Combat Checklist

* Wheeled Robots must weigh less than 3lb
* Must use ground frequencies (27/49/50/75/900)
  + Has two or more frequencies (recommended)
* Must have a failsafe for weapon and drive
  + Drive shuts off when powered and transmitter is powered off
  + Weapon shuts off when powered and transmitter is powered off
* Master kill switch is quickly and easily accessible
* Stand to keep drive wheels off the ground in the pit
* Safety cover for any sharp edges
* Weapon has mechanical locking device
* Batteries are sealed
* Robot does not have the following:
  + Liquid projectiles
  + Flammable liquid
  + Flame-based weapons
  + Explosives
  + Nets, glue, tape, or entanglement devices
  + Radio jamming, or electric high voltage devices
  + Un-tethered projectiles