主辦機構 Organisation

執行機構 Implementation Organisation

資助機構 Funding Organisation

2026 香港工程挑戰賽

HONG KONG TECH CHALLENGE GAME

比賽手冊 Competition Handbook

VEX V5 ROBOTICS COMPETITION

PUSH BACK

新界沙田香港科學園 12W 第三期大廳1樓
Grand Hall 1/F, 12W Phase III,
Hong Kong Science Park,
Sha Tin, N.T. Hong Kong

2026年2月6-8日（星期五至日）
Feb 6-8, 2026（Fri-Sun）

2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

介紹及指南
INTRODUCTION & GUIDELINE

活動簡介

自2007年以來，亞洲機器人聯盟慈善基金（ARLF）每年都會舉辦一次「香港工程挑戰賽」。該比賽旨在鼓勵學生學習機械人，提高解決問題的能力，並支持和培養香港學生參與國際機械人競賽的經驗。今年，亞洲機器人 聯盟慈善基金將聯同生產力局（HKPC）在香港科學園舉辦「香港工程挑戰賽2026」。

Introduction

Asian Robotics League Fund Limited (ARLF) used to organise Hong Kong Tech Challenge Game every year since 2007. The game aims to encourage the learning of robot, raising the problem-solving skill, and supporting Hong Kong students to gain experience and exposure in joining international robotics competition. This year, ARLF and the Hong Kong Productivity Council (HKPC), will work together to organise the "Hong Kong Tech Challenge Game 2026" in HKSTP.

活動詳情

地點：新界沙田香港科學園12W第三期大廳1樓
日期：2026年2月6日至6日
時間：2月6日 中午12時至下午6時 ｜ 2月7 - 8日 上午8時30分至下午6時

Activity Details

Venue: Grand Hall 1/F, 12W Phase III, Hong Kong Science Park, Sha Tin, N.T. Hong Kong
Date: 6th - 8th February 2026
Time: 6th Feb 12:00 – 18:00 | 7 - 6th Feb 08:30 - 1800

介紹及指南
INTRODUCTION & GUIDELINE

獎項評估

評委小組將於 2026 年 2 月 6 日（比賽第一天），對初中組參賽隊伍的工程筆記本和機器人進行評估；以及於2026 年 2 月 7 日 及 8 日（比賽第二天及第三天），對高中組參賽隊伍的工程筆記本和機器人進行評估選出特別獎項得主。請各參賽隊伍為是次評估做好準備。

由於今年在RobotEvents已公佈本賽只接受電子版本的工程筆記，所有現場才遞交的筆記均不會被考慮在評分範圍內（但是依然可以前來進行評審）

Award Evaluation

On 6th Feb 2026, a panel of judges will evaluate the middle schools division's teams' Engineering Notebook and robots; And subsequently on 7 & 8th Feb 2026 to evaluate the high schools division's teams' Engineering Notebook and robots to select the winners for the special awards. All teams please get ready for this special arrangement.

As announced on RobotEvents, this year we will only accept digital engineering notebook submission for evaluation, all notebook submitted on-site will not be considered for evaluation (though participants may still attend the judging session).

證書

頒獎典禮將在比賽結束後另擇日子舉行，同時參賽證書將於活動後約一個月頒發。

Activity Details

The award presentation ceremony will be held at a separate date after the competition and the certificates will be awarded approximately one month after the event.

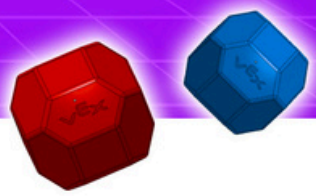
介紹及指南
INTRODUCTION & GUIDELINE

比賽準則

1. 所有參賽者必須攜帶學生證，或證明文件以作點名報到及組別分類（初中/高中），方可進入比賽等候區。
2. 隊員必須穿著制服，如校服或運動服；不穿制服的學生將不允許進入比賽區。
3. 所有參賽隊伍在比賽中必須佩戴安全眼鏡。
4. 大會將為每隊參賽隊伍提供一張工作枱，以用作比賽準備。
5. 賽前需將對所有機器人進行檢查，包括機器人的尺寸、使用的設備和軟件等（請參考 2025年VEX機器人大賽手冊）。
6. 機器人通過檢查後，請保護合格標簽的完整性。如果標簽出現不完整、塗改、撕毀等情況，將被取消參賽資格。
7. 比賽期間，所有隊員必須服從裁判和工作人員的安排。比賽物品的大小、形狀和位置可以變化。
8. 所有參賽隊必須攜帶電腦及相關設備，如電源延長插座、電池等，同時相關設備必須符合比賽要求。
9. 隊伍必須在**比賽開始前**將工程筆記本提交到 REC 網站，所有現場遞交的筆記均不會被考慮在評分範圍內。

Guidelines

1. All participants must bring their student ID or a similar document for team registration and to verify their school affiliation (middle or high school) when entering the competition waiting area.
2. Team members must wear uniforms, such as school uniforms or sport suit；students without wearing uniforms will not allow to enter the competition area.
3. All teams must wear their safety glasses during matches.
4. A table will be provided for team as preparation purpose.
5. Before competition, all robots will be inspected, including the robot size, equipment and software used, etc. (please refer to 2025 VEX Robotics Competition High Stakes manual).
6. Please pay attention to protect the Pass Label integrity once the robot passes inspection. If the label appears as incomplete, altered, tear-off, etc., it will result in disqualification.
7. During matches, all team members must obey the referee and staff arrangements. The size, shape and position of the game objects may be varied.
8. All teams must bring their laptop computers and related equipment, such as power extension socket, and batteries which must match competition requirements.
9. Teams **must submit** their engineering notebooks to the REC website before the competition begins. No on-site submissions will be considered for evaluation.



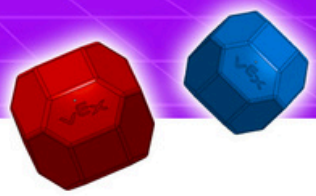
介紹及指南
INTRODUCTION & GUIDELINE

比賽準則（繼續）

10. 比賽期間，所有隊員應有責任保護自己的設備和財產。
11. 比賽期間，教練應注意隊員的健康和安全。
12. 教練和學生在比賽和開幕儀式期間不允許離開會場。
13. 所有參賽隊在比賽期間應自行安排午餐和飲料，但不允許在活動場地內進食。每天離開會場前，請將所有垃圾帶走。
14. 如果造成任何設施損壞，參賽隊伍和學校需要負責賠償。
15. 為了不影響比賽期間的供電系統，請不要在準備區為與比賽無關的電子設備充電，如手機等。**違者將被取消資格並承擔應急費用。**
16. 午膳期間，場地將暫時關閉

Guidelines (Cont.)

10. During matches, all team members should be responsible for protecting their equipment and properties.
11. During matches, coaches should take care of their team members' health and safety.
12. Coaches and students should not be allowed to leave the venue during matches and ceremony.
13. All teams should arrange their own lunches and drinks during the competition; However, eating is not allowed in the Hall. Please take away all litter before leaving the venue every day;
14. Teams and schools are responsible for compensation if they caused any facility damage;
15. In order not to affect the power supply system during competition, please do not charge electronic equipment which is not related to the competition in the preparation area, such as mobile phone etc. **Offenders will result in disqualification and bear for contingency cost.**
16. During lunch break, venue will be closed temporarily



介紹及指南
INTRODUCTION & GUIDELINE

備注

1. 必須嚴格遵守準則第 1–3 項
2. （第一天）所有初中隊伍必須在2026年2月6日中午12:00前報到。
3. （第二天）所有隊伍必須在2026年2月7日上午8：30前報到。
4. （第三天）所有高中隊伍必須在2026年2月8日上午8：30前報到。
5. 主辦機構保留修改比賽規則和限制的權利，參與者不得反對。違規者將被取消資格。

Remarks

1. Guideline no. 1 - 3 must be strictly followed.
2. (1st Day) All middle school teams must report before 12:00 noon on 6th Feb 2026.
3. (2nd Day) All school teams must report before 8:30 am on 7th Feb 2026.
4. (3rd Day) All high school teams must report before 8:30 am on 8th Feb 2026.
5. Organisation reserves the right to revise the game rules and restrictions, participants shall not object. Offenders will result in disqualification.

活動聯絡人電話

Mr. Andy Lo	6580 2600
Mr. Graham	9744 8595

Contact person for the event day

Mr. Andy Lo	6580 2600
Mr. Graham	9744 8595

2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

MATCH DAY SCHEDULE

<table>
<tr><th></th><th>6 Feb 2026 (Fri)</th><th colspan="2">7 Feb 2026 (Sat)</th><th colspan="2">8 Feb 2026 (Sun)</th></tr>
<tr><td>0830</td><td rowspan="6">///</td><td rowspan="2">初中組
專項獎評審

Middle School Judge Interview</td><td rowspan="2">高中組
登記、遞交工程筆記、機械人檢測及團體照
High School Team Check-in, Submission of Engineering Notebook, Robot Inspection and Team Photo</td><td rowspan="2">高中組 機械人技能挑戰賽

High School Robot Skills Challenge
*4 Competition Fields</td><td rowspan="5">高中組
專項獎評審

High School Judge Interview</td></tr>
<tr><td>0900</td></tr>
<tr><td>0930</td><td colspan="2">開幕禮 Opening Ceremony
(Both Division)</td></tr>
<tr><td>1000</td><td colspan="2">選手會議 Driver Meeting
(Both Division)</td><td rowspan="3">高中組
排名賽 - 初賽
High School Qualification Match
*4 Competition Fields</td></tr>
<tr><td>1030</td><td rowspan="2">初中組
機械人聯隊賽及專項獎評審
Middle School Qualification Match and Judge Interview
*2 Competition Fields</td><td rowspan="2">高中組
機械人技能挑戰賽

