

Example 1

# BOTTLESumo

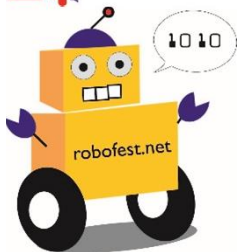
## Unknown start

- “ The robot must wait 3 seconds before starting

## Start Procedure

- “ Place your robot on the table according to judge's instructions
- “ When instructed, start program and step away from the table
- “ If the robot waits 3 seconds before moving, it's a successful start

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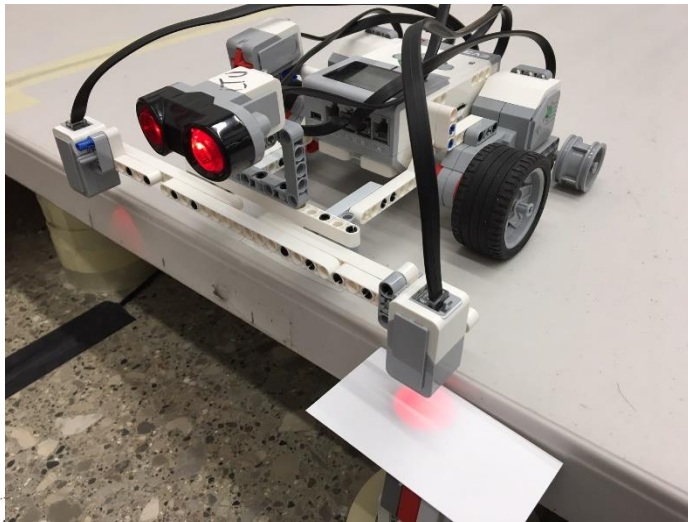
**NOTE:** If the robot violates the starting requirements (after you stepped away) the robot automatically loses the game, unless the other robot also violates the starting requirement, in which case it is a tie

Example 2

# BOTTLESumo

## Unknown start

- “ The robot must wait until a piece of white paper is moved from under the LEFT edge sensor before starting



## Start Procedure

- “ Place your robot on the table with the front facing the edge of the table where instructed
- “ The judge will position the paper under the LEFT edge sensor
- “ Paper will be aligned with surface of table
- “ When instructed, start program and step away from the table
- “ If the robot starts moving only when the paper is moved, it's a successful start

**NOTE:** If the robot violates the starting requirements (after you stepped away) the robot automatically loses the game, unless the other robot also violates the starting requirement, in which case it is a tie

## Example 3

# BOTTLESumo

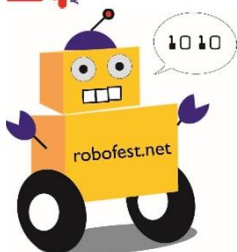
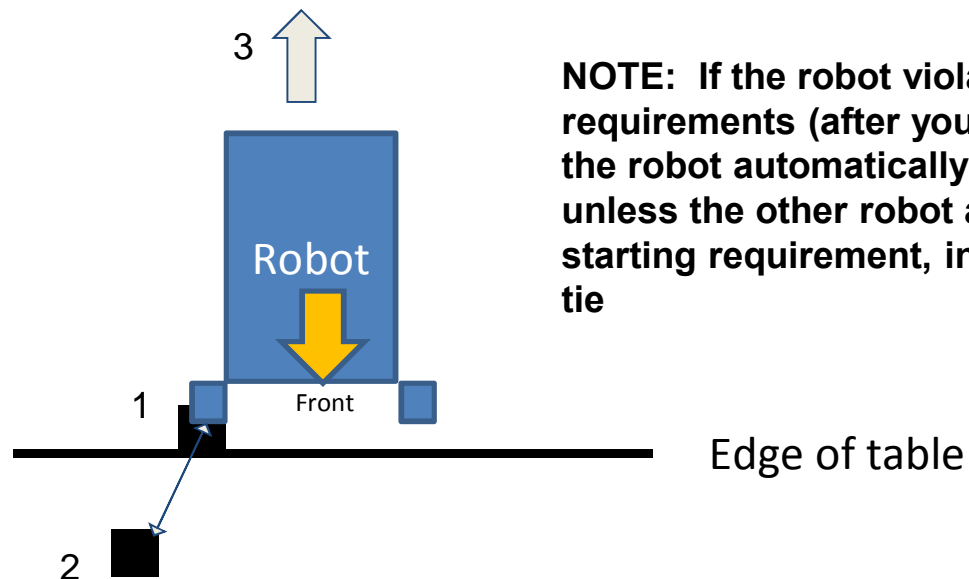
## Unknown start

1. A black sheet is placed under one of the light sensors
2. The robot must not start until the sheet is removed
3. Robot must back up approximately **1 inch (25cm)** and wait **3 seconds** before continuing

## Start Procedure

- “ Place your robot on the table with front facing an edge of the table according to judge's instructions
- “ Start program
- “ Place sheet under a light sensor
- “ When instructed, pull sheet out

**NOTE:** If the robot violates the starting requirements (after you stepped away) the robot automatically loses the game, unless the other robot also violates the starting requirement, in which case it is a tie

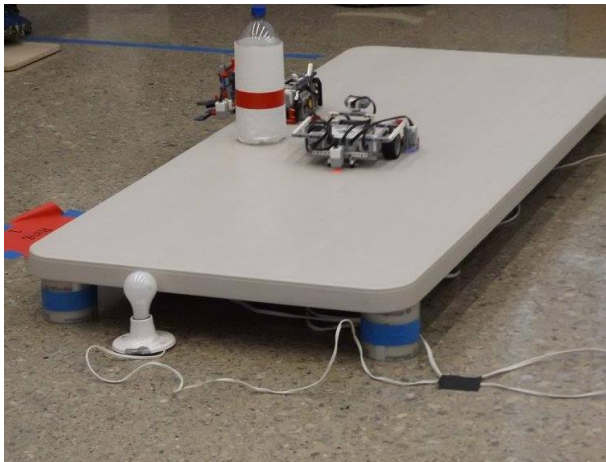


## Example 4

# BOTTLESumo

## Unknown start

- “ The robot must wait until a light bulb is turned on from under the LEFT edge sensor before starting



## Start Procedure

- “ Place your robot on the table with the front facing the edge of the table where instructed
- “ The judge will position a lightbulb under the LEFT edge sensor
- “ When instructed, start program and step away from the table
- “ If the robot starts moving only when the light is turned on, it's a successful start

**NOTE:** If the robot violates the starting requirements (after you stepped away) the robot automatically loses the game, unless the other robot also violates the starting requirement, in which case it is a tie

