

# Rules for Robot Battles

1. When the robot starts, it must fit entirely into a 12" x 12" square
2. You may use up to:
  - a. 1 brick
  - b. 4 motors
  - c. 2 colour sensors
  - d. 2 distance sensors
3. Your robot is out if:
  - a. All POWERED wheels or tracks are out of the square
  - b. Your robot is unable to move around
4. Robot battles are considered a draw if:
  - a. No forward motion happens for either one minute or the judge's count-down time.
  - b. The two Robots are repeating the same patterns (ie: going in a circle) for either one minute or the judge's count-down time.
5. Marking:
  - a. You pass if you have a robot that can fit in the 12" x 12" square
  - b. You can drive your Robot around or it's autonomous
  - c. You gain points from winning battles.