



## ***DELTA HAWKS TOURNAMENT RULESET***

### ***TECHNICAL RULES***

#### **Airframe Dimensions**

- Maximum diameter: 300 mm (measured across motor shaft centers).

#### **Propellers**

- Maximum diameter: 6 inches.
- Prohibited materials: Metal, wood, or carbon fiber.

#### **Airframes**

- Maximum of 6 motors.
- Each competitor may register up to 3 airframes for the event.
- Additional airframes may only be approved by the Race Director.

#### **Batteries**

- Maximum: 6S.
- Cell voltage must not exceed 4.25V per cell.
- Random checks will be conducted. Any violation will result in disqualification from the current race, potentially eliminating the competitor from the tournament.

#### **Radio Control (RC) Equipment**

- Typically 2.4GHz wideband spread spectrum.
- Any UK-legal control system not requiring active frequency management is permitted, provided it causes no interference.
- Maximum power output: 100mW (both on the ground and in flight).

#### **Video Transmission (VTx)**

- Only analog and HDZero devices operating on the 5.8 GHz band are permitted.
- Maximum output power: 25mW (ground and flight).
- No auxiliary signal broadcasting from VTx units is allowed.

### **Pit Discipline**

- VTx units must not be powered on in the pits. They must be disconnected unless authorized to be powered by the race director.
- Control equipment must be powered off in the pits to prevent signal congestion.
- Any unauthorized VTx activation will incur penalties.

### **Compliance**

- Competitors are responsible for compliance with all applicable UK laws and regulations.

### **LED Lighting**

- Use of RGB LEDs is encouraged to aid visibility for spectators and race officials.
- While not mandatory, teams are encouraged to coordinate LED colors for team identity.

## ***PENALTIES***

### **Lap Invalidation**

- A lap will be invalidated if all obstacles are not completed in the correct sequence and direction.

### **Combination Obstacles**

- Obstacles with multiple components (e.g., dive gate, split-S, corkscrew) must be flown in the correct order to be counted.

### **Obstacle Re-attempts**

- If an obstacle is missed, the pilot must retry once it is safe.

### **Two-Retry Rule**

- After two failed attempts, the pilot may proceed to the next obstacle, provided efforts were clearly made. This rule avoids congestion and prioritizes safety.

## ***DISQUALIFICATION***

### **From a Race**

Disqualification from a race may result from:

- Overcharging batteries
- Jump-starting (leaving the block before the start signal)
- Flying outside of designated boundaries (outlined in safety briefing)
- Missing the mandatory safety briefing
- Obstructing another competitor's racing line through collision
- Continuing to fly after race completion
- Performing celebratory stunts after finishing
- Ignoring instructions to land
- Unsafe flying
- Excessive noise while others are flying (spotters or grounded pilots)
- Being late to spotting duties or race start
- Making a false restart call for Video or Collisions

Disqualifications will be announced by the Race Director. Affected pilots must land immediately. No points will be awarded for the disqualified heat.

### **From the Event**

Ejection from the event may occur due to:

- Ignoring Race Director instructions
- Using non-compliant equipment
- Use of controlled substances
- Deliberately unsafe or unsporting behavior
- Abusive or aggressive conduct toward officials or other competitors

## ***PROTESTS AND APPEALS***

### **Procedure**

- All appeals, including VTx or collision-related restarts, are subject to the Race Director's discretion.
- Details will be provided in the pilot pack and race briefing.

### **Evidence**

- Pilots must provide their own DVR footage as evidence. Organizers' DVR recordings may be used to corroborate.

### **Final Decision**

- The Race Director's ruling is final following any protest.

### ***RACE FORMAT***

- Tournament Type: 16-team double-elimination.
- Team Structure: 3 pilots per team (individual sign-ups will be grouped into teams).
- Practice Rounds: Each team receives 3 practice runs prior to competition.
- Matchups: Head-to-head races (3 vs 3).

### **Seeding**

- Determined by the total of the fastest single lap from each team member during practice

### **Race Duration**

- Fixed number of laps (to be confirmed post-practice).
- Maximum race time: 3 minutes.
- Only a completed race distance will score points. DNF = 0 points.

### **Scoring (Per Heat)**

- 1st Place: 6 points
- 2nd Place: 5 points
- 3rd Place: 4 points
- 4th Place: 3 points
- 5th Place: 2 points
- 6th Place: 1 point

### **Tie Breaker**

Should both teams finish on the same points this will enact the tie breaker where the combined total time of each team will determine which team progresses in the tournament.

### **Restarts**

Limited to one per race

A restart may be called in the following circumstances:

- Collision between 2 or more pilots before the first obstacle
- Video issues (within the first lap only)

Should you feel a restart is warranted you must raise your hand and call

**Video** or **Collision**.

If this call is challenged by the other team or the race director and the investigation finds the call to be unwarranted the pilot that made the call will be disqualified from the race and given 0 points for that race.

### **Advancement**

- Team with the most points wins the heat and progresses in the bracket.

### **Grand Final**

- Comprises 3 races.
- Final ranking is based on cumulative points across all three races.

***Further event details will be provided in the pilot pack and safety briefing.***