

BotBrawl Events Inc. Competitor's Handbook Event #22



**May 22-24, 2026
Anime North 2026 @ The Toronto Congress Center
650 Dixon Rd, Etobicoke, ON**

**BotBrawl Admin Emergency Contact Info:
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Schedule

All times are subject to change at any time, without notice. Please keep an eye on the schedule provided at the competition to know when you are fighting next. Matches will need to keep to a 4-minutes-per-match time frame to get all the fighting in!

Friday, May 22

- 2:00pm Teams arrive for setup. Registration and primary safety checks begin.
Arrival at this time is HIGHLY recommended!
- Anime North opens at 5pm, we will do what we can in the parking lot.
- 10:00pm Anime North is closed.

Saturday, May 23

- 8:30am Teams arrive and begin lining up.
- 9:00am Teams can enter the building. Last minute safety checks begin.
- 10:00am General doors open - if you miss the 9am window you’ll need to enter here.
- 12:30pm Safety checks complete. Driver’s meeting, then **fights begin asap.**
- 3:00pm Lunch break.
- 3:30pm Fights resume!
- 8:00pm Fights end. Anime North is closed.

Sunday, May 24

- 10:00am Teams arrive.
- 10:30am Quick driver’s meeting. Fights begin!
- 4:30pm Fights end. Awards and teardown.
- 5:00pm Anime North is closed.

Timeline

We encourage all builders to arrive on Friday to set up your pit tables and be ready to start first thing in the morning. Time will be tight all throughout the competition, and we cannot afford to fall behind schedule. This will be a fast-paced event, so please be ready to repair your robot quickly and bring spare batteries. It is highly recommended to safety your robot(s) on Friday. If you absolutely cannot make it to the event on Friday, please be ready at the doors by 9am Saturday morning to receive your pass before heading in. Again, traffic at the event both in vehicles and on foot can be immense so please plan ahead. Treat this like a flight, if you aren’t 2 hours early then you’re late.

Parking

We recommend parking in the West parking lot as it is closest to the entrance door and BotBrawl. However, there are 5 parking lots to choose from, denoted by a RED X on the map. The West parking lot is normally the one that fills up first, so be early!

Do not unload in the pedestrian-only areas!



Arrival

Once you’ve parked, find your way to the main event entrance and/or vendor entrance (green arrow) this is at the West side of the building (left when facing it from the street). This can be directly accessed from the West parking lot. DOOR 4/5.

There you will find a BotBrawl representative wearing a purple BotBrawl shirt outside. Our representative will take your information and give you your event passes. If you do not see anyone please use one of the Admin contact phone numbers or tag [@passmaster](#) on our Discord server.

Pass in hand, enter the vendor entrance with your gear at the West side of the building. Find your way to Hall A/B and look for the BotBrawl arena and combat arena.

Traffic will be intense! Give yourself lots of time to get to the venue and find parking!



Pit Tables

Please confine your materials, robot and tools to the pit table you have selected. Space may be tight, so plan to share and to keep your materials condensed. Power may be available at all pit tables, but an extension cord is always handy to have. The venue will be securely locked overnight with roaming security.

All battery charging may be done at your pit table. Please do so safely, and if you have any concerns about your charging setup or anyone else’s, please ask a BotBrawl official for help. **All Lithium-Polymer batteries MUST be charged in a LiPo-safe bag.** You may borrow a LiPo-safe bag from a BotBrawl official if you do not have one.

Safety Inspections

All robots must be through safety by the time defined in the schedule above. Any robot which has not passed safety by this time may not be allowed to compete and will forfeit its entry fee. The Safety Officer and the Event Organizer have the final say on matters of robot and competitor safety. When ready, approach the safety station with your robot, transmitter, safety locks, and covers (installed). You will be asked to demonstrate the following:

1. Robot Weight
 - a. The BotBrawl scale is the standard by which all robots will be held to.
 - b. If your robot is overweight you must reduce weight to pass inspection.
2. Master Power Switch/Disconnect
 - a. You must be able to fully de-energize your robot easily and quickly in the event of an emergency.
3. Weapon Lock
 - a. All weapons or pinch points where a limb or finger may become entrapped must have a lock to prevent its movement. The more secure this is, the better. This includes lifters, hammers, spinning weapons or any other variation of movement excluding drivetrains.
4. Sharp Edge Covers
 - a. Any sharp points must be guarded at all times unless the robot is in the arena.
5. Radio Failsafe
 - a. In the event of signal loss, robots must stop dead. Weapons and drive systems must default to a safe de-energized state. You will be asked to turn the robot on, drive in a circle and then turn off your radio. The robot must then stop all powered movement immediately.
6. Pneumatic Systems
 - a. Such systems must adhere to the ruleset.
7. Wheels-Up System
 - a. While in the pits or in transport, robots must be lifted so their wheels or legs are not in contact with the ground/table. At no time may weapon systems be energized or tested outside of the test box or combat box.

