## 1 Stuck method

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

$\mathbf{Map}$	${f Network}$	$\mathbf{Time}$	Damage	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