

THE WRIGHT TURN

EVENT OBJECTIVE:

Two RIGHTS don't make a wrong they make an aeroplane. Engineer the best RC Controlled plane to compete and prove your supremacy in air.

EVENT STRUCTURE:

Round 1:

Part A: Inspection Round

In this round, the plane will be tested for its design and safety constraints.

Part B: Test Flight

Models successfully clearing the inspection round will be given test flight period of 3 minutes. Teams will be judged for their functionality of model and flying skills.

NOTE: Those who are not able to fly their aircraft, judges will help them for their test flight.

Round 2: Design Round

Part A: Making of Glider(Unpowered Aircraft)

1. In this round participants have to make a GLIDER on the spot. All required material will be provided to participants on the spot. Participants need not bring any material.

2. All stationary material such as cutter, pencil, scale, glue etc. will be provided by MindSpark.

NOTE: Some sort of idea will be given regarding the making of a glider before the actual competition.

Judging Criteria:

The glider will be judged on the basis of following criteria:

- 1) Maximum range covered by the glider.
- 2) Maximum time of flight of the glider.

Range will be measured in meters and that will be considered as points

Time will be measured in seconds and that will be considered as points.

Part B: My design is the best (for RC aircraft)

1. In this round, participants have to prove why "My Design is the Best". Points will be awarded based on design's innovativeness, understanding and explanation of participants.

2. Teams have to explain their design to the judges. Participants will be asked general questions about their model design and its building parameters by a panel of judges. For this part each team will be awarded points out of 50 by the judges according to their innovative design.

NOTE: For Best Design Award only 2nd round points will be considered i.e.

Part A+Part B

Round 3:

Participants are requested to design their planes keeping in mind first two rounds only since no additional mechanism is to be incorporated in the 3rd round.

Arena Description for Round 3:

1. Take off Zone – 10x1.5m
2. Qualification line – 8 m ahead of Take-off Zone
3. There will be certain checkpoints consisting of poles arranged in a specific manner which will be notified on the same day.
4. Due points will be rewarded to aerobatics performed by the rc plane. These aerobatics may include vertical loop, horizontal loop, barrel roll, stall turn, inverted flight etc.

Landing zone – square of 5m side.

Task for Round 3:

An attempt will be considered if the plane crosses the qualification line.

Points for Round 3:

The marking scheme will be notified on the day of event. Top priority will be given to take-off and landing. Points will also be awarded to clearing the checkpoints and performing aerobatics.

RULES:

1. Participants must design and build their own aircraft. Use of ready-to-fly (RTF) kits and almost ready-to-fly kits are strictly not allowed.
2. Only electric powered RC planes are allowed. Use of IC Engine is strictly prohibited.
3. Participants are free to use any material of their choice. Participants are advised to take special safety precautions for their aircraft. Organizers will not be responsible for any damage caused to the model or its electrical components during the event.
4. Participants must be present at the event site before or at the reporting

time. Teams arriving late will be disqualified.

5. To avoid interference, all teams must hand over their transmitters to organizing team before the event.

6. An aircraft is defined as a vehicle which experiences exactly 4 forces – lift, drag, thrust and weight at any time during its flight.

7. The event is open to all people who are not 26 years of age or older at the time of the event.

8. Students and others will be placed in separate groups and marked accordingly.

9. Maximum 5 participants are allowed in each team. Team members can be from same or different institutes.

10. However, one participant may not be a part of multiple teams for the same event.

11. Judges' and organizers' decision on any matter will be final and binding to all.

12. Organizers reserve all rights to change any or all of the mentioned rules or efficient operation and safety of competition. Rules may be changed without prior intimation. Participants are requested to check the official MindSpark'16 website(www.mind-spark.org) for updates.

13. The teams must not damage the opponent's aircraft in any way. Judges reserve the exclusive rights to disqualify any team indulging in misbehavior.

Aircraft specification:

1. Maximum wingspan – 40 inches

2. Maximum motor power- 1.5KW

3. The voltage of the battery used should not be more than 12V.

4. It is recommendable to include a good landing gear system in the design and construction phase of your aircraft. Remember, taking-off and landing are very important phases of this competition. If anyone wants HAND LAUNCH, points for take-off will be deducted.

Other parameters:

1. Number of aircrafts per team is not fixed. A team can field more than one aircraft.

2. Participants will be allowed for a maximum of 2 runs. Best of the 2 runs will be considered for the final score. The runs would not be consecutive and the participants will be given time to make any small changes to the aircraft if required.

TEAM AND FEE STRUCTURE:

Team Size	:	Maximum 5 participants per team.
Registration Fee	:	₹ 250/- per team

FAQs:

Q. Who can participate?

A. Anyone interested in aero-modelling can participate. Students from any undergraduate educational institute with his/her valid Identity card can participate.

Q. Can I participate in only design round without building aircraft?

A. No. You must build aircraft, explain it in front of the judges and fly it during test flight round. A team without aircraft will be disqualified.

Q. Can students from different educational institutes form a team?

A. Yes, Students from different educational institutes are allowed to form a Team. But one participant may not be a part of more than one teams for the same event.

Q. Can I participate individually in the event?

A. Yes, a team can comprise of one member also.

Q. Where can I register for the event?

A. When our publicity team visits your college. You can also come to COEP prior to the event and get yourself registered. On spot registration will be considered only before the start of the event.

EVENT HEADS:

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