



1. General rules

Regardless of the category all the models have to be built from unmodified Lego pieces. The only allowed exceptions are custom stickers, rope, rubber bands and BuWizzes. BuWizz team will provide all the competitors with BuWizzes which competitors can keep for 50% discount price. Vehicles have to look realistic with a minimum of 2 seats and a steering wheel (naked chassis is not allowed). Trial trucks do not have to look like trucks (lorries). Competitors have to send us photos of the competing models until the end of April, BuWizz jury will evaluate each model before competition.

2. Offroad competitions

Offroad competitions will be held on two tracks – A light terrain rally race track and a highly technical Truck trial obstacle course. Points are awarded and removed according to the table below:

Category	Track type	Requirements					Reward points								Penalties		
		Wheel size	Type of drive motors	Number of drive motors	All wheel drive	Working suspension	Joining reward	Additional wheel pairs above 4x4	Working steering wheel	Working piston engine(s)	Working gearbox	Working winch	Rear wheel steering	Working LED lights	Touching a gate	Correction of model position, flip	Mechanical failure
Rally racers	Rally track point to point	≥81,6 mm	PF/PU only	1 / wheel pair (axle) Dually wheels do not count as wheel pair	+25	Mandatory	+50	+25 / each additional wheel pair	+10	+10	+10	+10	+15	+5	N/A	-10	-25
Tracked vehicles	Rally track point to point	N/A	PF/PU only	1 / track – Multiple tracks = multiple motors	Mandatory	+25 points	+50	N/A	+10	+10	+10	+10	+15	+5	N/A	-10	-25
Truck trial	Truck trial obstacle course with gates at 30 cm apart	≥81,6 mm	PF/PU only	1 / wheel pair (axle) Dually wheels do not count as wheel pair	Mandatory	Mandatory	+50	+25 / each additional wheel pair	+10	+10	+10	+10	+15	+5	-5	-10	-25
Unlimited	Rally track point to point + Truck trial obstacle course with gates at 30 cm apart	≥81,6 mm	Any Lego drive motors	Unlimited	Mandatory	Mandatory	+50	+25 / each additional wheel pair	+10	+10	+10	+10	+15	+5	-5	-10	-25

*Times are measured for each category. Results are categorized by time. Last place gets 0 additional points, second to last gets 10 additional points, etc... Points are applied to all contestants. Afterwards reward and penalty points are included to get final score in the category.

**If a model does not finish the trial truck course, the number of passed gates are used to award points.

***You can use same vehicle for multiple classes (for example Truck trial and rally).

****When using multiple vehicles in class the entry with highest amount of points and / or best time is counted.



3. Pull competition

Competitors try to pull each other over a line:

- Models from above categories are weighed and paired up in same category.
- Models of the closest weights in same category compete in pulling each other over a line.
- Competition type is a tournament system.
- The category loser gets 0 points, second to last 10 points, etc... Afterwards reward and penalty points from track competitions table are included to get the final score in the category.
- When using multiple vehicles in class the entry with highest amount of points and / or best time is counted.

4. Sumo competition

Build a model sumo model capable of pushing the competition out of a square ring. Rules:

- Weight of the sumo bots is limited to $1\text{kg} \pm 100$ grams.
- Bots can use up to 4 PF/PU motors in total, two for drive and two for surprise functions such as ramps or weapons
- Joining this category grants +50 joining reward points
- Each surprise function grants +15 reward functions
- Mechanical failure during match removes 25 points
- Winner of the round is the bot that pushes the other one out of the ring, flips it or disables it.
- Competition type is a tournament system.
- The category loser gets 0 points, second to last 10 points, etc... Afterwards reward and penalty points from are included to get the final score in the category.
- When using multiple vehicles in class the entry with highest amount of points and / or best time is counted.

5. Final results and rewards:

Final results of each category are added up, each winner of the category is rewarded a 42095 + custom stickers + BuWizz, second place gets a BuWizz.

Final results from all competition are added up, winner is the person with most points.

First place receives 42070 + BuWizz, second place receives 42096 + BuWizz, and third place receives set 42094 + BuWizz



6. Score card

Competitor name:																
Category	Reward points									Weight Entry weight [g] [Fill in]	Penalties			Total points		
	Joining reward [Circle]	Additional wheel pairs above 4x4 [Fill in]	Working steering wheel [Circle]	Working piston engine(s) [Circle]	Working gearbox [Circle]	Working winch [Circle]	Rear wheel steering [Circle]	Working LED lights [Circle]	Total of reward points (1) [Add up]		Touching a gate (2) [Write nr. of]	Correction of model position, flip (3) [Write nr. of]	Mechanical failure (4) [Write nr. of]	Race position Pos. / of (5) [Fill in]	Award points for race position (6) [Fill in]	Total number of points (1+2+3+4 +5+6) [Fill in]
Rally racers	YES (+50) / NO	YES (___ *+25 / each additional wheel pair) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO			N/A	_____ * -10	_____ * -25	/		
Tracked vehicles	YES (+50) / NO	N/A	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO			N/A	_____ * -10	_____ * -25	/		
Truck trial	YES (+50) / NO	YES (___ *+25 / each additional wheel pair) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO			_____ * -5	_____ * -10	_____ * -25	/		
Unlimited	YES (+50) / NO	YES (___ *+25 / each additional wheel pair) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO			_____ * -5	_____ * -10	_____ * -25	/		
Pull Rally Racers	YES (+50) / NO	N/A	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO	[= Rally racers]	[= Rally racers]	N/A	N/A	_____ * -25	/		
Pull Tracked vehicles	YES (+50) / NO	N/A	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO	[= Tracked vehicles]	[= Tracked vehicles]	N/A	N/A	_____ * -25	/		
Pull Truck trial	YES (+50) / NO	YES (___ *+25 / each additional wheel pair) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO	[= Truck trial]	[= Truck trial]	N/A	N/A	_____ * -25	/		
Pull Unlimited	YES (+50) / NO	YES (___ *+25 / each additional wheel pair) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+10) / NO	YES (+15) / NO	YES (+5) / NO	[= Unlimited]	[= Unlimited]	N/A	N/A	_____ * -25	/		
Sumo	YES (+50) / NO	Surprise function 1 YES (+10) / NO [Circle]			Surprise function 2 YES (+10) / NO [Circle]						N/A	Mechanical failure _____ * -25	/			
Total number of points (sum of all categories):																
Total position (of all categories)															/	