



RC Plane

GC Points - 300

Final Date - 28/10/2018

Venue – Football Stadium

Time - 14: 00

Last Updated – 20: 00 | 14/09/2018

Contact Details

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Objective:

To design an RC Plane capable of holding a block of 2cmx2cmx2cm and dropping it.

The plane must take-off from a specified region with the block in it, fly over the dropping zone, drop the block and then land in the landing area.

Gameplay:

- The event will have 2 rounds.
- In first round, each team needs to show the design of the plane and explain few things about it.
- The team will then need to fly the plane for at least 20 seconds to qualify for the next round. Time will be the ranking criteria within first round.
- Each team will be given 10mins for flying the plane. The maximum flight time will be taken into consideration.
- In second round, the plane must fly over the dropping zone, drop a block and then land in the landing zone. Points will be the ranking criteria for second round. Time will act as a tie-breaker if any two teams are within 5 points.

Plane Specifications:

- The plane must not be built from readymade assembly kits.
- The teams are free to choose any type of model and material for making the plane (FliteTest.com and their YouTube channel are a great source for plane models).
- Transmitters will be provided by the club but teams must have their own batteries, motors, ESCs, servos etc.

Qualification Criteria: Plane with at least 3-channels of control (Throttle, Pitch, Roll/Yaw)

Team Specifications:

- A team can have a maximum of 5 members.
- Only one team can participate from one hostel.

Scoring:

<u>Task</u>	Points
Take-off by hand	5
Take-off by wheels	15
Achieving control of plane	10
Flying over the dropping zone	10
Dropping in zone A (1.5m)	25
Dropping in zone B (3.0m)	20
Dropping in zone C (5.0m)	15
Dropping in zone D (7.0m)	10
Dropping outside	5
Smooth Landing in zone 1 Title	15
Uncontrolled Landing in zone	10
Landing out of zone	5