



GAME-OF-DRONES

Pool Event (Y14 or Y15)

Points: 20

It's time for science to be fun. The event will check your flying skills on the Quadcopters. Complete the different task with the buzzing vehicle and become the ultimate winner.

Event Structure

Round 1

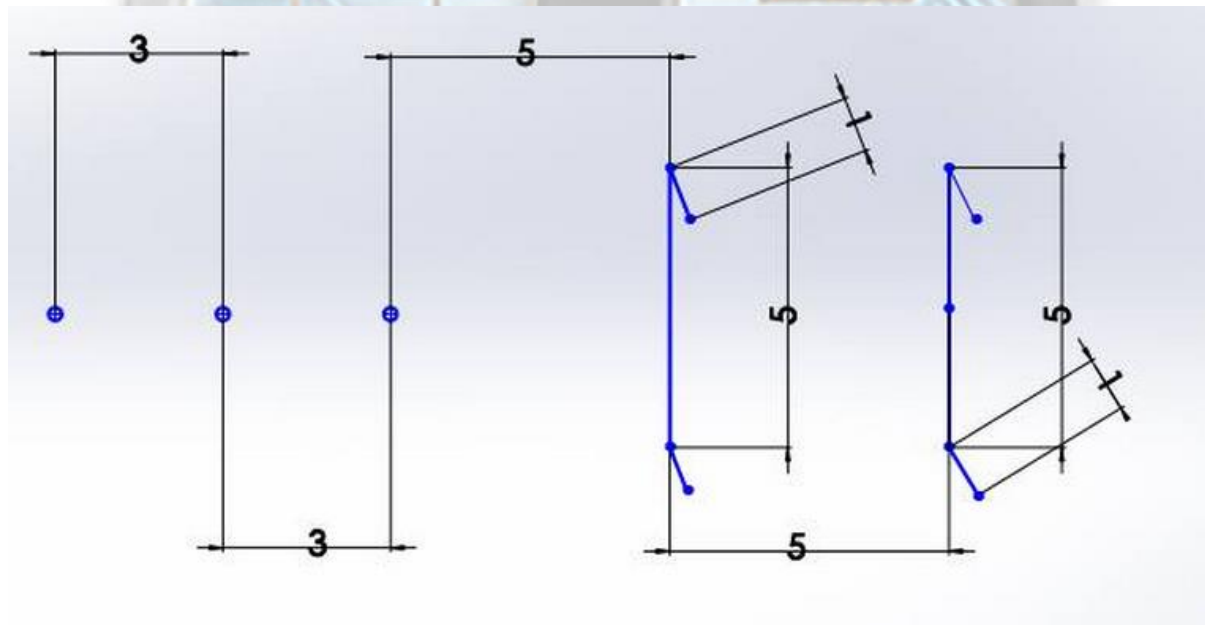
Task:

Complete an obstacle course with the Quadcopter without crash in minimum time.

Path:

Consisting of loops around poles and under pass gates.

Arena:



- Three poles each at a distance of 3 meter. You need to bypass them in zig-zag manner.
- A gate at a distance of 5m to be under passed.
- A gate at a distance of 5m from the first gate to be over passed
- Finally you need to land the Quadcopter safely in a given circle after the last gate.



Problem Statement:

- Two attempts will be provided to each pool. Best of the two will be considered.
- Crossing each obstacle will fetch you points.
- Complete the course without crash.
- Top three pools will qualify for the next round.

**Flyers should be strictly from Y14 or Y15 batch.

Rules:

- Teams have to pass maximum number of obstacles as shown above.
- Time from the start to when you complete the course or when the quadcopter crashes will be calculated.

Round 2:

Task: Show your control skills by landing the quadcopter in the desired circular zone. The diameter of the circle will decrease consecutively.

Rules:

- Qualifying teams of Round 1 can participate in Round 2.
- Teams have to take off from the start zone and have to move ahead by landing and taking off from each circular zone.
- Radius of circular zone will decrease consecutively.
- Landing outside the circular zone or crash will lead to end of the attempt.
- Team covering maximum number of successful circles will be the final winner.
- In case there is any tie between two teams, the team with minimum time will be the winner.

**Improper land, damaging the quadcopter, even if it is a prop-break will be considered as a crash.

**Flyer must check all the electronics before flying. In case of any technical problem refer to the coordinators. Flyers holds the sole responsibility of any failure during the flight and it won't be consider for a second attempt.



** Only one team from each pool can participate. Each team can have a minimum of 1 and a maximum of 4 flyers. The flyers can be changed in any round but not in any single attempt.

**If judges or coordinators find any person not capable of flying the quadcopter will not be allowed to fly under any circumstances.

** If at any point of time coordinators feel that the quadcopter is going out of control or out of the field then the transmitter will be immediately taken from the flyer and clock will be stopped.

** In case of any disputes, the decision of the coordinators would be final and binding to all.

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