

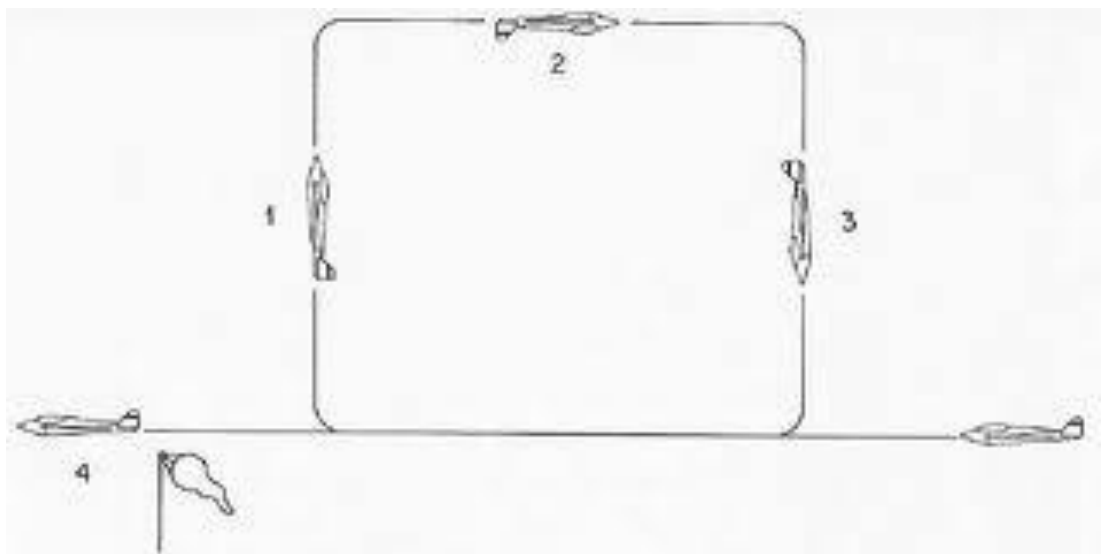
SKY SPARKS

Event Structure

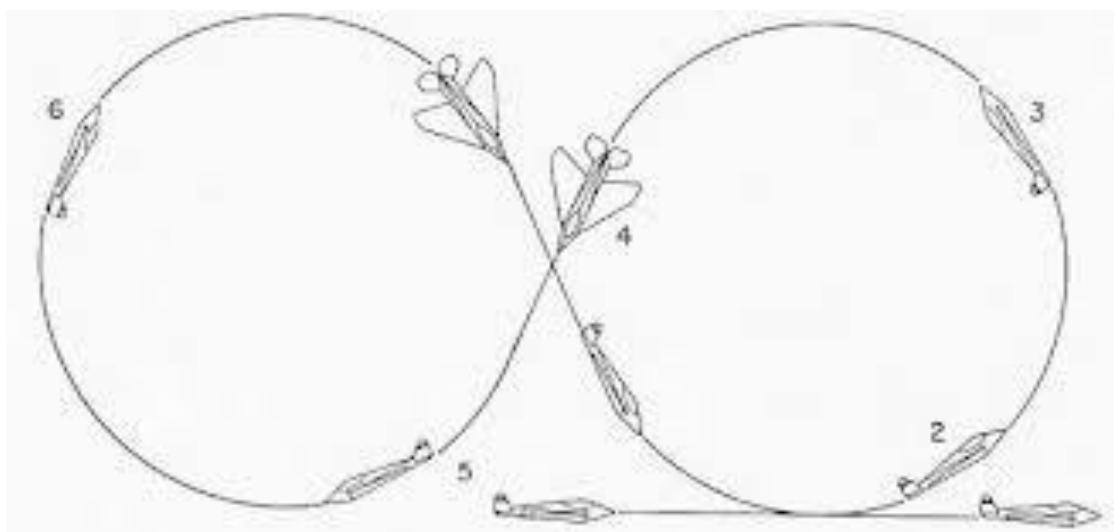
ROUND 1 -

You will be given 5 minutes to do the maximum of the following maneuvers to earn the maximum points:-

