

Radio Controlled Soaring Digest

May 2015

Vol. 32, No. 05



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Front cover: Andrew Meade captured this image of Matt Jones' Sea Vixen at the Power Scale Soaring Association Fly-In at Great Orme, North Wales, UK. More photos of this model can be seen starting on page 73 of this issue.

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The first part of Al Clark's build log for his 1:3 scale Cherokee RM. This installment covers background information on the design, comparison with prior versions of the Cherokee, and very small renditions of the full size plans Al has made available for free downloading. This installment covers construction of the horizontal stabilizer and elevator, and the rudder.

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Two Oceans Slope Soarers, Cape Town, South Africa, put on its annual event once more and Kevin Farr was there to photograph the event as well as participate.

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R/C Soaring Digest

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Volume 32 Number 05

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RC Soaring Digest is published using Adobe InDesign CS6



This issue features the first instalment of Al Clark's 1:3 scale Cherokee RM build log. More than 400 photos document the construction process, and Al's accompanying text is extremely well detailed. Yes, full size plans are available! Simply follow the links provided.

This build log originally appeared on RCGroups as a 13 page thread, and Al has been kind enough to allow us to edit this material to better suit *RCSD*. Luckily, we found an easy way of downloading all of those photos!

Bill has been an enthusiastic reader of model aviation magazines since the mid-1950s and remembers the astounding number of construction articles which appeared on a regular basis back then. It was not unusual to have three construction articles each month, with full size plans readily available from the publisher at low cost. Today's model press is nearly devoid of material of that quality, much less quantity. We seriously doubt, however, if a construction article with the breadth and depth of Al's Cherokee RM log would or could ever appear in the magazines of then or now. So, on the personal side, publishing this build log in *RCSD* has been a tremendously exciting experience for us.

Electronic forums can often be a labyrinth which is difficult and time consuming to navigate, whereas *RCSD* has always been a relatively straight forward presentation medium. If you find something on a forum which you think is better suited to the pages of *RCSD*, we'd very much like to hear from you!

Time to build another sailplane!

Construction log

1:3 CHEROKEE RM, PART 1

Edited from <<http://www.rcgroups.com/forums/showthread.php?t=2127351>>

Al Clark, hotdogx@knology.net

This is the build log for my 1/3 scale Cherokee RM sailplane. The Cherokee RM is a further development of the Cherokee II sailplane. The differences between the Cherokee RM and Cherokee II will be explained below.

Some of you might be familiar with the Cherokee II since Dave Smith designed a 1/4 scale model that was put out in a short kit by TMRC some years back. Having owned a full scale Cherokee II I am a big fan of the design and I built the 1/4 scale from the TMRC kit back in 2008. The version Dave designed flies very well; handling is excellent and it thermals quite well. It is also very well behaved on aerotow, making an excellent first sailplane to learn aerotowing.

World Models recently released a 1/4 scale ARF version.

There have been a number of build logs on RCGroups covering the 1/4 scale Cherokee II.

Dave also designed a 1/3 scale Cherokee II a few years ago and

there are now several of those flying. Dave's 1/3 scale version is now out in a short kit from Marc's Laser Shop <<http://www.scalesailplanekits.com/#!...97&id=21589563>>.

Back when I owned the full scale Cherokee II I learned of the higher performance Cherokee RM via the Soaring Society of America's Sailplane Directory.

The RM was designed by Terry Miller and built by Bill and John Ree; hence the RM designation. The primary difference from the Cherokee II was the wing. The span was extended from 40' to 44', the aspect ratio changed from 12.8 to 16.4, and the airfoil changed from a Gottingen 549 to the NACA 63(3)-618.

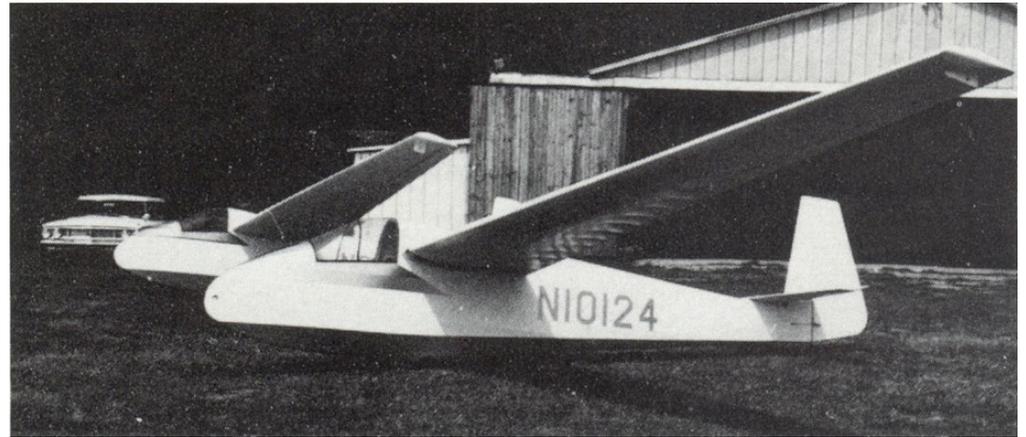
The new wing resulted in a considerable improvement in max L/D and high speed L/D while also decreasing the sink rate slightly. Max L/D went from 23 to 28; high speed L/D went from 67 mph to 88mph; and sink rate went from 2.7 fps to 2.6 fps.

There are a few other less apparent differences between the Cherokee RM and Cherokee II. The RM has a fully sheeted horizontal stabilizer and fully sheeted fin. The fuselage is a bit more streamlined due to the upper nose area being smoothed out and the canopy being longer. The turtledeck shape on the RM has a non-elliptical cross section, and the RM horizontal tail is mounted slightly lower.

I have included 3-views of the Cherokee RM and Cherokee II so you can see the differences.

When I drew the 1/3 scale RM fuselage using AutoCAD, I started with Dave Smith's 1/3 fuselage (thanks Dave!) and made changes to get to the RM fuselage. This turned out to be more work than expected.

The RM root chord is smaller and the leading edge and trailing edge are in different spots, so the formers between the wings ended up a different size and in a different spot. Same for the canopy



N10124: This was the original RM Model, built by the John Ree and Terry Miller. John Ree was one of the builders of N373Y. N10124 is owned by Jim Shafer and was restored in 2010 by Dennis Barton, VSA "Bungee Cord" Editor.



N4937C: Deregistered. Built by L.E. Hendersen in 1962. At one time belonged to Gavin McFarland. Here is an old picture from Eagleville, Tennessee.



N4182: Built by Edward McGuire in 1969. Previously owned by Al Clark. Al got his Silver Badge in N4182. This is how N4182 looked in 1977.

formers; the RM canopy being longer and a different shape. The forward fuselage formers are also different due to the RM fuselage shape being different on top. And all the turtledeck formers are different.

The RM wings I designed for a 6G limit load (9G ultimate load) and the spars and wing tube are sized accordingly. I should note the full scale RM had dive boards on the bottom instead of spoilers, and they were reported to not be very effective, so I went with spoilers on my RM (which is what I would do were I building the full scale RM).

The horizontal tail is similar to Dave's 1/3 tail except for the sheeting and the elevator horn arrangement which is a different setup.

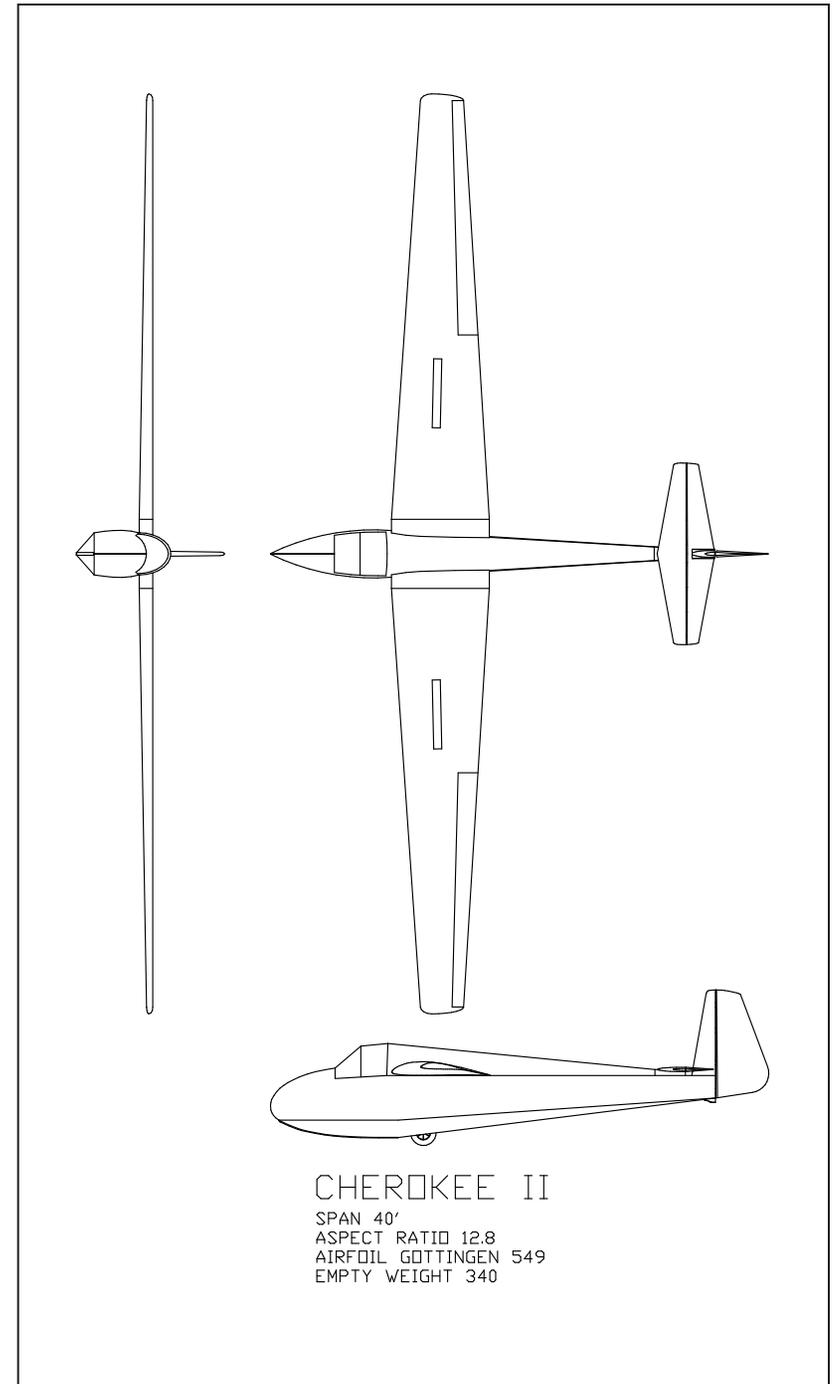
As for the performance differences between Dave's 1/3 Cherokee II and my 1/3 Cherokee RM, here are my thoughts. Dave has extended the span on his wings out to the same as the RM (176"). Dave and I also use the same airfoil family, the Quabeck HQ35xx series. So the main difference is the aspect ratio and area.

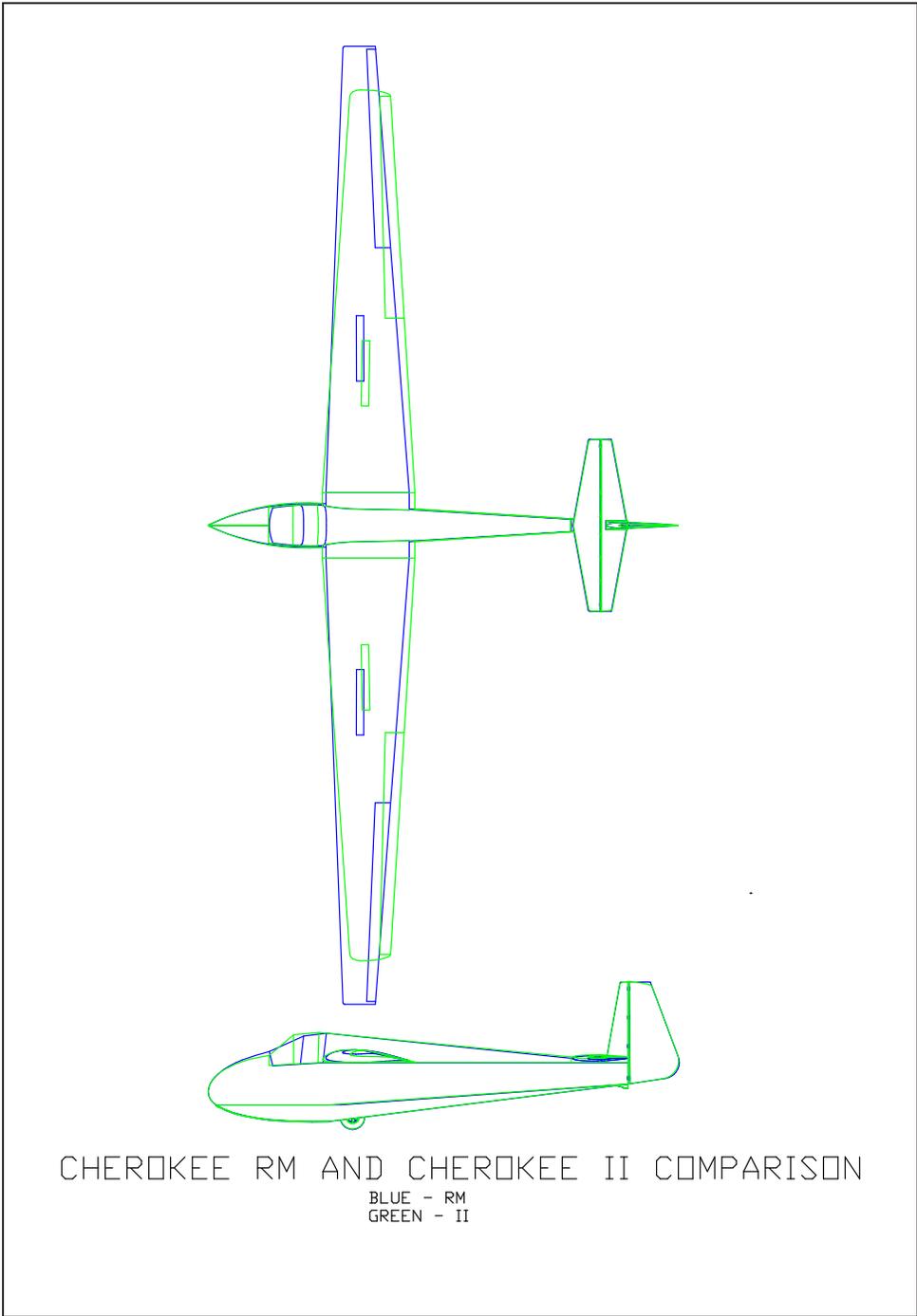
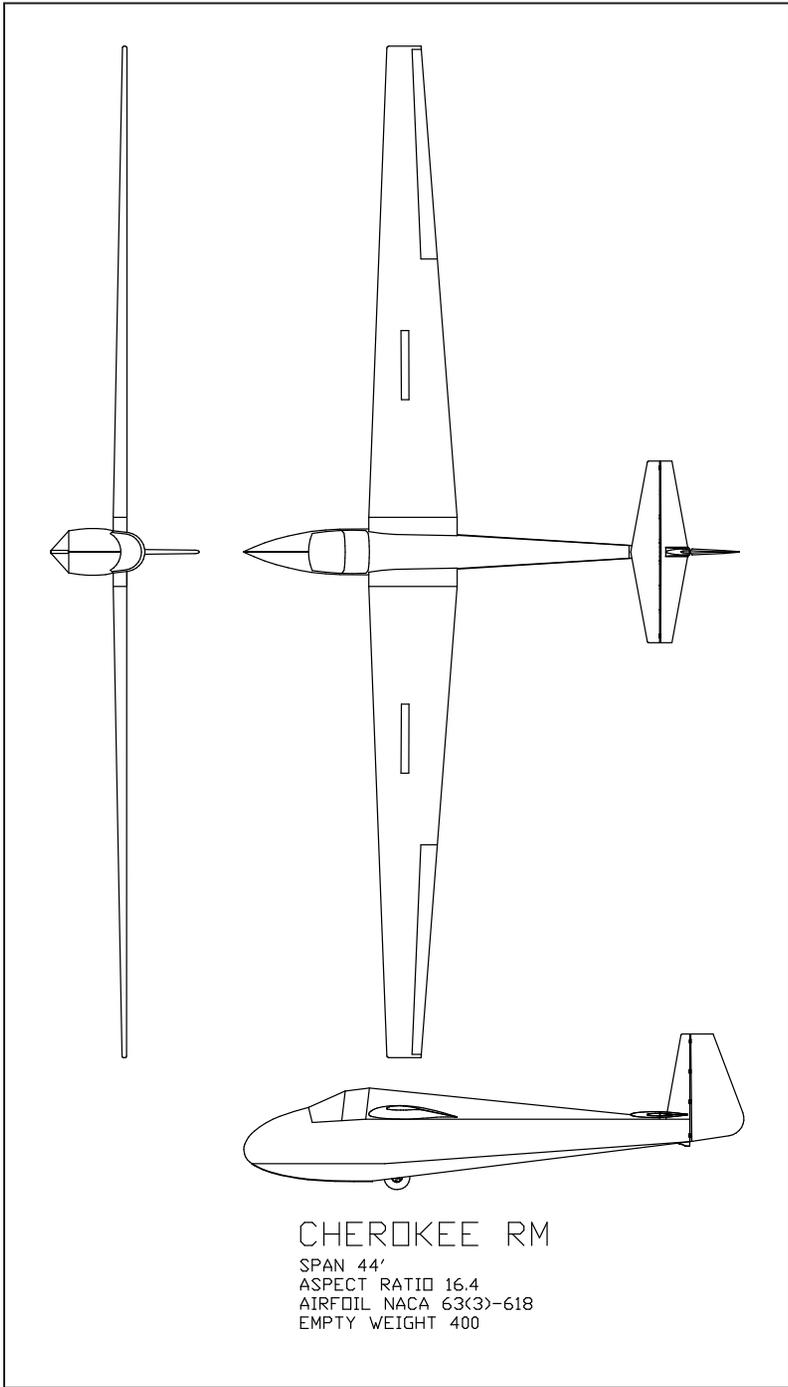
My RM will have a higher wing loading as well as a higher aspect ratio. I also expect my RM to be a little heavier than Dave's due to the design of the wing and using basswood fuselage longerons. So I expect the RM will have a better high speed L/D and perhaps a slightly higher max L/D. I'm expecting the minimum sink rates to be similar, or slightly better for Dave's II. We will see once she is flying.

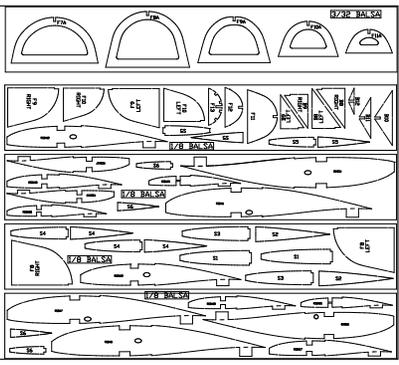
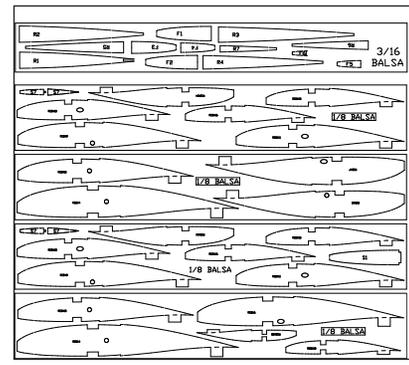
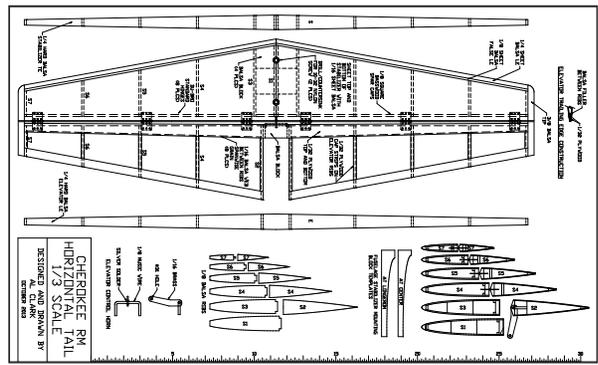
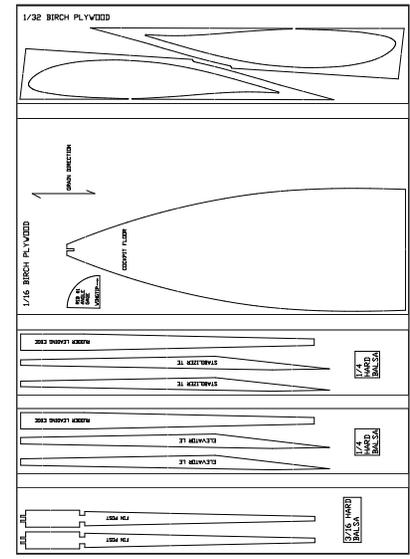
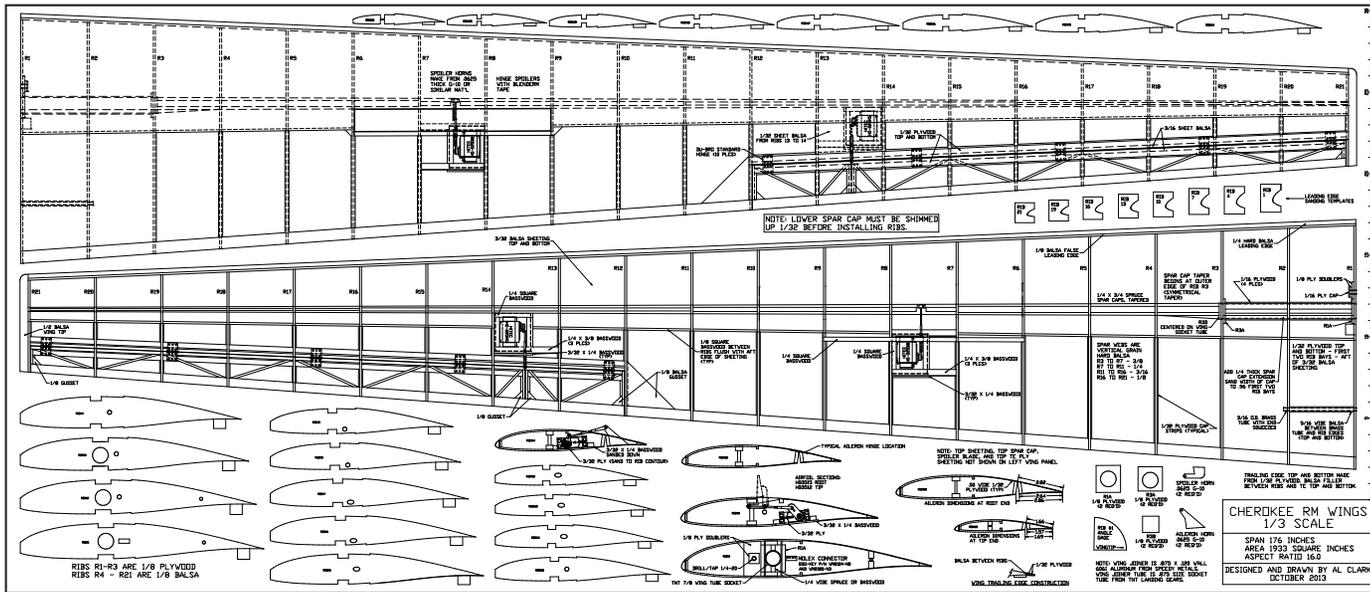
I am looking forward to getting the RM into the air. I think she will be a nice compliment to the tried and true Cherokee II. Marc's Laser Shop also plans to kit the 1/3 Cherokee RM, and I expect he will release the kits once I get the prototype flying and verify the performance and make the final drawing revisions. I am using laser cut parts from Marc's Laser Shop on the prototype build, and the laser cutting and wood densities are very nice.

I have made the 1/3 scale Cherokee RM plans available for free: <http://www.rcgroups.com/forums/showthread.php?t=2246733>.

Also, the wood list is available here: <http://www.rcgroups.com/forums/showthread.php?t=2246779>.





