

B.S.A. BOTS

B.S.A. BOTS is the name for a robot competition that is derived from Battlebots as seen on television. While there are many similarities, there are also many differences between Battlebots and B.S.A. BOTS.

DESIGN

1. All scouts participating in B.S.A. BOTS will start with a radio controlled car and controller that must be purchased from the Troop. Price will be announced.
2. All modifications to the vehicle should begin with a drawing or plan that is approved by a Technical Advisor before the work is done. Technical advisors are Mr. Young, Mr. Kachmarik, Mr. Sajner, and designated fathers or older scouts.
3. Competition will be in four categories: boys 10-12, boys 13-15, boys 16-18, and open (18+).
4. Weapons for B.S.A. BOTS are restricted. Weapons that cut, puncture, drill, rip, saw or smash are allowed as long as the device is not mechanically driven. All weapons must be firmly attached to the vehicle at all times. Weapons that are launched or fired are not allowed for safety reasons. For further clarification, see allowed power sources and rules of engagement.
5. The transportation mode of the robot must be based upon the battery and motors furnished with the base vehicle. You may modify the electronics to change voltage or amperage to increase speed or increase power. No additional batteries can be used for transportation. Maximum voltage and amperage limits will be set based upon the capabilities of the base vehicle chosen. These limits will be based upon safety considerations.
6. Additional batteries can be used to power your weapons system. Batteries must be dry cell. Limits on battery voltage and amperage will be set based upon the base vehicle chosen. No other power sources are allowed on the robot. Specifically not allowed are internal combustion engines, compressed gases, flammable liquids, wet cell batteries of any type, pneumatic devices, or mechanical stored energy systems. A low pressure hydraulic system may be used provided the pressure does not exceed 25 psi in any part of the system.
7. In addition to the technical limitations imposed, a cost limit of \$25 per robot is imposed for all modifications.
8. Each robot must be controlled with the controller that came with the base vehicle. All modifications and weapon systems must be fail safed to the controller. That is, no devices can be powered or operated if the controller is turned off. If the power is turned off at the controller, all functions of the robot must cease immediately.
9. Robots can be constructed of any readily available material with the exception of urethane foam. This material degrades when exposed to heat and omits toxic fumes. Remember that electric motors can generate heat. The use of cardboard, string, tape and the like is discouraged, but not forbidden. Robots that come apart or lose power during competition will forfeit the match.
10. These rules and restrictions are designed to keep the design and competition of these robots within the realm of boys 10-18 years of age. They are also designed to ensure the safety of the competitors and spectators. If you are tempted to

stretch the rules, remember that the first point of the Scout Law is that a scout is Trustworthy. The only person you will cheat will be yourself.

BATTLE ARENA

The battle arena is approximately 25 ft. X 25 ft. The arena will be defined by existing walls and wooden barriers installed to create an enclosure around the perimeter. Hazards will be installed at the discretion of the rules committee. The rules committee is comprised of Mssrs. Kachmarik, Young and Sajner.

COMPETITION

1. Each youth who competes must have built their own bot. Parents who wish to participate may purchase their own vehicle and can compete in the open class. Open class competitors are subject to all of the regulations as scout competitors.
2. A pit area at the rear of the cabin will be available for repairs and last minute modifications. The pit will be open to each age group starting one-half hour before their scheduled time and during the entire time of their age group. Other scouts and spectators must remain outside the pits until their allowed time.
3. Competition will take place with two robots battling each other in a three-minute head-to-head match. Each bot will start from its assigned start square. The objective is to tip your opponent on his side or back, pin him against the perimeter barrier, or to force him into a hazard.
4. Three judges will officiate each match. Each judge will award a total of five (5) points in each of three categories: aggression, damage, and strategy. For example, if one competitor is a little more aggressive than the other, a judge may award 3 points to the more aggressive player for aggression and two points to the other. A total of 5 points must be awarded by each judge in each category. **AGRESSION** is the extent to which a competitor seeks to engage his opponent in the battle arena. **DAMAGE** is determined by the number of times a competitor tips his opponent, pins him against the perimeter, or forces him into a hazard. **STRATEGY** is the creativity that a competitor shows in attacking his opponent and in avoiding being attacked.
5. The match is determined by adding together the scores of the three judges. Each match has a total of 45 points and the competitor with the highest point total is the winner of the match. Points awarded are solely for the purpose of determining a winner in each match. Points awarded in any match will not be revealed to the competitors or spectators.
6. Each match has a winner and a loser. Competition is on a triple elimination basis for each class. If neither competitor engages the other throughout the 3-minute match, the judges may declare a stalemate and award a loss to both competitors.
7. A disqualification may occur if a bot loses its power or mobility or if the bot comes apart during competition. Each competitor is allowed one opportunity of 30 seconds to restart a bot or to repair damage. A competitor may not enter the arena unless and until directed to do so by a judge. Entering the arena without permission or interfering with a competitor's bot is cause for disqualification. Judges decisions are final. There is no appeals process.

8. For each age group, the first four places shall be recognized. In addition, recognition shall also be given to the best design and “Baddest Bot” in each age group.
9. Any participant who openly expresses anger at a decision or who curses or swears will be automatically eliminated from further participation.
10. At the conclusion of each match, the two competitors will meet in the arena and shake hands in the spirit of friendly competition.

FINAL NOTE

This is a friendly competition where winning or losing is less important than participating. Each participant is asked to remember the Scout Law and Scout Spirit during competition. Have fun.