High School Robot Skills Challenge
*2 Competition Fields</td></tr>
<tr><td>1100</td></tr>
<tr><td>1130</td><td rowspan="2">初中組
登記、遞交工程筆記、機械人檢測及團體照

Middle School Team Check-in, Submission of Engineering Notebook, Robot Inspection and Team Photo</td><td colspan="3" rowspan="2">午膳時間 Lunch
場地將暫時關閉
Venue will be closed temporarily</td></tr>
<tr><td>1200</td></tr>
<tr><td>1230</td><td>系統設定
System Setup</td></tr>
<tr><td>1300</td><td rowspan="9">初中組
機械人技能挑戰賽及專項獎評審
Middle School Robot Skills Challenge and Judge Interview
*4 Competition Fields</td><td rowspan="3">初中組
排名賽 - 初賽
Middle School Qualification Match
*2 Competition Fields</td><td rowspan="6">高中組
機械人技能挑戰賽及專項獎評審

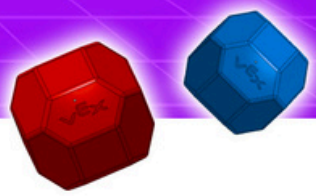
High School Robot Skills Challenge and Judge Interview
*2 Competition Fields</td><td rowspan="3">高中組
排名賽 - 初賽
High School Qualification Match
*4 Competition Fields (Alternate Cross)</td><td rowspan="3">高中組
專項獎評審
High School Judge Interview</td></tr>
<tr><td>1330</td></tr>
<tr><td>1400</td></tr>
<tr><td>1430</td><td rowspan="3">初中組
聯賽配對
Middle School Alliance Selection</td><td rowspan="3">高中組
聯賽配對
High School Alliance Selection</td></tr>
<tr><td>1500</td></tr>
<tr><td>1530</td></tr>
<tr><td>1600</td><td rowspan="3">初中組
聯賽決賽
Middle School Final</td><td rowspan="3">高中組
聯賽決賽
High School Final</td></tr>
<tr><td>1630</td></tr>
<tr><td>1700</td></tr>
<tr><td>1730</td><td colspan="4"></td></tr>
<tr><td>1800</td><td colspan="4"></td></tr>
</table>

獎項
AWARD LIST

獎項 AWARD	初中組（MS）	高中組（HS）
卓越獎 EXCELLENCE AWARD	*1 名	*1 名
聯賽冠軍 TOURNAMENT CHAMPION	*2 名	*2 名
聯賽亞軍 TOURNAMENT FINALIST	2 名	2 名
機械人技能冠軍 ROBOT SKILLS CHAMPION	*1 名	*1 名
設計獎 DESIGN AWARD	*1 名	*1 名
創新獎 INNOVATE AWARD	1 名	1 名
建造獎 BUILD AWARD	1 名	1 名
評判推薦獎 JUDGES AWARD	2 名	2 名
體育精神獎 SPORTSMANSHIP AWARD	1 名	1 名
思考獎 THINK AWARD	1 名	1 名
驚奇獎 AMAZE AWARD	1 名	1 名

獲得*獎項的隊伍將有資格參加美國 VEX 世界錦標賽。獲得卓越獎的隊伍將獲得資助，包括往返美國的機票及住宿。如有任何爭議，主辦機構將保留最終決定權，參與者不得反對。

Teams that receive awards with * will be eligible to participate in the VEX World Championship in the United States. Teams that win the Excellence Award will receive funding for round-trip airfare and accommodation to the United States. In the case of any dispute, the decision of Asian Robotics League Fund shall be final, and the participants shall not object.



創新獎獎項
INNOVATE AWARD

為了被視為創新獎的候選人，您的團隊必須**填寫**創新獎提交資訊表或該表的準確副本，包括所有問題、答案以及所有其他表格資訊。團隊可以將此表格放置在以下兩個地方之一：

1. 應緊接著團隊的工程筆記封面。在實體筆記本的情況下，這個表格可以**打印出來並連同筆記本一起提交**。對於電子工程筆記，可以掃描並附上此表格。
2. 在工程筆記本中**明確標記的部分**。在這種情況下，團隊應注意標註所有內容的日期標記並按時間順序排列，完整填寫創新獎提交資訊表所需的資訊。評審將僅考慮此部分與活動名稱/日期相符的內容。

以下是創新獎提交表的鏈接：
https://kb.roboticseducation.org/hc/en-us/article_attachments/28653885544727

In order to be considered a candidate for Innovate award, your team must **complete** the Innovate Award Submission Information Form or an exact recreation of that form, including all questions, answers, and all other form information. This can be included by the team in one of two places:

1. Immediately after the cover page of the team's Engineering Notebook. In the case of physical notebooks, this form can be **printed out and hand in along with the notebook**. For digital notebooks, this form can be **scanned in and included**.

2. In a **clearly labeled section** in their Engineering Notebook. In this instance, teams should take care to date all entries and arrange them chronologically, fully filling out the information required on the Innovate Award Submission Form. Judges are to only consider the entry in this section that aligns with the event name / date.

Below is the link to the innovate award submission form:
https://kb.roboticseducation.org/hc/en-us/article_attachments/28653885544727

VRC 比賽形式
VRC COMPETITION FORMATS

聯隊賽

包括練習賽，資格賽和淘汰賽。 2支聯隊（紅隊和藍隊）各由2支賽隊組成，在賽局中競爭。

Alliance Challenge

Includes practice matches, qualification matches, and elimination matches. Two alliances (Red Alliance and Blue Alliance) each consisting of two teams compete against each other in the game.

技能挑戰賽

分為手控技能挑戰賽和自動技能挑戰賽，1台機械人盡可能多的得分。

Robot Skills Challenge

Consist of Driving Skills Matches and Autonomous Coding Skills Matches, to score as many points as possible.

評審獎項

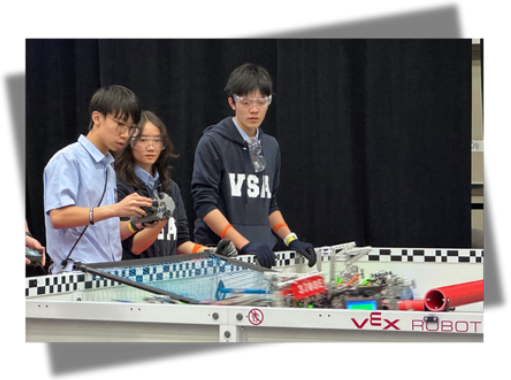
評審獎項（全能獎，設計獎等）

Judged Awards

Judged Awards (Excellence Award, Design Award, and etc.)

聯隊賽形式
ALLIANCE CHALLENGE FORMAT

聯隊賽



1. 每局比賽2支聯隊（紅隊和藍隊）
2. 每支聯隊2支賽隊
3. 每支賽隊3名上場隊員
4. 每局比賽120秒，前15秒為自動賽，後105秒為手動賽
5. 每局比賽系統隨機分配聯盟賽隊及對抗聯隊 每支賽隊計分的資格賽輪數一樣
6. 賽制：資格賽->聯隊選配->淘汰賽

由於在1月29日將有重大賽規內容v3.0更新，**除非賽規對機器人設計規格上有重大改動**，否則是次比賽將會採用3.0版本賽規為基準：
https://www.vexrobotics.com/push-back-manual

Alliance Challenge Format

1. Each match features two alliances (Red Alliance and Blue Alliance)
2. Each alliance comprising two teams.
3. Each team fields three players
4. Each match lasts 120 seconds, divided into 15 seconds of autonomous period followed by 105 seconds of manual play.
5. The system randomly assigns alliance teams and opposing teams for each match - All teams have equal qualification rounds for scoring.
6. Match format: Qualification → Alliance Selection → Elimination Round.

Given that a major update to the game manual would be released on January 29th 2026, **unless the updated manual has major implications on the robot's design specification**, this competition would be held under the updated v3.0 game rule:
https://www.vexrobotics.com/push-back-manual

技能挑戰賽形式
ROBOT SKILLS CHALLENGE FORMAT

技能賽

1. 每局比賽1支賽隊
2. 每支賽隊3名上場隊員
3. 每局比賽60秒
4. 手控技能賽：操作手控制
5. 自動技能賽：由程式控制自動運行 可選項目：由賽事主辦方決定，機會均等
6. 比賽順序：先到先賽
7. 排名：按單局最高手控分與單局最高自動分的總和排名

由於在1月29日將有重大賽規內容v3.0更新，**除非賽規對機器人設計規格上有重大改動**，否則是次比賽將會採用3.0版本賽規為基準：
https://www.vexrobotics.com/push-back-manual

Robot Skills Challenge Format

1. Each match consists of 1competing team.
2. Each team has 3 active drive team members on the field.
3. Each match lasts 60 seconds.
4. Driver Skills: controlled manually using a controller.
5. Autonomous Skills: controlled by the robot running programmed instructions. Optional events: selected by the event organizer; opportunities are equal for all teams.
6. Match order: scheduled on a first-come, first-serve basis.
7. Ranking: determined by the total of the highest single Driver Skills score plus the highest single Autonomous Skills score.

Given that a major update to the game manual would be released on January 29th 2026, **unless the updated manual has major implications on the robot's design specification**, this competition would be held under the updated v3.0 game rule:
https://www.vexrobotics.com/push-back-manual

評審獎項
JUDGED AWARDS

表現獎

獎項完全基於團隊的場上表現，例如聯隊賽冠亞季軍或技能賽冠亞季軍。

Performance Awards

Based on robot performance on the competition field in match play (Tournament/Teamwork Champion, Finalist/Second Place, etc.)

