

Competition Rules

Up

4. ROBOT DESIGN

Robots and any personnel or team members appearing with them in the TV Programme are not permitted to display any company or product names, logos or colours. Team names may not include references to product or company names. Your robot must not be designed to resemble any commercial product. We reserve the right either to disqualify any robot or to require appropriate changes to be made to the appearance of any robot for any reason including, but not limited to, objections made by any broadcaster of the TV Programme to the appearance of a robot.

Robots should be designed, constructed and operated with extreme care at all times, using materials and equipment which comply with all applicable UK legislation and regulation including all applicable British Safety Standards.

5. GAME DESIGN

5.1 Each episode of the TV Programme will feature at least 6 starting robots. The competing robots will be grouped at our sole discretion in order to ensure maximum drama, competition and entertainment for viewers at home. The aim of each team is to guide their robot through a series of elimination rounds at the end of which the surviving robots will face each other in combat in "the Arena". **The competitive structure of live events will feature robots engaging in combat over a series of knockout rounds within each weight classification.**

5.2 Face-off: Robots compete on a one-to-one basis within weight classifications as paired in our sole discretion or as dictated by previous elimination rounds. Contestants win by immobilising their opponent. Each match is timed at 5 minutes. Contestants must actively engage in combat.

Winners are determined as follows:

a) By rendering their opponent immobile within the 5 minute time limit. Any robot that is unable to move for thirty (30) continuous seconds shall be considered "immobile".

b) If after 5 minutes of combat both robots are still mobile the winner will be chosen by official Robot Wars judges based upon a points system which will take into account **four** factors: damage, aggression, control **and style**. Of these **four** factors damage **and aggression** will be the primary criteria for determining the winner

c) If, following an allocation of points by the judges under (b) above, there is a draw between the competing robots, the audience will choose the winner by the strength of their applause. The audience applause will be based upon the same criteria as set out in (b) above (i.e. damage, aggression, control **and style**).

d) Robots may not win by pinning their opponents to the Arena surface. If a robot becomes pinned, the Robot Wars judges will require the aggressor to release the pinned robot. Robots employing a strategy of "grab and

hold" before using their weapons to attack their opponent will be given one minute before being required to disengage their opponent. If, in the opinion of the Robot Wars judges, both robots are clearly locked in a "deadly embrace" the match will be stopped **and judged up to the point the match was suspended or** the five minute time limit will be suspended whilst the robots are separated; once separated, the match will resume for the remainder of the five minute time limit.

5.3 Melee: This game is a free-for-all fight among three or more robots that are randomly grouped within each weight classification, grouped in our sole discretion or grouped as dictated by previous elimination rounds. The last one to remain mobile will be declared the winner of this event. Each match is timed at 5 minutes. Judging will be as for the Face-off (see 5.2 above).

5.4 Disqualification: in both Face-off and Melee events, the Robot Wars judges may first warn and, later, if necessary, disqualify robots for excessive evasion.

5.5 Cluster Bots: Robots are allowed to enter the arena as a single unit and separate into more than one unit and act as a team. However if any one mobile segment become immobile the entire cluster loses. Cluster Bots may only compete in Face-Off matches due to the potential for radio conflict in Melee events

5.6 We reserve the right, at any time and in our sole discretion, to change or add additional Terms and Conditions to the game design.

5.7 The decision of the Robot Wars judges shall be final.

6. WEIGHT CLASSIFICATIONS FOR FACE-OFF AND MELEE

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|----|--------------|---|
| 1. | 5-25 lbs. | Featherweight Class up to 11.4 Kg |
| 2. | 25-50 lbs. | Lightweight Class up 11.4 Kg to 22.7 Kg |
| 3. | 50-100 lbs. | Middleweight Class 22.7 Kg to 45.4 Kg |
| 4. | 100-175 lbs. | Heavyweight Class 45.4 Kg to 79.4 Kg |

You and the other contestants are entitled to enter only one weight class per robot. **Please note that Robot Wars the TV programme will feature mainly heavyweight robots.**

Legged (walking robots) will be permitted to enter the weight class immediately below their official weight or weigh up to 300 lbs. in the Heavyweight class. Interchangeable elements of your robot, such as weapons, must not change the weight class of your robot During weigh-ins, the heaviest configuration of your robot will dictate the weight class in which your robots will compete.

7. POWER

Electric, fuel, pneumatic or hydraulic.

