

XtremeBots - Antweight (1 lb) Plastic Class Rules

1. **Materials:** Plastic Class means that the construction materials must be plastic as described below:
 - a. PET, PETG, ABS, or PLA, PLA+ are the only materials that can be used for the chassis and weapons. No other types of plastics or materials allowed (ie. metal, carbon fiber, UHMW, etc)
 - b. Motors, wheels, electronics, axles, fasteners and adhesives can be any material, but cannot be used in such a way to enhance the structural integrity, armor the robot, or enhance any weapon.
2. **Radio System:**
 - a. All robots must be radio controlled with 2.4 GHz spread spectrum radio. No tethered robots allowed.
 - b. If a robot has a weapon, then all robot systems (drive and weapon) must come to a stop when the transmitter loses power or loses signal.
3. **Batteries:** Examples of batteries that are permitted: NiCads, NiMh, LiIon, LiFe, LiPoly.
4. **Weapons:** While a variety of spinning weapons are encouraged, there are some weapon systems that are not allowed:
 - a. RF jamming and EMF fields that affect another robot's electronics
 - b. Entangling weapons (nets, tapes, strings, or other materials that entangle).
 - c. Liquids, foams, gasses, powders, sand etc
 - d. Untethered projectiles
 - e. Fire, combustibles
 - f. Light and smoke that impair the viewing of a robot
 - g. Not allowed to physically engulf your opponent
5. **Safety:**
 - a. All robots must be able to be fully deactivated, which includes power to drive and weaponry, in under 60 seconds by a manual disconnect
 - b. All Robots must have a light easily visible from the outside of the robot that shows its main power is activated. Usually the light from the receiver is sufficient.
6. **Match Rules:**
 - a. Matches last 3 minutes
 - b. Arena is 4' x 6' with a door in the floor opening for the last 45 seconds of the match.
 - c. There are two ways to win:
 - i. #1 - Disable, or knock-out the opposing robot. Usually that means making it so they can no longer move in the arena. There may be a trap door that opens up during the last 45 seconds of the match. If one of the robots falls or is pushed in, it counts as a knock-out.

- ii. #2 - Judges' decision. If a match goes the entire allotted time without one robot getting knocked out, then a panel of judges who watched the fight will decide the winner. The judges base their decision on who they felt did more damage and who demonstrated more control over their opponents.