評審獎

由評審在面談中根據標準化的標準和隊員表現所定的獎項，如設計獎 。

Judged Awards

Based on the award criteria. Judges, in coordination with the Judge Advisor, determine judged awards using the REC Foundation judging process, award criteria, and rubrics, such as Design Award.

獎項 AWARD		工程筆記 Engineering Notebook & Interview	比賽表現 Match Performance
全能獎 ALL-AROUND AWARD	整體表現最佳的賽隊 The best overall performance team	✓	✓
冠軍獎 CHAMPION AWARD	冠軍賽隊（2支賽隊） Champion team (2 teams)		✓
設計獎 DESIGN AWARD	專業設計方案的賽隊 Professional design team	✓	
機械人技能冠軍獎 ROBOT SKILL CHAMPION AWARD	手控和自動技能賽總分最高的賽隊 The team with the highest total score in hand volley and auto volley skills competitions		✓
評審獎 JUDGES AWARD	評審認為有特別成就的賽隊 Teams that the judges think have special achievements	✓	

專項獎評審
AWARD INTERVIEW

評審是 VEX機械人比賽的重要組成部分。 透過評審過程，學生有機會練習書面和口頭溝通技巧，並展示我們的 行為準則 和 以學生為中心 政策中所倡導的價值觀。有些獎項也可能使團隊有資格參加更高級別的比賽。
Judge Award Interview is an integral part of the VEX Competition. Through interview, students could practice their written and verbal presentation skills, and demonstrates our alignment with our Student-Centered Policy and Code of Conduct. Some judge awards may contribute towards qualifying to higher level competitions.

獲獎團隊應該以學生為中心
All awarded teams should be Student centered

團隊面試是學生和評審之間的對話，而不是準備好的演說稿
Team interview is a conversation between judges and students, and not a prepared script.

訪談和筆記本是學生作品的真實反映
Interview and Engineering Notebook should reflect the students' work truthfully

工程筆記本是團隊開發的，為團隊開發的 —— 不是給評審的 "演示筆記本"
Engineering notebook should be developed by and for the team, not solely for judge's sake

每個獎項本身都是一項有價值的成就 —— 任何獎項都不應被視為安慰獎
Every award itself is a monumental achievement, and no award should be viewed as consolation.

團隊面試
TEAM INTERVIEW

每支賽隊的面試時間約在10-15分鐘，評審還應參考賽事日程，確保評審工作按時、 順利完成；應面試足夠多候選賽隊；

*評審過程包括有關團隊的討論以及工程筆記和評分標準。這些內容必須保密。裁判應採取預防措施，確保任何討論不會被團隊、其他賽事參與者或賽事工作人員無意中聽到或分享。告知團隊他們在獎項審議或評分標準中的地位違反了這項原則。

各項專項獎文評分範圍及標準：
https://vrc-kb.recf.org/hc/en-us/articles/9681271416727

Interview time for each team is approximately 10-15 minutes. Judges should also refer to the event schedule to ensure that the judging process is completed on time and smoothly, and sufficient candidates should be interviewed.

*The judging process includes discussions about the team, as well as engineering notebooks and scoring criteria. These contents must be kept confidential. Judges should take precautions to ensure that any discussions are not overheard or shared inadvertently by teams, other event participants, or event staff. Inform teams if their involvement in award deliberations or scoring criteria violates this principle.

The specific award rubrics and criteria can be found at:
https://vrc-kb.recf.org/hc/en-us/articles/9681271416727

評審工程筆記本
JUDGING ENGINEERING NOTEBOOKS

卓越、設計、創新和巧思獎都必需有工程筆記本支持，但不是所有獎項都要求。隊伍無需提交筆記本亦可接受會面評審的，並且活動中的所有隊伍都有接受會面評審的機會。

隊伍可以使用 VEX Robotics 提供的筆記本，也可以購買不同形式的實體筆記本。團隊還可以使用可用於數位化創建和維護數位工程筆記本的各種電腦應用程式或基於雲 端的服務中的任何一種。有關數位工程筆記本提交的更多信息，請參閱遠端評審部分。 無論格式如何，所有筆記本均由評審根據相同的獎勵標準和評分標準進行評估。

以官方英文版本為準 :
https://vrc-kb.recf.org/hc/en-us/articles/9681296966423

For English version, please refer to
https://vrc-kb.recf.org/hc/en-us/articles/9681296966423

機械人檢測
ROBOT INSPECTION

所有到場參賽機械人必須完成通過檢測方可開始賽事。

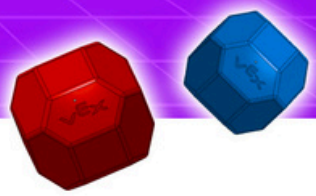
機器人驗機表：
https://kb.roboticseducation.org/hc/en-us/articles/4461310180247-Robot-Inspection-Checklist-for-the-VEX-V5-Robotics-Competition

All participating robots must undergo inspection and pass before the start of the competition.

Robot Inspection Checklist:
https://kb.roboticseducation.org/hc/en-us/articles/4461310180247-Robot-Inspection-Checklist-for-the-VEX-V5-Robotics-Competition

比賽對陣表例子
EXAMPLE OF MATCH SCHEDULE

匹配 MATCH	場地 FIELD	時間 TIME	紅組 1 RED 1	紅組 2 RED2	藍組 1 BLUE 1	藍組 2 BLUE 2
Q1	Field 1	Sun 10:30 AM	1405A	4275A	5160A	7984B
Q2	Field 2	Sun 10:38 AM	76275A	4815B	4694A	5039B
Q3	Field 1	Sun 10:46 AM	936A	5589B	15383A	76275B
Q4	Field 2	Sun 10:54 AM	12305A	4815C	1405B	11455A
Q5	Field 1	Sun 11:02 AM	7984A	17857A	5589A	4815A
Q6	Field 2	Sun 11:10 AM	5039A	18180A	5228A	17857B
Q7	Field 1	Sun 11:18 AM	4694A	15383A	4275A	12305A
Q8	Field 2	Sun 11:26 AM	1405B	4815A	936A	1405A
Q9	Field 1	Sun 11:34 AM	5589A	5160A	17857B	5589B
Q10	Field 2	Sun 11:42 AM	76275B	5228A	7984A	76275A
Q11	Field 1	Sun 11:50 AM	7984B	11455A	4815B	18180A
Q12	Field 2	Sun 11:58 AM	5039A	5039B	17857A	4815C
Q13	Field 1	Sun 1:30 PM	17857B	1405B	4694A	7984A
Q14	Field 2	Sun 1:37 PM	7984B	12305A	76275B	4815A
Q15	Field 1	Sun 1:44 PM	5039B	5589A	5228A	15383A
Q16	Field 2	Sun 1:51 PM	4815C	4275A	936A	18180A



通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

VEX V5 機器人競賽（V5RC）是一項全球性的學生機器人競賽，強調以學生為中心的學習、工程設計流程、團隊合作以及公正競賽的精神。

為了維持這些核心原則並確保所有參賽者有一個公平、互相尊重且具教育意義的比賽環境，本部分特別列出了通用規則（G1–G5）。這些規則說明了參賽者的行為準則、設計所有權與隊伍成員資格等基本要求，並作為整個賽季比賽、評審與爭議裁定的基礎架構。隊伍對這些規則的清晰理解與嚴格遵守，是成功且具誠信地參加賽事的關鍵。

The VEX V5 Robotics Competition (V5RC) is a global student robotics program that emphasizes student-centered learning, engineering design, teamwork, and ethical competition.

To uphold these principles and ensure a fair, respectful, and educational environment for all participants, the General Rules (G1–G5) are specifically listed below. These rules articulate expectations for participant behavior, design ownership, and team composition, and serve as a foundational framework that guides match conduct, judging, and adjudication throughout the season. Clear understanding and adherence to these rules are essential for teams to compete successfully and with integrity.

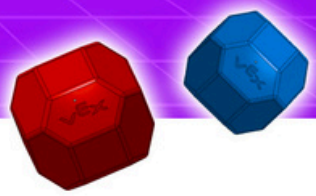
通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

<G1> 所有隊伍及其成員（包含學生與任何相關成人），在參加 VEX V5 機器人競賽活動時，**必須以尊重和專業的方式對待其他人**。若一支隊伍或其任何成員（學生或與隊伍相關的任何成人）對賽事工作人員、志願者或其他參賽者表現出不尊重或粗魯無禮的行為，該隊可被取消目前或接下來的比賽資格。

此外，與 <G1> 有關的隊伍行為也可能影響該隊獲得評審獎項的資格。

反覆違反或情節特別嚴重的 <G1> 違規行為，可能導致整個隊伍被取消該場活動的參賽資格，具體決定視情況嚴重程度而定。

<G1> **Treat everyone with respect.** All Teams are expected to conduct themselves in a respectful and professional manner while competing in VEX V5 Robotics Competition events. If a Team or any of its members (Students or any Adults associated with the Team) are disrespectful or uncivil to event staff, volunteers, or fellow competitors, they may receive a Disqualification from a current or upcoming Match. Team conduct pertaining to <G1> may also impact a Team's eligibility for judged awards. **Repeated or extreme Violations of <G1> could result in a Team being Disqualified from an entire event, depending on the severity of the situation.**



通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

我們每個人都能為所有與會者營造有趣且包容的活動體驗。具體示例如下：

面對困難與壓力時：
✓ 當聯盟隊友失誤時，隊伍應寬容支持
✗ 比賽失利時，不得騷擾、嘲笑或不尊重聯盟隊友

對比賽裁定或分數存疑時：
✓ 操作隊成員可依規程冷靜禮貌地向裁判長諮詢
✗ 裁定結束後不得繼續爭辯，成人不得直接向裁判長質疑裁決

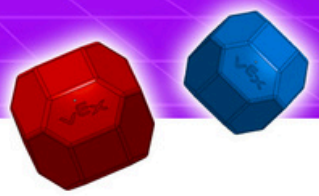
賽前準備階段：
✓ 聯盟隊伍應制定充分發揮雙方機器人優勢的合作策略
✗ 不得故意保留實力以操縱比賽結

