



BotBrawl Competitor's Handbook **BBRL Season 3**

**Location: Burlington Community Robotics, 1140 Heritage Rd Unit 14
Burlington, Ontario**

**BotBrawl Admin Emergency Contact Info:
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What is the league?

Each week, a selection of robots from each weight-class will fight twice during a 2 hour robot fighting session! It will conclude with a grand final where robots are seeded based on their league performance (elo delta). 1lb, 3lb full combat and 30lb sumo weight-classes will be included.

When and Where?

Each week, builders/bots with matches that week should arrive at least 30 minutes (preferably 60 minutes) before matches begin at the Burlington Community Robotics makerspace.

Expect fights to begin at the listed time, with the scheduled matches finishing 90 minutes later. There will be a 10 minute break to reset for the "open ranked" matches and then another 30 minutes of fighting, with no new fight beginning 2 hours and 10 minutes past the scheduled start time.

Is it open to spectators?

YES! We want people to be able to regularly experience fighting robots without having to wait months or have to fight crowds and pay extra fees to get into a host event. Entry for one day is \$5/person. Pit pass holders can attend each week for free!

Will it be streamed?

Yes! It will be streamed each week on our [YouTube Channel](#).

Do I need to attend every week to compete?

NO! Bots will only need to come out for 2-3 of the weeks that the regular season will run, and the play-off tournament day if eligible. All league members are welcome to come out each week to watch or fit in an extra "open ranked" match.

Can I show up and just have some grudge matches?

Sort of/close enough. At the end of scheduled league activities for the day we will have "open ranked" matches that any league member robot who is present and functional can enter, including the scheduled robots who want additional matches on the day. The number of matches determined will be based on the amount of time remaining after the scheduled matches conclude. Grudge matches will have the lowest priority, but we will do our best to accommodate on a case by case basis; note all drivers and pit crew must have a pit pass.

How much does it cost?

\$100 (1 robot + 1 pit pass)
Additional robots are \$50 each
Additional pit passes are \$30 each

Perks of being a league member?

- 1 spot in the league for a robot
- Reduced entry price for additional robots
- Free entry to all league activities including "open ranked" matches and the grand final tournament
- Can attend all nights as a spectator for free!
- Access to the pits, box and test box for testing during breaks or before and after the event

How many slots are available?

These are approximations and we might be able to fit more in depending on scheduling, but roughly:

- 64 combat slots (split across ant and beetle)
- 24 sumo slots (30lbbers only)

When will I be fighting?

Make sure to check the website and your email for robot heat schedules to be released. The specific schedule for a fight order for a given night will only be announced 5-10 minutes prior to matches beginning for that night.

Food

There will be a snack bar and drinks on site however, there are no restaurants less than a 20 minute walk away.

Parking & Arrival



Schedule

Saturday, September 12

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|---------|---|
| 10am | Doors open. Teams arrive. Registration and Safety checks begin. |
| 10:55am | Safety checks complete. Driver's meeting, then <u>fight</u> s begin asap. |
| 11:00am | Scheduled Heat 1 fights begin! |
| 12:30pm | Scheduled Heat 1 fights conclude, open ranked matches begin shortly |
| 1:10pm | No new match may begin after this time |
| 2:00pm | Heat 2 safety begins |
| 2:25pm | Safety checks complete. Driver's meeting, then <u>fight</u> s begin asap. |
| 2:30pm | Scheduled Heat 2 fights begin! |
| 4:00pm | Scheduled Heat 2 fights conclude, open ranked matches begin shortly. |
| 4:40pm | No new match may begin after this time |

Fridays

- 6:00pm Doors open. Teams arrive. Registration and Safety checks begin.
- 7:25pm Safety checks complete. Driver's meeting, then fights begin asap.
- 7:30pm Scheduled fights begin!
- ~9pm Scheduled fights conclude, open ranked matches begin shortly.
- 9:40pm No new match may begin after this time. Clean-up/load out.
- 10pm Load out concludes, lock up.

Saturday, October 24th

- 10am Doors open. Teams arrive. Registration and Safety checks begin.
- 10:55am Safety checks complete. Driver's meeting, then fights begin asap.
- 11:00am Scheduled fights begin!
- 1pm Lunch break
- 2pm Fights resume!
- ~5:30pm Fights end (roughly); award ceremony + tear down.

