

S.W.O.R.D. Robot Rules

Build 2.0

0. Spirit Rules

A. Bad Idea Rule: If, during the design of your robot, you think that something would be a bad idea, then just don't do it.

B. No cheating! This covers spirit-of-the competition type violations.

C. The I ain't even mad bro rule: If you are going to break a rule, break it in such a way that you get an "I ain't even mad bro" reaction from BOTH Alex and Mike. If only the Alex or the Mike "I ain't even mad bro" at something a coin toss will determine the legality of the rule break.

I. Robots

A. The maximum robot(s) weight allowed is 3lbs under normal circumstances and 6lbs for bonuses meaning you cannot stack weight bonuses.

1. If the entered robot is a multi-bot, a knockout is where 51% of the weight becomes immobilized.
2. A 100% percent weight bonus will be offered to a robot which is a walker. A walker is a robot where no continuously rotating parts touch the floor. Tank treads and not considered walking.
3. A 100% percent weight bonus will be offered to a robot which is fully autonomous. THERE NEEDS TO BE REMOTE HUMAN CONTROLLED ON/OFF. (A human must be able to turn off the robot from outside of the arena)
4. In order to compete a robot with a weight bonus, it must be approved by Alex or Mike prior to the event date. Meaning the president or vice president of the S.W.O.R.D. club not your roommate Mike.

B. Robots may be powered by any source socially acceptable for indoor use; all robots should be electrically powered. No internal combustion engines will be allowed. All power sources must be 100% contained in the robot and packaged appropriately for the expected abuse. Properly licensed nuclear reactors will be allowed as a power source.

1. TL;DR batteries are not allowed to be used as armor.
2. If you wish to use the Harbor Freight NiCD drill battery pack (or cells from) to power to your robot, they do not count towards your weight limit up to 6lbs.

C. All robots, must, at the beginning of each match, be capable of movement of at least one foot beyond the base radius of the robot in a reasonable amount of time.

D. No robot may, under any circumstances, present a hazard to the judges, spectators, or the opposing operator(s). No robot may in its operation cause damage to anything other than the opposing robot or the combat surface. Any robot that imperils the viewing areas will be ruled ineligible for competition.

E. All entries must conform to the general rules of the facility (PCT) and the event.

F. All robots will be subject to a technical inspection prior to combat. Failure to disclose any operating principle will be grounds for immediate disqualification. Judges may restrict any function deemed excessively hazardous.

G. Liquids may not be used in combat situations. If any substance coming from a robot that, in the opinion of the judges, cannot be completely cleaned up after combat, the robot will then be declared ineligible.

H. No flammable fuels, liquid, gaseous or solid, may be used in combat situations.

I. Jamming your opponents controller or robot, either electronically or physically, is prohibited.

J. All robots with active weapons must have a Master Kill Switch or easily accessible removable link that deactivates the weapon immediately, or be designed to cease operation when radio signal is lost. This is for the safety of the audience and the other competitors.

K. No organic elements (except wood) will be allowed in any robot. (For example, you can't put a four year old with a baseball bat on top of your bot.)

L. Robots are required to have a digital transmitter/receiver combo, 2.4ghz, spektrum, wifi, bluetooth, ect. Infrared and 49/27mhz are a no no. Any robot transmitter/receiver combo that is not supplied by the S.W.O.R.D. club must be OK'ed by either president Mike or vice president Alex.

M. Operable robots in the one and three pound weight classes must, at full extension, be able fit through the arena pushout(s) in any orientation. Standard pushout width is 18", though arenas can (and do) vary from event to event. Please check with the event organizers well in advance for specific details (Alex or Mike).

N. NO UNTETHERED PROJECTILES. Any projectile must be tethered a.k.a. like a tether ball, or those cork guns.

O. This is more of a competition rule, but keep in mind you need a weapon lock for you robot. A weapon lock prevents the weapon from spinning up or being activated. For example, a pair of locking pliers on a saw blade.

VI. Rule Adjustments

A. This ruleset is a set of guidelines. They can, and often will, be amended to adjust to changing technology and venue conditions. If at all possible, feedback will be requested from contestants, builders and audience members to make the rule changes as fair as possible, but the final decision rests with the event organizers.

Some of (most of) these rules were copied from Robot Battles™ rules. We only slightly edited some to fit our own event. The original rules are located at the this link <http://robotbattles.com/rules.htm>