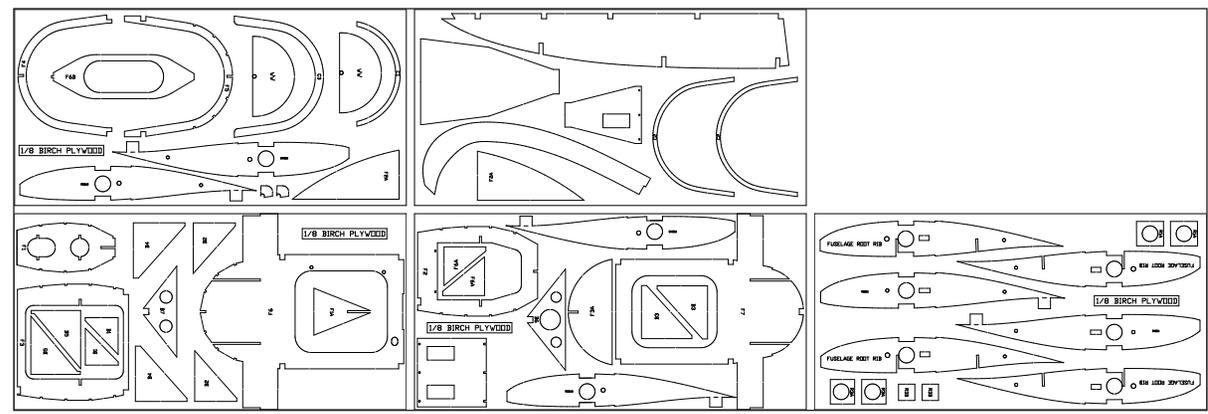


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Horizontal Stabilizer

I started construction on the horizontal tail a few days ago and began with the stab first.

The laser cutter has a 24" length limit so the stab trailing edge (or spar web if you prefer) had to be made in two pieces with a scarf joint. The laser kerf leaves the stab trailing edge pieces slightly undersize so the total length (span) will be too short if the parts are just glued together as is. The easy fix was to add a strip of 1/16" hard balsa to the scarf joint. I used CA glue. See pix 1-3.

Next glue on the 1/8" square basswood spar caps. Use a straight edge on these to make sure they are straight before hitting them with CA. No need to cut the caps at the center - just bend them across the center so they remain in one piece. See pic 5.

Glue all the ribs on next. Make center marks or draw center lines on the ribs so you can check them for squareness with the building board. Make sure the stab trailing edge is pinned down well. A tiny bit of fitting is required for the spar cap notches on each rib, and I like to lightly sand the ends of the ribs square (laser cut leaves a very slight angle) for a good glue joint.

All ribs are glued using CA (or CA+ if you have any gaps). Just make sure

you check each one as you install it using some kind of square.

After you get all the ribs glued, sight down the ends and adjust any that look out of line. Then glue on the 1/8" balsa false leading edge pieces and carefully sand them down to the ribs with the edge angle as shown on the plan horizontal tail cross section. See pic 9.

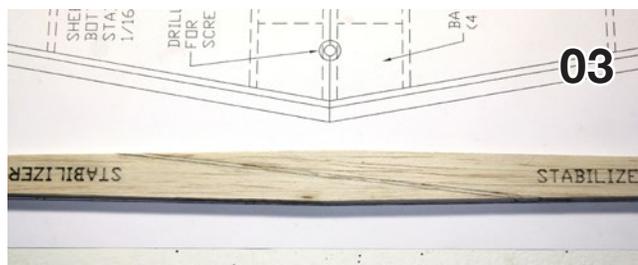
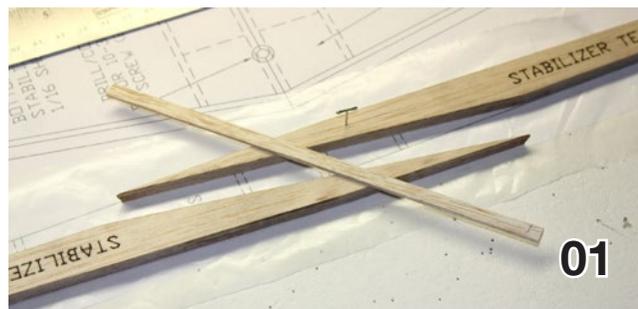
Before sheeting, the center blocks need to be cut to size, fitted, and glued into place with CA. Carefully sand them down to the rib contours. I like to cover adjacent ribs with blue painters tape while sanding, then remove the tape and touch up with the fine sanding block. This keeps me from sanding into the adjacent rib contours. See pic 10.

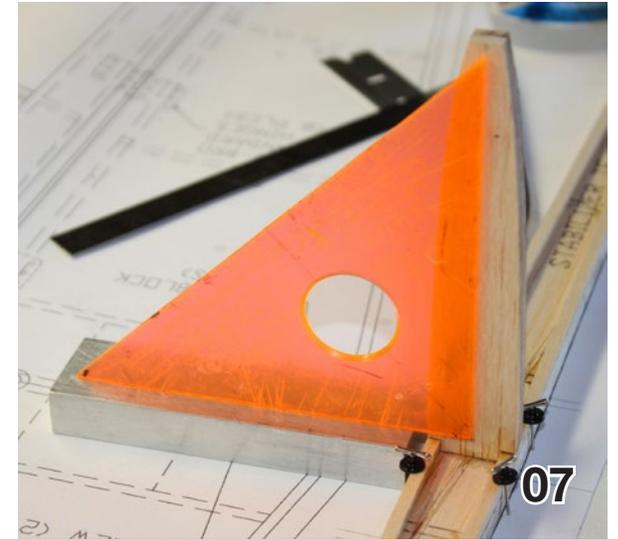
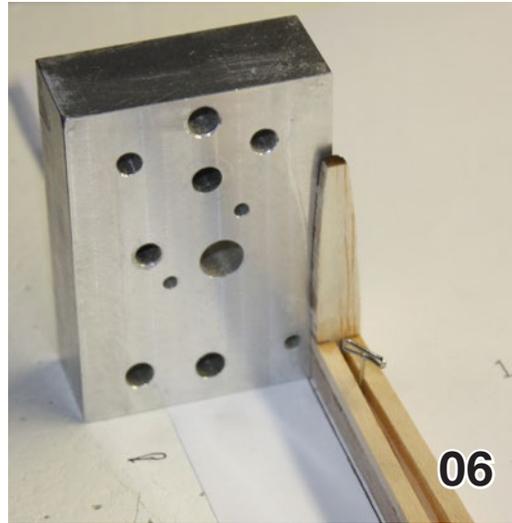
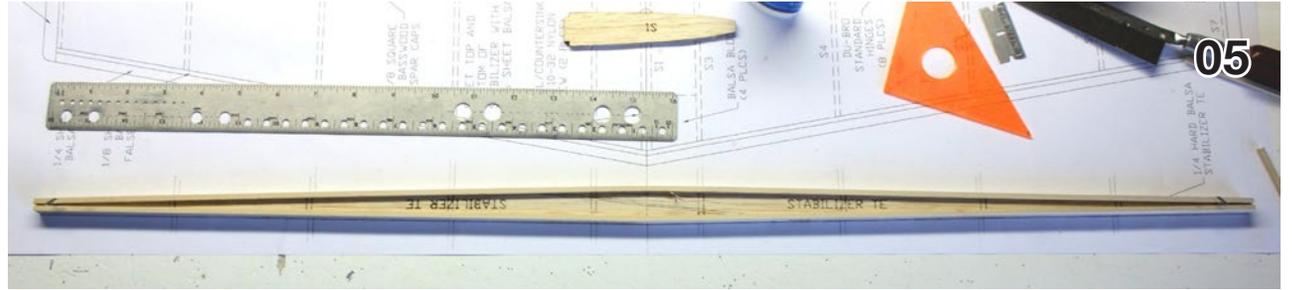
Sheet the stab frame with 1/16" balsa. I use medium-hard on the bottom and medium on the top. Each side is done in two pieces. You can use 4" wide balsa by adding the trimmed off piece to the front of the sheet to get the extra width at the center. Leave a little extra width at the leading edge and tips so you can trim it off later for a nice fit.

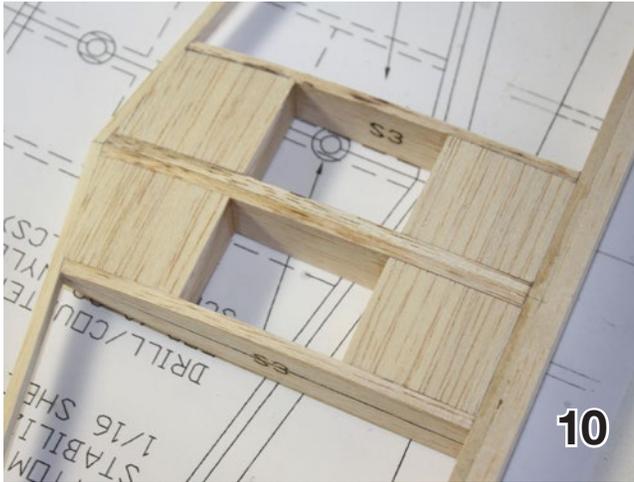
The first side (two pieces) is glued on with CA. The second side is glued with a combination of Titebond, CA+, and CA.

We will do the left piece first:

1) put Titebond on the center blocks and all ribs except the tip rib and center







- rib (left side only);
- 2) run a bead of CA+ down the spar cap;
 - 3) carefully position the sheet along the stab trailing edge and press down onto the CA+ for a few seconds until it sets;
 - 4) starting at a rib in the middle of the sheeted area, pull the sheet down along the rib and tack it to the false leading edge at the front of the rib with CA;
 - 5) do this for each of the other ribs, alternating from side to side;
 - 6) glue each end rib to the sheeting using CA;
 - 7) glue the remainder of the false leading edge to the sheeting using CA;
 - 8) run CA glue along the aft edge of the sheeting along the trailing edge to make sure it is completely glued all along the trailing edge;
 - 9) now repeat these steps for the second piece of sheeting on the right side. See pix 11 & 12.

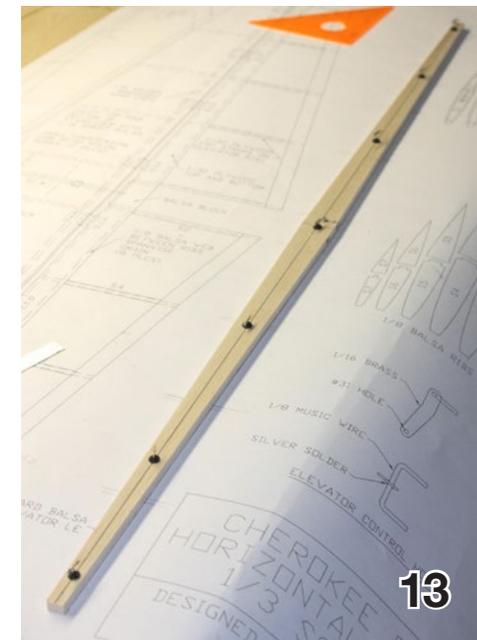


This completes the basic construction of the horizontal stab. The elevator is next.

Horizontal Elevator

First, the elevator leading edge must be made. Not sure why I didn't get this part laser cut like I did the stab trailing edge, but somehow I left it out. I will correct that for the short kits. I cut it from medium 1/4" sheet balsa.

Use the laser cut elevator rib heights to check the correct dimensions on the leading edge. You can double check the size of the elevator leading edge against the completed stab by just adding a couple pieces of 1/32" ply to the width and see how it matches the



sheeted stab. See pic 13 for the finished elevator leading edge.

Glue all the ribs onto the elevator leading edge just as was done for the stab. I didn't take any pix of this.

Before we go any further we need to make the elevator control horn assembly.

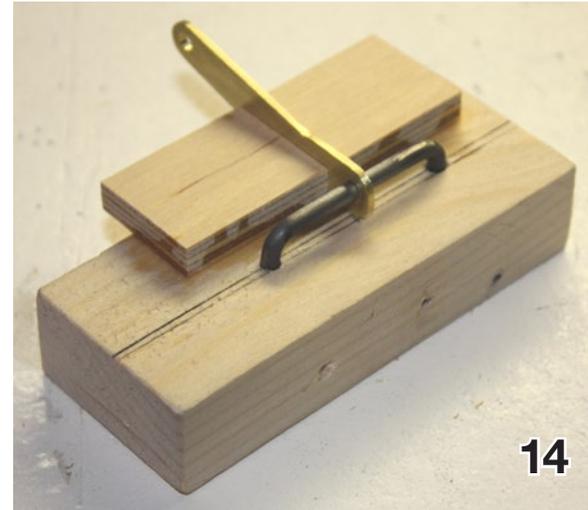
First make the brass horn from a piece of 1/16" X 1/2" brass stock. Next bend one leg of the horseshoe shape into 1/8" dia. music wire, slide on the brass horn, and then bend the second leg of the horseshoe.

I used a K&S wire bender and left the legs a bit long, then trimmed them to final length. If you experiment with the K&S bender a bit, using Sharpie marks on the wire, you will see where the wire needs to be positioned to get the correct bend locations. Music wire is cheap so if it takes several tries don't despair.

The brass horn must be silver soldered to the wire and this means a jig needs to be made to hold it all in place. I made the jig from a scrap of 1" x 2" with holes drilled for the music wire, and some small pieces of 1/4" ply CA'd to the 1" x 2" to hold the horn in position. I used Kester silver solder.

Make sure the wire and brass is sanded clean with 220 paper where it will be soldered, and that you have enough heat. It takes a fairly hefty iron to get it all hot enough. I used a little Bernzomatic micro torch. The wire and the brass both need to be hot enough to melt the solder which will then flow around the joint. Apply solder to both sides. See pix 14-16.

The elevator center block must be cut to fit and then notches made for the control horn assembly. The ends are notched 1/8" X 1/8" and a 1/16" wide slot must be made to clear the brass horn. I used a razor saw and small files.



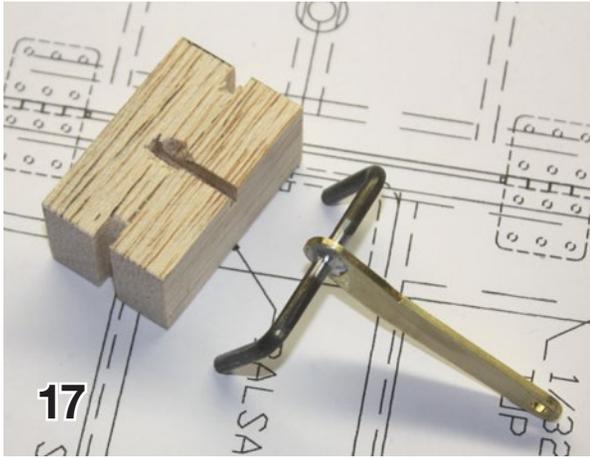
14. Soldering jig for elevator horn. A piece of 1" x 2" with holes drilled for the horseshoe shaped wire, and a couple pieces of 1/4 ply.



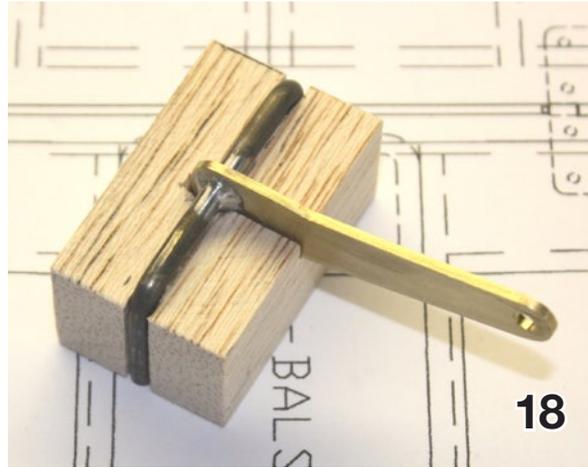
15 & 16. Silver soldered horn assembly.



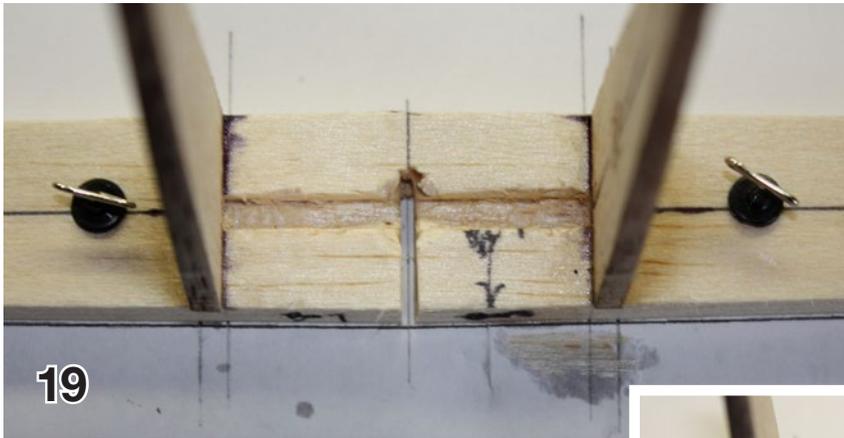
The elevator leading edge piece must also be notched to allow the control horn assembly to fit flush with the aft surface of the leading edge. I used a razor blade, X-Acto, and small file to do this. It might have been easier to make this notch before I glued on all the elevator ribs! Check the fit of the control horn assembly and block and glue into place with 15 minute epoxy. See pix 17-21.



17



18



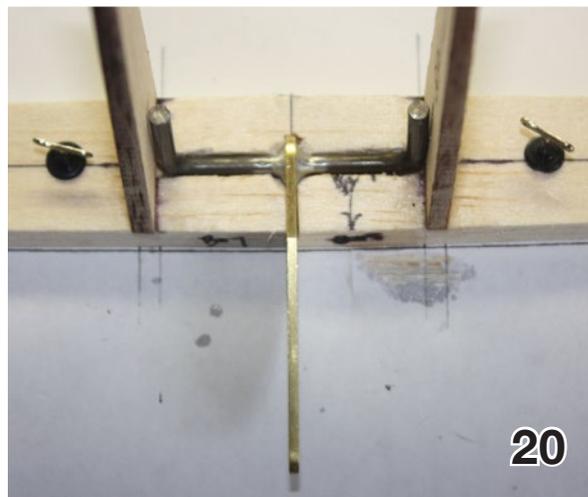
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19. Notching elevator leading edge for control horn assembly.

After the elevator control horn assembly glue has cured, sight along the ends of the ribs and adjust any if required.

Cut the four 1/32" ply trailing edge pieces (leave them a tad long) and glue the bottom pieces to the ribs.

Using some light weight 3/16" thick balsa, glue pieces to the 1/32" ply trailing edge with CA+ between all the



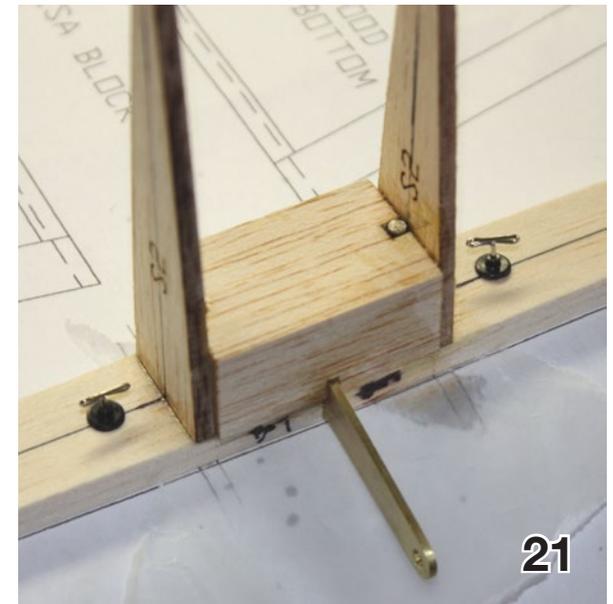
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ribs; make sure the trailing edge is held flat to the building surface with pins or whatever when you glue in the webs.

Carefully sand the balsa webs down to the rib surfaces; I used blue painters tape on the ribs again to prevent sanding into the rib contours.

Glue on the top 1/32" ply trailing edge strips using 15 minute epoxy. I used a thin layer of epoxy on the webs and a little thicker strip of epoxy along the aft edge (last 3/32" inch) of the ply pieces.

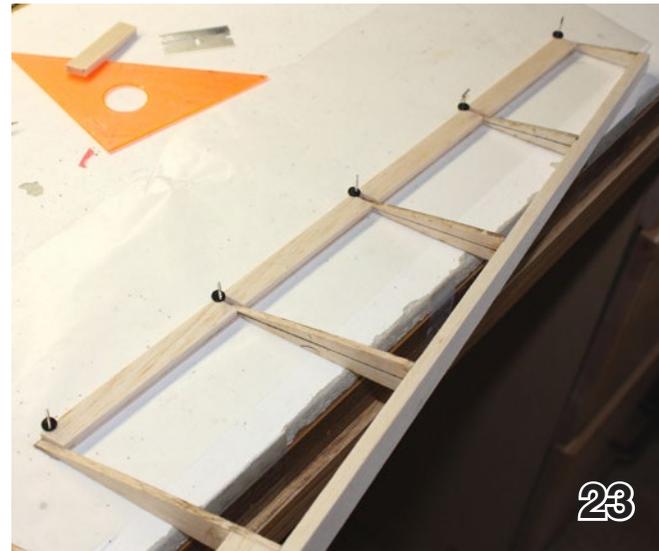
Pin the trailing edge down to the building surface well with lots of pins (I use the fantastic little Rocket City RC Pin Clamps) when epoxying the top trailing edge strips and make sure they don't slide out of position.



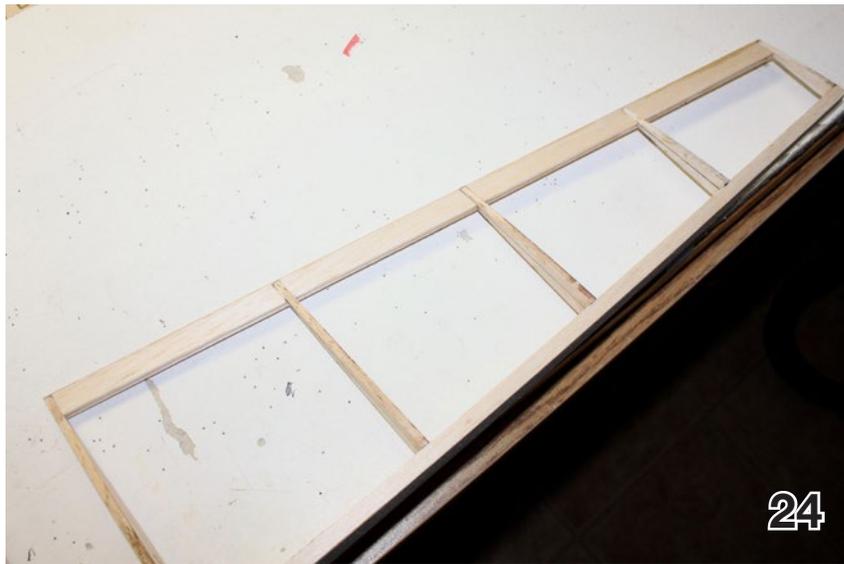
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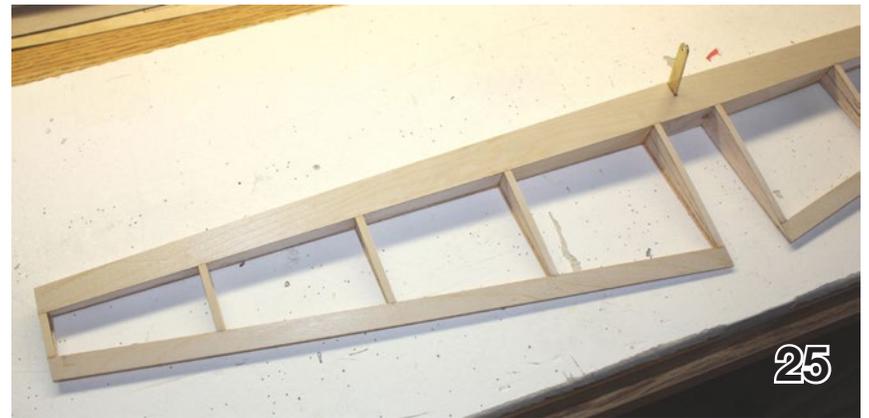
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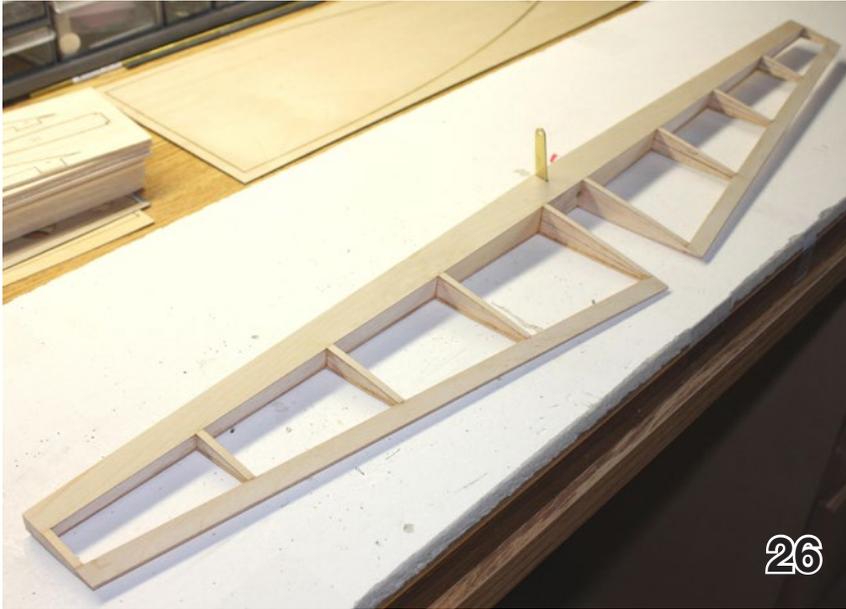
You will have to do one side at a time as you can't pin down both sides at the same time. See pix 22 - 25.

