

2ND ANNUAL CLF SUMOBOT CHALLENGE



Event Summary:

Two robots compete in a head-to-head match following the basic system of traditional human sumo matches.

Robots are allowed, but no weapons and no robots flipping each other. The sole purpose is a pushing match between the two robots, to force the other from the arena.

All Sumo robots must be constructed of 100% unmodified LEGO parts (no gluing, cutting, melting, other modification, or modified pieces are allowed).

Robots can use one NXT or one EV3 brick, up to four motors, and four sensors.

Competition Rules:

- The robots will proceed in combat until one unit is disabled, or removed from the ring. A robot is considered to be "removed" from the ring when the drive system falls off the edge, and touches the floor. A robot whose body hangs over the edge is not considered 'off,' until it physically tips off the edge and touches the floor.
- A robot that disables or removes the enemy gets a "Win" credited to it, and if a robot goes outside of the ring by itself, the other robot gets a "Win" credited to it.
- When one robot becomes disabled (flipped on its back or side), and is unable to move, the ring officials will award the victory to the remaining robot.
- If the judge determines that both robots are stuck in entanglement, or deadlock for at least fifteen (15) seconds, the judge will call for a "Reset," and robots will be put back into starting positions.

Name of Event: SumoBot Challenge
Date and Time: Saturday, MAR 28th, 2020
@9:30am

Location: Chesapeake Science Point
PCS, 7321 Pkwy Dr. S, Hanover, MD 21076

Robots per Event: Two

Robot Weight: Up to 3 lb.

Robot Dimensions: Must fit within a 1' by 1' square frame

Arena Specifications: 42-inch diameter ring. White background, black circle border

Robot Control: Autonomous

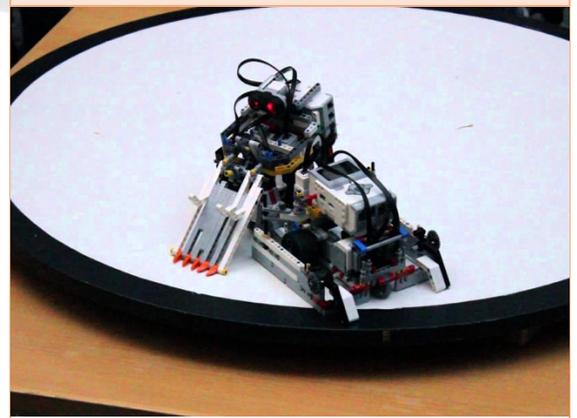
Competition Structure:

Round Robin: Each robot faces each other robot (one at a time) in a match.

Thus, every robot gets a chance to compete against every robot in the group. This method also has the advantage of determining all robots' actual rank, not just a sole winner.

Each winner robot gets 1 point in a match.

Final Four Finalists: When Round Robin ends, the first four robots advance to the Final Four tour. With a coin toss, robots match-up. Winning robots combat at the final round and WINNER is announced.



All students receive medal and \$15 gift cards.
1st, 2nd and 3rd place winners receive a special trophy.

Registration at

www.clfadvancedstudies.org/sumobot

Deadline: MARCH 13th, 2020