



Limited Robotic Tractor Pull

Event Coordinator:

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- 1). All general rules follow the Sumobots competition rules. Please see their rules for more information.
- 2). The track you pull on is 3.5 feet wide and 24 feet long. It is made from laminated particle board plywood.
- 3). All competition machines need to have a minimum $\frac{1}{4}$ inch ground clearance at all times to prevent damage to the track.
- 4). Total tractor pulling vehicle competition weight with the hitch included is **30lbs.**
- 5). Once the vehicle passes tech, and is weighed in, the vehicle will be in lock down. You will not have access to your vehicle until it is your class is ready to pull.
- 6). You may make mechanical changes to your vehicle only during the event, you can not change the weight at any time. You may change your battery with a fully charged battery of the same size and weight only before your pull.
- 7). The pull must start from a tight chain, there is no “jerking” of the sled at any time during the event.
- 8). The machine will pull forward from the starting line until it cannot pull the load any farther.
- 9). The hitch must be rigid mounted, meaning it must remain stationary left to right and up and down.
- 10). The hitch must be a maximum thickness of $\frac{1}{4}$ inch with a minimum hole diameter of $\frac{1}{2}$ inch.
- 11). The center of the hook point for the hitch must be within $\frac{3}{4}$ inches from the rear most part of the drawbar.
- 12). The drawbar hook point must be on the rear of the machine (behind the rear most axle) and no closer than six inches to the center of the rear axle.
- 13). The minimum height of the drawbar is 1 inch off the ground. The maximum height allowed is 8 inches off the ground. This is measured on a level surface only.
- 14). The total width, height, and length of the vehicle can't exceed



24" x 24" x26". This includes the hitch.

Please use this drawing as a guideline; it is not to scale, but shows what the “hook” point must look like according to the specifications above. This is so we can get the hook of the chain into the drawbar.



15). There is **NO** class jumping allowed.

16). **Restart:** If your machine has a problem getting moving on the starting line or you don't like the way your machine is operating, you will have up to 3 feet for a restart. We will move the sled back to the starting line, and you will pull again. This time will be your final attempt to pull.

17). **Out of Bounds:** If your machine hits the wall at any time during the pull, your pull will be over, and that will be your distance.

18). **Disqualification:** If anything falls off the machine as you are pulling down the track you will become disqualified.

19). **Tie Breaker:** In the event we have a tie, or we run out of weight on the weight transfer sled, we will determine the winner of the event on whoever has the quickest time from the starting line to a full pull.

20). THE DECISION OF THE TECH COORIDINATORS ARE FINAL!