



## Information for Applicants

Thank you for taking an interest in competing in Bugglebots. Whether you're an experienced roboteer or a first-timer, we recommend that you have a read through of this information document before applying to ensure that you are aware of the rules, format, and expectations of the show. If you have any further questions please email [applications@bugglebots.com](mailto:applications@bugglebots.com)

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Bugglebots is a combat robotics show which will be filmed and produced as a web-based mini-series. The aim is to present combat robotics as a fun, entertaining, educational and accessible way to get into robotics or other STEM subjects. It will feature fighting robots of the 'bug' weight classes; Beetle, Ant, and Flea weight.

The main feature of the programme will be a Beetle weight competition consisting of thirty robots which will span over six episodes; five heats and the grand final. The Ant and Flea weight robots will be included in the form of smaller events, such as Gladiator matches, robot football or pinball, tag-team, grudge matches, etc.

A panel of three FRA Member judges will oversee the matches of the Beetle weight competition to determine a winner if there is no knockout or clear elimination. In addition, two referees will also oversee the battles and will be responsible for initiating count-out timers.

**PLEASE NOTE: Applications at this stage are for participation in the Beetleweight competition. Information regarding participation in the Ant or Flea events will be released in due course.**

Before applying, please ensure that you meet the following criteria:

- You are familiar with the build and safety rules of the Fighting Robots Association (FRA), and are able to build your entry in compliance with these rules, as this is the standard Bugglebots will follow in conjunction with its' own rules. Both sets can be found at the end of this document.
- Filming will be taking place at Bristol University West oof England (UWE), and you must be available to be at the filming location on both Saturday 8<sup>th</sup> and Sunday 9<sup>th</sup> September 2018.
- If you are aged under 16, you must have a suitable adult available to accompany you, and you must be able to provide us with consent from your legal guardian to film you.
- Your entry must not have strong adult themes as Bugglebots is a family-friendly show.

# FORMAT

The beetle weight competition will be six episodes long; five heats and the grand-final. The first-place winners of each of the five heats will progress to the grand final. The remaining place in the grand final will be granted to the winner of the “Rumble Bee;” a five-way melee between all of the second-place winners from the heats.

The two entries which are eliminated from round one in the heats will be entered into the “Rumble in the Dungle.” This is a ten-way melee and the winning entry will be awarded the “Dung Beetle” consolation prize.

The format for the heats and grand-final is as follows:

HEATS	Round One					
	A	Vs	B			
	C	Vs	D			
	E	Vs	F			
	B	Vs	D	Vs	F	D & F go to "Rumble in the Dungle" melee with the 2 losers of the other heats. Winner receives the "Dung Beetle" Award.
	Round Two					
	A	Vs	C			
	B	Vs	E			
	Final					
	A	Vs	B			All 2nd place winners entered into special melee "Rumble Bee" Winner is entered to the Grand Final

FINAL	Round One					
	Rumble Bee*					* Winner joins the 5 heat winners
	A	Vs	B			
	C	Vs	D			
	E	Vs	F			
	B	Vs	D	Vs	F	
	Round Two					
	Rumble in the Dungle					
	A	Vs	C			
	B	Vs	E			
	C	Vs	E		(For 3rd)	
	Final					
	A	Vs	B			

- Green denotes winners. Red denotes losers

# WHAT WE ARE LOOKING FOR

Bugglebots aims to promote the diversity and accessibility of the sport alongside promoting the entertainment and educational values of it. As such, we particularly welcome applications from amateurs or first-time-builders alongside those with more experience, and everything in between. We would like to particularly encourage teams to apply as opposed to solo builders, but this is not essential.

Some of the criteria we will be particularly looking for:

- First-time builders,
- Low-budget builds,
- New, exciting or innovative designs,
- Robots or teams with a distinct theme, character, or personality,
- Experienced roboteers; particularly those with previous televised combat robotics experience,
- Entrants that have overcome unique challenges,
- Complex or highly-engineered builds

This is just to give you an idea of some of the main factors we will be considering when deciding on the entrants for the competition, and you should not be put off from applying if none of the above bullet points applies to you. However, it is essential that you meet the entry criteria stated on page one of this document.

