



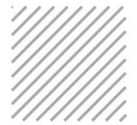
# Problem Statement

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## Model Specifications

- Teams are allowed to use electric components only since this is strictly an electric plane competition.
- IC engines are strictly prohibited.
- Metal propellers are strictly not allowed.
- Use of gyros is prohibited.
- Each team has to bring its own model. Exchange of models between teams is not allowed.
- Handmade models, Ready-to-fly models or planes assembled from kits are allowed.





# Problem Statement

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## Event Structure

### 1st round:

The best measure of the design of an aircraft can be done by the climb and gliding time. In this round, participants are required to make their aircraft to climb for 20secs. After this they need to do a dead stick flight(throttle=0,gliding). And land at the specified location. The plane however can be manoeuvred while flying.

The team will be graded on the basis of the glide time of the aircraft.

### 2<sup>ND</sup> ROUND / FINAL ROUND:

- The event will be conducted in many manoeuvres.
- In the end, the team having the highest total points will be the winner.
- In this round the participants will have to perform the manoeuvres that are listed below and the number of points awarded against the total will be based on the smoothness and accuracy of the manoeuvres.
- The Maximum time given to each participant is 4 minutes.
- Points will be deducted for crossing this limit and manoeuvres performed after 4 minutes will not be judged.
- Manoeuvres can be repeated to improve your score in that particular maneuverer.

