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RV College of Engineering®
Autonomous Institution Affiliated to Visvesvaraya Technological University, Belagavi
Approved by AICTE, New Delhi

Aeronautical Society of India
Bangalore Branch

AEROMANIA

LET'S GLIDE

RULE BOOK

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PROBLEM STATEMENT

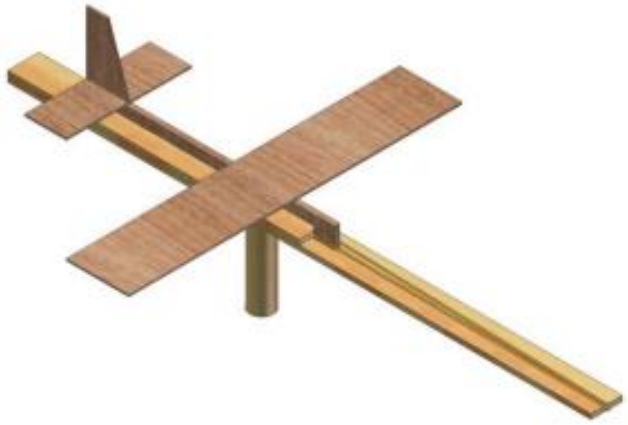
Participants will design and build a glider made of balsawood, which will be launched outdoors.

Materials Provided:

- Glue, Tape, Scale
- Scissors
- Blades
- Markers, Sheets
- Sandpaper
- Catapult

RULES

1. Maximum of 2 participants in a team.
2. Maximum wingspan of a glider must not be more than 500mm.
3. Maximum time allowed to build the glider is 90mins.
4. Participated must get their own Balsa wood sheets, whereas other items will be provided as mentioned.
5. Ready-made kits are strictly NOT allowed.
6. Each glider should be designed, constructed, launched and repaired by contestants at the Venue.
7. A glider, which meets all requirements, but appears to the judges to pose a danger to persons or property, will be disqualified at the sole discretion of the judges.
8. Each team will be permitted one glider at the contest.
9. The glider must have a hook on the underside of the fuselage to permit launching with the catapult.
10. The glider is hooked to the rubber loop at the end of the catapult. The contestant pulls the glider back until the hook of the glider touches the wooden stop at the front of the stop plate on the catapult (see diagram below). The launch angle of the catapult is determined by the contestant. Any launches made with the nose hook pulled beyond the stop plate will be counted as an un-scored launch, thereby reducing number of trials.



11. There will be 3 targets for the glider to fly through. They will be aligned one behind another so the glider can fly through all three if it doesn't turn too far left or right. The targets will be placed at 3 meters, 6 meters and 9 meters away from the start line. The glider must fly through the first target or the flight will count as a zero.
12. Flying through the targets will award bonus meters to the overall distance of the flight, target one (3) bonus meters, target two (6) bonus meters, and target three (12) bonus meters.

Judging:

1. Flights distance is measured from the start line to the closest point of the glider to the start line.
2. A flight is disqualified if the plane fails to fly through the first target.
3. All flights measured by a judge are official flights, regardless of distance achieved.
4. Each team is allowed 2 flights (each round); the best flight of the 2 will be recorded as the team's score.
5. Gliders can be repaired or modified between trials if necessary.

Score: (100 points possible)

1. Team Score (TS) = Flight distance achieved on their best flight.
2. Winning Score (WS) = Greatest Flight distance achieved by any team competing.
3. Final Score (FS) = (TS/WS)*100

Venue & Time:

All participates must assemble at CS Ground on 6th Jan 9:00 AM.

TIMELINE	
9:15	Participates must assemble near CS ground
9:30 – 9:45	Introduction, Rules, Explanation
9:45 – 11:15	Building the Glider
11:15 – 11:20	Preparation for Launch
11:20 – 12:00	Launching session
12:00 – 12:15	Winner announcements & prize distribution

Fees & Prize:

1st, 2nd, and 3rd place awards will be given to the teams will highest final score.

- Registration Fees: ₹550
- Prize Money: ₹5000 worth

Registration link

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