

1 Stuck versions

U = Unstuck

Version	U_TIME_LIMIT	MAX_U_ANGLE	MAX_U_SPEED	MIN_U_DIST	MAX_U_DIST
1.0	2.0	$30/(180*\pi)$	5.0	0.9	0.2
2.0	2.0	$30/(180*\pi)$	5.0	0.9	0.3

2 Race results

Network	Map	Time	Damage	Topspeed	Stuck method
20_18_16	Aalborg	1:48:94	441	172	Version 1
20_18_16	Alpine 1	3:08:78	1461	204	Version 2
20_18_16	Alpine 2	2:20:88	601	192	Version 2
20_18_16	Aalborg	1:48:94	441	172	Version 2
30_24_18	Aalborg	DNF	-	-	Version 2
200_40	Aalborg	1:57:61	569	167	Version 2
200_40	Alpine 1	3:08:63	551	207	Version 2
200_40	Alpine 2	DNF	-	-	Version 2
100_60_40 V1	Aalborg	1:47:41	0	176	Version 2
100_60_40 V1	Alpine 1	3:00:23	0	211	Version 2
100_60_40 V1	Alpine 2	02:12:63	37	191	Version 2
100_60_40 V2	Aalborg	1:38:80	0	174	Version 2
100_60_40 V2	Alpine 1	3:00:20	0	209	Version 2
100_60_40 V2	Alpine 2	2:15:54	223	190	Version 2
100_60_40 V3	Aalborg	1:54:93	197	175	Version 2
100_60_40 V3	Alpine 1	3:17:41	657	209	Version 2
100_60_40 V3	Alpine 2	2:16:60	63	190	Version 2
200_100_40 V1	Aalborg	DNF	-	-	Version 2
200_100_40 V1	Alpine 1	3:07:46	43	201	Version 2
200_100_40 V1	Alpine 2	2:35:29	2158	181	Version 2
200_100_40 V2	Aalborg	2:21:22	1207	176	Version 2
200_100_40 V2	Alpine 1	3:13:24	178	204	Version 2
200_100_40 V2	Alpine 2	DNF	-	-	Version 2
200_100_40 V3	Aalborg	4:03:88	1605	179	version 2
200_100_40 V3	Alpine 1	3:57:84	225	206	Version 2
200_100_40 V3	Alpine 2	2:27:14	0	186	Version 2

Commentaar: 200_40 gaat niet goed om met de stuck methode.