



Draft Rules V0.1

Section 1: Spirit of the class

1.1 The spirit of the class is low-to-no-cost robots made as much of materials on-hand and recycled/repurposed as possible, built mere days or hours before the event.

1.2 The object of the competition is not to win. If you win the Assbots competition, your robot was inherently not ass, and is therefore subject to disqualification.

Section 2: Weight class

2.1 The robot shall visually weigh approximately 4 pounds.

2.1.1 If the robot is deemed by the Event Organizer to be morbidly obese, the robot must have parts and sections of itself removed at random until it is deemed to be in compliance with 2.1

2.1.1.1 Optionally, the Event Organizer and Competitor may agree to use a remote-controlled drone or bunch of balloons in the arena tethered to the robot to relieve weight for the duration of the match.

2.1.2 If the robot is deemed by the Event Organizer to be severely underweight, the Event Organizer may order the addition of any materials within line of sight or reasonable, non-exerting reach to be appended to the robot.

2.2 Hovering, flying, or other means of relieving robot weight is permitted. The robot will be visually weighted using a visual estimate of the upwards thrust force it seems to be capable of subtracted from its visual weight, subject to rules 2.1.1 and 2.1.2.

2.3 Non traditional locomotion comprises any motion system with less than 2 wheels. Using non-traditional locomotion will reward an additional 1 pound for a total of 5 pounds in accordance with rule 2.1

2.4 Utilizing multiple independent robots with independent active control can yield an additional -1 pounds for a total of 3 pounds in accordance with rule 2.1 or 4 pounds if utilizing non traditional locomotion subject to rule 2.2

2.5 Motorized adult toys do not count towards the total weight allowance

Section 3: Weaponry

3.1 All entrants must have an active weapon, this is defined only as any mechanism independent from the robots drivetrain

3.1.1 Thwack-bots, such as flails or "manual meltybrains" are allowed at the discretion of the event organizer, as rule 3.1 exists primarily to ban wedge-type robots

3.2 Any weaponry that would result in disciplinary action from the SCC or is otherwise deemed obscenely unsafe by the event organizer is forbidden, otherwise, any active mechanism defined by rule 3.1 is legal

Section 4: Allowed Parts

4.1 The parts used on the robot must, in majority, not be purchased explicitly for the robot but may comprise recycled materials, previous robots' parts or salvaged materials, or trash from your nearest dumpster.

4.1.1 For the time being, the majority of materials should consist of those found in the shop space as a means of cleaning out 5-year-old shelves

4.2 The robot may not contain more than six (6) motorized adult toys.

Section 5: Buyout Limit

5.1 All robots are subject to a buyout requirement in the amount of \$20. That means if we think you took Assbots too seriously, any competitor may purchase your Assbot from you for \$20 USD. However, this can be vetoed and a majority vote of competitors is required for a purchase to pass to avoid mean spirited buyouts

5.1.1 Radio controllers are specifically exempt from Rule 5.1 since they are nice things.

Section 6: Tournament Format (Specific to this initial run of Assbots)

6.1 The competition will consist of a single elimination bracket

6.1.1 Seeding will be based on visual interpretation of the weight of competitors. The lightest looking bot will be the first seed and so on

6.1.2 Robots may have parts of eliminated opponents appended to them at no weight or budget penalty

6.2 Each round will last approximately 3 minutes or to the discretion of the event organizer

6.2 Competitors will have a minimum of 30 minutes between rounds for repairs