

ABU Asia-Pacific Robot Contest 2026 Hong Kong, China



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

17 December 2025

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	<ul style="list-style-type: none">- Initial release- Clarification of Game Rule	Organizing Committee

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Rulebook Clarification (Dec 2025)

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Rulebook Clarification (Dec 2025)

Update: 2025/12/15

3	<p>3.8 In the Arena:</p> <p>3.8.1 R1 places R1 KFS onto Tic-Tac-Toe Bottom Row slot(s).</p> <p>3.8.2 R2 places R2 KFS onto Tic-Tac-Toe Middle Row slot(s).</p> <p>3.8.3 R2, carried by R1, places R2 KFS onto Tic-Tac-Toe Top Row slot(s).</p>	<p>3.8 In the Arena:</p> <p>3.8.1 R1 places R1 KFS onto Tic-Tac-Toe Bottom Row slot(s) individually.</p> <p>3.8.2 R2 places R2 KFS onto Tic-Tac-Toe Middle Row slot(s) individually.</p> <p>3.8.3 R2, carried by R1, places R2 KFS onto Tic-Tac-Toe Top Row slot(s) perform by R1 and R2 combined.</p>
4	<p>4.3.9 R1 must exit Martial Club to Meihua Forest with one or more Assembled Weapons</p> <p>4.3.10 R2 exits Martial Club to Meihua Forest only after R1 completely exits.</p>	<p>4.3.9 R1 must exit Martial Club to Meihua Forest with one or more Assembled Weapons</p> <p>4.3.10 R2 exits Martial Club to Meihua Forest only after R1 completely exits.</p> <p>4.3.9 and 4.3.10 only applies to first exit of Martial Club</p>
	<p>4.5.1 R1 enters the Arena under one of the following conditions:</p> <p>4.5.1.1.1 Carrying one or more Assembled Weapons without any R1 KFS;</p> <p>4.5.1.1.2 Carrying one or more R1 KFS;</p> <p>4.5.1.1.3 Both (a) and (b).</p>	<p>4.5.1 R1 enters the Arena under one of the following conditions:</p> <p>4.5.1.1.1 Carrying one or more Assembled Weapons without any R1 KFS;</p> <p>4.5.1.1.2 Carrying one or more R1 KFS;</p> <p>4.5.1.1.3 Both (a) and (b).</p> <p>4.5.1 only applies to first entry of Arena</p>
	<p>4.5.3 R1 can only use an Assembled Weapon to attempt to remove an opponent's KFS occupying any Tic-Tac-Toe slot.</p>	<p>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</p>

	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 <u>aerial</u> movement.	10.6 The use of drones, flying mechanisms, projectiles for locomotion, or any form of sustained aerial movement.

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;
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;

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;

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)-(e) all included, Refer to Rule 12.8.

			<p>(a) A controller.</p> <p>(b) A Wi-Fi router, not mounted on the robot, that relays communications between the controller and the robot.</p> <p>(c) Power supply of the Wi-Fi router.</p> <p>(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).</p> <p>(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.</p>	
4.2 Start of the Game				
4.2	a	4.2.3	<p>a). Does the referees allowed to be on the field during the game?</p> <p>b).if yes, which area and when?</p>	<p>a). Yes;</p> <p>b). Referee can access all game field areas;</p>
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?	<p>Referee judgment - Robot that first grab the Spearhead is the initiator. Opponent interference results in violation and Forced Retry.</p> <p>If intentional damage occurs, it may end up with Rule 10.5;</p>
4.3	b	4.3	<p>Rule 4.3.14 states that "Only R1 can pick up an assembled weapon that has fallen within the team's MC area".</p> <p>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"?</p> <p>There are also other similar situations including but not limited to</p> <p>c). "all the components of the weapon are placed in the used weapon area" as described in Rule 4.5.6,</p> <p>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..</p>	<p>a). Refer to Fig.1 of rulebook for definitions of areas of Martial Club and Arena;</p> <p>b). Completely inside;</p> <p>c). Refer to Rulebook Clarification (Dec 2025) - 4.5.6 & 8.21;</p> <p>d). KFS touch opponent side's ground;</p> <p>e). KFS Completely inside;</p>

