

# GAME OF DRONES

## Pool Event

Points : 30

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

### Event Structure

#### **Round 1** (Qualifying Round)

#### Problem Statement:

- No time constraint, but can not land your quadrotor for more than 15 sec during the round.
- Max. hits allowed to the arena is three.
- Two attempts will be provided to each pool.
- Complete the task without the crash.
- Pools **completing the task** will qualify for the second round.

**\*\*Flyers should be strictly from the Y18 batch.**

#### Rules:

- Each hit result is (-3), will be added in the main round points.
- Qualifying based on completion of the course within hit restriction.
- Teams who crash the quadcopter will be disqualified.

#### **Round 2(a)**

##### Main Round - 1

- The pilot has to take off from a specific point and stay within the altitude range of limit during flight and land the quadcopter at the desired box.
- The pilot would be immobile during this stage and no contact with an outsider, even in sign language is allowed, he/she has to estimate the landing position and land.

- The point would be awarded if more than 50% of the frame is inside the target.
- Two attempts will be provided to each pool.

## Round 2(b)

### Main Round - 2

- The pilot has to take off with a package attached(to be drop at the end of mission) to the quadcopter(Pickup the package would be bonus points). The mobility of pilots is allowed to expect 'do not enter zones'.
- A maximum of five hits allowed.
- Two attempts ( one attempt would be considered as soon as quad touches the ground ) will be provided to each pool.
- Total time would be altered and points would be assigned on linear factor.
- No other members allowed in the flying arena expect pilot.
- The time factor will be multiplied.
- Each mission element will have certain points with a time multiplier.

Note: \*\*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 hold the sole responsibility of any failure during the flight and it won't be considered 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.

\*\*Team must report on scheduled time. If any team will fail this condition then points will be deducted as the following scheme from their total score

- For the first 10 minutes 1 point penalty per minute
- For 10 to 15 minutes 2 points penalty per minutes
- After 15 minutes team will be disqualified.

\*\*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 the clock will be stopped.

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

**In case of any problem, feel free to contact**

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