TOSSUP 99

HLG Competition *(Lex Mierop)*

We attempted to have the first F3K contest this past Sunday on an overcast drizzly day in Southern California. Well, the weatherman said it was going to *"build towards rain in the afternoon"*. That seemed to add enough hope that many of the competitors made the trip to Ventura County for the contest. By 9 am we had 12 competitors and a good solid drizzle. When we were just about ready to pack it up and go bench fly over breakfast, the drizzle let up. I figured we should at least try to get some flying in before it started up again. We flew a practice round of Task D (all up last down). When that was over, the drizzle had completely stopped. A quick decision was made to go ahead and have a mini-contest. I knew we couldn't get all 5 rounds in, but we'd go ahead and get in as many as we could.

We managed to get through tasks A, B, and C before it got too bad/cold/wet. Very challenging conditions resulted in very few max times and many off field landings. Results as tabulated at the pizza place afterwards gave us the results tablulated below.

HLG Competition *(Martin Usher)*

The stage was set for record rainfall for April. We had watched the storm approach and by Sunday morning the Doppler radar picture had various shades of green all around the area with ominous yellow bands just to the west. Surely nobody would be insane enough to hold a competition in these conditions? Driving by Redwood on the way to the store I see a crowd of people and lots of small planes, some flying. Its the hand launch competition.

Well, not quite. Its obvious that the combined magic wrought by their collective enthusiasm is no match for a significant storm, but they did well to hold it off for as long as they did. They even conjured up a watery sun at one point and their collective imagination found lift at various places around the field (especially at the west end).

So it wasn't a real competition. Lex converted it to a "no fee / no trophy" practise and everyone flew for as long as they could. The rain started in earnest around 10:30 and there wasn't any point in putting off the inevitable.

(Of course, the real question was whether the participants were truly enthusiastic or whether, as true Southern Californians, they were in a classic state of meteorological denial.)

Pilot	Plane	Task A Ht/Raw/Nm	Task B Ht/Raw/Nm	Task C Ht/Raw/Nm	Final Score
Brian Buass	Feather	1/9/1000	1/199/1000	2/229/1000	3000
Paul Anderson	Own Design	1/9/1000	1/180/832	1/217/1000	2832
Mark Navarre	Wizard	1/9/1000	1/141/651	2/222/969	2620
Ken Fether	Monarch	1/5/556	1/216/1000	1/190/876	2432
Sam Giradi	Feather	2/9/1000	2/78/392	1/´79/782	2174
Nowell Siegal	Thermal Hawk	2/8/889	2/66/331	1/178/820	2040
Ken Imoff	Wizard	2/7/778	1/84/388	2/175/764	1929
Derek Boyer	Own Design	2/7/778	1/48/222	1/190/876	1876
Keith Millett	Wizard	2/6/667	2/36/181	2/171/747	1595
Chris Krumme	Monarch	2/4/444	1/54/250	1/162/746	1440
Eric Johnson	Various	1/0/0	2/57/286	2/204/890	1176
Dan Field	Flying Wing	1/1/111	2/53/266	1/74/341	718

An explanation of the tasks and scoring format follows.......

Class F3K Rules for Hand Launch RC-Gliders

General

A competition for Hand launch RC-gliders is a multitasking contest where RC gliders must be hand-launched and accomplish specific tasks. The contest shall consist of at least five rounds. The organiser must provide a sufficient number of timekeepers in order to allow 7 simultaneous flights at all time. In principle, each competitor is allowed one helper who should not become physically involved in the flight. Handicapped persons may ask for assistance at launching and retrieving (catching) their models. During a competition with only one class, the competitors of less than 1.5 m height may be assisted for launching-catching. If junior and senior classes are scored separately, the limit is 15 years of age for juniors.

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

Competitors not involved in flying or helping another competitor may be asked by the organiser to operate as timekeepers.

Definition of models

Models are gliders, with the following limitations :

Wingspan max. 1500 mm Weight max. 600 g
Radius of the nose, minimum 5 mm in all orientations (see F3B nose definition for measurement technique).

The models must be launched by hand and are controlled by radio equipment acting on an unlimited number of surfaces.

The competitor may at all times exchange parts among his models.

Each competitor must provide two frequencies on which his models may be operated, and the organiser may assign any of these frequencies for the duration of any round or the complete contest.

Definition of the flying field

The flying field should be reasonably level and large enough to allow several models to fly simultaneously. The main source of lift should not be slope. The organiser must define the launching and landing area before the start of the contest and all landings should happen within this area. Any landing outside the area gets a null score for the specific flight.

A typical launching and landing area could be a rectangle 100 m x 50 m oriented with longer side perpendicular to the wind direction.

Definition of landing

A landing is considered valid if :

• the model comes to rest and at least one part of it touches the launching and landing area

• the competitor catches the model by hand (or if competitor is handicapped, his helper, if launching was made by this person), while standing with both feet inside the launching and landing area.

Flight time

The flight time is measured from the moment the model leaves the hands of the competitor (or his helper, see above) to the moment the model comes to rest on the ground or the competitor catches the model by hand (or his helper, see above) or the working time expires.

The flight time is official if :

• the launching happens from inside the launching and landing area

• the landing happens inside this area

• the launching happens within the working time of the task

Definition of round

The contest is organised in rounds, each of which allocates a competitor a working time of maximum 10 minutes. The start and end of the working time are announced with a sound-signalling device. The competitors are arranged in as few groups as possible, with two competitors minimum and seven competitors maximum (this number may vary depending on the total number of entries). The results are normalised within each group, 1000 points being the basis for the winner of the group. For each round, the competitors receive at least 2 minutes preparation time, as announced by the organiser. Alternatively, the working time of the preceding group may be declared the preparation time for the next group. During the preparation time, the competitor is allowed to turn on and check his radio, but is not allowed any launch of his model, either outside or inside the launching and landing area.

