, R1 would be able to extend 400mm from either of the two parallel ends, and R2 would be able to extend 250mm from either of the two parallel ends). Or, are these allowances after the end of the robot sides (in this case, R1 can extend 800mm from a single side, and R2 can extend 500mm from a single side) (b) Can Robot R1 and Robot R2 extend asymmetrically? (i.e., either 250mm from either of the two parallel sides for an 800mmx800mm robot, such that it is a 1300mm centric extension, or 500mm from one of the four sides of the robot for an 800x800mm robot, such that it is a 1300mm one-side extension) (c) According to 12.4, 12.5, 12.6, and 12.7, we assume that when a robot needs to extend from the front/back direction to the right/left direction, it has to come within the 800x800mm start zone limit first and then extend in the needed direction (due to an extension limit in a single direction at a time). Is our assumption correct?	Refer to Rule 12.4, 12.5, 12.6, 12.7;
12	an	FAQ 12e	Regarding R2's wireless controller, 1: does the weight of this R2 controller count into the weight stipulated by Rule Book 12.8. / FAQ 4.1h? 2: Is this R2 controller counted within the ""control unit"" as stated in Rule Book 4.1.10? If yes, then it seems contradictory to FAQ 12e, since we need to touch the R2 control unit to move it outside of the start zone when the game starts, which counts as manually controlling R2.	1: Yes; 2: Yes, it is just similar to a reset button or power button, and it is not considered as a control.
12	ao	FAQ 12p	This FAQ states R1 is allowed to use visible LED light to send signals to R2, is this understanding correct? By this rule, R1 can adjust its light based on manual controller input, and R2 can read the light signal using a camera, thus R2 will be controlled by R1's manual controller indirectly. Is this allowed? This seems to go against the spirit of R2 being automatic. Thus, are there any additional rules governing the use of light communication from R1 to R2?	Permitted. It is a matter of action and reaction. If R1 sends a signal to R2 and instruct R2 to move, it is called control. If R2 reads a signal from R1 and then makes its next step, it is called automatic. Refer to FAQ 12 – p;
12	ap	FAQ 12 s	Can R2 (the autonomous robot) track the ArUco Markers attach on R1 permitted or not permitted	Permitted;

Update: 2026/04/09

12	av	12	As per the rulebook, the R2 robot is specified as a fully automatic robot; however, there is no explicit mention regarding whether the robot must be legged or if a wheeled base is permitted. In this regard, we kindly request clarification on the following point: * Is it mandatory for the R2 robot to use a legged locomotion mechanism, or are wheeled or other base mechanisms allowed, provided the robot operates fully autonomously and complies with other competition rules?	As long as the design complies with the rule book, there is no restriction on the base of the robot.
12	aw	12.11	If R1 transmits information via sound and R2 acquires information from that sound, does this mechanism constitute "dense communication"?	Sound is not permitted. The only permitted means of inter-robot communication are a single low-baud-rate light source, ArUco marker, and/or semaphore, and the transferred information must not change more than once per second.

Update: 2026/05/15

12	bg	FAQ 12-ao	In the FAQ Clarification (Feb 2026), section "12 ao" states that "If R1 sends a signal to R2 and instruct R2 to move, it is called control. If R2 reads a signal from R1 and then makes its next step, it is called automatic." Is it possible to transmit following information between R1 and R2? (1) "field situation", such as "which book is in which block" and "the placement of books on the racks in the arena" (2) "action commands", such as "which block to go to and get the book" and "which slot in the arena to place the book on"	Refer to FAQ -10 h.
12	bk	12.4 / 12.5	At the start of the match or during weight and size inspection, is it acceptable to operate actuators if their operation is necessary to keep the robot within the size limits? If it is necessary to operate actuators in order to fit the robot within the measurement requirements or the dimensions of the start zone, is it allowed to power on the robot and actuate them?	Allowed

