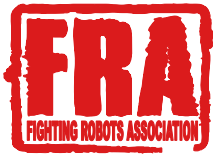


Competition Regulations

Regulations and Judging Rules
for Competition



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Competition Format

Knockout

Many robots compete in a knockout tournament with the end result determining the overall champion.

A knockout competition normally takes the form of a double-elimination tournament. Early rounds may consist of qualifiers where melees are scored 4 points for a knockout, 3 points for a judge's decision, 2 points for coming second and 1 point for entering the arena. The top ranking robots then continue through to the main competition. In the event that the main competition is oversubscribed the bottom ranking robots will compete in one or more melees to determine who goes through.

Roboteers should be given a reasonable time period to repair and recharge batteries with at least 15 minutes notice that their fight is about to start. Roboteers who fail to make it to the arena in time shall be deemed to have been knocked out.

Should a robot be unable to compete in the next round then the robot is knocked out.

Annihilator

Six robots compete in a contest with the end result being only machine left in the competition.

An annihilator contest would normally consist of five rounds, a fifth round being a final to decide a winning machine. It is possible to reduce the number of rounds to two

Bouts would last until one machine is knocked out either through immobilisation or by being thrown out of the arena. At this point a siren or similar will sound to end the fight. The sound should be clearly audible to both roboteers and the audience.

Roboteers should be given a reasonable time period to repair and recharge batteries. This needs to be stated and planned before the beginning of the competition.

If a surviving machine is not able to re-enter the next round, the last eliminated robot from the previous round is required to re-enter this new round if in a serviceable condition.

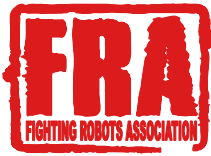
The object of this competition is to remain in a serviceable condition at all times, wanton destruction or severe damage of a robot that is left in a competition while another machine is being counted out may either be disqualified or severely marked down on style should there need to be a judge's decision.

Tag Team

Robots team up to work together to win fights. Typically two or more teams of robots compete in fights where two robots from each team are drawn against each other. One robot from each team will fight while the other stays to the side until "Tagged" or the team robot is immobilised.

Robots not tagged into the fight lose points and points may be awarded for tactical moves such as tagging in a team robot at the appropriate time.

Only robots tagged into the fight may attack one another, although it is not unheard of for all robots to be attacking each other at the same time.



Competition Rules

Membership

Roboteers must be current members of the Fighting Robot Association or related association in order to be eligible to enter competition. Exceptions may be made during international competitions.

Weight

Robots must be built to current FRA build rules and within weight for the class entered. 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 judges.

Drivers

Any one driver(s) may operate one competing robot or clusterbot in the competition weightclass. It is acceptable for any one robot or clusterbot to be operated by more than one driver providing they do not operate another robot in the competitions weightclass.

Fight Length

The fight length will be fixed at the start of the competition and remain constant throughout.

Judging

For national or international competitions a judging panel should consist of three judges. These judges should not be competitors or event organisers in a sanctioned competition. A system should be provided for the judges to score accurate immobile robot countdowns and judging the fight length. The judging panel will be consulted on all aspects of the competition including but not limited to competition format, scoring, disqualification, outcome and any other matters that involve the competition.

The Judges Decision is Final

Arguing with the judges may result in disqualification from the competition.

Rules of Engagement

Fight Start

Robots begin the fight at opposite ends of the arena. The start of the fight begins after a countdown. Prior to the start of the fight robots may not activate weapons.

Arena Hazards

The arena may incorporate hazards such as “The Pit”, “Arena Flipper” and others that are operated by the event organiser. These hazards must be clearly marked and their activation notified by audio and visual prompts including a countdown or siren prior to activation. Activation of moving arena hazards should be used in a consistent way throughout a competition.

House Robots

House robots should not interfere with a fight unless a robot enters the area or until at least one of the competitors is deemed out of the competition by the appropriate countdown times incurred. Where house robots are in use areas must be clearly marked and their use comprehensively explained during a pre-competition briefing.

Immobilisation

Any robot that is unable to move or demonstrate control may 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 intentionally interfere in the fight. Robots in the pit at the end of the fight shall be deemed knocked out.

Pinning

It is not permitted to pin an opponent for more than 10 seconds, for example, where one robot pins its opponent to the arena side or floor. After the robot is released the opponent must back away. It is bad sportsmanship to continually pin an opponent intentionally however it is understood that some weapon designs may necessitate this. 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 fight may be stopped and the robots separated. During melees both of the entangled robots may be deemed immobile.

Clusterbots

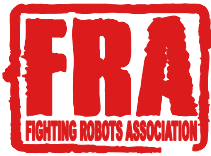
Robots that have two or more independent fighting segments, if one segment becomes immobile the complete machine will be deemed knocked out.

Out Of The Arena

When a robot is thrown out of the arena that robot will be deemed knocked out. The fight may be stopped while the robot is made safe should circumstances require this

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

Damage

It is important that where a fight is judged on damage the judges need to be aware of any existing damage to a robot at the start of a fight. Cosmetic damage will not be taken into account, such as scratches to paint or other finishes (polycarbonate, etc.) and minor dents. Serious structural or mechanical damage will count against a robot. If a robot ceases to function during a fight due to loss of the removable link or any other internal component then it should be counted as damage.

Aggression

Where a robot continually attacks their opponent, particularly where the attacker appears to be inferior technically to its opposite, for example a lightly armoured robot attacking a powerful spinning disc equipped robot.

Control

Where a driver demonstrates a good level of precision in their driving, for instance an attack is started on an opponent who tries to veer away but the attack is taken to full contact, or conversely, an attack by a robot is attempted but due to good avoidance by the opponent the attack fails.

Close Decisions

If a decision is very close the judges may require that both competitors demonstrate that their robots work correctly by performing a figure eight movement covering at least half the arena length and that their weapons, where fitted still work.