



AWS DeepRacer Championships Official Rules

Tens of thousands of aspiring developers from across the globe have participated in the AWS DeepRacer League, vying for a chance to win a trip to compete in the 2019 finals at re:Invent, and hoist the coveted AWS DeepRacer League Championship Cup.

How the top 64 finalists are determined

(1x) 2018 League Champion The 2018 AWS DeepRacer League Champion will return to defend their title.

(21x) Summit Circuit Winners The winners of the 21 AWS DeepRacer League Summit Circuit races.

(3x) Summit Circuit Top Point Getters The three racers that accumulated the most points across the 2019 AWS DeepRacer League Summit Circuit races (excluding the 22nd race).

(3x) Summit Circuit 22nd race 2019 podium The top three racers, according to leaderboard time, from the 22nd Summit race, on Monday, December 2nd at the AWS re:Invent Quad.

(6x) Virtual Circuit Winners The winners of the six AWS DeepRacer League Virtual Circuit races.

(18x) Virtual Circuit Top Point Getters The 18 racers that accumulated the most points across all 2019 AWS DeepRacer League Virtual Circuit races.

(12x) Wildcards 12 lucky wildcard entrants selected from various AWS DeepRacer community races throughout 2019.

Championship Racing

The AWS DeepRacer re:Invent Championship Cup will consist of three (3) rounds of racing.

Round 1: Qualifying 64 Group racing

Round 2: Bracket of 16 racing

Round 3: The Final 3 Showdown

Round 1: The Qualifying 64 Group racing The qualifying 64 group racing round will take place on Tuesday, December 3rd from 12:45 PM - 6 PM in the MGM Grand Garden Arena in Las Vegas, US.

The 64 finalists will be divided into four groups of 16, groups A, B, C, and D. Each group will race independently from other groups, in separate time slots. During each group's racing, each developer will have four (4) separate 4-minute racing attempts on track to get a valid lap time. Each developer's single fastest valid lap, across all four (4) 4-minute racing attempts, will be posted to the leaderboard. The four racers with the fastest leaderboard times in each group (A, B, C, D), 16 in total, will advance to the Bracket of 16 racing.



- If a racer wins a race in the winners bracket, they remain in the winners bracket.
- If a racer loses a race in the winners bracket, they move to the last chance bracket.
- If a racer wins a race in the last chance bracket, they remain in the last chance bracket.
- If a racer loses a race in the last chance bracket, they are knocked out of the tournament.

Races will proceed until only three finalists remain. The three remaining competitors from round two will move on to the Final 3 Showdown.

Round 3: The Final 3 Showdown The Final 3 Showdown will take place on Thursday, December 5th at 8 AM in Exhibit Hall A in the Venetian. The three remaining competitors from round two will move on to the Final 3 Showdown.

Each racer will have one (1) 90-second attempt on the track to achieve their fastest valid lap time. The fastest individual valid lap of each racer shall be posted to the leaderboard as their official result. The 2019 AWS DeepRacer League Champion will be determined as the racer with the fastest lap after all three racers have raced in the Final 3 Showdown.

AWS DeepRacer League Championship Cup Race Rules

- a. At the race, there may be a board indicating whether any of the rules were adjusted for this particular race and if so, they will supersede these Terms and Conditions.
- b. You may only race with your own Reinforcement Learning model or a stock AWS DeepRacer Reinforcement Learning model provided by AWS in the AWS DeepRacer console or as part of the 'model selector'.
- c. You may only race with a stock AWS DeepRacer from the devices made available by AWS at the race. The device provided is at the sole discretion of the AWS DeepRacer Pit Boss.
- d. All timings shall be as determined by an AWS employee using a stop-watch, or other timing device, and all times are final.
- e. During your attempt, you may restart your lap as often as you like, while the 4-minute (or other duration) race attempt timer is running.
- f. For a lap to be valid, the car has to complete one lap around the entire track following the indicated direction of the track, starting with the front wheels of the car on the starting line of the track and crossing the finishing line (same as starting line) with the front of the car, and cannot have more than three resets per lap.
- g. During a reset, the lap timer will not be stopped, it will keep running. If you have more than three resets in a lap, the lap will be marked as "did not finish" ("DNF") and the lap time will not be recorded.
- h. If the maximum time on track has elapsed and no valid lap has been completed, you will not have a valid lap time to submit and marked as DNF.
- i. If the car at any point stops touching the driveable surface or any of the border lines, an AWS employee will use their reasonable best efforts while acting in a safe and controlled manner to reset



the device at the last good point on the track, that is, the last point where it touched the track or borders.

- j. If your car starts driving in the wrong direction during the race, an AWS employee will use their reasonable best efforts while acting in a safe and controlled manner to reset the device at the last good point on the track.
- k. Once the first lap of an attempt has been initiated, the countdown clock will not be paused or restarted due to operator malfunction. Attempts interrupted due to mechanical malfunction that are not the direct result of the operator shall be awarded at the sole discretion of the official AWS DeepRacer Pit Boss.
- l. AWS reserves the right to restrict or otherwise remove you from participation in the Championship Cup due to disruptive behavior or misconduct of any kind, including but not limited to, use of aliases or other racing materials that are inappropriate (as determined by AWS at its sole discretion), profane, defamatory, infringing, or unlawful.
- m. AWS reserves the right to change these rules at any time without prior notice.

The Prizes

Grand Prize: The 2019 AWS DeepRacer League Championship Cup Champion shall receive

- a. A trip to re:Invent 2020 in Las Vegas, USA. The re:Invent Prize includes: round trip coach class flights from the winner's nearest international airport to Las Vegas, Nevada, USA, 5 nights' accommodation, 350 USD allowance for food and travel, and participation in the AWS DeepRacer League Knockout Tournament. If a winner is a resident of Hong Kong or the United Arab Emirates, the 350 USD allowance for food and travel will be provided via a pre-paid credit card. The value of each re:Invent Prize is 4000 USD.
- b. Bragging rights to the AWS DeepRacer League 2019 Championship Cup and a track and other significant elements named after the winner during AWS DeepRacer League 2020
- c. A Coursera online Machine Learning degree scholarship with a maximum value of up to 25,000 USD, subject to the terms and conditions of grand prize to be presented upon official selection of prize by recipient. In the event that the Sponsor is unable to deliver the Coursera Machine Learning degree scholarship prize to the winner, for any reason, the winner will receive 25,000 USD AWS Promotional Credit, subject to the AWS Promotional Credit Terms and Conditions, which may be viewed here: <https://aws.amazon.com/awscredits/>.