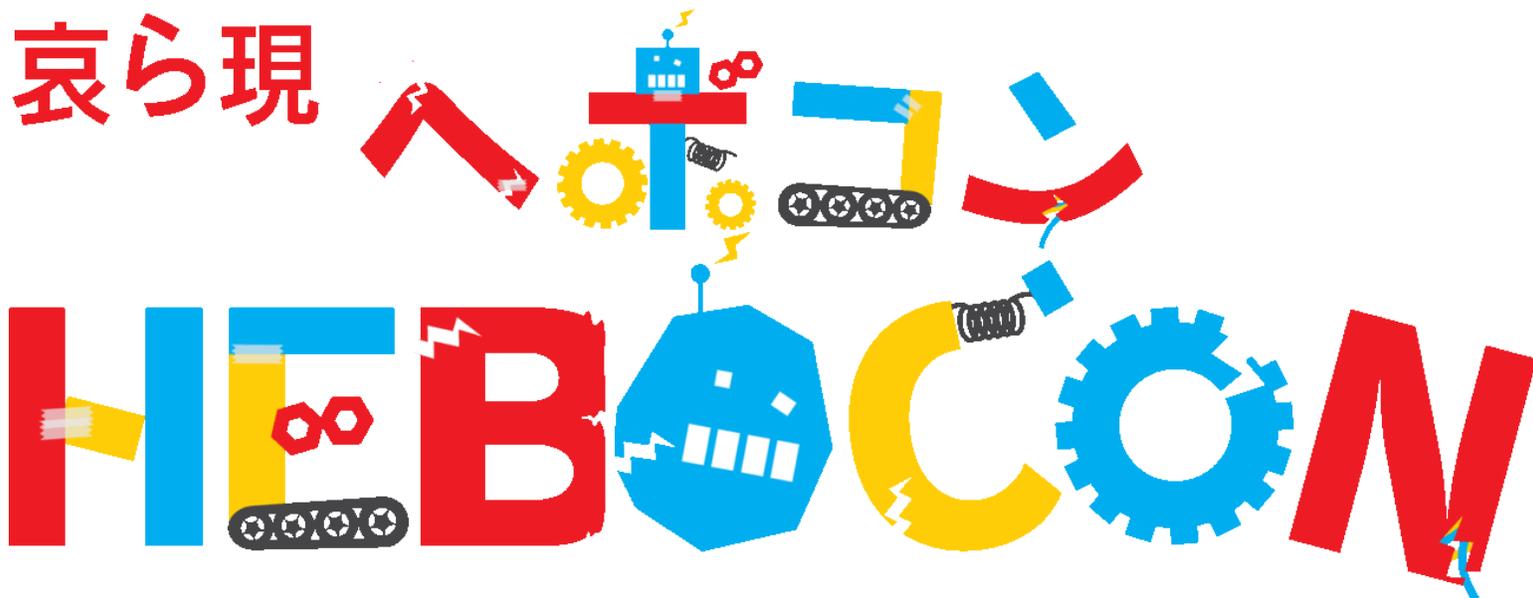


Bozeman, Montana

哀ら現



Presented by the **Bozeman Makerspace**

Official Rules

Version 0.1

What is HEBOCON?

This is a robot sumo-wrestling competition. It is an arranged version of Japanese sumo wrestling.

Hebocon is a robot sumo-wrestling competition for those who are not technically gifted. It is a competition where crappy robots that can just barely move gather and somehow manage to engage in odd, awkward battles. To my knowledge, this is the only robot contest in the world where people with no technical capabilities to make robots are presented prizes.

Who can compete at HEBOCON - Bozeman?

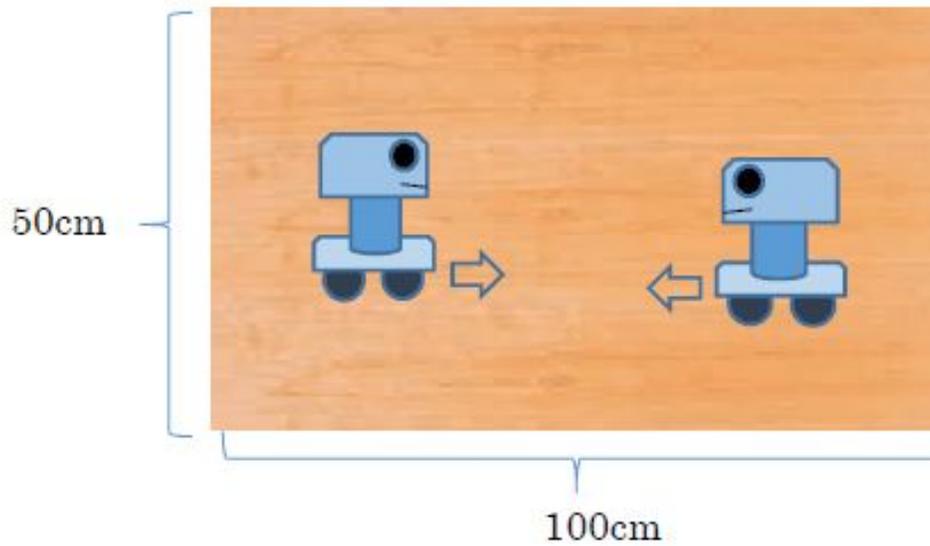
- Anybody ages 5-100 (If you are younger you may participate with parental/sibling assistance)

What do I need to compete at HEBOCON - Bozeman?