Final score

The final score for a competition is the addition of the normalised scores for all tasks flown, with the exception of the lowest score, if more than 5 rounds were flown.

Definition of tasks

Before the start of each round, the organiser announces the kind of task to be flown. The five tasks of the program are defined below. Depending on the weather conditions and the number of competitors, the working time may be reduced by decision of the organiser. Minimum working time is indicated in the definition of each task. No points are deducted for flying over the maximum flight time or for flying after the end of working time. All competitors must land as soon as their flight or task has been completed.

Task A

During the working time, the competitor must try to accomplish the greatest number of flights, lasting 30 seconds or multiples of 30 seconds. Each completed slice of 30 seconds is scored 1 point.

Examples :
1st flight is 15 sec. - 0 point
2nd flight is 63 sec. - 2 points
3rd flight is 48 sec. - 1 point etc.

Minimum working time is 5 minutes.

Task B

During the working time, the competitor may launch the model an undefined number of times, but only the last flight is taken into account to determine the final result. The length of the flight is limited to 5 minutes. Any additional release of the model annuls the preceding timing. When the competitor announces that he has completed his last flight (his official flight for this task), he must leave the launching and landing area, together with his timekeeper.

Minimum working time for this task is 7 minutes.

Task C

During the working time, the competitor may launch his model not more than 6 times. The maximum measured flight time is 3 minutes. This time may be reduced to 2 minutes if the number of competitors is large. The sum of the three longest flights is taken for the final score.

Minimum working time for this task is 7 minutes.

Task D

All competitors of a group must launch their models simultaneously, within 3 seconds after the signal of the organiser. Maximum measured flight time is 3 minutes. The model that lands first gets 1 point, all successive models get an additional point. Two models landing within the same second, according to the official timing, get the same score. The next model gets two points more. All models still flying at the end of the 3 minutes slot time get the same number of points (previous + 2), provided they land inside the launching and landing area. This procedure of mass launch is repeated up to 3 flights in total during a 10 minutes working time. The new launch may be ordered after all models from the previous launch have landed. The scores of all three flights are added to obtain the final score for this task.

Task E

During the working time, the competitor may accomplish as many launches as he likes. Each competitor must try to complete a flight of 30 seconds. Once this is accomplished, the next two flight times must be incremented by 15 seconds. So flight times should be : 45 sec., 60 sec., 75 sec., 90 sec. The longest flight time is 90 seconds. To reach any specific flight time, the number of launches is unlimited. The time of the last flight is taken into account. In adverse weather conditions, the organiser may reduce the increment to 10 seconds (30 sec., 40 sec. Etc. up to 70 sec.). Flight score are given 1 point per completed second of flight.

Example : (increment 15 seconds)
1st flight 32 sec. The max of 30 sec. Is reached. Next flight should reach 45 seconds. Partial score is 32 points.
2nd flight 38 sec. Flight is zero
3rd flight 42 sec. Flight is zero
4th flight 47 sec. The max. of 45 sec. is reached. Next flight should reach 60 seconds. Partial score is 32 + 47=79 points.
5th flight 81 sec. The max is reached. Next flight should reach 75 seconds. But the remaining working time is only 65 seconds. Total score of the task is 32 + 47 + 81=160 points. ♦

Photo Gallery. L - Our CD. Above, a Wizard. Above R, a homemade that was one of the best fliiers. R - A Wing that didn't fly that well. Next page - one of the Monarchs (In the background you have Bob Swet explaining the finer points of HLG contests to one of the Redwood kids) and "See, the grass really wasn't that wet......"

Directions:-

60 East to Blaine St in Riverside (1st ramp after 215N). East on Blaine to Watkins Dr. S. on Watkins to Valencia Hills Dr. Field is on Right.
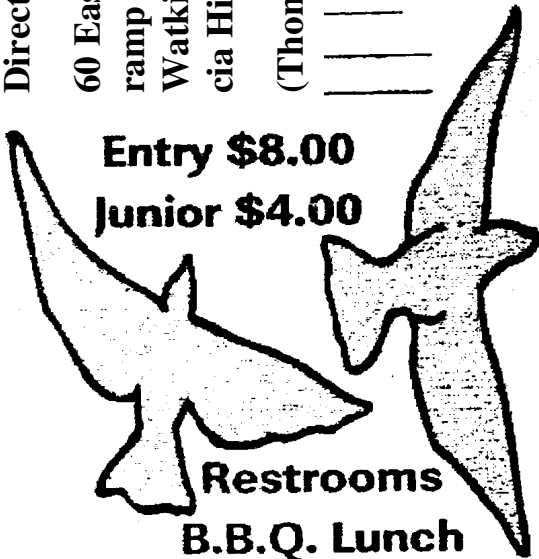
(Thomas Guide P686, E4)

Inland Soaring Society
SC2 April 25 1999

12 V winches
Big Wheel Retrievers
600 FT. Turnaround
Landing mowed weeds

Vince Botkin
CD/Pres.
(909) 928-0956

approach
10

Entry $8.00
Junior $4.00

Restrooms
B.B.Q. Lunch
Drinks Avail.
Landing triangle is 10 ft. long
divided into 4 equal zones.
5 ft. wide at base, with 10 pt. zone
5ft. before & after triangle and sides

100

75

50

25