



AWT

Junior Bots!

2016 JUNIOR BOT COMPETITION RULES & REGULATIONS



WORKING TOGETHER TO PROMOTE REWARDING CAREERS IN MANUFACTURING

AWT FOUNDATION
PO BOX 123, MENTOR, OH 44061
440-525-9017
WWW.THINKMFG.COM



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1.0 General Information



1.1 Competition

- 1.2 lb Bots compete against each other in a head-to-head match.
- The match will last 90 seconds or until one Bot is knocked out or taps out.
- The AWT Junior Bot competition will be a single elimination tournament.

1.2 Teams

A team is defined by its name and its affiliated middle school. A team may be scholastic or club. It is entirely up to the school/club to decide how the team is developed.

The AWT Foundation will provide a Manufacturing Support Representative.

It is suggested a total of 7-10 middle school students per team.

1.3 Competition

Only the following winners will be recognized at the annual competition: First, Second and Third place.

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1.4 Resolving Problems

If there are any issues that need to be resolved, they should be brought to the attention of AWT Foundation.

2.0 Registration Requirements

2.1 Eligibility

In order to be eligible to compete, teams must submit their documentation packet no later than 2 weeks prior to competition.

2.2 Documentation

Documentation is used to explain the learning process. The documentation includes: SWOT analysis, individual team members Expectation sheets and team meeting minutes. Documentation must be submitted by the deadline set in the registration packet. A team that fails to provide documentation for its bot is not eligible to compete.

2.3 Bot Transport

Once a team has checked in the bot must remain in the team area until they are called for battle. After competing, bot should be returned to the team area until claimed by the teacher.

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3.0 Bot Modifications

3.1 Modifications

Bots, weapons, controllers, motors, safety apparatus, test cage and any other items provided with the Junior Bot kit or by AWT Foundation cannot be modified or changed aside from personalization.

Any modifications found by any AWT Representative will result in immediate disqualification. Tournament organizers and/or referee has final ruling regarding this and all competition rules.

3.2 Bot Personalization

Personalization of the Junior Bot will not be considered a modification provided it follows the below guidelines:

- Team may personalize by way of surface decoration of top plate only.

- Paint and flat sticker type décor is permitted.

- Weight, Function and Safety must not be affected. Etching is not permitted.

- Jewel type or 3D adhesive applications are not permitted.

- AWT & DEPCO logos must remain visible and unchanged at all times.

4.0 Safety Rules

4.1 Safety Glasses

Safety glasses must be worn at all times when in the arena area when your bot is competing. Standard prescription glasses do not count as safety glasses. Prescription safety glasses or safety glasses designed to fit over prescription lenses are acceptable. Standard safety glasses should not be worn over prescription lenses.

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This rule also applies to coaches and technical advisors. Safety is the responsibility of everyone. Non-compliance will result in disqualification.

4.2 Bots on Blocks

Bot and weapon can only be operated in an approved safety cage.

4.3 Pit Area Restrictions

Only team members are allowed in the pit area. Team members will be required to wear the wristband provided. Guests and parents must remain in the spectator area during team competitions. There may be restrictions on the number of people allowed in the pit area, depending on the venue. Teams with over 10 students should check with the Event Organizer before a competition to find out the pit restrictions. Aisles must be kept clear of stationary objects. If needed, teams may use the area under the table for storage. Junior Bot wrist bands will not permit RoboBot pit area access.

4.6 Clothing

Everyone in the pit area is required to wear appropriate clothing and this includes closed-toed shoes. Long hair must be tied back and dangling jewelry is not permitted. Students, teachers or advisors without appropriate clothing will be escorted from the pit area.

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4.7 Adult Supervision

When any team member is working on a Bot, a supervising adult (minimum age of 18 years old) needs to be present. An adult can supervise no more than 2 teams at a time. High School students, even those over 18 years of age, are not eligible to provide adult supervision. The coach is responsible for their team members at all times.

4.8 Bot Testing

All Bot drive and weapon tests need to be performed in a test box, or arena, and NOT the pit area. Bots and controllers must not be turned on in the pit area. When placing bot in competition arena, controller and bot (with safety equipment engaged) are to be placed within arena until direction is given from referee.

4.9 Bot Transportation to the Arena

Any Bot being transported outside the pit area must have provided weapon restraints in place, and they must be completely deactivated.

4.10 Weapons

Under no circumstance may any body part be placed in the path of a weapon or other moveable bot part, including during installation, activation or deactivation, or removal of any safety device. A bot may never be picked up or carried by its weapon.

