

# Robocon Hong Kong 2026



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

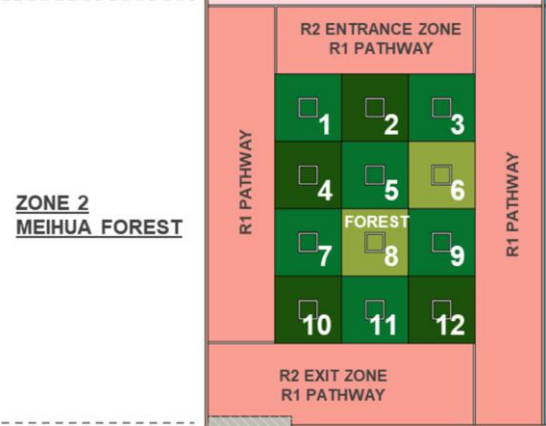
17 April 2026

Robocon Hong Kong 2026


POJ Committee

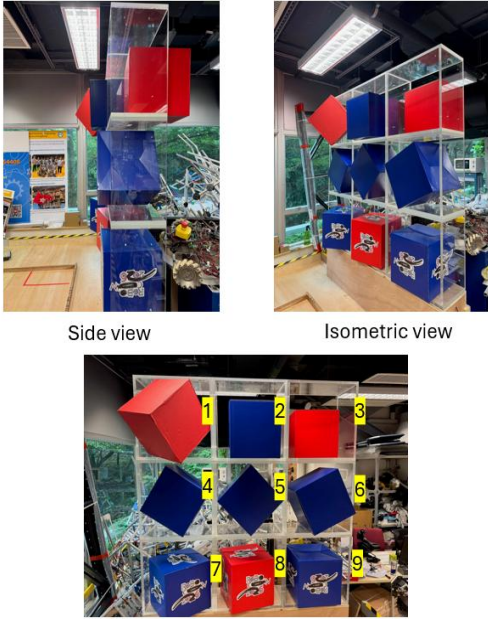
Version	Released Date	Summary	Approved By
1	2026/01/15	- Initial release	POJ Committee
2	2026/02/13	- Second release	POJ Committee
3	2026/04/17	- Third release	POJ Committee

No.	Ref. Rule /FAQ No.	Questions	Reply
1	Rulebook 4.5	<p>Consider situations shown in the video where both teams' robots are attempting to place KFS(s) into the same slot at the same time. How should the game proceed? Is it a violation for either team? If one team successfully pushes the other team's KFS off the rack, is it considered as "an attempt to remove an opponent's KFS occupying any Tic-Tac-Toe slot" without the use of a weapon?</p> <p>Case 1: two robots fighting back and forth, then one robot pushed a released KFS away and fell  Case 2: two robots fighting for the same slot at the same time, releases and one fell  Case 3: one robot push a released KFS at the same slot</p> <p>Video: <a href="#">Q1.zip</a> (Expired on 23 Jan 2026)</p>	<p>Refer to FAQ 4.3 - h; 'First gain entrance to slot is the KFS initiator';</p> <p>Case1: Blue is initiator; Red Violation;  Case 2: Red is initiator; Blue Violation;  Case 3: Red is initiator; Blue Violation;</p>
2	Rulebook 4.5	<p>What is the criterion of a slot being considered as "occupied" by a team's KFS?</p> <p>And what is the moment when the score is awarded to the team? Is it when the KFS is stationary on the rack without being in contact of the own team's robots?</p>	Refer to FAQ6-b;
3	Rulebook 4.5	<p>Consider the situation where our team pushes our KFS to the opposing side, whether intentional or not.</p> <p>Is it considered a violation of our team? How should the game proceed? Can the opponent team pick up the our KFS?</p>	Refer to FAQ4.3-h;
4	Rulebook 8.10	<p>According to rulebook 8.10, it is considered a violation for R2 to "moves onto an MF block when there is a KFS."</p> <p>Does that mean no parts of R2 should touch the top surface of the block, even if it is picking up KFS?</p>	Wait for ABU official release

<p>5</p>	<p>Rulebook 4.4.15</p>	<p>According to rulebook 4.4.15, R2 must pick KFS from adjacent blocks.</p> <p>If R2 is on the block 5, is it allowed to pick up R2 KFS on the block 1, 3, 7, or 9?</p> 	<p>Refer to FAQ4.4-o;</p>
<p>6</p>	<p>Rulebook 4.4</p>	<p>For any KFS(s) dropped outside MF- Forest, they cannot be reused. What will the referee do with the dropped KFS(s)?</p> <p>As R1 cannot touch R2 KFS, and R2 cannot touch R1 KFS (rulebook 8.7, 8.8). According to rulebook 8.20 it leads to force retry. What is the procedure of game field member? Do team members allowed to adjust the KFS on the pathway? Or the referee will remove them upon them dropping outside MF-Forest as the dropped KFS can not allow to reuse (rulebook 4.4.17)?</p> <p>Video: <a href="#">Q6.zip</a> (Expired on 23 Jan 2026)</p>	<p>Refer to Rulebook Clarification (Dec 2025) - 8.7;</p>
<p>7</p>	<p>Rulebook 6.1</p>	<p>Regarding weapon assembly, according to Rulebook 6.1, 10 points will be awarded to the team per weapon they assembled.</p> <p>Will the points be deducted when an assembled weapon disassembled in MF or Arena?</p>	<p>Refer to FAQ6-c;</p>

