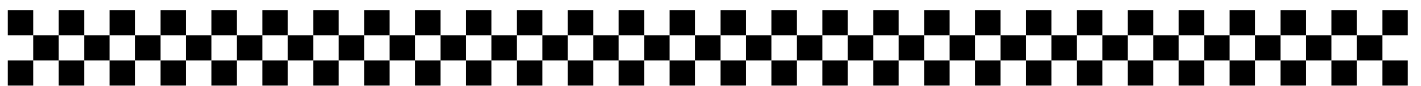


USDRA™ Coach Welcome Guide

Unified Scholastic Drone Racing Association™
Powered by Drone Legends™ and Orqa™



1. Welcome to the USDRA

The Unified Scholastic Drone Racing Association™ (USDRA) is the official student drone racing league created by [Drone Legends](#). It is the first and only drone racing league *created exclusively for students*. Middle and high school students compete in two formats: virtual racing using the FPV SkyDive simulator and In-Real-Life (IRL) drone racing with actual drones at school.

This guide covers startup procedures, required equipment, race formats, and support resources. You'll also find information about esports competitions, scrimmages, rules, and help contacts.

Prior drone experience is not required. This guide shows you how to begin.

2. Your USDRA Membership Benefits

Your purchase of the [Drone Legends FPV Initiator](#) or [USDRA Esport Bundle](#) provides instant USDRA membership. The league provides tools and structure for organized, skill-building racing experiences with students.

- **USDRA Coach Portal:** Team management access, live leaderboards, and official track map downloads, support, training and more.
- **Esports League Access (SkyDive Simulator):** National virtual racing seasons through the SkyDive simulator platform.
- **USDRA Official Track Maps:** Layouts for building physical racecourses at your school. Updated each season.
- **USDRA In-Real-Life (IRL) Drone Racing Sporting Rules:** Complete reference covering race formats, team roles, equipment, and safety.
- **Team Support:** Setup assistance, logistics help, and technical support.
- **For support:** email support@usdra.io or call 866-376-6338 (Option 2)

3. Equipment for IRL Drone Racing

Teams participating in official IRL racing and submitting lap times to the leaderboard require two specific items:

FPV Initiator Curriculum Kit:

This kit contains beginner-friendly FPV drones, safety gear, and a 12-lesson curriculum teaching flight basics, safe operation, and race skills. The kit includes physical race elements (arches, flags, and cubes) for building standardized USDRA tracks.



USDRA Lap Timer & Software:

This system tracks lap times and submits them to the league. Required for official IRL results recording and ranking.

To purchase either item: email info@dronelegends.com or call 866-376-6338 (Option 1).

4. Competition Formats

USDRA supports two racing formats. Teams may compete in one or both:

1 Virtual Racing (Esports League)

Teams compete using FPV SkyDive, a drone racing simulator that mirrors official USDRA track layouts. Students fly using their Orqa FPV.Ctrl controllers and develop real FPV skills in a safe, school-appropriate digital environment.

2 In-Real-Life (IRL) Racing

After building confidence in the simulator, students transition to racing real drones using FPV Initiator equipment. Races occur on physical courses in your school's gym or other open indoor areas (see IRL Playbook in USDRA Coaches Portal).

5. IRL Racing Setup

IRL racing brings virtual training into hands-on experience, giving students the opportunity to fly real drones in structured, competitive formats.

IRL Racing Requirements:

- **FPV Initiator Curriculum Kit:** Provides drones, gear, and course elements for safe, effective racing.
- **USDRA Lap Timer & Software:** Required for submitting official lap times to the national leaderboard.
- **Indoor Flight Area:** A gym or similar open indoor space. The USDRA Playbook contains safety and setup instructions.
- **Track Setup:** Use provided arches, flags, and cubes to build courses according to USDRA maps.
- **Race Options:** Host races at your school, invite other teams for scrimmages, or participate in regional events.

For setup help refer to the official “USDRA™ In-Real-Life (IRL) Drone Racing Sporting Rules” 2025–2026 Official Rulebook or contact support@usdra.io or call 866-376-6338 (Option 2)

6. Virtual Racing Setup

All USDRA teams begin in the simulator. Virtual racing is safe, accessible, and scalable. It prepares students for IRL racing and provides a complete competition experience without physical drones.

Virtual Racing Requirements:

- **STEAM Account:** Each student needs a STEAM account. Install SkyDive Complete Edition via STEAM: FPV.SkyDive
- **FPV.ctrl Controller:** One controller per student.
- **Device and Internet:** A supported device with stable internet connection.
- **Coach Portal Access:** Coach access to the USDRA Coach Portal at usdra.io.

Lap times submit automatically through the simulator after each heat. No manual reporting required.

7. USDRA Esports Seasons (FPV SkyDive)

USDRA hosts two official esports seasons annually. These events run entirely online using the SkyDive simulator.

Season Dates:

- **Fall Season:** October 14 to November 7, 2025
- **Spring Season:** February 16 to March 13, 2026

Competition Format:

1. Seeding Round

All teams race unlimited heats. Average best lap times determine rankings. Top 8 teams advance.

2. Qualifying Round

Each pilot races 10 heats. The top 4 teams advance.

3. Semifinals

Each pilot races 5 heats. The top 2 teams advance.

4. Finals

Final 2 teams race in a live-streamed event. The team with the lowest average lap time wins the season.

8. Esports Rules Summary

All virtual racing teams must follow these official league rules:

- Each team must have 3 pilots
- All pilots must complete each heat. A missed heat records as Did Not Fly (DNF) with a time of 1:30.000
- Pilots must fly through all gates
- Each race heat is one lap
- Scores based on the average of each pilot's best lap times
- Only approved controllers and software permitted
- Sportsmanship required. Cheating or misconduct may result in disqualification.
- Appeals must be submitted within 30 minutes. USDRA decisions are final.

9. Practice & Scrimmage Options

Regular practice is essential. Beyond official races, USDRA supports informal opportunities to build skills and maintain student engagement.

Simulator Challenges:

Within SkyDive, students complete time trials on themed tracks. These challenges do not affect standings and work well for solo practice and skill development.

Scrimmages:

Coaches may host unofficial races at any time. These build experience and maintain activity between official events.

Simulator Scrimmages

- Use SkyDive and FPV.ctrl controllers
- Coaches select track and race format
- No reporting required

IRL Scrimmages

- Use FPV Initiator Curriculum Kit and USDRA Lap Timer
- Build courses using official maps
- Host local races or invite nearby teams
- Results do not count toward national rankings

10. Getting Started

You are enrolled. Your students are ready to race. Time to begin your season!

- **Log into the Coach Portal at www.usdra.io:** Manage your team, download materials, and view standings.
- **Review your Coach resources at www.usdra.io/resources:** Familiarize yourself with race formats, safety rules, and equipment.
- **Set a Practice Schedule:** Combine simulator training, scrimmages, and track time.
- **Watch for Announcements:** Seasonal updates, track releases, and league communications go to all coaches.

Contact Us for Help

- For tech support and race setup: support@usdra.io or 866-376-6338 (Option 2)
- For orders or equipment questions: info@dronelegends.com or 866-376-6338 (Option 1)

11. Final Notes

The USDRA extends beyond racing. It is a hands-on learning platform building confidence, teamwork, and technical skills. You do not need drone expertise to coach effectively. Help students stay engaged, race safely, and improve continuously.

We are here to help.

Thank you for joining the league.

 **See you at the starting line.**