



**SuGO** is a mashup of **Sumo** wrestling and **LEGO** robotics.

Players construct robots using LEGO MINDSTORMS components, which then compete in matches against each other. In a match, robots work to win points (see **SuGO Rules** for scoring) by pushing an opponent's robot off a round SuGO playing ring. It is also possible to win points by reason of an opponent being penalized. The overall contest is structured as a double elimination tournament format, where each robot must lose two matches to be eliminated from the tournament.

The contest begins with registration of players and the formation of teams. For clarity in scoring during the matches, the NXT Intelligent Brick should be uniquely numbered. After registration, teams set about building their robot. Each team can customize their robot as they see fit, as long as they are within the weight and size specifications. Each team receives a **SuGO Tent Card** with a number corresponding to the number on the NXT Brick they were assigned at registration

Approximately two hours are allowed for teams to complete the building of their robot and check its operation before the contest begins. While the teams are building their robots, contest officials ready the playing field. The 36" diameter SuGO playing ring is located in a central location with an area sufficient to allow the contestants to move at least two feet away from the ring after they have started their robots. Non-playing contestants and spectators should have ample seating room, and a clear view to watch the contest.

Contest officials include:

- **The Referee:** starts/runs each game in a match. They declare the winner, and adjudicate any protests. The referee should wear a shirt that makes them easily recognizable to the contestants. Black/White stripe, or Hawaiian design.
- **The announcer:** is responsible for setting up sound effects/music and, as the match gets underway, providing a running commentary and announcing the results of the match.
- **The Scorekeeper:** is responsible for entering the team names in the **SuGO Double Elimination Brackets** and recording the results of each match.

When the match participants are ready, the announcer calls the 1<sup>st</sup> two teams to the playing field. The referee instructs the participants to place their robots on the SuGO Playing Ring in accordance with the official rules and to ready their robots. The referee asks the participants to indicate that they are ready and then starts the match by announcing "Ready, Set, SuGO!" at which time the participants press the orange button on the NXT module. The announcer describes the progress of the match, and the winner. The scorekeeper enters any penalties and the match score as a running total in the winners' bracket. The match is complete when one of the participants reaches a score of four or greater.

The process repeats until the last two remaining participants are ready to face-off. As this could potentially be the last match of the game the referee instructs the participants to shake hands and wish each other "Good luck!" Champion and Runner-Up teams each receive an award bookmark to recognize their achievements.