Pit Tables

Please confine your materials, robot and tools to the pit table as much as possible. Space may be tight, so plan to share and to keep your materials condensed. Power may not be available at all pit tables.

All battery charging may be done at the designated charging area. Please do so safely, and if you have any concerns about your charging setup or anyone else's, please ask a BotBrawl official for help. **All Lithium-Polymer batteries MUST be charged in a LiPo-safe bag.** You may borrow a LiPo-safe bag from a BotBrawl official if you do not have one.

Safety Inspections

All robots must be through safety by the time defined in the schedule above. Any robot which has not passed safety by this time may not be allowed to compete. The Safety Officer and the Event Organizer have the final say on matters of robot and competitor safety. When ready, approach the safety station with your robot, transmitter, safety locks, and covers (installed). You will be asked to demonstrate the following:

1. Robot Weight
 - a. The BotBrawl scale is the standard by which all robots will be held to.
 - b. If your robot is overweight you must reduce weight to pass inspection.

2. Master Power Switch/Disconnect
 - a. You must be able to fully de-energize your robot easily and quickly in the event of an emergency.
3. Weapon Lock
 - a. All weapons or pinch points where a limb or finger may become entrapped must have a lock to prevent its movement. The more secure this is, the better. This includes lifters, hammers, spinning weapons or any other variation of movement excluding drivetrains.
4. Sharp Edge Covers
 - a. Any sharp points must be guarded at all times unless the robot is in the arena.
5. Radio Failsafe
 - a. In the event of signal loss, robots must stop dead. Weapons and drive systems must default to a safe de-energized state. You will be asked to turn the robot on, drive in a circle and then turn off your radio. The robot must then stop all powered movement immediately.
6. Pneumatic Systems
 - a. Such systems must adhere to the ruleset.
7. Wheels-Up System
 - a. While in the pits or in transport, robots must be lifted so their wheels or legs are not in contact with the ground/table. At no time may weapon systems be energized or tested outside of the test box or combat box.

The Rules

All rules can be found on our website: botbrawl.ca/rules

Fights

After check-in, robots will be randomly paired up against two opponents. BotBrawl organizers have the final say in anything related to pairing and matchups. The combat matches will take precedence throughout the league, and sumo matches will be played at the Event Organizer's discretion. Sumo builders, please be ready to fight at any given moment.

League Format:

Formats will be as follows. The Event Organizer reserves the right to change formats prior to the driver's meeting on the first day.

1lb Antweights	Elo system (min 4 matches) with seeded final tournament
3lb Beetleweights	Elo system (min 4 matches) with seeded final tournament
30lb Sumo	Elo system (min 4 matches) with seeded final tournament

Postponements

Each robot has 1 postponement *per day* they can use at any time. A postponement will guarantee you a minimum of 3 minutes before you are called to the arena again. Once called, the Event Organizer may start a 3 minute timer. If your robot is not in the box or on the platform at the end of the 3 minute timer, you will forfeit your match.

Things to Bring

- Minimal tools you may need to repair your robot
- Your robot (fully functional and tested ahead of time)
- Extension cords, power bars
- Transmitters with spare batteries
- Batteries, battery chargers, and battery bags
- Safety equipment (wheels-up system, safety covers, weapon locks, etc.)
- Personal protective equipment (safety glasses, hearing protection, etc.)
- Reusable water bottles and snacks
- Optional: Chairs, some competitors prefer to bring their own chairs for comfort.

Safety

Ensuring the safety of all competitors and audience members is paramount. As such, it is imperative that teams always take safety into consideration. Please ensure that tools (knives, soldering irons etc) are safe, ensure robots are powered down in the pits with safety locks engaged, wear safety gloves/glasses where needed.

There is absolutely **NO alcohol** allowed inside the venue! Anyone found to be intoxicated or drinking alcohol while inside the venue will be escorted out of the venue and will be disqualified from the tournament and potentially future tournaments as well.

Closed-toed footwear is a requirement for all competitors.

Always look out for your neighbours. If someone needs a hand, or perhaps a reminder of how to safely operate a tool, it may go a long way in keeping everyone safe.

Teams with small children; **the event can be loud**. Though not dangerously loud, it may be of annoyance to young children. As such, some parents choose to outfit children with safety glasses and hearing protection. These are not required nor provided items.

If any competitors are witnessed conducting themselves in a way which jeopardizes the safety of another person or the event, they will be warned. Subsequent safety infractions will be met with an ejection from the tournament.