We can all help create a fun and inclusive event experience for attendees. Key guidelines include:

In difficult situations:
✓ Be gracious/supportive when alliance partners make mistakes
✗ Never harass, tease, or disrespect partners after unfavorable match results

Regarding match rulings/scores:
✓ Drive teams may calmly consult Head Referees per official process
✗ Do not argue after final decisions; adults must not approach referees about rulings

During match preparation:
✓ Alliance teams should develop cooperative strategies leveraging both robots' strengths
✗ Do not intentionally underperform to manipulate match outcomes



通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

a. 活動參與者不允許對參賽隊伍與裁判長或其他賽事工作人員/志願者的討論進行錄音或錄影。

違規備註：任何違反 <G1> 的行為都可能被視為重大違規，並應根據具體情況處理。因多次不尊重或不文明行為而面臨違反 <G1> 之重大違規風險的隊伍，通常會收到一次「最終警告」，但裁判長並非必須提供此警告。所有 <G1> 重大違規/取消資格情況，都應在賽事期間向賽事合作夥伴報告和/或與其討論，並在賽事結束後向 REC 基金會規則與行為委員會報告。

a. Event attendees are not allowed to record audio or video of Teams' discussions with Head Referees or other event staff/volunteers.

Violation Notes: Any Violations of <G1> may be considered Major Violations and should be addressed on a case-by-case basis. Teams at risk of a Major Violation of <G1> due to multiple disrespectful or uncivil behaviors will usually receive a "final warning," although the Head Referee is not required to provide one. All Major <G1> Violations/Disqualifications should be reported to and/or discussed with the Event Partner during the event, and should be reported to the REC Foundation Rules and Conduct Committee following the event.

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

<G2> **V5RC 是一項以學生為中心的計畫。**成人不應就機器人的建造、設計或比賽策略做出決策，也不應透過提供超出學生獨立能力範圍的「幫助」來製造不公平的優勢。學生必須準備好向評審或賽事工作人員積極展示其對機器人設計、建造與程式設計的理解。學生應在成人參與最少的情況下，完成機器人的建造、設計和程式編寫。

<G2> **V5RC is a student-centered program.** Adults should not make decisions about the Robot's build, design, or gameplay, and should not provide an unfair advantage by providing 'help' that is beyond the Student's independent abilities. Students must be prepared to demonstrate an active understanding of their Robot's design, construction, and programming to judges or event staff. Students should build, design, and code the Robot with minimal Adult involvement.

違規備註：潛在違反此規則的行為將根據具體情況進行審查。根據定義，一旦由成人建造或編寫程式的機器人贏得比賽，所有違反此規則的行為即視為「影響賽果」。所有已報告及/或疑似違反 <G2> 的行為，應在賽事期間向主辦方報告，賽後會主辦方向 REC 基金會規則與行為委員會提交報告。

Violation Notes: Potential Violations of this rule will be reviewed on a case-by-case basis. By definition, all Violations of this rule become Match Affecting as soon as a Robot which was built or coded by an Adult wins a Match. All reported and/or suspected <G2> Violations should be reported to the Event Partner during the event, and should be reported to the REC Foundation Rules and Conduct Committee following the event.

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

適度的成人指導、教學與引導是 VEX 競賽中預期且鼓勵的環節——畢竟沒有人天生就是機器人專家！然而，困難應始終被視為教學機會，而非由成人直接為團隊解決的問題。比如：

機器人建造與設計時
✓ 成人可引導學生思考失敗原因以改進設計
✗ 成人不可提供步驟說明或照片讓學生直接複製

機械結構鬆脫時
✓ 成人可協助學生分析故障原因以促進學習
✗ 成人不可自行檢查或重新組裝機器人

團隊遇到複雜編程概念時
✓ 成人可透過流程圖引導學生理解邏輯
✗ 成人不可直接編寫現成指令讓學生複製貼上

比賽進行期間
✓ 成人可作為觀眾給予積極鼓勵
✗ 成人不可從觀眾席明確喊出步驟指令

A reasonable level of adult mentorship, teaching, and/or guidance is an expected and encouraged aspect of VEXcompetitions—no one is born a robotics expert. However, challenges should always be treated as teachingopportunities, not as problems for adults to solve for the team. For example:

When building/designing the robot
✓ Adults may help students reflect on why something failed for improvement
✗ Adults should not provide step-by-step instructions or photos for direct copying

When a mechanism comes loose
✓ Adults may guide students to analyze the cause of failure
✗ Adults should not investigate or reassemble the robot themselves

When encountering complex programming concepts
✓ Adults may walk students through a flowchart to understand the logic
✗ Adults should not write ready-made code for students to copy/paste

During match play
✓ Adults may offer cheerful encouragement as spectators
✗ Adults must not shout explicit step-by-step commands from the stands

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

<G3> **運用常識。**在閱讀、解釋與應用賽規時，所有隊伍、裁判與賽事工作人員皆應基於 常識與公平競賽精神 來判斷相關行為。

<G3> **Use common sense.** When reading and applying the various rules in this document, please remember that common sense always applies in the VEX V5 Robotics Competition.

例如：

若出現明顯的印刷錯誤（如誤寫「根據 <T5>」而非「根據 <GG5>」），這並不代表在後續更新修正前必須按字面錯誤執行。

理解 VEX V5 機器人建造系統的實際限制。例如，若機器人可整場比賽懸浮於場地上方，將導致許多規則出現漏洞——但這實際上不可能發生，因此無需過度糾結。

如有疑問，只要沒有規則明確禁止某行為，該行為通常視為合法。然而，若你需要詢問該行為是否違反 <S1>、<G1> 或 <T1>，這通常表明其已偏離競賽精神。

一般情況下，對於無意或處於規則模糊地帶的違規，隊伍可獲「無罪推定」的考量，但此寬容有限度，重複或策略性違規仍將受罰。

此原則同樣適用於機器人規則。若某部件的合規性無法直接透過書面規則直觀判斷，隊伍應預期在檢驗時接受額外審查，尤其針對涉及非 VEX 部件的規則（如 <R19>、<R20>、<R23> 等）。「創造性」與「鑽規則漏洞」有所不同——基本原則是：若沒有規則明確允許某機器人部件，則該部件不允許使用。

For example…

If there is an obvious typographical error (such as “per <T5>” instead of “per <GG5>”), this does not mean that the errorshould be taken literally until corrected in a future update.

Understand the realities of the VEX V5 Robot construction system. For example, if a Robot could hover above the Fieldfor a whole Match, that would create loopholes in many of the rules. But... they can’t. So don’t worry about it.

When in doubt, if there is no rule prohibiting an action, it is generally legal. However, if you have to ask whether a givenaction would violate <S1>, <G1>, or <T1>, then that’s probably a good indication that it is outside the spirit of thecompetition.

In general, Teams will be given the “benefit of the doubt” in the case of accidental or edge-case rules infractions.However, there is a limit to this allowance, and repeated or strategic infractions will still be penalized.

This rule also applies to Robot rules. If a component’s legality cannot be easily/intuitively discerned by the Robot rules aswritten, then Teams should expect additional scrutiny during inspection. This especially applies to those rules whichgovern non-VEX components (e.g. <R19>, <R20>, <R23>, etc). There is a difference between “creativity” and “lawyering.”Basically, if there’s not a rule that makes a Robot part legal, it’s not allowed.

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

<G4> 所有工作必須反映該隊學生的技能水準。隊伍在整個賽季內所有與機器人相關的工作——包括設計、建造、編程、策略規劃與工程筆記——必須真實反映該隊 現有學生的能力與參與程度。

a. 團隊必須避免學術不誠實行為，不得複製他人提供的機器人或機械結構。這包括但不限於使用非本團隊學生（含其他團隊學生）提供的任何對設計過程有幫助的指示、圖片影片、筆記本、CAD 設計或其他文件。

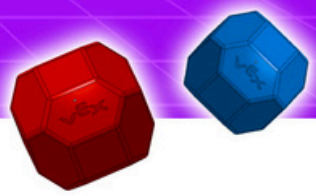
b. 允許受啟發與創新：團隊可受其他團隊的設計啟發，並借用構思以激發創新，但須在工程筆記中記錄此過程並附上迭代證據。若機器人檢察員、裁判長、活動合作夥伴或評審要求，團隊必須出示此證據。

I. 以他人設計的部分元素作為起點是可接受的，前提是團隊能證明其進行了迭代、創新或修改，使設計成為自身獨有成果。文件應清晰展示靈感來源以及如何修改並最終實現在團隊機器人上，且最終成果不得與任何原設計完全相同。

II. 若無法證明迭代、創新或修改，將被視為違規。

c. 官方資源的使用：團隊可使用 VEX Robotics 或 RECF 提供的機器人方案與程式碼（例如年度Hero Bot、VEXcode 配置等），但鼓勵學生僅將其作為起點，並隨技能提升進行修改、改進或替換。唯有 VEX Robotics 或 RECF 提供的方案方可用於競賽。

d. 同一組織內部的適用性：此規則同樣適用於同一學校、組織或社團內的團隊。若同一組織內不同團隊的機器人或程式碼完全相同或高度相似，無論其參加相同或不同的賽事，均將被視為違反本規則。



通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

<G4> All work must represent the skill level of the Students on the Team. The Team's design, Robot, coding,strategy, and ongoing work must represent the skill level of the Students currently on the Team.

a. Teams must avoid academic dishonesty and should not copy a Robot or mechanism that has been provided forthem. This includes, but is not limited to, the use of instructions, pictures & videos, notebooks, CAD designs,and/or any other documentation useful to the design process provided by anyone that is not a Student on theTeam (including Students on another Team).

