Trial/Pilot Event

Contact the organizers of your tournament to find out what trial/pilot events will be held.

COME FLY WITH ME

Description: The student(s) will construct a paper airplane, on site, that will perform specified maneuvers.

Number of students 1 or 2 Total time 45 minutes.

THE PAPER AIRPLANE:

1. During the current Olympiad year the student(s) will design, construct and test a paper airplane that will perform a maneuver or set of maneuvers
2. Any type of paper with dimensions not to exceed 18 inches in either direction may be used. Manila folders, 4 x 6 filing cards and other similar materials may be used. The stiffness of the material may not exceed that of a manila folder.
3. The maneuver(s) to be performed will be specified prior at the start of the Olympiad year.

THE FLIGHT AREA:

The area for the current year will be L shaped. The area may be within a building with corridors that intersect at right angles. An alternative could be an L shaped area laid out on a gym, or similar, floor. This area would have the lanes (corridors) 3 meters wide. The corridor/lane where the plane will be launched will be at least 5 meters in length; the intersecting corridor/lane will be at least 8 meters in length. A launching line will be placed in the launching corridor/lane 3 meters from the corner of the intersection. The line will be 2 meters in length, and on the right side of the corridor/lane.

CONSTRUCTION:

1. The student(s) will bring paper or other material to construct two paper airplanes. The materials will be examined as to size and stiffness.
2. Paper with pattern(s) for cutting out the plane already of it will not be permitted.
3. The student(s) will have 30 minutes to construct their planes.
4. The student(s) may bring any construction tools they plan to use. These tools may include but are not limited to rulers and scissors.
5. The student(s) may bring any finishing materials they choose. These may include but are not limited to scotch tape and paper clips.
6. The student(s) may bring modeling clay for trimming.
7. The event supervisor will provide a digital centigram balance for use by the student(s).
8. The student(s) will be allowed two-test flight for each plane, prior to the placing of any obstacles.
9. The planes will be impounded.

COMPETITION:

1. A hoop, not to exceed 60 centimeters in diameter will be placed in the second corridor/lane 1 meter from the corner. The hoop, measured from the center of the hoop, will be 2 meters from the right hand wall/boundary line and 1.5 meters from the floor.
2. The plane is to be launched from a point on or behind the launch line. The plane is to make a turn to the right and pass through the 60-centimeter hoop and continue along the corridor/lane.
3. The student(s) will be allowed five (5) minutes to make up to three (3) launches using one or both of the planes constructed.
4. The student(s) may stand anywhere along or behind the launch line they choose. All flights do not have to be launched from the same point.

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5. The student(s) may make adjustments to their plane(s) between flights. Adjustments may include adding or removing materials from the plane.
6. The five (5) minute time does not stop during the making of adjustments.

SCORING:

If a team launches a flight in a manner, that in the judgment of the event supervisor, is designed to deliberately by pass the hoop, it will be considered a violation of the spirit of the event. The following steps shall be taken:

1. The flight is to be scored as not passing through the hoop and a distance of 0.0 centimeters. The flight is to be ranked behind all other flights.
2. The team is to be notified of the scoring and warned that a second attempt to by pass the hoop will result in a disqualification and the team will be given a disqualification score, N+2.

All other teams will be scored as follows:

1. The three flights for each team will be recorded.
2. If the flight area is in a building, a plane may make contact with a wall with no penalty. If the flight area is an area defined by tape on a gym floor, the flight of a plane that crosses a line defining the area shall be considered to have terminated at the point the boundary was crossed.
3. If a plane comes to rest or breaks the plane of a marked area before reaching the intersecting corridor/lane the score for that flight shall be: no obstacles successfully passed and 0.0 centimeters distance.
4. Planes that do not make the right turn will have the distance from the point of first contact measured perpendicular to the launch line.
5. Each team's flights shall be ranked by (1) obstacle successfully negotiated (2) distance traveled along the corridor/lane after the turn into the corridor with the 60-centimeter hoop.

RANKING THE FLIGHTS

In each category the planes will be ranked by distance the plane traveled after making the turn. Distance will be measured from the point of first contact with the floor. The measurement will be made perpendicular to a line across the start of the corridor/lane the plane turns into. The flights shall be ranked in the following order:

1. Planes that pass through the hoop shall be ranked first.
2. Planes that strike the hoop, but do not pass through it will be ranked after the plane in the first group.
3. Planes that do not pass through the hoop but make the right turn into the flight lane will be ranked after the planes in category 2.
4. All other planes will be ranked after the planes in category 3.
5. Ties will be broken using the second best flight of the tied teams, according to the preceding items 1-3.

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