



**THERE ARE ENDLESS WAYS TO PLAY
WITH TOY DRONES!**



DRONE FIGHT SMASHI

Thailand Official rules

Drone fights are a simple competition where the first person to control their drone to hit the balloons is the winner. This competition is open to all ages and genders, and can be competed online from anywhere, anytime.

General rules

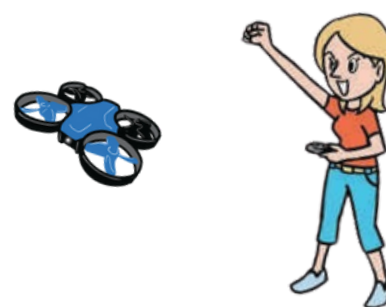


| Competition format

Control the drone to hit the balloons. The first person to control the drone to pop the balloons will be the winner.

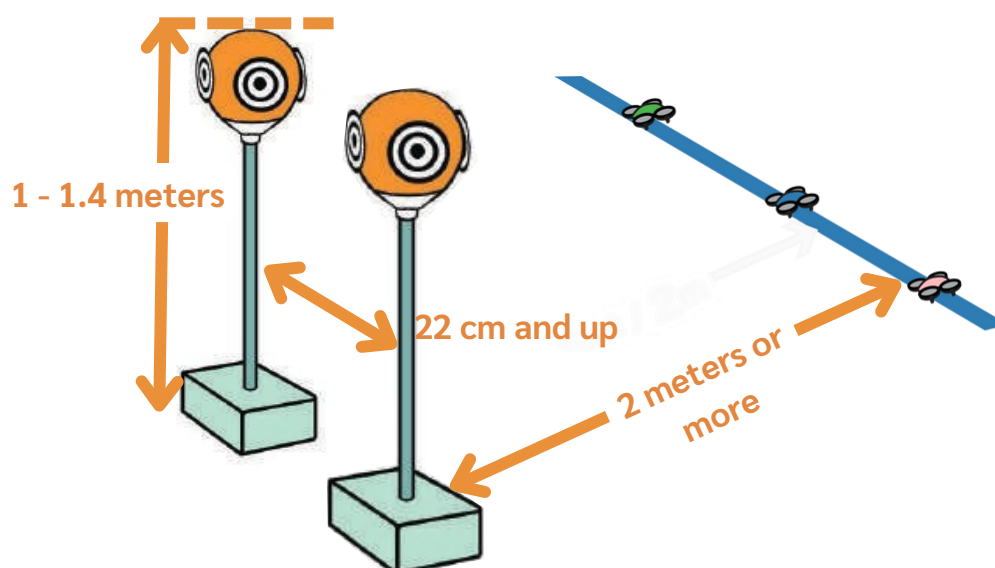
| Contestants: 1-3 people per team

- (1) One primary pilot controls the drone,
- (2) One coach or team manager. One coach can oversee more than one team. Each team may or may not have a coach.
- (3) One co-pilot who will take care of technical aspects such as changing batteries and collecting drones that leave the area during the competition. Each team may or may not have an co-pilot.



| Race track

- (1) The competition field consists of a target for filling balloons called a “Bangpoint”, inside which there is a needle. When the drone hits the target, the needle will poke the balloon and pop it. Quantity: 2 pieces, placed 22 cm apart. [See assembly instructions, page 6] Balloon height from the floor 1 - 1.4 meters
- (2) The starting point for placing the drone is 2 meters away from the balloon.



General rules



| Drones used in the competition

- (1) No limitation on the model and brand of drone.
- (2) The drone must weigh between 20 grams and 40 grams.
- (3) The drone must have propeller protection equipment around the drone.
- (4) Each competitor can have more than one drone, but can only bring one drone into each competition, and one drone can be used by more than one team.

