



## RC BOAT RACING

### 1. BOAT SPECIFICATIONS

1. **Power Source:** Only electric-powered boats are allowed.
2. **Dimensions:** The boat must fit within a maximum size of **40x20x15 cm** (LxWxH).
3. **Weight:** Maximum weight limit is **3 kg**.
4. **Control System:** The boat must be strictly **wireless-controlled**.
5. **Battery:** Maximum operating voltage **12V DC**.
6. **Hull Design:** The design should be safe and should not damage the track or other boats.
7. **Safety:** Boats with sharp edges or hazardous mechanisms will be disqualified.

### 2. COMPETITION ARENA

1. **Arena Size:** The water racing arena will be approximately **4 feet x 8 feet**.
2. **Lap Requirements:** The total number of laps to be completed will be **decided on the event day** based on track conditions.
3. **Water Conditions:** The water surface may have small waves or currents.
4. **Obstacle Zones:** The track may have buoys and turns to test maneuverability.

### 3. GAMEPLAY RULES

1. The event will have **three different rounds**, each with distinct scoring patterns and elimination criteria.
2. Each race will be conducted as a **time trial** or **head-to-head race**, depending on the round.
3. The boat must start from the designated starting zone.
4. A boat that goes off-course must be placed back at the nearest checkpoint by the participant.

5. External physical interference with the boat during the race is **strictly prohibited**.
6. If the boat is unable to complete the race due to technical issues, the team may take **one retry** if time permits.

#### 4. SCORING SYSTEM

1. Fastest lap time in a round: **50 points**
2. Completing the race within the time limit: **30 points**
3. Touching external boundaries: **-5 points per occurrence**
4. Skipping obstacles (if applicable): **-10 points**
5. Completing all laps without penalties: **Bonus 20 points**

#### 5. TEAM STRUCTURE

1. Each team can have **1 to 3 members**.
2. Multiple entries of the **same boat** will be allowed.
3. One member must be designated as the team captain.
4. Teams must submit a **technical report** explaining their boat's design and working principles.

#### 6. GENERAL RULES & DISQUALIFICATION

1. Only registered teams and spot registrations are allowed to participate.
2. Any boat that does not adhere to the size, weight, or power restrictions will be **disqualified**.
3. Wireless interference with other teams' boats will result in immediate disqualification.
4. The decision of the judges and event coordinators will be **final and binding**.
5. Boats that cause excessive damage to the water track or pose a safety hazard will be disqualified.