When the glue has cured you can sand the excess epoxy off the aft edges.

Cut the 1/32" ply strips that will be glued onto the elevator leading edge on the top and bottom. These are really just wide 1/32" ply spar caps. The bottom one must be notched a bit to clear the elevator control horn. Glue the bottom

one on first using CA, then add the 1/16" balsa webs at the aft edge using CA. The 1/16" webs should be medium or medium-hard density balsa.

Sand the webs all flush with the top of the ribs and glue on the top 1/32"



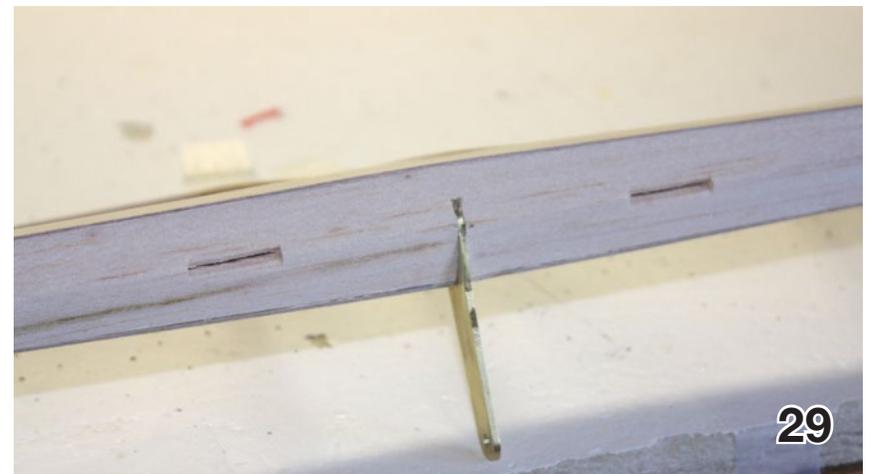
ply piece using CA+ on the center block and ribs, and CA on the webs. Add the 3/16" wide, 1/32" ply cap strips to the ribs with CA. Sand the ends of all the ply pieces flush at the elevator tips. See pix 26 - 27.

Next will be hinging the elevator, adding the leading edge, and adding the tips.

Finishing the Horizontal Tail

I draw a centerline on the trailing edge of the stab and leading edge of the elevator using a fine Sharpie, then mark the locations of the hinge slots (Du-Bro 116 standard hinges), and cut the slots using an old hinge slotting tool I've had for years. The tool is a forked looking thing that just gets pushed through the wood. It matches the thickness of the hinges perfectly.

After the slots are cut, bevel the leading edge of the elevator per the plan cross section. I also cut away a bit of wood at the front of the elevator hinge slots (makes a sort of V shaped depression)



to let the hinges go into the elevator a bit further, thus reducing the hinge gap when the elevator is hinged. I set it up for around 1/32" gap. See pix 28 - 29.

I do a trial fit of all the hinges and make sure the elevator aligns properly with the stab and there are no binds in the hinges. If needed adjust the hinge slots.

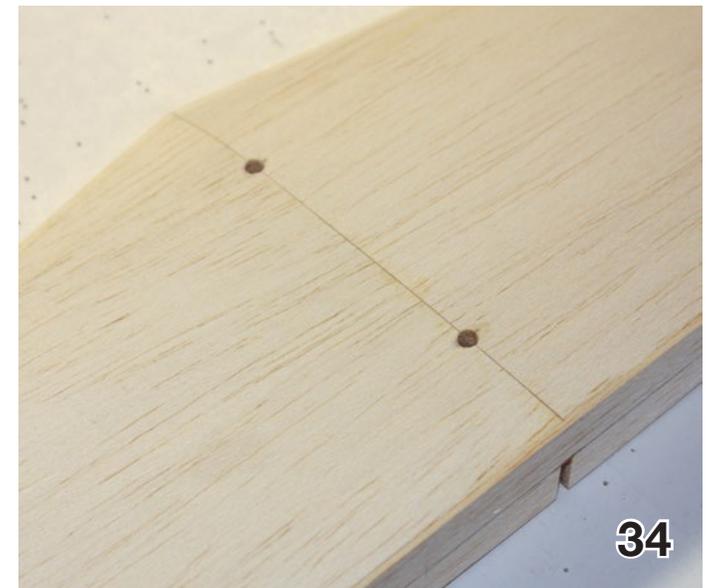
Next the 1/4" thick leading edges are glued on and sanded to shape. Glue on the 3/8" balsa tip blocks and sand to finished shape. I like to tape the elevator in neutral position on the stab and shape the tips for the stab and elevator at the same time. See pix 30 - 33.

The only thing left is to drill the mounting holes. Use the 10-32 tap drill size for these holes (#21).

When you drill the holes it's easiest to use a drill press. Make sure you shim the stab with scraps of balsa so it is level all around, or the holes won't be perpendicular.

These two holes will be used later as drill guides when drilling the stab mounts on the fuselage, after which they will be re-drilled to final size for the 10-32 screws. See pic 34.

That's it for the horizontal tail! I think I will build the rudder next while I still have my small building board on the bench.



Rudder

First step is to laminate the two 1/4 thick balsa leading edge pieces together. Clean up the edges with a sanding block first and make sure you don't sand an angle on the edges when you do this. I use CA+ to glue them together.

Mark the locations of the ribs on the leading edge.

Next cut the 1/8" x 3/8" basswood pieces for the trailing edge. The radiused corner is made from three pieces edge glued together and then cut to shape. Glue all the pieces together with CA+. See pix 1 - 3.

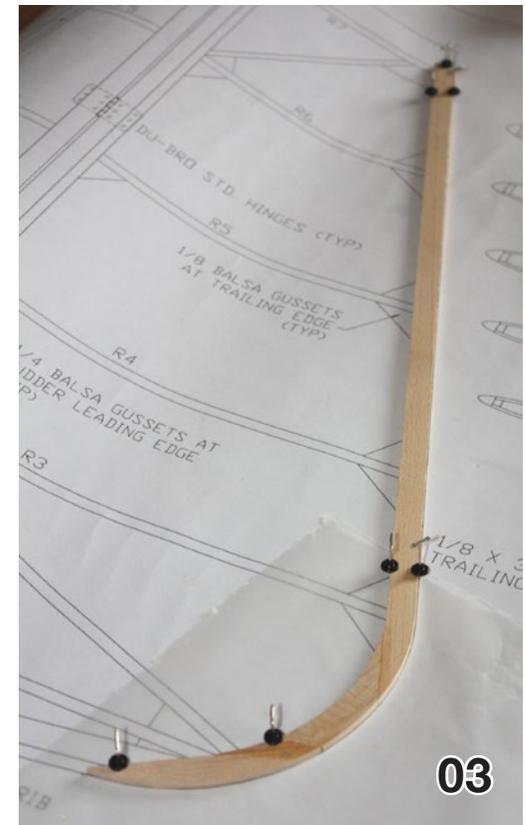
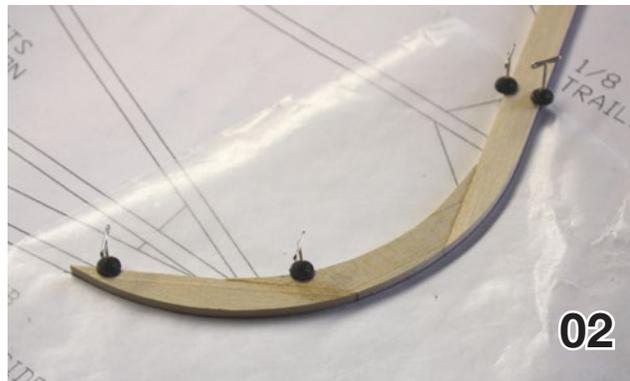
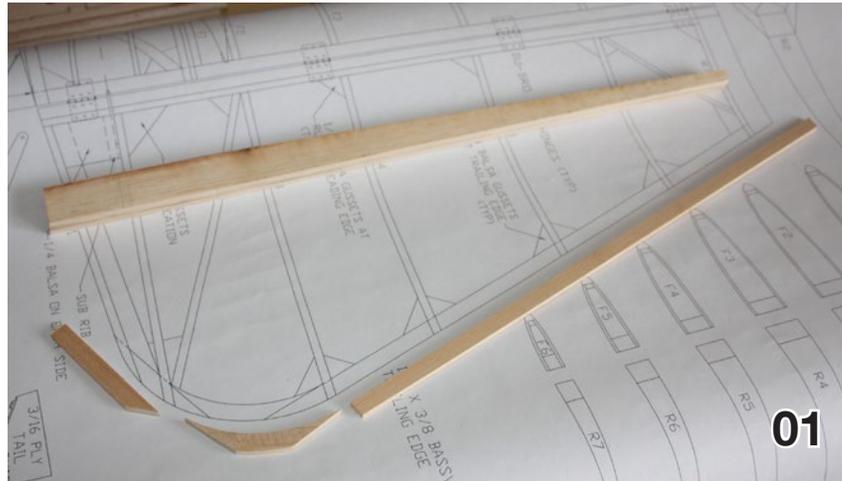
Lightly sand the charring off the rudder ribs. Pin down the leading edge well and CA all the ribs except R1 to the leading edge.

Just like the stab and elevator, mark a centerline on the ribs and check them for square. Sight across the ends of the ribs to make sure they line up and adjust any if required. Pix 4 and 5.

Sand the aft ends of the ribs at an angle to match the trailing edge. It helps to mark the position of the ribs onto the trailing edge so you can see which ones need more sanding.

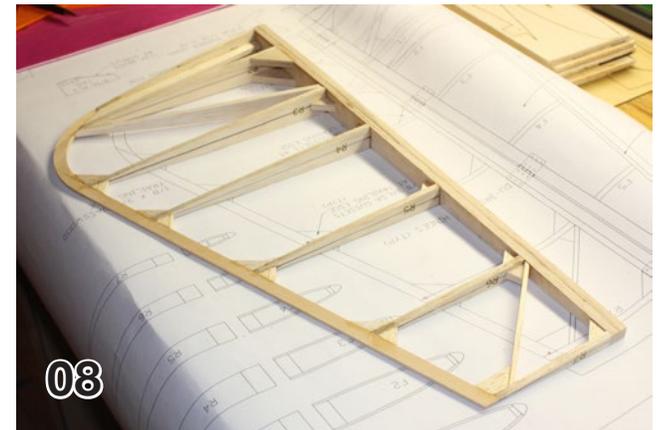
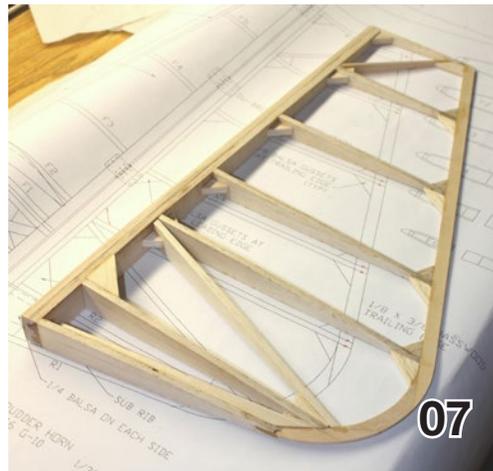
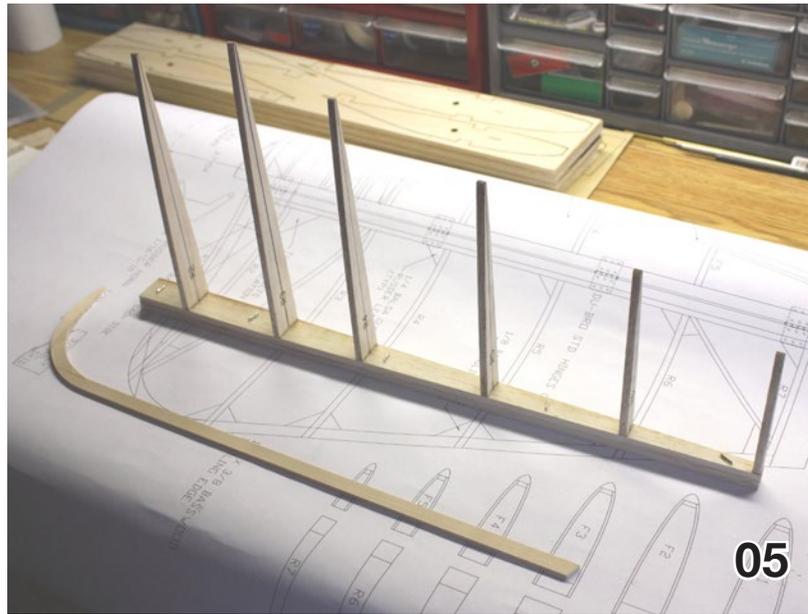
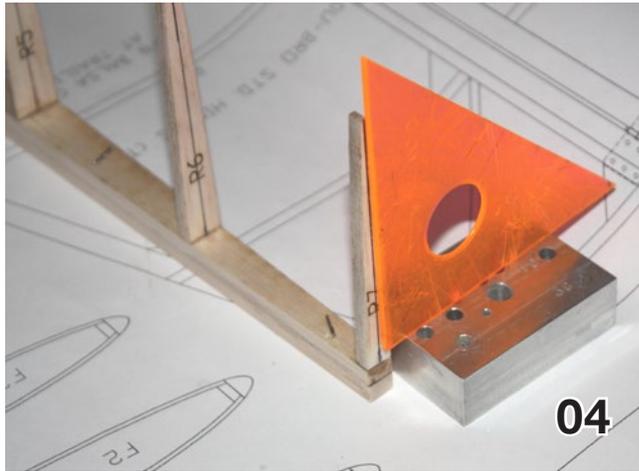
Glue the trailing edge on making sure it is not tilted/leaned.

Fit rib R1 to the leading edge and trailing edge - you will have to sand an angle



into the slot in the end of R1 to match the trailing edge piece. Glue R1 to the leading edge and trailing edge. See pix 6 and 7.

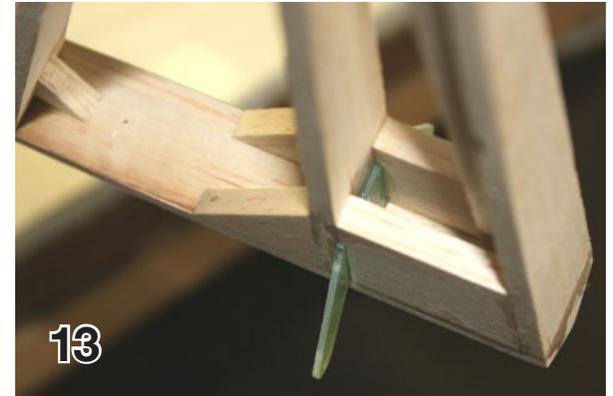
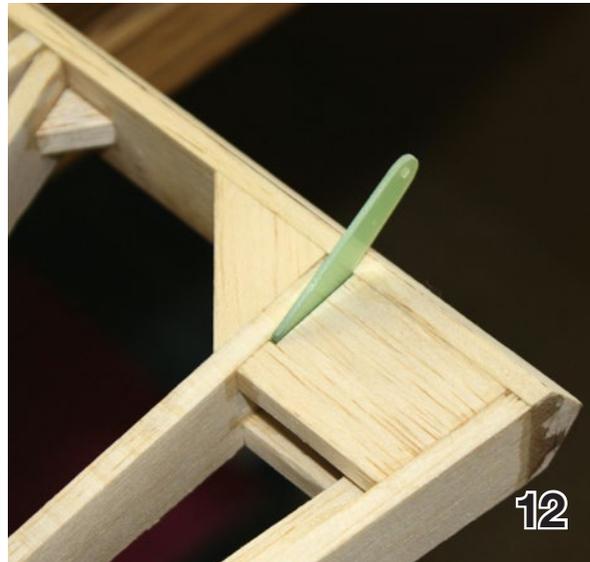
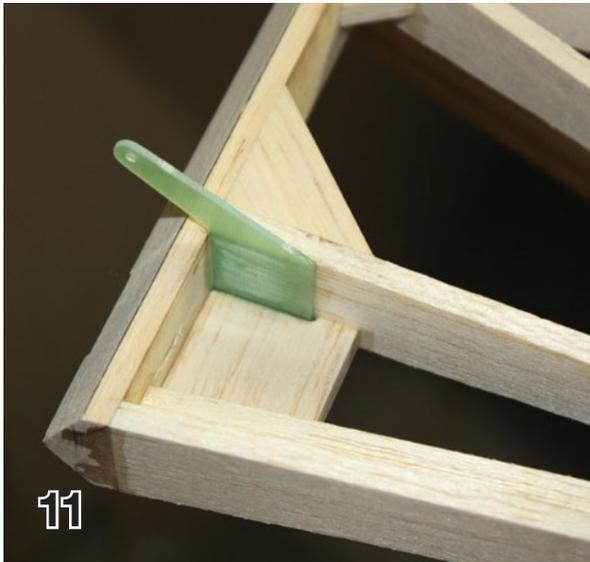
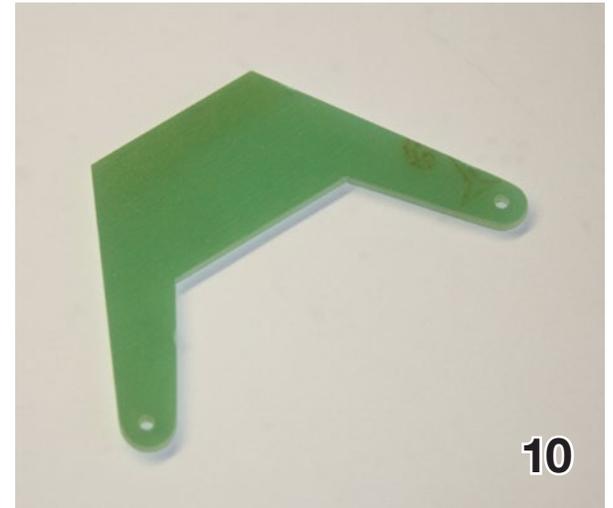
Next cut and fit the angle braces, one from 3/16" inch balsa and the other from 1/8" balsa. I just used left over material from the laser cut sheets. No need for these angle braces to match the rib



07 & 08. Rib R1 installed; angle braces installed; 1/4" and 1/8" gussets installed

contours - just cut them with straight edges. Glue them in with CA.

Next cut and install all the 1/4" and 1/8" balsa gussets, and the 3/16 X 3/8 balsa stiffener onto rib R1. See pix 7 and 8.



10. The 1/16" thick G-10 rudder horn cut and sanded to shape.
12. 1/4" balsa pieces added under rudder horn on each side.
14. The finished rudder. The tip cross section will be sanded to shape after the fin is finished.



Draw a centerline on the LE, mark the locations of the hinge slots, and cut the slots.

Now bevel the leading edge per the plan cross section view of the rudder.

Next relieve the edges on the hinge slots a bit to allow the hinges to set into the leading edge a bit (same as was done for the elevator). See pic 09.

Add the hard balsa tip and sand to the contour of the tip rib (use masking tape to protect the other ribs when doing this step). Final shaping of the tip will be done after the fin is built.

Cut the rudder horn from 1/16" thick G-10 and drill the two 1/16" dia. holes in it. Sand the surface of the G-10 where it will be glued, clean it off, and CA it to rib R2, making sure it's centered. Cut and fit the 1/4" balsa pieces below the rudder horn and CA into place. This completes the rudder! See pix 10 - 14.

Fuselage construction will be covered next month.



Stephane Ruelle photo



Two Oceans Slope Soarers

Aerobatics



Clickety Click come in number Six.

Six years of pure bred Aerobatics contesting and still the slope gods bedevil the event and add spice to the competition.

As per usual Dave Greer flew in from Durban to once again attend the event as he has done since the inaugural event.

All plans were finalised and an unseasonal North Wester was predicted, something that happened rather too often during this summer, which is generally governed in our part of the world by howling incessant South East Trade winds. But alas the wind models ruled and the Saturday morning dawned windless with the very lightest of North Westerly breezes rustling the leaves.

Event 2015

Kevin Farr, kevin@fvdv.co.za



Signal Hill Sunday morning

A call was made to gather at the Fish Hoek power field and so the lads took to a bit of electric flat filed flying while munching on the breakfast as supplied by the excellent caterers. As the morning progressed the wind started to gather and so a decision was made to gather at the Chapman's Peak site and see in the wind. Hot and bumpy was the order of the day, with massive lift and heavy sink all playing with the high speed

gliders that were able to jump, limp and scream from one pocket of lift to the next.

By lunchtime conditions had still not settled enough to call a clear round of competition and so your scribe took a runner to Signal Hill to assess the situation there.

One of the weirdest things of this part of the world is that you can literally have four seasons in one day depending which part of the peninsula you are on, and true to form the North wester was howling through at Signal Hill. A quick call to the Contest Director and all participants made for Signal Hill.

But, true to form, as the crew arrived and set up for a round, a fog started to develop on the lip of the hill and eventually became a thick blanket racing through at hill top level as the ice cold air hit the warm hill, and visibility was reduced to zero in a matter of minutes.

All contestants then took to sitting like gorillas in the mist and chatting the remaining hour or so away, before heading home.

Sunday dawned clear as a bell, but with the wind predicted from the North West, which adds a level of oddity to the event as the traditional South East trade wind should have ruled the event, but went missing.

An early morning recon to the Chapman's Peak showed light at best, and so a scout was sent to Signal Hill.

Although light, the conditions were as smooth as silk, and had the energy to support a round of aerobatics. The rest of the contestants dutifully charged up the hill and set up camp.

With paragliders in the air at the same time it was sometimes a tough task to avoid them and complete a manoeuvre.

Expert class were first out the blocks and the battle raged through the morning hours through to lunch, with conditions slowly improving throughout the day.

The top three were as close as can be again and between Christo, Marc and Louise they had a fantastic battle. Christo le Roux flew proud with his Taranis talking him through his round, and showing the potential of the radio to assist in practice as well as competition, and he took a well deserved first position, followed by Louis Genade and Marc Wolffe.

Sportsman's class was next up and the conditions were really starting to work well and so they battled it out while the judges took note.

At this stage our venerable friend from Natal, Dave Greer, up and took the event from all around him with a well timed charge.

Your scribe decided to test the limits of the competition, in the interest of looking at a possible scale class next year and flew the 4 meter scale ASW through the Sportsman's round in as scale a fashion as possible.

In the end the high class Vector 111 and Mini Vector's ruled the class, as being specifically built for the purpose at hand.

And it was our ever popular Dave Greer that took the Sportsman's class and earned himself the "Rock of support" award for attending the event each and every year since inception, as well as the coveted first place.

Our unbridled thanks needs to go to the Judges, Andrew Anderson and Stuart Nix, for their sterling effort on the day and their due diligence over the years, Andrew specifically having been judge at each and every event so far.

A large dollop of thanks go to Jeff Steffen and Bill Dewey for being the CD and the safety officer on both days and for making the tough calls.

Thanks to Dave Semple and Georg Lerm for handling the scoring and to the caterers a great big old thank you once again for keeping the mob fed and happy.

One of the great things about the event is as always the stunning prizes given by our awesome sponsors who we cannot thank enough for the never ending support of the hobby.

Till next year, slope soar your hearts out, but come back for the event.

Our Sponsors in alphabetical order:

- AB Models
- Aerontec
- AMT
- Hobby Mania
- Hobby Warehouse
- iHeal
- RC Hobby Shop
- Proficient Packaging
- Ryan Matchett Design House





Alan Ball's Vector in full cry.



Hans van Kamp launches the Aresti.



Judges Andrew Anderson and Stuart Nix.



Loius Genade and Hans van Kamp smile through the round.



Marc Wolffe, top contender in the Expert with Malcolm Riley.



Dylan Else and Ryan Matchett and get scored.



Marc Wolffe's Primerius gets the heave ho.



