

Drone Pursuit

BRIEF INTRODUCTION OF THE EVENT:

A. Important terms

DNS: Did Not Start

DNF: Did Not Finish

DQ: Disqualified

OOB: Out of Bounds

E: Eliminated from entire race

B. General Rules

Pilots must first arrive at the Registration Desk, register their official Callsign with the registrar and show Fail Safe and Arming/Disarm Working.

Drone Specs:

Battery Minimum :: 3S

Battery Max :: 6S

Props Minimum :: 3 inch

Props Max :: 6 inch

Only Analog and digital allowed

Configurable LEDs which can be changed on demand are a must for IDRL Night Races. Your quad must be brightly lit in the night sky to be visible from a far distance to the spectators. You will be assigned your colors and frequencies on race night. No LEDs = No entry

FPV goggles / FPV screen compulsory. No Line of Sight Flying allowed.

Any material for props but not Carbon Fiber.

No Weight Limit.

Turtle Mode is allowed at to flip and recover your quad.

Pilots will carry a minimum of 2 batteries.

Pilots will carry their own battery chargers, charging points would be provided.

Pilots should bring their own soldering and other materials.

All frames must pass a safety and airworthiness inspection. Once the airframe has been checked and approved, it must not be modified or changed, or it will need to be re-inspected.

Pilots are allowed to bring custom launchpads that do not impart any energy into the drone.

Pilots will only use circular antennas on quads and antennas must be in good condition.

Pilots will ensure that their respective freqs, VTX output levels & LEDs are set according to the Event Pilot Roster before entering the pit area / racetrack.

C. Venue Rules

Pilots must adhere to all rules within the competition venue, and will not fly in any other part of the venue unless it is a designated flight zone.

No pilot other than those actively participating in the current heat will plug in their quads until the heat is completed and all the pilots have landed. This will be announced by the race director.

All batteries in possession of non-flying pilots for a heat will have to be handed over and placed on dedicated placards assigned to each pilot on long tables.

Any pilot not obeying this rule will be immediately disqualified from the entire race and will be asked to leave the pit area

Pilots must arrive at the venue with their complete setup 1 hour before the official race time and must be in complete READY-TO-GO state 15 mins before race time.

Pilots will NOT be given any practice sessions during the 30 mins before race starts.

Pilots who are not in READY-TO-GO state 15 mins prior to race start will be disqualified from participating in the race.

Pilots MUST NOT assume any change of race time until it is officially announced by the organizers.

Pilots must contain all equipment and airframes within the pilot pit area and must not solder, weld or cause any spark within the pit area. There will be established workbench areas for soldering, repairs and modifications.

Pilots are required to bring their own battery chargers to the race and any other tools/equipment required to setup, program or repair their quads such that their quads are always in the ready to fly state.

General charging of electronic devices including radios or any device with a self-contained power supply is permitted.

All batteries must be stored in a LiPo-safe bag or in an approved, fire-resistant container.

D. Race Format

All races will be governed by an appointed team of judges/organizers.

All races will follow the general rules and regulations of the competition.

Each race will be monitored by judges, cameras, timing/lap systems and volunteers to maintain fair and accurate competition.

There will be 2-3 Rounds of Qualifiers with pilots categorized into multiple heats.

Each Heat will run for 3 laps which usually lasts for 3-4 mins.

In the Qualifiers, each pilot will be given a chance to set their fastest recorded time.

Top X number of pilots (usually 8 pilots where X is dependent upon the number of attending pilots) based on their fastest time set in the Qualifiers will progress through to the A Main Round.

Pilots ranked beyond 8 in the Qualifiers will go into the B Main Round.

One Pilot from B Main Round based on fastest lap timing will join the 8 pilots into the Semi Finals which will have a total of 9 pilots.

2 or 3 Rounds of Semi Finals will then be held depending upon the available time during the day with 3-4 pilots qualifying into the Finals based on fastest lap timing.

The Final Round will follow a "Chase the Ace" Format, ie. the pilot that takes first place, twice (based on finishing order) will take Gold.

11.1 - The Final Round will consist of a maximum of 4 heats, comprising 3 or 4 pilots.

