

AQUALYMPICS

EVENT OBJECTIVE:

Aren't you tired of proving your supremacy in the monotonous land contentions? Here's an opportunity to epitomize the dominion over water by creating your own RC Boat, sailing it over the capricious terrain of water and quickly overcoming the obstacles.

EVENT STRUCTURE:

1. Scores will be given according to the time required to finish the lap or the distance traversed by the boat.
2. The time recorded by the coordinators only will be considered for scoring.
3. Maximum points will be given to the race.
4. Some points will be given to the mechanical structure of the boat and its efficiency.
5. Participants are expected to give a small talk of about 5 minutes on the way they have designed the boat before the race begins. This will be considered in the final evaluation.

Specifications:

1. Maximum length of Boat: 30 cm.
2. Maximum width of Boat: 20 cm.
3. Height has no restrictions but participants are recommended to keep it below 25 cm.
4. Participants are free to use any materials of their choice. Recommended materials are light weight wood (balsa), Styrofoam, or plastic corrugated sheets.

RULES:

1. Students from different institutes can be part of the same team. However, one person cannot be a part of multiple teams for the same event.
2. Students should build their own boat. Outsourcing (using readymade kits or mechanisms) is not allowed. Violating this clause will lead to disqualification.
3. The boat's shaft must touch the surface of the water i.e. air boats are not allowed.
4. The exterior part of the boat shouldn't be sharp and pointed which might cause damage to the arena. Any boat found damaging the arena would be disqualified.
5. Use of IC (Internal Combustion) engine is not allowed.

6. External Motors, batteries and remote controls are allowed. There is no restriction on number of D.C. motors used.
7. Only onboard power supply is allowed. Battery Voltage should not exceed 12 volts.
8. All the teams will have to submit their remotes before the start of the competition. These remotes will be handed back to the team before their turn.
9. Laptop/personal computers are not allowed near arena. Devices using Bluetooth are not allowed.
10. The organizers are not responsible for any kind of damage to the boat once it enters the arena.
11. Hand touch is allowed but after each hand touch, boat must be placed at the previous checkpoint. Furthermore, a hand touch will decrease a team's score.
12. In case of any dispute, the decision of the judges and the organizers will be final and binding to all.
13. Abstract of the design should be submitted along with images on or before **10th September 2016**. The email should be addressed to aqualympics@mind-spark.org and the subject of the mail should be 'Abstract for Aqualympics'.
14. Rules may be changed without prior intimation. Participants are requested to check the MindSpark'16 website (www.mind-spark.org) regularly for updates.
15. Only UG students and diploma students are allowed to participate, no workers/employees will be allowed.
16. Every participant must carry a valid college ID card and registration receipt without which you won't be allowed to participate in the event.

TEAM AND FEE STRUCTURE:

- Team Size : Maximum 4 participants per team.
Registration Fees : ₹ 200/- per team.

FAQs:

Q. Who can participate?

A. Any Undergraduate student with a valid ID card and registration receipt can participate.

Q. Is it possible to participate in other events of MindSpark?

A. You are free to participate in as many events as you want. However, you have to manage your own schedule.

Q. Can students from different colleges form a team?

A. Yes, students from different colleges may form a team, but one student may not be a part of 2 or more teams for the same event.

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