Flying Start Challenge

Rules

Aim: To build a hand launched glider that can fly as far and as straight as possible whilst carrying a payload.

Marks will be awarded as follows:

Task	Points Awarded	
	Regional Final	**Grand Final**
Glider Flight	200	200
Poster Presentation	150	150
Materials, Innovation & Sustainability	150	150
Quiz	100	-
Engineering Activity 1	-	50
Engineering Activity 2	-	50
Total	**600**	**600**

1. GENERAL RULES

1. Maximum team size of 4.
2. 1 glider per team, designed by participating team only.
3. Students work only, teachers will not be able to help.

2. GLIDER RULES

2.1 FLIGHT

1. Gliders must be launched by hand by a member of the team.
2. Gliders must be unpowered.
3. Gliders must carry supplied payload and not drop it.
4. Each team will get 3 throws, the best throw will be counted. The flight will be scored based on the furthest perpendicular distance from the launch line.

2.2 MANUFACTURE

1. Previous years gliders may not be reused.
2. Gliders must have minimum dimensions of 20cm wingspan and 30cm length.
3. The following materials may not be used: Metal, Glass, Ceramics and sharp objects.
4. The glider must resemble fixed wing aircraft.
5. The glider should be built for less than 100FSD (fictional budget, material costs provided on separate sheet), this will affect the materials, innovation and sustainability score.

3. PRESENTATION RULES

1. Each team will produce a poster covering the sections in the log book.
2. Each team will present to a panel of judges for 5 minutes, with 5 minutes of questions at the end.
3. Posters should be approximately A1.
4. Posters must show materials used and the price of the glider (based on fictional costs given).

4. QUIZ RULES (REGIONAL FINALS ONLY)

1. The quiz will be completed individually and an average score will be taken as the team score.

2. The quiz will be based on the content of the lessons provided by the sponsoring company.