



STUDENT AIRRACE

# Sporting Regulations

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Munich



Technische Universität München

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# 1 Competition Outlines

## 1.1 Objective of the competition

- 1.1. *What are our values? What is the ultimate goal of the competition? What do we want to achieve?*

## 1.2 Participants

- 1.1. Only enrolled university (or of comparable institutes) students are allowed to actively take part in the competition.
- 1.2. If a team member has graduated during six months before the competition, they may still participate.
- 1.3. If a team member has graduated during the eighteen (18) months before the competition and has played a significant role within the team, the team may send an application to the organizer, requesting their participation.
- 1.4. Students attending other universities which are within a reasonable distance of a participants university (e.g. in the same city) may join a student team from said university.
- 1.5. If a students university already has a competing team, the student is not allowed to join a competing team of another university.
- 1.6. The team size is not limited to a maximum number of members. However the organizer may limit the of allowed on site participants to a maximum of 15 for each team at the final event.

## 1.3 Student Competition

- 1.1. *This is supposed to explain the rules for a student competition. What roles do students play? Are they allowed to seek professional help? Are PhD candidates allowed to join?*

## 1.4 Competition Rewards

- 1.1. *What kind of trophies will be there for the teams? Do they get any other special rights? For example free admission for the next event?*
- 1.2. *Will there be a prize money? How high is it? How much for each place? How does it work from a tax point of view?*

# 2 Competition Processes

## 2.1 Registration Process

- 2.1. *TO ADD: Registration Sign up process*
- 2.2. Teams may submit changes to the information they have provided in their registration up to six months before the competition. This enables to teams to rebrand or change their starting numbers.
- 2.3. Only one team per individual university may register for the competition.
- 2.4. There is no registration fee in order to enter the competition.
- 2.5. If in the opinion of the organizer, a competitor is likely to not meet the requirements or standards of the competition, they are allowed to reject them after the registration process.
- 2.6. The maximum number of attending teams might be limited by the organizers. A waiting list for the competition will be put in place if this is the case.
- 2.7. The participating teams will be chosen by the organizer. This will partly happen on a "First Come First Served"-Base but also on the perception and opinion of the organizers whether a team will be able to meet the requirements and standards of the competition.
- 2.8. In case of withdrawal from the competition, the team must notify the organizers as soon as possible. Withdrawals must be entered until six months before the competition. Any non-existing or later withdrawals may be penalized by the organizers with point deduction or ban from future events.

## **2.2 Expenses**

- 2.1. The organizers will not support or reimburse the teams for travel, accommodation or any other expenses.
- 2.2. The competitors may search for private, university or company sponsors to cover any of their expenses.

## **2.3 Protests**

- 2.1. Teams are allowed to launch a protest against any decisions, rules or penalties imposed by the organizer.
- 2.2. They must do so within 6 hours of the decision.
- 2.3. The protest must be sent to the organizer in written form, this can happen digitally. It must state the decision, the reason for protest and contacts from the team.
- 2.4. Along with the protest the team will be deducted 10 Points from their final score. If the organizers agree with the protest, the teams receive those points back.

# **3 Competitor Organization**

## **3.1 Just Culture**

- 3.1. The teams and the organizer commit to adopting a so called "Just Culture". This is important to ensure the safety of the competition and its participants.
- 3.2. The team leaders commit themselves to learning about Just Culture and to educate their team members about it.
- 3.3. Participants who notice safety related issues in their team or within the competition are able to report them anonymously to [safety@student-airrace.com](mailto:safety@student-airrace.com). This will not bear any negative consequences for them nor their team.

# **4 Practice during development**

- 4.1. During development, testing practice of their UAVs the teams are required to meet all the laws and requirements of their flight location.
- 4.2. There is no limit on how much time the teams invest into flying before the competition.

