

IRANOPEN UAV-FPV RACE 2018

These rules are generally based on

Competition Rules v1.1

IMPORTANT: Some modifications may be made to the mission elements and rules according to what is available to us in our venue and other organization considerations in IranOpen 2018.

April 5th – 8th, 2018

Tehran

FPV Racing is new, and the rules become ever evolving. This is our start of our Rules and Regulations.

Official Rules and Regulations are as posted at each race.

FPV Racing Events and Today's Race Director want to ensure a SAFE and Fun Experience
All participants and spectators must be aware of and adhere to the following regulations for RACEDAY.

ALL ATTENDEES:

1. Do Not Enter the Racing area (rope lines/chalk/cones/netting) until the Session/Heat/Race has expired. Entering the Racing Area without permission of the Race Director or their designate will result in immediate **disqualification**.
2. Course will only be open between heats for less than 3 minutes.
3. Be Aware of All Restrooms and Fire Extinguishers.
4. Do not fly or power-up any object to be controlled remotely without approval from the Race Director. Hovering in the pits (with VTX Disconnected or in Pit-Mode) must be done safely, and not exceeding a 5' distance from the Pilot and 5' distance from the ground.
5. Do not enter the Flight Line unless it is your time to race, prepare to stage (mount any provided equipment the race prior to yours) or spot. Only registered pilots or their designated spotters may enter the Flight Line during these timeframes.
6. If you are injured, please immediately bring it to the attention of the Race Director.

RACE FORMAT:

1. Advertised/Posted Formats and schedules may be modified at the discretion of the Race Director. To contribute to a "full program", ensure that you are prompt and punctual before, during and after your heat(s), and aware of what race is on the track.
2. RaceDay may consist of 1 practice round, a minimum of 1 qualifying round, and a championship main round.
3. Practice Sessions will be 2/3 minutes in duration. If utilized to seed the first Qualifier Round, each pilot's fastest individual lap per class may be used.
4. Qualifiers will be 2/3 minutes in duration. If more than one Qualifying Round is offered, "Rocket Round" will be used to select each pilot's fastest Qualifying Time (# of Laps recorded within the designated time period, i.e. 7 laps in 3:13.609) or Qualifying Seed Time (based on fastest # consecutive laps within the 3 minutes allotted, or similar.)
5. Mains will be based on a number of laps (most likely 5). When the leader goes onto their final lap, everyone crosses onto their final lap.
6. When more than one Championship Main is on the schedule, there should be transfer or bump-up positions. These will be announced as final between qualifying and the mains. (i.e. Top 2 from the B-main instantly qualify for the A-main).
7. An alternate Championship format may be a "Double-Elimination" Bracket where a percentage of the entire field will qualify for a Long-Round, with half of each heat "moving up", and the second half "moving down". This will allow every pilot 1 loss on their way enroute to the final.
8. RaceDay Programming is designed to afford as even of an amount of flight time per pilot as possible, regardless of skill.
9. If the pilot misses the checkpoints or crash, the penalty will be applied and total score will be decreased.

ALL PILOTS:

1. Pit Preference is awarded on a first-come, first serve basis
2. ANY VTX BROADCASTING OFF THE TRACK FROM THE START OF REGISTRATION UNTIL PODIUM AWARDS IS NOT PERMITTED.

