

IRON BUNNY 2024



Homely cool race in eXtreme team scale-modelling ongoing under the auspices of the

Bunny Fighter Club

8th season
(Moving on)



Basic information

Venue	TLF Bublava (50°22'35.219"N, 12°30'2.813"E)
Date	May 31th – June 2nd, 2024
Schedule (tentative)	Fri, 04:00PM – Fri, 10:00PM - Cast of Paddock and Racing Box Fri, 10:00PM – Fri, 11:00PM - Briefing Sat, 08:15AM – Sat, 08:25AM - Warm-Up Sat, 08:30AM – Sun, 08:30AM - Race Sun, 09:00AM – Sun, 12:30PM - Scoring (according to SMCR rules) Sun, 12:30PM – Sun, 13:00PM - Protests resolving Sun, 01:30PM – Sun, 02:30PM - Awards ceremony Sun, 08:00AM – Sun, 11:30AM - Cleaning of Racing box and Paddock
Race type	CLOSED NON-PUBLIC
Max. number of racing teams	7
Director of the race	Ing. Luboš Kuna (lubos.kuna@seznam.cz)

Conditions of participation in the Race

- Compliance with conditions for the **Electronic Registration** of teams described below (no other form of registration is possible).
 - The defender of last year victory does not have to pass this Electronic registration, if he declares the defense according to the Terms of Victory Defense.
- Compliance with conditions set by the Race Rules (in particular corresponding items of the Rules 7 and 9)
- Payment of an entry fee which is **payable on the spot at the latest**. Following the payment, the Team will gain access to the Paddock and to the Race Box.

Terms of Victory Defense

Last year winning team is eligible to defend, if these conditions are met:

- the team name must not change,
- not more than 50% of team members has been changed,
- the team will inform the Organizer of his intention to defend the victory no later than 5 days before beginning of the Electronic registration,

- the team will send an updated list of team members to the Organizer.

Electronic Registration of Teams

- **Electronic registration** will start exactly at the moment of **the spring 2024 equinox** at <http://ironbunny.ipmscz.eu/>. First round of registration will finish when the first 7 racing teams completed the registration process (the order of registration depends and the starting number is assigned upon filling in the Basic registration form). Additional round of electronic registration will open in case of withdrawal of accepted team(s) or in case of exclusion of team(s) for breach of registration conditions. The team registered with start number 8 (and perhaps higher) will then be asked to complete the Detailed registration form.
- **Basic registration form** contains the following fields: Team Name, First and Last Name of Chief Engineer, E-mail Address (for confirmation) and three simple control questions.
 - The details given in this form can't be changed in the other parts of the registration, so be careful when entering them. The form must be filled in completely and truthfully, it must not contain fictitious data, otherwise it will not be valid.
 - The first registration step is completed by submitting completed basic form. You will receive a confirmation of your registration with a link to the Detailed registration form.
 - Registrations will be processed in the order of their respective submission. Preference will therefore be given to the registrations received earlier. Basic registrations received after the first 8 registration will be accepted only as potential substitutes without ability to complete the Detailed registration form and finish the registration of the Racing team.
- **Detailed registration form** contains entries needed to arrange the accommodation and the catering
 - The Detailed form must be filled in completely and truthfully, it must not contain fictitious or duplicate data, otherwise it will be invalidated.
 - The Detailed form must be completed no later than 24 hours after sending the Basic Form (Applicable to the first 7 registered teams). The registration completes by submitting the Detailed form. This form will be still accessible via password.
- **Confirmation of Registration** – the Organizer will confirm the registration by sending an e-mail entered in the Basic registration form and assigns the Race Box according to the order of registration form (after verifying completeness and correctness of both forms).