Update: 2026/06/18

12	bb	12.2	Is R1 allowed to be controlled by two or more team members simultaneously?	Not allowed

12	bd	12.11	Is the use of AprilTag, a type of AR marker, permitted? Is it permissible to equip a robot with a “Matrix LED panel” and display shapes such as AR markers on that panel so that they can be recognized by the camera of another robot?	Not permitted. The only permitted means of inter-robot communication are a single low-baud-rate light source, ArUco marker, and/or semaphore, and the transferred information must not change more than once per second.
12	bl	FAQ 12 p	According to this rule, if R1 uses IR waves to signal R2, then R1 can control R2 in all operations, which seems to be a violation of the rules. R2 is no longer an autonomous robot. So, should the organizers prohibit IR communication for transmitting signals between R1 and R2?	The only permitted means of inter-robot communication are a single low-baud-rate light source, ArUco marker, and/or semaphore, and the transferred information must not change more than once per second.
12	bn	12.8	FAQ allows a device (visualizer) to display R2's status to team members. Is it permitted to combine this "device displaying R2's information" and the "controller used to operate R1" into a single physical device (e.g., one laptop or tablet)? We guarantee that the received R2 information will not be used by the R1 control functions.	R2 visualizer is not permitted to be part of R1 controller; Refer FAQ 4.1-s;
12	bo	12	Is it permitted to manually operate R2 using a controller strictly during the test run for purposes such as parameter adjustment or debugging?	Permitted during test runs;
12	bp	12	Is it allowed to visualize or monitor data from R2 on an external device (e.g., a laptop or tablet outside the robot) during the match or preparation?	Refer to FAQ 4.1-s;

Section 13 Safety

Update: 2026/06/18

Item		Rule	Questions	Reply
13	a	13.2	Does the emergency stop button need to cut ALL of power sources? I have a separate power source for SBC and motors. If the emergency button cut the motors power, does it need to cut the SBC power too or is the SBC allowed to continue operating even after emergency stop is pressed?	The E-stop must cut all power to motors and actuators. The SBC may remain powered as long as it cannot actuate any movement.

Section 14 Others

Update: 2025/12/17

Item	Rule	Questions	Reply

14	a	14	Are there any consequences for our team's spearhead/staff/weapon entering onto the opponent's game field, except for tic-tac-toe rack?	Refer to FAQ 4.3 -d.
14	b	14	After extending, can the projection of the robot on the opponent field allowed?	Momentary unintended projection of the robot into the opponent's field after extension is allowed. Referee judgment;
14	c	14	If there is a contradiction between the rule text, pictures and video, which one should be trusted first? In the figure below, the left picture is obtained from Appendix 4.1, the right one is obtained from the rule video. Which one is correct?	Refer to the ABU Robocon 2026 Rulebook and Appendix documents.
14	d	14.1.	Is it permissible for R2 to recognize the Forest and where KFSs are placed until the game starts after the setting time ends?	Please refer to Rule Section 4.2: Start of the Game; After setup time, team members are not allowed to touch the robot except the start button.

Update: 2026/02/02

14	e	14.1.	We would like to clarify if the following mechanisms are permissible for gripping game objects such as KFS. 1) Suction by Airflow: A mechanism that generates continuous airflow (e.g., with a fan, propeller, or compressed air blower) to attract and hold an object. 2) Gripping by Vacuum Pads (Suction Cups): A mechanism that grips an object by sealing a pad (i.e., a suction cup) against its surface and creating a vacuum. This includes mechanisms using vacuum pumps powered by compressed air. Could you please provide answers for each method separately?	1) Not permitted; Refer to Rulebook Clarification (Dec 2025) - 10.6; 2) Vacuum is not permitted;

Update: 2026/06/18

14	i	14.3.	Regarding Rule 12.9, it limits controller-to-robot communication strictly to Wi-Fi, Zigbee, and Bluetooth. Could the organizing committee clarify if teams are permitted to use standard 1.9 GHz DECT wireless intercom headsets strictly for human-to-human voice communication (Operator and Pit Crew) during the match?	Any radiocommunications equipment used during the competition must comply with Hong Kong OFCA's applicable requirements (refer to the OFCA website for details). The organiser will not be responsible for any signal interference during the competition.

