

NUIG Bot Wars

Rules of Construction and Combat

1. General

1.1.

All participants constructing and operating Robots do so at their own risk. Please take care to not injure anyone during the construction, testing, transport or battle.

1.2.

The below rules will detail what makes a robot a usable robot in this event. If any of your components, batteries, weapons etc. do not agree to or are borderline with the rules please contact the organiser to ensure that the robot will not be disqualified.

1.3.

The Organisers have the final decision in regards to all areas of the competition including whether your Bot may compete or not. The rules as stated below are subject to change. Please visit the Robot Wiki for updates.

1.4.

There will be a safety inspection before the event to insure that all rules have been adhered to.

1.5.

Remote Controls for the robots must not be turned on at or even near the event.

1.5

Robots must not be activated during the event outside the arena or the testing area designated to you.

1.6

All robots must have a switch to completely deactivate it and all weapons. This switch must be on the robot in a place that is easily reached without being in range of its weapons, drive system or any dangerous parts of the robot.

2. Robot Specifications

2.1. Weight

The Bot must not weigh more than 20Kg. Weight means the robots weight while in the arena at the beginning of the battle.

2.2. Dimensions

The Bot must not exceed the following dimensions: Width 60cm, Length 60cm, Height 60cm.

2.3. Weapons

The allowed weapons of a Bot are as follows:

1. Spikes (Static or Propelled so long as the spike stays attached to the robot by solid mechanism (no strings etc.), the maximum extension of the spike may be 40cm).
2. Blades (Static or rotating as long as they are attached to the robot in a manner that they cannot become dislodged).
3. Flipper (must be mechanically powered, no hydraulics allowed)
4. Hammer, Axe etc. (An object that moves through a path around the robot to strike the opposing robot as long as said object is always attached to robot.
5. Miniature chainsaw (must be viewed and sanctioned by the organiser).

All weapons must be agreed to by the organisers. If unsure contact the organiser.

2.4. Power

All Power for movement and weapons must come from a non spill able, non spray able battery pack that will not leak or spray even on inversion or when its damaged. If in doubt please contact the organiser.

Maximum battery voltage is 16V

2.5. Movement

The movement may be supplied by any safe battery powered mechanism.

2.6. Remote Control Transmitters and Receivers

The transmitter receiver pair in the starter packs must be used and may not be altered by anyone other than the organiser.