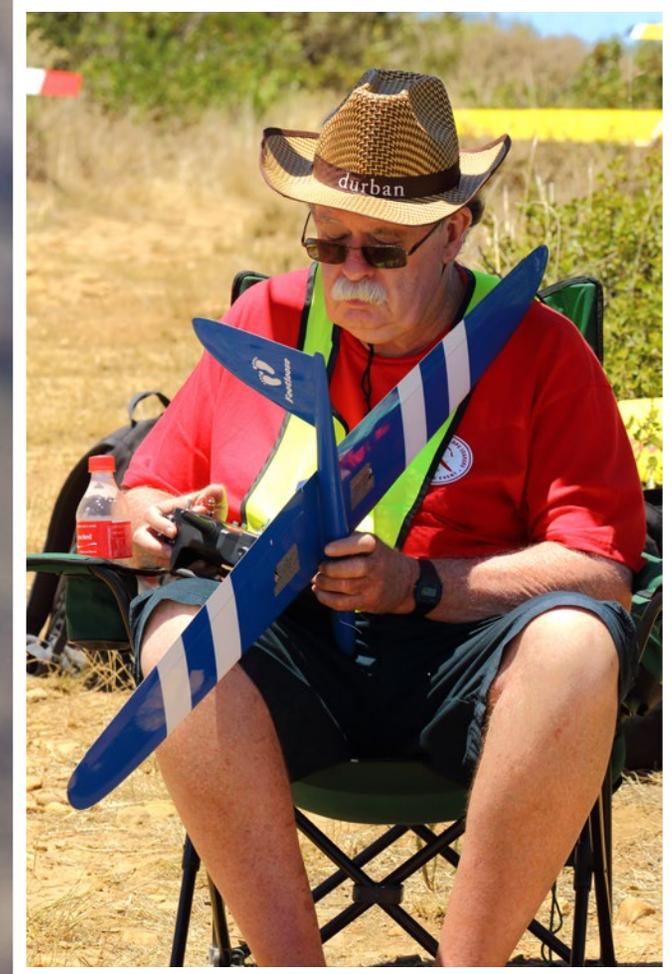
Upper left: With the majestic Table Mountain as the backdrop, how could you not have a great day.

Above: Christo le Roux, Winner of Expert Class.

Left: Ryan Matchett, Malcolm Riley, Christo le Roux and Noel Cochius - a study of concentration.



Hans van Kamp's Aresti mid manoeuvre.



The Stratair Poky 40 <<http://www.stratair.com/Shop/Produktdetail.aspx?ArtId=1217>> flown by David Greer.
This zippy 'wing is available in the U.S. from Skip Miller Models <http://www.skipmillermodels.com/Poky_40_p/poky_40.htm>.



Nic Steffen launches Noel Cochius' Vector.



Kevin Farr's 4 meter ASW makes a low pass.



Alan Ball sets up his Vector for landing and (Inset) recovers it after his round.



Recoveries...

Upper left: Dylan Else climbs the hill.

Above: Dave Greer and his Mini Vector.

Left: Kevin Farr and the 4 meter ASW.



Three Vectors...

Above: Alan Ball's Vector 111 rests prior to the round.

Upper right: Ryan Matchett's Vector 111.

Right: Noel Cochius' Vector 111 adds to the popularity of the glider.



Two Oceans Slope Soarers		
Aerobatics Event 2015 Results		
Expert Class		
Pos	Pilot	Percentage
1	Christo Le Roux	100.00%
2	Louis Genade	98.50%
3	Marc Wolffe	81.47%
4	Malcolm Riley	66.40%
5	William Carnmer	64.90%
6	Alan Ball	61.10%
7	Steve Meusel	56.27%
8	Noel Cochius	46.72%
Sportsmans Class		
Pos	Pilot	Percentage
1	Dave Greer	100.00%
2	Hans van Kamp	97.53%
3	Ryan Matchett	92.15%
4	Kevin Farr	91.48%
5	Dylan Els	56.50%
6	Schalk Human	50.22%



Christo le Roux wins Expert Class



Dave Greer wins Sportsmans Class



Entrants and Judges get the camera call.

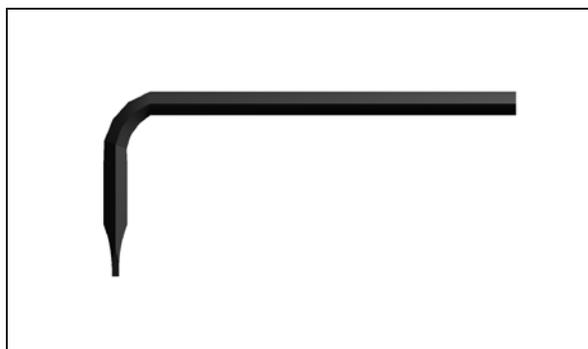
TOM'S TIPS

Tiny offset screwdriver

Tom Broeski, T&G Innovations LLC, tom@adesigner.com

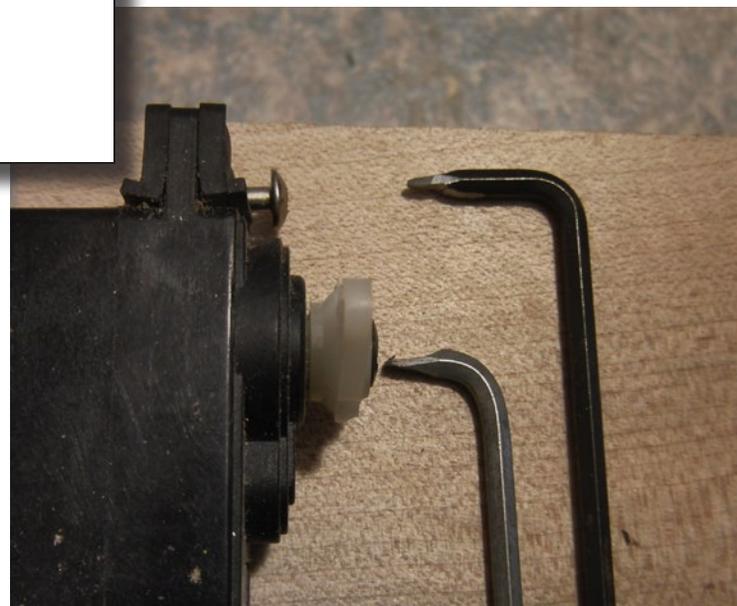
Here's a tool I use quite a bit. It's great for getting at those screws that you can't reach with a regular screwdriver. Most common offset screwdrivers are way too large.

I have a long one for getting to the screws that hold servos in, a short one for the servo arm screw and a very short one for tight small servos.



front view taper

side view grind



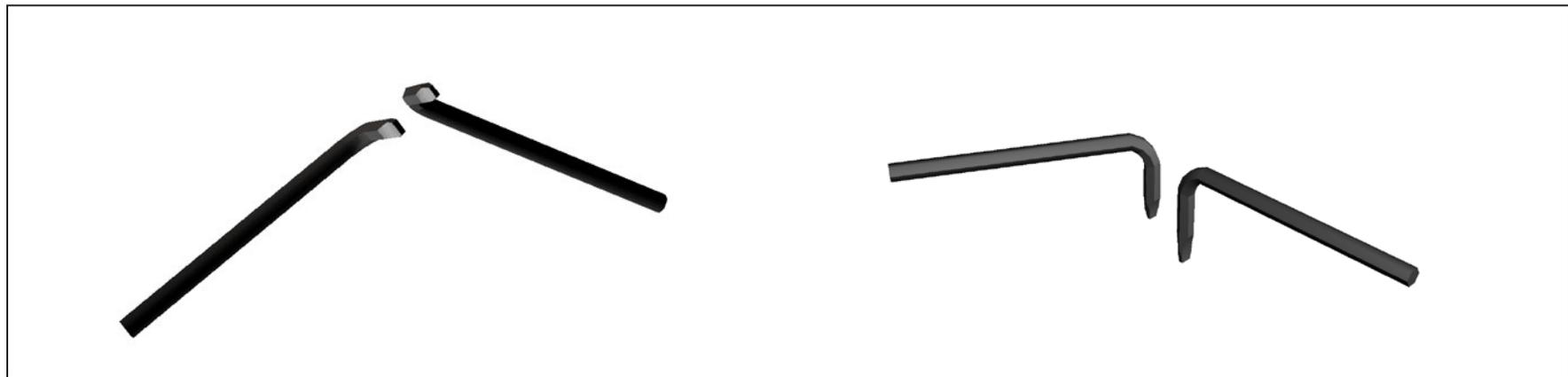
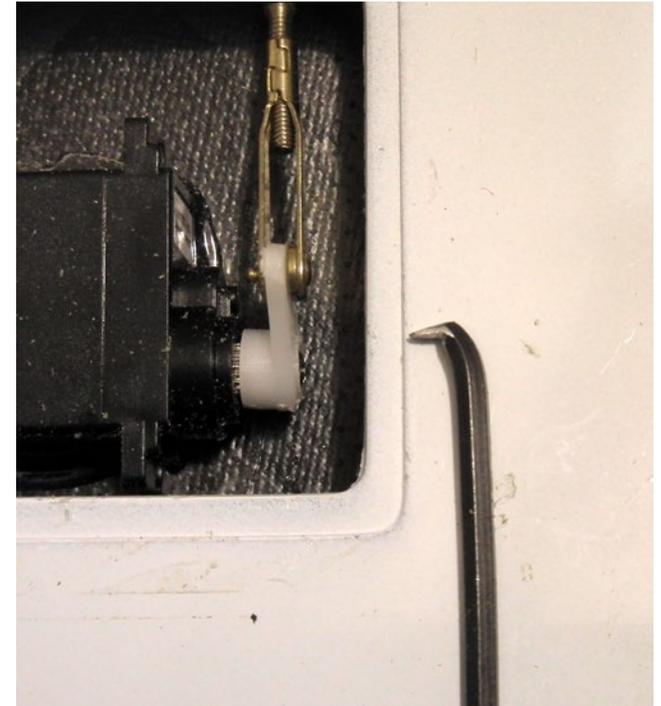
This tool saves taking the servo out, when all I need to do is move the arm a notch or two.

Even with servo frames, it lets the servo stay in position when moving the arm.

Just take one of those many Allen wrenches you have laying around and grind the tip.

You need to taper the sides so it fits into Phillips head screws.

I have both 90 degree and 30 degree shaft to blade angles. Sometimes I can only move the driver a tiny bit, but with the two angles I can pretty much get any screw out.



If you have an idea for something, but don't have the tools to make it, and it's something I can use in Tom's Tips, I'll consider making it for you and credit you with the idea. If published, it will be considered in the public domain. If you want to patent or manufacture, I charge for that service. — tom@adesigner.com



FAI Sporting Code

Fédération
Aéronautique
Internationale

Section 4 – Aeromodelling

Volume F3

Radio Control Soaring

Model Aircraft

2015 Edition

Effective 1st January 2015

F3B – RC MULTI-TASK GLIDERS
F3F – RC SLOPE SOARING GLIDERS
F3J – RC THERMAL DURATION GLIDERS
F3K – RC HAND LAUNCH GLIDERS
F3H – RC SOARING CROSS COUNTRY GLIDERS (Provisional)
F3Q – RC AERO-TOW GLIDERS (Provisional)
ANNEX 3A – RULES FOR WORLD CUP EVENTS

FEDERATION AERONAUTIQUE INTERNATIONALE
MSI - Avenue de Rhodanie 54 – CH-1007 Lausanne – Switzerland

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1 FAI Statutes, Chapter 1, para. 1.6

2 FAI Sporting Code, General Section, Chapter 3, para 3.1.3.

3 FAI Statutes, Chapter 1, para 1.8.1

4 FAI Statutes, Chapter 2, para 2.1.1

5 FAI Bylaws, Chapter 1, para 1.2.1

6 FAI Sporting Code, General Section, Chapter 3, para 3.4

7 FAI Bylaws, Chapter 1, para 1.2.3

8 FAI Statutes, Chapter 5, para 5.2

9 FAI Sporting Code, General Section, Chapter 3, para 3.1.7

10 FAI Sporting Code, General Section, Chapter 1, paras 1.2. and 1.4

11 FAI Statutes, Chapter 5, para 5.2.3.3.7

12 FAI Bylaws, Chapter 1, para 1.2.2

VOLUME F3 SOARING

SECTION 4C – MODEL AIRCRAFT – F3 RADIO CONTROL SOARING

Part Five – Technical Regulations for Radio Controlled Contests

- 5.3 Class F3B – Multi-task Gliders
- 5.6 Class F3J – Thermal Duration Gliders
- 5.7 Class F3K – Hand Launch Gliders
- 5.8 Class F3F – Slope Soaring Gliders
- Annex 3A – Rules for World Cup Events

Provisional Classes:

- 5.H.1 Class F3H – Soaring Cross Country Gliders
- 5.Q.1 Class F3Q – Aero-Tow Gliders

THIS 2015 EDITION INCLUDES THE FOLLOWING AMENDMENTS MADE TO THE 2014 CODE
These amendments are marked by a double line in the right margin of this edition

Paragraph	Plenary meeting approving change	Brief description of change	Change incorporated by
F3F	2014		Kevin Dodd Technical Secretary & Tomas Bartovsky, F3 Soaring Subcommittee Chairman
5.8.2		Addition to paragraph regarding builder of the model aircraft.	
5.8.2		Change to class F3F to regulate onboard-sensed data.	
5.8.6		Consequential change of 5.8.8.	
5.8.8		New paragraph to define the flying task.	
5.8.10		Safety issue for sighting device.	
5.8.12		Consequential change to scoring of 5.8.16 (interruption).	
5.8.16		Redefine wind interruption and the consequent change to scoring if the interruption lasts more than 30 minutes.	
F3J			
5.6.1.1		Change to class F3J to regulate onboard-sensed data.	
5.6.1.3		Change to characteristics of F3J to include permitted data.	
5.6.2.2		Clarification of the characteristics of a flying site.	
5.6.4		Amend paragraph on re-flights.	
5.6.7		Additional information on control of transmitters.	
5.6.8.1		Clarification of rule for launching.	
F3Q			
5.Q.2.2.1		Replace the drawing which defines the speed task.	

Four-Year Rolling Amendments for Reference

Paragraph	Plenary meeting approving change	Brief description of change	Change incorporated by
5.7.4.3	n/a	First sentence: changed "may" to "must" to comply with the second sentence.	Jo Halman, Technical Secretary
5.7.9.3 – 5.7.9.6		Corrected paragraph numbers	
5.7.10.2		Corrected English: deleted "break".	
F3B	2013		Jo Halman, Technical Secretary on behalf of Tomas Bartovsky, F3 Soaring Subcommittee Chairman
5.3.1.3		No minimum loading.	
5.3.2.5 f)		Penalty applied.	
5.3.2.8		Change to how the classification is calculated.	
F3K			
5.7.1.2		Clarification on who may help the competitor.	
5.7.1.3		Start helper: whole rule deleted. Re-number the following paragraph. Consequential changes to 5.7.6.1	
5.7.6.1, 5.7.6.2, 5.7.7		Consequential changes from 5.7.1.3	
5.7.2.2		Change in title from "unintentional jettisoning" to "losing a part" and clarification regarding mid-air collisions.	
5.7.2.3		Clarification of the number of model gliders permitted in the start & landing field.	
5.7.2.4		Illegal retrieving and penalties.	
5.7.3.2		Storage areas near the start & landing field.	
5.7.4.1		Added "handling the glider between landing & launching".	
5.7.4.3		Clarification of various contacts that incur penalties.	
5.7.5		Decrease the maximum wind speed to 8 m/s.	
5.7.6.1		Deleted the reference to a disabled competitor's start helper as a consequential change to rule 5.7.1.3	

cont/... Four-Year Amendments for Reference

Four-Year Amendments for Reference.../cont

5.7.9.2	2013	Changes to the 30 second landing window.	
5.7.9.4		Clarification to testing, working and landing times.	
5.7.9.6		Add a new rule for re-flights.	
5.7.10.1		Deleted all variations on dropped scores.	
5.7.10.3		Fly-off is mandatory for seniors.	
5.7.11.1		Extraneous text deleted.	
5.7.11.3		Clarification of when to release the model and amendment to changing a glider or repairs and test flights.	
5.7.11.5		Clarification of the number of flights and how the target time is declared.	
5.7.11.8		Change all occurrences of "target" and "target time" to "target flight time(s)"	
Annex 3A, 5		Changes to how a tie is resolved.	
Annex 3A, 4	Amended how a competitor will be awarded WCup points.		

Four-Year Rolling Amendments for Reference

Paragraph	Plenary meeting approving change	Brief description of change	Change incorporated by
F3F			
5.8.2	2012	Deleted "St" to follow rationale throughout the volume.	Jo Halman Technical Secretary & Tomas Bartovsky, F3 Soaring S-C Chairman
5.8.2		Added a nose template diagram.	
5.8.2		Deleted the minimum loading.	
5.8.2		Added a new final paragraph regarding technological devices.	
5.8.6 h) & 5.8.9		Amended to any part of the model.	
F3J			
5.6.1.3 c)	2012	Amended text regarding technological devices.	
5.6.4		Corrected English.	
5.6.5.2		Amended for last group also. (Was wrongly proposed for rule 5.6.4.)	
F3K			
5.7.2.2	2012	Delete the reference to F3B.	
5.7.9.3		Delete the sentence regarding landing later.	
5.7.9.4 para 4		Clarification of the 100 point penalty.	

Four-Year Rolling Amendments for Reference

Paragraph	Plenary meeting approving change	Brief description of change	Change incorporated by
Front page & page 5	n/a	Amended F3F & F3H class names to bring in line with the other soaring class names & ABR.	
5.3 F3B:	n/a	Corrected class title from in line with the front page & ABR.	Jo Halman Technical Secretary
5.3.1.3		Deleted "St" – superfluous.	
5.3.1.5		Added sub-paragraph numbers.	
5.3.1.9 c)	2011	Second occurrence of the word "line" replaced by "plane".	Tomas Bartovsky F3 Soaring S-C Chairman
5.3.2.2 c)		Gear allowed for the winch.	
5.3.2.4 d)		Procedure declared for model identification.	
5.3.2.4 f)		Landing area introduced for task B.	

cont/... Four-Year Amendments for Reference

Four-Year Amendments for Reference.../cont

5.7 F3K	n/a	Amended the class name: "Radio Controlled" is superfluous.	Jo Halman Technical Secretary
5.7.1.1	2011	Clarification of timekeepers' position.	Tomas Bartovsky F3 Soaring S-C Chairman
5.7.2.3		Clarification of model glider exchange procedure.	
5.7.2.4		Clarification of model glider retrieving	
5.7.6.2 b)		Clarification who is allowed to catch the model glider	
5.7.9.4		Clarification of flight testing time	
5.7.11.9		New task (three longest flights, 200 s max.) and added text to bring in line with the format of the existing tasks.	
5.7.11.10		New task (three last flights, 180 s max.) and added text to bring in line with the format of the existing tasks.	
Annex 3A	n/a	Add classes F3F & F3K to the World Cup classes.	Jo Halman Technical Secretary
Annex 3A		Consequential change: deleted the first line in item 4	
Annex 3A		Corrected F3 Soaring Subcommittee name.	
Throughout		Changed "m" to "metre/s" where appropriate.	
Throughout		Corrected "e.g." to "eg" (correct convention).	
Throughout		Added section headers for clarity.	
Rule Freeze	2010	New text to clarify rule change cycles. Consequential change for ABR reference from A.12 to A.13.	Jo Halman Technical Secretary
	n/a	Corrected the formula for calculating round points as per 2010 revised edition.	
5.7.7	2009	Amendment omitted from the 2010 edition	Tomas Bartovsky F3 Soaring S-C Chairman
5.3.1.3	2010	Transmission of information to the pilot	
5.3.2.2		Slotted battery poles	
5.3.2.4.c)		Signals for task b – distance	
5.3.2.5.f)		Landing area at task c – speed	
5.6.1.3.c)		Transmission of information to the pilot	
5.6.2.4	2010	Penalty in the safety area	Tomas Bartovsky F3 Soaring S-C Chairman
5.6.3.1.b)	Number of attempts		
5.6.3.1.d)	n/a	Consequential change ref para 5.6.3.1. b)	
5.6.5.2	2010	Neutralization of the flight at fly-off	
5.6.6.1 c)	n/a	Consequential change from a 2008 change to 5.6.12.3	
5.6.11.1.a)	2010	Number of rounds without discarding	
5.7.3.2		Position of the pilot during the flight	Jo Halman Technical Secretary
5.7.11.5	n/a	Deleted the duplicated line in the example of scoring	
5.3.1.2, 5.6.1.2, 5.Q.1.2.1 h)	n/a	Consequential change referring to ABR B.3.1. a) renumbering	

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RULE FREEZE FOR THIS VOLUME

With reference to paragraph A.13 of Volume ABR:

In all classes, the two-year rule for no changes to model aircraft/space model specifications, manoeuvre schedules and competition rules will be strictly enforced. For Championship classes, changes may be proposed in the year of the World Championship of each category.

For official classes without Championship status, the two-year cycle begins in the year that the Plenary Meeting approved the official status of the class. For official classes, changes may be proposed in the second year of the two-year cycle.

- a) for category F3B changes can next be agreed at the Plenary meeting 2015 for application from January 2016;
- b) for category F3K changes can next be agreed at the Plenary meeting 2015 for application from January 2016;
- c) for category F3F changes can next be agreed at the Plenary meeting 2016 for application from January 2017;
- d) for category F3J changes can next be agreed at the Plenary meeting 2016 for application from January 2017.
- e) provisional classes are not subject to this restriction.

VOLUME F3 SOARING

PART FIVE - TECHNICAL REGULATIONS FOR RADIO CONTROLLED CONTESTS

5.3. CLASS F3B – MULTI-TASK GLIDERS

5.3.1. General Rules

5.3.1.1. Definition of a Radio Controlled Glider

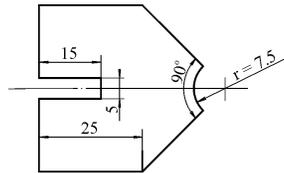
Model aircraft which is not provided with a propulsion device and in which lift is generated by aerodynamic forces acting on surfaces remaining fixed in flight, except control surfaces. Model aircraft with variable geometry or area must comply with the specification when the surfaces are in maximum and minimum extended mode. The model aircraft must be controlled by the competitor on the ground using radio control. Any variation of geometry or area must be actuated at distance by radio control.

5.3.1.2. Prefabrication of F3B Model Aircraft

Paragraph B.3.1 a) of Section 4B (Builder of the Model aircraft) is not applicable to class F3B.

5.3.1.3. Characteristics of Radio Controlled Gliders F3B

- | | | |
|----|---------------------------------------|------------------------|
| a) | Maximum surface area | 150 dm ² |
| | Maximum flying mass | 5 kg |
| | Loading | ≤ 75 g/dm ² |
| | Minimum radius of fuselage nose | 7.5 mm (see template) |



TEMPLATE FOR NOSE RADIUS, TOW HOOK AND MARKING

- b) No fixed or retractable arresting device (i.e. bolt, sawtooth-like protuberance, etc.) is allowed to slow down the model aircraft on the ground during landing.
- The underside of the model aircraft must not have any protuberance other than the tow-hook and surface control linkages. The tow-hook must not be larger than 5 mm in frontal width and 15 mm in frontal height.
- c) The radio shall be able to operate simultaneously with other equipment at 10 kHz spacing below 50 MHz and 20 kHz spacing above 50 MHz.
- d) Any transmission of information from the model aircraft to the competitor is prohibited, with the exception of signal strength and voltage of the receiver battery. Any use of telecommunication devices (including transceivers and telephones) in the field to communicate with competitors, their helpers or team managers while doing the competition task is not allowed.
- e) The competitor may use a maximum of three (3) model aircraft in the contest. All exchangeable parts (wing, fuselage, tail planes) must be marked uniquely and in a way that does not allow replication of this mark on additional parts.
- f) The competitor may combine the parts of the model aircraft during the contest; provided the resulting model aircraft used for flight conforms to the rules and that the parts have been checked before the start of the contest. See also 5.3.2.1.
- g) For the sake of randomness of the starting order among the successive rounds, each competitor must enter three (3) different frequencies. The competitor can be called to use any of these frequencies during the contest, so long as the call is made at least 1/2 hour prior to the beginning of a round and in written form to the affected team manager.

5.3.1.4. Competitors and Helpers

The competitor must operate his radio equipment personally. Each competitor is permitted up to three (3) helpers at the winch line, including the team manager, who must not give any turning signals near base B during tasks B and C.

A maximum of two (2) more helpers are permitted to be utilised only at the turn-around pulleys to cover all wind directions.

5.3.1.5. Definition of an Attempt

- a) For each task (ref. 5.3.2.1.), during the working time allocated, the competitor is entitled an unlimited number of attempts. An attempt starts when the model aircraft is released from the hands of the competitor or his helper(s) under the tension of the tow-line. No change of model aircraft or parts of the model aircraft is allowed after starting the first attempt.
- b) The competitor is entitled to a new working time period if any of the following conditions occur and are duly witnessed by an official of the contest:
- his model aircraft in flight collides with another model aircraft in flight, or another model aircraft in the process of launch (released for flight by the competitor or his helper) or, with a launch cable during the process of launching. Should the flight continue in a normal manner, the competitor may demand that the flight in progress be accepted as official, even if the demand is made at the end of the original working time
 - his model aircraft or launch cable in the process of launch collides with another model aircraft or launch cable also in the process of launch (released for flight by the competitor or his helper), or with another model aircraft in flight. Should the flight continue in a normal manner, the competitor may demand that the flight in progress be accepted as official, even if the demand is made at the end of the original working time
 - his launch cable is crossed or fouled by that of another competitor at the point of launch of his model aircraft (released for flight by the competitor or his helper).
 - the flight has not been judged by the fault of the judges or timekeepers.
 - in the case of an unexpected event, outside the competitor's control, the flight has been hindered or aborted.
- c) For all cases described above the competitor may demand that the flight in progress in which the event occurred will be accepted as official. Note is made that in the event the competitor continues to launch or does a re-launch after clearing of the hindering condition(s) he is deemed to waive his right to a new working time.
- d) When a competitor obtains a new working time period, and his model aircraft has been damaged beyond repair during the attempt where he obtained this new working time, he is entitled to continue flying the current round with his second model aircraft and this notwithstanding rule 5.3.2.1. This rule applies only when the damage inflicted to the model aircraft is directly linked to the incident that gave the right to the re-flight.
- e) In case of additional attempts in task A (Duration) during a round or task B (Distance) during a round, the competitors entitled to that additional attempt must fly within a group that is not complete in number or in one or more groups newly formed. If this is not possible due to a clash of frequencies, those entitled to another flight fly within their original group once more. The better of the two results will be the official score except for those competitors who are flying the additional attempt. For those the result of the repetition is the official score.

