

International Hand Launch Glider Festival 2003

Schedule of Tasks

Saturday

Round	Window	Throws	Objective
1	10	Unlimited	Total time – Three minute time limit per flight. Ten second penalty per throw after the first four throws.
2	8	Unlimited	Four longest flights - two minute max time per flight
3	8	Unlimited	Total time - two minute max time per flight. Ten second penalty for each throw after four throws
4	10	Unlimited	Three longest flights - Three minute max time per flight. Ten second penalty for each throw after three throws
5	10	Unlimited	A two, three, and four minute flight (any order). Ten second penalty for each throw after three throws
6	10	Unlimited	Three longest flights - three minute max time per flight

Sunday

Round	Window	Throws	Objective
7	10	Unlimited	The most number of flights in the following sequence: :15; :30; :45; 1:00, 1:15, 1:30, 1:45: 2:00
8	10	Unlimited	Five longest flights - two minute max time per flight. Ten second penalty for each throw after five throws.
9	10	Unlimited	Three longest flights - three minute max time per flight. Ten second penalty for each throw after three throws.
10	10	Unlimited	A one, two, three and four minute flight (any order).

Championship Fly-Off - Top Ten Competitors

Round	Window	Throws	Objective
11	10	Unlimited	Five longest flights, two minute max time per flight. Twenty second penalty for each throw after five throws.
12	10	Unlimited	Three longest flights, three minute max time per flight. Thirty second penalty for each throw after three throws.
13	10	4	A one, two, three and four minute flight (any order).

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Rules

1. This is an AMA sanctioned event. AMA rules will apply. The exception is that time will be truncated. For example, a time of 27.99 seconds is scored as 27 seconds. Wingspan limited to 1.5 meters.
2. All heats will be flown man-on-man and scores will be normalized for each group.
3. Heats will be posted in advance and announced as a courtesy. Pilots are responsible for knowing which heats they are in, and for being ready on time. Any pilot who does not fly in his assigned heat, will receive a zero score for that round
4. There is no restriction on the number of planes a pilot may fly during a round or the contest, **provided all planes are on the assigned frequency.**
5. Pilot may have only one plane on the field at any one time. Backup planes may be stored outside field boundaries. If a pilot decides to change planes during a heat, for any reason, the **pilot** must remove that plane from inside the field boundaries before retrieving new plane. Infractions of this rule will result in a penalty of 50% penalty for the round.
6. All pilots must launch their own plane with the following exception: Junior (15 years of age or younger) and "Disabled" pilots may have assistance in launching provided they register for and qualify for assistance. Assistance will be in the form of volunteers, provided by TPG, whose names will be randomly drawn and assigned to the qualifying pilot. In such case where an assistant launches the plane, the pilot and the assistant launcher must tag one another after the plane has been retrieved and prior to the ensuing launch.
7. Each pilot is limited to **one person** as a spotter/timer on the field at any time. Infraction of this rule will cost the pilot a 50% penalty for the round.
8. All launches and landings must be made within the field boundaries in order for flight time to count. The field boundaries will be clearly defined. A plane is inside if the nose of the plane is within the field boundaries. Field judges will be the final word.
9. Flight time commences when the model leaves the hand and ends when the model comes in contact with any land based object, including people. Time will be truncated. No rounding.
10. Any launch made before the official launch buzzer **starts** will not count. Any landing that occurs after the official landing buzzer **stops**, will receive a 50% penalty toward the flight points for that flight. Field judges will be the final word.
11. While flying, pilots must remain inside the field boundaries at all times during the heat.
12. Mid-air collisions will receive no re-flight consideration. Pilots should observe "Blue Sky" rules.
13. All transmitters must be returned to the Impound area immediately after the heat. If a transmitter is not returned within 3 minutes after the end of the heat, the pilot assigned to that transmitter will receive a 50% penalty for that round. You are advised to keep your transmitter within the field boundaries, either in your possession or that of your helper.
14. Each pilot is responsible for the accuracy of the content his own score cards. The contents of the score cards as handed in are final. "Over-perfect" scores will receive a zero.
15. "Sloping the Hill" is an illegal maneuver and is subject to a zero score for the round. A slope soaring maneuver, for purposes hereof is defined as a lateral pass in front of the hill followed by a turn and a second pass across the hill. **WARNING: Flying near the hill is risky.** If you go to the hill you had better be doing 360-degree turns and thermalling. Field judges will be the final word. There will be no appeal.
16. Warm up and test flights may only be taken during the three-minute ready time before the upcoming heat and only by the pilots assigned to that heat.
17. Pilot safety is of utmost concern. Any pilot whose plane comes in contact with another pilot or timer/helper during launch will receive a zero for the round.