Entry fee for racers

Accommodation and complete catering services are available within the training and leisure facility (TLF) Bublava for all racers. Individual racers can choose from the following options:

Mandatory basic entry fee	€5 per person
<ul style="list-style-type: none"> • participation in the Race • hot and chilled non alcoholic drinks 	
Accommodation of racing teams in TLF Bublava	€15 per person/night
<ul style="list-style-type: none"> • accommodation in double or quadruple rooms (sanitary facilities in the corridor) • municipality charges • accommodation is offered max from Thursday to Monday (2-4 nights) 	
Full catering during the race	€30 per person
<ul style="list-style-type: none"> • Friday's "Before Party" (grilled pork and poultry, sausages, beer ...) • 1x dinner, 2x lunch, 2x breakfast, garlic soup for warm up and some desserts 	

Racer's mandatory equipment

Home footwear, hygienic and personal needs, scale modelling tools, desire to scale-modeling, good mood.

Recommended equipment for the „MuddyMan of Bublava“

Quality trekking shoes, functional underwear and warm sportswear with respect to the season. Own bicycle helmet is mandatory when fulfilling one of the race stages. Own mountain/trekking bike is allowed.

Stages of the Race

1. **The Race in construction of a Racing Machine in accordance to the Rules given below** **MANDATORY**

2. **„MudMan of Bublava“** **MANDATORY**

An integral part of the race is an orientation test in the rugged terrain around the Race Venue. Without completing this part of the race, it is not possible to successfully complete it. The race kit provided to the teams will not be complete, and only after visiting desired checkpoint will the team be issued with the missing part corresponding to the checkpoint completed. At the briefing, each race team will receive an envelope with the information and tools necessary to successfully complete the test.

Basic rules:

- Number of control points (1-4) is determined by the Race Director on the start date of the Race according to current weather conditions.
- The distance of an individual checkpoint by the lane will not be more than 6km from the starting point, total length of the circuit shall not exceed 25km.
- A minimum of 50% of the team members must participate in this test.
- Every team marks individual checkpoints in the Race card, regardless of their order.
- Racing teams **MUST NOT** use any means of engine powered transport or perform any substitution (i.e. fail to achieve the control point by their own physical strength).

Violation of this rule will result in immediate disqualification.

3. **„Doupov TV Quiz“** (Small models Award) **VOLUNTARY**

The accompanying competition, which will take place during Friday's pre-launch briefing. The aim is to discover and guess what is hidden in the picture. It will always be something, that is directly related to the event. The winner will then receive a box of selected delicacies from Boutique Gourmet and Doupov sausages.

Awards

Each competitor will receive a valuable prize from the Eduard company. The top three racing teams will receive the **IRON BUNNY** title and prize corresponding to the importance of the Race. **Winning team will be awarded by a unique art glass sculpture.** 😊



Partners of the Race

General partner of the Race



Media partner of the Race



Partners of the Race



Sponsors of the Race



Catering & Gift packages



Details about the Race venue

The Race will take place at training and leisure facility at Bublava. **Home footwear** is mandatory when inside of the building.



1. **Accommodation** - in two or four bed rooms with a total capacity of 38 beds. Newly renovated social facilities and kitchens are in the corridors.



2. **Parking** - there is a sufficient number of parking spots for cars.



3. **Complementary activities** - you can use table tennis, gym, external swimming pool (only for hardcore ones and fools) and you can borrow trekking bikes too.



4. **Race Area** - it is located in the meeting room, a table with minimum size of 200x80cm will be available for each team with an appropriate number of chairs and three **230V EU power sockets**.



Catering

- Individual meals** - there is a kitchenette in each corridor where you can prepare meal. There is an outdoor fireplace and a garden grill available. In addition, there are additional restaurants nearby.
- Provided catering** – the Organizer will arrange meals in the dining room on the ground floor below the Race Area for those racers who have chosen full catering option.

Fri	before party	06:00_{PM} – 11:00_{PM}	grilled pork and poultry, sausages, beer ...
Sat	breakfast	07:15_{AM} – 08:30_{AM}	breakfast buffet
	lunch	11:30_{PM} – 02:00_{PM}	spaghetti Bublaves or risotto d'Ore Mountains
	dinner	06:30_{PM} – 08:30_{PM}	Miner's beef goulash with bread
Sun	breakfast	07:30_{AM} – 09:00_{AM}	breakfast buffet
	festive lunch	11:30_{AM} – 02:30_{PM}	chicken cutlet with festive potato salad

(Change of menu reserved)



