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**ROBOFEST**®

# BOTTLESUMO

Autonomous robots compete to push bottles and  
each other off of the table

V 2.0 – Updated Version for 2025 Season

This file can be found on the **BottleSumo** page on the website  
**Coaches are responsible for communicating rules updates to participants**

[www.robofest.net](http://www.robofest.net)

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# 1. BottleSumo Overview (1/2)

## Learning Objectives:

- STEAM subjects including physics
- Autonomous navigation
- Computer programming logic
- Edge detection
- Object detection
- Autonomous search algorithms
- Adjusting to environmental conditions
- Problem solving

## Synopsis:

- **An Open Category** competition, which will take place at the World Robofest Championship
- Local events may host BottleSumo, but there are no qualifying competitions. (Teams must re-register for World Championship event)
- The objective of BottleSumo to be the last robot remaining on the table

# 1. BottleSumo Overview (2/2)

- BottleSumo competition has two sessions:
  - Time Trial - to rank robots based off pushing bottles and seed a tournament bracket. 20% of teams presented with award trophies
  - Single Elimination Tournament - with “head to head” games and no bottles. 2 teams presented with award trophies (1<sup>st</sup> and 2<sup>nd</sup> Place)
- Definitions:
  - Game: a single head to head round
  - Match: a series of two or more games to determine which team advances in the tournament
  - Match Winner: the first team to win two games

## 2. Age Divisions, Team Size and Fees

- Three Divisions
  - Junior Division (Grades 5-8)
  - Senior Classic Division (Grades 9-12)
  - Senior Unlimited Division (Grades 9-12)
- Team Size: Maximum three (3) members
- Team Registration Fee:
  - \$90 at the World Championship (Registration fee at local event may be different)
- Teams must review and abide by: [Robofest 2025 General Rules](#)
- Each team member must bring the signed [Robofest Consent and Release Form](#) on the day of the event, if not completed online

### 3. Robot Requirements (1/3)

- Robots must be created by students. If a team is identified to have a robot too similar to another robot (including robots from the same organization and both Jr and Sr divisions) or clearly not their own, team will be subject to investigation (design and code interviews) and possible robot changes, penalties, or disqualification
- Robot must be fully constructed upon arrival to the competition
- Robot must be fully autonomous. No human control, signal, or remote computer control (tele-op)
- One robot per team (same robot must be used for entire tournament)
- Robots must have labels clearly indicating their team ID number and FRONT of robot (side with sensors)
- Teams will need to bring laptop computers to modify their programs to adjust for conditions on the competition day

# 3. Robot Requirements (2/3)

	Junior Division	Senior Classic	Senior Unlimited
Maximum robot weight	1.2 Kg	1.5 Kg	3 Kg
Maximum robot width, length, and height	Must fit in <b>21x21x21</b> cm box. Robots may <b>NOT</b> expand their dimensions during the game.	Must fit in <b>30x30x30</b> cm box. Robots may <b>NOT</b> expand their dimensions during the game.	
Number of robot brains	One brain only	Any	
Robot Brain	LEGO NXT, LEGO EV3, LEGO Spike Prime/Robot Inventor or VEX IQ (Gen 1 or Gen 2) only		Any
Robot Battery	Voltage is limited to $\leq 9.0v$		No limit
Traditional sensor types	Any, unless it can be harmful to humans		
On-board vision sensor system	<b>NOT</b> allowed	Examples of allowed vision sensors: <a href="#">Pixycam</a> Others such as <a href="#">smart phone vision</a>	

# 3. Robot Requirements (3/3)

	Junior Division	Senior Classic	Senior Unlimited
Number of sensors	At least one sensor that can detect dark/light contrast on the plane of the table AND at least one sensor that can detect objects in front.		
	Maximum 4 (Sensor Multiplexer* <b>NOT</b> allowed)		Unlimited (Sensor Multiplexers* <b>ALLOWED</b> )
Number of motors	Maximum 3		Unlimited
Motor types	<ul style="list-style-type: none"> <li>LEGO NXT (9842), LEGO EV3 (455202), LEGO Spike Prime (45602,45603) or VEX IQ (228-2560) only.</li> <li>Voltage altering over default voltage is <b>NOT</b> allowed.</li> <li>Other motors such as LEGO Power Function and EV3 medium motors <b>NOT</b> allowed</li> </ul>		Any
Wheels, treads, or legs (the parts driven by motors which touch the ground)	Must be standard, unmodified LEGO or VEX IQ parts. Vacuum or sticky material <b>NOT</b> allowed		Vacuum or sticky material <b>NOT</b> allowed
Robot Shape	Ramps not allowed. Front, rear, and sides of robot (outer envelope of the robot, 25mm or lower from the ground) cannot be sloped or horizontal		
Other Material	Any. You may use tape, glue, rubber bands, etc. to construct the robot		
Programming language	Any		

