



KING OF BOTS

ROBOCHALLENGE

Robo Challenge Competition Rules 2018

Weight

Robots must be built to current Robo Challenge build rules and within weight. Should any modifications be made between rounds robots must be weighed again before entering the arena. Spot checks may also be called at any time by the production.

Drivers

Any one driver may operate one robot in the competition. It is acceptable for any one robot to be operated by more than one driver in the team providing they do not operate another robot in the competition.

Battle Length

The fight length will be fixed at 3 minutes and remain constant throughout the competition.

Judging

The judging panel will consist of up to three judges. The judging panel will be consulted on all aspects of the competition including scoring, disqualification, outcome and any other matters that involve the competition. **The Judge's Decision is Final.**

Rules of Engagement

Fight Start

Robots begin the fight at opposite ends of the arena. The start of the battle begins after a countdown. Prior to the start of the battle robots weapons must be static. Movement of weapons before the battle starts may result in disqualification.

Arena Hazards

The arena will incorporate hazards such as "The Pit" and others that are operated by the production. These hazards will be clearly marked and their activation notified by audio or visual prompts. "The

Pit" may be activated by contestant robots at any time during the battles, and other arena hazards, where installed, may be activated at any time during the battles by production.

Immobilisation

Any robot that is unable to move or demonstrate control will be counted out by the judges. This may be due to mechanical failure, entanglement with the arena or arena hazards, such as the pit. When the judges identify a robot that is classed as immobile, a 10 second countdown will begin. During this time should the robot free themselves the countdown will be stopped. Robots unable to move after the countdown reaches zero are knocked out and must not interfere in the rest of the battle.

Pinning

It is not permitted to pin an opponent for more than 30 seconds, for example, where one robot pins its opponent to the arena side or floor. Robots that utilise a crushing or gripping design to hold their opponent must release within 30 seconds. In the event that both robots become entangled the battle may be paused to separate robots. The battle will continue after the countdown

Clusterbots

Robots that have two or more independent fighting segments must each be weighed individually. If more than 55% of the mass of the combined weight become immobile then the entire robot will be deemed immobile.

Out Of Bounds

Robots out of bounds will be immediately knocked out of the battle and must not attempt to regain entry.

This includes going out of the arena or in the pit.

Cease

At the end of the fight cease is called and robots must stop fighting. Damage incurred after cease is called may not be counted and may result in disqualification.

Scoring Criteria

Style

Style is awarded for unique and entertaining performances during battle.

Control

Control is awarded for demonstrating good driving skills and weapon accuracy throughout the battle.

Damage

Damage is awarded to robots that cause damage to the opponent both visually and internally.

Aggression

Aggression is awarded when a robot takes the battle to its opponents.