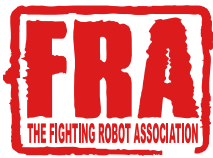


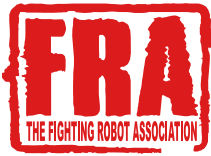
Competition Regulations

Regulations and Judging Rules
for Competition



Contents

Competition Format	3
Annihilator	3
Knockout	3
Competition Rules	3
The Judges Decision is Final	3
Scoring Criteria	4
Damage	4
Aggression	4
Control	4
Close Decisions	4
Pinning	4
Knockout	4
Out Of The Arena	4
Notes for Event Organisers	5
Judging	5
Arena Hazards	5
House Robots	5



Competition Format

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 disabled for 30 seconds or an out of the arena event occurs or being in a pit for 10 seconds. At this point a hooter or similar will sound to end the bout. The sound should be audible to rotoeers and audience in a clearly defined manner. For a contest of two rounds only, three machines would need to be eliminated in the first round.

Competitors 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 competitor 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.

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.

Competitors should be given a reasonable time period to repair and recharge batteries with competitors being given at least 15 minutes notice that their fight is about to start. Competitors 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.

Competition Rules

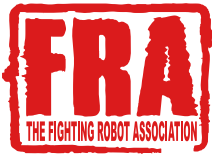
Robots must be built to FRA build rules and within weight for the class entered. Should any modifications be made between rounds competitors must be weighed again before entering the arena. Spot checks may also be called at any time by the judges.

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.

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

The Judges Decision is Final

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



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.

Pinning

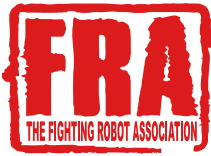
It is not permitted to hold or restrain an opponent for more than 30 seconds, for example, where a hydraulic crushing weapon grips its opponent, or one robot pins its opponent to arena side or floor, to do so is instant disqualification. If two or more robots become entangled or a crushing or gripping weapon is employed and becomes trapped within another robot, then the competitors should make the timekeeper aware, the fight should be stopped and the robots separated by the safest means. The fight will then be judged to the point where the robots became trapped.

Knockout

Any robot that remains stationary for more than 30 seconds without being in contact with another robot will be deemed to have been knocked out. This rule will also apply to any robot that becomes trapped by any part of the arena or arena hazards, including the pit. Clusterbots, those that have two or more independent fighting segments, if one segment becomes immobile and or is completely damaged the complete machine will be deemed knocked out. Robots in the pit at the end of the fight shall be deemed knocked out.

Out Of The Arena

When a robot is thrown out of the arena the bout will stop immediately, it is normal to award the bout to the robot that is still in the arena.



Notes for Event Organisers

These notes are for event organisers who are hosting on behalf of the Fighting Robot Association any sanctioned competitions including UK national championships, European championships or World championships. World championships also need the sanction of the Robot Fighting League (RFL) of the USA in addition to The Fighting Robot Association to be recognised as a world event. The Fighting Robot Association would be the agency to liaise with the other bodies on behalf of any organiser wishing to host such an event.

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 provide provision for 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.

Arena Hazards

Arena hazards are allowed and encouraged. Activation of moving arena hazards should be used in a consistent way throughout a competition. Examples are The Pit, Angle Grinders, Spikes, Flipper, House Robots, etc.

House Robots

House robots should not interfere with a bout unless competitors enter a Corner Patrol Zone and need to remain stationary until at least one of the combatants is deemed out of the competition by the appropriate countdown times incurred. Where Corner Patrol Zones are in use these must be clearly marked and their use comprehensively explained during a pre-competition briefing.