8	N/A	<p>Consider the definition of “enter”. If a part of a robot overlaps with the air space of a zone/area/game field/etc., does that count as “enter” opponent zone?</p> <p>Is it considered a violation if either R1 or R2 holds KFS / weapon over the opponent's game field in MF / MC?</p>	Refer to FAQ8-a & 8-b;
9	Rulebook 8.3	In rulebook 8.3, R1 touches a spearhead in martial club area is violation. If the opponent's R2 pushes/ drop /shoots a spearhead and thus it hits my R1 in MC, intentional or not, does that cause a violation on my team?	If caused by opponent then not a violation; The game would continue
10	Rulebook 4.5	<p>How are incorrectly/illegally placed KFSs on the tic-tac-toe handled? E.g R1 put KFS in the top / middle row.</p> <p>Will the referee remove them? If so, when and what is the procedure? Will a violation be triggered?</p>	Wait for ABU official release;
11	Rulebook 4.5	<p>Can robots hold KFS in a slot in tic-tac-toe rack to prevent opponent from putting in the same slot? From when will the KFS to count as occupied and need to release the KFS? What if the KFS is held in a location such that opponent cannot occupy the slot, but our KFS falls if we release from the depth?</p> <p>Moreover, can any parts of the robot passing the tic-tac-toe rack?</p>	<p>Refer to FAQ4.3 – h;</p> <p>Refer to FAQ 4.5 – ab;</p>
12	Rulebook 4.5	<p>Consider the situation where the weapon falls on, or goes through the tic tac toe rack to the opposite side, when R1 is attempting to remove an occupied KFS. R1 cannot retrieve the used weapon.</p> <p>How should the game proceed? Is it a violation for the team that makes the weapon through the rack? Since we need to place all parts of assembled weapon to the used weapon zone (rulebook 4.5.6).</p>	Refer to FAQ4.3-d;
13	Rulebook 4.5	<p>Can R1 or R2 employ defensive action against the opponent's attempt to remove our team's KFS? e.g., the use of the robot body to block their own team KFS from falling, or the use of a weapon, or their own KFS.</p> <p>Consider the following cases. Is there any violation? Is any side of the weapon counted as used?</p>	Wait for ABU official release;

		 <p>Case 1: Opponent pushes KFS to the holding KFS and blocked from falling.</p> <p>Case 2: R2 pushes back the KFS and blocked from falling.</p> <p>Case 3: R2 blocked KFS from falling.</p> <p>Case 4: Actively stopping KFS from falling using weapon</p> <p>Case 5: Opponent pushes KFS to the weapon and push KFS back.</p> <p>Case 6: Opponent pushes KFS to our weapon, we release from KFS afterward.</p>	
14	Rulebook 4.5	If a weapon drops onto the ground and breaks accidentally or drop in used weapon zone and breaks such that either staff or spearhead is no longer intact, does that lead to DQ (Destroy the game field object)? If not, according to rulebook 8.21, does that count as a violation, a broken part is not in the zone?	Refer to FAQ Rulebook Clarification 8.14 & 8.21;
15	Rulebook 4.3	Can the staff be assembled without being in contact with R1 and R2? E.g R2 placing the spearhead on the ground and R1 hold staff to assemble the weapon?	No, refer to Rule 4.3.6;
16	Rulebook 4.3	In MC, if R2 and R1 finish assembly weapon. And R2 pick up another spearhead. Can R2 store this spearhead and exit Martial Club. If so, can they assemble a weapon outside Martial Club (Meihua Forest / Arena)? Will point be still awarded? Can the team use this weapon in Arena?	No;
17	Rulebook 4.5	Does the KFS count as successfully placed, as long as it is not falling? Do these cases count? (see the example next page) What if the KFS falls down spontaneously after placement of KFS, without obstructions from the opposing team (i.e. not using any assembled weapon?)	Refer to FAQ6-b;
18	Rulebook 4.5	Case1-9: (with different views) Case 1-3: various degree of depth into the slot Case 4-6: various degree of rotation into the slot Case 7-8: various degree of rotation into the slot	Refer to FAQ6-b;

		<p>Case 9: side with no text/logo on top</p>  <p>Side view                      Isometric view</p> <p>Front view</p>	
<p>19</p>	<p>Rulebook 4.5</p>	<p>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?</p> <ol style="list-style-type: none"> <li>1) The weapon stopped moving while KFS moved and left the weapon, then the weapon start to move again and touch same KFS</li> <li>2) The weapon spins/moves and leaves KFS momentarily (KFS not fallen), then touch the same KFS again</li> <li>3) The weapon touch and missed the KFS</li> </ol> <p>Does it mean the weapon can only touch the KFS once?</p> <p>Video: <a href="#">Q19_case1-3.zip</a> (Expired on 23 Jan 2026)</p>	<p>Refer to FAQ4.5-aj and 4.5-ap;</p>