## **4.1 Team Documentation**

- 4.1. The teams are required to document all flights with their prototypes in physical and digital flight books. They must note at least location, flight time, pilot flying as well as observations, abnormal events or incidents during the flight.
- 4.2. The teams are required to document their pilots personal flight time on aircrafts comparable to the competition (e.g. Racing Quadrocopters) for each individual flight and in a cumulative manner.
- 4.3. The teams must keep up to date records about the equipment installed on the UAV. This includes all electronic and mechanical subassemblies on the UAV. Changes must be clearly marked and recorded.
- 4.4. Teams are required to keep up to date records of any damages or problems on the UAV. Even if the aircraft might still be flightworthy. Any repairs will have to be documented, stating the reason of the repair and the process of the repair.
- 4.5. Only teams which have completed, entered and shown all the required documentation and reports are allowed to fly in the final competition.

## **4.2 Feedback for the organizer**

- 4.1. The teams are asked to inform the organizers about any obstacles or issues they run into, which might be caused by too strict or too lenient regulations. The organizers will gladly receive any feedback and integrate it into the regulations.

- 4.2. Teams are required to inform the organizers about any incidents, which lead to loss of the UAV, damage to ground structures, injury, or death.
- 4.3. *Do teams have to send us logs of all their flights??*

## 5 Final Competition Logistics

### 5.1 Logistics

- 5.1. Each team can ship a maximum of two twenty (20) ft shipping containers to the location of the competition. The containers will be placed right next to the teams location in the paddock.
- 5.2. The teams are responsible for shipping expenses and on time delivery of the containers. Shipping of the containers is possible from three months before the final competition takes place.
- 5.3. The organizers will not accept any other types of shipment unless different agreements are in place beforehand.

### 5.2 Paddock

- 5.1. The paddock is where the teams are allowed to work on their UAS.
- 5.2. Each team gets their own spot "Team Home" within the paddock (ca. 7m x 7m) where they can put up a small tent, flags etc. Their shipped containers will also be right next to their spot.
- 5.3. Under no circumstances may a UAS fly within the paddock. This will lead to heavy penalties up to disqualification.
- 5.4. The organizer will provide the teams with power within their team home.

## 6 Final Competition Organization

### 6.1 Scruteneering

- 6.1. *The organizers will randomly weigh vehicles.*
- 6.2. *Do bench checks and flight test checks.*

### 6.2 Team Briefings

- 6.1. At each day of the competition, there will be a team briefing.
- 6.2. For specific roles, such as pilots there may be additional mandatory briefings.
- 6.3. Each team briefing must be attended by the team members which will be present at the flightsite during the flights to the briefing.
- 6.4. One point can be deducted by the organizer for each member which is missing during the briefings.

### 6.3 Parc Fermé

- 6.1. Parc Fermé begins at the moment the Team starts the Thrust-Stand-Event for the first time during the competition days. It ends with the completion of all three competition flights.
- 6.2. While Parc Fermé is active teams are not allowed to work on the UAVs. Only the following works are allowed to be carried out:
  - Balancing of propellers
  - Cleaning of any parts of the aircraft
  - Exchange of batteries for a 1:1 replacement
  - Charging of batteries
  - Reading logs and taking measurements

- Tightening of any loose screws
- Adjustment of minor software parameters.
- Repair of accident damage and 1:1 replacement of broken parts as long as the crash is deemed by the organizer to not have happened on purpose.

6.3. Work on safety related systems may be done after submitting a written request to the organizer and getting it accepted by the organizer.

## 6.4 Spare parts

- 6.1. *How many spare chassis or even spare UAVs is each team allowed to have?*
- 6.2. *How many spare parts or parts of different specification (e.g. different propeller pitches) is each team allowed to have?*

# 7 Final Competition Disciplines

## 7.1 Scoring

- 7.1. A team can achieve a maximum of twohundred (200) points which can be collected during different events.
- 7.2. At the end of the competition and after the deduction of any penalties, the team with the most cumulated points is declared as the winner.
- 7.3. If two teams achieve the exact same amount of points, also known as a dead heat, after all points have been awarded the winner will be declared by who has scored more points in the efficiency discipline. If both of them have also equally scored equally in this discipline this process repeats for the safety, design maturity and innovation & sustainability disciplines in the hereby mentioned order. If this doesn't deliver any result the organizer will make a decision.
- 7.4. The following table shows how the total points are distributed across the individual disciplines.

