• Teams of up to four compete in Glider Challenge Competitions
• Final competition at end of semester on 5/4/2023
• Glider primarily to be 3D printed parts and assemblies
• All gliders to be hand launched and judged based on their tier
• Workshops coming soon to help launch teams!
Glider Challenge Tiers

- **Uncontrolled Flight Tier: (Tier 1)**
  - Optimize lift & minimize drag + weight on the glider for maximum flight distance

- **Controlled Flight Tier: (Tier 2)**
  - Make use of flight control to enhance the fly-ability of their glider
  - Judged based on time aloft
  - Bonus points given to those who design and program their own flight controller
Glider Challenge Timeline

- 8-week Timeline to begin week of 03/06
- Aerofoil basics and background
  - 3/7 Tuesday from 1pm-2:30pm
- CAD Solidworks workshop
  - 3/14 Tuesday 1pm-2:30pm
- CAD Fusion Workshop with Autodesk!
  - 3/15 or 3/16 12:30pm-2pm
- Spring Break
- Arduino Pro Mini Workshop
  - 3/28 from 1pm-2:30pm
- Glider optimization (free fall vs. controlled flight)
  - 4/5 Wednesday 12pm-2pm
- 3D-printing workshop - In Library Workspace
  - Week of 4/10 time TBD
- Submit designs by end of week 04/10 for printing
- Autodesk Challenge Deadline 4/10:
  - $500 for first prize
  - [https://www.instructables.com/contest/gamedesign2023/](https://www.instructables.com/contest/gamedesign2023/)
Glider Challenge Timeline

- Assembly week 1 - week of 04/17
  - 4/18: 1-2:30pm
  - 4/19: 12:30-2pm
  - 4/20: 12:30-3pm

- Assembly week 2 - week of 04/24
  - 4/25: 1-2:30pm
  - 4/26: 12:30-2pm
  - 4/27: 12:30-3pm

- Competition week - week of 05/01
  - At end of Gen Mtg 3: 3:30pm to 5pm
    (earlier if Gen Mtg is over earlier)