5.3.1.6. Definition of the Official Flight

The official flight is the last flight performed during the working time.

5.3.1.7. Cancellation of a Flight and Disqualification

- a) Unless otherwise specified a flight in progress will be annulled for an infraction of any rule. In the case of intentional or flagrant violation of the rules, in the judgement of the Contest Director, the competitor may be disqualified.
- b) The flight in progress will be penalised with 100 points if the model aircraft loses any part either during the launch or the flight. The loss of any part in a collision with another model aircraft or during landing (ie in contact with the ground) is not taken into account. The penalty of 100 points will be a deduction from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.

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- c) The competitor is disqualified if the model aircraft in flight is controlled by anyone other than the competitor.
- d) If the model aircraft touches either the competitor or his helper during landing manoeuvres of task A, no landing points will be given.
- e) The upwind turnaround device must be fixed safely to the ground. If the pulley comes loose from its mounting support or the turnaround device is torn out of the ground, the competitor shall be given a penalty of 1000 points. The penalty of 1000 points will be a deduction from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.
- f) The winch must be fixed safely to the ground. If the winch is torn out of the ground or rotating parts of the winch are separated (excluding parts of the tow-line) the flight is penalised with 1000 points. The penalty of 1000 points will be a deduction from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.

5.3.1.8. Organisation of Starts

- a) The competitors shall be combined in groups with a draw, in accordance with the radio frequencies used, to permit as many flights simultaneously as possible. The draw is organised in such a way that, as far as possible, there are no competitors of the same team in the same group.
- b) The composition of the groups must be changed every round in order to have different combinations of competitors. For task A (duration), there must be a minimum of five competitors in a group. For task B (distance) there must be a minimum of three competitors in a group. For task C (speed) a group may consist of a minimum of eight competitors or all competitors.

It is preferable for the organiser to orientate the starting order for task C at the inverted ranking calculated out of the results of all tasks flown until that moment. For the first round the starting order for task C should always be identical with the starting order of task A. Alternatively the organiser may use the task A starting order in subsequent task C rounds.
- c) The result of a group is annulled if only one competitor has a valid result. In this case, the group will fly again and the result will be the official result.
- d) The flying order of different groups is established with the draw too. A different starting order shall be used for each round.
- e) The competitors are entitled to 5 minutes of preparation time before the starter gives the order to count off working time.

5.3.1.9. Organisation of Contests

- a) For transmitter and frequency control see Section 4B, para B.10.
- b) The official will issue the transmitter to the competitors only at the beginning of their preparation time, according to 5.3.1.8.
- c) Sighting apparatus, winches or any device constituting an obstacle, should be placed on Base A and Base B, a minimum of 5 metres from the safety line for task C. Apparatus for judging the safety plane in task C shall be placed a minimum distance of 5 metres from Base A or B outside the course.
- d) The contest director must inform without delay the competitor and/or his team manager about any decision taken, eg in the case of a re-fly, a penalty etc.

5.3.1.10. Safety Rules

- a) The organiser must clearly mark the boundary between the landing area and the safety area assigned for other activities.
- b) After release of the model aircraft from the hand of the competitor or helper, any contact of the model aircraft with any object (earth, car, stick, plant, tow-line, etc) within the safety area will be penalised by 300 points, except in the circumstances described in paragraph 5.3.1.5 b) items 1, 2, 3, and 5, and in the case of a line break at the moment of release of the model aircraft. Contact with a person within the safety area will be penalised by 1000 points. The number of contacts during one attempt does not matter (maximum one penalty for one attempt). The penalty will be a deduction of 300 or 1000 points from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.

5.3.2. RULES FOR MULTI-TASK CONTESTS

5.3.2.1. Definition

- a) This contest is a multi-task event for radio controlled gliders, which includes three tasks:
 - A) Duration
 - B) Distance
 - C) Speed
- b) The combination of task A, B and C constitutes a round. A minimum of two rounds must be flown. Except at World and Continental Championships the last round may be incomplete, i.e. only one task or any combination of two tasks. In the case of a World Championships each competitor is entitled a minimum of five rounds subject to the provision of rule B.13, Section 4B. At the discretion of the organiser any task may be flown first in a scheduled round.
- c) Any single round must be completed with the same model aircraft, without any change of parts. Only the addition of ballast (which must be located internally in the model aircraft and with which the model aircraft must conform to rule 5.3.1.3.) and/or change of angles of setting are allowed.
- d) Variation of geometry or area is allowed if actuated at distance by radio control.

5.3.2.2. Launching

- a) All launching shall take place in an area as designated by the organiser with provisions made for launching into the wind. All launches will be made with an electrical powered winch approved by the organiser or Contest Director.
- b) Upwind turnaround devices, which must be used, shall be no more than 200 metres from the winch. The height of the axis of the turnaround pulley from the ground must not exceed 0.5 metre. Release of the model must occur within approximately 3 metres of the winch. An automatic means must be provided to prevent the line unwinding from the reel during launch.
- c) The winch shall be fitted with a single starter motor. The starter motor must come from serial production. It is allowed to fit the arbor of the rotor with ball or needle roller bearings at each end. The drum may be driven directly by the motor or by a gear with a constant and unchangeable transmission ratio. Any further change of the original motor will lead to disqualification according to paragraph B.18.1. The drum must have a fixed diameter.
- d) The power source shall be a 12 volt lead/acid battery. The cold cranking capability of the winch battery must be specified according to one of the following standards:
 - 300 amperes max. according to DIN 43539-02 (30s/9V at -18°C)
 - 355 amperes max. according to IEC/CEI 95-1 (60s/8,4V at -18°C)
 - 500 amperes max. according to SAE J537, 30s Test (30s/7,2V at 0 °F)
 - 510 amperes max. according to EN 60095-1 (10s/7.5V at -18°C)

Other standards are acceptable if evidence is provided that these standards are equivalent to one of the above stated standards.

- e) The battery must supply the winch motor with current through a magnetically or mechanically actuated switch. The use of any electronic device between the winch motor and the battery is forbidden. A competitor may interchange various parts as he wishes provided the resulting winch conforms to the rules.
- f) The battery must not be charged on the launching line. The motor must not be cooled, and the battery must not be heated.
- g) The purpose of this rule is to limit the power used for the launch. Therefore with the exception of the single winch battery, line stretch, and the small amount of energy in the rotating rotor and winch drum, no energy storage devices like flywheels, springs, weights, pneumatic devices or any similar devices is allowed.
- h) The complete winch (battery, cables, switch and motor) must have a total resistance of at least 23.0 milliohms. The allowed resistance may be obtained by adding a fixed resistor or resistors between the motor and battery. The design must not allow an easy change of the total resistance at the launch line (eg by shorting the resistor, or resistors) except opening and closing the circuit.

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- i) The plus and minus pole of the battery must be readily accessible with alligator (crocodile) clips for voltage measurements. One of the cables from the battery (through which the total current flows) must be accessible for the clamp transducer (clamp meter) and the calibrated resistor.
- j) Measuring: The battery must stay unloaded for at least two minutes after the previous test or launch. The measuring of the circuit resistance consists of recording the battery voltage U_b immediately before closing the winch switch and of recording the current I_{300} and the voltage U_{300} 300 milliseconds (+30 ms) after the winch current starts to flow. Before the end of this 300 ms interval the rotor of the motor shall stop rotating.
- k) For the test a digital voltage-measuring instrument (accuracy less or equal to 1%) is used, which enables the measurement of the voltage of the battery and the output voltage from the I/U-transducer 300 ms (+30 ms) after the current to the winch is applied. The transducer for measuring the current may be a clamp transducer (range 0-600 or 0-1000A, accuracy less or equal to 2%) or a calibrated resistor (0.1 milliohm, accuracy less or equal to 0.5%) in the negative path of the circuit.

The resistance is calculated with the formula:

$$\text{Measurement with clamp transducer } R_{\text{tot}} = 1000 \times U_b / I_{300}$$

$$\text{Measurement with shunt } R_{\text{tot}} = (1000 \times U_b / I_{300}) - 0.1$$

(R_{tot} in milliohms, U_b in volts, I_{300} in amperes)

- l) A first measurement is taken in order to check the correct functioning of the measuring equipment and is discarded.

Three subsequent measurements should be made with an interval of at least two minutes after the previous test or launch. The total resistance of the winch equipment is the average of these three (3) respective results.

Voltage and current must be displayed to be able to calculate the total resistance by hand. If the total resistance is calculated automatically then it must be shown simultaneously with the voltage and current values.

The winch equipment is declared as being in accordance with the rules if its total resistance is at least 23 mΩ.

- m) At the test of the winch before the competition the voltage of the battery U_{300} must be greater or equal to 9V; this does not apply for testing during the competition.
- n) The organiser must appoint at least two processing officials, who will process the winches with a single measuring apparatus, or several measuring apparatus proven to produce reproducible results within a tolerance of 0.5 %.
- o) There must be a quick release mechanism on the power lead to the battery in order to remove power from the motor in an emergency. (Connections to the battery must be removable without the need for tools). If slotted pole shoes are used then both of them have to be slotted.
- p) The flight is penalised with 1000 points if the winch is not in accordance with the rules; this is valid for the flight before the test. The penalty of 1000 points will be a deduction from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.
- q) After release of the model aircraft from the towline, the towline must be rewound without delay by operating the winch, until the parachute arrives at the turnaround device. During this procedure the towline should be guided by a helper to avoid damage to other competitors' towlines. The towline must be provided with a measure eg a stopper or a metal ring, to prevent it being drawn down through the towline pulley. Then, the towline(s) must be retrieved by hand to the winch. A winch must not be operated when the towline is lying on the ground and across other towlines or strikes another towline during launching
- r) The towline (which must be of non-metallic material except for linkages) must be equipped with a pennant having a minimum area of 5 dm². A parachute (5 dm² minimum area) may be substituted for the pennant provided it is not attached to the model aircraft and remains inactive until the release of the cable. During complete rewinding of the line on to the winch, the parachute, if used, must be removed and inactivated.
- s) In the case of Continental and World Championships, a maximum of six winches and six batteries may be used during the competition by any complete team (3 pilots). Interchanging among winches and batteries while keeping compliance with the minimum resistance rule is totally under the responsibility of the team.

5.3.2.3. Task A - Duration

- a) This task must be completed within 12 minutes from the order of the starter, including the towing time.
- b) One point will be awarded for each full second from the time the model aircraft is free flying to the time the model aircraft comes to rest, up to a maximum of 600 points (i.e. 10 minutes maximum), for each full second of flight within the working time; no points will be awarded for flight time in excess of working time. The free flying of the model aircraft commences when the model aircraft is released from the towline.
- c) One point will be deducted for each full second flown in excess of 600 seconds (10 minutes).
- d) Additional points will be awarded for landing, depending upon distance from the spot marked by the organiser, according to the following table:

Distance from spot (m)	Points	Distance from spot (m)	Points
1	100	9	60
2	95	10	55
3	90	11	50
4	85	12	45
5	80	13	40
6	75	14	35
7	70	15	30
8	65	over 15	0

The distance is measured from the model aircraft nose when at rest to the centre of the spot.

No points will be awarded for the quality of landing.

No landing bonus will be awarded if the flight time exceeds 630 seconds.

The measured distance is rounded to the nearest higher metre.

- e) For model aircraft still in the air when the 12 minutes expire, the elapsed flight time only will be taken into consideration for scoring, without any additional points for the precision landing.
- f) A classification based on decreasing number of points awarded will be compiled, called "Partial Score A" - see 5.3.2.6.

5.3.2.4. Task B - Distance

- a) This task must be completed within 7 minutes from the order of the starter, including towing time. The trial begins only after the glider has been released from the tow.
- b) When the model aircraft, in flight, first crosses Base A (imaginary vertical plane) in the direction to Base B, the actual flight time of 4 minutes maximum starts, during which time the model aircraft must complete as many legs as possible from the starting Base A to Base B and conversely.
- c) A visual system or a combined audiovisual system announces to the competitor when his model aircraft crosses the Base A or Base B (imaginary vertical planes). The absence of a signal will indicate that the model aircraft has failed to correctly cross the base. The instruments used to check the crossing of the vertical planes must assure the parallelism of such planes. Timing and signalling shall occur when any part of the model aircraft crosses the base. If an audiovisual system is used, signalling is also valid when the audio system fails.
- d) The model aircraft must be identified by the contest director or the flight-line manager to the judges at Base A and B during the launch. For this procedure the competitor or his helper must announce clearly the intention to start by calling their allocated signal (alpha, bravo, charlie, delta, echo or foxtrot). When he receives permission from the contest director or the flight-line manager to start, he must do so immediately otherwise another competitor will receive permission to start. If a competitor starts without official permission he will be called back and must land and again request permission to start.

The competitor must stay within a distance of 10 metres either side of Base A during the timed flight.

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- e) For a model aircraft which lands within 4 minutes flight time only the full 150 metre legs will be counted. For model aircraft still in the air when the 4 minutes flight time or 7 minutes expires, whichever comes first, only the completed legs at that moment will be taken into account.
- f) After having completed the task, the model aircraft must land in the area(s) determined by the contest director outside the safety area(s) otherwise the flight will be penalised with 100 points. The penalty of 100 points will be a deduction from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.
- g) A classification based on decreasing number of total flown legs during the flight time will be compiled, and points given as described in 5.3.2.6., thus establishing the "Partial Score B".

5.3.2.5. Task C - Speed

- a) This task must be completed within 4 minutes, from the order of the starter including towing time. The trial begins only after the glider has been released from the tow. After release of the tow-hook, the model aircraft must start the task at Base A within one minute. If the one minute period expires before the model aircraft has crossed Base A for the first time, flying from Base A to Base B, then the model aircraft must be landed and re-launched within the original working time period.
- b) The task consists of flying the distance starting from Base A, to Base B, and conversely, four legs in the shortest possible time.
- c) The flight time is recorded to at least 1/100 s when in flight the model aircraft first crosses Base A and completes four legs of the 150 metre course.
- d) An audio system will inform the competitor when the model aircraft crosses the Base A or Base B (imaginary vertical planes). The absence of a signal will indicate that the model aircraft has failed to correctly cross the Base. The instruments used to check the crossing of the vertical planes must assure the parallelism of such planes. The signal is given when any part of the model aircraft crosses the base. The source of the signal (horn, loudspeaker) must not be further than 30 metres away from the intersection of base A and the safety plane.
- e) During the timed flight the competitor must stay within a distance of 10 metres either side from Base A.
- f) After having completed the task, the model aircraft must land in the area(s) determined by the contest director outside the safety area(s) otherwise the flight will be penalised with 100 points. The penalty of 100 points will be a deduction from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.
- g) Model aircraft which come to rest before having completed the task will score zero.
- h) During task C the timed flight shall take place to one side of the safety plane, whilst all judges/time-keepers shall remain on the other side of the safety plane. The side which is to be flown shall be indicated by the organisers taking into account the direction of the sun, etc.
- The flight will be penalised with 300 points, when sighted by means of an optical aid, the safety plane is crossed by any part of the model aircraft. The instrument used to check the crossing of the vertical safety plane must also assure that the safety plane is orthogonal to Base A and Base B. The penalty of 300 points will be a deduction from the competitor's final score and shall be listed on the score sheet of the round in which the penalisation was applied.
- i) After release of the tow-hook, when the model aircraft has crossed Base A for the first time, flying in the direction from Base A to Base B, no further attempt is permitted unless the competitor signals his intention to re-launch before Base A is crossed.
- j) A classification based on increasing times to complete the four 150 metre legs will be compiled, and points given as described in 5.3.2.6., thus establishing "Partial Score C".

5.3.2.6. Partial Scores

For each task the winner of each group receives 1000 points.

- a) Partial Score A for each competitor is determined as follows:

$$\text{Partial Score A} = 1000 \times \frac{P_1}{P_w}$$

Where P_1 = points of the competitor obtained as 5.3.2.3.

P_w = points of the winner in the related group.

cont/...

- b) Partial Score B for each competitor is determined as follows

$$\text{Partial Score B} = 1000 \times \frac{D_1}{D_w}$$

Where D_1 = distance covered by the competitor as for 5.3.2.4

D_w = distance covered by the winner in the related group.

- c) Partial Score C for each competitor is determined as follows

$$\text{Partial Score C} = 1000 \times \frac{T_w}{T_1}$$

Where T_1 = time of the competitor as for 5.3.2.5.

T_w = time of the winner in the related group.

5.3.2.7. Total Score

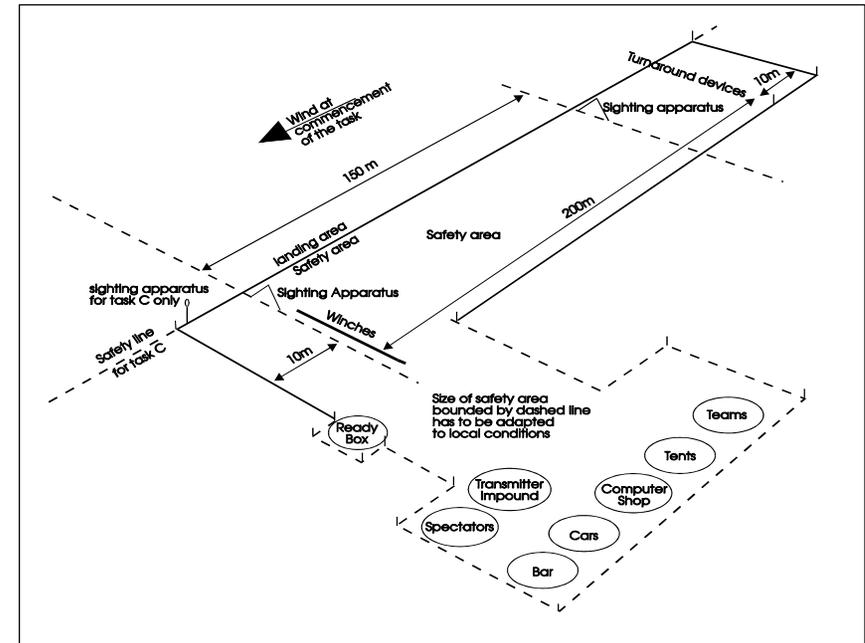
The competitor's Total Score for each round is compiled by adding the Partial Scores of all tasks.

5.3.2.8. Classification

If only five rounds are flown, the competitor's classification is determined by the sum of all Total Scores for each round. If more than five complete rounds are flown the lowest partial score of each task with more than five results is omitted from the sum of all partial scores. To decide the winner when there is a tie, the two (or all who have the equal score) competitors will fly an additional round (three tasks).

5.3.2.9. Site

The competition must be held at a site having reasonably level terrain, with a reasonably low probability of slope or wave soaring.



F3B FLYING FIELD LAYOUT
(left hand layout shown)

5.6. CLASS F3J - THERMAL DURATION GLIDERS

Object: To provide a man-on-man contest for competitors flying radio-controlled thermal duration soaring gliders. In the contest, several qualifying rounds are flown. For each qualifying round, competitors are divided into groups. The scores in each group are normalised to give them meaningful scores irrespective of changing weather conditions during a round. The competitors with the top aggregate scores in the qualifying rounds then fly at least two further fly-off rounds as a single group to determine the final placing. The scheduled number of fly-off rounds shall be announced by the Contest Director before the start of the contest.

5.6.1. General Rules

5.6.1.1. Definition of a Radio Controlled Glider

A model aircraft which is not provided with a propulsion device and in which lift is generated by aerodynamic forces acting on surfaces remaining fixed. Model aircraft with variable geometry or area must comply with the specification when the surfaces are in maximum and minimum extended mode. The model aircraft must be controlled by the competitor on the ground using radio control. Any variation of geometry or area must be actuated at distance by radio. The use of any onboard-sensed data to automatically move the control surfaces or to modify the aircraft geometry is prohibited.

5.6.1.2. Prefabrication of the Model aircraft

Paragraph B.3.1 a) of Section 4, Part 2 (builder of the model aircraft) is not applicable to this class.

5.6.1.3. Characteristics of Radio Controlled Gliders

- a) Maximum Surface Area 150 dm²
Maximum Flying Mass 5 kg
Loading 12 to 75 g/dm²
Minimum radius of fuselage nose 7.5 mm
- b) The radio shall be able to operate simultaneously with other equipment at 10 kHz spacing below 50 MHz and at 20 kHz spacing above 50 MHz. When the radio does not meet this requirement, the working bandwidth (max. 50 kHz) shall be specified by the competitor.
- c) Any technological device used to aid in supplying data of the air's condition or direct feedback of the model's flight status is prohibited during the flight. These devices include any transmission or receiving devices not used to directly control the model aircraft (telephones, walkie-talkies, telemetry of airspeed and altitude etc), temperature detecting devices (thermal imaging cameras, thermometers etc), optical aids (such as binoculars, telescopes etc), and distance/altitude measuring devices (GPS, laser range finders etc). Telemetry of signal strength at the aircraft receiver and state of the receiver battery and GPS location data that is not displayed in any form to the pilot or helpers during a flight, and not used for aircraft control is permitted. Use of corrective eyeglasses, lenses and sunglasses are permitted. If an infringement of this rule occurs, the pilot will be disqualified from the contest.
- d) The competitor may use three model aircraft in the contest.
- e) The competitor may combine the parts of the model aircraft during the contest, provided the resulting model aircraft conforms to the rules and the parts have been checked before the start of the contest.
- f) For the sake of randomness of the starting order among the successive rounds, each competitor must enter three different transmitter frequencies with 10 kHz minimum spacing. The organiser is entitled to use any of these three frequencies for setting the flight matrices. Once the competitor is given one of these three frequencies he must not change to another frequency for all flights during the whole of the preliminary rounds other than for reflights. In case of a reflight the competitor can be called to use either of these three frequencies for this reflight only, as long as the call is made at least 1/2 hour prior to the beginning of the reflight in written form to the competitor (or team manager when applicable).
- g) All ballast must be carried internally and fastened securely within the airframe.
- h) No fixed or retractable arresting device (i.e. bolt, saw tooth-like protuberance, etc) is allowed to slow down the model aircraft on the ground during landing. The underside of the model aircraft must not have any protuberances other than the tow hook and surface control linkages (with or

without fairings). The tow hook must not be larger than 5 mm in frontal width and 15 mm frontal height.

5.6.1.4. Competitors and Helpers

- a) The competitor must operate his radio equipment himself.
- b) Each competitor is allowed three helpers. When a team manager is required, he is also permitted to help the competitor. A maximum of two helpers are permitted for towing during the launch as described in 5.6.8.2.

5.6.2. The Flying Site

5.6.2.1. The competition must be held on a site having reasonably level terrain, which will minimise the possibility of slope and wave soaring.

5.6.2.2. a) The flying site shall include a marked launch corridor of 6 metres width with a central launch line. The launch corridor shall be arranged crosswind and must include launch marks on the central launch line at least 15 metres apart, one for each competitor of a group.

b) The flying site must include landing spots, one for each competitor in a group. Each landing spot will correspond to one of the launch marks and will be arranged at least 30 metres downwind of the launch corridor.

5.6.2.3. The centres of the landing circles and the launch line must always be marked. At the discretion of the Contest Director, marks indicating the circumference of the circles may be omitted and replaced by the use of other means of measuring, such as a tape, to check distances from the centre of the circles.

5.6.2.4. Safety Rules

- a) Contact with an object within the defined safety area (including the launch corridor) will be penalised by deduction of 300 points from the competitor's final score.
- b) Contact with a person within the defined safety area (including the launch corridor) will be penalised by deduction of 1000 points from the competitor's final score.
- c) For each attempt only one penalty can be given. If a person and at the same attempt an object is touched the 1000 points penalty is applied.
- e) Penalties shall be listed on the score sheet of the round in which the infringement(s) occurred.
- f) If necessary the organiser may define a part of the airspace as safety space. In such a case he must appoint at least one official who observes the border (vertical plane) by a sighting device. This official must warn the pilot if his glider crosses the border. If the glider does not leave the safety space immediately a penalty of 300 points is given.

