

WORLD ROBOTICS SPORTS ORGANIZATION

**WORSO**

# **FPV DRONE RACING CHALLENGE RULEBOOK**



# RULEBOOK

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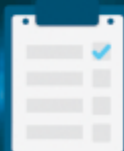
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**TECHNOXIAN**  
WORLD ROBOTICS CHAMPIONSHIP



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# FPV DRONE RACING CHALLENGE

## RULEBOOK

### 1.0 Competition Overview

FPV drone racing challenges pilots to navigate drones through intricate courses, relying solely on first-person view goggles. Speed, precision, and technical skill converge as pilots maneuver through obstacles, performing daring manoeuvres with split-second timing. It's an adrenaline-fueled blend of technology and athleticism, captivating both participants and spectators alike.

### 2.0 The Team

#### 2.1.0. Team Name

All Team names must be approved by Technoxian. The Team name must be unique and not be identical or very similar to the name of a previously-registered Team. The name also cannot be identical or very similar to any commercially-trademarked name. Technoxian reserves the right to require the renaming of any Team whose name it deems inappropriate, offensive or conflicting. Once a Team has been accepted for entry into the Tournament, the Team's name cannot be changed, unless they receive written permission from Technoxian.

#### 2.1.1. Drone Pilot

An individual may participate or construct a team of maximum 10 members. The member who flies drone is called Drone Pilot.

#### 2.1.2. Team Technical Expertise

One member or a combination of members of the Team must have knowledge and understanding of all of the technical aspects of the Drone.

### 3.0 The Flying Zone

Night FPV drone racing track involves designing a course that maximizes excitement and challenges while ensuring safety and visibility in low-light conditions.

#### 3.1.0. Field Dimensions

The field area would be approx. 100 M<sup>2</sup>. There are marked/specified regions/spots to take off and land the drone. Hurdles will be placed at a different location in the Flying Zone and also have arrows marked to depict the manoeuvring path. Specific checkpoints will be defined in the arena for changing the batteries, adjusting gains, calibration of sensors, etc.

Variety of Turns: Include a mix of sharp turns, hairpin bends, and sweeping curves to test pilots' agility and control.

Straightaways: Allow for high-speed sections where drones can showcase their acceleration.





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Elevation Changes: Incorporate sections with varied elevations to add complexity and interest to the track. LED Gates and Markers: Bright LED-lit race gates and markers to outline the track's boundaries and guide pilots. Lighted Obstacles: Position illuminated obstacles such as pylons or flags strategically to create challenging maneuvers.

The track is envisioned to span approximately 100 M2 to 150 M2 in length and 5 meters in width.

### **4.0 The Drone**

The team has to design and construct a drone (Tri, Quad, or Hexa) as per given specifications. Commercial drones like WSN't allowed. Following specifications and rules address many standard drone kits won't be allowed to compete or cover all design possibilities. The team should follow these designs and use common sense, and also be aware that inspection team will inspect and assess drone for compliance with the safety requirements on the day of the competition.

### **5.0.0 Competition Structure**

During official competition play, there are key positions must be filled.

#### **5.1.0 Referee**

Each round of competition is controlled by the referee. He has full authority to enforce the rules of the competition to which he has been appointed. Referees oversee each round of the competition, report disputes, and order challenges and to give final scoring and making decision. The referee is encouraged to use the designated walking area next to the field. The decisions of the referee regarding facts connected with play are final.



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The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

The referee is not held liable for any kind of injury suffered by an official or spectator, any damage to property of any kind and nor any loss suffered by an individual, club, organization, institution or other body.

The captain is the only team member that may talk to the referee.

### **Duties**

The general duties of Referees are Starting Competition, Stopping Competition early, declaring a win, Declaring and administering Timeouts, watching for safety violation. The referee ensures a safe competition for all participants and drones. The referee ensures a fair competition according to the rules.

The referee ensures that there is no interference by unauthorized persons or team members.

If at any time before or during a competition, a Referee observes disruptive or other inappropriate behaviour by any Operator or Team's support person in or around the area of competition, the Referee has the authority to require that person to leave the area immediately.

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Before the start of the competition, every team has to designate Drone Pilot and Team Captain if any.

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#### **5.1.2. Competition Preparation**

All people that fill a role in the competition have to be ready at least 10 minutes before the start of the competition to allow the referee to make the following preparations:

**Competition Result Sheet:** The referee creates a competition result sheet along with ball from the organizing committee. After the competition, the referee fills in the final score, collects the required signatures and submits the sheet to the organizing committee.

**Choosing Team Colours:** The referee asks the captain of the teams about their preferred team colour (either blue or yellow). The sticker of the same colour will be used on the teams to put on their drone.

**Game Kick-off:** Schedule of teams to play will be announced day 1 of the competition. Teams should be available as per their scheduled time.

**Designating Drone:** The referee asks drone pilot to use inspected drone only.





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## 7.1.0. Pre-Game setup:

The Drone will be evaluated on various parameters such as design, construction, and innovation.

Every aspect of the Drone will be observed for scoring which includes the connection of various parts, fixing of components, materials used, aeromodelling, etc.

**Game Clock:** The game clock starts as soon as the referee commands the beginning of the round and stops as soon as the maximum access time (5 Minutes) of that round elapse.

**No Time Run:** Time run starts as soon as the game clock starts/the drone takes/off and stops when the drone lands successfully.

