

BITS2BYTES 2018

TO INFINITY & BEYOND 22-23 FEB

Quad-X

EVENT RULES:-

1. Properly check for the complete firm connection of Quad-copters before entering competition.
2. The hurdles will be built according to the dimensions of the Quad, no relaxation is provided in case of dimensions except specified case.
3. The performance of the Quads in all the Stages/Arena will be evaluated individually.
4. The Quad-copters performing EXCELLENT in all the stages overall when put together is declared as WINNER.
5. A team can take part with one Quad.
6. Timers will be paused only at the Checkpoints, and NOT at the Stage/Arena at any cause (Timeouts are provided according to the Problem arise during flight).
7. Individual participation in flying session of the team members will also be evaluated.
8. If the Quad is found making damage to the arena, Judges reserve rights to eliminate a particular Stage/Check Point/Complete Participation.
9. The events is divided into 2 rounds. All rounds are knockout round.
10. One who finish within less time that quad will win.

ARENA SPECIFICATION:-

1. The whole championship arena is divided into various stages of evaluation.
2. The flying of Quad-copters will be from the specific Source to Destination.
3. The teams can skip the stages in which they think it is not possible for them to complete.

ROUND 1:

INDIVIDUAL TAKE OFF, HARDLE AND LANDING

1. During this stage the teams will be given multiple take-off and landing only.
2. The performance will be evaluated like smoothness of taking off and landing, distortions in quad etc.
3. Multiple take-off and landing will be given in the plain and uneven ground level.

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ROUND 2:

LADDER CROSSING

1. This stage meets the perfection in the stability of the quad-copter.
2. During this stage the quad-copter has to travel through the gaps in the huge sized ladder.
3. There will be time added for every touch of quad in arena.