5.6.3. Contest Flights

- 5.6.3.1. a) The competitor will be allowed a minimum of five (5), preferably more, official flights.
- b) The competitor will be allowed an unlimited number of attempts during the working time.
- c) There is an official attempt when the model aircraft has left the hands of the competitor or those of a helper under the pull of the towline.
- d) In the case of multiple attempts, the result of the last flight will be the official score.
- e) All attempts are to be timed by two stopwatches. If no official time has been recorded, the competitor is entitled to a new working time according to the priorities mentioned in paragraph 5.6.4.

5.6.4. Re-flights

The competitor is entitled to a new working time if:

- a) his model in flight or in the process of being launched collides with another model in flight, or with a model in the process of being launched.
- b) his model in flight or in the process of being launched collides with another competitor's towline.
- c) the competitor's towline is hit by another model in flight or in the process of being launched.
- d) the attempt has not been judged by the official time-keepers.
- e) his attempt was hindered or aborted by an unexpected event, not within his control. Crossed lines are not considered as reason for re-flight.
- f) A towline (other than his own) was not removed after launch and is blocking (covering) his own towline.

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To claim a re-flight considering the above mentioned conditions, the competitor has to make sure that the official timekeepers have noticed the hindering conditions and land his model as soon as possible after this event.

Note that in the case the competitor continues to launch or continues to fly after hindering conditions affected his flight or does re-launch after clearing of the hindering condition(s), he is deemed to have waived his right to a new working time.

The new working time is to be granted to the competitor according to the following order of priorities:

1. in an incomplete group, or in a complete group on additional launching/landing spots, if there is no member of his team in this group;
2. if this is not achievable, then in a new group of several (minimum 4) re-flyers. The new group of re-flyers will be completed by other competitors selected by random draw to the number of 4. If the frequency or team membership of the drawn competitor does not fit or the competitor will not fly, the draw is repeated;
3. if this is also not achievable, then with his original group at the end of the ongoing round.

In priority-case 2 and 3, the better of the two results of the original flight and the re-flight will be the official score, except for the competitors who are allocated the new attempt. For those the result of the re-flight is the official score. A competitor of this group who was not allocated the new attempt will not be entitled to another working time in case of hindering.

5.6.5. Cancellation of a flight and/or disqualification

- 5.6.5.1. a) The flight is cancelled and recorded as a zero score if the competitor used a model aircraft not conforming to any item of rule 5.6.1. In the case of intentional or flagrant violation of the rules, in the judgement of the Contest Director, the competitor may be disqualified.
- b) The flight in progress is annulled and recorded as a zero score if the model aircraft loses any part during the launch or the flight, except when this occurs as the result of a mid-air collision with another model aircraft or towline.
- c) The loss of any part of the model aircraft during the landing (coming into contact with the ground) is not taken into account.
- d) The flight is cancelled and recorded as a zero score if the model aircraft is piloted by anyone other than the competitor.
- e) The flight is cancelled and recorded as a zero score if, during landing, some part of the model aircraft does not come to rest within 75 metres of the centre of the competitor's designated landing circle.

5.6.5.2. Neutralisation of a flight group

During the fly-off rounds and for the last group of a qualification round, and only within the first 30 seconds of the working time, the Contest Director has the right to neutralise the ongoing flight group in events leading to a reflight according to 5.6.4 a) – e).

If an event according to 5.6.4.a) – e) occurs within the first 30 seconds of the working time, the Contest Director needs to:

- state the immediate neutralisation of the group clearly to all competitors; stop the running working time;
- call all competitors to land as soon as possible.

This round will be started again with the preparation time as soon as possible.

5.6.6. Organisation of the Flying.

5.6.6.1. Rounds and Groups

- a) The flying order for the initial qualifying rounds shall be arranged in accordance with the transmitter frequencies in use to permit as many simultaneous flights as possible. A minimum of 6 and preferably 8 to 10 competitors should be scheduled for each group.
- b) The flying order shall be scheduled in rounds sub-divided into groups.

- c) The flying order shall be determined by a matrix system that minimises situations where competitors fly together more than once (see paragraph 5.6.12.3).

5.6.6.2. Flying in Groups

- a) Competitors are entitled to five minutes preparation time, which is counted from the moment his group is called to take position at the designated launching area, to the start of the group's working time.
- b) The working time allowed to each competitor in a group shall be of exactly ten (10) minutes duration.
- c) The organisers must positively indicate the start of a group's working time, by audible signal; see 5.6.12.1 for details.
- d) Audible and visual signals must be given when eight (8) minutes of the group's working time has elapsed.
- e) The end of the group's working time must be positively indicated by audible signal, as for the start.
- f) Any model aircraft airborne at the completion of the working time must land immediately.

5.6.7. Control of Transmitters

- 5.6.7.1. a) Competitors using 2.4 GHz spread spectrum transmitters may retain their transmitters during the competition. Transmitters using other frequencies may be impounded at the discretion of the Contest Director. (See also ABR B.11.2; B.11.3 & B.11.4.)
- b) If a transmitter pound has to be used for am/fm transmitters then
- Failure to hand in a transmitter before the official starting time of the contest may result in the competitor forfeiting his first round flight.
 - The competitor must hand over his transmitter to the designated official (usually the timekeeper) immediately after finishing his flight
- c) The only permitted flying during the competition hours are the official competition flights. Other than for ground testing of equipment using 2.4 GHz spread spectrum, any other transmission or any flight shall only take place with the permission of the Contest Director.
- d) A penalty of 300 points shall be applied to any competitor making an unauthorised transmission or flight without the permission of the Contest Director. If this transmission or flight results in injury to personnel or damage to property, then the competitor will be disqualified from the whole competition.

5.6.8. Launching

- 5.6.8.1. The contest director defines the start direction. The start should be executed as far as possible against the wind inside of the marked launch corridor (5.6.2.2). An attempt is annulled and recorded as zero if the model aircraft is launched outside the launch corridor.

- 5.6.8.2. The launch of the model aircraft will be by hand held towline only.

- 5.6.8.3. a) Two persons are allowed no mechanical aids, other than pulleys, to facilitate towing but may use a hand reel (hand winch) to recover the towline after launching is complete.

- b) Immediately after release of the model aircraft from the launching cable, without delay the towline helpers must either recover the towline on a hand reel (hand winch) or, when a pulley is used, they must continue to pull the towline until it is completely removed from the towing area in order to avoid crosscutting with other lines which are still in a state of towing or will be used for towing.

This is not applicable if a line break occurs. In this case only the residual line attached to the ground or used by the towing helpers has to be removed from the launching area. A designated judge (launch line-manager) has to overview and control and, if necessary, - call on towline helpers to remove their lines from the launching area after the model aircraft is released. If his demand is refused, then the pilot, whose towline helpers refused, shall be penalised by 100 points.

- c) If towing with pulley, behind the pulley an unbreakable shield with diameter of minimum 15 cm must be fixed to protect the towing helpers against broken whipping line ends.

In the case of towing with a pulley two helpers have to operate the pulley and one of the following preventive measures must be taken:

- The pulley and protective shield must be connected to a 5 mm minimum diameter cord arranged in a V , the arms of which must have a length of 1,5 to 3,0 metres and with hand loops on each end; or
- The pulley and protective shield must be connected to the centre of a sufficiently strong yoke of minimum 80 cm length with handholds at each end.

In the case of towing with a pulley, the towline end must be attached to a ground anchor, which is fixed by metal ropes to two additional safety pins. The length of the main stake must be at least 50 cm from the towline linkage. The safety stakes must be at least 30 cm long. The main stake must be driven into the ground to a depth at least 40 cm. The towline linkage must not exceed 10 cm above the ground. The ground anchor-dimensions and its setup could look like as shown in the drawing "Guideline for proven ground anchor setup".

- 5.6.8.4.** The Contest Director will designate a launching area. Tow-persons must remain within this area whenever they are launching a model aircraft.
- 5.6.8.5.** The launching device (hand-reel, pulley, anchor, if used, and all other equipment used during launch, except the launching cable with or without any attachment of maximum 5 cm³ or 5 grams) must neither come loose nor be released by the competitor or his helpers during the launch. The competitor will be penalised by the cancellation of his flight and no other attempt is permitted.
- 5.6.8.6.** Any model aircraft launched prior to the start of a group's working time must be landed as soon as possible and re-launched within the working time. Failure to comply will result in cancellation of the competitor's score for that round.
- 5.6.8.7. Towlines**
- Tow-lines for each competitor must be laid out only during the competitor's five-minute preparation time and must be retrieved by the end of his working time.
 - The length of the towline shall not exceed 150 metres when tested under a tension of 20 N.
 - The towline must be made of polyamide monofilament material throughout its length. It must have pennant with an area of 5 dm². A parachute (of five (5) dm² minimum area) may be substituted for the pennant provided it is not attached to the model aircraft and remains inactive until the release of the towline. Linkages (couplings, knots, loops, etc.) of different material are permitted up to a total length of 1.5 metres. They shall be included in the total length of 150 metres.
- 5.6.9. Landing**
- 5.6.9.1.** Before the contest commences, organisers must allocate a landing circle to each competitor. It is the competitor's responsibility to ensure that he always uses the correct circle for landing.
- 5.6.9.2.** Officials (timekeepers) must remain upwind of the 15 metre radius circle during the working time before the landing. The competitor and one helper are allowed inside the 15 metre radius circle.
- 5.6.9.3.** After landing, competitors may retrieve their model aircraft before the end of their working time providing they do not impede other competitors or model aircraft in their group.
- 5.6.10. Scoring**
- 5.6.10.1.** The attempt will be timed from moment of release from the launching device to either:
- the model aircraft first touches the ground; or
 - the model aircraft first touches any object in contact with the ground. Parts of launching devices (tow-lines) extending away from the ground shall not be interpreted as objects in contact with the ground; or
 - completion of the group's working time.
- 5.6.10.2.** The flight time in seconds shall be recorded to one decimal place.
- 5.6.10.3.** A penalty of thirty (30) points will be deducted from the flight score for overflying the end of the group's working time for up to a maximum of one (1) minute.
- 5.6.10.4.** A zero score will be recorded for overflying the end of the group's working time by more than one (1) minute.

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- 5.6.10.5.** A landing bonus will be awarded in accordance with distance from the landing spot marked by the organisers according to the following tabulation:

Distance from spot (meters)	points	Distance from spot (meters)	points
up to m	Points	up to m	Points
0.2	100	5	80
0.4	99	6	75
0.6	98	7	70
0.8	97	8	65
1.0	96	9	60
1.2	95	10	55
1.4	94	11	50
1.6	93	12	45
1.8	92	13	40
2.0	91	14	35
3	90	15	30
4	85	over 15	0

- 5.6.10.6.** The distance for landing bonus is measured from the model aircraft nose at rest to landing spot allocated to the competitor by the organisers.
- 5.6.10.7.** A contest number, derived from the matrix, must be allocated to each competitor, which must be retained throughout the qualifying rounds.
- 5.6.10.8.** If the model aircraft touches either the competitor or his helper during the landing manoeuvre, no landing points will be given.
- 5.6.10.9.** No landing bonus points will be awarded if the model aircraft overflies the end of the group's working time.
- 5.6.10.10.** The competitor who achieves the highest aggregate of points comprising of flight points plus landing bonus points minus penalty points will be the group winner and will be awarded a corrected score of one thousand points for that group.
- 5.6.10.11.** The remaining competitors in the group will be awarded a corrected score based on their percentage of the group winner's total score before correction (i.e. normalised for that group) calculated from their own total score as follows:

$$\frac{\text{Competitor's own score multiplied by 1000}}{\text{Highest points total scored in the group before correction}}$$

The corrected score shall be recorded (truncated) to one place after the decimal point.

5.6.11. Final Classification

- 5.6.11.1.** a) If seven (7) or fewer qualifying rounds are flown, the aggregate score achieved by the competitor will be the sum of these scores for all rounds flown. If more than seven rounds are flown, then the lowest score will be discarded before determining the aggregate score.
- b) At the end of the qualifying rounds, a minimum of nine (9) competitors with the highest aggregate scores will be placed together in a single group to fly the fly-off rounds. At the organiser's discretion, if frequencies permit, the number of competitors qualifying for the fly-off may be increased.
- 5.6.11.2.** The working time for each competitor who qualifies for the fly-off rounds will be of fifteen (15) minutes duration. As before, audible signal will be given at the start of the group working time, at exactly thirteen (13) minutes and at exactly fifteen (15) minutes.
- 5.6.11.3.** The scoring of the fly-off rounds shall be as in section 5.6.10.

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5.6.11.4. Final placing of the competitors who qualify for the fly-off shall be determined by scores in fly-off; their scores in the qualifying rounds being discarded. If less than six (6) fly-off rounds are flown their aggregate scores over the fly-off rounds is counted, if six (6) or more fly-off rounds are flown the worst result of each competitor is discarded.

In the event that two or more competitors have the same aggregate fly-off score, final positions of those competitors shall be determined by their respective position in the qualifying rounds; the higher positioned competitor being awarded the higher final position.

5.6.12. Advisory Information

5.6.12.1. Organisational Requirements

- a) The organisers shall ensure that each competitor has no doubt about the precise second that the group's working time starts and finishes.
- b) Audible indication may be by automobile horn, bell or public address system etc. It must be remembered that sound does not travel far against the wind; therefore the positioning of the audio source must be given some thought.
- c) To be a fair contest, the minimum number of fliers in any one group is four. As the contest proceeds, some competitors may be obliged to drop out for various reasons. When a group occurs with three (3) or fewer competitors in it, the organisers move up a competitor from a later group, ensuring if possible, that he has not flown against any of the others in previous rounds and of course that his frequency is compatible.

5.6.12.2. Time-keeper Duties

- a) Organisers must make sure that all who are to act as timekeepers are fully aware of just how important their duties are and to make certain that they are conversant with the rules particularly those that require quick positive action in order not to jeopardise a competitor's chances in the contest.
- b) The timekeepers will be responsible for handing transmitters to competitors prior to the start of the working time and for returning them to Control immediately after the end of the flight.
- c) The organisers must ensure that an official is nominated to note any competitor who overflies the end of the group's working time and to time his excess flight time.

5.6.12.3 Groups

- a) The composition of groups should minimise the situations where any competitor flies against another many times, except in the fly-off. It is recognised that, in practice, with certain numbers of competitors or where more than three rounds are flown, a situation where a competitor flies against another more than once may be unavoidable. This must be kept to a minimum.
- b) In order to minimise the time needed to run the contest, it is very important to arrange the starting order to get the minimum number of groups per round, with the maximum possible competitors in each group. It is recommended that groups with vacant starting positions are put at the end of each round, to keep space free for any reflights.
- c) The starting order has to ensure that, as far as possible, there are no competitors of the same team in the same group.

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5.7. CLASS F3K - HAND LAUNCH GLIDERS

5.7.1. General

This event is a multitasking contest where RC gliders must be hand-launched and accomplish specific tasks. In principle the contest should consist of at least five rounds. The organiser may announce more rounds to be flown before the start of the contest. In certain situations (for example bad weather conditions) the jury may decide that fewer rounds than initially announced will be flown. In these cases, the number of rounds may be fewer than five and all the rounds shall be considered as the final result.

5.7.1.1. Timekeepers

The organiser should provide a sufficient number of well-trained, official timekeepers in order to allow enough simultaneous flights at all time. The official timekeeper is not allowed to assist the competitor or his helper in any way. The competitor and his helper are entitled to read their results during the working time.

Official timekeepers may position themselves anywhere inside or outside the start and landing field in order to observe the flight. They must at all times ensure that they do not impede any pilot or model.

5.7.1.2. Helper

Each competitor is allowed one helper who is not allowed to become physically involved in the flight, except for retrieving the airplane, if it has landed outside the start and landing field. The helper is the only person allowed to help the competitor during his working time.

After the end of the working time the competitor and the timekeeper must sign the results of the round. If the result is not signed by the competitor, then the score for the round will be 0 points.

5.7.1.3. Transmitter Pound

The organiser should provide a transmitter pound where all transmitters and/or antennas are kept in custody while not in use during a flight or the corresponding preparation time.

5.7.2. Definition of model glider

5.7.2.1. Specifications

Model gliders are gliders with the following limitations:

Wingspan maximum 1500 mm

Weight maximum 600 g

Radius of the nose must be a minimum of 5 mm in all orientations. (See F3B nose definition for measurement technique.)

The model glider must be launched by hand and is controlled by radio equipment acting on an unlimited number of surfaces.

The use of gyros and variometers onboard the model glider is not allowed.

The model glider may be equipped with holes, pegs or reinforcements, which allow a better grip of the model glider by hand. The pegs must be stiff and an integral part of the model glider within the half-span of the wing, and be neither extendable nor retractable. Devices, which do not remain a part of the model glider during and after the launch, are not allowed.

5.7.2.2. Losing a part of the model glider

If the model glider loses any part during the flight, then the flight shall be scored zero. If the model glider loses a part as a result of a mid-air collision or during the landing; that means after the first contact of the model glider with the ground, any object or person, then the flight is valid.

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5.7.2.3. Change of model glider

Each competitor is allowed to use five model gliders in the contest. It is permissible to change parts between these five model gliders. The competitor may change his model gliders at any time as long as they conform to the specifications and are operated on the assigned frequency. The organiser has to mark the five model gliders and all interchangeable parts of each of the five model gliders.

Each competitor may only have one model glider in the start and landing field at any moment during the working time. Only the model gliders that are in a spare model area or in the start and landing field at the start of the working time may be used during the working time. To change model gliders, the 'old' one must be placed in the same spare model area as the 'new' one, before the 'new' one is taken out.

5.7.2.4. Retrieving of model glider

If the competitor lands the model glider outside the start and landing field during his preparation and working time, then it has to be retrieved back to the start and landing field either by the competitor or his helper. Other people are not allowed to retrieve the model glider. Illegal retrieving of the model glider by another member of his team will be penalised by disqualification in that round. If a person other than a competitor or his helper (such as spectator) accidentally moves or retrieves a competitor's model, that competitor will be entitled to a new working time.

While retrieving the model, it is not permissible to fly it back to the start and landing field. Launching outside the start and landing field in this situation will be penalised with 100 points that will be deducted from the final score.

5.7.2.5. Radio frequencies

Each competitor must provide at least two frequencies on which his model glider may be operated, and the organiser may assign any of these frequencies for the duration of the complete contest. The organiser is not allowed to change the frequency assigned to a competitor during the event. The organiser may re-assign frequencies to competitors only if a separate fly-off is flown and only for the duration of the complete fly-off.

5.7.2.6. Ballast

Para B3.1 of Section 4b (builder of the model airplane) is not applicable to class F3K. Any ballast must be inside the model glider and must be fixed safely.

5.7.3. Definition of the flying field

5.7.3.1. Flying field

The flying field should be reasonably level and large enough to allow several model gliders to fly simultaneously. The main source of lift should not be slope lift.

5.7.3.2. Start and landing field

The organiser must define the start and landing field before the start of the contest. Within the start and landing field each competitor must have adequate space to conduct his launches and landings, at least 30 metres distance to any person in the start direction. The organiser should consider about 900 m² per competitor, (square of 30 m x 30 m).

The border line defining the start and landing field is part of the start and landing field.

Competitors may leave the start-and-landing field while flying their model glider. For starting their model glider and in order to achieve a valid landing (see 5.7.6.2) the competitor must be inside the start and landing field.

Areas for storage and changing of spare models must be defined outside but within 2 meters of the start and landing field. About 4 square metres must be available for each competitor in a group in each area.

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5.7.4. Safety**5.7.4.1. Contact with a person**

In order to guarantee the highest level of safety, any contact between a model glider being launched or a flying model glider and any other person (except the competitor) either in or outside the start and landing field has to be avoided. This includes contact that happens while the glider is flying or while the glider is being handled by the competitor between landing and launching.

If such contact happens on the start and landing field during the preparation time, working time or landing window, the competitor will receive a penalty according to paragraph 5.7.4.3. In addition, if the contact happens during the preparation or working time at the launch of the model glider, this will result in a zero score for the whole round

5.7.4.2. Mid air collision

In cases of mid-air collisions of two or more model gliders the competitors will not be granted re-flights nor will penalties be levied.

5.7.4.3. Safety area

The organiser must define safety areas. The organiser must ensure that the safety areas are permanently controlled by well-trained personnel.

Contact of the model glider:

- ..i) with an object, including the ground, within the defined safety area will be penalised by deduction of 100 points from the competitor's final score.
- ii) while airborne with a person (except its pilot or his helper) within the defined safety area will be penalised by deduction of 300 points from the competitor's final score.
- iii) while airborne with a person (except its pilot or his helper) anywhere outside the defined safety area will be penalised by deduction of 100 points from the competitor's final score. The start and landing field is considered to be outside the safety area.

Each attempt may only incur a single penalty. If contact is made with a person and at the same attempt, an object, the 300 points penalty will be applied.

Penalties shall be listed on the score sheet of the round in which the infringement(s) occurred.

5.7.4.4. Forbidden airspace

The organiser may define forbidden airspace, flying inside of which is strictly forbidden at any altitude. If a competitor flies his model glider inside such a forbidden airspace, a first warning is announced to the competitor. The competitor has to fly his model glider out of the forbidden airspace immediately and by the shortest route. If during the same flight the model glider enters the restricted airspace again, the competitor will receive 100 penalty points.

5.7.5. Weather conditions

The maximum wind speed for F3K contests is 8 m/s. The contest has to be interrupted or the start delayed by the contest director or the jury if the wind speed exceeds 8 m/s measured for at least one minute at two metres above the ground at the start and landing field. In the case of rain, the contest director must immediately pause the contest. When the rain stops, the contest starts again with the group that was flying, which receives a re-flight.

5.7.6. Definition of landing**5.7.6.1. Landing**

The model glider is considered to have landed (and thereby terminated its flight) if:

- (a) The model glider comes to a rest anywhere.
- (b) The competitor touches the airborne model glider for the first time by hand or any part of his body.

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5.7.6.2. Valid landing

Landing is considered valid, if:

- (a) At least one part of the model glider at rest touches the start and landing field or overlaps the start and landing field when viewed from directly above (this provision includes any ground based object within the starting and landing field, as well as the tape marking the boundary of the landing field).
- (b) The competitor touches the airborne model glider for the first time, while standing on the ground with both feet inside the starting and landing field.

5.7.7. Flight time

The flight time is measured from the moment the model glider leaves the hands of the competitor until a landing of the model glider as defined in 5.7.6. or the working time expires.

The flight time is measured in full seconds. Rounding up is not applied.

The flight time is official if:

The launch happened from inside the start and landing field and the landing is valid according to 5.7.6. and the launch happened within the working time of the task.

This means that if the airplane is launched before the beginning of the working time then that flight receives a zero score.

In those tasks, where maximum or target flight times are specified, the flight time is scored up to this maximum or target flight time only.

5.7.8. Local rules

Local rules may **be used only in cases of safety issues** in local flying areas, but not for changing tasks.

5.7.9. Definition of a round**5.7.9.1. Groups**

The contest is organised in rounds. In each round the competitors are arranged in as few groups as possible. A group must consist of at least 5 competitors. The composition of groups has to be different in each round.

The results are normalised within each group, 1000 points being the basis for the best score of the winner of the group. The result of a task is measured in seconds. The normalised scores within a group are calculated by using the following formula: normalised points = competitor's score / best competitor's score x 1000.

5.7.9.2. Working time

The working time allocated to a competitor is defined in the task list. The start and end of the working time must be announced with a distinct acoustic signal. The first moment, at which the acoustic signal can be heard, defines the start and end of the working time.

5.7.9.3. Landing window

No points are deducted for flying over the maximum flight time or past the end of the working time.

For all Tasks except Task C, a 30 seconds landing window will begin at the end of the working time. For Task C (All up, last down, seconds) the landing window will end 3:33 after the start signal. Any model gliders still airborne must land before the end of the landing window. If a model glider lands later, then that flight will score zero.

The organiser should announce the last ten seconds of the landing window by counting down.

5.7.9.4. Preparation time

For each round, the competitors receive at least 5 minutes preparation time. This preparation time should ideally start 3 minutes before the end of the working time of the previous group (or at the beginning of the last attempt in the task "all-up-last-down" of the previous group), in order to save time.

At the beginning of a preparation time, the organisers must call the names and/or starting numbers of the competitors flying in the next group.

5.7.9.5. Flight testing time

After all the model gliders of the previous group have landed, the competitors flying in the next group receive at least 1 minute of flight testing time, which is part of the preparation time. During this flight testing time the competitors are allowed to perform as many test flights inside the start and landing field as necessary for checking their radio and the neutral setting of their model gliders.

Each competitor has to ensure that he is finished in time with his test flights and is ready to start when the working time of the group begins. The last 5 seconds before the start of the working time have to be announced by the organiser.

A competitor will receive a penalty of 100 points if he starts or flies his model glider outside of the testing time, working time or landing window of his assigned group.

Competitors may test fly before the transmitter impound and after the last working time of the day.

5.7.9.6. Re-Flights

The competitor is entitled to a new working time if his attempt could not be performed correctly due to organisers fault.

