

This is just a simple version of the rule book.  
Official version will be finished in March, 2015.  
Contact us [hebocon@list.nifty.co.jp](mailto:hebocon@list.nifty.co.jp)  
<https://www.facebook.com/Hebocon.Official>

## HEBOCON simple rule book

First edition by Daiju ISHIKAWA December 25, 2014

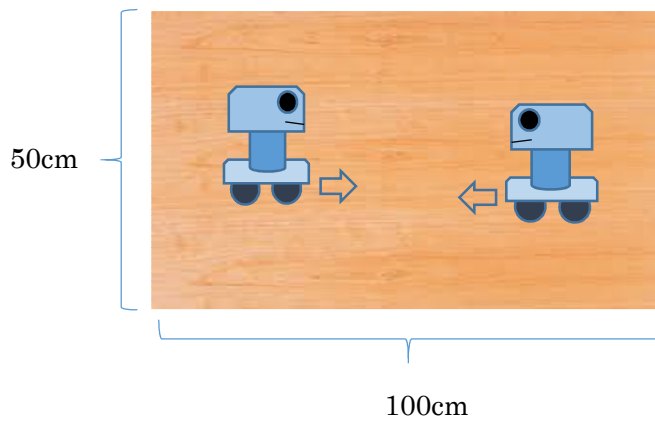
### Competition content

\*Robot sumo

### Basic rules

\*Approximately 100 cm x 50 cm plywood is used as the ring.

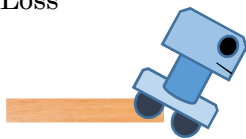
\*Start machines from both sides at the same time



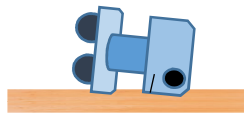
\*You lose when you go out of the ring [A]

\*You lose if you fall over

Loss

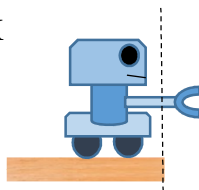


Loss

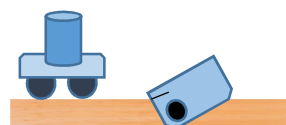


\*The following is not a loss, but the bout will continue: some part of a robot not touching the floor goes out of the ring, or a robot breaks down.

OK



OK

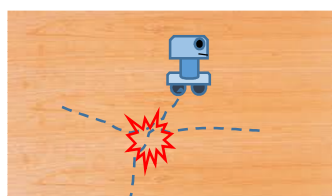


### Exception regulations (rules to allow badly made robots to participate actively)

\*Exception of [A]: if one robot or the other goes out of the ring before they touch each other, it will be a rematch.

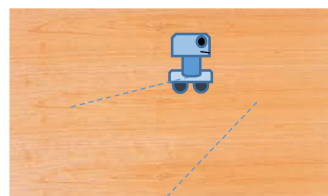
(in order to give a chance to robots difficult to control. In order not to penalize fast robots)

However, a rematch is until the 2nd time. At the 3rd rematch, the exception does not apply.



Loss

**Game over**



**Rematch**

\*Limit time for 1 match is 1 minute. When the time is up, the one that has moved a shorter distance loses.

(In order to avoid the dominance of a heavy, immobile robot such as an iron ball and a brick)

### Game format and awards

\*Games follow the tournament format.

\*If you win 1 match, you gain 10 points. The winner has most points.

\*At every match there is a high-tech penalty (6 points each time), which is described later.

#Even if you win the final of the tournament, you may not be the winner due to your lost points.

#### Award examples

\*Champion, determined by points

\*Runner up, determined by points

\*Judges' award (Not determined by points)

\*Special award by audience votes (votes as the lowest level of technology at the site. Not determined by points)

#It would be great to see awards given for a robot's uniqueness regardless of the results of matches.

### **Machine regulations**

- \*It shall be technically amateurish (see high-tech penalty section)
- \*A device designed to destroy the opponent's machine is prohibited (automatic electric drill etc.)
- \*The size shall be width 50cm x length 50cm (no height limit), less than 1 kg

### **High-tech penalty**

You will be penalized for implementing the following functions, which are too high-tech.

- \*Remote control
- \*Automatic operation (control by each sensor information, using time passed and distance moved as a trigger)
- \*Others, considered by "high tech" by judges

#Penalty is calculated as you use its function. If you don't use it, you don't get penalized.

#You won't get penalized if you implement it without depending on **your** technological skills.

e.g. A machine that consists of a stuffed rabbit pasted onto a radio control car sold on the market shall not be considered remote control.

#Regarding the function considered "high-tech" by judges, the organizer shall set up a time for entrants to ask questions beforehand.

\*Penalty is 6 points per function per match.

### **Attached files**

Buzzer for start of game, gong for end of game in 1 minute

<http://portal.nifty.com/hebocon/files/buzzer.mp3>