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	d	4.3	<p>What is the procedure to use the fallen spearhead in the following conditions:</p> <p>1. While R2 was picking up the spearhead, it fell into the opponents' team area (caused by our R2).</p> <p>2. While R2 was picking up the spearhead, it fell into our team area (caused by our R2).</p> <p>3. While the opposing R2 was picking up the spearhead, it fell into our team area.</p>	<p>a) Own item dropped outside game field designated areas cannot be re-used</p> <p>b) Own item dropped within own game field areas, options:</p> <ul style="list-style-type: none"> - Designated robot to pick up - Retry to retrieve item dropped within its own side and be placed back original position by referee (MC only) <p>c) Opponent item dropped by opponent team onto own game field areas</p> <ul style="list-style-type: none"> - Opponent team Forced retry – back to MC retry zone - Team may request cleanup during opponent team robot(s) transport to MC retry zone; Cleanup lasts 10 seconds from the referee's signal, whether completed or not, clean up by referee <p>d) Own items dropped within own game field areas initiated by opponent</p> <ul style="list-style-type: none"> - Restore to its previous state by referee <p>e) Dropped spearhead within common area</p> <ul style="list-style-type: none"> - Restore to its previous state in Spearhead Rack by referee - To be removed from Tic-Tac-Toe Rack by referee

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	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 the opponent team's field, except for the space above opponent team's side of Spearhead Rack.	Spearhead Rack is the common area for both teams; For other areas, Refer to Rule 8.1 and 8.2;
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: <u>For Spearhead Rack</u> , refer to FAQ4.3 – a; <u>For Arena Tic-Tac-Toe Rack</u> : 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 touch 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	Incorrect; Refer to FAQ 4.3 - d;

			<p>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?</p> <p>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.</p> <p>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?</p>	
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;
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 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?"	Refer to FAQ 4.3 - l;
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;
4.4	e	4.4 Touchin g vs collecti ng	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 definit on of Adjace nt	<p>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?</p> <p>Kindly clarify the intended meaning and applicability of these terms in all instances/rules where "adjacent" is referenced.</p>	<p>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;</p>
4.4	p	4.4.14	<p>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?</p>	<p>R2 can only occupy one forest block at one time;</p>
4.4	q	4.4.14	<p>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?</p>	<p>Refer to FAQ 4.4 - f;</p>
4.4	r	4.4.15	<p>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?</p>	<p>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;</p>
4.5 Arena				
4.5	a	4.5	<p>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?</p>	<p>Refer to Rule 3.7, 4.5.1, 4.5.12, 6.2;</p>
4.5	b	4.5	<p>Can R2 and R1 return to the martial club or Meihua forest without taking a Retry?</p>	<p>Refer to Rulebook Clarification (Dec 2025) - 4.3.9, 4.3.10;</p>

				<p>The rules below remain valid for robots after first exit of Martial Club:</p> <ul style="list-style-type: none"> - 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?	<p>No; Refer FAQ 4.4 - d;</p> <p>If deliberate obstruction occurs, it may end up with Rule 10.3;</p>
4.5	d	4.5	KFS can be carried inside the Arena. Then, can they be put on the ground in Arena?	<p>Yes; Refer to Rule 6.2;</p>
4.5	e	4.5	Will the referee signal a successful placement of a KFS?	<p>Yes once KFS success placement;</p> <p>Successful placement is a stationary KFS placed onto slot without falling or robot intervention</p>
4.5	f	4.5	Is there any orientation required on putting the kfs on tictactoe rack	<p>Refer to FAQ 4.5 - e;</p>

