

# Albuquerque Soaring Association 2011 F5J Rules Using Height Limiters

## CLASSES

Two classes of models are recognized. Those models with a projected wingspan of 2.3 m or less are flown in the Limited Class. Those models with a projected wingspan greater than 2.3 m are flown in the Unlimited Class. (Smaller models are also eligible for the Unlimited class.) There are no battery or motor restrictions for either class.

## ALTITUDE LIMITERS

All models must be fitted with a chip that shuts off the motor when the model reaches an altitude of 200 m above ground or will shut off the motor at 30 seconds after launch, whichever comes first. The object being to limit the climb segment of the flight to 30 seconds or to limit the altitude to 200 m. Two limiter products are available and authorized for use at the contest. They are the Soaring Circuits CAM (<http://www.soaringcircuits.com>) and the RC Electronics RC Basic #2 ([http://www.rc-electronics.org/rc\\_altimeter\\_2\\_basic.html](http://www.rc-electronics.org/rc_altimeter_2_basic.html).) We encourage you to supply your own limiter.

## SCORING DETAILS

All flights are man-on-man in rounds. You earn points at one point per second of flight time. Landing points are added to the flight points. The scores are normalized for each flight group with the highest flight time and landing points scoring 1000 points for that round. At the end of the contest, the highest total scores, minus any throw out rounds, will decide the winning order .

For every six rounds flown, one throw out round is allowed from those six.

The pilot is allowed one attempt to score in each round. Re-flights are granted by the CD on a case-by-case basis.

## LAUNCHING PROCESS

A five minute model preparation time is scheduled before each round. This is followed by a two minute countdown to the 30 second climb window.

Following this is a ten minute flight time window. A countdown to the end of the flight window is announced.

You must not launch before the start of the 30 second climb window, but you may launch at any time during the 30 second climb window. Your motor must be shut off by the end of the 30 second climb window. If the motor is still running after the climb window has ended you will receive a zero score for that flight.

## LANDING

Individual landing tapes are provided for each contestant in a flight group and are graduated in one meter increments. Measurement is from the pivot to the nose of the model. Coming to rest within one meter of the landing spot earns 60 points, within two meters 55 points, and so on down to 25 points. If the model is still moving at the end of the flight window you are penalized 30 points and lose your landing points.

The pilot and helper / timer must stand within 10 m of the center of the assigned landing circle while launching and landing the model. Landing tapes are assigned on a first come first served basis.

Landing outside the the designated field area will receive zero score for that flight. Shedding parts or hitting a person also will result in zero flight points.

## SAFETY ZONE

Generally the pit area is defined as the safety zone. Flying over this area at an altitude of less than 100 feet (approximately three telephone pole heights) is not allowed and will result in zero score for that flight.

## PILOTS MEETING

A pilots meeting is held before any official flying begins. Questions about the rules are answered at that time.