\* a Multiplexer allows the use of one port for multiple sensor channels

# 4. BottleSumo Playing Field

Junior and Senior Divisions: Made up of one table



Common Set up for Head to Head



# 4. BottleSumo Playing Fields (2/2)

- Competition tables are 30in x72in (actual size is about 75cm x 182cm) plastic folding tables
- The recommended brand is “Lifetime” which can be found at <https://www.lifetime.com/lifetime-2901g-6-foot-folding-table-commercial>
- The four corners of the table are rounded
- The radius of the corner circle is 4cm ~ 7cm
- Table thickness is about 4.5cm
- Table surface is light in color, for example, almond, tan, or gray
- Exact size, color, brightness, and edge shape are unknown until the day of the competition
- The table(s) are placed on a dark colored floor with the legs folded under and raised up with rolls of packing tape (a stack of three recommended)

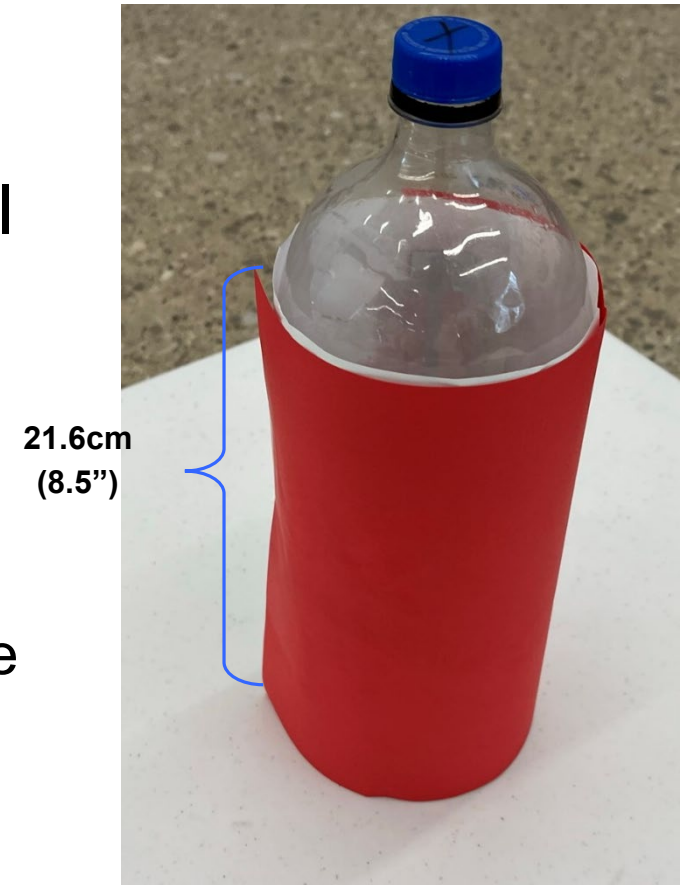


12.75 cm  
3 stacked  
packaging  
tapes

Raised Table Setup for all Divisions

# 5. Bottle Specification: Used For Time Trials

- A two-liter bottle is covered with red paper (8.5in x 14in, may take 2 pieces of paper)
  - The exact color of the red paper is unknown until the competition day
  - Bottle is filled with 1 kg of sand
  - **FOR LOCAL EVENTS:**
    - If the two-liter bottle shown right is not available, a slimmer bottle may be modified by using materials like yoga mats or sponge sheets
- OR
- Thinner bottles may also be used without modification



Bottle Dimensions

# 6. Robot Start Task

- Robots must have a 3-second delay before moving
- The 3-second delay is required for the Time Trials and the Head to Head matches
- After impound, on field calibration and adjustments (using buttons, switches, etc.) are NOT allowed
- Robots must be started the same way (same button, switch, etc.) for each time trial and game
- Any preset motion must be the same for each game (for example: robot initially turns left 90 degrees or robot turns left until object detected)

# 7. Competition Procedures

- Only participants are allowed to access the pit area, team tables, practice fields and official game fields throughout the competition day including: setup time before opening ceremony, work time, and breaks
- Immediately after the opening ceremony, a 15 minute timer will start for teams to make final adjustments to their robots
- After the 15 minute work period, all the robots will be inspected and then impounded
- During impound, the robot will be inspected for size, weight, and labels. Judges will also inspect the robot for any illegal materials and document the program (name/slot number) that will be used and the method of starting the robot
- Battery charging is not allowed in impound
- Participants should not pick up their robot until instructed by a Judge

