



## **Karsumm Rules**

1. Karsumm will take place in Tartu, on Emajõgi, right next to Kaarsild on 30th of April 2017 at 12.00pm.
2. 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. 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 the final rewarding of the contestants will be approximately at 2pm.
3. Pre-registration will start on the web address <http://studentdays.ee/en> on 13th of March and end on 27th of April. It is mandatory for the pre-registered teams to registrate on location as well. There will be no registration on location (except for the one for preregistered teams to confirm their attendance.) All registered teams are welcome to ask for any additional information from the organisers of the event.
4. All registered teams have the opportunity to participate in a sketch contest powered by Makerlab. There will be two winners of the competition. These two teams will have access to the Makerlab studios in order to build and storage their aircraft for free, using all the tools Makerlab has to offer.
5. The Makerlab competition is open from 13th until 27th of March- if a team wants to participate in the competition they must send their sketch of the aircraft during this period of time. The general registration for the event will be open until 27th of April, but no sketches for the competition will be accepted after 27th of March. The winners of the Makerlab competition will be announced on 3rd of April and they will get to build their machine in the Makerlab studios during 24.04-29.04.17

### **Terms and conditions for the Makerlab competition:**

- Maximal size of the aircraft is 2x3 meters, with the width of the wings up to 5m.
- Approximal measurements of the aircraft have to be marked on the sketch as well as the material out of which the machine will be built.
- Sketches may be drawn directly onto paper and then sent to us as a (good quality) photo/ scanned version. Different computer programmes are also allowed (Paint, Illustrator, Photoshop, etc).
- The winners will have an access to the Makerlab studios for free, but they will have to sign a contract which states that the rooms will only be used for building the machine.

### **One Touch competition**

One team has the opportunity to win 100 eur worth of building credit from the condom company One Touch. To enter the competition, the team must have One Touch's logo or name written on their machine. The winner of the competition will represent One Touch in the Karsumm competition. Competition is open until 16.04.17 and the winner be annoucned on 17.04.17.

### **Judges and the rating system:**

The teams will be judged by a jury of 4 people. The following criterias will be considered:

- 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. There will also be some special prizes.

### **Requirements for the aircraft:**

1. The aircraft must not be threatening towards the contestants and the people in the audience.

2. 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.
3. The maximal measurements of the machine are 5x4m (width and length). For the Makerlab competition 3x5m (length, width).
4. The machine must not break into more than two pieces during freefall. There has to be space left on the machine where to attach the safety cable.
5. 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).
6. At least one person of the team has to jump into the water along with the aircraft itself (maximum 6 persons)
7. 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:**

1. Maximum amount of contestants in one team is 6 people. The contestant must be at least 18 years old.
2. Every team has to introduce themselves and their machine before they jump into the water for max 5 minutes.
3. The contestants must not consume alcohol before and during the event.
4. All people of a team must wear a life jacket and be able to swim. The life jackets will be given to the teams by the organisers of the event.
5. 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.
6. All costumes are allowed if they are not dangerous to the contestants' health.
7. It is not allowed to attach the team members onto the aircraft in any ways.
8. 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.
9. During registration, all 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.

10. People who violate any competition 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 27.04.2017. Randomly chosen music will be used otherwise.
- Every team has max 5 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.

6. The organisers of Karsumm reserve the right to change the competition rules. If this happens, all participants will be notified before the start of the competition.