Terms & conditions of the Race

1. **The Race** is organized as an endurance relay race for teams of plastic scale modelers. Race duration is 24 hours and racers can rotate on individual stages (*Stints*) as, so that maximum of 2 members of the team can compete in the workplace (*Race Box*) at the same time. The goal is to build a model (*Racing Machine*) for a competition evaluated according to the rules of the SMCR.
2. **The Organizer** – a small group of enthusiasts who try to ensure proper course of the Race and ensure quality service and comfort for all involved. The Organizer has the right to organize activities of all racers and to require cooperation of racers. Listed positions:
 - 2.1. **Race Director (RD)**
 - a) manages entire race and decides on its course,
 - b) is obliged to impartially deal with the most serious rules violations, protests and complaints,
 - c) performs the position of the Technical Commissioner during evaluation of the Race,
 - d) has right to **veto**, i.e. he can cancel any decision,
 - e) there is **no appeal** against his decision.
 - 2.2. **Chief Marshal (CM)**
 - a) manages activities of all Marshals during the Race,
 - b) assembles and manages a committee during assessment of machines,
 - c) is obliged to observe the Rules and follow instructions of the RD,
 - d) is obliged to impartially deal with serious rules violations and complaints,
 - e) has right to perform activities of the Marshal during the Race, with all rights and obligations,
 - 2.3. **Marshal (M)**
 - a) is required to impartially supervise the Race, to observe the rules and to follow the instructions of the RD and the CM,
 - b) is obliged to solve problems and disagreements between racers immediately,
 - c) is obliged to impartially deal with slight rules violations or to consult this with the CM,
 - d) has right to check the Racing Protocols during the Race and to compare them with the facts.
 - e) Marshalls alternate on the Race Area as needed, but not longer than after 6 hours. At least one Marshal must be present on the Race Area at any time.
3. **Race Area** - Space defined by the Organizer, the entrance and no-entry locations are distinctly red-white bounded. The Race Area contains individual Racing Boxes, and it is bordered on the entrance by the Pit-Lane. There could be also some technological areas and possibly Parc Fermé.
 - 3.1. Only active racers and the Organizer are allowed to be in the Race Area permanently during the Race without special permission.
 - 3.2. There also can be inactive racers belonging to the Racing Team, who participate in the Operative meeting under the Rule 13.7.
 - 3.3. Only one inactive racer is allowed to take photo or video documentation based on marshal's permission. In doing so, he must not enter any Racing Box or otherwise interfere with racers, and he may not communicate with active racers of his team.
 - 3.4. All inactive racers moving in the Race Area must be visibly marked by a distinctive vest (*Distinctive vests are provided by the Organizer*):
 - a) **color orange** - for persons moving in the Race Area according to the Rule 3.2
 - b) **color yellow** - for a person moving in the Race Area according to the Rule 3.3