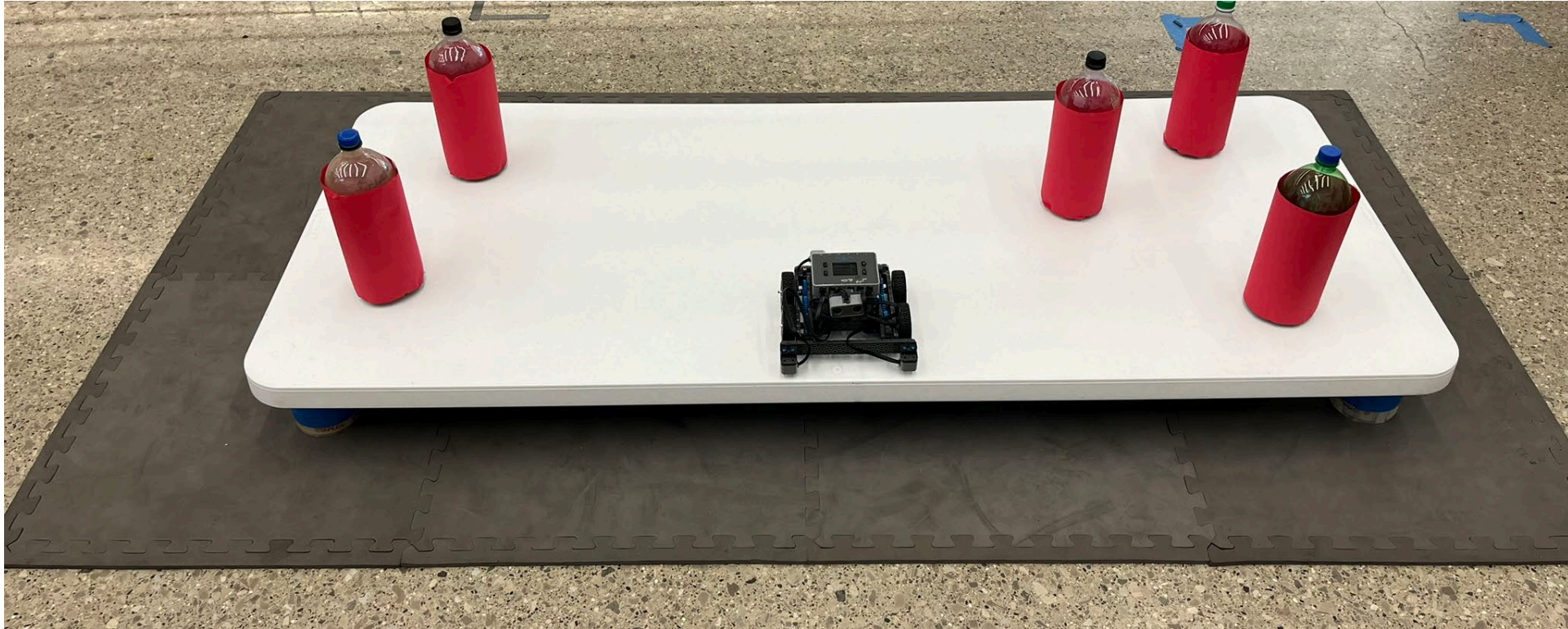
# 8. Time Trial Round Rules (1/2)

- A. At the start of each Time Trial, the Judge will announce (a) the location of the robot (b) orientation of the robot. The same location/orientation will be used for all time trials during an event
- B. Teams will place their robots on the field according to the Judge's instructions
- C. The bottle locations for the Time Trial will be announced after impound. The same bottle arrangement will be used for all teams during an event
- D. Judge will measure the time taken for each robot (one per table) to push 5 bottles (Jr. Division and Sr. Divisions) off the table
- E. Maximum time given is 2 minutes
- F. Time will be recorded to 1/100 of a second
- G. If a robot falls off the table or does not knock off all the bottles, survival time and number of bottles pushed off the table will be recorded. (See examples in section #9.2)
- H. Robot must remain intact and on the table for at least 3 seconds after any bottle is pushed off or it will be penalized

