

## Xtreme BOTS Judging Guidelines

The following definitions of Aggression, Control and Damage are provided only as a tool to help Judges make their final decisions. Judges are not required to defend their decisions in any way. All Judging decisions are final.

### 1.1.1. Scoring Aggression (offensive)

Aggression scoring will be based on the relative amount of time each robot spends attacking the other.

Attacks do not have to be successful to count for aggression points, but a distinction will be made between chasing a fleeing opponent and randomly crashing around the arena.

Points will not be awarded for aggression if a robot is completely uncontrollable or unable to do more than turn in place, even if it is trying to attack.

Sitting still and waiting for your opponent to drive into your weapon does not count for aggression points, even if it is an amazingly destructive weapon.

### 1.1.2. Scoring Control (defensive)

Control scoring will be based on the relative effectiveness of the robots maneuvers to avoid damage.

A distinction will be made between a strategic retreat and re-grouping and random uncontrolled movement.

Sitting still and waiting for your opponent to does not count for control, even if you are not being attacked.

### 1.1.3. Scoring Damage

Damage scoring will be based on the relative damage inflicted on a robot by its opponent. Damage self-inflicted by a robot's own systems and not directly or indirectly caused by contact with the other robot will not be counted for scoring purposes.

#### **Examples of Damage from lowest impact to highest impact:**

- Flip over (or being propelled onto bumper, ramp, or other obstacle) causing no loss of mobility or loss of weapon functionality
- Direct impacts which do not leave a visible dent or scratch
- Sparks resulting from strike of opponent's weapon
- Being lifted in the air with no damage and no lasting loss of traction
- Visible scratches to armor
- Non-penetrating cut or dent or slight bending of armor or exposed frame
- Removal of non-structural, non-functional cosmetic pieces (dolls, foliage, foam, or "ablative" armor)
- Damage to wheel, spinning blade, or other exposed moving part not resulting in loss of functionality or mobility
- Flip over (or being propelled onto bumper or other obstacle) causing some loss of mobility or control or making it impossible to use a weapon

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- Intermittent smoke not associated with noticeable power drop
- Penetrating dent or small hole
- Removal of most or all of a wheel, or saw blade, spike, tooth, or other weapon component, which does not result in a loss of functionality or mobility
- Slightly warped frame not resulting in loss of mobility or weapon function.
- Continuous smoke, or smoke associated with partial loss of power of drive or weapons
- Torn, ripped, or badly warped armor or large hole punched in armor
- Damage or removal of wheels resulting in impaired mobility
- Damage to rotary weapon resulting in loss of weapon speed or severe vibration
- Damage to arm, hammer, or other moving part resulting in partial loss of weapon functionality
- Visibly bent or warped frame
- Major: Smoke and visible fire
- Armor section completely removed exposing interior components
- Removal of wheels, spinning blade, saw, hammer, or lifting arm, or other major component resulting in total loss of weapon functionality or mobility
- Frame warping causing partial loss of mobility or complete loss of functionality of weapon system
- Internal components (batteries, speed controller, radio, motor) broken free from mounts and resting or dragging on the arena floor
- Significant leak of hydraulic fluid
- Obvious leaks of pneumatic gases
- Armor shell completely torn off frame
- Major sub-assemblies torn free from frame
- Loss of structural integrity - major frame or armor sections dragging or resting on floor
- Total loss of power