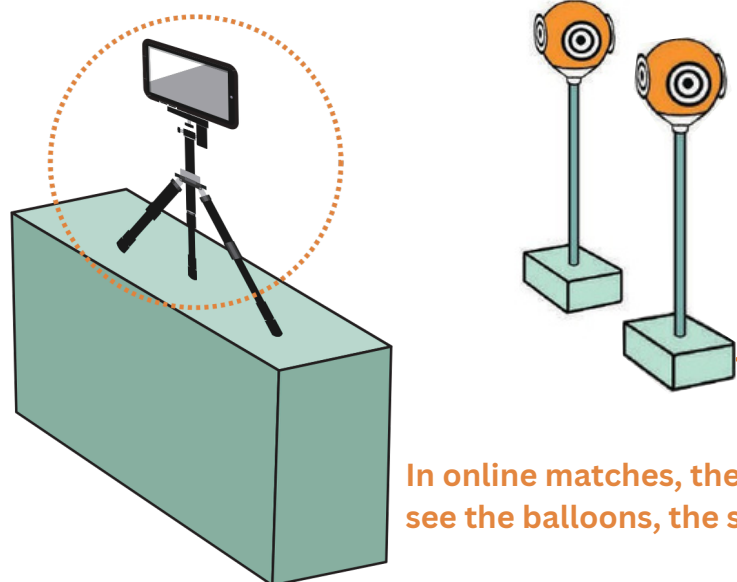


Competition rules



| The start of the competition

Camera used in online competitions



In online matches, the camera should be positioned so that it can see the balloons, the starting line, the drones, and all the players.

Step 1 : Present the drone to the camera or have the judges look at it to check if the drone's layout is correct.

Step 2 : After the drone has been confirmed, place the drone at the starting point, check its operation, and when ready, have the contestant display the "O Sign" to indicate readiness to compete. [See additional rules on page 4 for details.]

However, if the contestant is not ready due to a problem, such as the drone not working, the contestant must show the "T Sign" to request time to fix it [See additional rules for details, page 4].

Step 3 : When all teams are ready to compete, wait for the song's cue. When the song starts and the words "Balloon Go!" are spoken, remove your right hand from the remote, raise your right hand and say "Balloon Go!" and begin flying the drone to hit the balloon.

Step 4 : The first contestant to fly their drone to pop the balloon wins.

Additional rules



* In the competition, the number of balloons that must be popped, whether to use 1 Balloon pop or 2 Balloon pop, will be determined in each competition.

* The ready-to-compete sign is displayed by making the “O sign”, which is using both hands to form an O shape, in front of the judges or in front of the camera in the case of online competitions.



* Before the competition, if a competitor experiences any problems with the equipment or drone, the competitor must show the “T sign” to the judges or in front of the camera in the case of online competitions, and make corrections.



* At the start of the competition, if a contestant does not raise their hand to the song “Balloon Go” or starts controlling the drone before the song “Balloon Go” is played, it will be considered a violation. If the drone hits a balloon, the result will not be counted and the competition will be replayed.

* During the start of the competition, if the drone has a problem, the contestant cannot change the drone. However, in the case of low battery, the battery can be changed.

* When the game starts and the song ends or time is up and no player can hit the balloons as per the conditions, the game will start again or there will be no winner in that game, depending on the discretion of the committee.

* In online competitions, to prevent internet lag, the competition uses the “3-second rule”: when more than one contestant pops a balloon within 3 seconds of each other, it is considered a draw (the player or referee has the right to request to see the record of the previous competition to make a decision), and the tied players then start the competition again.

* In the race, if a player loses control of their drone, they can always restart by placing the drone at the starting point and controlling it to fly to hit the balloon again.

Additional rules



- * Each competition is divided into 4 rounds, consisting of:
 1. In the first round, the competition will be divided into groups of 2, 3, 4, or 5, depending on the number of competitors. In the first round, each competitor will compete 2 times.
 2. The second round, or second change round, is a round in which the winners of the first round are regrouped to determine the winners who will advance to the semi-finals.
 3. The semi-finals are a round in which the winners of the first two rounds and the winners of the second round are divided into three groups to determine the winners of each group to advance to the finals.
 4. The final round is the round in which the final 3 contestants compete against each other. The first person to pop the balloon according to the conditions wins the prize, the 2nd and 3rd place winners win the prize, respectively.

- * The scores used in the World Ranking are counted as follows:

Each contestant will receive 50-100 points (depending on the competition).

 1. Each winning contestant will receive 100 points.
 2. The winning contestant receives an additional 300 points.
 3. The first runner-up contestant receives an additional 200 points.
 4. The second runner-up contestant will receive an additional 100 points.
 5. Technical scores in cases where the contestant can score special points as follows:
 - 5.1 Boomerang is a move where you control a drone to hit a balloon from behind and burst it. You get an additional 100 points.



5.2 Big bang is the move where you control your drone to hit two balloons at the same time and get an additional 200 points.



Competition equipment



Bangpoint

How to assemble Bangpoint



For practice, use with a 28 mm diameter water bottle.