20	Rulebook 4.5	<p>Consider the following case: Our team is using an assembled weapon to attempt to remove the opponent's KFS. The KFS is supported by the opponent team's robot, and will be fallen if the robot leaves the KFS.</p> <p>Is this KFS still regarded as occupying the rack? If yes, once the weapon is used, can the opponent team's robot push back the KFS to the rack to make the KFS stay in place? Does the weapon counted as used? (rulebook 4.5.5, "regarded as "used" when it touches any KFS and release")</p> <p>Reference: similar to the video but the KFS will fall if the supporting robot leaves the KFS.</p> <p>Will similar decision made if the KFS is supported by KFS/assembled weapon? Video: <a href="#">Q20.zip</a> (Expired on 23 Jan 2026)</p>	Refer to FAQ4.5-y;
21	Rulebook 4.3	<p>If R1 hold staff vertical and R2 put the spearhead on top. Will consider successfully assembled weapon? Since sometime the connector not fully couple.</p>	Wait for ABU official release;
22	Rulebook 4.3	<p>Since R2 is an automatic robot, what will happen when R2 from both teams attempt to pick up the same spearhead and collide?</p> <p>Will there be any procedure (violations, etc.) when two R2 make a collision at spearhead rack? Since the R2 start zone is very close to the spearhead rack.</p> <p>Video: <a href="#">Q22.zip</a> (Expired on 23 Jan 2026)</p>	Refer to FAQ 4.3 - a;
23	Rulebook 4.3	<p>In MC, can R2 block the space above / near the opponent's side spearhead rack, to prevent opponents' R2 from picking up the spearhead.</p> <p>If yes, then the opponent cannot proceeds the game. Is such action allowed? If not, will there be any regulations to such a scenario? Are the following cases allowed?</p> <p>Case 1: one team block space above spearhead.</p> <p>Case 2: one team block the space in front of opponent and could not get any spearhead</p> <p>Video: <a href="#">Q23_case1-2.zip</a> (Expired on 23 Jan 2026)</p>	Refer to FAQ4.3-e;

24	Rulebook 4.5	According to rulebook 4.5.9 and 4.5.14, "R1/R2 can pick up fallen R1/R2 KFS that land on its own side." Can R1/R2 drop it's carrying KFS in Arena, picking it up and put in the tic-tac-toe?	Refer to FAQ4.5-d;
25	Rulebook 4.4.17	According to Rulebook 4.4.17, "Dropped R2 KFS outside Forest cannot be reused." Is it possible for R2 to transfer (shoot) R2 KFS from MF-Forest to Arena (R2 stays in MF-Forest)? Will the KFS be scored when R2 reaches the arena? Can the same KFS be used in occupying Tic Tac Toe Rack and score points?	Refer to FAQ4.5-a;
26	Rulebook 4.3	In MC, if a spearhead is dropped into own/opponent's side by either team, must the team enter the field to restore it, or just leave the dropped item there?	Refer to FAQ4.3 -d;
27	FAQ12aa	According to the FAQ 12aa: Not allow to install electric compressor for vacuum on robot, Does the Vacuum pump count as a kind of electric compressor?	Wait for ABU official release;
28	FAQ4.4q	According to FAQ 4.4q: After the robot picks up the KFS, is it not allowed to stack the KFS together when storing them back into the robot? Or is stacking only prohibited during the picking process?	Store KFS in stack form in robot is allowed; Pickup KFS in stack form is not allowed;
29	N/A	If a robot has two mechanisms with two claws, and one KFS is picked up by the upper claws while the lower mechanism goes to pick up another KFS, resulting in the two KFS touching each other once, would this be considered a violation?	Touch not allowed;
30	FAQ4.1h	According to FAQ 4.1h: Does it mean the router also need to place in start zone?	Wait for ABU official release;
31	FAQ4.5 ay	According to FAQ 4.5 ay: When R1 lifts up R2, regarding the lifting process, is it only R1 that performs the lift? Can R2 walk onto R1 instead, or should R2 remain stationary and be lifted by R1?	Wait for ABU official release;
32	N/A	During the game, is it allowed for the robot's mechanism to enter areas outside the game field's airspace?	Momentarily ok;
33	N/A	During the retry period, a). can staff contact to Spearhead? b). When R1 is holding a staff and unintentionally touches R2's spearhead, will this be considered as violation?	a). During retry, assemble weapon is not allowed; b). During Retry, it is not a violation;
34	Rulebook Clarification	According to Rule Book Clarification No. 3, Section 3.8, does the term 'Individually' mean that the robots R1 and R2 are not allowed to touch each	Physical contact is not allowed;

