

Super Scramble Rookie (SSR)

Effective December 07, 2022

Text in RED is new for 2020/23

- Code: **SSR**
- Control: Tethered
- Open to: All up to Grade 12 entered in Super Scramble for their first time and using tracked robots constructed with parts in the MRG Super Scramble kit only(i.e. Tamiya Tracks, Tamiya gear box and MRG controller)
- Max Robot Size: Max 170 mm high **Ball receiver must be no more than 14cm from the rear of the robot.**
- Weight limit: under 750 grams
- Playing Field Size: **61cm wide x 4.88m end to end.**
- Playing Field Finish: The side walls are white and each end is identified as red or blue.
- Playing Field Surface: **Convolutd, comprising areas of steps, slopes, trenches, sand, ball bearings, marbles and tumbled dowels. Steps and trenches will have no more than a 2cm rise and 5cm run. Slopes will be no more than 1:3.**
- Competition Procedure: **“Super Scramble”** requires your robot to accept a payload of one 1” steel ball bearing and deliver this payload to the other end of the playing field crossing uneven terrain. At the judge’s instruction, the robots are placed at opposite ends of the playing field in a position to accept the payload from the ball drop. **Contestants** will position themselves one on each side of the playing field and will try not to hinder their opponent.
When both contestants are ready, the judge will signal the start of the two minute bout and the ball drop into the robot.
A team may halt the start, just once, no later than 10 seconds after the start. This allows for last moment emergencies like forgetting to plug in a battery. The team must complete any repairs and be ready to compete within one minute or forfeit the bout.
If robot tethers become tangled, **both** contestants will stop their robot’s progress to allow the controllers to be passed through until the tethers are free at which point the competition may resume.
The first robot to have reached with ball intact, and touched any part of the gate at the opposite end from which it started will be considered the winner of that bout. and will be indicated by the flashing lights above the gate.
Bumping of the opposing robot is allowed, however intentional blocking is not allowed.
- Robot Specifications: **Maximum** height of 170mm. to pass under “Ball Drop”
Any robot found losing its body parts will also lose the match except for screws or nuts of no more than 1cm³.
- Restrictions: **Power** may be contained within the hand controller; but to a maximum 6 volts.
No Fuel Cells allowed.
Lithium Ion, Lithium Polymer may be used under strict conditions (see MRG General Rules p3).
- Robot Identification: **The** MRG identification sticker(s) (as supplied while registering in the contest) must be easily readable on the robot’s body while the robot is in competition.
- End of the Game: **The match** ends when the winning robot wins 2 of 3 rounds.
- MRG General Rules: **Failure** to follow the MRG General Rules may result in the following:
Warning being issued.
Disqualification and loss of round or match.
Disqualification from competition and or event.