

Western Allied Robotics Presents: Sportsman Class Rules

Purpose: To promote new alternative fighting robot designs stressing design creativity over destructive power.

1. Active device is required. The active device must be effective and clearly intended to be used as a primary offensive device. If it is a lifter it had better be able to lift another bot, If it is a clamper it should be able to actually captivity hold another bot etc.. devices that are deemed deliberately ineffective in order to dedicate power to the drive train (I.E. build is intended primarily as a rammer) will be DQ'd. This discretion is solely up to the EO.

2. No excessively destructive weapons. If it can kill in one hit it will be disqualified. The EO has the final say on allowing or disallowing a weapon design.

No spinners. Flywheels may be incorporated as a an energy storage device but not as an offensive weapon.

3. Wedge rules.

Definition Any part of the bot lower than 1/4" to the ground that by design actively or passively can be use to get underneath another bot can and or will be considered as a wedge surface.

a. Angled armor is ok but must clear the floor by 1/4" to not be considered as part of a wedge calculation.

b. A wedge my be a passive device only if the bot has another active device on board.

c. The overall wedge face may only be on one side of the bot.

e. The wedge may only encompass 30% of the basic perimeter of the bot. EO has the final say on the measurement. Basic is the overall foot print of the chassis. It is not intended to be every nook and cranny of the perimeter of the bot.

Scoring. Domination. Who aggressively controlled the fight. 1 vote Greek style thumbs up/down. (we're not looking for damage here. Just who lays the best smack down).

Otherwise the usual RFL rules apply.

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