



1. **DESCRIPTION:** At the Tournament, teams will assemble, test, and fly up to two aircraft built on-site without using adhesives from unopened standardized model airplane kits.

**A TEAM OF UP TO:** 2

**IMPOUND:** No

**APPROXIMATE TIME:** 50 minutes

2. **EVENT PARAMETERS:**

- For Invitational and Regional competitions, teams must bring two unopened kits for inspection and their use. Only kits that, by design, are assembled without adhesives (i.e., Guillows Skystreak, AMA Alpha) and can be disassembled and reassembled to fly again will be accepted.
- At the State and National competitions, event supervisors will provide all airplane kits used in the event. Organizers will stipulate the airplane kit to be used in competition at least 2 weeks prior to the competition. Teams will choose two kits for the event from a selection of unopened standardized kits provided by the Event Supervisor. All teams must use the tournament provided standardized kit.
- Teams may bring up to 4 rubber motors, each not exceeding 2.0 grams.
- Teams may bring winders, assembly tools, fixtures (freestanding from airplanes), sandpaper, adhesive systems, thread, pins, tape, rubber O-rings for motors, clay and their logbook. All items must fit inside a single clear sided container with an approximate footprint of no more than 12" x 12".
- Teams must bring a first aid kit that should contain at least 3 adhesive band-aids and any other first aid equipment the team feels is necessary.
- Additionally, teams must bring cutting boards and wax paper to cover any and all work surfaces.
- The items in 2.e. and 2.f. do not need to be included in the above referenced (2.d.) tool box.
- Any team not using a cutting board will receive a 20% deduction on their final score.
- Each team is responsible for their work site. Any debris must be disposed of, and the site cleaned and inspected before official flights are attempted.
- Teams will be allowed to attempt two (2) official flights for scoring.

3. **CONSTRUCTION PARAMETERS:**

- Only those materials found as part of the two kits will be allowed in model assembly. Glue, tape, pins or clay ballast may be added by teams and are considered as parts of each model.
- Boron, carbon fiber, extra wood or foam plastic materials are not allowed in the construction of the aircraft.
- The stock rubber motor may be replaced by other rubber elastic loops.
- Total mass without motor must be more than 10.0 grams and cannot exceed 25.0 grams.
- The wingspan cannot exceed 50.0 cm.
- Airplanes must use the propeller provided in the kit, which may not exceed 14.0 cm in diameter.
- Motors may have rubber O-rings and be lubricated after check-in.
- Airplanes will be labeled in such a way that can be identified by the participants in reference for their logbooks.

4. **THE COMPETITION:**

- The event will be held indoors. Tournament officials will announce the room dimensions (approx. length, width and ceiling height) in advance of the competition. Tournament Officials and Event Supervisors are urged to minimize the effects of environmental factors such as air currents. Rooms with minimal ceiling obstructions are preferred over very high ceilings.
- The event will be scheduled in hour time slots with no more than 10 teams competing in a time slot. The first 30 minutes will be devoted to complete primary check-in, model assembly and trim flights. The final 20 minutes will be to accomplish the team's two official flights. These flights will occur in 2-3 team mass launches within a 4-minute scheduled window.
- At their scheduled time a team will enter a cordoned off competition area to begin Primary Check-In, where they:
  - Sign-in and are scheduled, in sequence of their arrival, for an official flight time-slot, as well as receive from or have their model kits inspected by from the Event Supervisors depending upon the type of competition being held.



- ii. Teams will then submit their tools and materials kit (2.d.) as well as their first aid kit (2.e.) for inspection. Teams must show officials that they have at least a minimum of 3 adhesive band-aids as part of this kit or a 10% deduction will be applied to their final score.
  - iii. The team members remain in the competition area until their official flights are completed. No outside assistance is allowed.
  - iv. Teams will assemble up to two airplanes from the two kits and proceed to test/trim fly their models.
  - v. The first thirty minutes of the hour include check-in, model construction and flight trimming.
  - vi. At the Event Supervisor's Discretion:
    - (1) Test Flights may occur throughout the contest but will yield to official flights.
    - (2) Teams ready early can proceed to make their official flights in sequence.
    - (3) No Test Flights may occur in the last half hour of the event.
  - vii. A self-check inspection station may be made available to competitors for checking their airplanes prior to the Secondary Check-In for their Official Flights.
  - viii. Competitors may use any kind of winder, but electricity may not be available.
  - d. For Secondary Check-in and their Official Flight Time-Slot, teams must present up to two airplanes, their logbook, and up to 4 motors for inspection immediately prior to their Official Flight Time-Slot. Logbooks must describe at least 4 tasks that were used in either model construction or test flying their models prior to the competition. The logbooks may contain numerical data.
  - e. During Secondary Check-in, Timers will collect the motors presented for inspection. Allowable motors will be returned to the team just prior to their Official Flight Time-Slot.
  - f. After Secondary Check-in, teams will be taken in groups of 2 or 3 to make official flights:
    - i. Teams may make up to two (2) official flights using 1 or 2 airplanes.
    - ii. Teams will be instructed to put their airplanes on the floor then asked to pick them up.
    - iii. All motors that meet specifications and were collected during Secondary Check-in will be returned to the teams for their official flights.
    - iv. When picked-up, teams will have one minute to wind airplanes.
    - v. Timers will follow and observe teams as they are winding their motors.
    - vi. In the last 10 seconds of that minute, a timer will audibly announce the countdown. At "3-2-1 Launch!" all models in the group will be launched and timed independently.
    - vii. When the last model lands, teams will again be instructed to pick-up their models starting a one minute countdown for the second official flight. These flights will be timed to conclusion.
    - viii. Time aloft for each flight starts when the model leaves the competitor's hands and stops when any part of the model touches the floor, the lifting surfaces no longer support the weight of the model (such as the airplane landing on a girder or basketball hoop) or the Event Supervisors otherwise determine the flight is over.
    - ix. In an unlikely event of a collision, the two teams involved will re-fly the round.
    - x. Event Supervisors are strongly encouraged to utilize three (3) timers on all flights. The median flight time in seconds to the precision of the device used is the official time aloft.
5. **SCORING:**
- a. The final score is made by adding the two flight times together.
  - b. Ties will be broken by the longest single official flight time per team.
  - c. Teams with incomplete flight logs will have each flight time multiplied by 0.90.
  - d. Teams that worked without a cutting board will have each flight time multiplied by 0.80 after other penalties have been applied.
  - e. Teams without flight logs will have each flight time multiplied by 0.70.

**Recommended Resources:** The Science Olympiad Store ([store.soinc.org](http://store.soinc.org)) carries a variety of resources to purchase for this event; other resources are on the Event Pages at [soinc.org](http://soinc.org)