11.2 - A pilot placing 1st in any two of the 4 heats (need not be consecutive) will mark the end of the Final Round and obtain Gold. Silver & Bronze positions will be then calculated based on summation of points outlined in 11.3 below.

11.3 - Point Structure

a) 1st Place : **3** points

b) 2nd Place : **2** points

c) 3rd Place : **1** point

d) DNS, DNF : **0** points

11.4 - In case of a tie in cumulative points, podium order will be decided based on the fastest timing in the event.

Any pilot garnering 3 successive DQs will attain E (Elimination from the entire race).

Any pilot found non-adherent to specified frequencies, VTX output levels and LED color after the initiation of a heat will convey a DNS to the race director or will risk attaining a DQ.

Beginner Race Selections for Pro Race: Top 3 Pilots from Beginner Race automatically qualify for Pro Race. The remaining pilots are individually judged by the race judges on various parameters of flying such as speed and control of their drone to see if their skills can enable them to run the Pro Race and are accordingly qualified or disqualified. There is a “feel” system employed where the judges need to become confident of the beginners ability to qualify for the Pro Class.

In the event of a mid-air collision after the start gate, pilots can resume the race if they are able to take off again without intervention, otherwise their heat is considered a DNF.

Any practice or behavior deemed unsafe, (i.e. flying above the max ceiling height) will result in an immediate disqualification.

E. Race Rules

In the event of a night race, external LEDs (12 bright LEDs recommended) per quad are mandated. Said LEDs should be such that the drone is brightly and clearly visible in the night sky irrespective of the drone’s physical orientation. Failure in conforming to this will result in attaining a DQ as per the discretion of the race manager.

Pilots must stay within all prescribed flight paths.

Pilots must keep all aircraft in the disarmed state until they have been given the “ARM” signal. This will happen only when the aircraft has been placed on the starting deck.

After the competition of a heat, pilots will immediately land and disarm only on the specified landing zone/ landing pad.

Hard 2 min Pilot seated Goggles Down Timeout Timer with drone placed on race pod or ground. No excuses tolerated for even 1 extra sec. DQ for heat if timeout and E if complaining further and delaying others.

In event of unexpected media intervention while Timeout timer, timer paused and resumed on announcement.

E for any non flying pilot discovered to have plugged in at the pits during any heat.

1 Race of 4 Pilots for Finals with winners based on First Finish order.

Any heat including finals will restart only if there is a false start or contact between any two drones resulting in a crash previous to the start gate.

No assumptions for any new rules tolerated until incorporated in the Official Rulebook.

Given race circumstances, all pilots have to say yes to a suggested modification for the rule to be applied to that race.

Pilots will NOT be given any Retries

Pilots will be given a best of 3 rounds max. in which to record their best lap time in the Qualifier Rounds. 1 round is mandatory while 2 rounds are optional if the pilot is happy with his/her lap time in any of the 3 rounds max.

Pilots must adhere to the prescribed launch sequence. No movement before the starting signal. False starts will incur a penalty.

Pilots must maintain control of their aircraft at all times and only fly within their skill level. Any pilot who exhibits unsafe flying procedures may be disqualified at any time.

Once pilots have successfully completed all laps, they must return to the start/finish pad, land and DISARM.

Pilots that have crashed at any point during the heat and are unable to resume racing must DISARM their aircraft and wait until the heat is over.

Race tracks would have gates, pilots must successfully fly through all gates, around the flags, and other obstacles (if any) on the course. If a pilot misses an obstacle or gates, they must safely turn around and attempt the obstacle again. If they don't turn around and continue to race, that entire heat would not be counted.

If a pilot due to any reason, knowingly/unknowingly/accidentally goes out of bounds then pilots first priority should be to get the drone back in the bounds. And continue to race. If such an incident occurred multiple times then organizers have full right to disqualify the pilot from heat or the whole event.

In the event of a crash or the inability to resume flight safely, the pilot must immediately DISARM their aircraft and give the Thumbs Down signal. For that heat pilot is deemed as DNF.

Pilots may have multiple airframes, and each airframe must pass all safety and airworthiness checks before flying.

Event Coordinators

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