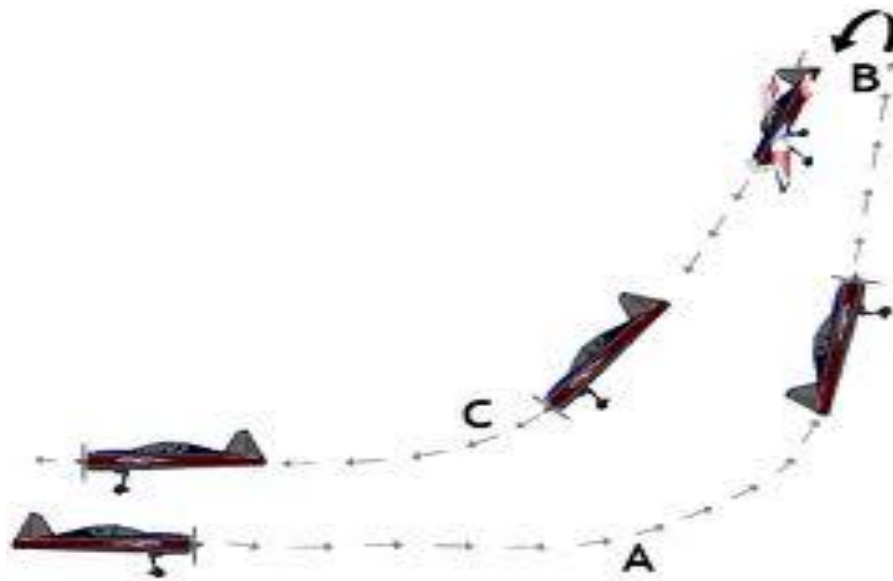
- Square Loop



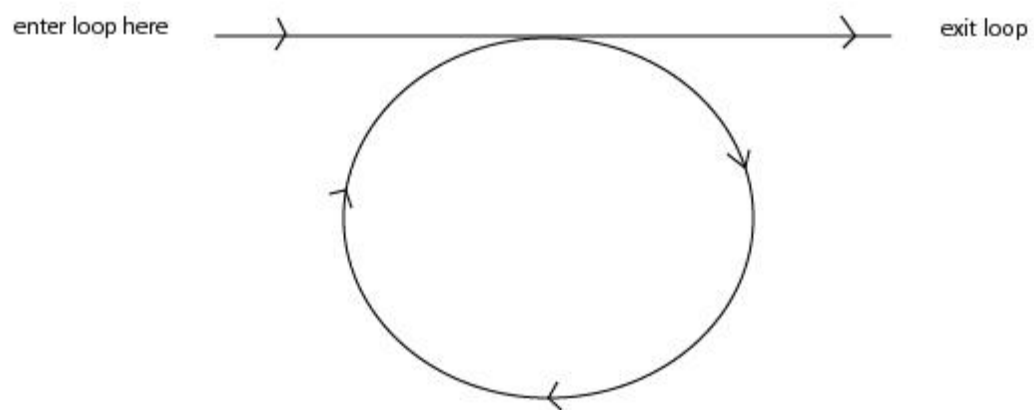
- Cuban Eight



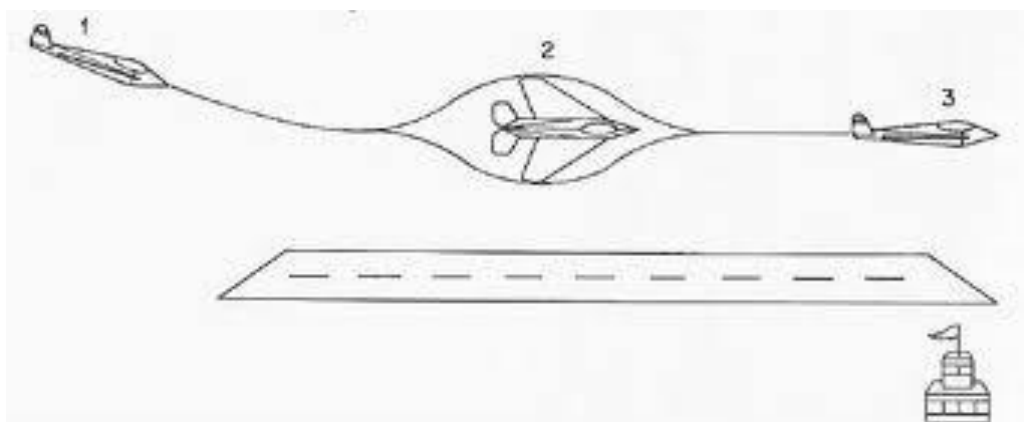
- Hammer head/Stall Turn



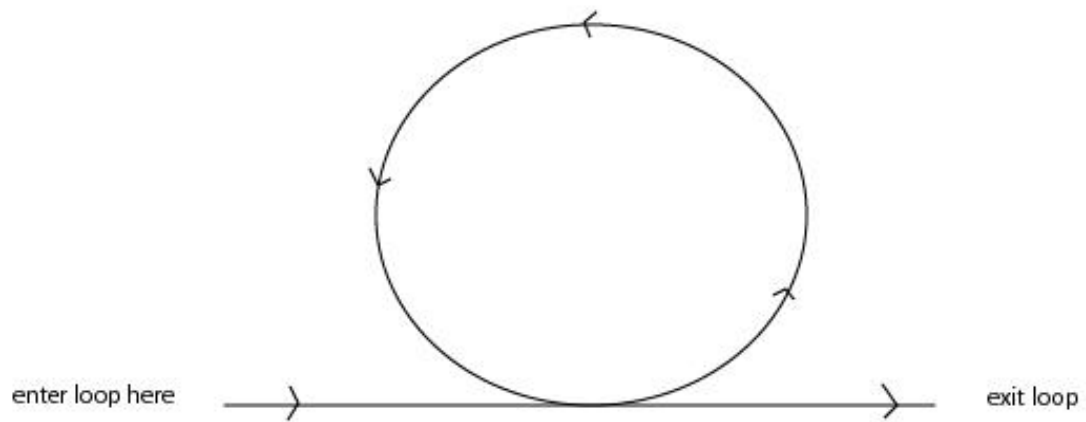
- Outside loop



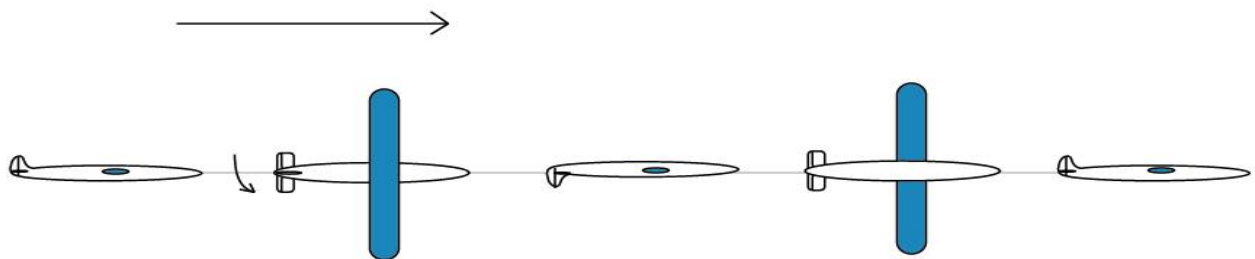
Knife Edge



