

ROBOYUDH'26 RULE BOOK

RC RACING

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I. INTRODUCTION

Welcome to the RC Car Racing Championship, an electrifying competition that challenges speed, precision, and strategy. This event features multiple race formats, including drag racing, time attack, and autocross, pushing participants to showcase their vehicle engineering and driving skills. It's an exhilarating opportunity to compete against the best and claim ultimate victory

II. ROBOT SPECIFICATIONS

1. Type: Only electric RC cars are allowed.
2. Control: Vehicles must be operated using a wireless remote-control system.
3. Design Constraints: no weapons allowed
4. Power Source: Vehicles can use any type of batteries, but not IC engines or non-electric drives.

III. ARENA SPECIFICATIONS

Tracks for each event:

1. Drag Racing: Straight-line track with marked lanes.
2. Time Attack: Circuit-style track with tight curves and straight sections.
3. Autocross: fastest time on a challenging section of track.
4. Minimum track width around 50cm (approx)

IV. TICKET REQUIREMENT

1. Each participant is required to purchase a roboyudh26 ticket to compete in the event

V. ROUNDS

Teams compete on-site in multiple challenges, including:

1. Drag Racing: Straight-line race for maximum speed.
2. Time Attack: Completing laps in the shortest time.
3. Autocross: A test of precision and maneuvering.

Cumulative Leaderboard of past 3 events judge the teams moving on to the fourth and final round.

4. Head-on Battle: 1v1 racing.

VI. RULES AND REGULATIONS

1. Non-Contact Sport: Intentional contact is prohibited.
2. Driver Conduct: Drivers must operate their vehicles responsibly and follow track guidelines.
3. Track Boundaries: Leaving the track boundaries results in penalties.
4. Driver Stand: Drivers must remain in the stand and ensure proper spacing.

Rules subject to change by head coordinator

VII. MARKING SCHEME / CRITERIA

1. Drag Racing: Points based on best time to finish of drag strip
2. Time Attack: Points based on the fastest lap and ranking based
3. Autocross: points for best time in each round.
4. Head-on Battle: points for each win in team v team races.
5. Bonus Points: Awards for best design, or innovative modifications.

VIII. PENALTIES

1. Track Boundary Violation: point deduction for each occurrence.
2. Intentional Contact: Time/point penalty, followed by disqualification on repeat occurrence.
3. Unsportsmanlike Conduct: point deduction or race disqualification.

IX. DISQUALIFICATION

1. Use of vehicles not complying with specifications.
2. Failing to adhere to safety or conduct rules
3. Unsportsmanlike conduct and ramming into opponent.

X. SAFETY GUIDELINES

1. Vehicles must pass pre-race inspections.
2. All batteries must be properly secured and charged in designated areas.
3. Spectators must remain in designated viewing zones.

XI. APPEALS AND DISPUTES

1. The event committee's decision is final.
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