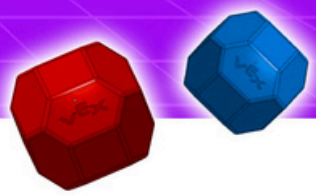
b. Teams may be inspired by designs by other Teams, and use an idea from someone else to spark innovation, butare expected to document and demonstrate this in their engineering notebook alongside evidence of iteration.Teams are required to present this evidence if asked to do so by a Robot inspector, Head Referee, Event Partner,or Judge.

I. Using elements of another design as a starting point is acceptable if the Team is capable of demonstratingevidence of iteration, innovation, and/or modification that makes the design uniquely their own.Documentation should clearly demonstrate the idea that was used for inspiration, and how it was changedfor the final implementation on the Team's Robot. It should be clear that this final implementation is not anexact copy of ANY other original design.

II. Failure to demonstrate evidence of iteration, innovation, and/or modification will result in a Violation.

c. Teams may use Robot plans and code (e.g., the annual Hero Bot, VEXcode configurations, etc.) provided by VEXRobotics or the RECF, but are encouraged to use these Robots, mechanisms, and code only as a starting pointthat Students modify, improve, or replace as their skills increase. Plans provided by VEX Robotics or the RECFare the only legal plans available for use in competition.

d. This rule still applies to Teams within the same school, organization, or club. Robots and/or code sets that areidentical or substantially similar to one another across Teams within the same school/organization/club will beconsidered in Violation of this rule, regardless of whether they compete in the same or different events.



通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

針對 <G4>：來自VEX 機器人競賽及機器人教育與競賽基金會（RECF）的原話

VEX 機器人競賽及機器人教育與競賽基金會（RECF）認識到，許多第三方個人和組織會製作並散佈非我們直接控制的機器人設計、說明及/或其他資料。我們無法在法律上監管或限制這些外部實體的活動。然而，當隊伍使用這些資源的方式違反了《VEX 機器人競賽手冊》的精神和條文——特別是規則 <G2> 和 <G4>——時，他們便破壞了本計畫的核心使命：為學生提供親手學習、設計和創新的機會。

雖然我們絕無意懲罰學生，但我們在法律上能夠監管和限制我們競賽中參賽隊伍的活動，並且我們必須維護競賽的公平性、教育價值和完整性。因此，被發現違反這些規則的隊伍，將依據對 <G2> 和 <G4> 的最嚴格解釋追究責任。

每支隊伍有責任在受到裁判、檢查員、賽事合作夥伴或評審質疑時，能夠解釋並證明其機器人的設計、構建和程式設計。隊伍應準備好描述其設計過程、證明設計決策的合理性，並展示對其機器人和程式運作方式的充分理解。

如果一支隊伍因任何原因，無法（在賽事工作人員要求時）提供合理證據證明其機器人和程式是他們自身工作的成果，則可以合理地認定該隊伍違反了 <G2> 及/或 <G4>。

賽事主辦方無法合理地知悉每項設計的來源，或獨立核實一個機器人是否從頭創建、線上購買或複製自其他隊伍設計的圖片。當真實性問題出現時，唯一直接且公平的方法就是要求學生解釋並證明他們的工作。這與學校中的學術誠信問題、以及商業中的知識產權問題並無不同。通過要求學生為其設計辯護，我們確保他們不僅在發展技術技能，同時也在培養有效的溝通技巧和責任感。

後果可能包括取消比賽資格、從賽事中除名，和/或將調查升級至 VEX Robotics 和 RECF 以採取進一步紀律處分，其中可能包括直至從計畫中除名的制裁。

賽事工作人員應牢記 <G3>，並在執行此規則時運用常識。本意並非主動搜尋違反此規則的行為、將賽事中的每個機器人與所有其他已知機器人設計進行比較，或詳細詢問賽事中每支隊伍關於其機器人程式的問題。此規則是一套工具，僅在賽事工作人員注意到或收到潛在違規報告時使用，預計大多數隊伍永遠不需要為其機器人設計或程式進行辯護。

故意為獲取競賽優勢或騷擾其他隊伍而濫用、操縱或虛假舉報 <G4> 違規的隊伍或個人，可能會受到 RECF 行為準則的單獨調查。濫用此規則被視為嚴重違規。

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

Regarding <G4>: Statement from the VEX Robotics Competition and the Robotics Education & Competition Foundation (RECF)

The VEX Robotics Competition and the Robotics Education & Competition Foundation (RECF) recognize that many third-partyindividuals and organizations produce and distribute Robot designs, instructions, and/or other materials that are not under our directcontrol. We cannot legally regulate or restrict the activities of these external entities. However, when Teams use these resources inways that violate the spirit and letter of the VEX Robotics Game Manual—particularly Rules <G2> and <G4>—they undermine the coremission of the program: to provide Students with hands-on opportunities to learn, design, and innovate.

While it is never our intent to punish Students, we can legally regulate and restrict the activities of the Teams in our competitions, andwe must preserve the fairness, educational value, and integrity of the competition. Therefore, Teams found to be in Violation of theserules will be held accountable to the strictest interpretations of <G2> and <G4>.

It is the responsibility of each Team to be able to explain and defend the design, construction, and programming of their Robot ifquestioned by referees, inspectors, Event Partners, or judges. Teams should be prepared to describe their design process, justifydesign decisions, and demonstrate a full understanding of how their Robot and code function.

If a Team is unable, for any reason, to provide reasonable evidence (when requested by event staff) that their Robot and code are theresult of their own work, it is appropriate to assume that the Team is in Violation of <G2> and/or <G4>.

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

Event organizers cannot reasonably know the origins of every design or independently verify whether a Robot was created from scratch, purchased online, or copied from pictures of another Team's design. When questions of authenticity arise, the only direct and fair approach is to require Students to explain and defend their work. This is not unlike academic honesty concerns in schools, and intellectual property concerns in business. By requiring Students to defend their designs, we ensure that they are developing not only technical skills, but effective communication skills and accountability, as well.

Consequences may include disqualification from matches, removal from events, and/or escalation of the investigation to VEX Robotics and the RECF for further disciplinary action, which may include sanctions up to and including removal from the program.

Event staff should bear in mind <G3>, and use common sense when enforcing this rule. It is not the intent to actively hunt for Violations of this rule, compare every Robot at an event to all other known Robot designs, or closely question every team at an event about their Robot's code. This rule is a set of tools for use if potential Violations are noted by or reported to event staff, and it is expected that most Teams will never be required to defend their Robot design or code.

Teams or individuals who deliberately weaponize, manipulate, or falsely report <G4> Violations for competitive gain or to harass another Team may be subject to a separate RECF Code of Conduct investigation. Misuse of this rule is considered a serious Violation.

違規備註：被認為可能違反此規則的隊伍應向評審顧問、裁判長或賽事合作夥伴報告，以便與 RSM 協調進行進一步調查。根據調查結果，該隊伍可能會被取消後續比賽資格、其「機器人技能挑戰賽」分數可能會被取消，和/或可能被排除在評審獎項的考慮範圍之外。

此規則的違規情況將根據個案進行評估，同時參照 <G2> 所述的 RECF 學生中心政策，以及 <G1> 所述的 REC 基金會行為準則。所有已舉報及/或疑似違反 <G4> 的情況，應在賽事期間向賽事合作夥伴報告，並在賽後向 RECF 規則與行為委員會 提交報告。

Violation Notes: Teams believed to be in Violation of this rule should be reported to the Judge Advisor, Head Referee, or Event Partner for further investigation in coordination with the RSM. Based on the investigation the Team may be removed from further Matches, have their Robot Skills Challenge scores removed, and/or be removed from consideration from judged awards.

Violations of this rule will be evaluated on a case-by-case basis, in tandem with the RECF Student Centered Policy as noted in <G2>, and the REC Foundation Code of Conduct as noted in <G1>. All reported and/or suspected <G4> Violations should be reported to the Event Partner during the event, and should be reported to the RECF Rules and Conduct Committee following the event.

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

<G5> **每位學生僅能隸屬於一支隊伍。**每支隊伍必須包含操作隊成員、程式設計師、設計師及建造師，許多隊伍亦包含筆記記錄員。在同一賽季中，任何學生不得為超過一支 VEX V5 機器人競賽隊伍擔任上述任何角色。一名學生可在隊伍中兼任多職，例如設計師可同時擔任建造師、程式設計師及操作隊成員。

a. 隊員僅可在非策略性且非隊伍所能控制的原因下從一支隊伍轉至另一支隊伍。

I. 允許的調動原因可能包括但不限於：轉校、隊伍內部衝突，或隊伍合併／拆分。

II. 違反此規則的策略性調動例子可能包括但不限於：一名程式設計師為替多台機器人編程而「轉換」隊伍、一名學生為多支隊伍設計機器人，或一名學生為多支隊伍撰寫工程筆記。

III. 若學生離開隊伍加入另一支隊伍，<G4> 仍適用於原隊伍的其餘學生。例如，若程式設計師離開，該隊伍的機器人仍須展現出不依賴該程式設計師的技能水平。達成此目標的一種方法是確保該程式設計師在離開前指導或培訓一名「接替者」。

IV. 第 ii 及 iii 點旨在反映產業工程中常見的真實情況。若專業工程團隊的關鍵成員突然離開，團隊其餘成員仍應有能力繼續進行／維護其專案。

b. 官方資源的使用：團隊可使用 VEX Robotics 或 RECF 提供的機器人方案與程式碼（例如年度Hero Bot、VEXcode 配置等），但鼓勵學生僅將其作為起點，並隨技能提升進行修改、改進或替換。唯有 VEX Robotics 或 RECF 提供的方案方可用於競賽。

I. 若隊伍中僅有一 (1) 名成員能夠參賽，則允許例外。隊伍可針對冠軍賽進行一次操作隊成員或程式設計師的替換，即使該替換學生曾效力於其他隊伍。該學生將成為此新隊伍的成員，且在同一賽季中不得再次替換回原隊伍。

注意： 隊伍不得從其他隊伍「借調」學生來擔任操作隊成員、程式設計師、設計師、建造師或筆記記錄員。然而，隊伍可根據本規則指引，在整個賽季中增加永久成員。

違規備註： 被認為可能違反此規則的隊伍應向評審顧問、裁判長或賽事合作夥伴報告，以便與 RSM 協調進行進一步調查。

通用賽局規則（重要）
GENERAL GAME RULES (IMPORTANT)

<G5> **Each Student can only belong to one Team.** Each Team must include Drive Team Members, Coder(s),Designer(s), and Builder(s). Many also include notebooker(s). No Student may fulfill any of these roles for morethan one VEX V5 Robotics Competition Team in a given competition season. Students may have more than one roleon the Team, e.g., the Designer may also be the Builder, the Coder, and a Drive Team Member.

a. Team members may only move from one Team to another for non-strategic reasons outside of the Team'scontrol.

