Quadrocopter Race

Objective:
To maneuver the quadrocopter (or a remote controlled helicopter) around the obstacle course in the lowest elapsed time.

Background:
The quadrocopter race event is an excellent way for students to show their applications of science and mathematics in creative and fun ways. Acceleration, velocity, momentum, and the science behind electronics are just a few of the concepts needed.

1. Participants will be given 3 minutes to maneuver the quadrocopter around the course.
2. The quadrocopter must pass through the checkpoints in order. Failure to do so will result in a disqualification.
3. The quadrocopter must not touch the walls or any part of the course. Each instance will result in 20 second penalty.
4. If you damage the quadrocopter / helicopter in any way, or seem to be careless in the way you are using it, you will be disqualified and will not be allowed to compete again.

Materials:
Supplied to the participants:
- Quadrocopter / helicopter and the controller

Supplied by the participants:
- none