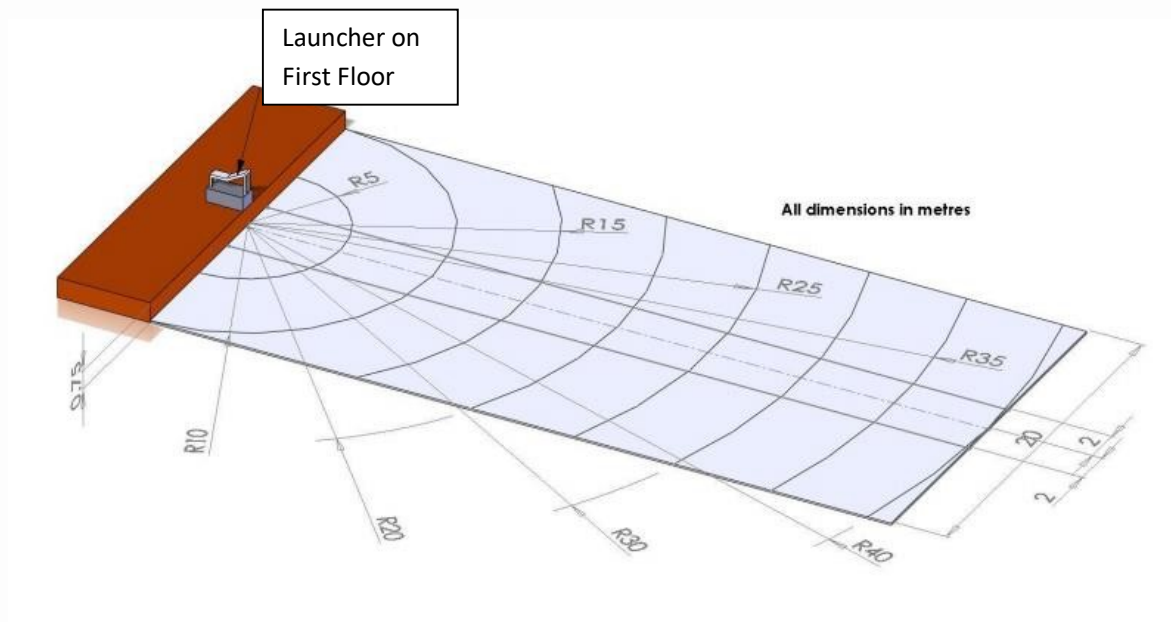


GLIDER COMPETITION

To design and build a small unpowered glider (wingspan- 1.0m) to be hand launched from an optimal performance to compete for best range, best track and best flight time.

Track Dimension



Rules

1. Each team comprises of 2-5 members
2. Each team is to design and build an unpowered glider based on the following guidelines:
 - a. All parts of the glider must be fabricated by the teams. Kits or off-the-shelf models or parts, i.e. servo motor, receiver, transmitter, are not allowed
 - b. The glider must have a wing span of between 0.5 and 1.0m
 - c. No balloon and airship design will be allowed. No gaseous substance lighter than air will be allowed



3. Each team will only be given THREE (3) attempts during the competition. The attempts will not be consecutive, and will be in different sessions. Teams are advised to return to their respective team booth. The team is allowed to repair or make simple modification to the glider before the next attempt.
4. The better measurements between the three attempts will be taken to vie for “The Best Range”, “The Best Track” and “Optimal Performance” awards.

JUDGING

1. Distance would be measured from designated launch line to the tail of the glider.
2. Time of flight shall be noted from release of glider to the touchdown
3. Smoothness of landing shall be marked
4. Negative marking for Breakage of Fuselage (weight age decided by amount of wreckage)