The new working time is to be granted to the competitor according to the following order of priorities:

- a) in a following group;
- b) if this is not achievable, then in a new group of a minimum of 4 re-flyers. The new group of re-flyers can be completed by other competitors selected by random draw. If the frequency or team membership of the drawn competitor does not fit or the competitor will not fly, the draw is repeated;
- c) if this also is not achievable, then with his original group at the end of the ongoing round.

In b) and c) above the better of the two results of the original flight and the re-flight will be the official score, except for the competitors (re-flyers) who are allocated the new attempt. For those, the result of the re-flight is the official score. A competitor of this group who was not allocated the new attempt will not be entitled to another working time in case of an organiser's fault.

5.7.10. Scoring

Each competitor must fly at least 3 rounds which have to be completed in order to get a valid final score.

5.7.10.1. Final score

The final score is the sum of normalised scores of rounds minus penalty points.

If 5 or more rounds are flown then the lowest score is dropped.

Penalty points must be shown in the results list with an indication of the round in which they were levied. The penalty points are retained even if the score of the round in which the offence occurred is dropped.

5.7.10.2. Resolution of a tie

In the case of a tie, the best dropped score defines the ranking. If the tie still exists, the next best dropped score (if enough rounds are flown) defines the ranking. If all dropped scores are used and a ranking cannot be achieved, a separate fly-off for the relevant competitors will be flown to achieve a ranking. In this case the contest jury will define one task that will be flown for the tie-break fly-off.

5.7.10.3. Fly-off

The organiser may announce a fly-off prior to the beginning of the event. For World and Continental Championships, the fly-off is mandatory for seniors. The fly-off should consist of at least 3 rounds with a maximum of 6 rounds. If 5 or 6 rounds are flown, the lowest score is dropped.

The maximum number of competitors in a fly-off is limited to 12. The minimum number of competitors in a fly-off should be 10-15 % of the total number of competitors.

A junior fly-off may be held with the maximum number of competitors being 2/3 of the seniors fly-off. A separate junior fly-off is not mandatory.

If a fly-off is flown, the points (including penalties) of the previous rounds are not considered.

5.7.11. Definitions of tasks

Detailed specifications including the tasks to be flown for the day must be announced by the organiser before the start of the contest. The tasks of the program are defined below. Depending on the weather conditions and the number of competitors, the tasks and the related working time may be reduced by a decision of the organiser as defined in the task description.

5.7.11.1. Task A (Last flight):

Each competitor has an unlimited number of flights, but only the last flight is taken into account to determine the final result. The maximum flight time is limited to 300 seconds. Any subsequent launch of the model glider annuls the previous time.

Working time: 7 minutes to 10 minutes

5.7.11.2. Task B (Next to last and last flight)

Each competitor has an unlimited number of flights, but only the next to last and the last flight will be scored.

Maximum time per flight is 240 seconds for 10 minutes working time. If the number of competitors is large, the maximum flight time may be reduced to 180 seconds and 7 minutes working time.

Example:	1st flight	65 s
	2nd flight	45 s
	3rd flight	55 s
	4th flight	85 s

Total score: 55 s + 85 s = 140 s

5.7.11.3. Task C (All up, last down, seconds):

All competitors of a group must launch their model gliders simultaneously, within 3 seconds of the acoustic signal. The maximum measured flight time is 180 seconds.

The official timekeeper takes the individual flight time of the competitor according to 5.7.6 and 5.7.7 from the release of the model glider and not from the start of the acoustic signal. Launching a model glider before or more than 3 seconds after the start of the acoustic signal will result in a zero score for the flight.

The number of launches (3 to 5) must be announced by the organiser before the contest begins.

The preparation time between attempts is limited to 60 seconds after the end of the landing window. During this time the competitor may not perform test flights. If a competitor's model glider lands outside the start and landing field, the competitor may change his model glider without retrieving and bringing back the one which has landed outside the start and landing field. This is an explicit exception to 5.7.2.3 and only valid for this particular Task C.

The flight times of all attempts of each competitor will be added together and will be normalised to calculate the final score for this task.

No working time is necessary.

Example for 3 flights:

Competitor A: 45 s + 50 s + 35 s = 130 s = 812.50 points
 Competitor B: 50 s + 50 s + 60 s = 160 s = 1000.00 points
 Competitor C: 30 s + 80 s + 40 s = 150 s = 937.50 points

cont/...

5.7.11.4. Task D (Increasing time by 15 seconds):

Each competitor has an unlimited number of flights for each target flight time. Each competitor must try to complete the first flight of 30 seconds or more. Once this is accomplished, each of the next target flight times must be incremented by 15 seconds therefore flight times should be equal to or more than: 30 s; 45 s; 60 s; 75 s; 90 s; 105 s; 120 s. The longest target flight time is 120 seconds. The time of all the achieved target flight times is taken into account for scoring.

Working time is 10 minutes.

Example: 1st flight 32 s target time of 30 seconds is achieved; flight score is 30 points.
The next target flight is 45 seconds.
2nd flight 38 s 45 seconds not reached, score 0
3rd flight 42 s 45 seconds not reached, score 0
4th flight 47 s target time of 45 seconds is achieved; flight score is 45 points;
partial score is: 30 + 45 points. The next target flight is 60 seconds
5th flight 81 s target time of 60 seconds is achieved; flight score is 60 points.
The next target flight should be 75 seconds but the remaining working time is only 65 seconds therefore the next target flight cannot take place.
The total score for the task is: 30+45+60 = 135 points

5.7.11.5. Task E (Poker - variable target time)

Each competitor has an unlimited number of flights to achieve or exceed up to five target times. Before the first launch of a new target, each competitor announces a target time to the official timekeeper. He can then perform an unlimited number of launches to reach or exceed, this time.

If the target is reached or exceeded, then the target time is credited and the competitor can announce the next target time, which may be lower, equal or higher, before he releases the model glider during the launch.

If the target time is not reached, the announced target flight time can not be changed. The competitor may try to reach the announced target flight time until the end of the working time. Towards the end of the working time, the competitor must still announce a real time specified in minutes and/or seconds. Calling only "until the end of the working time" is not permitted.

The target time must be announced clearly in the official contest language or alternatively shown to the timekeeper in written numbers (e.g. 2:38) by the competitor's helper.

The target(s) (1 - 5) with achieved target times are scored. The achieved target times are added together.

This task may be included in the competition program only if the organiser provides a sufficient number of official timekeepers, so that each competitor in the round is accompanied by one official timekeeper.

Working time is 10 minutes.

Example:	Announced time	Flight time	Scored time
	45 s	1st flight 46 s	45 s
	50 s	1st flight 48 s	0 s
		2nd flight 52 s	50 s
	47 s	1st flight 49 s	47 s
	60 s	1st flight 57 s	0 s
		2nd flight 63 s	60 s
	60 s	1st flight 65 s	60 s
	Total score is 262 s		

5.7.11.6. Task F (3 out of 6):

During the working time, the competitor may launch his model glider a maximum of 6 times. The maximum accounted single flight time is 180 s. The sum of the three longest flights up to the maximum of 180 s for each flight is taken for the final score.

Working time is 10 minutes.

5.7.11.7. Task G (Five longest flights)

Each competitor has an unlimited number of flights. Only the best five flights will be added together. The maximum accounted single flight time is 120 seconds.

Working time is 10 minutes.

5.7.11.8. Task H (One, two, three and four minute target flight times, any order)

During the working time, each competitor has an unlimited number of flights. He has to achieve four flights each of different target flight times duration.

The target flight times are 60, 120, 180 and 240 seconds in any order. Thus the competitor's four longest flights flown in the working time are assigned to the four target flight times, so that his longest flight is assigned to the 240 seconds target flight time, his 2nd longest flight to the 180 seconds target flight time, his 3rd longest flight to the 120 seconds target flight time and his 4th longest flight to the 60 seconds target flight time.

Only the flight time up to the target flight time is taken into account for scoring.

Working time is 10 minutes.

Example:	Flight time	Scored time
1st flight	63 s	60 s
2nd flight	239 s	239 s
3rd flight	182 s	180 s
4th flight	90 s	90 s

Total score of this task would be 60 s + 239 s + 180 s + 90 s = 569 s

5.7.11.9 Task I (Three longest flights)

During the working time, each competitor has an unlimited number of flights. Only the best three flights will be added together. The maximum accounted single flight is 200 seconds.

Working time is 10 minutes.

5.7.11.10 Task J (Three last flights)

During the working time, each competitor has an unlimited number of flights, but only the three last flights will be scored.

Maximum time per flight is 180 seconds for 10 minutes working time.

Example:	Flight time	Scored time
1st flight	150 s	
2nd flight	45 s	
3rd flight	180 s	
4th flight	150 s	
Total score: 45 s + 180 s + 150 s = 375 s		

5.8 CLASS F3F - RADIO CONTROL SLOPE SOARING

5.8.1. Definition: This contest is a speed event for radio controlled slope gliders. A minimum of four rounds must be flown. The organiser shall run as many rounds as the conditions and time permits.

5.8.2. Characteristics of Radio Controlled Slope Gliders

Paragraph B.3.1 a) of Section 4B (Builder of the Model Aircraft) is not applicable to class F3F.

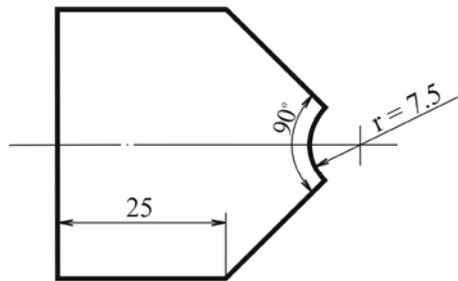
Maximum surface area 150 dm²

Maximum flying mass 5 kg

Loading less than 75 g/dm²

The use of any onboard-sensed data to automatically move the control surfaces or to modify the aircraft geometry is prohibited.

Minimum radius of fuselage nose 7.5 mm in all orientations (see template below).



TEMPLATE FOR NOSE RADIUS AND MARKING

The radio shall be able to operate simultaneously with other equipment at the normally used spacing in the allocated R/C bands (i.e. 35 MHz : 10 kHz).

The competitor may use three models in the contest. The competitor may combine the parts of the models between the rounds provided the resulting model used for flight conforms to the rules and that the parts have been checked before the start of the contest. Addition of ballast (which must be located internally in the model) and/or change of angles of setting are allowed. Variation of geometry or area is allowed only if it is actuated at distance by radio control.

Any technological device used to aid in supplying data of the air's condition or direct feedback of the model's flight status is prohibited during the flight. These devices include any transmission or receiving devices not used to directly control the model aircraft (telephones, walkie-talkies, telemetry of airspeed and altitude etc), temperature detecting devices (thermal imaging cameras, thermometers etc), optical aids (such as binoculars, telescopes etc), and distance/altitude measuring devices (GPS, laser range finders etc). Telemetry of signal strength at the aircraft receiver and state of the receiver battery is permitted. Use of corrective eyeglasses and sunglasses are permitted. If an infringement of this rule occurs, the pilot will be disqualified from the contest.

5.8.3. Competitor and Helpers: The competitor must operate his radio equipment personally. Each competitor is permitted one helper. The helper is only to assist and advise the competitor until the model is passing Base A for the first time and after the timed flight is completed.

5.8.4. Definition of an Attempt: There is an attempt when the model has left the hands of the competitor or his helper.

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5.8.5. Number of Attempts: The competitor has one attempt on each flight. An attempt can be repeated if:

- the launching attempt is impeded, hindered or aborted by circumstances beyond the control of the competitor, duly witnessed by the official judges;
- his model collides with another model in flight or other impediment and the competitor is not to blame on that account;
- the flight was not judged by the fault of the judges.
- the model (ie the fuselage nose) fails to pass above a horizontal plane, level with the starting area, within five seconds of exiting the course, due to circumstances beyond the control of the competitor, duly witnessed by the official judges.

The re-flight shall happen as soon as possible considering the local conditions and the radio frequencies. If possible, the model aircraft can stay airborne and has to be brought to launching height, launching speed and launching position before the new 30 second period is started by the judge.

5.8.6. Cancellation of a Flight: A flight is official when an attempt is carried out, whatever result is obtained.

A flight is official but gets a zero score if:

- the competitor used a model not conforming to FAI rules;
- the model loses any part while airborne;
- the helper advises the competitor during the timed flight;
- the model is controlled by anyone other than the competitor;
- the flight is not carried through;
- the model lands outside the assigned landing area;
- the model is not launched within 30 seconds from the moment the starting order is given.
- any part of the model aircraft fails to pass above a horizontal plane, level with the starting area, within five seconds of exiting the course.
- the model aircraft is not seen entering the course by the Judge at Base A.

5.8.7. Organisation of Starts: The flights are to be performed round by round. The starting order is settled by draw in accordance with the radio frequencies used.

The competitor is entitled to three minutes of preparation time from the moment he is called to the ready box. After the three minutes has elapsed, the starter may give the order to start. After the starter has given the order to start, the competitor or his helper is to launch the model within 30 seconds. The competitor or his helper is to launch the model by hand from the starting area indicated by the organiser.

If possible, the starting area, including the audio system, shall be situated in the middle of the course (equal distance from Base A and Base B).

The time from launch to the moment the model enters the speed course must not exceed thirty seconds.

If the model has not entered the speed course (i.e. first crossing of Base A in the direction of Base B) within the thirty seconds, the flight time will commence the moment the thirty seconds expires. If the model has not entered the speed course within the thirty seconds, this is to be announced by the judges.

5.8.8. The Flying Task: The flying task is to fly 10 legs on a closed speed course of 100 metres in the shortest possible time from the moment the model first crosses Base A in the direction of Base B. If some irremovable obstacles do not allow 100 metres the course may be shorter but not less than 80 metres. This exception does not apply for world or continental championships.

The competitor's model aircraft must be visible to the appropriate judge on the turns at Bases A and B.

5.8.9. The Speed Course: The speed course is laid out along the edge of the slope and is marked at both ends with two clearly visible flags. The organiser must ensure that the two turning planes are mutually parallel and perpendicular to the slope.

Depending on the circumstances, the two planes are marked respectively Base A and Base B.

Base A is the official starting plane. At Base A and Base B, an Official announces the passing of the model (ie any part of the model aircraft) with a sound signal when the model is flying out of the speed course. Furthermore, in the case of Base A, a signal announces the first time the model is crossing Base A in the direction of Base B.

5.8.10. Safety:

The sighting device used for judging the turns must be placed in a safe position.

The organiser must clearly mark a safety line representing a vertical plane which separates the speed course from the area where judges, other officials, competitors and spectators stay. Crossing the safety line by any part of the model aircraft during the measured flight will be penalised by 100 points subtracted from the sum after conversion, the penalty not being discarded with the result of the round. The organiser must appoint one judge to observe, using an optical sighting device, any crossing of the safety line.

5.8.11. Judging:

The flights are judged by two judges who do not have to be the same for all competitors. The judges' task is to control that the flights are performed according to the rules, to be time keepers and to ensure that the right distance is flown.

5.8.12. Scoring:

The result of the flight is stated as the time in seconds and hundredths of seconds obtained by each competitor. For the purpose of calculating the result of the round or group (see paragraph 5.8.16), the competitor's result is converted this way:

$$1000 \times \frac{P_w}{P}$$

where P_w is the best result in the round or group (see paragraph 5.8.16) and P is the competitor's result.

5.8.13. Classification:

The sum of the competitor's round scores will determine his position in the final classification. If more than three rounds were flown the lowest round score of each competitor will be discarded and the others added to obtain the final score which will determine his position in the final classification. If more than fourteen rounds were flown, the two lowest round scores will be discarded.

To avoid ties in the classification concerning the five best scores, "classification rounds" are flown until the ties are broken. If this is not possible, the result of the discarded round will determine each competitor's position in the final classification.

5.8.14. Organisation of the Contest:

The competition must be held at a site which is suitable for slope soaring. When marking the starting and landing areas and the turning planes, the organiser must take into account the configuration of the terrain and the wind direction.

5.8.15. Changes:

Any changes in the flight and landing areas may be made only between flight rounds.

5.8.16. Interruptions:

A round in progress must temporarily be interrupted if:-

- the wind speed is below 3 m/sec or more than 25 m/sec for at least 20 seconds.
- the direction of the wind constantly deviates more than 45° from a line perpendicular to the main direction of the speed course.

If these conditions arise during the flight the competitor is entitled to a re-flight.

If the interruption lasts more than thirty minutes, then the starting list of the round is to be divided into groups and the scores (see paragraph 5.8.12) are computed within the groups. The results of an incomplete group are to be cancelled and this group has to fly from the beginning.

The groups must be of equal size (+- 1 competitor); the minimum competitors in one group is 10; the division of the starting list must be announced before the start of the round.

The round may continue if the conditions are again constantly within the limits.

ANNEX 3A RULES FOR WORLD CUP EVENTS

RC SOARING WORLD CUPS

- Classes:** The following separate classes are recognised for World Cup competition: F3B, F3F, F3K and F3J.
- Competitors:** All competitors in the open international contests are eligible for the World Cup.
- Contests:** Contests included in the World Cup must appear on the FAI contest calendar and be run according to the FAI Sporting Code. In the contests competitors of at least two different nations must take part.
- Points Allocation**

Points are to be allocated to competitors at each contest according to their placing in the results and to the number of participants as given in the following table and the conditions given below:

Placing	1	2	3	4	5	6	7	8	9	10	11	12
Points	50	40	30	25	20	19	18	17	16	15	14	13
Placing	13	14	15	16	17	18	19	20	21	22	23	24
Points	12	11	10	9	8	7	6	5	4	3	2	1

The number of competitors considered for the awarding of points is limited to those who gained a counted result.

The number of points awarded depends on the number of competitors. For every two competitors lacking to 51 one point is deducted from the points given in the table.

In the event of a tie for any placing, the competitors with that placing will share the points which would have been awarded to the places covered had the tie been resolved (round up the score to the nearest whole number of points).

5. Classification

The World Cup results are determined by considering the total number of points obtained by each competitor in the World Cup events. Each competitor may count the result of all competitions. In the case of more than three competitions in one country, the best results of a maximum of two competitions will count. To determine the total score, the results of up to three competitions may be counted, selecting each competitor's best results during the year. If there are more than three competitions in one country, the results of four competitions will be counted.

In the event of a tie the winner will be determined according to the following scheme. The number of counted events will be increased from three, one at a time not considering in which country the result was achieved, until the winner is obtained. If this does not separate the tied competitors then the winner will be determined by considering the points obtained in the best three events multiplied by the number of competitors flying in each event. The winner is the one with the greatest total thus calculated.

6. Awards

The winner earns the title of Winner of the World Cup. Certificates, medals and trophies may be awarded by the Subcommittee as available.

7. Organisation

The Subcommittee shall be responsible for organising the World Cup and may nominate a responsible person or special subcommittee to administer the event.

8. Communications

The F3 Soaring Subcommittee should receive the results from each contest in the World Cup and then calculate and publish the current World Cup positions. These should be distributed to the news agencies and should also be available by payment of a subscription to any interested bodies or individuals. Latest results will also be sent to the organiser of each competition in the World Cup for display at the competition. Final results of the World Cup are to be sent also to the FAI, National Airports Controls and model aircraft press.

9. Responsibilities of Competition Organisers

Competition organisers must propose their event for inclusion in the World Cup when nominating events for the FAI International Sporting Calendar. The final selection of events from these proposals is made by the CIAM Bureau as defined in paragraph 3.

Immediately after the event, the competition organiser must send the results to the World Cup organiser, at least within one month as required in the Sporting Code B.6.5. Any failure to return results promptly will be reviewed by the CIAM Bureau when considering the competition calendar for the following year.

10. Jury

A Jury of three responsible people shall be nominated by the CIAM F3 Soaring Sub-committee to rule on any protest concerning the World Cup during a year. Any protest must be submitted in writing to the F3 Soaring Sub-committee Chairman and must be accompanied by a fee of 35 Euros. In the event of the Jury upholding the protest, the fee will be returned.

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PROVISIONAL RULES**CLASS F3H - RADIO CONTROLLED SOARING CROSS COUNTRY RACING****5.H.1. Rules for Entry**

- a) Open to any country affiliated with the FAI member National Airsports Control.
- b) Each National Airsports Control may enter up to two teams. A team consists of a pilot and up to two helpers, all of whom must be in possession of an FAI Sporting Licence, from their National Airsports Control.
- c) Each team shall include one timer who will be assigned by the organisers as official timer for another team. The official timer shall also be responsible to certify distance travelled if less than the full course distance.
- d) Each team may enter any number of gliders. Each glider must be flown on the same assigned frequency.
- e) There is no restriction on the type or number of chase ground vehicles. Suitable space must be provided in one of the vehicles for the official timer.
- f) All gliders shall fall within FAI limitations with regard to size and weight. (Refer to 5.3.1.3., Characteristics of Radio Controlled Gliders).
- g) There is no restriction on the number of controls or sensors.
- h) All ballast must be carried internally and cannot be jettisonable except for water ballast.
- i) All gliders shall bear the FAI Sporting Licence number and national flag of the primary flyer.

5.H.2. Description of Task

- a) Object is to fly the course non-stop with one model. Fastest time wins. Any pilot of the team may fly the model.
- b) If all flights are less than the course length then the longest distance flown wins. In the case of ties, the shortest time will determine the winner.

5.H.3. Description of Course

- a) Depending on local conditions, the course may be any of the following:
 - 1) Point A to Point B, (distance to a goal);
 - 2) Point A to Point B to Point C, (broken leg distance to a goal);
 - 3) Point A to Point B and return to Point A, (out and return);
 - 4) Distance around a closed course with three or more turn points (triangle, quadrilateral etc.);
 - 5) Free distance
- b) On the days of the competition, the organiser shall define the nature and length of the course to be consistent with the local wind and weather conditions which exist and/or are forecast for that day.
- c) The exact nature and length of the course will be announced by the organiser at a pilots' briefing held on the day of the event. A different task may be used on each day of a multi-day competition.
- d) Minimum course length for a World Championship event shall be 20 km. A World Championship event shall include at least three days of official flying.
- e) It is the responsibility of the organiser to provide sight gates and observers at the turn points, if any.

5.H.4. Launching

- a) All launching shall be by electric winches which shall be set-up and remain in a launch area designated by the organiser.
- b) Winches may be supplied by the organiser or may be supplied by the teams.
- c) Winches will be 12-volt launch systems with a maximum line length of 600 metres with the turn-around located 300 metres from the winch.

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- d) The towline must be equipped with a pennant having a minimum area of 5 dm² (77.5 in².) A parachute (5 dm².) may be substituted for the pennant provided it is not attached to the model and remains inactive until the release of the cable.
- e) More than one team may share the use of the same winch.
- f) Each team will provide and is responsible for its own line retrieval.
- g) To prevent lines from fouling on the ground, immediately after release from the glider, every towline must be wound down to the turnaround. Failure to do so will allow the organiser to add a five minute time penalty to the flight time.

5.H.5. Flight Rules

- a) All launching sequences shall be at each team's discretion.
- b) Re-launches on the course are not permitted.
- c) Flight time for each attempt will begin only when the glider crosses the start line in the direction of the course. Prior to crossing the start line, the pilot is responsible to inform the officials that he is making a start. Flight time stops when any of the following occurs:
 - 1) the glider crosses the finish line; or
 - 2) the pilot declares the glider is lost; or
 - 3) the glider touches the ground.
- d) A team may change planes with no restrictions other than the initially assigned frequency must be used.
- e) Any number of attempts will be allowed within the contest time period; the best flight each day will be used in the final scoring.
- f) Once on the course the chase vehicle(s) must travel the designated route except for possible off-course retrievals.
- g) The glider need not fly directly over the prescribed route.
- h) In the event of off-course landings (less than full course length) the point of landing shall determine the distance flown.
- i) If the glider is destroyed in flight or goes out of sight for a period of not less than five minutes, the official timer will log its point of furthest progress up to that point.

5.H.6. Scoring

- a) The winner of each task shall receive 1000 points.
 - 1) Except for Free Distance, the fastest finisher is the winner of the task. If there are no finishers, the winner is the team which flew the longest distance.
 - 2) In Free Distance, the winner is the team which makes the longest distance flight.
- b) When a team lands off course, an imaginary perpendicular line from the course to the landing spot shall determine the distance flown. A marker shall be placed by the official timer at the projected point on the course.

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c) Score Computations:

1) If there is a finisher:

Fastest finishing team's score:

$$\text{Score} = 1000$$

Other finishing teams' score:

$$\text{Score} = 700 + \left(\frac{T_w}{T_i} \times 300 \right)$$

Non-finishing team's score:

$$\text{Score} = \frac{D_i}{D_w} \times 700$$

Where:-

T_i = team's time to finish the course;T_w = fastest time to finish the course;D_i = team's distance flown;D_w = distance of the task.

2) If there are no finishers, then each team receives a score as below:

Longest Distance Flight = 1000 points

$$\text{Score} = 1000 \times \frac{D_i}{D_w}$$

Where:

D_i = team's distance flown;D_w = longest distance flown

3) The overall winner shall be determined by adding together all the daily scores.