Discipline	Points	Awardment Process
Hotlap Races	75	Time measured by organizer
Efficiency	25	Time measured by organizer
Safety	50	Jury Decision
Design Maturity	25	Jury Decision
Innovation and sustainability	25	Jury Decision

## 7.2 Comparability between runs

- 7.1. To ensure comparability between the runs, the organizers are going to set limits on the metrological conditions during which the runs can happen. If the organizer is calling the conditions to be fine for takeoff the takeoff time window rule applies.

The organizers will monitor the following conditions at the track during the flights:

- Precipitation
- Temperature
- Windspeed
- Humidity
- Air Pressure
- GNSS Connectivity and satellite number at fixed position on site (GPS only)
- Frequency jamming

## 7.3 Race Course Layouts

- 7.1. The Race course layout will be build within a rectangular shaped zone. This rectangle has sidelengths of 1500m and 500m. The maximum height during the flight is limited to 100m Above Ground (AGL).
- 7.2. No point within the race course layout is going to be further away than 1000m from the Ground Station. Also every point of the racecourse layout will be able to be flown within Line Of Sight of the Ground Station.
- 7.3. Race courses consist of an assembly of different predetermined race course elements which are published with the regulations.
- 7.4. The official assembly of race course layouts for the three hotlap sessions will not be published until shortly before the competition, in order to prevent the teams from overfitting their aircraft to one specificn racecourse.
- 7.5. Race course assembly kits are published in Annex A.
- 7.6. The race courses are marked with the help of 12m high pylons or flags.

## 8 Flight Operations at the final competition

- 8.1. During the flights, the teams must assign different roles within the team at the track, which are defined in the latter regulations.
- 8.2. Each person which fullfills a required role must be able to fluently communicate to the organizers in english.
- 8.3. A minimum of four (4) persons are required at the track to be allowed to conduct the flights.
- 8.4. A maximum of ten (10) persons by a team are allowed at the track. For clarification: This does not affect the amount of persons each team is allowed to have in the paddock.
- 8.5.

### 8.1 Required roles during Flight

- 8.1. **PL: Pilot**  
The pilot is the person responsible for flying the UAV.
- 8.2. **AO: Airspace Observer/Spotter**  
The AO stands next to the PL and has an unobstructed view of the airspace around the drone. They talk to the PL directly in person. The PL and AO are allowed to communicate via intercom if they stay right next to each other.
- 8.3. **FE: Safety Engineer**  
The safety engineer is the one who was responsible for the safety report. Their task is to constantly monitor the situation and warn the others if they are getting into any problematic situations.
- 8.4. **FOL: Flight Operations Lead**  
The FOL makes the tactical decisions during the flight. They request for Takeoff Permission from CL (Competition Lead). They manage contingency and emergency procedures. They are essentially the boss of the teams operation.

### 8.2 Optional roles during Flight

- 8.1. **FE: Flight Engineer**  
The Flight Engineer reads the data which is streamed down by the Aircraft in real time. They monitor battery temperatures, voltages, vibration sensors etc. and can give advise to the pilots.
- 8.2. **AOGX: Additional Airspace Observers/Spotters**  
Not yet defined number of Airspace and Ground Observers according to the terrain and track layout. According to the terrain it might be useful to place additional oberservers on the field to have an external look at whether the air or ground situation changes. They can be equipped with radios and talk to FOL.
- 8.3. **PCX: Pit Crew**  
The pit crew is there to make changes on the eVTOL which are permitted by the rules within the time limit.

They also get the AC ready for the flight and make sure it is transported away afterward. Only they are allowed to touch the aircraft during the flights.

### 8.3 Requirements for the pilots

- 8.1. Each team must have at least three different designated pilots. The names of those pilots must be sent to the organizer at least 30 days before the competition.
- 8.2. Each pilot must have flown and documented at least twenty (20) hours on comparable UAVs (e.g. Racing Quadcopters) in the past 12 months.
- 8.3. The pilots must be able to fluently communicate with the organizers in English, in order to be able to follow safety relevant commands during flight.
- 8.4. The pilots may have to perform a flight test check in front of the organizers at the competition. This is just a quick test flight with any multicopter UAS to demonstrate the pilots basic flight skills.

