



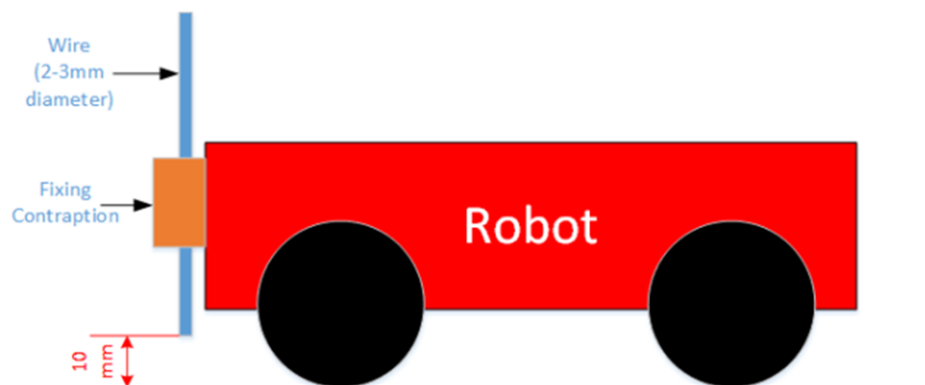
# PI NOON

Control method	...	Remote-controlled
Time Limit	...	3 minutes to burst opponent's 3 balloons, or most balloons popped wins If tied, Judge's decision thereafter based on control & aggression
Purpose	...	Burst all your opponent's balloons!
Special Notes	...	Surprise obstacle this year!
Points	...	30 points go to the winner of each round 40 points for the grand final winner 25 points for the grand final runner-up 20 points in the event of a 'bye'
Penalties	...	Intentional robot damage = disqualification Stepping on the course = disqualification
Final Winner	...	The robot that wins all bouts

## GUIDANCE FOR JUDGES

- **DO NOT LET THE COMPETITORS ENTER THE ARENA AT ANY TIME.**  
If they do, they may be disqualified - this is for their own safety.
  - **DO NOT BEND THE BALLOON/PIN HOLDER WIRE**

Ensure that when attached the end nearest the floor is approximately 10mm from the floor (about a finger's width).



Robots start at **diagonally opposite** corners of the arena.

- Time each bout. Maximum bout time is **3 minutes**.
- If no-one has popped all **three** of their opponent's balloons after **3 minutes**, judge the winner based on control and 'aggression'.
- If a robot deliberately crashes into the opponent or just spins on the spot, warn the team. If they do it again, you may need to disqualify them. Forgive them if they have control issues.
- If a robot is accidentally damaged or the balloon/pin holder falls off, **YOU** must retrieve their robot and allow a quick repair (stop the clock).
- You will need six balloons per bout, any colour. Re-use any that are not popped the previous round.
- One team may request that all the opponents balloons are the same colour. Please ensure this happens!
  - **Please show the next Judge how to attach the balloon and pin holder!**
  - You do not need to add up any scores! We have a spreadsheet for that.
    - A runner will collect the scores from you every so often.