4. **Paddock** – all space used by racers and the Organizer for services, catering, relaxation and accommodation activities. All racers must comply with generally binding rules in this area - accommodation rules, safety regulations, laws, principles of decency, etc.
5. **Parc Fermé** – Space dedicated by the Organizer on the Race Area, eventually outside of it, where all the Racing Machines must be placed as soon as possible after their completion or at the latest during the Last Lap of the Race.
 - 5.1. Only a racer carrying the Racing Machine may enter an area of Parc Fermé and he must leave immediately after his machine has been placed in a reserved place.
 - 5.2. From the moment the Racing Machine is located in the Parc Fermé, to the moment of announcement of results, any arbitrary manipulation with the Racing Machine may be performed only by the Marshals.
 - 5.3. Special authorization to manipulate with the Racing Machine in the Parc Fermé can be given to the Racing Team only by the Chief Marshal or by the Race Director and only in the case the committee did not start the judging yet.
6. **Pit-Lane** – Space defined by the Organizer on boundary of the Race Area, but it is not a part of it. It is used to start the Race, to rotate racers and to serve as a gathering place for an Operational meeting.
 - 6.1. It is forbidden to remain in Pit-Lane without a reason.
7. **Racing Box** – distinctly yellow-black marked space within the Race Area with minimal dimensions of 160x180cm, assigned to the Team by the Organizer, where active Racers build their Racing Machine. Only active racers of the team the box belongs to, and the Organizer can move inside this space during the Race. The Organizer must not interfere with racers when moving in this space.
 - 7.1. **Basic equipment of the Racing box** provided by the Organizer:
 - a) Work desk with minimal dimensions of 80x80cm per workplace,
 - b) Basic protection of the workplace,
 - c) Two seats,
 - d) Connection of 230V min. 3 drawers per Racing Box.
 - 7.2. **Required equipment** of the Racing box provided by the Racing Team:
 - a) Protective cover of the workplace (protection against damage or pollution of the work area)
 - b) Lighting **max 40W per workplace**
 - c) Headlamp (for short-time stage with lights off during the Dark Hour)
 - 7.3. **Recommended equipment** of the Racing box:
 - a) Small electric, mechanical and pneumatic modeling tools,
 - b) 230V hub connection cable to connect electrical devices (if 3 drawers are not enough),
 - c) Plastic profiles and pads, grids, hoses, wires and tubes, etc.,
 - d) Chemicals for scale models (adhesives, thinners, accelerators, softeners, etc.)
 - e) Additional colors that are not presumed to be a part of the color scheme.
 - f) Safety wear (goggles, spray mask, chemical suit, etc.)
 - g) Auxiliary equipment (abrasive and polishing agents, cloths, clamps, rubber bands, etc.)
 - 7.4. **Forbidden equipment** of the Racing box:
 - a) Open-flame tools (except for short-time use of a lighter/candle),
 - b) Airbrush Compressor with an electrical input power higher than 150W. In the event that the compressor is shared by more workplaces, the input power can be summarized, but the result must not exceed 450W,
 - c) 230V Electric machines and tools with electric input power higher than 150W. Short-term use of hairdryer for color/decals drying allowed,
 - d) Electrical equipment with visibly damaged supply or exposed live electrical parts
 - e) Addictive substances, explosives, stun guns, cutting weapons, firearms and other weapons.
 - 7.5. **Prohibited activities** in the Racing Box:
 - a) Consumption of alcoholic beverages of higher voltage (>5% of alc),
 - b) Consumption of Food (excluding energy bars, sweets, etc.),
 - c) Use or offering addictive substances,
 - d) Endanger the Race Area with chemical and biological weapons,
 - e) Interference to other racers by loud speeches or false vocals,
 - f) Idling, wasting the time or even sleeping.

8. Racing Machine

- 8.1. **The Racing Machine** is (at the moment of start) an unassembled high-quality kit in unmarked packaging, PUR and etched accessories and camouflage colors.
- 8.2. The Racing Machine is **the same** for all racing teams.
- 8.3. **It is forbidden** to use other building materials than those contained in the Racing Machine.
- 8.4. Color scheme of the Racing Machine is fixed and the colors supplied with the racing machine must be used to represent it. However, all enhancing techniques (preshading, aftershading, chipping, washing, etc.) are allowed.

9. Racing Team and Racer

- 9.1. The Racing Team typically consists of 4 racers over 15 years of age, gender or club membership does not matter.
 - 9.1.1. If the registered Racing Team have lost one of his members for serious reasons before start of the Race and the Team can't get a replacement, the Race Director may allow a three-member team to start in the Race provided there is no complete four-person team among the substitutes.
 - 9.1.2. In exceptional cases, a racer who does not meet the age limit may be part of the Racing Team (he/she must prove his/her eligibility e.g. by placing on a championship)
- 9.2. The Racing Team must complete the Race with 3 valid racers at least.
- 9.3. During the Race we distinguish:
 - **active racers** - those who are listed as being working in the Racing Protocol,
 - **inactive racers** - those who have finished or have not started their stint yet.
- 9.4. The Racing Team must have a name and should have uniform jerseys. Uniform jersey is just a recommendation - failure to meet this point has no negative consequences for the Racing Team.
- 9.5. Individual Racing Teams must not cooperate on Racing Machines with other teams.
 - 9.5.1. Lending equipment or unused parts to another team is not considered to be a co-operation.
- 9.6. Each Racing Team must have a designated **Chief Engineer** responsible for activity in the Racing Box. He may communicate with the Organizer in dealing with more serious or more complex problems, and he is entitled to lodge complaints and protests.
- 9.7. **Each Racer** of the Racing Team confirms by the registration that:
 - 9.7.1. He/she has required knowledge and skills in all scale modelling disciplines and he/she is physically and mentally competent to participate in these disciplines.
 - 9.7.2. He/she starts in this race solely at his/her responsibility and personal risk. The organizer is not responsible for health and life of any racer during the race or for any permanent physical or psychological consequences (loss of self-confidence, radiation sickness, etc.).
 - 9.7.3. He/she takes note that during the Race the Organizer is not responsible for losses or damage to the machines, tools or other things of a racer.
 - 9.7.4. He/she is well acquainted with all rules (race, accommodation, good behavior) regarding the course, safety, fair play and other conditions of the Race
 - 9.7.5. He/she will comply with the IB Code of Conduct,
 - 9.7.6. He/she agrees with creation of an audiovisual record from the course of the Race.