## 8. Time Trial Round Rules (2/2)

- I. Time will be measured until one of the following occurs:
  - 1. The last bottle is knocked off “Completion time”
  - 2. The robot stays on the table but is still running at the 2 minute mark (“120 sec Survival time”)
  - 3. The robot falls off the table (Survival Time)
- J. After all teams have completed the Time Trial, teams will have an additional 15 minutes to modify robot or program
- K. During this time, a single elimination seeded tournament bracket will be created based on the rankings from the Time Trials. (<http://www.printyourbrackets.com>)
- L. Teams will be seeded (ranked) based on the following:
  - 1. Start Task completion
  - 2. Number of bottles
  - 3. Staying on the table for at least 3 seconds after pushing any bottle off
  - 4. Completion Time or Survival Time
- M. Time Trial calculations will be managed in the Time Trial Scoresheet:  
<https://www.robofest.net/images/2425/BottleSumoTimeTrialScoresheet2025.xlsx>


# 8.1 Example Time Trial Set Up



Bottle locations are unknown (announced after impound). The same bottle arrangement will be used for all teams during an event

# 9.1 Time Trial Score Card

[https://www.robofest.net/images/2425/BottleSumo\\_ScoreCardTT2025.pdf](https://www.robofest.net/images/2425/BottleSumo_ScoreCardTT2025.pdf)

<b>BottleSumo Time Trial Score Card</b>						
Division (circle one) Jr                      Sr		Team ID _____ Team Name _____				
3 second Delayed Start was Correct?	Y	N				
Number of Bottles pushed off	0	1	2	3	4	5
Did the robot stay on the table for 3 sec after last bottle?	Y		N			
<b>CHECK ONE BELOW</b> ___ <b>Completion Time</b> (if all bottles off and robot on table; do not include 3 sec after bottle off) <b>OR</b> ___ <b>Survival time</b> (if bottles left or robot falls off table)	<div style="border: 1px solid black; width: 100%; height: 100%;"></div> Elapsed (from Zero)		<div style="border: 1px solid black; width: 100%; height: 100%;"></div> Remaining (from 120 sec)			
Record BOTH times						
Judge's Initials		_____				
Team Member's Initials		_____				



# 9.2 Time Trial Ranking Example



## BOTTLESumo

			(Location)					
Rank	Team ID	Description	Start Task Correct?	Number of Bottles Pushed Off?	3 sec after last bottle?	Completion Time (elapsed) Robot pushes off all bottles	Survival Time (elapsed) Robot off table or bottles left	Comments
1	6	Last bottle off at 50s (50s completion time)	Y	5	Y	50		All bottles off, ranked by completion time
2	5	Last bottle off at 60s (60s completion time)	Y	5	Y	60		All bottles off, ranked by completion time
3	7	Last bottle off at 100.5s (100.5s completion time)	Y	5	Y	100.5		All bottles off, ranked by completion time
4	11	Last bottle off at 120s, Robot falls off at 122s	Y	5	N		122	All bottles off, but did not survive for 3 sec, ranked by survival time
5	2	Last bottle off at 118s Robot falls off table at 119s	Y	5	N		119	All bottles off, but did not survive for 3 sec, ranked by survival time
6	3	Robot survives on table at the end; One bottle on table	Y	4	Y		120	4 bottles off, ranked by 3 sec rule then survival time
7	8	Robot falls off at 30s; One bottle on table	Y	4	Y		30	4 bottles off, ranked by 3 sec rule then survival time
8	4	Robot survives on table at the end; Two bottles on table	Y	3	Y		120	3 bottles off, ranked by 3 sec rule then survival time
9	13	Robot survives on table at the end; Three bottles on table	Y	2	Y		120	2 bottles off, ranked by 3 sec rule then survival time
10	14	Robot survives on table at the end; Four bottles on table	Y	1	Y		120	1 bottles off, ranked by 3 sec rule then survival time
11	16	Robot falls off at 110s; Four bottles on table	Y	1	Y		110	1 bottles off, ranked by 3 sec rule then survival time
12	15	Robot falls off at 115; Four bottles on table; did not survive 3 sec	Y	1	N		115	1 bottles off, ranked by 3 sec rule then survival time
13	10	Robot falls off table at 10s; 5 bottles on table (10s survival time)	Y	0	Y		10	0 bottles off, but did not stop, ranked by 3 sec rule then survival time
14	1	Failed Start task; Judge stops round	N	0	Y		0	Only robot to fail start task, last place

(\* ) Note that Team 16 was ranked ahead of Team 15 because Team 15 did not survive 3 sec after the bottle went off