**No Pets:** No pets of any kind are allowed anywhere at the Tournament. The only exception is a certified service dog being used to assist a disabled person.

## 7.1.1. Radio Control:

Radio control requirements:

Radio systems **MUST NOT** cause interference to other frequency users. At drone, only the 2.4ghz DSS (Digital Spread Spectrum) frequencies are allowed. Radio telemetry is permitted on 433MHz and 2.4GHz.

## 8.0. General Rules of Tournament

### 8.1.0. Prohibited Activities:

Technoxian expects all Competitors to act in a safe and legal manner. The actions in the following manner may be grounds for Disqualification or Expulsion of the entire Team.

The following activities are prohibited; violation of any of these rules may result in Competitor and/or Team Disqualification, as determined by Technoxian, and/or Probitor in their sole and absolute discretion.

### Unruly Behaviour:

Fighting, belligerence, threat of physical violence or other unruly behaviour, including abusive physical contact with any IFES Official, will not be tolerated and can result in the immediate Expulsion of the offending Team member's entire Team from the Tournament.



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**Game Clock:** The game clock starts as soon as the referee commands the beginning of the round and stops as soon as the maximum access time (5 Minutes) of that round elapse.

**Run Time:** Run time starts as soon as the game clock starts/the drone takes off and stops when the drone lands successfully.

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**Vehicles in Pit Areas:** Scooters, bicycles, skateboards, skates and similar vehicles cannot be used in any of the Pit Areas. In addition, powered vehicles such as Segways, hoverboards or powered scooters cannot be used or stored in the Pit Areas. The only exceptions are wheelchairs (manual and powered) occupied by disabled persons, and vehicles used by authorized personnel for Tournament operations.

**Running and Playing:** Running in the Pit Area, except in an emergency, is not allowed. Running while carrying a charged pneumatic tank, or any sharp or otherwise dangerous part, may result in the revoking of the Pit Pass of the offender. Engaging in horseplay, tossing balls or other items, or operating remote-control vehicles or equipment in the Pit Area is also not allowed.

**Team Property:** No Team member may deliberately touch, handle or otherwise come in contact with any Drone, parts, tools or other equipment belonging to another Team, without the explicit verbal authorization from a member of the other Team.

**Smoking:** Use of either tobacco products, nicotine vapor devices (e-cigarettes) or similar non-nicotine delivery devices is specifically prohibited in any of the Pit Areas, and in any other indoor or nearby outdoor area that is marked as "No Smoking".

**Alcohol Use:** No alcohol may be consumed at the Tournament by any Team member at any time. In addition, no alcoholic beverage may be brought into any of the Pit Areas. A Team member under the influence of alcohol is not allowed in any of the Pit Areas, and cannot participate in any activity involving the preparation, transport or operation of any Rockaet at the Tournament.

**Illegal Drugs:** No possession of illegal drugs or other substances or any use thereof will be tolerated at any time or place during the entire production, on camera or off. Penalty is immediate dismissal of the entire Team of the offender from the Competition and Program.

**Firearms and Explosives:** No firearms, weapons, explosives or other dangerous items or materials of any kind may be possessed or brought to any Tournament location by any Competitor or anyone else other than authorized law enforcement personnel.

**Lasers:** Deliberate pointing of any laser at any other person at the Tournament will not be tolerated and may result in the immediate Expulsion of the offending Team member's entire Team from the Tournament.



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### **8.1.1. No Pets:**

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### **8.1.2. Prize:**

Winner of the tournament will be awarded cash prize, certificate and trophy. Technoxian reserve the right to make changes to the total prize pool amount and/or the prize pool allocation prior to the commencement of the Tournament.

**Prize Forms:** Each Team Member will be required to fill out and sign his/her Team's Team Member & Prize Allocation Form prior to commencement of the Tournament. The Team Member Prize & Allocation Form specifies how that Team wants its prizes (if any) allocated amongst the Team Members. Only Team members listed on the Team Member & Prize Allocation Form are eligible to receive a prize (if any). Additionally, prior to the awarding of any Tournament prizes, each Team member entitled to part of the prize will be required to execute a Prize Acceptance Form outlining the amount of the total prize that the Team is entitled to, and portion of the Team prize to which the individual Team member is entitled.

### **8.1.3. Rule Changes During Competition:**

Rule changes between years can have unforeseen consequences. If a rule is found to cause significant negative impact to the competition, the rules may be adapted under the following conditions:

Only between phases of the competition

Only for major problems, as a last resort

The change must be approved by all team leaders (by an unanimity vote)

### **8.1.4. Final Authority:**

Technoxian organizer shall have final authority over the interpretation and application of all Rules and decisions regarding the Rules shall be made by Technoxian in their sole and absolute discretion. Decisions by Technoxian in regards to the interpretation and application of the Rules, the Tournament and the Program shall be final and not subject to challenge or appeal.

No Design Rules may change at any time with or without specific notice to you. Any changes made to these rules will be noted in a revised Design Rules document with a higher Rev number. You acknowledge and agree that it is your responsibility to read, understand, and comply with any and all rules provided herein or otherwise by Technoxian. It is strongly encouraged that you check these Design Rules often for any changes that may affect your design, build, and/or ability to compete in the Tournament. Technoxian reserves the right to remove any Team from the Tournament at any time for any reason (including, without limitation, failure to meet safety and/or technical requirements) in its sole and absolute discretion.