🏁 MLDR(2) World Championship – Official Ruleset

📅 Event Date: October 4th, 2025

🎯 Event Format: 3 Teams | 2 Pilots Per Team | 6 Heats | Cumulative Points-Based Competition

📍 Event Type: MLDR(2) World Championship – Team Race Championship

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🔥 Heat Structure Overview
- Total Heats: 6
- All pilots race in every heat
- Scoring is based on individual finishing position
- Each team's total score across all 6 heats determines the MLDR(2) Champion.

🏆 Points Per Heat

Placement	Points
1st	6 pts
2nd	5 pts
3rd	4 pts
4th	3 pts
5th	2 pts
6th	1 pt
DNF	0 pts

Note: Any pilot who does not finish (DNF) due to a crash, technical failure, or any other reason will receive 0 points for that heat. DNF placements do not affect other pilot placements.

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⚙️ Equipment Policy
- MLDR provides all standardized race drones, goggles, and controllers for event fairness.
- Pilots may use personal controllers, but they must be approved by MLDR tech staff.

- Pilots using MLDR equipment must keep MLDR settings, unless changes are cleared by race officials.

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Start & Finish Protocol
- All races begin from a standing launch pad position signaled by the official race timer.
- A pilot must fully cross the designated finish gate to register a completed race.
- False starts may result in a restart or penalty, at the discretion of race officials.

Penalty System
- Penalties may be assessed for:
- Cutting the course or missing checkpoints/gates
- Flying outside designated flight boundaries
- Ignoring race official instructions
- Penalties can range from time additions to points deductions or disqualification from the heat.

Weather & Environmental Conditions
- In case of high winds, rain, or unsafe flying conditions:
- Heats may be delayed, rescheduled, or modified.
- MLDR reserves the right to adjust the course or event schedule for safety.

🚨 Crash & Mid-Air Collision Policy
- Crashes caused by pilot error or incidental contact will result in a DNF for the pilot.
- Mid-air collisions are considered a race risk unless foul play is determined.
- Intentional interference or reckless behavior may result in disqualification.

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⚖️ Tiebreaker Protocol

In the event of a tie in total team points after all 6 heats:
1. Most 1st place finishes (team total)
2. Fastest cumulative average race time
3. 1v1 sudden-death race between each team's top finisher

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📋 Additional Guidelines
- Pilots must arrive 2 hour before call time for check-in, tech inspection, and orientation.
- Unsportsmanlike conduct may lead to heat or event disqualification.
- All pilots must sign waivers and media releases.
- Pilots must wear MLDR team jerseys and comply with branding rules.
- Spectator interference with pilots during heats is strictly prohibited.

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🏁 Let the race speak. Let the sky decide.
MLDR(2) World Championship – Only one team will rise.

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Note:

✅ Point System Review (Works Well)

Point Allocation per Heat:
- • 1st place – 6 pts
- • 2nd place – 5 pts
- • 3rd place – 4 pts
- • 4th place – 3 pts
- • 5th place – 2 pts
- • 6th place – 1 pt
- • DNF – 0 pts

Each team has 2 pilots, and there are 3 teams, so 6 pilots per heat. This system creates clear performance-based separation while rewarding consistency.

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🔍 Why It Works
- • Balanced scoring spread (6→1): Encourages strong finishes while still giving mid-field pilots something to race for.
- • Team-based accumulation: Each team is trying to get both pilots high placements, which adds strategic value (not just who wins, but how both pilots place).
- • DNF rule: Ensures that risk-taking (crashing out) has a real cost, which raises stakes and promotes discipline.
- • 6 heats: Allows teams to recover from a bad round and still contend, rewarding consistency.

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💡 Optional Enhancements (if you want more tension or strategy)
1. Drop Worst Heat Rule (Optional)
Each team drops their lowest-scoring heat, keeping only the top 5 out of 6.

→ Encourages comebacks and protects against one unlucky crash-heavy round.
      2.   Bonus Point System (Optional)
Example: Fastest single-lap time across the entire event = +1 bonus point to that team.
→ Adds another layer of excitement and fan engagement.
      3.   Heat MVP Recognition
            Fun addition: Recognize the best-performing pilot of each heat, even if it doesn't affect points.

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✅ Final Verdict:

The current cumulative point system is competitive, fair, and easy for fans to follow. It rewards consistency, penalizes failure (DNF), and supports dramatic swings in momentum across heats.