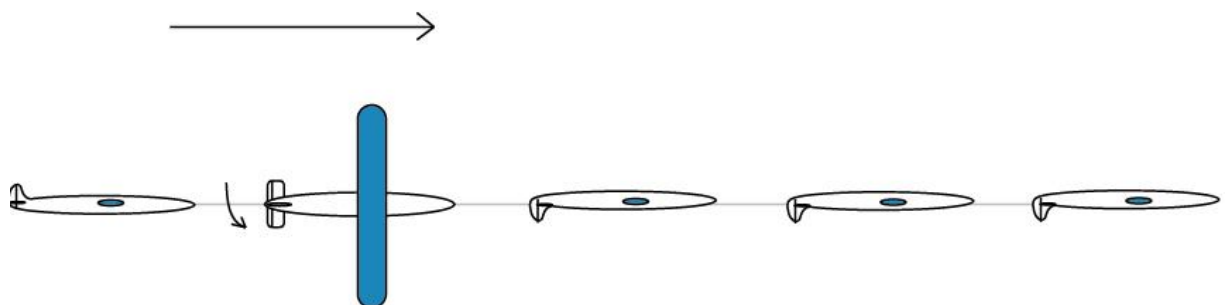
- Inside Loop



- Double Roll



- Inverted straight flight



- Landing Maneuver

ROUND 2

First Part- "*ON THE SPOT*"

- This is a spot dropping event. There will be 3 concentric circles. The payload has to be dropped in those circles in given time of 2 minutes.