# 10. Game (Head to Head) Rules: Two Robots/No Bottles

- A. A maximum of 2 minutes is given for each game
- B. At the start of each game, the Judge will announce (a) the location of the robots (b) orientation of the robots. Location and orientation may be different for each game
- C. Teams will place their robots on the field according to the Judge's instructions
- D. The robot must have a 3-second delay before moving
- E. If the robot fails to move, the robot automatically loses the game, unless the other robot also fails to move, in which case it is a tie
- F. If the robot fails 3-second delay requirement, the robot automatically loses the game, unless the other robot also fails the 3-second delay requirement, in which case it is a tie
- G. After the start, students/Judges must move at least 1 meter away from the table edges until after the end of the game
- H. If any piece/part of the robot comes off the robot, and subsequently falls on the floor, the opposing robot will be IMMEDIATELY declared the winner of the game
- I. One battery change is allowed during the head to head matches

# 11. Determining the Winner of a Game

- A robot is declared the winner of a game if one of the following criteria is met:
  - The robot satisfies the start requirement and the opponent fails the start requirement
  - It pushes the opponent off the table and then remains intact and on the table for at least 3 seconds
  - It remains intact and on the table for at least 3 seconds after the opponent has fallen off the table
  - If the result is unclear, the game will be declared a tie (see instructions for match ties on page 20)
- NOTE: Judge must use a timing device such as the display timer, cell phone app, or stopwatch to insure time requirement has been met before declaring a winner

# 12. Game Rules - Ties

- A tie game will be declared if the judge determines that:
  - Both robots at the same moment have any of their parts touch the floor (except in the case of a piece of the robot falling on the floor, See section 10 rule H)
  - The robots both fall off the table within three seconds of each other
  - NO progress is being made for 20 seconds at Judge's discretion
  - BOTH robots fail to start (do not move)
  - BOTH robots fail the Start requirement
  - One robot fails to start (does not move) and the other robot fails the Start requirement
  - There is no winner after two minutes
  - The result is unclear or too close to call
- If after 3 games the match is a tie, then the tie breakers will be (1) the time trial result (2) up to 2 additional games if time trial result is tied (3) tie-breaker time trial with one bottle.
- The Judge will use his/her discretion to make any decisions for the situations not documented in these rules. The Judges' rulings are final

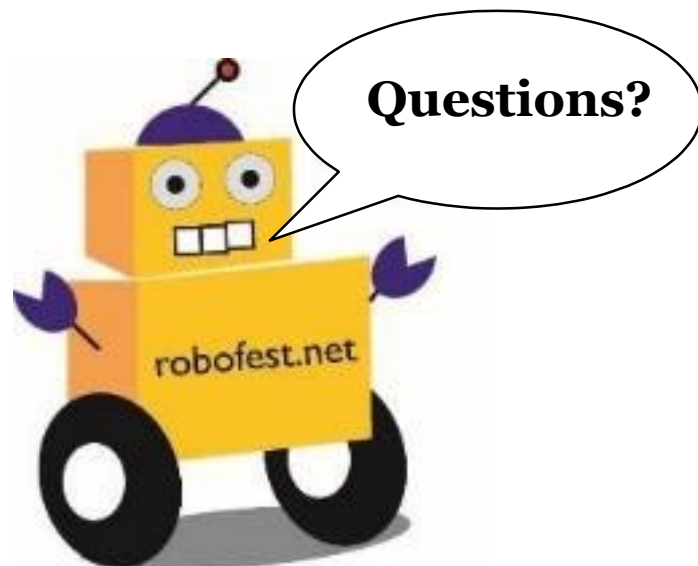
# 13. FAQ (Frequently Asked Questions)

- Can a robot have multiple programs to select from when a game starts? **No, the robot must use the same program and start the same way for each game.**
- If robot A pushes robot B off the table, but A fell off the table too before the 3 seconds. Who is the winner? **Tie Game.**
- Robot A failed the start requirement. Robot B was successful and survived on the table at least 3 seconds. **B is the winner.**
- Both robots failed the start requirement. **Tie Game.**
- My start button was not pressed correctly. Can I touch the robot after the game started? **No in general, but up to the Judge's discretion.**
- Do VEX IQ Touch LEDs count as sensors (for Jr and Sr Classic sensor limits)? **If the Touch LED is used as an output (light) it will not count against the 4 sensor limit. However, it will count if used as a touch sensor.**

# 13. FAQ (Frequently Asked Questions)

- For the time trial, does the robot need to stop after the last bottle is off, like last year? **No, time will be measured when the last bottle hits the ground.**
- Are pneumatics and flywheels allowed? **Yes, in all divisions.**
- Will there be an unknown start at the competitions or at the World Championship? **No, all competitions will use a 3sec delay start this season**

## Little Robots, Big Missions



### BottleSumo Committee Members

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