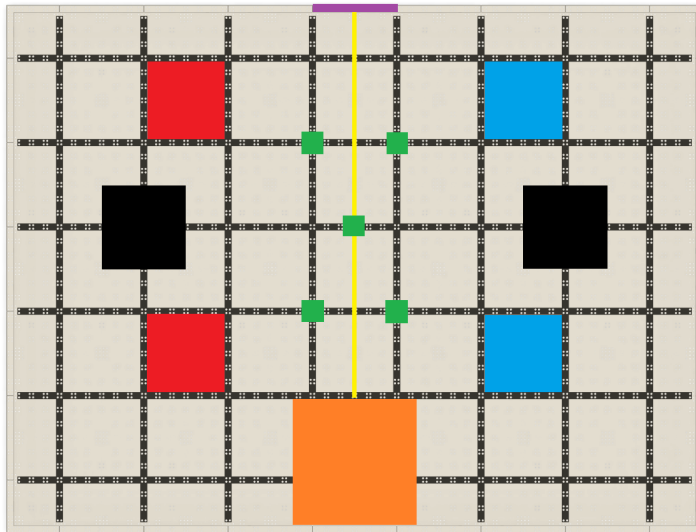




BATTLE BOTS 2021

CHAMPIONSHIP





Played on a 6foot x 8foot field, this game is played as a 2v2. Two-minute match with the first 15 seconds being autonomous only, work with your teammate for the next 1:45s to eliminate the opponent and be the last one standing! Oh, and you might want to avoid a few obstacles on the field...Mwahaha

Red/Blue Starting tile - **Black** Death zones **Orange** Killbot Zone - **Purple** Trap - **Green** Cubes

Robot - 6 motor vex iq robot built and controlled by one student that must consist of a motor-powered damage function (hammer, claw, flipper, spinner, etc.). Since the brain is important, a robot must have a protective case or hard shell to avoid brain damage. Vex iq parts only, one brain, unlimited sensors, no weight limit.

Starting Configuration - Robot must be within 16inch x 11inch x 15inch volume before the match starts, the center of the robot will be placed at the center of the starting Red/Blue tile.

Scoring -

Cube (10 points): Delivering a cube into a Black death zone, points awarded to the last robot that touches the respective cube before dropping.

Small hit (2 points): Delivering a hit through a robot function (pushing, shoving does not count) in which the opponent isn't knocked away in any direction.

Big hit (7 points): Delivering a hit through a robot function that knocks the opponent significantly away in any direction or destroys part of the opponent's robot.

Aggression (3 points): Judged by the frequency, severity, effectiveness of the intentional attacks to the opponent. (i.e. pushing, shoving, being in control).

Foul (-5 points): Breaking any rule specified by robot specs or auto rules, 5 points deducted per second committing a foul from your overall points. Intentionally trying to get another robot to commit a foul IS a foul in itself! (Both will take **-5 points** LOL)

Tie match (10 points): During qualification rounds, if both alliances have equal number of robots moving, it is a tie match, **10 points** for each robot!

Win (25 points): - **25 points** to each bot on the winning alliance.

Autonomous - Robot must have a 15s autonomous, and is restricted by the yellow line down the middle only for the 15 second period in which the robot may not touch the opponent side tiles. All other rules apply.

Field Obstacles - **Purple** tile will have undisclosed traps, if any robot is breaching the **orange** zone, killbot will activate with no mercy. Any contact with the **Black** zone will start a 10 second pin to allow the robot to enter back into the arena, failing to do so will remove the robot from gameplay.

Tournament rules :

- **Win** = your alliance has more robots moving than your opponent.

- **25 points** to each bot on the winning alliance.

- There will be **round robin qualifications**, where teams are ranked based on points.

- Top 8 go to **play-offs**, where rank 1&2 are an alliance, 3&4, 5&6, and 7&8.
- In the play-offs, points don't matter, the winning alliance moves on to the next round.
- Points for hits will be counted as one hit every second, since fast weapons can be hard to track.
- If a match is tied in play-offs, we'll run a second match from the start, except students won't be allowed to fix/change the robot before re-run.

Misc Rules:

- Robot will be removed from play if it is judged immobilized (isn't able to effectively move about the field).
- A 10 second pin will eliminate the robot if you fail to show any function working (ie. Functions include Arm, Spinner, claw, flipper, any powered weapon etc.)
- in **play-offs**, the killbot has no killzone, it can move freely (goodluck)