8. SAFETY RESTRICTIONS

- 8.1 Easily accessible on/off switch. - **i.e.: the switch must be accessible without the removal of panels.**
- 8.2 All explosives, corrosives and flames are prohibited. Pyrotechnics of a non-offensive nature may be allowed at our sole discretion Should you wish to use pyrotechnics please seek our advice first.
- 8.3 Untethered projectiles are prohibited. Tethered projectiles may not exceed 8 feet in length as measured from the centre of the robot to the end of the projectile.
- 8.4 Sighting pointing lasers are allowed up to 1 mw - Class 2 laser. Any laser above 1 mw is prohibited.
- 8.5 Compressed gas is limited to 1000 psi and a Safety Conformity Certificate must be provided for all tanks/cylinders.
- 8.6 Compressed gas tanks and valves must be protected from puncture or rupture.
- 8.7 Hydraulic pressure is limited to 3000 psi.
- 8.8 Fuel capacity limited to the lesser of 8 oz. (227 millilitres) or 6 minutes operating time.
- 8.9 Fuel tanks must be adequately protected from puncture or rupture.
- 8.10 All fuel lines must be safely wired at each end. Fuel lines must not be exposed, must not have a metallic cover and must be well supported in order to minimise the chance of breaking during competition.
- 8.11 Fuel engines must have a return spring on the throttle so that if the servo becomes disconnected (or fails) the engine returns to idle speed or shuts off altogether.
- 8.12 Middle and Heavyweight robots must include a radio control fail safe system in the event of loss of radio signal.
- 8.13 Batteries must not generate more than **36** volts DC or 50 volts AC
- 8.14 Wet-cell Batteries are prohibited.
- 8.15 Insulation is required on all exposed wires and terminals connected to the motor power batteries
- 8.16 Hardened blades that may shatter are prohibited.
- 8.17 If your robot has sharp points or cutting edges, you should provide easily installed covers protecting those areas during transport and storage.
- 8.18 Robots will be inspected for safety and reliability before being allowed to compete. Our Guidelines for safety require sound construction and operation. This means that tethers, blades, arms, levers and all other mechanical parts and weaponry must be strong and secure.

8.19 We reserve the right, at any time and in our sole discretion, to make changes or Additional Terms and Conditions to the safety requirements, rules and regulations.

8.20 We reserve the right to disqualify your robot(s) at any time is, in our sole opinion, we determine that your robot is unsafe and would or may cause damage including, but not limited to, damage to other contestants or participants in the TV programme, to members of the public and others attending the TV programme, to the studio/location or to television equipment.

9. GENERAL RESTRICTIONS

9.1 The following is a list of materials and practices that are prohibited:

9.1.1 All forms of radio jamming

9.1.2 All electronic weaponry (stun-guns, Tesla coils, heat-guns, capacitor discharges, irons, etc.)

9.1.3 All liquid weaponry such as water, glue (including tape), expandable foam liquefied gasses etc.

9.1.4 All physical interference between drivers during competition. This includes obstruction of line of sight, destruction of equipment, interference with transmitters and sabotage of equipment and opposing robots at any time.

9.1.5 Flying Robots (anything that makes use of an exposed airfoil for lift, e.g. helicopter). However, Floating Robots utilising electric motors are permitted, (e.g. hovercraft).

9.2 Time allowed for robot repair, adjustments, etc. between rounds matches will be limited.

9.3 Competitors must be able to transport the robots to and from the areas of competition quickly and safely.

10. TECHNICAL REQUIREMENTS AND RECOMMENDATIONS

Radio frequencies: only the legal band of 40 MHz is allowed for use in Robot Wars. Use of other or illegal radio frequencies may result in disqualification. Please note that 35 MHz, although a hobby band, is restricted for flying radio controlled models and must not be used. 27 MHz may be allowed at our discretion, but it is not recommended - please seek our advice.

Competitors must have at least two transmitter/receiver crystals on hand. receivers inside robots should be accessible and easy to change or replace.

Batteries and other components that are likely to require attention should be easily accessible.

Robots are allowed to have interchangeable components such as weapons, providing they can be removed and added in a reasonable time and the central chassis of the robot remains unchanged.

11. PIT AREA

Work tables and appropriate power will be provided. Competitors must provide their own tools, spare parts, batteries, fuel etc. Further safety guidelines for the pit area and staging procedures for competition will be distributed at a later date and you agree to be bound by and comply with these procedures at all times.

13. GENERAL

13.12 You agree that you will not enter your robot (or any other robot of a similar design or construction) in any live and/or televised event, competition or production similar to or competing with Robot Wars anywhere throughout the world prior to transmission of the TV programme in the UK (whether terrestrial (Analogue or Digital), cable or satellite) or any live event deemed by Mentorn Barraclough Carey Productions Ltd to be in competition with Robot Wars.