10. **Stint** - a continuous period of time that one active racer is working in the Race. Each team is responsible for the layout and adherence to individual time limits, subject to the following limitations:

- a) **Minimum length** of one valid Stint (to become valid) - **1 hour**.
- b) **Maximum length** of one Stint - **8 hours**.
- c) **Obligatory break** - Before starting another stint, the racer must complete a break not less than half the length of the stint he has just ended (rounded up for minutes).
- d) Sum of the lengths of all Stints of one racer must not be less than **4 hours** and must not exceed **12 hours** for a four-member and **16 hours** for a three-member team.

11. Racer rotation – the process of changing racers in a Race Box. An active Racer will terminate his Stint by closing stint record in the Racing Protocol and leave to the Pit-Lane. It is only then that an incoming racer can start the stint by opening a stint in the Race Protocol.

11.1. It is not allowed to perform rotation at a location other than on Pit-Lane border.

12. Race Protocol – electronic or paper document in which the course of events for the given Racing Team is recorded.

12.1. The **Racer** records to the protocol:

- a) Launch of his/her racing Stint (does not apply for start of race),
- b) Short-term break of the Stint ,
- c) End of his/her Stint,
- d) His/her withdrawal from the race;

12.2. The **Chief Engineer** records to the protocol the same data as racer plus:

- a) Start and end of a Technological break,
- b) Start and end of an Operative meeting,
- c) Change of the Chief Engineer,
- d) Team withdrawal from the Race;

12.3. The **Race Director** and the **Chief Marshal** record to the log:

- a) Launch of the Race,
- b) End of the Race,
- c) Break of the Race,
- d) Closure of the Parc Fermé,
- e) Violations of rules and imposed sanctions (**slight violations can be also recorded by the Marshals**);

13. Course of the Race

13.1. Pre-start briefing - will take place within the time set by the Organizer. The Racing machine will be published there.

13.2. Warm-Up – preparation for start

13.2.1. 30 minutes before start of the Race - the Chief Marshal or the Race Director will check Racing Boxes in presence of Chief Engineers.

13.2.2. 15 minutes before start of the Race - the Chief Marshall with Chief Engineers will check the deployment of the racers in first stints and verify their records in the Racing Protocol.

13.2.3. 5 minutes before start of the Race - all racers must leave Racing Boxes and leave the Race Area. Racers in the first Stint will take place on the Starting grid.

13.3. Start of the Race - Racers of first Stint will considerably move to their Racing Boxes after an audible signal and start work on the Racing Machine.

13.3.1. Racers do not make any entries to the racing protocol at the start.

13.4. Duration of the Race - the Race lasts for up to 24 hours straight-time from the start. Racers work on the Racing Machine during this time in accordance with all rules, in particular rules 10 to 12.

13.4.1. The Racing Machine or its parts must not leave the Racing Box during the Race. The only exception is moving a Machine completed before the time limit to the Parc-Fermé.

13.4.2. A **maximum of 2 Racers** can compete at the same time for each Racing Team.

13.5. Short-term break - short, **maximum 10mins** break in the Stint for leaving the Race Area.

13.5.1. Racer records initiation and termination of break to the Racing Protocol.

13.5.2. Between each Short break must be interval minimal 30 minutes.

13.5.3. Short breaks must not be merged.

13.5.4. Short break is counted into the length of the Stint.

13.6. Technological break - if any Racing Team concludes that for some time they cannot continue to work on any part of the machine, they will declare a Technological break.