### 8.4 Pit stops

- 8.1. The teams may exchange batteries during the time window.
- 8.2. Those battery swaps are only allowed to happen on the landing pad.
- 8.3. The time will continue to run down during the swaps.
- 8.4. Teams may only enter the flight test area after the aircraft has landed and the kill switch has been activated.
- 8.5. Depending on the situation the organizers may add additional time to the clock in order to compensate for the time lost due to the suspension.

## 9 Disciplines

### 9.1 Thrust Test Stand

### 9.2 Hotlap races

- There will be a total of three (3) hotlap races on different tracks during the competition.
- Each team will be given a fifteen (15) minute time window during which they can conduct their flights.
- Each team is only allowed to fly a maximum of three timed (3) laps during their time window.
- Each laptime will be logged by the organizer. It counts as the time from which the start lights turn off until the aircraft has crossed the timing/finish line.
- Teams can earn up to 25 Points during the competition. The exact point distribution is subject to change and will be affected by many factors such as the number of participants. The teams will be notified as soon as there is more information available.
- The points will be awarded in order of fastest hotlaps achieved by the teams during their time window.
- If two or more competitors achieve the exact same finish time, their points will be added together and divided equally across the them.

#### 9.2.1 Start of a Hotlapsession

- 9.1. Each team gets a certain time slot during which they are allowed to takeoff. They choose the timing of their takeoff during this time on their own. If they do not start within this time limit a DNS (Did not start) is called and the run invalid and will not be retaken. This is comparable to the process ski jumpers undergo during their competitions.
- 9.2. The start of the session is called by the organizer. Afterwards the clock is started and a fifteen (15) minute timer begins to tick down. The teams must conduct their hot laps within this time frame.
- 9.3. The team must take off vertically from the designated landing pad.



### **9.2.2 Suspension of a Hotlap session**

- 9.1. The session can be suspended by the organizer in case of unexpected events such as uninvolved people or aircraft entering the flight test area.
- 9.2. In case of a suspension the clock will be stopped.
- 9.3. The pilot must abort the lap immediately and slow the UAS down. Further actions will be discussed together with the organizers depending on the situation.
- 9.4. The pilot must stay away as far as possible from uninvolved people as possible at any point in time.

### **9.2.3 Resumptions of a Hotlap session**

- 9.1. The clock is started from where it was stopped beforehand.
- 9.2. Depending on the situation the organizers may add additional time to the clock in order to compensate for the time lost due to the suspension.

### **9.2.4 Finish of a Hotlap session**

- 9.1. The finish of a session is called after the fifteen (15) minute time window is over. After this the teams are not allowed to start a new lap.
- 9.2. Teams may finish the current lap in progress if it does not take longer than two minutes.
- 9.3. In case of a ground collision from which the team is not able to safely recover the session is also ended.
- 9.4. The organizer may call an early end for a session if they deem a continuation of the flight as unsafe. The session will not be retaken.
- 9.5. If the team doesn't manage to land at the landing pad after the end of the competition a penalty is applied by the organizers.

## **9.3 AI races**

- There will be a total of three (3) hotlap races on different tracks during the competition.
- Each team will be given a fifteen (15) minute time window during which they can conduct their flights.
- Each team is only allowed to fly a maximum of three timed (3) laps during their time window.
- Each laptime will be logged by the organizer. It counts as the time from which the start lights turn off until the aircraft has crossed the timing/finish line.
- Teams can earn up to 25 Points during the competition. The exact point distribution is subject to change and will be affected by many factors such as the number of participants. The teams will be notified as soon as there is more information available.
- The points will be awarded in order of fastest hotlaps achieved by the teams during their time window.
- If two or more competitors achieve the exact same finish time, their points will be added together and divided equally across the them.

## **10 Reports**

### **10.1 Technical Report**

#### **10.1.1 Innovation and sustainability**

### **10.2 Safety Report**