

SEAS BOT BRAWL

COMPETITOR MATCH GUIDE

What to Do When Your Match Is Called

- This guide is the quick version of what happens at the arena.
- The Official Rules and Tournament Rules control if there is ever a conflict.

1. Before Your Match

When your match is coming up:

- 1) Have your robot ready.
 - 2) Keep the robot powered OFF.
 - 3) Keep dangerous weapons physically locked.
 - 4) Have your transmitter ready.
 - 5) Have any weapon covers, locks, or safety pins with you.
 - 6) Be ready when the Referee calls your match.
- Only power the robot when instructed.

2. Load-In

Follow the Referee's instructions.

Basic order:

1. Place your robot in the arena.
2. Remove protective weapon covers.
3. Turn your transmitter ON.
4. Turn robot main power ON.
5. Turn separate weapon power ON if used.
6. Remove the weapon lock LAST.
7. Exit the arena.
8. Wait for the Referee.

Do not move the robot or activate the weapon before the match starts.

The Referee will call:

“3... 2... 1... FIGHT!”

3. During the Match

Standard matches last:

3 MINUTES

If Your Robot Stops Moving

If your robot cannot demonstrate controlled movement, the Referee may begin a:

10-SECOND KO COUNT

Regain controlled movement before the count ends or the match is over.

Pinning

- Maximum pin times:
- Stationary pin – 5 seconds
- Active pin – 10 seconds
- Release when the Referee tells you to.

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If the Robots Get Stuck Together

- The Referee will give the robots about 10 seconds to separate themselves.
- If they cannot, the match may be stopped so event staff can separate them.

If Your Robot Gets Stuck on the Arena

- Each robot may receive one arena un-stick per match.
- If your opponent legally puts you into the stuck position, an un-stick normally will not be given.
- The Referee makes the call.

4. Tap-Out

You may surrender at any time.

Clearly tell the Referee:

“TAP OUT!”

- 1) Once the Referee acknowledges the tap-out, the match is over.
- 2) Stop attacking immediately.

5. If Something Goes Wrong

If the Referee calls:

“STOP MATCH!”

- 1) Stop immediately.
- 2) Do not keep driving or attacking.
- 3) Do not enter the arena.
- 4) Wait for instructions.
- 5) Safety comes before the fight.

6. Match Over

When the Referee calls:

“MATCH OVER!”

- 1) Stop driving and stop intentional weapon operation.
- 2) Wait for the weapon to stop.
- 3) Do not enter the arena until the Referee tells you it is safe.
- 4) If the match reaches the full three minutes, the judges will determine the winner using:
 - a) Damage
 - b) Control
 - c) Aggression

7. Power-Down

Follow the Referee's instructions.

Basic order:

1. Weapon power OFF.
2. Main robot power OFF.
3. Reinstall the weapon lock.
4. Turn the transmitter OFF.
5. Wait for the Referee's approval.
6. Retrieve the robot.

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8. Back in the Pits

After the match:

- 1) Return to your pit area.
 - 2) Repair the robot.
 - 3) Recharge batteries safely.
 - 4) Prepare for the next match.
- Robots stay powered OFF in the pits unless event staff specifically approves otherwise.
 - Dangerous weapons stay locked.

The Short Version

- 1) 3-minute fight
- 2) 10-second KO
- 3) 5-second stationary pin
- 4) 10-second active pin
- 5) One arena un-stick
- 6) Tap out anytime
- 7) When the Referee says stop, STOP.
- 8) Keep it safe.
- 9) Follow the Referee.
- 10) Have fun.