

Albuquerque Soaring Association 2010 F5J Rules Using Height Limiters.

The intent of these electric sailplane rules is to limit the launch portion of the flight to 30 seconds or less, while limiting the altitude gained during launch to not more than 200 m. Our intent is that this will help to emphasize soaring skill rather than “hardware” in this contest.

Classes:

Two classes of electric motor-launched sailplane models will be recognized. Those models with a projected (tip-to-tip) wingspan of 2.3 meters (90.55 Inches) or less may be flown in the Limited Class. Models with a projected wingspan greater than 2.3 m will be flown in the Unlimited Class. There are no restrictions on the electric motor, battery, or model weight.

Altitude limiters:

All models must be fitted with a device that will shut off the motor when it reaches a set altitude of 200 m above the ground. This device must also shut off the motor at 30 seconds after launch if 200 m has not yet been reached. The CD will provide one of these devices to any contestants who need one.

Scoring Details:

1. All flights will be man-on-man, in rounds, and scores will be normalized for each flight group.
2. For every six rounds flown, a single throw-out round will be allowed. Each pilot will be allowed only one attempt to score during each round. No re-flights are allowed.
3. A reasonable model preparation time will be scheduled before each flight. This will be followed by a countdown to a 30 second powered climb window. Following this will be a ten-minute flight time window. This will include a countdown to the end of the flight window. You will be able to earn flight points at the rate of one point per second, plus any landing points. Flight time is scored when the model comes to a complete stop.
4. You must not launch your model before the start of the 30-second climb window. You may launch at any time during the 30 second climb window, but your motor must be shut off by the end of the 30-second climb window. If your motor is still running after the climb window has ended you will receive a zero score for that flight.
5. Individual landing tapes will be provided for each contestant in a flight group. These will be graduated in one-meter increments. Measurement will be to the nose of the model. Coming to rest within one meter of the landing spot earns 60 points, within two meters earns 55 points, and so on, down to 25 points. If your model is still moving after the end of the flight time window you will be penalized 30 points and lose your landing points.
6. The pilot and timer must stand within ten meters of the center of the assigned landing circle while launching and landing the model. Landing areas will be assigned on a first-come first-served basis. Landings outside of the designated field area will receive a zero score for the flight. Shedding parts or hitting a person will also result in a zero flight score.
7. A well-marked safety zone, generally surrounding the pit area shall be defined. Flying over this area at an altitude of less than 100 ft (approx three telephone pole heights) is not allowed and shall result in a zero score for the flight.

The CD will conduct a pilots' meeting at the beginning of every official contest day. Any questions about the rules will be answered and the length of the preparation time will be announced at that time.