13.6.1. Chief Engineer records initiation and termination of Technological break to the Racing Protocol.

- 13.6.2.** During a Technological break, racers must not work on Racing Machines. Race Box maintenance is enabled.
- 13.6.3.** Active Racers can leave the Race Area during the Technological break.
- 13.6.4.** Duration of a Technological break is not counted in the length of the Stints of active racers.
- 13.6.5.** Racers, at which the break was started, continue to work after end of the Technological break.
- 13.7. Operative meeting** - short **max. 15min.** meeting of all Racers of one Racing team at the Race Area.
- 13.7.1.** There can be held maximum of 3 Operative meetings at the same time.
- 13.7.2.** A maximum of 4 Operative meetings of one racing team is allowed during the Race.
- 13.7.3.** The Chief Engineer initiates the Operative Meeting by entering it to the Racing Protocol.
- 13.7.4.** Inactive Racers must stay meeting only in their own Racing Box and in its close surroundings during their Operative. It must not restrict the racers of other teams in any way.
- 13.7.5.** Inactive Racers must immediately leave the Race Area at the end of the Operative meeting. The Chief Engineer then closes the entry in the Racing Protocol.
- 13.8. Racer withdrawal** - if there is a situation during the Race, where any racer must leave the Race Area and the Paddock permanently, he/she have to withdraw from the Race. He/she must record this information into the Racing Protocol.
- 13.8.1.** If a Chief Engineer has to withdraw, he shall hand over the function to another racer before resigning. The change must be recorded in the Racing Protocol.
- 13.8.2.** If a racer completes stints with a total length greater than the minimum specified in the Rule 10(d) prior to his withdrawal, he will stay as a valid racer for the Rule 9.2.
- 13.8.3.** If a racer does not achieve the required length of Stints to meet the minimum set out in the Rule 10(d) before he resigns, his/her performance will not be counted and number of Team members will be reduced by one.
- 13.9. Racing Team withdrawal** - The Racing Team has to withdraw from the Race if there is a situation:
- Number of its racers will fall below limit set in the Rule 9.2 (note exception described in the Rule 13.8.2),
 - The Racing Team can no longer continue in the Race and its racers cannot meet conditions specified in the Rule 10 d).
- 13.9.1.** Chief Engineer must notify the Organizer about team resignation. Subsequently, the racers, who were enrolled as active at the time of resignation, will move all work equipment of the Team to the Pit-Lane considerably and then they will leave the Race Area. The Chief Engineer eventually records withdrawal of the Team into the Racing Protocol.
- 13.10. Race Interruption**
- 13.10.1.** The Race may be interrupted by the Organizer only for these objective reasons:
- Long power outages,
 - Natural disaster,
 - Mobilization,
 - A visit of the President or other leaders,
 - Alien Attack,
 - Another disaster;
- 13.10.2.** When the Race is interrupted, all racers will stop work on the Racing Machine immediately. They will perform only necessary cleaning of working tools and then they must leave the Racing Box as soon as possible.
- 13.10.3. Restart** – Racers listed in the Racing Protocol as active will be gathered on the Starting Grid, the Chief Marshall will check the Racing Protocols and then restart the Race.
- 13.10.4.** The Chief Marshall shall enter the reason for the interruption and its duration to the Racing Protocol.
- 13.10.5.** The time of the Race interruption is not counted in the length of the Race.

13.11. End of the Race

13.11.1. Expiration of prescribed time – the Race is terminated by an audio signal (horn).

Course of the end of the Race by expiration of time:

- All active Stints are terminated by an audio signal. Subsequent activities are no longer included in time limits.
- Immediately after the sound signal, Chief Engineers can enter own Racing Boxes and coordinate all final operations.
- All active racers are only allowed to complete the activity they have just done (*finish the Last Lap*) and then they must move their Racing Machine to the assigned position in the **Parc Fermé**.

