



DATE: February 28TH 2015
TIME: 10 AM
PLACE: CONCORDIA EV MAIN FLOOR LOBBY
1515 St. Catherine W, Montreal, QC, Canada

OPEN TO EVERYONE!

Contact Tel.: 514-688-8847

E-mail: info@robowars.ca

Website: www.robowars.ca

Prizes & Awards

First Place	\$1000.00
Second Place	\$500.00
Third Place	\$250.00

Registration

Each team must register at least two weeks prior to competition date by sending team member names, contact information, and robot/team name to info@robowars.ca. This will allow us to prepare for the number of teams present as well as provide you with food and event t-shirts.

Competition Summary - Autonomous Sumo Wrestling

Round robin tournament which will give each robot the chance to compete against each other robot. Two robots are placed in the arena and must push the other robot out passed the border without leaving the arena itself. A robot is considered "out of the arena" if more than 75% of the robot goes past the white border from top view or if the robot's weight causes part of the robot to touch the floor outside of the arena. The robots must be autonomous and the competitor cannot communicate with the robot during battle. Forcing the competing robot out of the arena grants 2 points. Forcing the competing robot to leave the arena first, then followed by the first robot also leaving the arena grants 1 point to the robot who exited the ring second and 0 points to the robot who left the ring first. A tie results in 0 points to both participants. The 3 teams whose robots have accumulated the most points at the end of the tournament will win cash prizes at the end of the day.

Autonomous Sumo Wrestling Rules

Objective

You must bring a pre-constructed autonomous robot whose purpose is to push, throw, flip, drag, or otherwise move your opponent out of a five-foot diameter circular ring within three minutes.

Competitor Design Parameters

The robots must fit within a 20cm x 20cm Square at the beginning of the round, but may expand to any size once the contest begins. The height of the robot is unlimited. Nothing can detach from the robot however a robot will not immediately lose a round if a piece of the chassis detaches due to damage.

The robots must weigh 3kg or less. The entire robot must be capable of some form of movement across the ring surface and may not attach itself to anything outside of the ring.

The robot must only have an on-off switch and cannot have any other switch which changes from aggressive to passive strategy for example. These type of changes may only be made between Matches by changing software code for example, not between rounds which only allows wheels to be cleaned or other similar hardware tune ups.

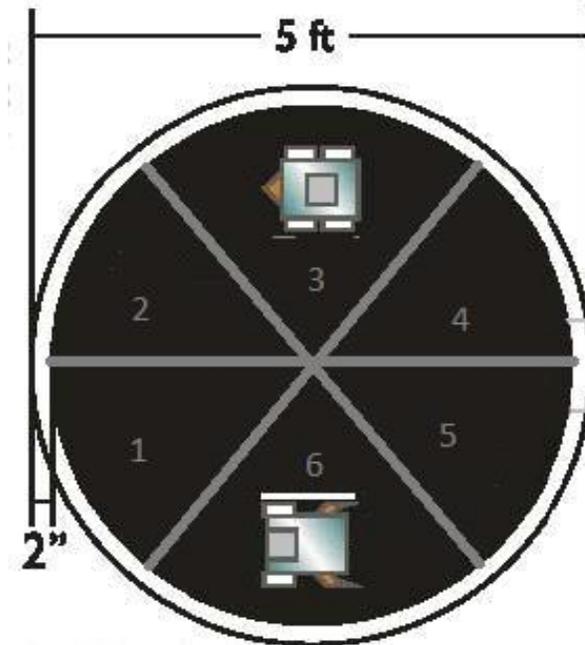
The robot must not contain any combustible, corrosive, or otherwise dangerous materials for safety reasons. Metal blades cannot be sharp enough to cut on contact, use common sense here please, knives will be disqualified! No explosive compression or decompression, either internal or external is permitted. If there is a risk of compressed containers rupturing and creating shrapnel, the officials will disqualify the robot. The officials may also disqualify robots whose strategy or operation is considered too dangerous. Contact officials ahead of time if you suspect your strategy risks disqualification, officials are not competing in the event and will not divulge your strategy to anyone.

The Sumo Ring

Robot Sumo wrestling takes place in a level circular ring exactly 5 feet in diameter with a white 2-inch border along the ring's periphery. The surface of the ring is black arborite and sits roughly two inches above ground level.

Competition Procedure

Each Match consists of 5 rounds where two robots compete each other. Each round is at most 3 minutes. Teams have 5 minutes to present themselves for a Match or concede the entire Match (10 points to the enemy team). Once both teams present themselves ready for a Match, no software modifications can be made until the end of the Match. Before each round, the starting location and orientation of each robot is randomly determined, competitors may not make any modifications to the robots once the locations and orientations are determined. The robots are placed on the ring in one of six random quadrants and one of four random orientations (front, left reverse, right) determined before every round.



When both contestants are ready, the ring judge will signal the start of the three-minute round at which time the robots may be activated (you may physically flick a switch on your robot). The robots must delay any movement for exactly 3 seconds after being turned on. This allows time for contestants to move out of the way of the fight. Robots who cannot meet this requirement will be disqualified and forfeit the winning points to the enemy robot for every round this rule is violated. The robots will proceed in combat until one unit is disabled or removed from the ring.

A robot is considered "out of the arena" if more than 75% of the robot goes past the white border from top view or if the robot's weight causes part of the robot to touch the floor outside of the arena. A robot whose body hangs over the edge (less than 75%) is not considered 'off' until it physically tips off the edge and touches outside the ring. Judgment of the ring officials is final in any ambiguous scenario.

Should one robot become disabled (flipped on its back or side, for instance) and is unable to move, the ring officials will award that round to the remaining robot.

If both robots are stuck in an entanglement or deadlock, the judges will ask the contestants if they want to agree to have the round count as a tie, both players must agree to this, if not, the bout continues as normal. A tie occurs if both robots are not disabled, still in the arena and the 3 minute round timer elapses.

At the end of each round, the contestants are responsible for making sure the ring is clean and ready for the next round to the satisfaction of the judges.