	No.3, Section 3.8	other OR overlap their projection areas, even without physical contact, while placing the KFS?	
35	N/A	Is there a difference in rulings / judgements between the location FAQ and the international FAQ?	Judgment and ruling are basically the same;
36	N/A	Any release schedule for local FAQ & international FAQ?	Local: 15 Jan 2026 International: Wait for ABU official release;
37	N/A	When will the international FAQ be released next time?	Wait for ABU official release;
38	N/A	Will local FAQ and international FAQ release separately?	Yes;
39	Rulebook Clarification 3.8	Rulebook Clarification 3.8: R1 and R2 need to individually replace the KFS in the bottom row and middle row. Can you clarify the meaning of “individually”? a) Does it mean that R1 cannot touch R2? Or, while R1 is lifting up R2 at the same time, can R1 still place the KFS into the Tic-Tac-Toe Rack?	Individually implies that R1 should place it's KFS operating independent of R2 and no physical contact with R2;  R2 should place it's KFS operating independent of R1 and no physical contact with R1;  For Top row, R1 must be carry R2 for R2 to insert the KFS;
40	FAQ 4.3l	According to FAQ 4.3l: R1 and R2 are not permitted to make physical contact with each other in the Martial Club area and the Forest. However, what about unintentional contact between them?	Forced retry will be enforced;
41	N/A	Does the RAMP area count as part of the Meihua Forest or as part of the Arena?	Wait for ABU official release;
42	Rulebook 4.5.6	According to Rulebook 4.5.6: When a weapon is used, R1 must place all parts of the used weapon in the 'Used Weapon Area.' a). Can R1 carry the used weapon to lift up R2? b). Or can R1 carry the used weapon to place the KFS into the Tic-Tac-Toe Rack?	Wait for ABU official release;
43	FAQ 4.5r & e	According to FAQ 4.5 r & e: Let's consider a situation where R1 is holding the KFS in the bottom slot of the Tic-Tac-Toe Rack. By released FAQ definition, this slot is not considered as 'vacant slot,' as R1 is still holding the KFS	Forced retry if robot intentionally block opponent from placing KFS

		and hasn't placed it yet. Therefore, the opposing team cannot place their KFS into the same slot and cannot interfere with it?	into the slot by holding KFS in slot and not releasing it;
44	FAQ 4.5 aj; al; at	According to FAQ 4.5 aj; al; at: Regarding the used weapon: a). How does the referee determine if a weapon has already been used? b). Will they notify the game field members that the weapon has been used? Also,c). does the weapon count as used only	a). Assembled weapon is declared as "Used Weapon" once the weapon moves the KFS from its initial position; Refer to FAQ 4.5 - ae; b). No; c). No, once KFS moves from its initial position - the weapon is "used";
45	N/A	If R1 has a small platform or step for R2 to walk onto, and then R1 lifts R2, would this be considered valid?	Wait for ABU official release;
46	FAQ 10	According to FAQ10: As the FAQ 10 does not allow any shooting mechanisms, a). can R1 or R2 throw the KFS into the Arena? b). What happens to the KFS if our robot throws it into the Arena?	Wait for ABU official release;
47	Rulebook 4.3	In the Martial Club Zone, what happens if our R2 and the opponent's R2 grab the spearhead at the same time, causing the two robots' claws to grip together, and one of the claws gets destroyed? Additionally, what occurs if both robots grab the same spearhead simultaneously, resulting in its destruction?	the one who touch the spearhead first is treated as the initiator and the one after is treated as the violator;  Force retry for the violator;  Intentional damage of spearhead would be regarded as intentional game field damage may result in Rulebook 10.2;
48	Rulebook 4.3	In the Martial Club, if one team attempts to block the other team from retrieving a spearhead, will this be allowed?	Intentional blocking is not of fair play; May result in Rulebook: 10.3;

49	Rulebook 3.8.1-3, FAQ 4.5 az	1). What does “individually” implies? 2). Is it that R1 and R2 cannot come into contact when they are placing KFS in the middle and bottom row? 3). Can R1 place KFS while lifting R2?	R1 and R2 cannot come into contact while placing middle and bottom row;
50	Rulebook 8.21	1). Is it that the staff part of weapon needs completely within the used weapon zone? 2). When will referee start to check if it is within the zone and judge if it is considered as violation? 3). Is it allowed for R1 push the weapon to the zone without causing violation?	1). Refer to Rulebook clarification 8.14, 8.21; 2). Once the disposal weapon reach the ground; 3). Yes, allowed but must complete action before proceeding to next action since placing used weapon started;
51	Appendix, Rulebook 2	Appendix, Rulebook 2 Appearance of real and fake KFS: a. How will the 4 Real R2 KFS be chosen to be in a given match? Are they being picked by game field members out of the 15 patterns? Or the game field helpers will choose them for the match? b. How will be the appearance of fake? When will the committee announce the exact combination of fake KFS? Can team member choose 1 from potentially many choices?	a). Opponent team chooses the KFS to be used; b). Refer to rulebook 16.2.2 about Fake KFS images, Opponent team chooses the Fake KFS to be used;
52	FAQ 4.3 d -c)	c) opponent team drop spearhead to our side: team can request cleanup for 10 second. Can team robots move during the time frame upon request? Do they need to call for a retry?	Wait for ABU official release;
53	Rulebook 8.21, 9.15	Suppose R1 disposed used weapon, but the staff part is not completely inside the used weapon zone, which lead to violation. 1). What is the procedure for such forced retry? 2). 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?	Wait for ABU official release;
54	FAQ 4.4 f	Can R1/R2 hold KFS to touch/move/manipulate other KFS (including fake)? As KFS does not count as part of robot.	No, would be violation;

