



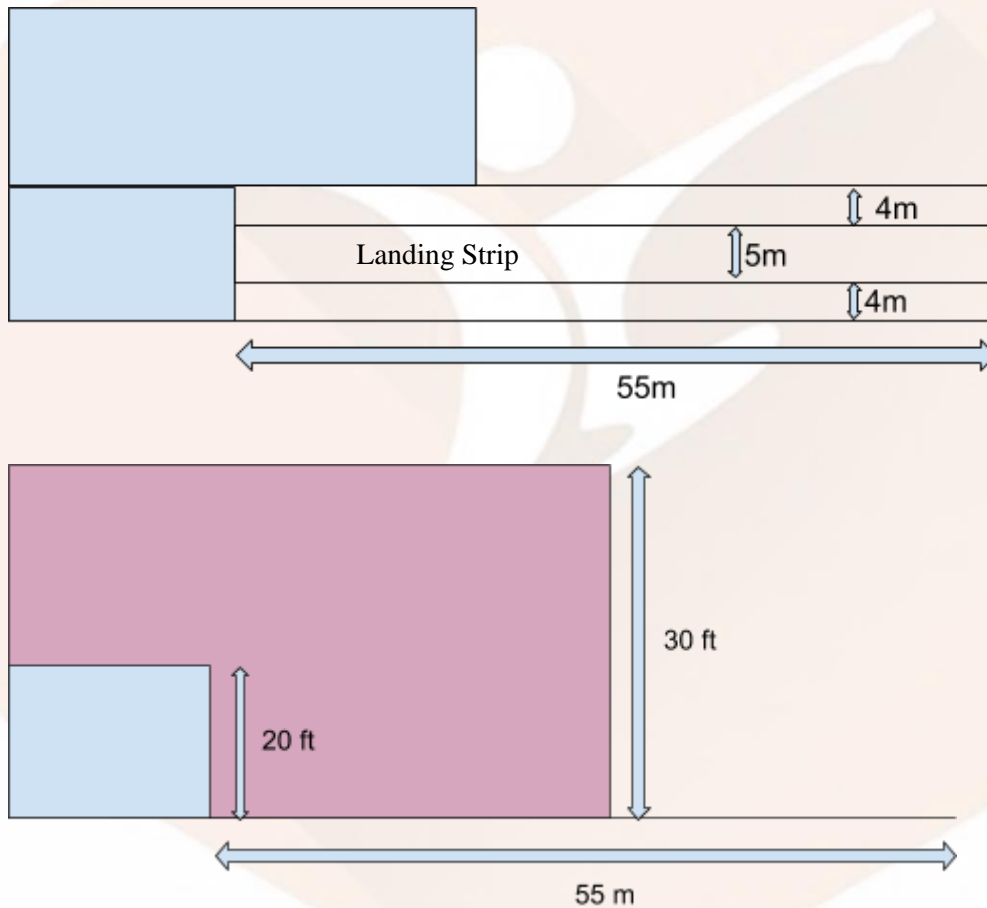
GLIDER MAKING COMPETITION

Aim:

The competition requires the participant to design and fabricate a Glider (no Readymade Planes are allowed) and glide it on a straight defined path.

The Arena:

The Arena consists of a launch Point which is 20m high and a gliding path which is 55m long and 5mm wide. The adjacent building is 30 m high and at a distance of 4m. (See the illustration)





Gameplay

The glider needs to follow a straight path which is 55m long. Deviation should be avoided. There will be 2 rounds. First round is Hand launch in which the competitor will launch their glider by providing thrust (no launchers allowed, hand launch only) followed by Vertical Drop round.

Points and Scoring

The scoring will be done on the basis of:

- 1) Time of Flight - 50%
- 2) Distance covered - 40%
- 3) Deduction from deviation from Strip - 10% per foot

Specification :

The design constraints are:

- 1) The wingspan should be 1 meter
- 2) Fixed actuators
- 3) There are no constraints on weight and material

Team Specification:

1. Size of the team should be 1-3 member(s).
2. Members of team may be from same college/school or different.
3. Any number of team can participate from one college or school.
4. Professionals are not allowed. Only students can participate.

Prizes Worth 9k

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