

RADIO CONTROL HAND THROWN GLIDERS

6.4. CLASS F6D – HAND THROWN GLIDERS

6.4.1 General

A contest where RC gliders must be hand thrown to altitude. The organiser must provide a sufficient number of timekeepers in order to allow enough 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 their helpers for assistance at launching and retrieving (catching) their glider.

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.

6.4.2. Definition of hand thrown gliders

Motorless model aircraft, 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 hand thrown glider must be launched by hand and are controlled by radio equipment acting on an unlimited number of surfaces.

The hand thrown glider can be equipped with holes, pegs or reinforcements, which allow better grip of the model aircraft by hand. The pegs must be stiff and remain a firm part of the model, neither extensible nor retractable. Devices, which do not remain a part of the model during and after the launch, are not allowed.

The competitor may at any times change his model aircraft as long as they conform to the specifications and are operated at the assigned frequency.

Each competitor must provide **a sufficient number, at least two**, frequencies on which his model aircraft may be operated to allow the organiser to set up flight groups.

6.4.3. Definition of the flying field

The flying field should be reasonably level and large enough to allow several model aircraft to fly simultaneously. The main source of lift should not be slope lift. The organiser must define the launching and landing area before the start of the contest and all launching and landings should happen within this area. Any launch or landing outside this area is scored zero for the flight.

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

6.4.4. Definition of landing

A landing is considered valid if:

- the glider comes to rest and at least one part of it touches the launching and landing area;
- the competitor catches the glider 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.

6.4.5. Flight time

The flight time is measured:

- At task 1 from the moment the glider leaves the hands of the competitor
- At task 2 from the end of the launching interval

The flight time is measured to the moment the glider comes to rest on the ground or ground based object or the competitor catches the glider by hand or the working time expires. One point will be awarded for each full second the glider is flying, up to the given maximum flight time. One point will be deducted for each full second flown in excess of given maximum flight time.

The flight time is official if the launching happens from inside the launching and landing area and the landing happens inside this area.

6.4.6. Organisation of rounds

The contest is organised in qualifying, semi-final and fly-off rounds. At qualifying rounds the tasks 1 and 2 is flown. The start and end of the working time are announced with a sound-signalling device. The competitors are arranged in groups. For qualifying and semi-final rounds a group should be a minimum of 5 pilots. The results are normalised within each group, 1000 points being the basis for the winner of the group.

It is the Organiser's choice to set up one or several qualifying rounds, provided this is announced in the preliminary contest information. At the conclusion of each round, only the best ranking competitors are entitled to take part in the following round. The number or percentage of competitors flying in any following round is defined by the Organiser according to the expected competition duration.

At the Organiser's discretion, access to any following qualifying round may be split into direct qualification for most of the competitors and indirect qualification for up to three (3) additional competitors to fill up the originally planned number for that round. In this case, all pilots not directly qualified may take part in the additional round to select the last qualified competitors.

To the semi-final rounds the best pilot from each qualifying group proceeds. Other pilots, up to a maximum number of 24, proceed to semi-final according to their normalised results. In case of tie at last proceeding places a draw decides.

At semi-final the pilots fly task 2 in three groups (or two groups if the number of qualified pilots is less than 15).

To the final (fly-off) group the best pilot from each semi-final group proceeds. Other pilots proceed to final according to their normalised results. In case of tie at last proceeding places, the pilot with better result from qualifying rounds proceeds.

At fly-off eight pilots fly in one group. All pilots with non zero score proceed to the following round. Usually the number of pilots is reduced by one at each consecutive round, so that at the last round only two pilots compete for the total winner. If in any round all pilots fly more than three minutes, then the pilot who landed last doesn't proceed to the next round. If, in any round, all pilots get zero score, the round is repeated.

For each round, the competitors receive 2 minutes preparation time, as announced by the organiser. During the preparation time, the competitor is allowed to turn on and check his radio, but is not allowed any launch of his glider, either outside or inside the launching and landing area.

6.4.7. Total winner

The winner is the pilot with best result from the last round at which two pilots were flying. The third place gets the pilot who has been flying in the last but one round...>

6.4.8 Tasks

6.4.8.1. Task 1 "Last flight":

During the working time, the competitor may launch the glider 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 glider annuls the proceeding 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.

Working time - 7 minutes.

6.4.8.2. Task 2 "All up":

All competitors of a group must launch their gliders simultaneously, within 3 seconds. The signal for launching comprises from three short beeps each second and a continuous tone lasting three seconds. During continuous tone the glider has to leave the hand of the pilot. Releasing the glider earlier or later results in zero score for this flight. Maximum flight time is 3 minutes. Each flight time of the 3 attempts of each competitor is to be added up and will be normalised to obtain the final score for this task.

Example:	Competitor A:	$45+50+35 \text{ s} = 130 \text{ s} =$	812.50 points
	Competitor B:	$50+50+60 \text{ s} = 160 \text{ s} =$	1000 points
	Competitor C:	$30+80+40 \text{ s} = 150 \text{ s} =$	937.50 points

6.4.8.3. Task for fly-off rounds

All competitors of a group must launch their model aircraft simultaneously, within a three second period. The signal for launching comprises a three second countdown with a single beep for each of those three seconds and a continuous tone lasting three seconds. During the continuous tone the model aircraft has to leave the hand of the pilot. Releasing of the model earlier or later results in zero score for this flight. Maximum flight time is 3 minutes.

When the first model lands or at three minutes flight time a thirty seconds interval starts. All models must land within these thirty seconds.

The pilot whose model landed first receives a zero score or a pilot who released his model before or after the three seconds interval for launching or whose model landed outside the landing area or landed after the thirty seconds interval receives a zero score too.