Second Part- "*LIMBO*"

- Continuing from the first part without landing, the contestants are required to do the second part.
- There are two horizontal bars with a horizontal distance of 40 ft. between them. Height of first bar is 6 feet and the second is 4 feet. The plane is to be taken from below both the bars. Contestant has to do this repeatedly in loops (horizontal or vertical) maximum number of times in a given time of 3 minutes.

Third Part- "*SPOT LANDING*"

- This is a spot landing event. There will be 3 concentric circles. The plane has to be landed in those circles.

ARENA

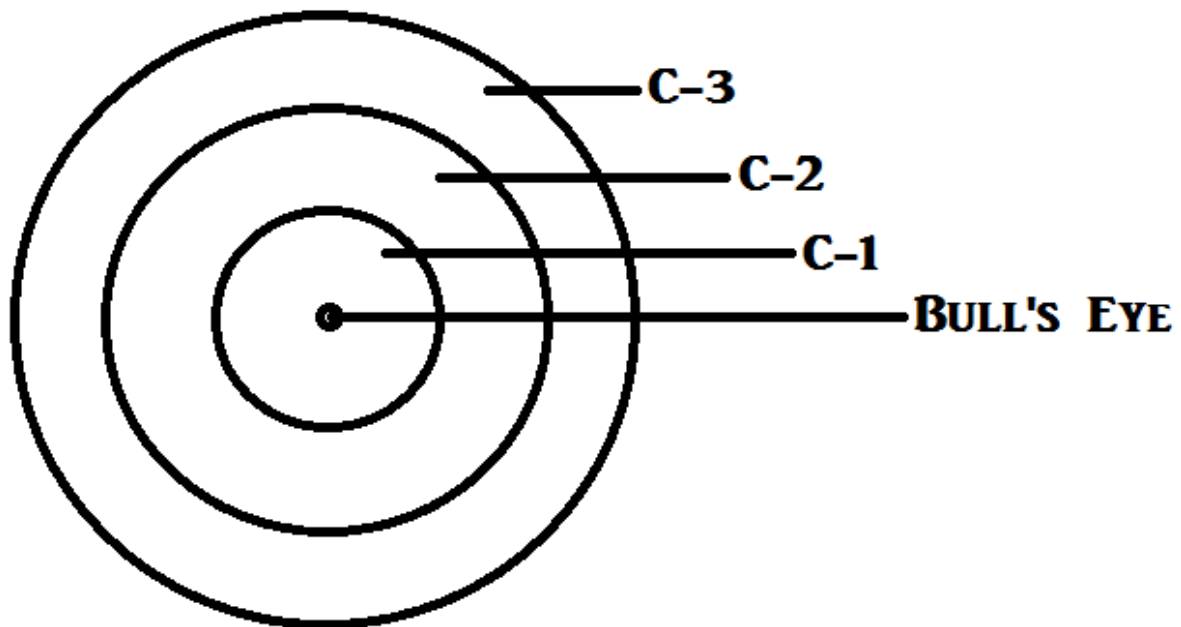
The arena for the **spot dropping** in **Round-II** consists of 3 concentric circles. The circular arena is divided into 3 regions.

Bull's Eye - The center of the circles

Region C1 - Circle of radius 1 m.

