

HOVERCRAFT

RACE AGAINST TIME

Gear up! Bring the engineering skills in you. Hovercraft is a competition that requires designing, craftsmanship and piloting skills. We challenge your hovercrafts against a variety of terrains and gliding through changing mazes and should be completed in a least possible time .Your controlling and craftsmanship skills will be put to test in this exciting competition.

TEAM STRUCTURE:

The maximum team size should be of 4 members.

Any number of teams can participate from same college.

Professionals are not allowed to participate.

Everyone in the team should have bona fide certificate from their school or college.

Problem Statement : Every team participating should build an RC HOVERCRAFT according to design constraints and requirements in the competition and participate in the below levels....

EVENT DESCRIPTION: The event consists of two levels.

LEVEL 1: This will be a knockout level ,teams have to complete the specified track successfully (two laps) . The track consists of different terrains on land.

Teams that clear the knockout stage will move to the next level.

LEVEL 2: This final level consists of teams who are qualified.They have to attend a test where a hovercraft should reach the destination specified without deviating from the path and without any break in the least amount of time with increased obstacles.

Note: Every team as to submit there TDF (Team Description Form) with all necessary details in pdf format .

Team name
Team members -Name, college, Phone number,Email Id
Videos or photos of your hovercraft
Rating and specifications of components used

Note : Above form should be submitted before one week from commencement of the event to the given email Id .

Hovercraft specifications:

Dimensions: 35 * 25* 25 cms with tolerance 3%

Propeller: Single

Type: Radio controlled

Weight: 2.5 kilograms

Skirts of hovercraft: Based on the requirement.

RULES OF THE EVENT:

- Safety precautions should be ensured by the participants.
- Crafts found damaging the arena will be immediately disqualified.
Participants must have the identity card of their respective institutes with them.
Damage to the arena must be minimal and adequate precaution must be taken to waterproof the electrical circuit to prevent any hazards.
- In case the hovercraft gets stuck, the team must place it back on the last checkpoint and the timer won't be stopped.
- .Judges decision will be final in case of any conflicts and rules are subject to change.
- Qualification of a hovercraft to the next level is subjective and totally on the decision of the judge.
- Time measured by any contestant by any other means is not acceptable for scoring. The time measured by the organizers will be final and will be used for scoring the teams.
- Power outlets will be provided, but no spare components will be given or sold.

RULES FOR HOVERCRAFT:

- The hovercraft must be using electrical power from batteries.
- Teams should bring spare parts.
- Teams are not allowed to touch the hovercraft during the run(except if the team announces time-out as per the next rule). The timer will also keep running during this process. There is no limitation on the type or number of motors or servos that can be used.
- The same hovercraft must be used for all the rounds.
- When one participant is performing, others have to hand over their remote controllers to the event organizers. Under all circumstances, the judges' and event coordinators' decision is final and binding on all participants.

EVENT COORDINATORS

Pullela Kali Raj Sunad. -9963843634 , rajsunad13@gmail.com

Kolluru Yagnesh Rohit -7386243262 , rohith.savanth@gmail.com