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?	<p>Each placement must comply with 3.8.1 for R1, 3.8.2 for R2 and 3.8.3 for R1 and R2 together.</p> <p>3.8.1.- R1 places R1 KFS onto Tic-Tac-Toe Bottom Row slot(s). Perform by R1 individually.</p> <p>3.8.2.- R2 places R2 KFS onto Tic-Tac-Toe Middle Row slot(s). Perform by R2 individually.</p> <p>3.8.3.- R2, carried by R1, places R2 KFS onto Tic-Tac-Toe Top Row slot(s). Perform by R1 and R2 combined.</p>
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.	<p>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)?</p> <p>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.</p> <p>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.</p>	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	<p>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?</p> <p>Can a weapon ,a part of the robot or an KFS be used to block the KFS from falling?</p> <p>If an Assembled Weapon is to defend our KFS, will that weapon</p>	Not permitted; Refer to FAQ 4.4 - d;

			still be judged as "used" based on rulebook v.1 sections 4.5.4 and 4.5.5?	
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	ae	4.5.3.	<p>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?</p> <p>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.</p> <p>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.</p>	No part of R1, R2 and KFS can be used as the means of defend team's KFS from being displaced;
4.5	af	4.5.3.	<p>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?</p>	Yes, it is violation; Refer to Rule 8.22, Rule 4.5.3 & FAQ 4.4 - d;
4.5	ag	4.5.3.	<p>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?</p> <p>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?</p>	Not permitted; Refer to Rule 10.3;

4.5	ah	4.5.3.	<p>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:</p> <p>(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?</p> <p>(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?</p> <p>(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?</p>	Refer to FAQ 4.3 - h;
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	<p>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?</p> <p>If opponent robot pull their kfs back right after our weapon touch kfs to create a gap between will the weapon considered used?</p>	<p>Assembled weapon is declared as “Used Weapon” once the weapon moves the KFS from its initial position;</p> <p>Refer to FAQ 4.5 - ae;</p>
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	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	Yes, used weapons must be disposed after being used; Refer to FAQ 4.4 -d;

			use? (as rule 4.5.6 only mentions disposing is only needed when another weapon is to be used)	
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 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?	Yes; Refer to Rule 6.2;
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 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?	Refer to FAQ 4.5 - g;

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	<p>We would like to clarify the precise definition of the word "attempt" in this context. We are considering two possible interpretations:</p> <p>(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.</p> <p>(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.</p> <p>Which of these interpretations is correct? If neither is correct, could you please provide the detailed definition of a prohibited "attempt"?</p>	Refer to FAQ 4.5 - g;
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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;

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	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; Assembled weapon is the only means to remove opponent's KFS from Tic-Tac-Toe and can be used only once;
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 violation? Who will be responsible for putting the KFS back into the original slot?	Refer to Rulebook Clarification (Dec 2025) - 4.5.3;

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;

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.	<p>In the situation where R1 is carrying R2 in the Arena when a retry is declared:</p> <p>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?</p> <p>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?</p>	<p>1. Yes; Retry for one robot;</p> <p>2. No; Need separate;</p>
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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;

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	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, RF communication is prohibited and other forms of signaling such as light and semaphore are not RF 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 autonomously without manual control once the game starts.
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	x	12.11.	<p>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.</p> <p>(F) The R1 pilot controls R1 while looking at R2</p> <p>(G) The R1 pilot inputs R2’s status into R1, and R1 moves automatically based on that.</p> <p>(H) R2 recognize R1 including R1’s position, status of the R1’s mechanism, movement of the R1’s mechanism</p> <p>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.</p> <p>Also, we would like to ask how organizers judge whether teams violate this regulation or not.</p>	<p>Robot 1 is a Manual or Automatic Robot. It can be operated manually by a team member or autonomously without manual control;</p> <p>Robot 2 must be an Automatic Robot. It should operate autonomously without manual control once the game starts.</p> <p>Refer to FAQ 12 – w & FAQ 12 – s;</p>

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;

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.
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	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;

			<p>includes mechanisms using vacuum pumps powered by compressed air.</p> <p>Could you please provide answers for each method separately?</p>	
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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.	Referee judgment and Refer to FAQ 4.5 - ap; Successful placement is a stationary KFS placed onto slot without falling or robot intervention;

			<p>When a robot use an assembled weapon to attempt to remove an opponent's KFS, which of the followings are allowed:</p> <p>2-a. An assembled weapon goes over the centre line on the tic-tac-toe rack.</p> <p>2-b. An assembled weapon goes through the tic-tac-toe rack into the opponent side.</p>	
App.4	b	Appendix 4.1	<p>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)?</p>	Matte vinyl sticker;