- A crappy robot
- A sense of whimsy and humor
- A desire to be the best of the worst robot builders

Basic Rules of the competition

- Competition field or “Ring” is made of Plywood that is about ~ 100cm x 50cm in size.
- Both machines start at the same time from opposing sides. (*They do not have to start from the corners*)

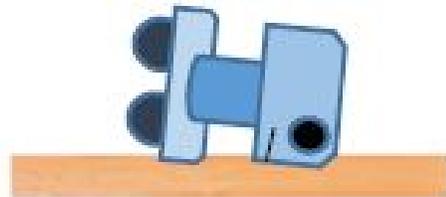


- The robot to exit the ring first loses. [A]
- If a robot falls over, it loses.

Loss

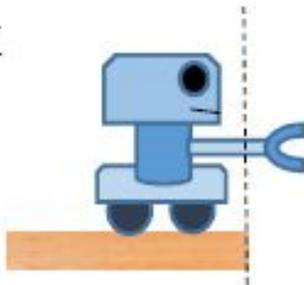


Loss



- The situations below are not counted as losses, and therefore the match is to continue.
- Any part of the robot that is not in direct contact with the ground is sticking out of the ring.
- The robot breaks (regardless of whether a broken part lands inside or outside the ring)

OK



OK



Rules for what “low-tech” means

The rules stated hereinafter have been conceived for the purpose of giving even faulty robots the chance of doing well.

- Exception of [A] : In the case that one robot exits the ring without the two robots ever coming into contact, the match is considered a failure, and therefore a rematch is to be held.
(This is a rule to prevent robots with poor steering capabilities and those that move straight ahead at high speeds of being disadvantaged)
However, this rule is to be applied only up to two times per matchup. From the third time, this rule does not apply.



- The time limit of each match is to be one minute. In the case a winner is not decided within the time limit, the robot that has travelled a shorter distance in the ring loses.
(This rule is to prevent unmoving objects that are just simply heavy—such as a metal ball or a brick—from being the strongest)

When the judging is difficult

If it is difficult to judge the clear winner based on the above rules, then the final result is to be determined by the audience.

Tournament progression and prizes

The matches are to be held according to the matchups as listed on the knock-out tournament chart.

One win earns a contestant (10) *ten points*.

The high-tech penalty rule, as described in the following paragraph, is to be applied per match (*six points are deducted per violation per match*).

The winner of the competition is the contestant who ends up with the most points.

- Ordinarily, the contestant who wins the knock-out tournament would be the winner, but in the case that the winner had points deducted over the course of the competition, he may end up not being the winner of the competition.

The organizer of each Hebocon competition should have some prizes other than the championship ready for robots that are Heboi, which means "technically poor," or "poor in quality." Such prizes are much more honorable than the championship. Don't get all caught up on winning, and just enjoy Hebocon.

Machine specifications

Please participate with a robot that satisfies all the conditions stated below.

- It is technologically poor (please refer to the paragraph on the high-tech penalty rule)
- It is not equipped with a device that deliberately sets out to destroy opposing machines (such as a moving electric drill)
- It is not over 50cm across, nor 50cm long (no restrictions on its height), and weighs no more than a kilogram.

High-tech penalty rule

In the case any of the following features on a robot have been achieved through the technical abilities of its creator, that creator is to be penalized for demonstrating overly high technical capabilities.

- Remote controls
- Automatic controls (controls triggered by information sent by sensors of any kind, measurement of passed time, or measurement of travelled distance, etc.).
- Anything else the judges may consider as being high-tech.

Note: The penalty is to be applied in each match that the high-tech feature concerned is enabled. The penalty is not to be applied in matches where that high-tech feature is not used.

Note: The penalty is not to be applied in the case where there is a high-tech feature on a robot, but not achieved through the technical capabilities of its creator.

Example : A machine consisting of a ready-made radio-controlled car and a bunny wrapped around it would not be subjected to the penalty, as the creator had nothing to do with the creation of the radio-controlled mechanism.

Note: Even if a robot has high-tech features, if the implementation fails or if it does not work at all, it will not receive a penalty.

Example : The robot is supposed to automatically pursue the opponent, but instead it just turns around in place.

Note: Participants will be able to check in advance with the organizer of a particular Hebocon competition whether or not his robot would be considered as being high-tech by the judges.

- The penalty deducts six points per high-tech feature per match. More points are deducted in the case a robot has multiple high-tech features.

License indication

CC-BY

This document is licensed under the Creative Commons Attribution 4.0 International license. To view a copy of this license, visit <http://creativecommons.org/licenses/by/4.0/> or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.