

2006 A.S.M.E. @ F.A.U.  
HIGH SCHOOL COMPETITION



# ROBOT WARS

**Objective:** Each "war" can be won in many different ways. For example, you can push your opponent out of the arena, flip your opponent over, or if a robot becomes disabled for 25 seconds or more.

10  
Feet

## Rules:

- You will be given a time limit of 3:00 minutes to compete against one another (\*Time may vary pending on # of teams)
- In the event of a stalemate, each team will be rewarded 1 pt. A win is worth 3 pts. A loss is worth 0 points.
- There will also be a separate point system for creativity and ingenuity for a special prize!!
- If any part of your robot crosses the arena boundary your robot will be considered out and the other team will be awarded 3 pts.
- It must be constructed with less than 50% pre-constructed materials.
- Your robot must have a remote control.
- Robots must not exceed 1'6" high and 1'6" wide.
- It cannot weigh more than 10 lbs.
- Robots cannot be constructed with a spinning blade or with any type of projectile as an attack weapon.
- You may construct your robot with some type of weapon mechanism to try to push, damage, or flip your opponent as long as it not dangerous to the surrounding audience.

10 Feet

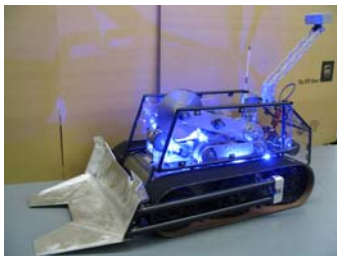
## ROBOT WARS

The arena will be 10ft X 10ft

Please remember to follow are rules and regulations.

This competition is made possible by:

*ASME*



## SCOPE OF COMPETITION

### ***I. Day of Competition***

1. Students will conduct themselves in a professional and courteous manner.
2. Each team is to designate ONE person as a correspondent. This person will be the only one of the group allowed to speak to the judges.
3. The team correspondent will register the group. Each group will have a group name or will be assigned a number.

### ***II. General Rules & Regulations***

1. Each "war" will have a time limit of 3:00 minutes.
2. The arena will be 10ft X 10ft in area.
3. For this competition, we will use a point system. A win is worth 3 points, a loss is 0 points. A tie is worth 1 point. The team with the most points at the end of the day will be announced the winner in competition points.
4. There will also be a special prize for the team with the most creative and ingenious design of their robot.
5. In order to claim 3 points for your team, you must push your opponent out of the arena boundaries, flip your opponent over, or if your opponents robot stops working for more than 25 seconds. Any questionable decisions will be made by the judges.
6. The judges will inspect each robot before the competition begins making sure all guidelines are met. The judges reserve the right to prevent any robot from competing if he or she feels it is dangerous to the surrounding environment or it does not meet the requirements listed below. The judge's decisions are final.

### ***III. Design Parameters / Constraints***

1. Your robot must be constructed with less than 50% pre-constructed materials.
2. Each robot must have a remote control. Each remote control must be able to select more than one frequency to avoid problems with having more than one robot being controlled by any one remote control. This can be accomplished by changing the crystals within the control mechanism. Consult your local hobby shop for more information on how this can be accomplished. Another alternative is to select a robot that has the ability to select either multiple frequencies or multiple bandwidths within a frequency.
3. Your robot may be equipped with some type of weapon mechanism to try to

damage your opponent as long as it is not dangerous to the surrounding audience.

Any spinning or flying projectiles that dislodge from the robot will not be allowed. The judges will inspect each robot to make sure this constraint applies to each robot. If you are not sure if your weapon mechanism meets this requirement you may e-mail [nicholascraven@aol.com](mailto:nicholascraven@aol.com) (VP of ASME)

4. Your robot may not exceed 1'6" in height, width, or depth.
5. Each robot cannot weigh more than 10 lbs.
6. Please register your team before December 25<sup>th</sup>, 2006.
7. A tentative schedule of the competition will be posted soon after all high schools have registered and completed all necessary information. (Necessary information includes team name and correspondent name, also making sure each robot is operating within a different channel and/or frequency.)

Date and time of Competition:

January 25, 2007

@

9:30am-12:30pm

In the GRAND PALM ROOM

Located in the University Center (UC) @ FAU