I. Examples of permissible moves may include, but are not limited to, changing schools, conflicts within a Team, or combining/splitting Teams.
II. Examples of strategic moves in Violation of this rule may include, but are not limited to, one Coder“switching” Teams in order to program multiple Robots, one Student designing multiple teams’ Robots, orone Student writing the Engineering Notebook for multiple Teams.
III. If a Student leaves a Team to join another Team, <G4> still applies to the Students remaining on theprevious Team. For example, if a Coder leaves a Team, then that Team’s Robots must still represent theskill level of the Team without that Coder. One way to accomplish this would be to ensure that the Coderteaches or trains a “replacement” Coder in their absence.
IV. Points ii and iii are intended to represent real-world situations that are found in industry engineering. If avital member of a professional engineering team were to suddenly leave, the remaining members of theteam should still be capable of working on / maintaining their project.

b. When a Team qualifies for a Championship event (e.g., States, Nationals, Worlds, etc.) the Students on theTeam attending the Championship event are expected to be the same Students on the Team that was awardedthe spot. Students can be added as support to the Team, but may not be added as Drive Team Members orCoders for the Team.

I. An exception is allowed if only one (1) member of the Team is able to attend the event. The Team can makea single substitution of a Drive Team Member or Coder for the Championship event with another Student,even if that Student has competed on a different Team. This Student will now be a member of this newTeam and may not substitute back to the original Team during the season.

Note: Teams cannot “borrow” Students from other Teams to serve as Drive Team Members, Coders, Designers andBuilders or notebookers. However, Teams can add permanent members throughout the season under theguidelines of this rule.
Violation Notes: Teams believed to be in Violation of this rule should be reported to the Judge Advisor, HeadReferee, or Event Partner for further investigation in coordination with the RSM.

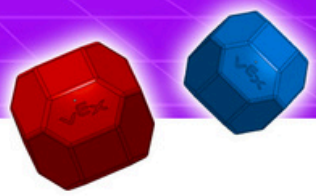
通用賽局規則 - 規則快速索引
GENERAL GAME RULES - QUICK REFERENCE GUIDE

我們會列出今個季度賽規的總覽，如要瀏覽詳細賽規，請瀏覽：
V5RC Push Back Game Manual - VEX Robotics

We will be listing an overview of this season's game rules, for more detailed definitions, please refer to:
V5RC Push Back Game Manual - VEX Robotics

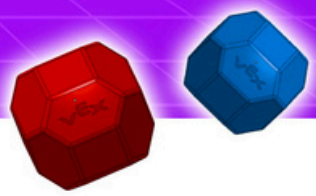
計分規則 Scoring Rules		
<SC1>	所有得分狀態均在比賽結束後評估	All Scoring statuses are evaluated after the Match ends
<SC2>	得分方塊標準	Scored Block criteria
<SC3>	控制狀態標準	Controlled criteria
<SC4>	停放機器人標準	Parked Robot criteria
<SC5>	自動加分的計分在自動部分結束後立即進行	Scoring of the Autonomous Bonus is immediately after the Autonomous Period ends
<SC6>	自動賽	Autonomous Win Point

安全規則 Safety Rules		
<S1>	請注意安全	Be safe out there
<S2>	學生必須由成人陪同	Students must be accompanied by an Adult
<S3>	請留在場地內	Stay inside the Field
<S4>	配戴安全護目鏡	Wear safety glasses
<S5>	每位學生隊伍成員必須有完整的參賽者授權/同意書存檔	Each Student Team member must have a completed participant release form on file



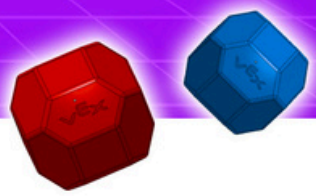
通用賽局規則 - 規則快速索引
GENERAL GAME RULES - QUICK REFERENCE GUIDE

通用賽局規則 General Game Rules		
<GG1>	只有駕駛隊成員可進入，且僅限於聯盟站內	Only Drive Team Members, and only in the Alliance Station
<GG2>	隊伍的機器人應出席每一場比賽	A Team's Robot should attend every Match
<GG3>	場上機器人必須準備好參賽	Robots on the Field must be ready to play
<GG4>	手不得伸入場地內	Hands out of the Field
<GG5>	比賽重賽是允許的，但很少發生	Match replays are allowed, but rare
<GG6>	取消資格	Disqualifications
<GG7>	暫停	Time Outs
<GG8>	請保持你的機器人完整不散開	Keep your Robot together
<GG9>	不要將機器人勾在場地上，且不要使其糾纏於場地物件	Don't hook your Robot to the Field, and don't get Entangled.
<GG10>	紅方聯盟名次為最後（最後順位乃裁定依據）	The red Alliance places last
<GG11>	控制器必須保持與場地連線	Controllers must stay connected to the Field
<GG12>	自主階段意指「無人操作」	Autonomous means “no humans”
<GG13>	自主階段仍然適用所有規則	All rules still apply in the Autonomous Period
<GG14>	不得破壞其他機器人	Don’t destroy other Robots
<GG15>	遭遇判決性判斷時，進攻機器人（Offensive Robots）將獲得合理懷疑利益	Offensive Robots get the “benefit of the doubt” when judgment calls are required
<GG16>	不得強迫對手犯規以誘發懲罰	You can’t force an opponent into a penalty
<GG17>	不得超過 3 秒 固定抱住對手機器人	No Holding for more than a 3-count
<GG18>	使用方塊來進行遊戲	Use Blocks to play the game



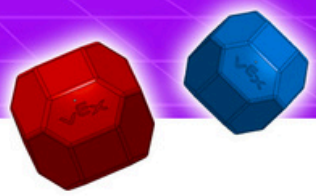
通用賽局規則 - 規則快速索引
GENERAL GAME RULES - QUICK REFERENCE GUIDE

賽局規則細節 Specific Game Rules		
<SG1>	開始一場比賽	Starting a Match
<SG2>	水平方向的擴展受限	Horizontal expansion is limited
<SG3>	垂直方向的擴展受限	Vertical expansion is limited
<SG4>	保持方塊留在場地內	Keep Blocks in the Field
<SG5>	每部機器人可預載一個方塊	Each Robot gets one Block as a Preload
<SG6>	機器人可以攜帶、推動或清理無限數量的方塊	A Robot may carry, push, or plow an unlimited number of Blocks
<SG7>	不得越過自主線，且不得干擾對手的行動	Don't cross the Autonomous Line, and don't interfere with your opponents' actions
<SG8>	與自主線互動需自擔風險	Engage with the Autonomous Line at your own risk
<SG9>	在比賽中某些條件下可能加入比賽負載物（Match Loads）	Match Loads may be introduced during the Match under certain conditions
<SG10>	不得將手/身體伸入封閉式目標區，且不得守門阻止得分	Don't reach inside enclosed sections of Goals, and no Goalkeeping
<SG11>	在終局階段，停泊區是受保護區域	Park Zones are protected during the endgame



通用賽局規則 - 規則快速索引
GENERAL GAME RULES - QUICK REFERENCE GUIDE

錦標賽規則 Tournament Rules		
<T1>	主裁判對於所有比賽及機器人相關判定擁有最終決定權。	Head Referees have final authority on all gameplay and Robot ruling decisions
<T2>	主裁判必須具備資格認證。	Head Referees must be qualified
<T3>	駕駛隊成員允許依規定程序立即對主裁判的判決提出申訴。	Drive Team Members are permitted to immediately appeal a Head Referee's ruling
<T4>	主辦方對所有非比賽執行相關的決定擁有最終權限。	The Event Partner has ultimate authority regarding all non-gameplay decisions
<T5>	賽場設備可能有微幅誤差，隊伍需做好準備。	Be prepared for minor Field variance
<T6>	場地設備可由主辦方酌情修復或調整。	Fields may be repaired at the Event Partner's discretion
<T7>	同一賽事內的比賽場地必須保持一致性。	Fields at an event must be consistent with each other
<T8>	可能採用三種不同的場地控制方式。	There are three types of field control that may be used
<T9>	可能採用兩種不同的場地邊界結構。	There are two types of Field Perimeter that may be used
<T10>	預賽（排位賽）依比賽日程表執行。	Qualification Matches follow the Match Schedule
<T11>	每支隊伍至少參加六場預賽。	Each Team will have at least six Qualification Matches
<T12>	預賽結果將計算隊伍排名，作為決定聯盟選拔的依據。	Qualification Matches contribute to a Team's ranking for Alliance Selection