5.H.7. Organiser Responsibility

- a) Provide sufficient personnel to ensure that all rules are observed and that the correct distances are measured.
- b) Control all frequencies assigned to the competing teams to ensure that each team has a clear frequency.
- c) Provide a map to each team describing the course area and pertinent features at least one month prior to the start of the event.

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PROVISIONAL RULES

CLASS F3Q - RADIO CONTROLLED AERO TOW GLIDERS

5.Q.1 General

5.Q.1.1 Definition of an Aero Tow soaring contest

An aero tow soaring contest is made of successive rounds comprising a speed and a duration task. The gliders are towed up to 200 metres altitude by a model aircraft tug.

The two tasks of any round must be performed with the same glider, without any change of component; the model weight must be identical for the two tasks.

The model glider must be flown by radio by a pilot staying on the ground.

The competition must take place on a reasonably flat and horizontal airfield with very low probability of slope or wave lift.

As soon as the model glider is hooked to the tug aircraft, the competitor must use his radio equipment by himself. He is entitled to one helper in the course of any task from the beginning of the take-off run.

5.Q.1.2 Models and equipment

5.Q.1.2.1 Aerotow gliders

- a The models shall have an appearance similar to full-size gliders.
- b The fuselage shall have a transparent canopy, similar to the ones in use on full-size gliders.
- c Aerotow glider characteristics:
 - i Maximal mass in flight order5.0 kg
 - ii Minimal wingspan3.50 m
 - iii The fuselage width at the master cross-section, not including the wing fillets, must be at least equal to 3.2 % of the glider's wingspan (example: 400cm x 3.2 % = 12.8 cm).
 - iv The fuselage height measured at the master cross-section must be at least equal to 4% of the glider wingspan (example: 400 cm x 4 % = 16 cm).
- d The variable geometry models must be in accordance with the rules in any configuration.
- e Any change of geometry or area must be actuated at distance by radio control.
- f The glider must be fitted with a towing device working with a simple nylon loop and located not more than 10 cm behind the model glider's forward point.
- g The glider must be fitted with a wheel providing a minimum of 1 cm clearance at take-off, measured with the glider on a horizontal surface.
- h Prefabrication of the model aircraft. Paragraph B.3.1 a) of Section 4, Part 2 (builder of the model aircraft) is applicable to this class. The only models allowed are those built by the pilot from ready-made parts and in which he installs the equipment.
- l Technical control : every competitor shall declare that his model glider(s) conform to the Sporting Code. If the competitor uses a glider which is not in accordance with the rules, he shall be disqualified

5.Q.1.2.2 Aerotow model aircraft tug

- a The organiser shall make tugs and pilots available to tow the gliders up to altitude. The tugs shall be able to tow the gliders up to 200 metres of altitude in less than 90 s. The tug model aircraft shall be in accordance with the Sporting Code and the pilots shall have the required qualification and accreditation.
- b The towing cable must be 25 metres long and must be fitted with a nylon loop at each end. A red pennant shall be attached to the cable to improve visibility.
- c The tug must be fitted with an altimeter.
- d The tugs' altimeters must be calibrated at the contest's opening and at the beginning of every day of contest. In the course of the day, the Contest Director may ask the tug pilots to perform a calibration flight in order to verify that releases are made at identical altitude.

5.Q.1.2.3 Radio equipment

- a Every competitor must have at least two different frequencies available with a minimum 20 kHz spacing. The contest director shall decide which frequency shall be used by the competitors in order to establish flight groups of four pilots (or a minimum of three).

5.Q.1.3 Officials required for an F3Q contest

For organisational purpose, an official may simultaneously hold several functions.

- a - Contest Director: He runs the contest, manages the officials, and ensures the smooth running of the contest in all respects, especially regarding compliance with rules and safety.
- b - Timekeepers: They time the tasks and flights duration.
- c - Field Marshall: He watches the model gliders at take-off and landing (tugs and gliders). He manages the whole runway security/safety.
- d - Aerotow Pilots: They are in charge of towing the gliders up to release altitude.

5.Q.2 Contest technical and sporting rules

5.Q.2.1 Definition of a round

- a A round is made of two tasks, each of them scored as a percentage of the task winner's 1000 points.
 - i. A speed flight task over 1,000 metres distance made up of two laps, each of two 250 metre legs, between two parallel imaginary vertical planes 250 metres apart.
 - ii. A duration task of an 8-minute flight ending with a precision landing in a rectangular landing box 20 metres wide and 40 metres long.

5.Q.2.1.2 Organisation of a round

- a The tasks may take place in any order within a round.
- b The previous round must be completed before beginning a new round.
- c The competitors' starting order is established by a draw before the beginning of any round.
- d The aero tow tugs release the gliders at 200 metres altitude. This altitude is automatically measured by an onboard altimeter.
- e The competitors are allowed two model gliders during a contest.
- f The two tasks of any round must be carried out with the same glider, without any change of elements, except in the case of a collision with another model glider in flight. However, the pilot can assemble a model made of components from the two gliders, provided the resulting model glider conforms to § 5.Q.1.2.1. The competitor must inform the Contest Director whenever he changes to another model glider. This change must be registered in the results list.
- g While on the ground, the only allowed changes are switching radio frequency, model wing and empennage angle of attack and centre of gravity position.
- h In flight, lifting area, angle of attack and centre of gravity may be altered by remote control.
- i Any in-flight altitude measuring device (altimeter or variometer) is forbidden.
- j During aero tow a competitor may chose any flight path he wants and shall instruct the tug pilot accordingly, provided the safety guidelines set by the Contest Director are followed.
- k Any competitor not taking part in a round receives a zero score for that round

5.Q.2.1.3 Timing

- a The flight's timing shall be done by one timekeeper with two stopwatches used simultaneously.
- b An official times a 2 minutes preparation time, starting the moment the competitor is called for his flight

5.Q.2.1.4 Processing

The weight of the model gliders must be checked at random before and after the speed and duration flights of each round. The gliders to be processed shall be chosen by means of a draw. The selected competitors shall be instructed at the end of a flight that they have to bring their glider to the weighing station. A minimum of 20% of the gliders must be checked during each round.

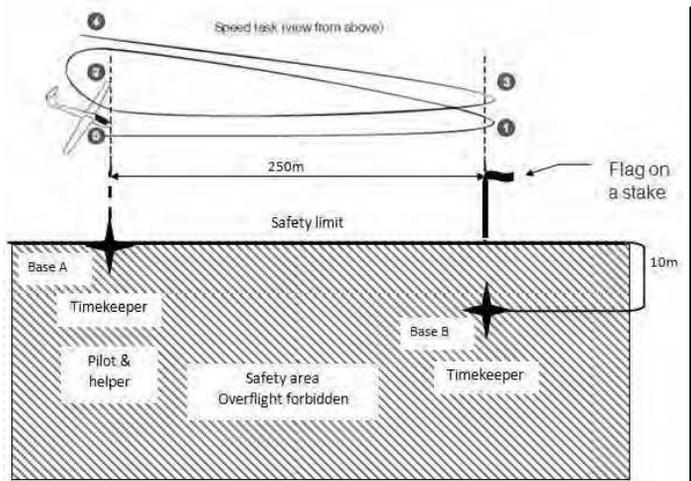
5.Q.2.2 Speed task

5.Q.2.2.1 Definition of a speed task

- a The speed task is flown over four legs between two parallel, virtual vertical planes ('A' & 'B') 250 metres apart. The glider must cross the virtual vertical planes 5 times from initial entry to final exit for the flight to be valid.
- b Speed flight definition. The glider crosses the start plane 'A', toward 'B'; crosses the 'B' plane, flies back to plane 'A' and crosses this plane to complete a first lap. It then repeats this sequence to complete a second lap. The flight is complete at the moment the glider crosses

plane 'A' out of the course at the end of the second lap. The flight is valid, even if the glider touches the ground during the timed part of the flight. A vertical plane is deemed to have been crossed when the nose of the glider has flown through it.

- c At both 'A' & 'B' vertical planes, a sighting device is used to assess the moment the glider nose crosses the vertical plane. An acoustic or optical system signals the crossing to the pilot.
- d A virtual vertical plane perpendicular to the turning planes limits the flight space. Flights must on the safety plane side defined by the Organiser and nobody shall be allowed on that side. If any part of the model crosses the safety plane in flight, the flight is scored zero.



5.Q.2.2.2 Speed task organisation

- a Competitors are allowed a 2-minute preparation time before take-off from the moment they are called for their flight. The attempt shall be deemed to have taken place if at the end of the preparation time, the model glider is not ready to take off.
- b Only timekeepers are allowed to tell the glider's position relative to the starting plane at the competitor's request.
- c The glider must cross the starting plane 'A' towards plane 'B' between 10 and 120 seconds after release from the tug. The timed part of the flight begins when, after release, the glider crosses the starting plane 'A' for the first time towards plane "B" and ends when the glider crosses the starting plane out of the course when completing the second lap.
- d A timekeeper times the flight and may inform the competitor of the time remaining for crossing the starting plane A for the beginning of the timed portion of the flight..

5.Q.2.2.3 Speed task attempt

- a The competitor may choose to abort his flight and to make a second attempt at any time between the glider's take-off and the beginning of the timed part of the flight.
- b A flight is considered to have been attempted if :
 - i The glider is not ready to take off at the end of the 120 seconds preparation time;
 - ii The aero tow is interrupted for any reason due to the competitor;
 - iii Every competitor is allowed two attempts. If the first attempt is not successful, the second attempt is the one to be validated, whatever the result.

5.Q.2.2.4 Speed task reflight

A reflight may only be allowed by the Contest Director. The flight is repeated if:

- a The flight has not been properly timed by the timekeepers.
- b The aero tow is interrupted for any reason outside of the competitor's responsibility.

cont/...

5.Q.2.2.5 Speed flight cancellation

The flight is cancelled and the task is scored 0 (zero) if:

- a The glider is not ready to take-off at the end of the second attempt preparation time;
- b The glider in flight crosses the safety line;
- c The glider does not complete the two laps;
- d The glider loses any part during the timed portion of the flight.

5.Q.2.2.6 Speed task scoring

- a The time to complete the two laps course is recorded and rounded to the lowest tenth of second (example: 32.48 seconds = 32.4 seconds).
- b The best result from a group is awarded a 1000 points score. Other times are scored relative to the best score over a 1000 points scale (rounded down to one place after the decimal point).
- c If a speed task lasts two days, scores are computed separately for each day.
- d The partial score (**PS**) for each competitor's speed task is :
 - $PS = (1000 \times BT / CT)$
 - **BT** = Best time
 - **CT** = Competitor's time
 Example : Best time (BT) = 32.0 seconds
 - The competitor timed 32.0 seconds scores 1,000 points.
 - The competitor timed 32.6 seconds scores 981.60 points ($1,000 \times 32 / 32.6$).
 - The competitor timed 43.0 seconds scores 744.20 points ($1,000 \times 32 / 43$).

5.Q.2.3 Duration task

5.Q.2.3.1 Duration flight

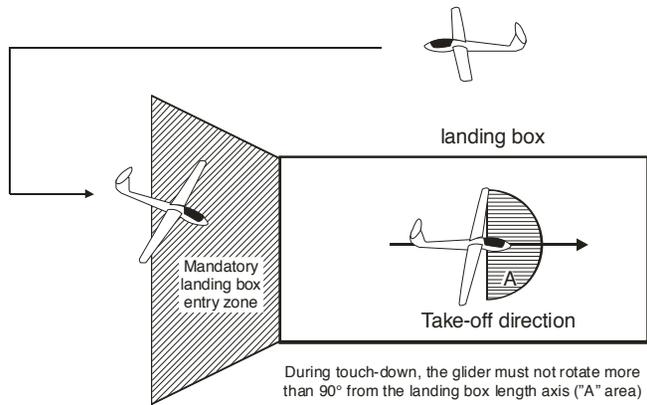
The aim of the duration task is to fly for 8 minutes after release from the tug aircraft at 200 metres altitude. Landing must be in the same direction as take-off in a rectangular landing box 40 metres long and 20 metres wide. The glider must not rotate more than 90° from the landing box length axis at touch down.

5.Q.2.3.2 Duration task organisation

- a Competitors are arranged in groups of 4 pilots. Groups of 3 competitors, but not less, may be setup to complete the roster.
- b The aero tow duration between take-off and glider release must not exceed 90 seconds.
- c The time span between the first and the last glider releases of any group must not exceed 10 minutes for a group of 4 competitors or 7 minutes 30 s for a group of 3 competitors.
- d Definition of the landing box : A 40 m x 20 rectangle marked on the ground and with its length parallel to the runway axis.
- e Definition of the landing point : The point located directly under the model nose after landing.
- f Definition of a correct landing : The glider must approach the landing box over its downwind side (see drawing).
- g Once the glider comes to rest at landing, its nose must be inside the landing box
- h After landing the glider must point to the take-off and landing direction and must not have rotated more than 90 ° relative to the landing box length axis.

The landing box diagram appears overleaf

Duration Take-off & Landing Box



5.Q.2.3.3 Duration flight attempt

- a A competitor may elect to abort his flight and make a second attempt at any time between his glider take-off and release.
- b A flight is also considered an attempt if :
 - i The glider is not ready to take-off before the end of the 2-minute preparation time;
 - ii The aero tow is aborted for any reason due to the competitor.

5.Q.2.3.4 Duration task reflight

- A reflight may only be allowed by the Contest Director. The flight is repeated if :
- i The flight has not been properly timed by the timekeeper.
 - ii The aero tow is interrupted for any reason outside of the competitor's responsibility.
 - iii The glider collides with an other model. In this case, both models must land in order to check their structural integrity.
 - iv All the gliders of a group are not released within the allowed time span. In this case, the Contest Director may decide whether the entire group may start again immediately or at the end of the flight task. The group starts again for a single flight with no other attempt allowed.
 - v If one competitor is responsible for the group reflight, his score is the one achieved in the reflight. The other competitors from the group score the best result from the two flights.

5.Q.2.3.5 Cancellation of a duration flight

- A flight is cancelled and the task scored 0 (zero) if :
- a The glider is not ready to take off for the second attempt within the allowed preparation time.
 - b The glider overflies the safety areas at low altitude.

5.Q.2.3.6- Duration flight task scoring

- a The flight time recorded is rounded down to the lower full second (example: 7:59:99 scores 7:59 s).
- b The timekeeper times the flight, from the glider release from the tug until :
 - i The moment the glider comes to rest after landing;
 - ii The glider collides with a fixed obstacle while in flight;
 - iii The glider disappears from the timekeeper's eyesight and it becomes obvious that it will not reappear. In case of doubt, only one of the timepieces may be stopped.

cont/...

- c Flight scoring :
 - i Only full seconds of flight are taken into account up to a maximum of 480 (8 minutes).
 - ii Twenty additional seconds (bonus) are awarded if the landing is performed within the prescribed limits (5.Q.2.3.2.d, e & f).
- d No landing bonus is awarded if, in addition to (b) above, the glider :
 - i Comes to land into the landing box over a long side;
 - ii Touches the pilot or his helper during landing;
 - iii Comes to a rest inverted;
 - iv Rotates more than 90° from the landing box length axis.
- e Deducted time :
 - i When the flight duration exceeds 480 seconds (8 minutes), 1 second is deducted for every full second of flight in excess of 480 s (example: 8:10s flight scores 480 - 10 = 470 seconds).
- f Penalty points
 - i 200 penalty points are deducted from the score if the glider lands and comes to a rest more than 100 metres from the landing box centre.
 - ii 200 penalty points are deducted from the score if any part of the glider is lost during the timed part of the flight.
- g Calculation of the task score :
 - i The best result from a group is awarded 1,000 points score, other results are scored as a percentage of the best score over a 1,000.0 points scale (down to one decimal).
 - ii Penalty points are deducted from the competitor's task score.

$$\text{Points} = (1000 \times (\text{TC} + \text{LB})) / (\text{BTC} + \text{LB}) - \text{PP}$$

CT = Competitor's time
 LB = Landing Bonus
 BTC = Best time of the group
 PP = Penalty Points

Example 1 - Group 1 : Best time is (480 + 20)

Competitor	score	Calculation	result
1	8 mn + landing bonus	$1,000 \times (480 + 20) / (480 + 20)$	1,000.0
2	7 mn 50 s + landing bonus	$1,000 \times (470 + 20) / (480 + 20)$	980.0
3	8 mn 10 s + landing bonus	$1,000 \times (480 + 20 - 10) / (480 + 20)$	980.0
4	8 mn + landing bonus & loss of any part of the glider	$[1,000 \times (480 + 20) / (480 + 20)] - 200$	800.0

Example 2 - Group 2 : Best time is (480+ 0)

Competito	score	Calculation	result
1	6 mn + no landing bonus	$1,000 \times (360 + 0) / (480 + 0)$	750.0
2	5 mn 50 s + landing bonus	$1,000 \times (350 + 20) / (480 + 0)$	770.8
3	5 mn 10 s + landing bonus	$1,000 \times (310 + 20) / (480 + 0)$	687.5
4	8 mn & landing + 100m	$[1,000 \times (480 + 0) / (480 + 0)] - 200$	800.0

5.Q.3 Final classification

- a The score of any round is the sum of the speed and duration scores.
- b The competitor's score is the sum of the rounds scores.
- c The final score does not take into account :
 - i The lowest round score, if three rounds or more are flown;
 - ii The two lowest round scores, if five rounds or more are flown;
 - iii The three lowest round scores, if nine rounds or more are flown.

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Dune Flying in the North of Portugal



Renato Machado, jrenatomachado@hotmail.com

Photos by Ines Martins

My name is Renato Machado and I live in the north of Portugal.

My dad is a very experienced modeller and he taught me how to fly when I was nine. I grew up watching him drawing plans and building from scratch and I have developed the same interests.

I am 30 now and as an engineer I try to be sure of what I am doing, so I became an aerodynamics and an XFLR 5 (virtual wind tunnel) enthusiast.

Furthermore, I have been drawing and building F5J gliders for competition events and optimized wings for scale gliders.

I am currently working on a super scale ASW 20 (66%). The aerodynamic analysis is finished and I am working on the 3D CAD model.

This flying spot is 50 km away from Oporto, towards the north. The name of the beach is Ofir.

All image credit goes to the photographer, my girlfriend Ines Martins.











MATT JONES' SEA VIXEN

Photos by Andrew Meade, taken at the Great Orme PSSA Fly-In, North Wales, UK





A great weekend of PSS for the members of the PSSA, on the Great Orme, North Wales, UK. Here's the launch of the Sea Vixen. As you can see from the photo on the opposite page, it was incredibly realistic in the air.



The Power Scale Soaring Association is a UK based association for builders and flyers of PSS models.

Web site: <<http://www.pssaonline.co.uk/>>



Coefficient of Friction Calculator

The screenshot shows the General Magnaplate Corp. Friction Calculator web interface. At the top, the company logo and name are displayed. Below the logo, there are two buttons: 'Download iPhone App' and 'Download Android App'. The main content area is divided into three columns: 'Calculate Friction', 'Learn More', and 'Get Help'. In the 'Calculate Friction' section, there are two dropdown menus for material selection, currently set to 'Aluminum' and 'Teflon'. Below these is a blue button labeled 'Calculate Coefficients of Friction'. Underneath the button, the calculated values are shown: 'Kinetic: 0.19' and 'Static: 0.24'. The 'Learn More' section contains a heading 'Access our surface engineering resources:' followed by a list of links: 'Understanding Coefficient of Friction', 'Surface Roughness Conversions', 'Corrosion Rate Formula', 'Wear Mechanisms', and 'Thread Dimensional Changes'. The 'Get Help' section includes a 'Full Name' field, an 'E-mail' field with an example 'ex: myname@example.com', a 'Materials' section with three empty input fields, a 'Surface Enhancement' section with four checkboxes for 'Wear Resistance', 'Friction Reduction', 'Corrosion Resistance', and 'Release Properties', an 'Upload Drawing' section with a 'Browse...' button and the text 'No file selected.', and a 'Submit' button.

FrictionCalc, a metal and coatings selection app from General Magnaplate, 855-301-1331, © 2013

<http://frictioncalculator.com/>

General Magnaplate <<http://www.magnaplate.com>> produces a wide variety of lubricants and surface coatings and the firm has put up an interactive web page which calculates the coefficient of friction for various materials.

See <<http://frictioncalculator.com/cof>> for the testing procedures used and a list of tested materials.

In the screen grab displayed above, we've set up the calculator to determine the coefficient for friction for aluminum and Teflon. In addition to common materials like Nylon, copper, steel and

stainless steel, General Magnaplate has included a number of their own products to the list.

While the interactive web page is always available for use, General Magnaplate has also made the calculator available as an iPhone app through the iTunes store <<https://itunes.apple.com/us/app/friction-calculator/id662766945?mt=8>> and as an Android app through the Google store <<https://play.google.com/store/apps/details?id=com.t2marcom.frictioncalculator&hl=en>>.



Flexible, fast-charging aluminum-ion battery offers safer alternative to lithium-ion

compiled from <<http://www.gizmag.com/aluminum-ion-battery-prototype-stanford/36936/>>

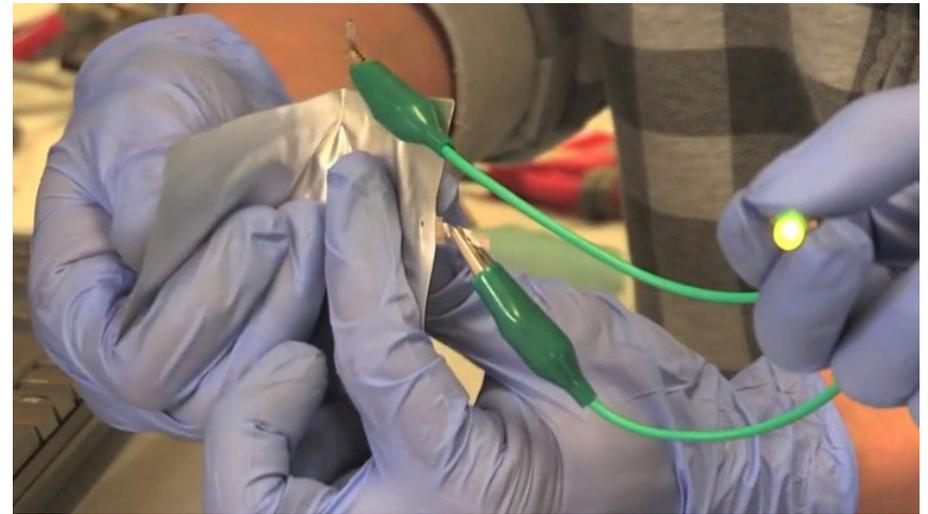
Researchers at Stanford University have created a fast-charging and long-lasting rechargeable battery that is inexpensive to produce, and which they claim could replace many of the lithium-ion and alkaline batteries powering our gadgets today. The prototype aluminum-ion battery is also safer, not bursting into flames as some of its lithium-ion brethren are wont to do.

The prototype battery features an anode made of aluminum, a cathode of graphite and an ionic liquid electrolyte, all packed within a flexible, polymer-coated pouch. And unlike lithium-ion batteries, which can short circuit and explode or catch fire when punctured, the aluminum-ion battery will actually continue working for a short while before not bursting into flames.

The Stanford team claims “unprecedented charging times” of just one minute for recharging the prototype battery. And, unlike typical lithium-ion batteries that last around 1,000 charge-discharge cycles, or other aluminum-ion battery lab attempts that usually died after just 100 cycles, the Stanford researchers claim their battery stood up to 7,500 cycles without a loss of capacity.

Furthermore, the researchers point out that aluminum is a cheaper metal than lithium, and the aluminum-ion technology offers an environmentally friendly alternative to disposable AA and AAA alkaline batteries used to power millions of portable devices.

Currently, one of the prototype battery’s biggest shortcomings is its voltage - the battery only generates around two volts of electricity, which is around half that of a typical lithium-



ion battery. However, the researchers are confident they can improve on this.

“Improving the cathode material could eventually increase the voltage and energy density,” says team member Hongjie Dai. “Otherwise, our battery has everything else you’d dream that a battery should have: inexpensive electrodes, good safety, high-speed charging, flexibility and long cycle life. I see this as a new battery in its early days. It’s quite exciting.”

The team’s work is detailed in a paper published in the online edition of *Nature* and the battery can be seen in action in this video: <<https://www.youtube.com/watch?v=ZK1cYk7E9IU>>



Bernie Jones' LET Model ASH 31 Mi

Bernie's ASH 31 7m span GPS competition model is equipped with Schambeck AFT19EVO motor unit, MKS servos, GPS Tuning carbon landing gear, and water ballast inside the wings (1.5 liters/wing) with TWO outlets (new!). Total weight including servos, batteries, receivers and ballast in the nose is 15,2 kg! The model has a lot of reflective safety features (nose, landing gear doors, rudder, end of the wings) to be visible in the air at distance.

LET Model specializes in large scale sailplanes.

<<http://www.letmodel.cz>>

<<https://www.facebook.com/letmodel.cz>>