Section 16 Texts/ Symbols on KFS

Update: 2026/02/02

Item	Rule	Questions	Reply

16	a	16. Texts / Symbol on KFS	For kfs, is kfs real robot 2 always marked with a red box and kfs fake always marked with a blue box? If not, what determines whether kfs real and kfs fake can be red or blue?	The color of the KFS is determined by the team's color; Refer to 'Appendix V1.1.pdf';

Section Appendix

Update: 2025/12/17

Item		Rule	Questions	Reply
App.1	a	15	Are the staff rack and spearhead rack attached to the arena?	Not in ARENA section; Those racks will be fixed and attached to the MC game field;
App.2	b	Appendix 2.5	Is the arrangement of the spear heads on the spear head rack given in the appendix going to be the same in the actual matches?	Yes;
App.3	a	Appendix 3	How much are the length and diameter of the coach bolts used to fix the acrylic plates for the Tic Tac Toe Rack? How is the acrylic plate at the top of the Tic Tac Toe Rack fixed? Could you provide the dimension and/or the part name of the bolt, and show the length from the highest exposed part of the bolt to the surface of the acrylic?	Refer to Appendix 3 - Tic-Tac-Toe Rack;
App.3	c	Appendix 3	In Appendix 3, there is a "Centre line" on the acrylic sheet of the Tic Tac Toe Rack. Is it engraved onto the acrylic sheet? What is it used for? This Centre line was never mentioned in any Rule.	Any method to put the line; Was designed to assist referee judgment if needed;
App.3	d	Appendix 3	Regarding rulebook(V.1.) appendix 3 - Tic-Tac-Toe Rack, we have the question about a centre line on the tic-tac-toe rack. When a robot place KFS onto the tic-tac-toe rack, which of the followings are allowed: 1-a. A mechanism to place KFS goes over the centre line on the tic-tac-toe rack. 1-b. A mechanism to place KFS goes through the tic-tac-toe rack into the opponent side. When a robot use an assembled weapon to attempt to remove an opponent's KFS, which of the followings are allowed: 2-a. An assembled weapon goes over the centre line on the tic-tac-toe rack. 2-b. An assembled weapon goes through the tic-tac-toe rack into the opponent side.	Referee judgment and Refer to FAQ 4.5 - ap; Successful placement is a stationary KFS placed onto slot without falling or robot intervention;
App.4	b	Appendix 4.1	Could you please clarify the exact material used for the stickers covering the KFS? Specifically, are they paper-based, vinyl, laminated, or another type of sticker, and what is their approximate thickness or surface finish (matte or glossy)?	Matte vinyl sticker;

Update: 2026/02/02

App.2	a	Appendix 2	Assuming that the staffs on the staff Rack as described in Rule 4.3.2 have already been assembled with 30PM quick coupler, it can be seen from Appendix 2.1 that the connectors are glued into the PVC pipe. Is this bonding strong enough? What should be done if the assembled weapon disintegrates at the glue during the game? The purchase link provided in the new Appendix V1.0 also includes information about thread taps. So, are the quick couplers glued into the PVC pipes or connected by threading?	Refer to Appendix 2.1 - Staff; PVC pipe glued with assemble connector;

