

TEAM CYBERBOTS PRESENTS



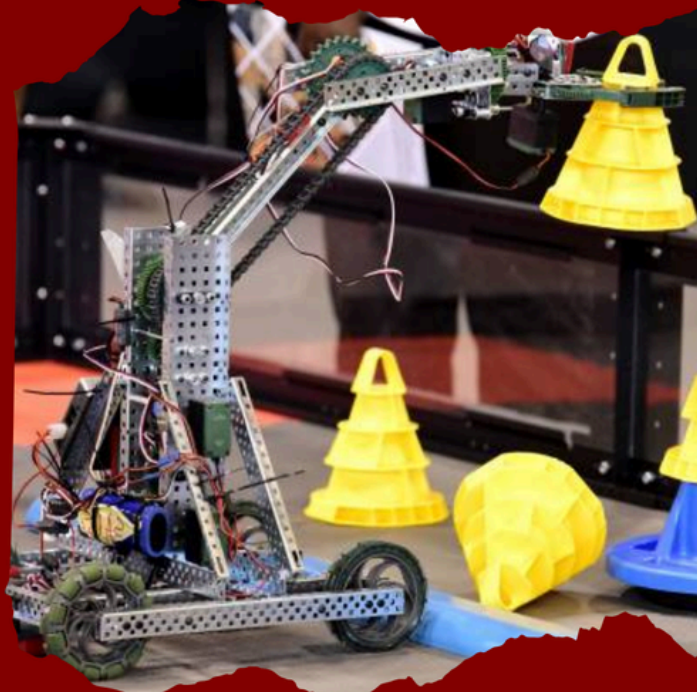
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**SUDHARSANAM
VIDYAASHRAM**

**4TH JANUARY, 2025
08.00 AM TO 04.00PM**

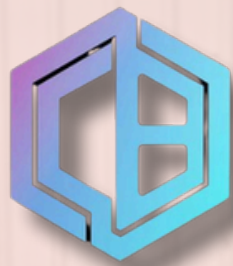
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ZONE 3 GRADE 9-12



CYBER BOTS

PRESENTS

CYBERTRON

DRONE RACE RULES



1. Introduction Prepare for an exhilarating aerial challenge in the "Drone Race," where students test their piloting skills in a high-speed race through a series of obstacles. This individual event takes participants on a thrilling journey, requiring precise control and quick reflexes as they navigate their drones through a challenging course. The event is designed to push the limits of drone maneuverability, with increasing difficulty in the second round, ensuring a competitive and exciting experience. The competition fosters technical skills, hand-eye coordination, and strategic thinking.

2. Mission Briefing

- **Objective:** Pilot your drone through a course filled with obstacles, including passing through holes, navigating tight turns, and avoiding barriers.
- **Course Assignment:** Each participant will be assigned a specific course path. The course for Round 1 will be moderately challenging, while Round 2 will feature a longer course with more complex obstacles.
- **Completion:** Successfully navigating the drone through the entire course within the allotted time without missing any obstacles is crucial to completing the mission.

3. Rules and Regulations

- **Participants:** This is an individual event. Each participant flies their drone through the designated course one at a time.
- **Time Limit:** Each participant has a maximum of 7 minutes to complete their course.
- **Course Boundaries:** Drones must stay within the designated course. Flying outside the boundaries or missing obstacles will result in a time penalty.
- **Obstacle Navigation:** Participants must navigate all obstacles, including passing through designated holes, flying over or under barriers, and making sharp turns. Missing an obstacle requires the participant to return to the last completed checkpoint.
- **Round Progression:** All participants must complete Round 1 to qualify for Round 2. Round 2 features a more extended and complex course with additional obstacles.

4. Gameplay Overview

Round 1: Prelims

- **Course Navigation:** Participants guide their drones through a series of obstacles, ensuring they pass through each without missing any.
- **Obstacle Avoidance:** Successfully avoid barriers while maintaining speed and control.
- **Checkpoint Navigation:** Complete the course and reach the final checkpoint within the time limit.
- **Time Limit:** 7 minutes max.

Round 2: Mains

- **Extended Course:** Participants face a more extended course with additional obstacles, testing their piloting precision and control under pressure.
- **Advanced Challenges:** New obstacles include narrower gaps and sharper turns.
- **Time Limit:** 7 minutes max.

5. Scoring Criteria

Round 1 (Prelims)

- **Obstacle Navigation: 20 points**
- **Checkpoint Completion: 20 points**
- **InTime Completion: 10 points**
- **Total for Round 1: 50 points**

Round 2 (Mains)

- **Extended Obstacle Navigation: 20 points**
- **Advanced Checkpoint Completion: 20 points**
- **InTime Completion: 10 points**
- **Total for Round 2: 50 points**



6. Learning Outcomes

- **Piloting Skills:** Participants enhance their drone piloting skills, focusing on precision, control, and speed.
- **Spatial Awareness:** Navigating the course helps students develop an understanding of spatial relationships and the ability to judge distances and angles accurately.
- **ProblemSolving:** Encountering and overcoming obstacles requires quick thinking and adaptation, essential skills in drone operation and robotics.