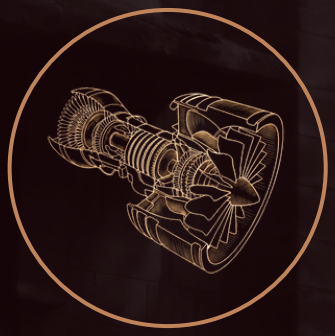


ICARUS

Step into the workshop of innovation, where limits spark creativity and one action can set wonders in motion. You will control materials with precision, design systems that defy expectations and push your critical thinking skills to their limit. Prepare to turn the ordinary into the extraordinary. This is not a test of hands, it is a test of vision and ingenuity. Welcome to the realm of engineering.

Round 1 :

Limitation leads to ideas. Your group has to create a working Ball Sorter & Lifting Mechanism that can handle tough situations with one material and very few tools . Doing well requires thinking outside the box doing things accurately and making designs that can survive tests. Only the teams that work the fastest and come up with the best solutions will move on to the next round.

Delegates per team: 1-3

Round 2 :

This round focuses on aerodynamic design and flight stability. Your team will need to design and build a lightweight glider. The glider must be capable of being hand launched and must glide smoothly through the air in a controlled, stable flight.

The design needs to balance weight, lift, drag and center of gravity for the best possible flight performance. Teams may bring Build plans for this round.

Delegates per team: 2-3

Round 3 :

This round is aerodynamic design, flight control, stability. Your team will design and build a remote-controlled (RC) aeroplane that can take off, fly smoothly, respond to control inputs, and land safely.

Teams will be required to pilot their own planes during the competition, demonstrating their ability to control the aircraft throughout the flight.

The design has to balance lift, drag, thrust, weight and center of gravity to achieve optimal flight performance. Special attention must be given to wing shape, structural strength and control surfaces to provide for stable, efficient and controlled flight.

Teams are required to bring build plans for the RC plane and may bring additional tools which help with construction however aren't incorportated into the final build.

Delegates per team: 3-4