Texas BeyBlade League Newsletter

October 2020 - Newsletter #2

Support For TBBL Clubs

The Texas Beyblade League is continuing to improve and add to our clubs and programs. Support includes but is not limited to:

- Currently, starting an official club is free
- Gaining access to various support packages including beyblades, arenas, promotional materials, and unique club items as they are developed
- Exclusive Club subscription will become available offering clubs news, STEM related info, and meeting activities
- Bey Bit articles in the League's official newsletter adding value to club perspectives
- Limited active coaching and/or Facilitation from TBBL Officials
- Potential Club Events and/or Sponsorship support
- Future member deals and special activities

"Learning Science & Math Through Fun & Play"

Social Media News

- To see video clips from TBBL Events, Sessions, Workshops, Interviews, and Promotions check out our new Youtube Channel: TX Beyblade League

- To see photos of our beyblades, arenas, and events check out our new Instagram: txbeybladeleague

- To see community announcements and share beyblade and STEM related content join our Facebook Group: Texas Beyblade League

-To purchase beyblades for your club check out the Club Starter Booster Pack which contains Burst and Metal Fight Beyblades. The booster pack is now available for $95 from our main website: texasbeybladeleague.com

Can I create my own beyblade? The answer: Yes, you can. Many kids already have. With the rise of 3D printing and the advancement in STEM in education many have undergone the personal mission of creating their own beyblade. The TBBL is a supporter of 3D printed beyblade competitions and has assisted with one in the past. However, at the moment there is no official regulation to such competitions. We are working to change that. Official clubs are able to work out sponsorships to create their own unique beyblades and compete in this emerging sport of 3D printed battle tops. This adds to the framework for higher level competitions. So lets look at this regulation proposal written by Arush Singh, a TBBL Judge and OG Blading Expert. This next Bey Bit Article can be considered an informal guide for those who want to start competing with a beyblade they designed.

Bey Bit Article

3D Printed Beyblades: A Regulation Proposal

As 3D printed beyblades become more common, regulations to them will allow for fair competitive use in official tournaments. This lets bladers have a fair shot at winning and using their creativity to do interesting things with their beyblades. Also, creating competitive divisions allows for different beyblades to be built to each standard, and allows for generally weaker beyblades to have a competitive chance in their division.

The first, and universal regulation, should be that: All beyblades must be launchable from a standard launcher. This can be a standard launcher from any generation. This prevents the unfair advantages created by custom launchers, which cannot be regulated yet. It also puts a limitation on the beyblade specifications so it fits into the launchers, allowing designers to try and come up with innovative solutions to accommodate them.

The most impactful statistic of a beyblade is its weight. This determines how much friction, angular momentum, linear momentum, and inertia it has, which significantly impacts performance. Through preliminary testing and overall knowledge of battles, we have seen that heavier beyblades (usually made by Takara Tomy) have better performance in terms of its ability to win, as compared with lighter counterparts. Thus, I propose the following weight divisions for competing beyblades:

Lightweight: <30 grams.
Middleweight: 30-34.999 grams
Heavyweight: 35-40 grams
Super-Heavyweight: >40 grams.

This is based on the weights of existing beyblades and their performance numbers. Lightweight beyblades were the early burst bey and the original plastic generation's weight values. Middleweight is where most burst beys and some of the early metal fight beys sit. Most metal fights qualify for Heavyweight. Finally, certain metal fight combos stray into the Super-Heavyweight division. Beys from a lower weight class will be allowed to enter the upper weight division competitions if a blader is confident in their skills and bey design.

The weight classes will open new avenues of play, and create multiple tournament formats. I expect each weight division to have its own strategies. For example, lighter beyblades cannot take advantage of rubber tips, since they can't generate the friction necessary to take advantage of the speed offered by them, but suffer from the reduced stamina of rubber tips. They are also more affected by air resistance. To win in the lighter weight division, the lighter beyblade designs have to be notably different than the heavier division beyblades.

Another regulation to be proposed at this point is that the beyblades cannot have exposed metal on the edges. I've observed some 3D printed beys that have this, and they just break the plastic ones. This regulation will reduce breaking, since plastic should not be able to shatter plastic with the observed forces from sheer rotational force like metal can. This also creates a level playing field so that the plastic beys aren't disadvantaged.

On bursting, there is no way to regulate 3D printed burst mechanisms at this time.

Final regulation to be proposed is locking the beyblades to right-spin. Too many matches have ended in ties between two opposite-spinning stamina-defense types that just spin match to a tie. This turns competition into an anticlimactic snooze-fest that doesn't even resolve anything. Forcing this rule makes it so that the beyblades are guaranteed to lose spin upon contact, thus ensuring that the best design wins on its own merits, and doesn't put the audience to sleep. An addition to the rules will be no free-spinning tips. We all saw what Wolborg MS did to the HMS beyblades back in the day (being too good at stamina+defense, to the point where it outright dominated competitive play until the series was retired).

Another point to consider is that attack-type beyblades are much more interesting to battle with than the other beyblades. We can create a division specifically for them in order to have exciting battles that will make for good fun. The only requirement for a beyblade to be considered an attack type is that it's tip must be flat. With that being the case, it should be incapable of spinning in place without a high-speed wobble. Left-spinning beyblades will be allowed in this competition as well, with the separate weight divisions also in effect.

In conclusion, the regulations for the 3D printed beyblades can be:

1. **Must fit and launch from a standard launcher**
2. **Must participate in its weight class (or above)**
3. **Must have no exposed metal edges**
4. **Must spin right**
5. **Must have no free-spinning tips.**

These regulations can be updated after we evaluate how competitions fare with them.

The competition divisions proposed can be:

1. **Formula S (Standard)**
    a. **Lightweight**
    b. **Middleweight**
    c. **Heavyweight**
    d. **Super-Heavyweight**
2. **Formula A (Attack)**
    a. **Lightweight**
    b. **Middleweight**
    c. **Heavyweight**
    d. **Super-Heavyweight**

Information

Keep checking our website for future community updates, organization news, social media, and sheduled events:

texasbeybladeleague.com

Situation Update

Due to the pandemic this season of the TBBL that would start this October is still on hold. Join our online community to stay updated on event news and enjoy our virtual content

Citations

Arush Singh (2020, September) Bey Bit Article: 3D Printed Beyblades: A Regulation Proposal - Article Author

Spencer Manns (2020, September) TBBL Newsletter - News Author, Editor, Photographer, Image Designer, Photographer