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 races with the other contestants entered in the competition (the number of races depends on the number of entrants and is according to officials determination). 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 2008 WuShock Robot Race Competition.

The Track
The track consists of the floor of the room of the competition (likely tile flooring). A normal 6 foot long table will be used to define the boundaries of the track. The perimeter of the table will define the course boundaries.

Timing
Each race will last up to a maximum of 4 minutes, if no clear winner is established before this time. If neither bot has completed the course by that time, the bot that is judged to be ahead wins. 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.

Holding Area (On Deck)
A holding area will be designated near the competition area. Each contestant must be in the area a minimum of one minute before the designated time with their bot. If a contestant is not in the holding area with a ready bot at that time, that contestant forfeits that race.

Starting Positions
Starting position will be randomly determined by a coin toss. The winner of the coin toss places his/her 'bot first and then the other contestant then places her/his 'bot.
**Mechanical Rules**
The primary intent of the competition is to use a tethered remote control. The competitors 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 (competitors 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**
ANYONE is eligible to participate (including the coordinator and any assistants). However, if a coordinator or assistant wins the event, the bot with the next highest ranking score will be declared the official winner.

**Registration**
Registration is free, but required. Enter the information at the [www.wichita.edu/shockermindstorms](http://www.wichita.edu/shockermindstorms) website and then show up with your Race ‘bot ready to participate at the designated time at the designated place!