

Drone Pursuit

SUMMARY

Drone Pursuit is a competitive FPV drone racing event where pilots navigate a challenging track filled with gates, turns, and obstacles. The event evaluates flying accuracy, speed, reaction time, and control. Pilots race in multiple rounds, progressing from Qualifiers to Semi Finals and then to the Final Round based on lap times and race performance. Strict safety, equipment, and venue protocols ensure fair competition and safe operations.

FLOW OF EVENT

- Pilots must first report for registration and airworthiness verification.
- The event includes two quiz rounds with general questions and clues to support educated guessing.
- Anyone with basic quizzing ability can participate, as questions are familiar and guessable.
- After the quiz, pilots will proceed to the racing sequence, beginning with inspection and lineup.
- Participation fee will be applicable for teams from other colleges.
- A technical time-out will be allotted for all teams during the event.

GENERAL RULES

- Pilots must register at the Registration Desk with their official callsign and demonstrate functional **Fail Safe** and **Arming/Disarm** systems.
- Pilots must bring their own **battery chargers**, tools, and equipment needed to set up, program, or repair their drones so they remain **ready to fly** at all times.
- General charging of electronic devices (transmitters, radios, etc.) is allowed.
- All batteries must be stored in **LiPo-safe bags** or approved fire-resistant containers.
- **Drone Specifications:**
 - Battery: **3S min – 6S max**
 - Prop size: **3 inch min – 6 inch max**
 - Analog and Digital FPV systems allowed
 - Configurable LEDs are mandatory for night races — **No LEDs = No Entry**
 - FPV goggles or FPV screen compulsory — **No LOS flying**
 - Any prop material allowed except **Carbon Fiber**
 - **No weight limit**
 - **Turtle Mode allowed**
 - Pilots must carry **minimum 2 batteries**

- Pilots must always use their assigned frequencies and LED colors.

RACE FORMAT

- All races are governed by the appointed team of judges/organizers.
- Every race is monitored through judges, cameras, timing/lap systems, and volunteers for fairness and accuracy.

Qualifiers

- There will be **2–3 rounds of Qualifiers**, with pilots placed into multiple heats.
- Each heat runs **3 laps**, usually lasting **3–4 minutes**.
- Every pilot gets the opportunity to set their **fastest recorded lap time**.
- Top **X pilots** (usually 8, depending on total participants) advance to the **A-Main Round**
- Pilots ranked beyond 8 enter the **B-Main Round**.
- The **fastest pilot** from B-Main joins the top 8 in the **Semi Finals**, making a grid of **9 pilots**.

Semi Finals

- **2 or 3 rounds** depending on time
- **3–4 fastest pilots** based on lap timings qualify for the **Finals**.

Final Round – “Chase the Ace”

- Maximum **4 heats**, each with 3–4 pilot
- Any pilot who finishes **1st in two heats** (not necessarily consecutive) wins **Gold**.
- Silver and Bronze are decided based on overall points.

RACE RULES

- Pilots must land and **disarm immediately** after completing each heat on the **specified landing zone/pad**.
- A strict **2-minute Goggles-Down Timeout** applies once drones are placed on the race pod/ground.
 - Exceeding this by even **1 second = DQ** for the heat.
 - Complaining or causing delay = **Elimination (E)**.
- Media interruptions pause the timeout and resume only when announced.

- Any **non-flying pilot** plugging in a quad during an active heat = **Immediate Elimination (E)**.
- Any heat (including finals) restarts only if:
 - A **false start** occurs, or
 - **Drone-to-drone contact** before the start gate causes a crash.
- No assumptions or unofficial rule changes will be accepted.
- Rule modifications require agreement from **all pilots** in the race.
- **No retries** will be granted.
- In Qualifiers, pilots get a maximum **3 rounds** to record their best lap time.
 - 1 round is **mandatory**; the remaining 2 are optional.
- Pilots must follow the **prescribed launch sequence**.
 - Any motion before the start signal = **False Start Penalty**.
- Pilots must maintain safe control at all times. Unsafe flying leads to **disqualification**.
- After completing all laps, pilots must return to the **start/finish pad**, land, and DISARM.
- Pilots who crash and cannot resume must **DISARM** and wait until the heat ends.
- Track layouts include **gates, flags, and obstacles**.
 - Missing an obstacle requires turning back and retrying.
 - Continuing without correction = **Heat Not Counted**.
- If a pilot goes **out of bounds**, they must immediately return inside the boundary.
 - Repeated violations allow organizers to disqualify the pilot from the heat or event.
- In case of unsafe flight or inability to continue, pilots must **DISARM** and signal **Thumbs Down**.
 - This results in **DNF** for the heat.
- Pilots may use multiple airframes; each must pass inspection separately before flying.

PRIZE POOL

₹40,000

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