



SUMO COMPETITION

The objective of the sumo competition is to push your opponent out of the ring. An example using LEGO is http://www.youtube.com/watch?v=qSI_Ldy1l2A and another scratch built robot competition <http://www.youtube.com/watch?v=wUmagHz-vqA>

Any micro controller based robot can be used but it must be fully autonomous and must not be remote controlled in any fashion and must conform to the design specifications.

Competition Ring: 100cm diameter white circle with a 5cm black border on 15mm board elevated 10cm from the ground.

GAME PLAY

1. Robots begin back to back opposing each other in the center- the loser is the robot that leaves the ring first which is defined as touching the surface which the competition ring is placed. The referee may call a draw after 60 seconds or force a restart after 5 seconds of “locked robots” at their discretion. Robot handlers must not touch their robots unless instructed by the referee.
2. Conflict Resolution - during game play, the referee’s decisions will be final

SUMO ROBOT DESIGN RULES

1. Maximum size of robot is 250mm long by 150mm wide with no height restriction as measured with any articulating components in their upright position.
2. Maximum mass of 1000 grams.
3. Size and weight restrictions are strictly enforced to make the competition fair for all competitors. All robots must be weighed and measured during registration on the day to receive their Quality Assurance stickers for competition.
4. Articulating or moving components are allowed as long as they fit the above design rules however the no intentional harm rule applies- this means that flippers and skid plates are fine but deliberately destructive mechanisms such as abrasive spinners or hammers etc are not allowed.

SUMO SCORING

1. Each robot will compete in a series of matches. The number of matches will be determined on the day of competition based upon the time permitted.
2. A match will be over once a team has won 3 points. A point will be awarded to the winning team for each successful round in a match. The number of rounds in each match will vary depending upon the points that teams accrue.
3. Teams Wins and Losses will be tallied and displayed during the competition. The top 16 teams will be selected for the semi final matches.
4. The semi final matches will be played as elimination matches.
5. Trophies will be awarded to the top 3 teams.