SUMO Robot Competition

Description of the contest
The competition involves two Sumo 'bots competing in a circular arena. The objective of the competition is to move your opponent out of the circular arena by pushing, overturning, or other means within the allotted bout time of three (3) minutes. The winner of each competition will be the Sumo 'bot left standing or functioning in the circular arena after pushing the opponent out of the arena or the last Sumo 'bot to leave the circular arena.

Should both competitors be entangled resulting in a stalemate or should neither Sumo 'bot leave the arena after the 3 minute bout time limit, then a draw will be declared. Contestants may elect, in the event of entanglement, to declare a draw prior to the 3 minute time limit as long as both contestants are in agreement. Contestants may elect this option to preserve their Sumo 'bots strength and wear on critical parts.

A bracket of competition will be drawn based upon the number of contestants such that each Sumo 'bot will compete in one bout with each of the other contestants entered in the 'pod.' 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. 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 match 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 2007 WuShock Sumo Competition.

The Arena
The arena consists of a flat circular plywood disk finished to be reasonably smooth and painted with semi gloss white paint. A black border of flat black paint assists the Sumo 'bots in determining their proximity to the edge of the arena. The arena surface will be raised approximately 1 inch from the supporting surface (either floor or tables) in order to determine when a Sumo 'bot has left the arena and is unable to return to the competition. The overall arena diameter will be 46 inches that includes the 2 inch wide painted black border marking the edge.

Timing
Each bout will last up to a maximum of 3 minutes, if no clear winner is established before this time. When a bout is started, each Sumo 'bot must wait for a minimum of 5 seconds before moving. Note: If the 'bot moves immediately without waiting approximately 5 seconds, the 'bot may be disqualified.
Starting Positions
The Sumo 'bots will start back to back on either side of the center of the arena. Where a Sumo 'bot may be of a design with no clear front and back, the front will be the direction it will first move in when it starts. Note: If the 'bot does not start motion AWAY from the competitor, the 'bot may be disqualified.

Mechanical Rules
Sumo 'bots must conform to a minimum size specification. The outline of the Sumo 'bot, as seen from above, the Sumo 'bot outline must extend such that it will touch or exceed all four sides of a 10 inch (25.4 cm) square. This rule will permit small robots to take part simply by adding extension arms to meet the minimum size rule. Sumo 'Bots may weigh up to but not exceed 3.5 lbs (1.6 kilos). Note: The intent is not that the Sumo 'bot must be at least 10 inches by 10 inches square, but the it is capable of at least touching every side of a 10 by 10 inch square.

Construction Rules
Sumo 'bots must be constructed of 100% unmodified Lego brand parts. No adhesives or melting may be used in the construction of the Sumo 'bot. The Sumo 'bot shall be designed to remain as a single entity throughout the duration of a bout. It may not release either fluid or solid ejecta or trail wires, nets, chains or other forms of entanglement in any attempt to snare or impede the opponent by those means. Sumo 'bots may not include offensive weapons or mechanical systems designed to dismantle the opponent. Contesting Sumo 'bots are to be designed to primarily push, lift, rotate or overturn the opponent.

Eligibility
In the event that there are less than 12 participants, then ANYONE is eligible to participate (including the coordinator and any assistants). However, if the coordinator or the assistants win the event, the next highest ranking scores will be declared the official winner.

Registration
Advance registration is not required, but appreciated for planning purposes. Just show up with your Sumo 'bot ready to participate at the designated time at the designated place! You must show up PRIOR to the start of the entire competition to ensure your slot in the competition.

Acknowledgment
These rules were borrowed heavily and slightly modified from the Brickfest rules written by John Barnes