13.11.2. Early termination by a Racing Team – If racers recognize their Racing Machine as complete or they conclude that they cannot continue working on it, they will place the Racing Machine to a reserved place in the Parc Fermé. All active racers of the Team will terminate their Stint and they leave the Race Area. The Chief Engineer will ask the Chief Marshall to conclude the Team Racing Protocol. This termination does not affect any activities of other teams.

13.11.3. Early termination by the Organizer – if the Race Director or the Chief Marshal concludes that further continuation of the Race is useless or impossible, he terminates the event by a sound signal and closes all Racing Protocols. The Race will be terminated in analogy to the Rule 13.11.1.

13.12. The closure of the Parc Fermé is announced by an acoustic signal and, possibly, a checkered flag.

13.12.1. Automatic system or the Organizer will close the Parc Fermé **15 minutes** after the end of the Race.

13.12.2. Racing Machines, that will not be placed in allocated space of the Parc Fermé at the time of the closure, will not be admitted for final scoring.

13.12.3. All Racers are allowed to move freely on the Race Area once the Parc Fermé is closed.

14. The Race judging – The three-member team of judges appointed by the Organizer carries out the evaluation in accordance with the applicable valid rules for the Masters competition of SMČR (IPMS CZ). The judging begins in Parc Fermé as soon as it is closed.

14.1. Racers are forbidden to enter Parc Fermé during the evaluation or otherwise disturb the evaluation.

14.2. Evaluated Racing Machine – every single Race Machine built during the Race and located in Parc Fermé at the time of its closure.

14.2.1. Failure to complete the Racing Machine is not a reason to disqualify it - it only affects the number of received points.

14.2.2. Construction speed has no impact to the score. Only in case of an equality of score, the machine, which was completed earlier, or which had less hours worked, will be preferred.

14.3. Announcement of Results – the Organizer will process individual scoring sheets taking into account all penalty parts of the Race Rules immediately after judges have finished their activities on it. Subsequently, he will publish the summary sheet and announce the time for protests against the scoring of at least **30 minutes**.

14.3.1. Scoring sheets including comments must be visibly displayed next to the Racing Machines.

14.3.2. Parc Fermé is open and made available to the Racers from the moment of the results announcement.

14.4. Protests against scoring

14.4.1. The protest may be made only by the Team Chief Engineer and only against scoring of their own model, or against scoring of the opponent's model in relation to the own model, but always with specifying an impugned item(s).

- 14.4.2.** The protest can only be filed with the Race Director against a deposit of CZK 400 (€ 15). In the case, the protest is not recognized as justified, this deposit forfeits to the Organizer.
- 14.4.3.** The Race Director and the judges discuss the protest with the participation of the chief engineers of the teams concerned by the protest. The decision of the Race Director is final and irrevocable.
- 14.4.4.** It is unacceptable to criticize the scoring of the race after the time for protests. Breaking this rule will be classified as a very serious violation of the race rules.

