

Super Pilot Rules and Regulations

1. Competition Overview

1.1 Competition Format

- (a) It is an **individual-based** competition.
- (b) Players start from the **designated mark (starting point)** and must complete the assigned course. *(Refer to Eff t qđ 0 and Eff t qđ 1 for course details.)*
- (c) The drone ball is **allowed to make contact** with the goalposts, outer walls, floor, or other obstacles in the arena. However, **the cone at the starting line must be properly passed through**.

Super Pilot_ Class 40 Course

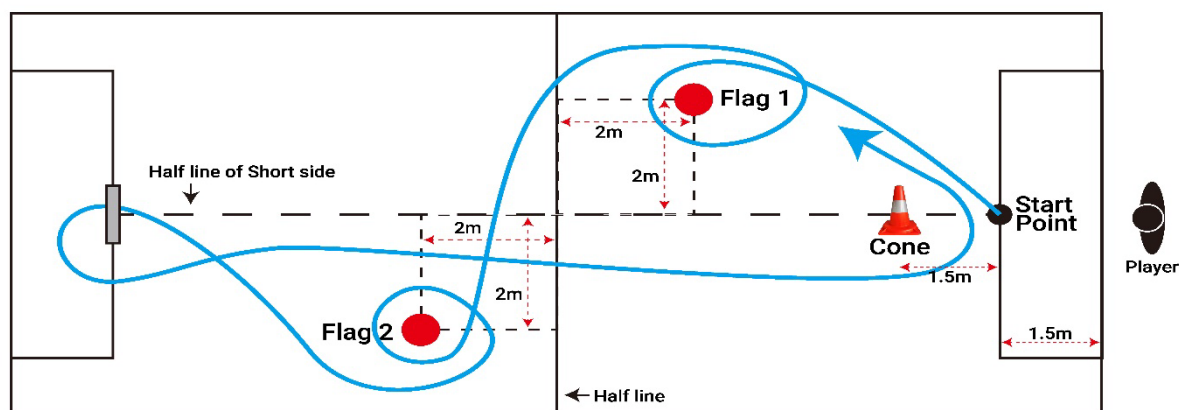


Figure 1: Class 40 Course

Super Pilot_ Class 20 Course

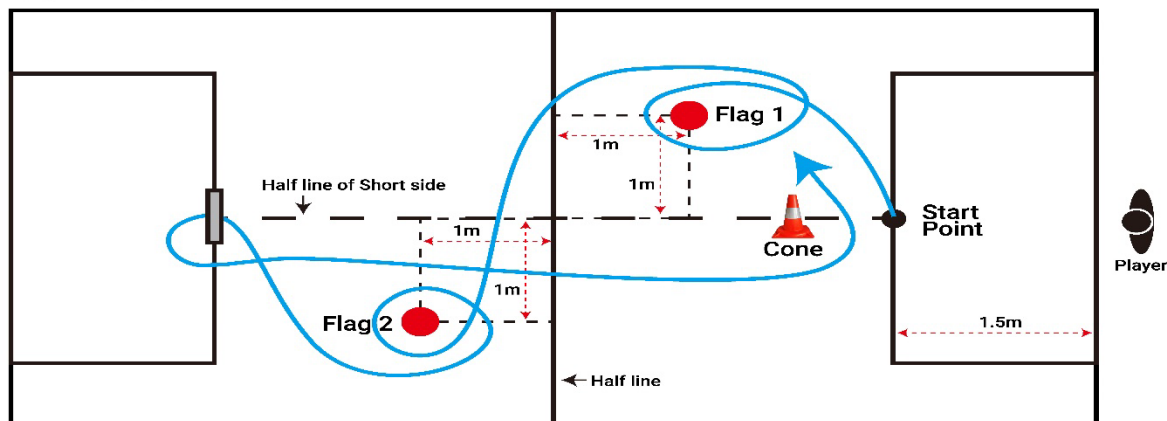


Figure 2: Class 20 Course

1.2 Determining the Winner

- (a) The player who scores the **most goals within 2 minutes** while completing the course is declared the **winner**.
- (b) Each player is given **two attempts (1st and 2nd trial)**, and **the higher number of goals scored** between the two attempts will be recorded as the **official result**.
- (c) The **top four players (1st to 4th place)** advance to the final round.

Note: Tied rankings may occur.

2. Drone Ball Specifications

2.1 Class 40

- (a) Players must use a **FIDA Official Drone Ball** that meets the following specifications:
 - Weight: Under **1,100g**
 - Diameter: approximately **40cm**
 - Must be equipped with **FIDA-approved Pentaguards**

2.2 Class 20:

- (a) Players must use one of the **FIDA-approved Skykick Series balls**, specifically:
Skykick 1, Skykick 2, or Skykick Evo