## 1 Stuck versions

U = Unstuck

Version	$U_{-}TIME_{-}LIMIT$	$\mathbf{MAX}_{-}\mathbf{U}_{-}\mathbf{ANGLE}$	$MAX_{-}U_{-}SPEED$	$MIN_{-}U_{-}DIST$	$MAX_{-}U_{-}DIST$
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

Map	Network	$\mathbf{Time}$	Damage	${\bf Topspeed}$	Stuck method
Aalborg	20_18_16	1:48:94	441	172	Version 1
Alpine 1	20_18_16	3:08:78	1461	204	Version 2
Alpine 2	20_18_16	2:20:88	601	192	Version 2
Aalborg	20_18_16	1:48:94	441	172	Version 2
Aalborg	30_24_18	DNF	-	-	Version 2
Aalborg	200_40	1:57:61	569	167	Version 2
Alpine 1	200_40	3:08:63	551	207	Version 2
Alpine 2	200_40	DNF	-	-	Version 2
Alpine 2	100_60_40 V1	02:12:63	37	191	Version 2

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