15. Penalties for violating the Rules

- 15.1. Warning** – this penalty is applied to a slight violation of the Rules (e.g. Food in a Race Box, failure to observe length of breaks, attack by biological weapons, etc).
- 15.2. Ban for the racer to work for a specified period (min. 1 - max. 12 hours)** – this penalty shall be used by the Marshals against a racer in a repeated slight or more serious breach of rules not directly related to the Race (e.g. disturbing the peace at night, inappropriate behavior, repeated attack by biological weapons, etc.).
 - 15.2.1.** If the racer was active at the time of penalty, his Stint is terminated, and the Racing Team may replace him with another racer.
 - 15.2.2.** If the length of current Stint of sanctioned racer is shorter than minimum specified in the Rule 10 a), the Stint is canceled.
- 15.3. Ban for Racing Team to work for a specified period (min. 1 - max. 12 hours)** – this penalty shall be used by the Chief Marshal in case of a repeated slight or more serious violation of the Rules by the Racing Team or by a racer directly related to the Race. (e.g. unauthorized assistance to/from other team, violation of the Racing Box of other team, unauthorized movement of inactive Racers on the Race Area, etc.).
 - 15.3.1.** The Team must terminate all activities in the shortest possible time and leave the Race Area for a time determined by the Marshals.
 - 15.3.2.** Racers active at the time of sanctioning continue after it ends.
 - 15.3.3.** Time of this ban is not counted into the Stint length of the active racers.
- 15.4. Exclusion of the racer from the Race** – this penalty shall be used by the Chief Marshal against the racer for repeated more serious violations not directly related to the Race. (e.g. excessive alcohol consumption, gross or repeated disturbing the peace at night, etc.)
 - 15.4.1.** Stints of excluded racer remain counted if meet the limits specified in the Rule 10 d).
- 15.5. Points removal from final scoring** – this penalty shall be applied by the Race Director or Chief Marshal after end of the Race in the event of violation of the provisions of the Rule 10 or 14.1.
 - 15.5.1.** The Race Director removes 1 point for every five minutes in a single breach of the Rule 10.
 - 15.5.2.** The Race Director removes 1 point for every single breach of the Rule 14.1.
 - 15.5.3.** Individual cases of violation are added together.
- 15.6. Disqualification of the Racing Team** – this penalty shall be used by the Race Director in case of a repeated serious or very serious violation of the Rules by the Racing Teams or by a racer directly related to the event.
 - 15.6.1.** Immediate disqualification follows in case of violation of Rules 8.3, 8.4, 13.4.1, 13.4.2 or 14.4.4.
 - 15.6.2.** Immediate disqualification follows if the Racing Protocol records do not coincide to the racers working in the Racing Box.

IB Code of Conduct

The Code is based on the principle that ethical considerations motivating fair play are not an optional element but something fundamental to any sporting activity and governance in the field of sport, which applies at all levels of competence and commitment to sporting activity, both in recreational and competitive sport. The Code provides a solid ethical framework for dealing with any pressures that threaten the traditional foundations of sport, which are based on fair play, the spirit of sport and the voluntary movement. Fair play means much more than simply respecting the rules; it also carries the concepts of friendship, respect for others and sportsmanship. It is a way of thinking, not just a way of behaving. This conceptual content includes the issues of combating cheating, the art of deceit (even while respecting the rules), violence (both physical and verbal), unfair advantages, and inequality of opportunity.

Racer:

1. always fights honestly and according to the rules, does not cheat even in fringe or voluntary contests.
2. maintains a level playing field for all competitors and does not conceal from them any information concerning the object of the race which is not generally available, and which would lead to an advantage for their own team during the race.
3. wants to win, but not at any cost.
4. victory is not a reason to be superior. Even the loser deserves respect, he is not a target of ridicule neither hidden.
5. recognizes that the opponent is better and gives him applause at the announcement.
6. does not publicly make derogatory comments about the performance of judges, organizers or other racers.
7. respects and abides by the instructions, decisions and regulations of the organizers and referees.
8. behaves in a considerate manner, does not bother others with inappropriate behaviour or in any other way.

If a racer acts in serious contravention of points 1. to 8., this action may be grounds for exclusion from participation in future years of the IB. This exclusion shall be decided by the Competition Director.

Judge:

1. always decide impartially and neutrally.
2. judges the current work and must not be influenced by the name of the racer or his position in previous contests.
3. participates in the evaluation only if he/she is in good physical and mental condition.
4. does not consult its evaluation with other judges, except in the case of collective decision-making.
5. does not comment on the evaluation of other judges with the racers; any complex questions are solved exclusively by the chief judge of the Race or the technical commissioner.
6. is fully committed to decision-making and does not perform any other activity/function within the Race at the same time.
7. is at his/her workplace on time and only leaves it during the competition in agreed or urgent cases.
8. does not disturb other referees with a conversation.

The racer has the right to ask the judges for their decision in a polite, friendly manner. Discussing and arguing with the judges about points is completely unacceptable.

If a competitor has the impression that he/she has been deliberately or even unintentionally disadvantaged by the officials, he/she has the right to appeal directly to the race director and the matter will be investigated immediately. This right applies until the time for protests has expired. Thereafter, any negative comments about the judging or the judges' work are unacceptable.

If a referee acts in serious violation of points 1. to 8., such action will be grounds for cancellation of the referee's nomination for future years.