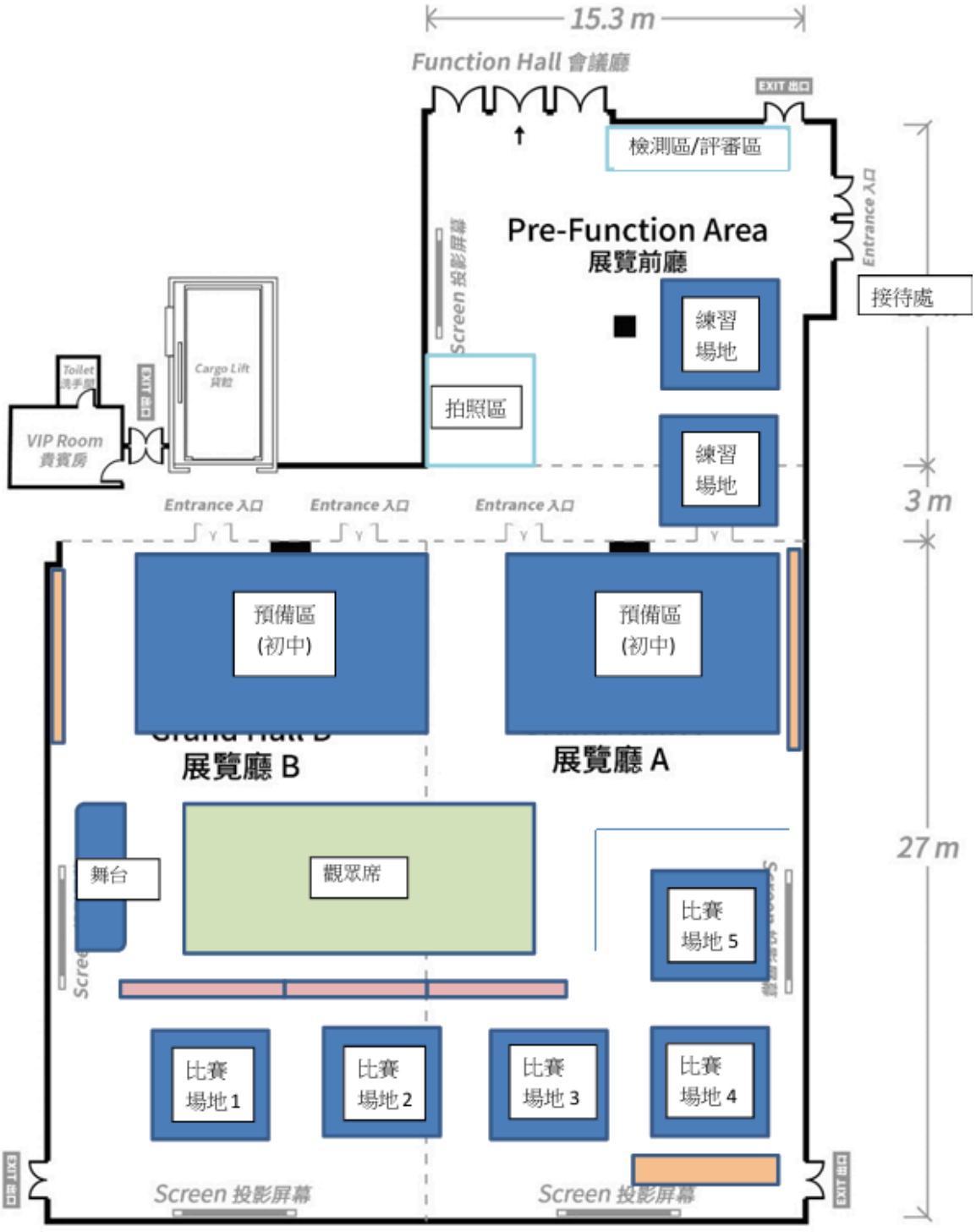
通用賽局規則 - 規則快速索引
GENERAL GAME RULES - QUICK REFERENCE GUIDE

錦標賽規則 Tournament Rules		
<T13>	排位賽名次平手決勝規則	Qualification Match tiebreakers
<T14>	小型賽事的聯盟數量較少	Small tournaments have fewer Alliances
<T15>	派學生代表參與聯盟選拔	Send a Student representative to Alliance Selection
<T16>	每支隊伍在聯盟選拔中只能被邀請加入一次聯盟	Each Team may only be invited once to join one Alliance
<T17>	淘汰賽依淘汰賽對陣表進行	Elimination Matches follow the Elimination Bracket
<T18>	淘汰賽結合「一戰定勝負」與「三戰兩勝制」的賽制	Elimination Matches are a blend of “Best of 1” and “Best of 3”
<T19>	淘汰賽平手時會進行有限次重賽安排	Ties in Elimination Matches lead to limited rematches
<T20>	技能賽賽程安排	Skills Match Schedule
<T21>	技能挑戰場地不需採用與對抗賽（Head-to-Head）場地相同的修改配置	Skills Challenge Fields do not require the same modifications as the Head-to-Head Fields
<T22>	技能賽在該場活動的排名	Skills rankings at events
<T23>	全球技能排名	Skills rankings globally
<T24>	聯賽活動中的機器人技能賽	Robot Skills at league events

機器人技能挑戰賽規則 Robot Skills Challenge Rules		
<RSC1>	大多數情況下仍適用一般規則	Standard rules apply in most cases
<RSC2>	機器人技能賽的計分	Scoring Robot Skills Matches
<RSC3>	機器人技能賽的機器人與場地設置	Robot and Field setup for Robot Skills Matches
<RSC4>	技能停止時間	Skills Stop Time

平面圖
FLOOR PLAN

*Function Hall 用作 HS 組別預備區用



2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

初中組參賽名單
MIDDLE SCHOOL TEAM LIST

序號 No.	隊號 Team Number	學校或機構名稱 Name of School / Organisation	序號 No.	隊號 Team Number	學校或機構名稱 Name of School / Organisation
1	70909C	佛教志蓮中學 Chi Lin Buddhist Secondary School	15	2636C	平平無奇小天才機器人教育有限公司 Matt's Robotics Craft Workshop Limited
2	22642S	新加坡國際學校（香港） Singapore International School (Hong Kong)	16	24799D	迦密主恩中學 Carmel Divine Grace Foundation Secondary School
3	22642Z	新加坡國際學校（香港） Singapore International School (Hong Kong)	17	24799G	迦密主恩中學 Carmel Divine Grace Foundation Secondary School
4	5039C	東華三院張明添中學 TWGHs Chang Ming Thien College	18	3297B	Brainchild Limited
5	5039D	東華三院張明添中學 TWGHs Chang Ming Thien College	19	86254X	動享科技(香港)有限公司 Capmi Technology Limited
6	15383C	東華三院邱子田紀念中學 TWGHs Yau Tze Tin Memorial College	20	76275D	哈羅香港國際學校 Harrow International School Hong Kong
7	15383K	東華三院邱子田紀念中學 TWGHs Yau Tze Tin Memorial College	21	4275C	廠商會蔡章閣中學 CMA Choi Cheung Kok Secondary School
8	4815A	張沛松紀念中學 Chang Pui Chung Memorial School	22	4275Y	廠商會蔡章閣中學 CMA Choi Cheung Kok Secondary School
9	4815B	張沛松紀念中學 Chang Pui Chung Memorial School	23	4275H	廠商會蔡章閣中學 CMA Choi Cheung Kok Secondary School
10	4815C	張沛松紀念中學 Chang Pui Chung Memorial School	24	66613H	沙田學院 Sha Tin College
11	5589A	衞理中學 The Methodist Church HK Wesley College	25	3102A	香港聯校科技教育協會 HK Joint School Technology Education Association
12	5589B	衞理中學 The Methodist Church HK Wesley College	26	3102B	香港聯校科技教育協會 HK Joint School Technology Education Association
13	2636A	平平無奇小天才機器人教育有限公司 Matt's Robotics Craft Workshop Limited	27	5228A	天主教郭得勝中學 Kwok Tak Seng Catholic Secondary School
14	2636B	平平無奇小天才機器人教育有限公司 Matt's Robotics Craft Workshop Limited	28	85202M	中聖書院 China Holiness College

2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

高中組參賽名單
HIGH SCHOOL TEAM LIST

序號 No.	隊號 Team Number	學校或機構名稱 Name of School / Organisation	序號 No.	隊號 Team Number	學校或機構名稱 Name of School / Organisation
1	4694A	浸信會呂明才中學 Baptist Lui Ming Choi Secondary School	16	76275B	哈羅香港國際學校 Harrow International School Hong Kong
2	4694B	浸信會呂明才中學 Baptist Lui Ming Choi Secondary School	17	76275C	哈羅香港國際學校 Harrow International School Hong Kong
3	4694C	浸信會呂明才中學 Baptist Lui Ming Choi Secondary School	18	936A	香港國際學校 Hong Kong International School
4	3297A	Brainchild Limited	19	936B	香港國際學校 Hong Kong International School
5	86254B	動享科技(香港)有限公司 Capmi Technology Limited	20	936C	香港國際學校 Hong Kong International School
6	18180A	明愛屯門馬登基金中學 Caritas Tuen Mun Marden Foundation Secondary School	21	936D	香港國際學校 Hong Kong International School
7	85202R	中聖書院 China Holiness College	22	10368A	香港聯校科技教育協會 HK Joint School Technology Education Association
8	85202T	中聖書院 China Holiness College	23	21262T	基督教國際學校 International Christian School
9	23133A	基督書院 Christ College	24	7602K	跨域有限公司 KrossLink Limited
10	70909A	佛教志蓮中學 Chi Lin Buddhist Secondary School	25	2143A	平平無奇小天才機器人教育有限公司 Matt's Robotics Craft Workshop Limited
11	4275V	廠商會蔡章閣中學 CMA Choi Cheung Kok Secondary School	26	2413B	平平無奇小天才機器人教育有限公司 Matt's Robotics Craft Workshop Limited
12	4275B	廠商會蔡章閣中學 CMA Choi Cheung Kok Secondary School	27	42491A	香港培正中學 Pui Ching Middle School
13	4275Z	廠商會蔡章閣中學 CMA Choi Cheung Kok Secondary School	28	11618A	啓新書院 Renaissance College
14	59805A	福建中學（小西灣） Fukien Secondary School (Siu Sai Wan)	29	11618E	啓新書院 Renaissance College
15	76275A	哈羅香港國際學校 Harrow International School Hong Kong	30	79623A	沙田學院 Sha Tin College

