RULES AND REGULATIONS

PAPER PRESENTATION:

1. Maximum number of participants in a Team is 3.
2. The topics that the papers can be chosen by your own. It is advisable that the presentation focuses on one particular topic. Report should be well comprehended, albeit advanced which could appeal to an undergraduate. Kindly contact the coordinator for any clarifications.
3. Abstract should not exceed more than 250 words and Paper should not exceed 15 pages.
4. The subject of the mail with the attached abstract and later, the final paper should be the domain and sub-category under which the paper is categorized.
5. Bring your college I-Card & receipt on event day.
6. Kindly bring your PowerPoint presentation on a CD or on a pen-drive
7. Soft-copies of the submitted paper and PowerPoint presentations must be in the .docx format.
8. Kindly Mail your abstract, paper and ppt to **isopteronz2k20@gmail.com**. Difficulties will be addressed through the same email-id.
9. The teams will get 10 minutes for presentation and followed by question and answer session.
10. Persons from different institutions can be a part of the same team. However, one person may not be a part of multiple teams for the same event.
11. **The mail with submissions should contain:**
    Title- theme of the paper.
    Names of the authors.
    Phone no of the authors.
    E-mail ID's.
1. Paper should be in IEEE Format.
2. Paper must contain index, list of figures, list of tables, abstract, introduction, point wise description of subject and conclusion, Result and references.
3. Paper must be preceded by a cover page specifying the title of the paper, names of authors and their college names as also their contact numbers and email ids.
4. Last day to submit soft copy of your report (via e-mail) will be two days prior to the day of presentation.
5. After you have submitted the soft copy, a panel of judges will go through your material and if you are shortlisted to give the presentation, you will be notified.
6. The abstract mail should contain abstract, references, your e-mail id and mobile number.
7. The decision of judges will be final and no arguments or appeal will be entertained.

Tips

The main objective of the competition that the participant has to keep in mind while preparing is to develop and present a holistic style of approach which is able to motivate his/her audience.

The report being supported/supplemented by technical reference papers gives an added advantage to the participant.

GLIDER COMPETITION:

- There will be only one Participant per team.
- Participant will design and construct a glider which will fly through as many of three targets as possible.
- The Glider must be made out of the **BALSA WOOD.**
- The materials do not have to be used before.
- The glider can be made out of any quality and dimensions of BALSA wood.
- Any type and amount of glue and clay (Nose section) can be used, but keep the glider's weight in mind.

Rules:

- Gliders must be made from balsa wood.
- Purchased kits or Gliders are not allowed.
- The maximum weight (total) of a glider must not be more than 70 grams.
- Each Participant will be permitted only one glider (not multiple) at the contest but the participant may get the second chance with the same Glider.
- Gliders may also be painted/decorated, but keep in mind that paint adds weight. (Markers and colored pencils are good alternatives to paint).
- The Glider have to launch by self (Hand launch) no "**catapults or any other device**" will be used.
- There will be 3 targets for the glider to fly through. They will be aligned one behind another so the glider can fly through all three if it doesn't turn too far left or right. The targets will be placed at 3 meters, 6 meters and 9 meters away from the start line. The glider must fly through the first target or the flight will count as a zero.

Judging:

- The winners will be decided based on the Range and Endurance of the Glider flied.
- Flights are measured from the start line to the closest point of the glider to the start line.
- A Glider is disqualified if it fails to fly through the first target.
- All Gliders measured by a judge are official, regardless of Range and Endurance achieved.
- Gliders can be repaired or modified between trials if necessary.

Scores:

Winning Score (WS) = Maximum Range and Endurance achieved by any team competing.

Awards:

1st, 2nd, and 3rd place awards will be given to the teams will be highest final scores.

BUSINESS PLAN:

ELIGIBILITY CRITERIA

The competition is open for teams comprising of undergraduate and postgraduate students.

FORMATION OF TEAMS

1. Maximum 2 members permitted in a team (plan can be submitted individually as well)
2. One participant cannot be a part of more than one team.
3. No change of team structure is permitted after the team is registered.
4. One of the team member should be Registered as Team Leader.
5. The team must register on or before 29.2.2020
6. All correspondences will be done through his email-id only i.e. isopteronz2k20@gmail.com.

GUIDELINES FOR SUBMISSION

1. The teams must submit their presentation in MS PowerPoint.
2. A team can make submission on only one topic
3. The team must mail their Business Plan to isopteronz2k20@gmail.com. On or before 2.3.2020
4. Please save the Word document as "TL's name_ Institute Name_Location" eg. Khalid Khan-"Periyar Maniammai Institute of Science and Technology' - Thanjavur"
5. Each team must mention topic, team name, college, team members on the first page of the business plan
6. No request for deadline extension shall be entertained.
7. The team can use pictures, info graphics in their business plan. However, we would appreciate that you put relevant sources in Appendix.

AVIATION SPELL BEE:

In competition, after the pronouncer gives a speller a word the speller should:

- Say the word before spelling it, to make sure they understand the word.
- Spell the word slowly and carefully.
- Repeat the word after spelling it.

The speller may:

- Ask the pronouncer to repeat the word.
- Ask for a definition of the word.
- Ask the pronouncer to use the word in a sentence.
- Ask for the origin of the word.

1) The pronouncer shall grant all these until the judges agree that the word has been made reasonably clear to the contestant.

2) After the speller has started to spell a word, they may stop and start over, retracing the spelling from the beginning, but there can be no change of letters or their sequence from those first pronounced.

3) If letters or sequence is changed in respelling, the speller maybe eliminated. In other words, a speller can't correct himself, even while it is still his or her turn.

4) There will be no talking before, during or after the spelling of the word.

5) There will be breaks given by the judges or pronouncers.

6) If the participant talks during the rounds, they are immediately disqualified.

7) Word s are given in the order of the official standard format from easy to the difficult manner, this means that while the words are in the Grade level order, some words are more difficult than others.

8) The word you get might seem more (or less) difficult than your another participants in a team/Group.

9) The winner decided based on the maximum points scored.