Reasons for failure:

* Loss of connection
* Loss of power/slowly moving backwards
* About to run into the curb
* Stop flag thrown
* Brake failure
* Steering failure
* Pusher AWOL
* Obstacle in the course (moving ones too, like squirrels)
* Wrong location/position
* Skidding/fishtailing
* Running into another buggy/obstacle
* Hardware malfunction
* Rule breaking

Fail safes

* Dead man’s switch
* Alternate set of brakes
* Vision detection for flags/obstacles
* Sonar/ultrasonic sensor things for curbs
* Safety padding

Reasons for stopping/swerving

* SQUIRREL
* Buggy out front is having issues
* Stop flag (or multiple)
* Buggy out in front has stopped/imminent collision