55	FAQ 4.3 h	How to define the non-KFS initiator, do referees have any reference? For example, the first team reaching over the “centre line” at the middle of the tic-tac-toe rack, or the vinyl tape edge?	The KFS that first gains to the slot;
56	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?	Forced retry; Wait for ABU official release;
57	Rulebook 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?	Refer to FAQ 4.3 - d (d);
58	FAQ 4.3 l	According to the FAQ 4.3 l, R1 and R2 are not permitted to come in physical contact except in Arena. Is ramp included in the Arena? Is unintentional/momentarily contact allowed in Meihua Forest or Martial Club? Which robot, if not both, shall receive forced retry for violating 4.3_l?	Wait for ABU official release;
59	Rulebook 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, it is means, R1 holding the staff and the staff touch the R2 will got a force retry?	Yes, force retry because R2 touches a staff in the MC area;
60	FAQ 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?	Wait for ABU official release;
61	FAQ 4.4 f	Can R1/R2 hold KFS to touch/move/manipulate other KFS (including fake)? As KFS does not count as part of robot.	No;
62	Rulebook v1 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?	Wait for ABU official release;
63	FAQ 12 aa, 14 e	Does the FAQs imply the use of vacuum pump on suction pad for picking up KFS is permitted, while using compressor to compress air into air tank not permitted?	Wait for ABU official release;

64	FAQ 4.4 k	Rulebook 4.4.17 state that Dropped R2 KFS outside Forest cannot be reused. If part of a R2 KFS in Forest is outside the Meihua Forest block adjacent to the pathway, is it considered “outside Forest and cannot be reused”?	R2 KFS is considered "outside" Forest when it is in contact with Pathway;
66	FAQ 4.4 p	“R2 can only occupy one forest block at a time.” Does that mean except transition, no parts of robot should be touching ground of two or more forest blocks at the same time?	Wait for ABU official release;
68	FAQ 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.	Refer to FAQ 4.5 - aj;
69	FAQ 4.5 ay	From FAQ 4.5 ay, “Can R1 provide a step/platform that R2 uses to climb with R2’s own power?” is not allowed. Can R2 climb and move to the step/platform of R1, then R1 moves the step/platform to lift up R2?	Wait for ABU official release;
70	FAQ 7	consider the following scenario: We would like to replace opponent’s KFS with our own KFS on tic-tac-toe rack. We have retracted the weapon from the rack and we are ready to place the KFS. In this case, can we place the KFS while opponent’s KFS have just left the rack?	Provided opponent KFS completely out of slot, i.e. no part of KFS in contact with the slot;
71	FAQ 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?	Wait for ABU official release;
73	FAQ 12 p, s	Does that mean other communications than RF between R1 and R2 is allowed? Is R2 allowed to capture information from R1, using camera, infra-red sensor, ultrasound, etc.?	No RF communications is allowed between R1 and R2. R2 can capture and analyse the status of R1 and make its decision;
74	Rulebook 8.22	How to deal with opponent KFS falling to our side by opponent’s robot, obstructing our action? Will the opponent team be penalized? Does our team need to do any kind of action? Can the team member request clean-up from referees? Can they be removed by team members during retry?	Refer to FAQ 4.3-d;
76	FAQ 4.3 a, e	To prevent direct collision of gripping mechanism, can a team protect one spearhead and safely gripping it by using guarding mechanism?	Wait for ABU official release;

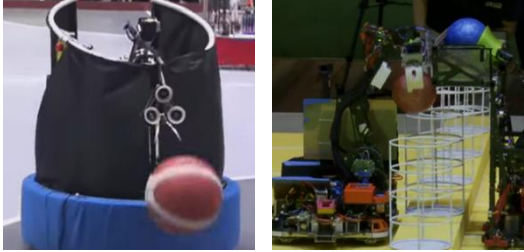
79	Rulebook 4.5.6	<p>Question regarding a disassembled Weapon leaving a Head inside the Tic-Tac-Toe Rack:</p> <ol style="list-style-type: none"> <li>Is it a violation if a team leaves a Head behind in the rack?</li> <li>Can we request the referee to remove the Head? If so, does the game timer continue running during the removal process?</li> <li>If our robot body contacts the opponent's abandoned Head, which team is penalized?</li> <li>If placing our KFS causes the opponent's abandoned Head to fall into the opponent's field, which team is penalized?</li> <li>If placing our KFS causes the opponent's abandoned Head to fall into our field, which team is penalized?</li> </ol>	Wait for ABU official release;
80	Rulebook V1.0 10.6	<p>Question regarding placing KFSs into the Tic-Tac-Toe Rack: Please verify which of the following actions are permissible:</p> <ol style="list-style-type: none"> <li>The robot is not gripping the KFS at the start of the placement action.</li> <li>At any specific moment between the start and completion of placement, a part of the robot is not within the target slot of the rack.</li> <li>Shooting (launching) the KFS into the rack.</li> </ol>	Please clarify the question;
81	FAQ 4.5 k, Rulebook V1.0 4.5.3	<p>While our robot is using a weapon to remove a KFS, consider the following cases, are these actions permissible?</p> <ol style="list-style-type: none"> <li>Opponent's robot pick up the same KFS from the rack, and place to other vacant slots.</li> <li>Robot pick up a KFS from tic-tac-toe rack and place it back to the same slot.</li> </ol>	Wait for ABU official release;
82	Rulebook V1.0 4.5.3	<p>Consider the following situation: R1 removed an opponent's KFS from tic-tac-toe rack by a weapon, then it knocked down another opponent's KFS due to possible bad placement. Are the accidentally removed KFS considered as legally removed? If not, will referee restore such KFS to the original position?</p>	If a KFS is knocked down accidentally (not the direct target of the weapon), it is not considered legally removed. If a KFS is accidentally knocked down by a weapon (not the intended target), the referee will restore it to its original position.

