MISSION DRONE (CODING) COMPETITION RULES & REGULATIONS

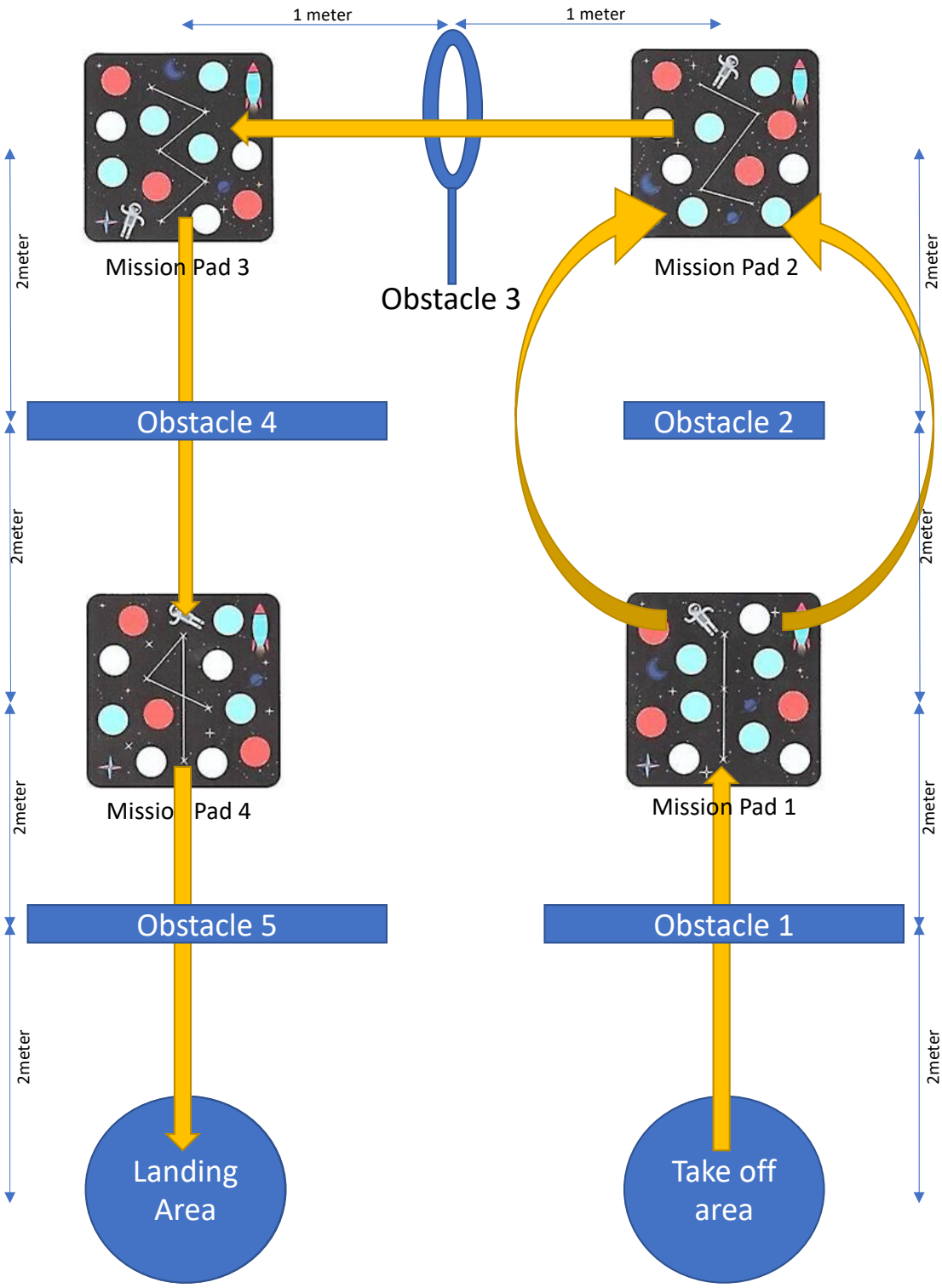
Participant

1. Participant consisted of TWO students

General Rules

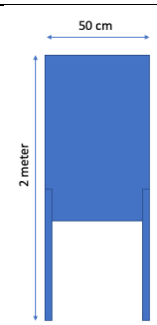
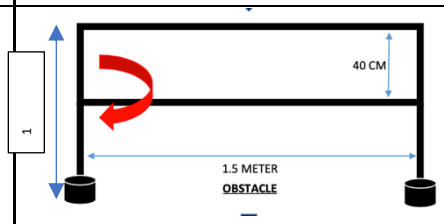
1. Drone: Only DJI TELLO EDU allowed to use in this competition.
2. The drone must be complete the mission autonomously. No external form of control (remote control) or any external intervention is allowed.
3. There will be 2 trials where the best trial will be taken as the final score. A maximum time of 3 minutes will be given for each flight time. Judges will stop the race once the time is exceeded. The points will only be considered within the 3 minutes of the allocated time.
4. Drones must complete all the task/obstacle. In case of incomplete mission, points will not be rewarded for the incomplete task.
5. Winners are teams that could complete the mission with the fastest time and collect the highest point. Drones must complete all the task/obstacle. In case of incomplete mission, points will not be rewarded for the incomplete task.
6. In the case of no drones managed to complete the task/ draw results, the winner will be decided on the fastest time.
7. All races will be governed by an appointed team of judges. Other conditions will be announced by the respective judges during the competition.