The Rules

All rules can be found on our website: botbrawl.ca/rules.

Fights

After check-in, robots will be randomly inserted into fight brackets. These brackets will dictate the course of the competition. However, due to the nature of this event, the brackets may change suddenly. For instance, if a team postpones their fight due to technical issues, we will automatically delay that fight and move to the next. It is imperative that you are aware of the brackets. Refer to the match timing screens around the pits. BotBrawl organizers have the final say in anything related to brackets. The combat bracket will take precedence through the tournament, and sumo matches will be played at the Field Manager’s discretion. Sumo builders, please be ready to fight at a given moment. The match length may be adjusted at the driver’s meeting.

Formats will be as follows. The Event Organizer reserves the right to change formats prior to the driver’s meeting on the first day.

11lb Antweights	Modified Double Elimination (only 1 final match)
31lb Beetleweights	Modified Double Elimination (only 1 final match)
30lb Sumo	Round Robin into Single Elimination (RR may be cut short)
150lb Sumo	Round Robin into Single Elimination (RR may be cut short)

Postponements

Each robot has 1 postponement *for the entire tournament* they can use at any time. A postponement will guarantee you a minimum of 20 minutes before you are called to the arena again. Once called, the Fight Manager may start a 2 minute timer. If your robot is not in the box or on the platform at the end of the 2 minute timer, you will forfeit your match.

ELO

BotBrawl is introducing an event-to-event ELO system. This is the inaugural event for this system. Please understand that all of your matches will be entered into the system to calculate a new ELO for your robot, and the BotBrawl Admin team will be monitoring this system for improvements.

Entanglement

The new Entanglement Ledger will be in full effect at this event. Please refer to the ruleset for an explanation of how this system works.

Awards

There will be awards given out at the end of the event for the following categories. Community awards will be decided by popular vote.

- 1st, 2nd, 3rd podium positions (Antweight, Beetleweight, 30lb sumo, 150 sumo)
- Community awards
 - Most Innovative
 - Best Dressed (Anime/Game Theme)
 - Best Death
 - Best Rookie

Costumes

We are competing at an Anime convention, so cosplaying is more than welcome and strongly encouraged! When dressing up, please keep safety in mind. We are competing with robots that can be dangerous when paired up with certain costumes. Cosplay elements that are loose, baggy, flammable, or otherwise hazardous are subject to the discretion of the Event Organizers. If you are concerned that your costume may be hazardous, it may be best to reach out and ask before attending.

Any costumes with ‘weapons’ may be required to pass inspection by Anime North's Cosplay Weapon Master upon entry to the building.

Things to Bring

- All tools you may need to repair your robot (within reason, no welders please)
- Your robot (preferably functional)
- Extension cords, power bars
- Transmitters with spare batteries
- Batteries, battery chargers, and battery bags
- Safety equipment (wheels-up system, safety covers, weapon locks, etc.)
- Personal protective equipment (safety glasses, hearing protection, etc.)
- Reusable water bottles and snacks
 - There are options for food near the venue including food trucks. However, the lineups are immense. You may miss your fight while waiting in line, plan ahead.
- Cash for T-Shirts!!
- Wheels! Depending on where you park you may have a fair distance to travel from your vehicle to the competition. Plan ahead, bring a toolbox on wheels, backpack etc.
- Chairs! Some competitors prefer to bring their own chairs for comfort. If you have a large team consider bringing your own. Seating will be limited.

We recommend that all tools and sharp objects be stored in a toolbox to expedite entry into the venue.

LiPo Event

In the event of a LiPo event, there will be red buckets placed throughout the pits with a flag beside them. If the event occurs in the box, the Arena Manager will remove your robot from the box and rush it outside in the red bin. If the event occurs in the pit area, place the lipo and anything attached to it into the nearest red bin and rush it outside. Follow the red path on the map above.

Do not scream “FIRE” in Anime North, yell “LIPO LIPO LIPO” instead.

Safety

Ensuring the safety of all competitors and audience members is paramount. As such, it is imperative that teams always take safety into consideration. Please ensure that tools (knives, soldering irons etc) are safe, ensure robots are powered down in the pits with safety locks engaged, wear safety gloves/glasses where needed.

Closed-toed footwear is a **requirement** for all competitors.

Always look out for your neighbours. If someone needs a hand, or perhaps a reminder of how to safely operate a tool, it may go a long way in keeping everyone safe.

Teams with small children; the event can be loud. Though not dangerously loud, it may be of annoyance to young children. As such, some parents choose to outfit children with safety glasses and hearing protection. These are not required nor provided items.

If any competitors are witnessed conducting themselves in a way which jeopardizes the safety of another person or the event, they will be warned. Subsequent safety infractions will be met with an ejection from the tournament.