Update: 2026/01/15

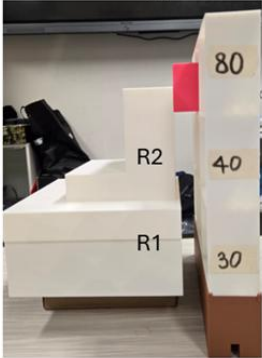
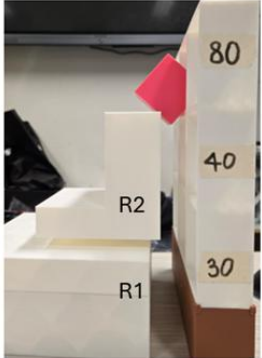
83	FAQ 4.5 k	On replacing KFS on tic-tac-toe rack, can team retrieve the KFS and put back into the same slot?	Yes, provided actions comply with Rulebook;
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Update: 2026/02/13

No.	Ref. Rule /FAQ No.	Questions	Reply
65	Rulebook 4.5.3	Consider a situation: Our team placed a KFS on the tic tac toe rack and flagged as successful placement, then immediately being pushed by opponent, our robot cannot avoid contact with the KFS given the short amount of time had passed after placement, is it still a violation on our team? What should be done?	Violation. Refer to 4.5 -ae; Forced retry for the robot, refer to Rule 9.4.2;
67	FAQ 4.5 r, e	Can a team robot hold a KFS in a vacant slot on tic tac toe rack, without placing it, making it not vacant and yet to be successfully placed, thus prohibiting the other team from using that slot? If not, how long can it hold until it is considered illegal?	No, cannot hold a KFS in a vacant slot on tic tac toe rack, without placing it. Refer to 4.5 -c
72	FAQ 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.
75	FAQ 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 a must. However, if the only vacant block is the one you just cleared, you must enter there. Refer to Rule 4.4.13
84	FAQ 4.5 k, Rulebook V1.0 4.5.3	Consider the following situation: Suppose R1 placed a KFS on a vacant slot. R2 start to place KFS on top of the placed R1 KFS in the middle row. At this moment opponent's R1 removes our team's R1 KFS and touch our team's R2, which blocked the KFS from falling. This violated rulebook 4.5.3 and received a forced retry. Is this interpretation correct?	Violation. Refer to 4.5 -ae; Forced retry for the robot, refer to Rule 9.4.2;

<p>85</p>	<p>Rulebook V1.0 section 4.4, 10; ABU FAQ2 14e</p>	<p>If the following are true or false? According to ABU FAQ2 14e, vacuum is not permitted. Is the use of vacuum pump, WITHOUT air compressing ability, combined with suction pad be allowed?</p>  <p>If not, could the committee elaborate on the reasoning behind this decision? Given that in past years, it is allowed to use such device, with no objection from the authorities.</p> <p>A-1 are those that create suction using duct fan, compressed air blower A-2 are those that create suction using vacuum pad by creating vacuum to attach to the surface of object(s) For Japan, they allow A-2 for suction</p> <table border="1" data-bbox="456 967 1518 1273"> <tr> <td data-bbox="456 967 584 1273"> <p>12.2</p> </td> <td data-bbox="591 967 1028 1273"> <p>空気を利用した機構に関して、以下に示す吸引／吸着機構を使用することが認められるか否かを教えてください。</p> <p>(A)ゲームオブジェクト(槍やブック)の把持目的のために、次に示した機構を用いることは許可されますか？</p> <p>(A-1)吸引機構。すなわち、ファン、プロペラ、圧縮空気ブLOWERなどを用いて連続的な気流を発生させ、物体を引き寄せ保持する機構。</p> <p>(A-2)吸着機構。すなわち真空パッド（吸盤）を物体表面に密着させ、真空状態を作り出して把持する機構。圧縮空気駆動される真空ポンプを用いる機構も含まれます。</p> <p>(B)フィールド床面を吸引することは許可されますか？すなわち、ロボットがより速く・安定して移動できるようにする目的で、プロペラや圧縮空気によりフィールド床面を吸引してダウンフォースを生じさせる機構の使用は認められますか？</p> </td> <td data-bbox="1034 967 1518 1273"> <p>(A-2)のみ認められます。</p> </td> </tr> </table>	<p>12.2</p>	<p>空気を利用した機構に関して、以下に示す吸引／吸着機構を使用することが認められるか否かを教えてください。</p> <p>(A)ゲームオブジェクト(槍やブック)の把持目的のために、次に示した機構を用いることは許可されますか？</p> <p>(A-1)吸引機構。すなわち、ファン、プロペラ、圧縮空気ブLOWERなどを用いて連続的な気流を発生させ、物体を引き寄せ保持する機構。</p> <p>(A-2)吸着機構。すなわち真空パッド（吸盤）を物体表面に密着させ、真空状態を作り出して把持する機構。圧縮空気駆動される真空ポンプを用いる機構も含まれます。</p> <p>(B)フィールド床面を吸引することは許可されますか？すなわち、ロボットがより速く・安定して移動できるようにする目的で、プロペラや圧縮空気によりフィールド床面を吸引してダウンフォースを生じさせる機構の使用は認められますか？</p>	<p>(A-2)のみ認められます。</p>	<p>False, vacuum is not allowed.</p>
<p>12.2</p>	<p>空気を利用した機構に関して、以下に示す吸引／吸着機構を使用することが認められるか否かを教えてください。</p> <p>(A)ゲームオブジェクト(槍やブック)の把持目的のために、次に示した機構を用いることは許可されますか？</p> <p>(A-1)吸引機構。すなわち、ファン、プロペラ、圧縮空気ブLOWERなどを用いて連続的な気流を発生させ、物体を引き寄せ保持する機構。</p> <p>(A-2)吸着機構。すなわち真空パッド（吸盤）を物体表面に密着させ、真空状態を作り出して把持する機構。圧縮空気駆動される真空ポンプを用いる機構も含まれます。</p> <p>(B)フィールド床面を吸引することは許可されますか？すなわち、ロボットがより速く・安定して移動できるようにする目的で、プロペラや圧縮空気によりフィールド床面を吸引してダウンフォースを生じさせる機構の使用は認められますか？</p>	<p>(A-2)のみ認められます。</p>				
<p>86</p>	<p>Rulebook V1.0 section 4.3</p>	<p>(Weapon assembly) Are the following true or false?</p> <ul style="list-style-type: none"> <li>It is considered as violation when:             <ol style="list-style-type: none"> <li>Staff on R1 during Assembly, ANY PARTS of the STAFF touches ANY PARTS of R2 (including the spearhead holding mechanism on R2)</li> </ol> </li> </ul>	<ol style="list-style-type: none"> <li>Violation</li> <li>Staff can touch spearhead</li> </ol>			

