ANTWEIGHT

ROBOTU FIESTA 2022

ROBOT

1. The weight of the robot is limited to 200 gr.
2. The robots must be clearly marked in a visible place with the starting numbers given to them.
3. The dimensions of the robot are not limited, the robot must not exceed the weight limit.
4. During the fight, the robot can use additional weapons allowed in the match.
5. The following types of weapons are not allowed:
- Liquid–based weapons
- Glue or sticky soles
- Firearms
- Using electricity as a weapon
- Explosive weapons

6. To ensure safety, all weapons must be able to be turned off by remote control.
7. All sharp edges of the robot and its weapons must be protected outside the arena to prevent injury to the controller or other participants.
8. The battery capacity of the robot cannot exceed 24 volts.

ANTWEIGHT

ROBOTU FIESTA 2022

RULES OF COMBAT

1. The fight between robots can last no longer than 3 minutes.
One robot fight consists of 2 rounds.
2. The first robot to fall out of the arena loses the battle.
3. If any robot in the arena stops moving or becomes uncontrollable, the referee may allow 10 seconds to regain control of the robot. Without regaining control, the robot loses the battle.
4. At any time during the fight, the robot controller can refuse to continue the fight. In this case, the fight is lost.
5. Robots can face each other for no longer than 20 seconds while fighting. The referee will give a verbal warning after 15 seconds, if the opponents do not move away from each other within the remaining 5 seconds, the fight will be stopped and the robots will be returned to their starting positions. After that, the fight starts again.
6. If the robot falls out of the arena after the start of the fight, but before it has collided with the opponent's robot, the fight can be restarted if the judge decides.
7. If both robots fall out of the arena at the same time, then the battle is stopped, the robots are returned to the starting positions of the arena, and the battle is resumed.
8. The robot must be placed in the arena and ready to fight within five minutes of being called to fight. If you cannot start a battle within five minutes, the robot is considered to have lost the battle.
9. At the end of the fight, only the robot controller or referee can take the robot out of the arena. It is the responsibility of the robot controller to ensure that their robot is in a safe condition before being picked up. If the robot has active weapons, they must be inactive at the time of pickup.
10. Contest participants must always listen to the event organizer/judge or they will be disqualified.
11. Before starting the fight, each robot is checked by the organizer of the event or his authorized person to ensure that the robot meets the weight and size requirements before the fight.