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TWG 2025 - GUIDE FOR THE STARTER

The present guide is based on the 2025 World Games Drone Racing Sporting Rules document edition 1st May 2025.

During the race, the competitor must be assisted by one and only one helper who stays next to him/her during the whole flight.

Before each race, a pre-flight checking of the models will be done in the preparation area under the responsibility of a Judge. Each competitor will have the possibility to check a spare model in addition to the model that he/she intends to use for the race.

The Starter begins to act for a race when the competitors are called after the pre-flight checking to access the pilots stage and the start line to place their model.

Note: A VTX power emission measurement will be done just after the models are placed on the start line.

Only the competitors concerned by flying in the race and their helpers may be authorised to access the pilots stage and the start line.

They are not authorised to leave the competition zone except if duly authorised by the Starter.

Note: Competitors must be prepared before each race with all tools and spares required to achieve a successful start. The start must not be delayed by competitors or helpers needing to retrieve equipment.

Start of the race

As soon as the competitors and helpers are called after the pre-flight checking to access the pilots stage and the start line, the competitors and helpers shall have a maximum of two minutes to place their models on the start line and prepare them for the race. Any model not ready within this time must be removed from the start line.

Note: In case of any technical problem, the competitor may replace the model by the spare one as long as the VTX power emission checking of the models on the start pods is not finished. After that check, any technical problem will be considered as a race incident with no more possibility to change the model.

The Starter shall announce once the two minutes has elapsed (or sooner if all competitors signal that they are ready to proceed), and all persons must directly exit the track area within 30 seconds.

Competitors and helpers must not return to the models again unless instructed by the Starter, and the start sequence shall commence as soon as the track area is clear.

Start sequence:

- The Starter will clearly announce "Pilots, arm your quads" to indicate that the start is underway.
- There will be an interval of between 2 and 4 seconds after which a single distinct tone will signal the start of the race. There will be no audible countdown preceding the start signal.

Restart

If the Starter is made aware of a technical problem during the start procedure then the Starter must immediately stop and reset the sequence.

If two or more models are involved in a mid-air collision before the first gate and the incident results in the involuntary change to the flight path of any of the participating models then the competitors involved can immediately request a restart. If the models continue to fly through the first gate then

the race will not be restarted. Only one restart caused by such a collision will be permitted per race. The competitors will be given the opportunity to swap a fresh battery pack before the restart.

False start

Any competitor whose model leaves its start position (model not touching any point of its starting position) before the start signal and progresses through the first gate will be disqualified from the race.

If the model leaves its start position as a consequence of factors outside of the competitor's control (e.g.: during the arming sequence) then the competitor must drop to the ground immediately and start the race from the ground after the other competitors have launched (i.e.: from the 'back of the grid'). A competitor starting from the ground and having a mid-air collision during their start will be disqualified from the race.

As soon as a disqualification is announced, the competitor concerned must immediately stop. A violation of that requirement may lead to a disqualification from the event of the competitor concerned.

Where possible, the race will proceed without interruption for the remaining competitors. A restart will only be ordered if the Starter deems that the false start has prevented another competitor from starting cleanly and safely.

Obstacle damaged or destroyed during the race

When an obstacle is accidentally damaged or destroyed during a race, the competitors will be informed by the Starter as soon as possible of the incident and how to proceed.

In the case where it concerns an obstacle to be crossed (air gate, tunnel,...), the decision may be to continue to cross the obstacle, or to give permission to bypass it, or to stop the race. When bypassing of the concerned obstacle is authorized, competitors must do their best not to take advantage of the situation.

In case it concerns an obstacle to be avoided, the race will continue except if it is decided differently considering for example that safety is impacted. When the race continues, the competitors must do their best to follow the track and not to take advantage of the situation.

Safety issue

A competitor can be requested by the Starter to stop to fly if it is considered the model no longer meets acceptable safety standards. It could be for example the case when a model is damaged after a collision or after a crash, or when the battery is dangling.

In case of a serious safety issue, the Starter may decide to stop the race and disqualify the competitor(s) eventually responsible of the safety issue. A restart of the race will be done for the competitors who had not been disqualified and were still in the air when the safety issue occurred.

Retrieval of the models after the race

After being sure that the race is finished for all competitors, the Starter will clearly inform the competitors / helpers that they may leave the pilots stage.

Note: *The retrieval of the models will be done by volunteers provided by the organiser. The competitors / helpers will recover their model at the entry net used to access the start line.*