8. Any practice or behaviour considered dangerous, will result in an immediate disqualification (i.e. flying above the max ceiling, hitting too many obstacles)

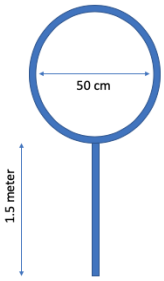
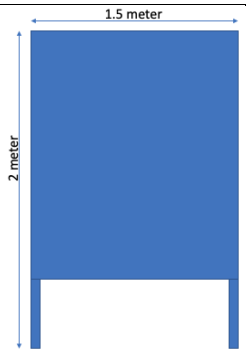
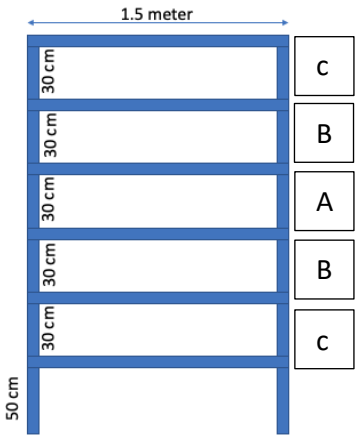
LAYOUT FOR MISSION DRONE PLAYGROUND

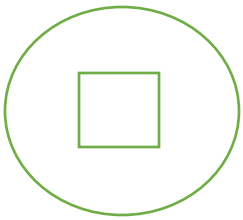


***Playgroud is not draw to scale

Description Of Playground, Misson Pad and Obstacle

	Object	Scale	Description of Mission	Points
1	Take of area		Drone must take off from this area	3 marks for successfully takeoff
2	Obstacle 1		the drone must move to Mission Pad 2 without touching the Obstacle 2. The drone only can pass through either the left or right of the Obstacle	5 marks if drone can pass by this obstacle
3	Mission Pad 1			
4	Obstacle 2		The drone must pass through a rectangular area	5 marks if drone can enter the rectangular area
5	Mission Pad 2			

6	Obstacle 3		the drone must move through the loop to get to the Mission Pad 3	5 marks if drone can enter the loop succesfully
7	Mission Pad 3			
8	Obstacle 4		Drone must fly above the obstacle	5 marks if drone can pass by this obstacle
9	Mission Pad 4			
10	Obstacle 4		Drones can choose to enter any rectangle that carries different mark values	A = 10marks B = 7marks C = 5 marks

11	Landing Area		Drone must be landing on this area Center rectangular box 30cm X 30cm	7 marks for successfully landing in center of landing area. 3 mark is given if any part of the drone touches the landing area