Kit-Bots are NOT encouraged unless they have been heavily modified.

# **RULES**

**Bugglebots will be following the build and safety standards of the Fighting Robots Association (FRA), which can be found here:**

<http://www.fightingrobots.co.uk/documents/Build-Rules.pdf>

Bugglebots will also be operating the following rules:

1. As per the FRA rules for the Beetleweight category, the robot must not exceed 1.5kg in weight.
  - 1.1. Shuffler robots will be granted an additional 50% weight allowance (.75kg) – therefore their weight must not exceed 2.25kg.
  - 1.2. Walkers are granted a 100% additional weight allowance, and must therefore not exceed 3kg.
  
2. An individual may not compete with more than one robot. Anyone on a robots' team may drive the robot, but an individual may not compete with more than one entry. Builders with more than one robot may make separate applications for their entries but must agree that if accepted, only one of the entries will be selected.
  - 2.1. A robot may be driven by anyone who is on its' respective team. Individuals may not drive robots that are not their entry.
  - 2.2. Special consideration will be given whereby a builder is suddenly unable to drive their robot and there is no suitable replacement on their own team. In this circumstance, the event organisers will decide how to proceed alongside the judges.
  
3. The robot must be the intellectual and physical property of at least one member of its' respective team. Special consideration will be given where a robot is not the property of an individual, but that individual has had a significant influence in the build, maintenance or design of that robot. This must be declared in the application.
  - 3.1. Kit-Bots that have not undergone significant mechanical and aesthetic modifications will not be considered for the competition.
  - 3.2. Robots that have been purchased from someone else for the purpose of the competition are not permitted. Any robots that have been purchased from another builder must have been purchased prior to the release date of applications and be the property of at least one individual on the robots' team.

4. All robots will be subject to a Tech Check and a weigh-in at the beginning of the competition. A further weight check will be performed on the two finalists of each heat prior to the heat final battle, and additionally the two grand finalists will be subject to a check prior to the grand final.
  - 4.1. Any modifications to a robot which are not included in its' application will need the approval of the Bugglebots Producers who will work in with the judges to make a decision.
  - 4.2. Any in-competition modifications which are different from the original design and go beyond that of reasonable repairs must be declared and have the approval of the Bugglebots Producers in accordance with the judges.
  - 4.3. The Bugglebots Producers and the Judges reserve the right to spot-check a robot at any time if there is reasonable belief that it is not in compliance with the build and safety standards.
  - 4.4. The judges reserve the right to examine any robot whose battle fate is in their jurisdiction for the purposes of determining damage.
  
5. There are three ways in which a robot is deemed the clear loser of a battle:

The robot lands in an Out of the Arena zone; over the arena wall or down the pit.  
The robot is rendered immobile.  
The robot is counted out due to lack of controlled movement by the Referees.

  - 5.1. If there is no clear winner of a battle, a panel of three judges will decide a winner based on Control, Damage and Aggression. Their decision will be their own and have no influence from any member of the Bugglebots production crew or roboteers.
  - 5.2. If a robot shows no controlled movement during battle, the Referees will initiate a ten second countdown timer. If the robot cannot show controlled movement at the end of the countdown, it is considered immobile and the battle is ended.
  - 5.3. A robot may resign or "tap out" of a battle, resulting in a loss for that robot. To resign from the battle, a member of that robots' team should press their battle button during the match. This will result in an automatic cease and a win to the opposing robot. This form of resignation can only be used during a Head-to-Head battle and not during melees.
  
6. Conspiring with other teams in an attempt to control the outcome of the competition is strictly forbidden.\*
  - 6.1. No roboteer may receive funds or any other form of compensation – or have anyone accept it on their behalf - in exchange for attempts to control the outcome of the competition. \*
  - 6.2. No roboteer may make changes or cause damage to a robot that is not their own; this will be considered sabotage. \*

**\*ANY ROBOTTEERS FOUND GUILTY OF BREAKING THESE RULES WILL BE DISQUALIFIED FROM THE COMPETITION AND BANNED FROM FUTURE BUGGLEBOTS EVENTS.**

**THE FRA WILL BE NOTIFIED.**