TAILSPIN

- An Aeromodelling Competition

Task

To design and fabricate a chuck glider with a maximum wing span of 90cm. Each team will be required to projectile their glider into the pre-determined landing zone and land it safely. The event will be conducted in two rounds.

Game Arena

1) The launch zone will be an area of 5 feetx5 feet for both Round 1 and Round2.
2) The landing zone will be like an airstrip which will be metered to measure the distance of your projectile.

Event Structure

Round 1 –Beginner–

1) An area of 5 feet X 5 feet will be provided to chuck the glider.
2) Both projectile distance and time of flight will be considered.
3) The aircraft must not topple during flight.
4) Three trials will be given for each team and best of performance will be considered.
5) This is eliminative in nature.

Round 2-Advanced-

1) The aerodynamics of the selected gliders will be examined by the experts.
2) Gliders with the most interesting and stable specifications (wrt. design, look, aerodynamics, Innovations) will be given extra weightage.

RULES AND REGULATIONS

1) The models should be made manually, readymade gliders will not be accepted.
2) The participants are free to use the material of their choice. However the use of Balsa wood, foam (sun board), cardboard and paper is advisable. Balsa wood is light, easy to handle and fabricate the glider making it the best choice.
3) It must be unpowered, with no power source mounted on or outside of aircraft.
4) The glider should be hand chucked.
5) Any dimension of the glider should not exceed 90 cm, whether it is the wingspan or length of the glider.
6) Maximum initial height of projection of the glider will be predetermined by organizers.
7) A maximum of three trials will be given and the best score will be considered.
8) Since it will be an outdoor event, the complaints regarding the unfair advantage/disadvantage of the weather conditions are unacceptable.
9) During event, decision taken by organizing team will be final.

General Rules

1) Organizers' decision shall be treated as final and binding on all. The organizers reserve the right to change any or all of the above rules as they deem fit.
2) Change in rules, if any, will be highlighted on the website and notified to the registered participants.
3) Organizers reserve the right to disqualify any team indulging in misbehavior or violating any rules. In case of any disputes/discrepancies, the organizer's decision will be final and binding.
4) Note that at any point of time, the latest information will be that which is on the website. The information provided in the pdf downloaded earlier may not be the latest. However, registered participants will be informed through mail about any such change.

Judging Criteria

1) **Range** :

Points will be awarded based on the range of the projectile of the glider only after a safe landing.

2) **Landing**:

The safe and smooth landing of the glider in the landing zone with all the parts of the glider intact will be analyzed and points will be awarded accordingly.

3)**Endurance** (time of flight) :

Time is the time calculated by the organizer in seconds from the moment the plane is in the air to when it finally lands in the Safe Landing Zone.

Team

A team can have **maximum** of three members. . Students from different educational institutes can form a team.

Eligibility Criteria

All students with a valid Identity Card of their respective educational institutes are eligible to participate.

Certificate Policy

- Certificate of Excellence will be awarded to the top 3 teams.
- Certificate of Participation will be given to all participating teams.
- Disqualified teams will not be considered for any certificates.

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