		2. Staff on R1 during Assembly, ANY PARTS of the STAFF touches ANY PARTS of R2 (including the spearhead holding mechanism on R2), EXCEPT the coupler on the spearhead	
87	Rulebook V1.0 section 4.4	<p>(R2 in MF) If the following are true or false?</p> <p>(a) When in MF, R2 can only get onto the MF block that it (R2) retrieved KFS from?</p> <p>(b) Do we need to remove the KFS before moving on to a new MF block?</p> <p>(c) It is a violation for R2 WHEN:</p> <ol style="list-style-type: none"> <li>1. ANY PARTS of R2 touches the top plane of the MF block that has a KFS on it.</li> <li>2. the orthogonal projection of R2 enters top plane of MF block that has a KFS on it.</li> <li>3. ANY PARTS of R2 touches the side wall of the MF block that has a KFS on it.</li> </ol> <p>When violation due to above reason(s):</p> <ul style="list-style-type: none"> <li>• The moved KFS on MF block, if any, will be returned to it original position.</li> <li>• Who will return the KFS?</li> </ul>	<p>(a) - False</p> <p>(b) &amp; ( c)- Refer to FAQ 4.4 -s</p>

88	Rulebook V1.0 section 4.5, 8	<p>Regarding Weapon assembly, Rulebook V1.0 section 4.5, 8          Situation:          (i) Team A R2 placed KFS on the top row of TTT rack successfully. i.e. Team A R2 being boosted by Team A R1          (ii) Team B R1 uses weapon knock off the top row KFS of Team A just placed</p> <p><b>Case 1:</b> </p> <p><b>Case 2:</b> </p> <p>Consider the following cases:          If the following are true or false?          For violation mentioned in previous pages, which action should be taken:</p> <p>(a) Only Team A R2 needs to retry          (b) Only Team A R1 needs to retry          (c) Both Team A R1 &amp; R2 need to retry          (d) No robots need to retry          (e) For Case 1, the KFS will be returned to its TTT rack position          (f) For Case 1, the KFS will remain as-is and CAN be pushed by Team B R1.          (g) For Case 2, the KFS will be returned to its TTT rack position          (h) For Case 2, the KFS will remain as-is and CAN be pushed by Team B R1.          (i) For both cases, Team B R1 weapon is considered as used.</p>	<p>Case 1 - Violation; KFS remain as-is.</p> <p>Case 2 - Violation. As R2 has defensive action to preventing its own KFS from falling out of the tic tac toe according to the provided picture.</p> <p>(c ), (f) - True          (a), (b), (d), (e), (g) - False          (h) - KFS will fall while R1 &amp; R2 is going to retry zone, remain as-is after the KFS reach the ground</p> <p>(i) - Refer to FAQ 4.5 -aj &amp; FAQ 8 -o;</p>
89	Rulebook V1.0 section 4.3, FAQ2	<p>Is this type of boosting mechanism allowed?</p> <ul style="list-style-type: none"> <li>• Regarding R1 lifting R2, Rulebook V1.0 section 4.3, FAQ2</li> <li>• Mechanism similar to that shown in the video can be used for R1 to lift R2: With all the moving part being R1 and the wheel chair being R2.</li> </ul>	<p>Refer to released FAQ4.5 - bl, clearly written R2 have to be stabilized position on ground.</p>