3. ANY DAMAGE CAUSED TO A "LOST" CRAFT OR CAUSED BY THAT CRAFT WILL BE THE LIABILITY OF THE PERSON NOT ADHERING TO THE ABOVE RULE. (ALL CRAFT ARE TO USE ASSIGNED CHANNELS ONLY, AT THE SCHEDULED TIME/HEAT.)
4. Intermittent opportunities between sessions/heats/mains may be available for rapid testing of your VTX. This is to be requested of the Flight Line Director, who will provide a test VTX and permission, once the Race Director has been notified.
5. Ensure that your failsafe mode is "down", not "hover".
6. Be Knowledgeable and READY! Be next to the Flight Line the race BEFORE YOURS for VTX/Transponder mounting and staging. Once your race is called to the grid, you will forfeit your heat if you are not able to proceed with the scheduled heat.
7. As the race before yours is staging and running, place any provided equipment (VTX and Transponder) on your craft and place your craft on your staging area.
8. Be gentle with all provided equipment (VTX/Transponder). Damage results in liability for replacement.
9. All pilots will be allowed to use their own VTX as long as it does not exceed the power rating (i.e. 25mW or 200mW) and is compatible with all assigned channels (i.e. RaceBand). Exceeding the power rating results in immediate removal from the premises.
10. You will be assigned a NUMBER before your session/heat/race. This correlates to VTX Channel (and possibly the Transponder provided by Race Management).
11. You may be directed to carry your craft through the Finish Gate to check-in transponder. This will be as your heat is called to the Grid.
12. DO NOT POWER UP VIDEO UNTIL DIRECTED BY FLIGHT LINE DIRECTOR OR RACE DIRECTOR. THIS WILL BE IMMEDIATELY BEFORE YOUR RACE.
13. Place your craft on the take-off zone when directed. Power up video on the take-off zone only. Go to assigned position in Flight Line.
14. Bump Boxes may be used, but must not exceed 5" off of the deck at its highest point, and may not be angled greater than 25* degrees, unless provided by management.
15. Tone starts will be in place.
16. Do Not Do Extra Laps. Do not "freestyle" above spectators or other pilots.
17. Do not fly your craft anywhere but on the race track or designated line of site flying areas.
18. A 60' Ceiling is in place. Do not exceed it. Failure to do so will result in **Disqualification**.
19. Keep your LiPo in a LiPo Sack if under cover or indoors. Failure to do so will result in **Disqualification**.
20. Missed gates result in loss of lap should you not return and successfully re-attempt on that lap.
21. Do not enter the raceway following the start of the race, unless approved by the Flight Line Director or Race Director.
22. Once you are done racing and the race is over, retrieve your craft, gently remove any leased or loaned VTX/Transponder, and return to your assigned seat to spot the next race. You will have 3 minutes or less to return to your seat. All Pilots are required to Spot. Failure to do so will result in penalties.
23. Important Commands:
 1. "Goggles down, thumbs up." – command to prepare for start. Verify video clarity and immediately mention any issues.
 2. "Pilots, Arm Your Quads." – standby for start tone warning.
 3. "On the tone in less than 5" – command prior to a tone start.
 4. "3, 2, 1, Go" – in lieu of a tone start
 5. "Stop, Drop or Hover" – immediately cease forward direction. Save your craft as best as possible.
24. Proper sportsmanship and conduct is to be exemplified. Examples of poor conduct would include, but are not limited to: affecting another Pilot's Race or Equipment by speech or any sort of tampering or aggressive behaviour.
25. Penalties – First Time May Be a Warning unless stated otherwise, 2nd: Lose your fastest qualifier / podium placing, 3rd: Exit

26. No harassment of officials, pilots, sponsors or spectators will be tolerated.

Race Management Supplied Transponder Installation and Use:

An iLaps Drone Model Transponder may be supplied by Race Management. Please mount it in a safe place on your craft, and attach it to an open 5V Channel. Alternatively, if you do not have an open 5V Channel, attaching to a second LiPo and using spare pins (Pin-to-Pin) is acceptable.

Race setup

There will be upwards a total of 8 flying stations. During the testing we may decide to roll less than 8 pilots in a race to allow better frequency separation in case we detect issues with interferences or certain frequencies not performing well. The 8 flight stations will be set up before the race, the pilots should provide their own goggles to connect it to the diversity or quasi-quad receivers at each flight station.

Each of the 8 stations will have its own frequency allocated and should not be changed throughout the race. The frequencies traditionally will be as follows:

Station 1	Station 2	Station 3	Station 4	Station 5	Station 6	Station 7	Station 8
5658MHz RH	5695MHz LH	5732MHz RH	5769MHz LH	5806MHz RH	5843MHz LH	5880MHz RH	5917MHz LH

For best performance, the transmission polarity will be alternated from one station to the next.

ImmersionRC/FatShark receivers

ImmersionRC receivers, including the Unos, Duos and the Fat Shark LCD glasses, all use a standard 4-pole 3,5mm jack.



	1	2	3	4
Fat Shark, Archos, Gigabeat, Creative Zen Vision Series, Cown iAudio, Apple iBook	Ground	Video	Right	Left

If your goggles receive a composite (yellow video, red audio left, white audio right) input, please provide your own cable, as the Immersion RC Raceband Station also offers a Female Composite Out.

If you have any further questions about the race regulation, equipment setup, camera, VTX and/or other requirements, please contact us at iranopenuav@qiau.ac.ir (General inquiries)