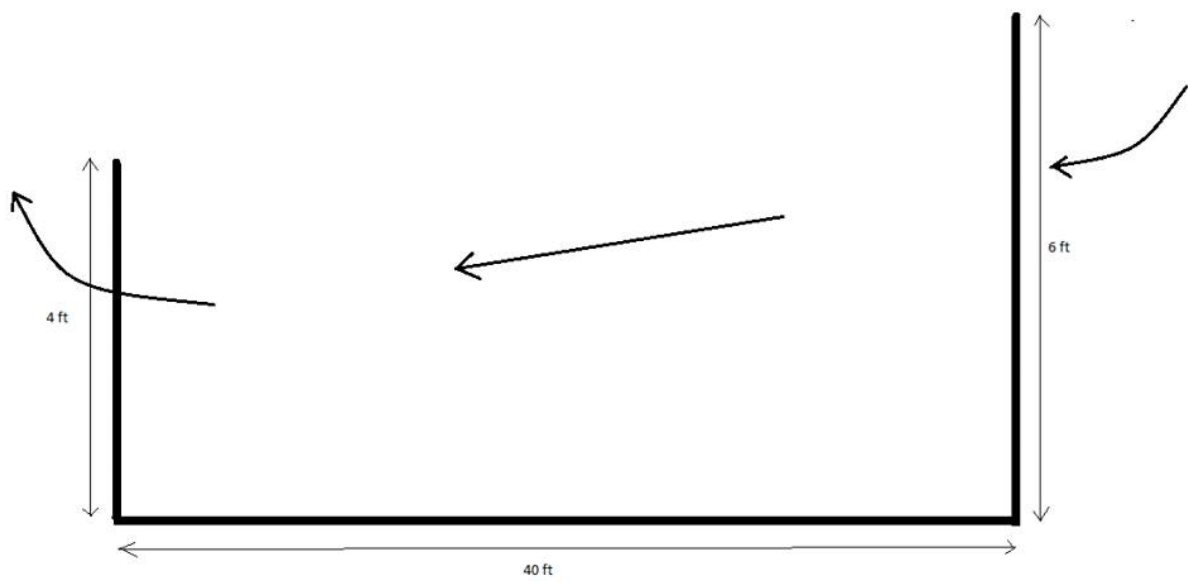
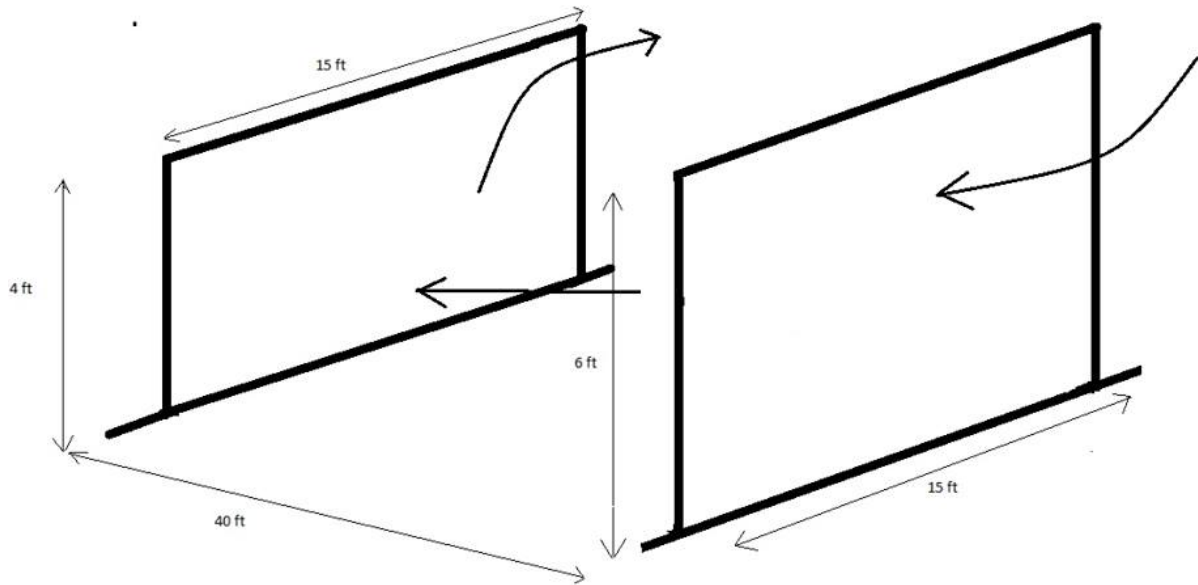
Region C2 - Circle of inner radius 1 m and outer radius 2 m with center being the **Bull's Eye**

Region C3 - Circle of inner radius 2 m and outer radius 3 m with center being the **Bull's Eye**



The arena for the **LIMBO** in **Round-II**:

OVERALL VIEW



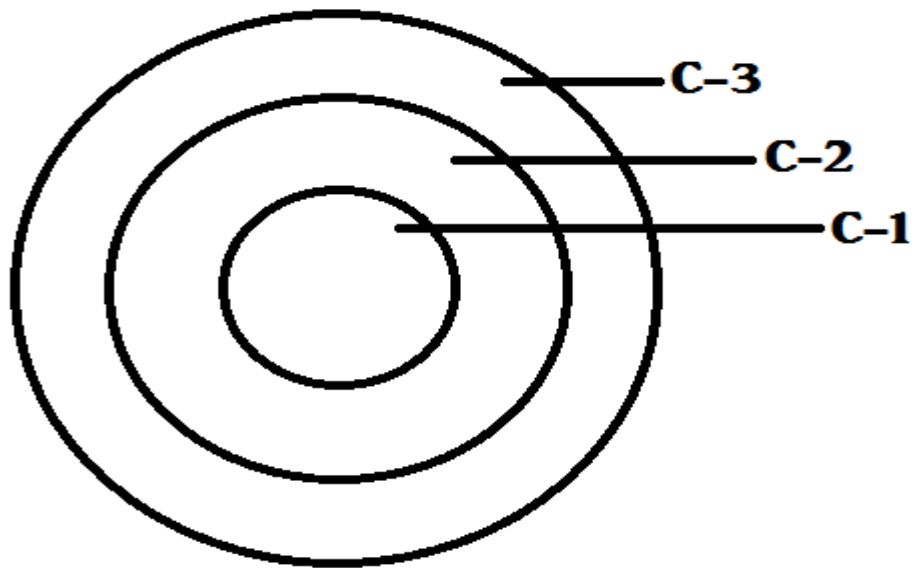
Side VIEW

The arena for the **spot landing** in **Round-II** consists of 3 concentric circles. The circular arena is divided into 3 regions.

Region C1 – Circle of radius 1 m.

Region C2 – Circle of inner radius 1 m and outer radius 2 m

Region C3 – Circle of inner radius 2 m and outer radius 3 m



Round II

- The contestants will be given 1 minute for take-off.
- The plane has to take-off with the payload{???} already attached to the plane.(Payload will be provided at the time of the event)
- There will be only one attempt given to drop the payload.
- Total time for "ON THE SPOT" after the take-off time will be 2 minutes.
- The "**LIMBO**" is to be completed without landing (no contact with the ground should be made) after "ON THE SPOT".
- Total time for "**LIMBO**" after "ON THE SPOT" will be 3 minutes.
- The time for the final "**SPOT LANDING**" after "**LIMBO**" will be 2 minutes.
- There will be no gap of time between "**LIMBO**", "ON THE SPOT" and "**SPOT LANDING**".
- No points will be awarded if the specified task is not completed in its specific time i.e. "**LIMBO**" is to be completed in its specified time only. If done in spot landing's time, it will not be counted.

Judging and Scoring

- All the teams from round 1 will be selected for the round 2.
- The points for each maneuver in the first round are as follows:

○ Square Loop	30
○ Cuban Eight	30
○ Hammer head	30
○ Outside loop	30
○ Knife Edge	20
○ Inside Loop	20
○ Landing Maneuver	10
○ Double Roll	10
○ Inverted straight flight	10

- 70% of the points for each maneuver will be awarded for completing the maneuver successfully and the rest 30% will be awarded by the judges depending on the quality of the maneuver.
- The total score of first round will be S1.
- Points structure for "ON THE SPOT" in round II-
 - **Bull's Eye** - 150 points
 - **Region C1** - 100 points
 - **Region C2** - 50 points
 - **Region C3** - 30 points
- The points for this round will be awarded depending on the point of first contact on the ground.
- If the payload drops on the circumference of a circle, the points will be awarded for the inner circle.
- No points are awarded for the point of contact outside of the outermost circle.
- For the "LIMBO", 30 points will be awarded for completing each loop successfully.
- Points will be awarded even if the loop is not completed but the second bar is crossed successfully.
- No points will be awarded if one not both the bars are not crossed in a single attempt.
- Points structure for "SPOT LANDING" in round II-
 - **Region C1** - 50 points
 - **Region C2** - 30 points
 - **Region C3** - 20 points
- The points for this round will be awarded depending on the point of first contact on the ground.
- If the plane lands on the circumference of a circle, the points will be awarded for the inner circle.
- No points are awarded for the point of contact outside of the outermost circle.
- The total score of round 2 will be S2
- In case of crash, points earned before crash will be counted as final in both the rounds.
- The final score of each team will be calculated as follows

Final Score = 35% of S1 + 65% of S2

