

Cog-Sumo

Code: CMS

Control: Autonomous

Open to: Any Canadian resident

Max Robot Size/Weight: Standard iCreate (supplied).

Size of Playing Fields: 1.52 m dia.

Finish of Playing Field: Black melamine finish with 50 mm wide white border.

Explanation: "Cog-Sumo" is sponsored by Cogmation Robotics and requires you to develop a program that can be downloaded to MRG's officials who will enter it at the appropriate time into an iCreate robot. This robot is expected to behave as per Standard Sumo Robot

Rules: In Cog-Sumo, the robots will be supplied by Manitoba Robot Games.

Cog-Sumo is open to all Canadian residents.

Each robot will have up to 3 mins to complete best two of up to three bouts.

Each program uploaded to Virtual Robot Games will be assigned a Unique File Name by which it will be identified.

When the program is loaded into the robot, the Unique File Name will be displayed on the top of the robot and will be the method of identification.

Placement of the robot at the start of a bout will be made by a judge or his/her designate and will be located within the following tolerances; x, y +/- 1cm, angular +/- 5°, direction will always follow this rule; Left Away, Right Toward.

The number of entries will be limited due to scheduling parameters so register your intent early then have your payment and program in our hands at least 12 hours before the competition is to commence.

A successful round shall be given when:

Your robot has legally forced the body of your opponent's robot to touch the space outside the playing field.

A robot physically tips or touches the surface beyond the playing field. (if body, wheel, or other support merely overhangs the edge, it is not considered outside the playing field)

Your opponent's robot has touched the space outside the playing field, on its own.

Either of the above takes place at the same time that the End of the Match is announced.

Your opponent's robot become disabled (flipped on its back, for instance) and is unable to move in the Playing field.

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When judges' decision is called for to decide the winner, the robot which exhibited the best effort will be taken into consideration:

It is understood that contestants may require significant assistance in the design and/or construction of the programming and that they are encouraged to seek out suitable expertise. Manitoba Robot Games planning committee are prepared to help make suitable connections with the electronic engineering community in support of Manitoba students. Contact Herb Reynolds for more information at herb@mbrobotgames.ca