Robot Race Competition

Description of the contest
The competition involves two 'bots competing on an oval course. The objective of the competition is to complete three laps around the course ahead of your opponent. The winner of each competition will be the first 'bot to complete the three laps without any faults. A fault will occur if the robots become entangled or a competitor accidentally impedes the other 'bot (if deemed intentional by the judge, that competitor is disqualified). If a 'bot becomes disabled during the race, the competitor (without any assistance from anyone else) is able to repair the 'bot and continue the race as long as they do not impede the other 'bot during the repair.

A bracket of competition will be drawn based upon the number of contestants such that each Race 'bot will compete in one race with each of the other contestants entered in the competition. A contestant will receive 2 points for defeating an opponent, a win, and the defeated contestant will receive 0 points for a loss. Draws will award each competitor 1 point. Draws are awarded when both 'bots are judged to cross the finish line at exactly the same time. The winner of the competition will be the contestant with the most points earned following a completion of the competition bracket. In the event that two or more contestants have equal scores after all brackets have been contested, then the two that are tied will go head-to-head with the winner of that round becoming the overall champion. If that race is declared a draw, then the most appealing design, as determined by popular vote of the observers present, will be declared the winner of the 2005 WuShock Robot Race Competition.

The Track
The track consists of the floor of the room of the competition (likely tile flooring). Two 'cones' will be used to define the boundaries of the track. The cones will be approximately six feet apart.

Timing
Each race will last up to a maximum of 6 minutes, if no clear winner is established before this time. When a race is started, each 'bot may begin instantaneously. If a contestant is judged to start early a re-start will be performed. In the event of a second early start by a contestant, that contestant is disqualified.

Starting Positions
Starting position will be randomly determined by a coin toss. The winner of the coin toss places their 'bot first and then the other contestant then places their 'bot.

Mechanical Rules
The primary intent of the competition is to use a tethered remote control. The competitor's may follow their cars around the track using the remote control to control the speed and turning of the car. Any attempts to entangle the opponent using the remote control cords is forbidden (competitor's may drop items from their 'bot as identified in the next section). Race 'bots must be no larger than 40 studs by 40 studs.

**Construction Rules**
Race 'bots must be constructed of 100% unmodified Lego brand parts. No adhesives or melting may be used in the construction of the 'bot. The 'bot may be designed to release forms of entanglement in any attempt to snare or impede the opponent by those means (liquids are not allowed). Race 'bots may NOT include offensive weapons or mechanical systems designed to dismantle the opponent.

**Eligibility**
In the event that there are less than 10 participants, then ANYONE becomes eligible to participate (including the coordinator and any assistants). However, if the coordinator or the assistants win the event, the next highest ranking score will be declared the official winner.

**Registration**
Advance registration is not required. Just show up with your Race 'bot ready to participate at the designated time at the designated place!