

Karsumm Rules

General information

"Karsumm", the competition for self-made aircrafts, dates back to 2005 and is a fun event for which the contestants are challenged to find their inner amateur-pilots and technical knowledge in order to construct an aircraft which will neglect the rules of gravity and fly over Emajõgi. In addition, for the first time this year there will be one new category in competition – the "Single jumper" comtetition.

Karsumm will take place in Tartu, on Emajõgi, right next to Kaarsild on 29th of April 2018 at 12.00pm. The competition area will be open for the contestants from 10am. All the contestants must be there at 11am at the latest. A technical observation will be held before the competition as well as a mini-exhibition of the aircrafts for the audience. It is mandatory for the pre-registered teams to registrate on location as well. Access to the competition area will only be allowed by the organisers of the event. The competition area will be surrounded by a fence in order to ensure the safety of the aircrafts and the contestants. The competition will start at 12pm and next, the Single jumper competition approximately at 13:30. The final rewarding of the contestants will be approximately at 13:30pm.

The main organiser of the event is Meeli Pipar. Any additional information will be available via email: mpipar@gmail.com or phone: +372 59008655.

Participation

To participate in competitions you will need to registrate yourself or/and your team. Pre-registration will start on the web address <u>studentdays.ee</u> on the 26th of March 2018 and end on 27th of April 2018. There will be no registration on location (except for the one for pre-registered teams to confirm their attendance.) All registered teams are welcome to ask for any additional information from the organisers of the event.

General rules of the event

Judges and the rating system

The teams will be judged by a jury. The following criterias will be considered in both competitions:

- performance
- custom made aka the construction of the aircraft, appearance, mobility
- costumes
- "the longest flight"

The points will be given on a scale from 1- 10 and the points of the judges will be summarized. In addition every team, that takes part of the Singel jumper competition with at least one participant, will get five extra points that will be added to the teams final score.

Requirements for the aircraft

- The aircraft must not be threatening towards the contestants and the people in the audience.
- The machine must be built out of materials which ensure that the machine will stay on top of the water surface, and be nature-friendly.
- The maximal measurements of the machine are 5x4m (width and length).
- The machine must not break into more than two pieces during freefall. <u>There has to be</u> <u>space left on the machine where to attach the safety cable.</u>
- Sound, lights and pyrotechnic effects are allowed during the performance, if they have been previously marked safe during the technical observation. Maximum distance of shooting the pyrotechnical effects is 5 meters to the front (no limits for height).
- All team members have to jump into the water along with the aircraft itself (maximum 6 persons).
- The machine must not be motorized and has to work based on muscle strength, gravity and imagination. Catapult mechanisms are not allowed.

Requirements for the contestants

- The contestant must be at least 18 years old. Maximum amount of contestants in one team is 6 people. In the Singel jumper competition only one person.
- Every team has to introduce themselves and their machine before they jump into the water for max 5 minutes. Single jumper will get 2 minutes to do that.
- The contestants must not consume alcohol before and during the event.
- All competitors must wear a life jacket and be able to swim. The life jackets can be rented from the organisers of the event.
- All people of a team must wear a helmet and it is recommended to use personal helmets. If a team doesn't have helmets they will be given to them by the organisers.
- All costumes are allowed if they are not dangerous to the contestants' health.
- It is not allowed to attach the team members onto the aircraft in any ways.
- Once fallen down into the water, the team members will have to give a signal to the organisers and then swim towards the nearest boat or the bank of the river.
- During registration, all contestants and team members will sign a paper that they are aware of the rules of the event, the possible consequences and that they are responsible for their lives.
- People who violate any competiton and safety rules will be disqualified from the competition as a whole team.

Other requirements

If a team wants to use background music, it has to be sent to us via e-mail along with the instructions for use at least 3 days before the event, which is 26.04.2018. Randomly chosen music will be used otherwise.

Every team has max 5 minutes and single jumper 2 minutes to introduce themselves to the audience.

Technical observation

The technical observation will be done by the members of Ülikooli Kultuuriklubi. Teams that have not passed the observation will not be allowed to the competition.

The purpose of the technical observation is to check if the aircrafts and team members are in accordance to the rules and to make sure that the aircrafts and costumes are safe. During the technical observation the organisers are allowed to request some changes in the construction of the aircrafts and costumes of the teams. If the teams do not agree with the rules, the organisers have the right to ask them to leave the event.

For safety reasons, Emajõgi will not be accessible during the event by other boats. There is a rescue team in the location, as well as lifeguards.

Keeping/ discarding the machines after the event

If a team wants to save their machine after the event, they will have to notify the organisers when first signing up for the event.

THE ORGANISERS OF KARSUMM ARE ALLOWED TO CARRY OUT CHANGES IN THE COMPETITION, IF THEY NOTIFY THE CONTESTANTS