App.4	c	Appendix 4.1	We would like to ask about the detailed surface specifications of KFS. According to the Appendix 4.1 of the rulebook V1.0, it is stated that the KFS is a "Carton Box, cover by 6 sides of sticker" and that the "symbolic texts/pictures are sticked on 5 sides". 1. Regarding the sticker. (1.1) Is the sticker fully adhered to the entire surface of each face? To be more specific, does the adhesion cover the entire rear surface of the sticker, or is it only applied in certain areas (e.g., at the edges or in spots)? (1.2) Can we expect the surface to be free of significant wrinkles or air bubbles? (1.3) The photo in Appendix 4.1 shows very clean corners on the KFS. Could you clarify how the sticker or stickers are applied to the box? For example, is a single, continuous sticker wrapped around the box, or are six separate stickers used, and how are the seams at the edges treated?	Sticker size referring to 'KFS Image V1.0.pdf'; The sticker is a die-cut sticker, not cover the whole surface of the box;
App.4	d	Appendix 4.1	2. Regarding the Symbolic Texts/Pictures. We would like to clarify how the "symbolic texts/pictures" are sticked to the box. Which of the following methods is correct? (a). Printing. In other words, symbolic texts/pictures are printed directly onto a large, single-piece base sticker (e.g., a red or blue sticker), and this sticker is then applied to each face of the box. (b). Layered Stickers. In other words, a plain, base-color sticker is first applied to the box, and then symbolic texts/pictures are applied as a separate, die-cut sticker on top of that base-color sticker.	The stickers will be a die-cut sticker that is designed to be affixed to the surface of the base-color box; Refer to the 'KFS Image V1.0.pdf';
App.4	e	Appendix 4.1	Appendix 4.1 presents 15 recognition Patterns for R2 KFS and 15 recognition Patterns for fake KFS. We know that in the game, the numbers of R2 KFS for the red team and the blue team are 4 each, while the numbers of fake KFS for the red team and the blue team are only 1 each. So, are the Patterns on the R2 KFS of two teams the same for each pair? Are the Patterns on the fake KFS of two teams team the same? And, once these Patterns are determined, will they no longer change in the matches?	Refer to Appendix V1.1.pdf; 1. Each team may freely select and arrange any items from the 15 types of KFS. 2. Each team may choose and arrange items from the three types of fake books. 3. Once selected, the items cannot be changed.
App.4	f	Appendix 4.1	What is the size of the Oracle character and 2026 Robocon on KFS? As they are not provided in the Rulebook.	Sticker size referring to 'KFS Image V1.0.pdf' in size of A4;
App.4	g	Appendix 4.1	What is the combination of characters on fake KFS? Is there a specific combination for them?	Refer to ‘Appendix V1.1.pdf’;
App.4	h	Appendix 4.1	The KFS are described as carton boxes. Could the Committee provide specifications regarding the structural integrity or load-bearing capacity of these boxes? What is the maximum gripping force we can apply before the box is considered "damaged" or deformed, which might constitute a violation under Rule 8.17 (damage to game field/facilities)?	Teams to ensure their grippers can lift the specified KFS without causing damage that impacts gripping or structure.

Update: 2026/04/09

App.4	i	Appendix 4.1	The document "KFS Image V1.0.pdf" does not state the width nor height (in mm) of each logo/oracle bone character. (This height is referring to the character exact height, not the height of 350mm of the entire KFS). Thus, it is infeasible to simply print out the	Provided PDF is the exact size of the characters

			document and expect the character size to be exactly equal to that used in contest, due to printer settings/scaling/paper size. Can you provide the exact size (width + height, in mm) of each logo and oracle bone characters stuck on the KFS (detailed dimensions)?	
App. 2	n	App. 2.2	based on the appendix document, the color of the spearhead shown is gray. will the actual competition also use this grey color? or is the color of this spearhead is not strictly regulated? If the color does not have to be gray, is it a possibility that the competition will use different colors for each of the spearheads? Or will only one color be used for all spearheads?	The color of Spearheads are not strictly regulated. Only one colour be used for all spearheads.

Update: 2026/05/15

App. 2	p	App. 2.2	In appendix 2.2.1 regarding spearheads, is there a separate color for the spearheads used or is it the same as the one in the appendix?	Material: ABS-M30 (Dark Gray)