

# 1. Glider – General Rules

## Glider - Rules & Regulations for National Olympics

- The Glider Olympics offers teams an opportunity to engage in a friendly competition with students from other cities using SAE India's – A World In Motion® Glider program.
- Students studying in class 7 can form a group of 4 [1 project engineer, 1 facility engineer, 2 test engineer] to participate in the event.

## Materials & Glider Specifications:

- Glider in the competition must be constructed at the competition venue, on the day of the event using materials supplied only in an official Glider kit.
- All the toy making material to be used will be made available by the organizers to the Student team.
- Teams may build multiple Gliders to use in different events. The allowed flexibility in the toy making is explained in this rule book.
- Teams are not allowed to use any external material for the construction, decoration & preparation of the concept Glider in presentation round.
- Teams, however will be allowed to use external material for demonstrating the concept in front of the Judges. E.g. Tub with water, Wooden ramps, Tables, Rope, etc.

## Rules: Toy making, flying space

- Students will get 2 hours for making a maximum of 4 gliders
- Students can try their gliders during toy making on the available launch pads in a common area
- Necessary Flying space for each event is explained in the respective event guideline. Engineering Education Board (EEB) will reserve all the rights to certify the flying zone.
- Teams will have to perform on the assigned flying zone for the competition. This may be assigned as “team specific” or “event specific”.
- During any attempt by the team, if the glider does not leave the table/ launch pad/ or falls through within the 1st meter, from the start point even after release, the attempt will not be counted and the team will be given chance to inspect their glider or the launch process again.
- Minor repair by the team will be allowed and should be done in front of track judges (no external help allowed).
- Teams will be given three attempts during the competitions. However the teams are allowed to use ONLY One Glider for taking all the 3 trials for a particular event.
- Glider need to be in 1 piece till it makes the 1<sup>st</sup> contact. However, it is OK if the glider is damaged due to impact on the ground.
- Team can use an adhesive tape provided by the judge or glue to fix the damage caused. [tape can be used only if the glider is damaged during the actual test]

## Conduct of the Competition :

- Points can be acquired in 4 different Performance events, which include Distance, Weight-carrying ability, Accuracy and Longest travelling time to become overall National Champions.
- Points can also be acquired in Presentation round for securing winning position in individual award category only.
- Weights for the weight-carrying ability event will be placed on the glider by the test engineers. The weight need to be secured on the glider till the 1<sup>st</sup> point of contact to ground.
- Teams will compete to acquire the highest number of total points.
- Only 2 Test Engineers will be permitted at the starting line.
- All teams will be given a specific amount of time to complete their 3 attempts per event. Any trials that are not finished during the allotted time will be forfeited

Event Scoring	Max Score
1 – Max flying distance	20 points
2 – Max distance with weight	20 points
3 – Flying Accuracy	10 points
4 – Long flying time	25 points
5 – Presentation	<i>Individual score 100 points</i>
<b>Total</b> <i>(Presentation is not part of the total score)</i>	<b>75 points</b>