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4.11 Weapon Restraints

Weapons must be restrained at all times, unless the Bot is in the test box or in the arena. The restraints will only be removed once the Bot has powered on successfully. Weapon restraints must be able to prevent the motion of the weapon.

4.12 Safety Inspector

Competition will have a Lead Safety Inspector. This person will be responsible for inspection of each bot. This person will be the main contact for any safety related questions or comments.

4.13 Inspection

Each bot must pass a visual and functional inspection before competing. Inspection involves as outlined and meets the safety requirements.

4.14 Official Scale

The AWT will have a specific scale designated as the official scale for that event. Your bot must make weight using that scale. Bot with spinner: 1.15 lbs. Bot with flipper: 1.10lbs. Bot must not weigh more than 1.20 lbs.

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4.15 AWT Right to Inspect/Disqualify

AWT reserves the right to inspect/disqualify your bot at any time during the competition. Any additions or changes to the bot must be re-inspected before competing, as well as after any significant damage during a match. If an AWT official feels a bot is unsafe for any reason and it cannot be made safe, it will be disqualified and not allowed to compete.

4.16 Match Weigh-In

All bots will be reweighed before each match.

4.17 Building Cautions

Combat bot systems can be dangerous if not designed, constructed and tested properly. Damage during matches can render the bot unsafe. It is ultimately the responsibility of the bot supervisor to ensure the safety of their system.

5.0 Matches

5.1 Match Length

Each match will be 90 seconds long, unless a Bot is knocked out or taps out.

5.2 Tournament Placement

The placement of your Bot in the tournament brackets will be random. Minor adjustments may be made to ensure teams from the same school do not compete against each other in the first round.

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5.3 Judging

Matches are judged on two criteria: aggression and control. If the match lasts for the entire 90 seconds, the judges will decide the winner. The winner will be the Bot with the judges' majority votes. There are three judges, each judge is entitled to one vote. Judges will be using a scoring card to track the match. All judges must attend training before participating at a competition.

5.4 Bot Unstuck Rule

Each Bot is allowed one release during the match; this means if your Bot is stuck on the floor or under an arena rail, the referee will stop the match, release the Bot without changing its position, and then restart the match. Being tossed out of the arena (i.e., over the rail, up on the rail or wall, between the rail and wall) or knocked upside down does not constitute being stuck. Multi-Bots are allowed one release total, not one release for each bot.

If both competing teams' Bots are stuck on each other, they will be released as often as needed without changing the Bot's position.

5.5 Bot Pinning

If a Bot pins or traps the other Bot, they must release it after the referee counts 10 seconds.

5.6 Bot Unable to Move

If a Bot is unable to move during the match, the referee will start a 10 second countdown. If that Bot cannot move by the end of the

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countdown, it will be considered a loss, and the other Bot will be the winner of the match. The referee will decide whether the Bot shows sufficient movement. In the case of Multi-Bots, this is true if it is the "primary" Bot. If it is not the "primary" Bot, the match continues, and there is not a countdown. If both Bots are unable to move after the 10 second countdown, the judges will determine the winner of the match.

5.7 Tap Out

If a team wishes to stop the match at any time, they may loudly declare "Tap Out." This will be an automatic loss for that team. The other team will not be allowed to attack them after they have declared a "Tap Out."

5.8 Single Elimination

The AWT Competition will be a single elimination tournament.

5.9 Grudge Match

If the Event Organizer feels there is time, they may announce the opportunity for a Grudge Match. Teams will have the opportunity to sign up to fight a specific opponent. Both teams are required to agree to the match, and both bots will be required to have been eliminated from the competition to be eligible. They will have a regular 90 second match and the audience will decide the winner. This is purely for fun and it will not affect any tournament results.

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6.0 Radio Control

6.1 HK-T6A V2 6 Channel Hobby King Controller

AWT only permits the use of K-T6A V2 6 Channel Hobby King Controller provided with the Junior Bot kit in accordance with the no modifications rule. Only 6volt batteries are to be used to power the bot and weapon.

7.0 Rules Enforcement

7.1 Rules Compliance

In all matters of compliance with the Rules, and any applicable civil or criminal laws, the AWT and its officials reserve the right to penalize, or disqualify a Bot, or to warn or, expel any team or individual from the competition.

7.2 Expelled Individual

If an individual is expelled, they must leave the premises and return any and all IDs, pit passes, etc.

7.3 Expelled Team

If an entire team is expelled, they will be asked to leave the premise and return any and all IDs, pit passes, etc. They will also need to clear their pit table.

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8.0 Rules Enforcement

The Judge's decision on a match is final.

Disqualification due to an intentional safety violation is final.

Disqualification due to failure to obey an AWT official's instruction is final.

*******The remainder intentionally left blank*******

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