Robot Tug-of War Contests Rules:

1) No weight or size limitation! Only pieces from the kit may be used to build a robot. Any robot found with non regulation parts is disqualified.

2) Each robot must have a place to attach the "CHAIN" on the side facing the centerline.

3) If any part of a robot crosses the centerline, or any part comes off a robot, that robot loses that round.

4) After the match starts, a robot must wait at least 5 seconds before moving. Robots that start early lose the round. You may not touch your robot after the round has started.

5) If, after 1 minute, no robot has crossed the centerline, the round is to be considered a tie.

6) If a robot is not ready to compete when it is called, it loses the match.

**Scoring:** The robot with the highest points wins!

- Win - 2 points
- Tie - 1 point
- Lose - 0 points
Things to Think About:

1) Is it better to have a heavy or light robot?

2) Is it better to have a fast/low torque robot or a slow/high torque robot?

3) Is the height of the tow bar (place where the "CHAIN" is attached) important?

4) How can you keep your robot from tipping?

5) How can you keep parts from falling off your robot?

6) How should you program your robot – fast or slow – straight or crooked - constant speed or variable speed?