2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

高中組參賽名單
HIGH SCHOOL TEAM LIST

序號 No.	隊號 Team Number	學校或機構名稱 Name of School / Organisation	序號 No.	隊號 Team Number	學校或機構名稱 Name of School / Organisation
31	20250A	南島中學 South Island School	41	3708E	滬江維多利亞學校 Victoria Shanghai Academy
32	11455A	聖瑪加利男女英文中小學 St. Margaret's Co-educational English Secondary and Primary School	42	3708X	滬江維多利亞學校 Victoria Shanghai Academy
33	21169J	香港斯坦福美國學校 Stamford American School Hong Kong	43	3708Z	滬江維多利亞學校 Victoria Shanghai Academy
34	21170K	香港斯坦福美國學校 Stamford American School Hong Kong	44	3708V	滬江維多利亞學校 Victoria Shanghai Academy
35	21171W	香港斯坦福美國學校 Stamford American School Hong Kong	45	4815R	張沛松紀念中學 Chang Pui Chung Memorial School
36	21172A	香港斯坦福美國學校 Stamford American School Hong Kong	46	4815E	張沛松紀念中學 Chang Pui Chung Memorial School
37	12305A	東涌天主教學校 Tung Chung Catholic School	47	5039A	東華三院張明添中學 TWGHs Chang Ming Thien College
38	12305B	東涌天主教學校 Tung Chung Catholic School	48	5039B	東華三院張明添中學 TWGHs Chang Ming Thien College
39	12305C	東涌天主教學校 Tung Chung Catholic School	49	3788X	東華三院李嘉誠中學 TWGHs Li Ka Shing College
40	15383Y	東華三院邱子田紀念中學 TWGHs Yau Tze Tin Memorial College	50	85410A	漢華中學 Hon Wah College

2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

科學園地圖 科學園 3 期公共交通工具上落點
SCIENCE PARK LOCATION MAP
(WITH PUBLIC TRANSPORT LOCATION)

★ 巴士站　★ 小巴站

Kowloon Motor Bus (KMB) 九龍巴士

43P*	• Tsuen Wan West WR / Hong Kong Science Park 荃灣西鐵站 / 香港科學園
272K	• University Station ER / Hong Kong Science Park 東鐵大學站 / 香港科學園
272S*	• Diamond Hill MTR / Hong Kong Science Park 港鐵鑽石山站 / 香港科學園
274P**	• Wu Kai Sha Station MOS / Tai Po Industrial Estate 馬鐵烏溪沙站 / 大埔工業邨

Green Minibus #27 專線小巴27號

Between Sha Tin Station ER (Pai Tau Street) and Hong Kong Science Park
往返東鐵沙田站（排頭街）與香港科學園

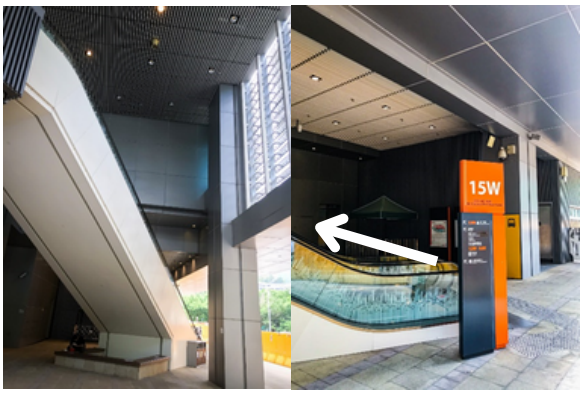
* 43P & 272S bus services are available during rush hours from Monday to Saturday only.
43P及272S只於星期一至六繁忙時間提供服務。

** 274P bus stops are located on Chong San Road, outside Hong Kong Science Park.
Bus service is available from Monday to Saturday (07:25-08:00) only.
274P巴士站位於香港科學園外的創新路，並只於星期一至六早上（07：25-08：00）提供服務。

2026
香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

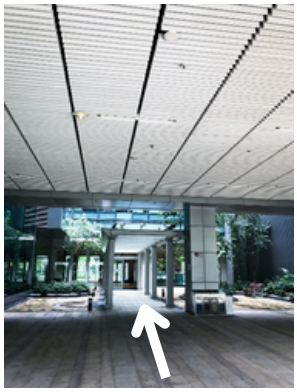
由巴士站步行前往會場
WALKING ROUTE TO VENUE BY BUS

1. 下車後向前行
After getting off, walk forward.

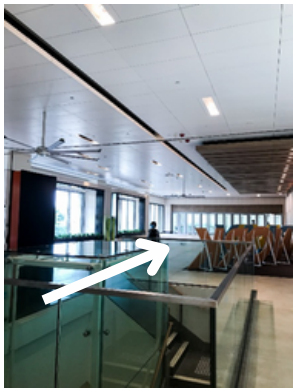


2. 左手邊上扶手電梯進入15W
Take the escalator on your left to enter 15W.

3. 沿天橋直行
Go straight along the sky bridge.



4. 通過玻璃門到12W
Go through the glass door to 12W.



5. 轉右，直行
Turn right and go straight.

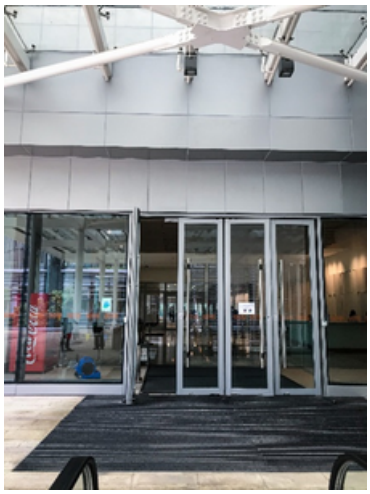
6. 玻璃門前右轉，抵達Grand Hall
Turn right in front of the glass door to reach the Grand Hall.

2026
香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

由小巴站步行前往會場
WALKING ROUTE TO VENUE BY MINIBUS

1. 下車後向後行
After getting off, walk backward.

2. 上扶手電梯進入12W
Take the escalator to enter 12W.



3. 通過玻璃門，直行
Go through the glass door and walk straight.

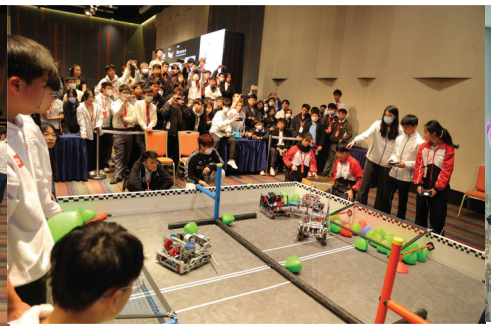
4. 通過第二度玻璃門，繼續直行
Go through the second glass door and continue straight.

5. 玻璃門前右轉，抵達Grand Hall
Turn right in front of the glass door to reach the Grand Hall.

2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME

ASIAN ROBOTICS LEAGUE FUND
亞洲機器人聯盟慈善基金

亞洲機器人聯盟慈善基金於 2015 年成立（慈善團體編號 IR No.: 91/10874 ），基金本著「創新、科教、育才」的宗旨，活用創新的思維與技術，積極加強結合科學、科技、工程、數學的STEM 教育，銳意推動機械人科普教育，同時深化亞太區之間的交流合作，以促進青少年的全人發展， 孕育更多創科人才，配合社會發展並與國際接軌。




推動教研　促進交流

- 贊助學生參與國際機械人比賽
- 贊助及舉辦機械人比賽
- 工作坊、講座及研討會
- 贊助設施及裝備

累計籌辦比賽 逾100場

累計參與隊伍 逾6,000隊

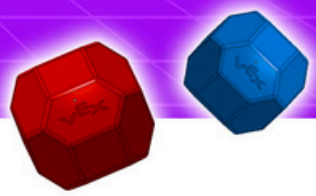
累計參與學校 逾4,500所

聯絡我們 Contact Us

亞洲機器人聯盟慈善基金
Asian Robotics League Fund

網址 Website　https://www.arlfund.org
電話 TEL　+852 2676 8117
電郵 Email　info@arlfund.org

2026 香港工程挑戰賽
HONG KONG TECH CHALLENGE GAME



主辦機構
Organiser

ARLF ASIAN ROBOTICS LEAGUE FUND 亞洲機器人聯盟慈善基金

執行機構
Implementation Organisation

hkpc 生產力局 未來技能

資助機構
Funding Organisation

創新科技署 Innovation and Technology Commission

支持機構（排名不分先後）
Supporting Organisations (in no particular order)

數字政策辦公室 Digital Policy Office

iTLE

LEAP

香港電腦教育學會 The Hong Kong Association for Computer Education

Hong Kong Computer Society 香港電腦學會

Hong Kong Society of Artificial Intelligence and Robotics 香港人工智能與機器人學會

知創空間 iNNO SPACE powered by hkpc