		R2 needs to go on to the platform to be THEN lifted by R1.  <a href="https://www.youtube.com/watch?v=uuW6Q0nqecE&amp;t=3s">https://www.youtube.com/watch?v=uuW6Q0nqecE&amp;t=3s</a>	
93	N/A	In Arena Tic Tac Toe, while R1 & R2 is collaborating, robots will block the middle row of Tic Tac Toe, is it violation to our team if opponent team push the KFS towards and hit our team's robot?	It is violation.
94	FAQ 4.5 -z	Clarify "Can R1 use weapon carrying R2"?	R1 cannot use weapon to carry R2, refer to FAQ 4.4 - d -(b).
95	FAQ 9 -l	(a) Clarify FAQ 9 -l , while R2 is under retry condition, can we assembly the weapon? can weapon assembly during R2 is under retry conditions? (b) Follow up question: If R2 is in retry condition while holding a Spearhead, can the Staff held by R1 touch the Spearhead of R2?	(a) - Not Permitted. Refer to FAQ 9 - h; (b) - Not permitted. R1 and its holding items cannot enter the R2 retry zone during R2 retry.
96	FAQ 12 - w	12 – w (Wireless communication) states require each team to specify it in the specification form, and verify it in vetting. Please give more info regarding the verification?	During vetting, teams should provide evidence to the TAC that R2 operates autonomously.

Update: 2026/04/17

No.	Ref. Rule /FAQ No.	Questions	Reply
100		There are 2 Forest Block in the vetting area, want to know if there is a demo of climbing and picking up KFS during vetting.	The Forest Block is a 400 & 600mm height, for demonstration of general operation since R2 is an automatic Robot.
101		Any frequency or size constrain for the Walkie Talkie communication between game field players?	As long as the frequency comply with OFCA requirement.
102	FAQ 10h	Is LED Strip Light refers to single light source or multiple light source	LED strip is allowed to use for R1 to R2 provided only one LED light is on at one time and comply with the baud rate limit

103		For Robot R2, there is no restriction there should be a start button on the robot. If Robot R1's operator press a button on R1, and R1 sends a signal to R2 and ask R2 to start the operation during game start, is it violation?	For R2, only manual physical start and emergency stop buttons are allowed
104	FAQ 4.4s	The definition of 'pick up KFS' is refer to robot pick up the KFS and the KFS is off the ground of Forest Block?	Yes
105	Rulebook 4.4.14 & 4.4.15	1. Rulebook 4.4.15 mentions "collect" — does this mean R2 cannot immediately release the 1st KFS after picking it up from Block 1, 2, or 3? The FAQ uses "collect" rather than "pick up," implying the KFS must be retained? 2. Scenario: If Block 3 contain a R2 KFS, Robot R2 pick up the KFS and put it down. Then R2 enter the Forest Block via Block 1 (Vacant block), Does this fulfil the collect requirement of Rulebook 4.4.15	1. Yes, the R2 KFS must be collected by R2 at 1,2 or 3 in order to qualify Forest entry 2. No as stated in 1. Refer to FAQ 4.4 ac
106	FAQ 14e	Can we use Suction cups that do not require vacuum air?	Not permitted; Refer to FAQ14 e
107	Rulebook 4.3.9	R1 must leave the Martial Club with at least one Assembled Weapon during the first exit attempt. If R1 exits without an Assembled Weapon and receives a forced retry, does that exit still count as the first exit?	This scenario - Forced retry with no assembled weapon upon first exit does not qualify initial MC exit for R1
108	FAQ 9t	When the retry is called for R1, R2 require to separate from R1 to the ground, since R2 is an automatic robot, it does not know it is doing retry. During R2 separate from R1 to the ground, can game field members stop R2 operation during this moment so R2 can safely separate from R1 on the ground?	For R2, manual physical start and emergency stop buttons may be used. As long as retry is called, team member can enter the game field to press the emergency stop button
109	FAQ 10h	According to FAQ 10h, communication (single low-baud-rate light source) between R1 and R2 must not change more than once per second. Does this rule also apply to R1's communication (indicator light) with the R1's controller?	Only single LED at one time with baud rate of 1 per second on R1 is accepted for R1-to-R2 communications. Hence all other LEDs intended for any other purposes should be shielded, not visible nor exposed to R2.
110		Can we call for a retry to ask the referee to reset the knocked-down KFS that was not fallen onto the pathway by our robots?	Refer to FAQ 8 -k; Any KFS affected by another dropped KFS will remain as-is, and this dropped KFS will be restored.

Update: 2026/04/17

111		1.Do we need to place the R2 Controller onto the R2 robot? 2. If not, can we program the controller to remotely pause the R2 robot motion (apart from using the E-button) when a retry or forced retry is triggered?	1) Not necessary; Refer FAQ 10 -f; 2) For R2, only manual physical start and emergency stop buttons are allowed.
115		Can we use a screen to display the ArUco marker? Does it violate the rules? And How about e-ink?	Cannot use screen to display; Refer to FAQ 10 a; Refer to FAQ 10 h;