

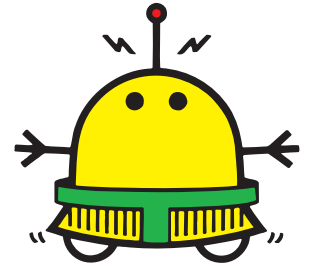
Robot-Sumo Overview

The official name is the "All Japan Robot-Sumo Tournament."

Robot-Sumo has been held since 1989, and participants are competing with their own robot sumo wrestlers using technology and their imaginations.

There are two categories, the high school tournament and the all-Japan tournament, and the latter is held at the Ryougoku Kokugikan in Tokyo.

Two robots are placed in a sumo ring, and the winner is determined when one of them is pushed out of the ring.



Tournament official character
"Robo-chan"

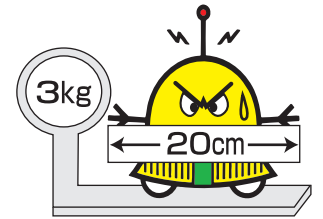
Robot Size

The robot size must be 20 cm in depth x 20 cm in width, and the weight must be 3000 grams or less. There are no restrictions on the height.

Robot sumo is divided into two sections: "self-operating bouts," in which robot wrestlers fight based on computer programs, and "radio-control bouts," where wrestlers are controlled by a proportional radio control system.

Each section has its own Yokozuna grand champion.

*There are no bouts between self-operating robots and radio-control robots.



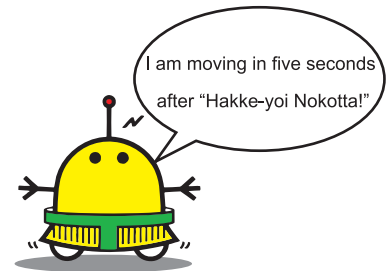
Self-operating robots

A computer program is preset for a robot wrestler to store various tactics, and an operator will select suitable tactics at the fighting site.

Following the starting call of "Hakke-yoi Nokotta!," a switch has to be turned on, and a robot has to begin moving in five seconds.

A robot must be equipped with a "white-line detecting sensor" to recognize the edge of the sumo ring that is a white line.

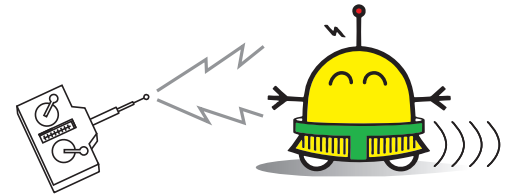
With the sensor, a robot wrestler may be able to make a last-ditch effort at the edge.



Radio-controlled robots

An operator will move a robot freely using a proportional radio control system.

The essential techniques are not only controlling skills but also intuition and instant decision-making.



Robot-Sumo Rules

A wrestler loses when a part of one robot's body touches the area outside the sumo ring. Falling down in the sumo ring does not determine a bout.

The match is three minutes.

A robot who pushes the opponent out of the ring twice (or the one who wins two points) within the time is the clear winner.

If time runs out the wrestler who has gained one point wins the bout.

When a match ends in a draw, the winner is determined either by the judge's decision, or by adding an extra time.

■ Size of the sumo ring

(UNIT: mm)

