

## Contest Rules 2021 1st Half Tuesday

1. The contest will consist of 3 rounds (i.e., 3 official flights).
2. Flight order is by lot (i.e., by chance) and the resulting flight order applies to all 3 rounds.
3. A pilot may fly any type of sailplane/glider (e.g., any wingspan, spoilers, flaps, ailerons).
4. A pilot may switch sailplane/glider models between flight rounds.
5. All launches must use the high start. Hand toss launches are not allowed.
6. A pilot must launch from behind a pre-established line.
7. Flight time is from release from the high start to the landing. A landing is defined as the moment the aircraft touches the ground. If the sailplane/glider touches any earthbound object prior to landing, other than the high start towline, the flight time for that round is zero. The penalty does not apply during the launch and does not apply if the pilot has declared the flight to be an 'attempt'. Flight time also ends when a pilot who is attempting to land collides with the launch equipment (a relaunch is not permitted for this situation). All timing is rounded down to the nearest whole second.
8. Maximum number of cumulative flight points for the 3 rounds is 720 (12 minutes x 60 seconds/minute x 1 point/second).
9. The maximum number of points possible for a round is 300 (i.e., 5 minutes x 60 sec/min x 1 point/sec). Flight time beyond 5 minutes does not count for that round.
10. Up to six launches are allowed in order to complete three official flights. Up to 10 seconds after release from the high start, a pilot may declare the flight to be an 'attempt'. Any flight that is not an 'attempt' is an official flight. A flight that has been declared by the pilot to be an 'attempt' should be safely landed in a timely manner
11. To receive a valid score, pilot must land the whole sailplane/glider in the grass/dirt area of the De Portola park (i.e., anywhere inside the sidewalk path that goes around the park including the dirt baseball area), not in the street, not in a tree, not on the sidewalk.
12. A pilot that does not for any reason fly in any round will get a zero for that round.
13. Pilot is responsible for ensuring his score is entered correctly on the contest score sheet.
14. First place goes to the pilot with the highest score. Second place goes to the pilot with the second highest score. Third place goes to the pilot with the third highest score and so on.
15. Individual's score for the season is the total of the individual's 20 best scores during the season. Maximum possible season score for a pilot is 14400 points (i.e., 720 points/contest x 20 contests).
16. AMA safety rules apply.
17. All disputes will be voted on by the contestants. Simple majority rules. Tie votes are decided by the flip of a coin.
18. A relaunch is permitted at the discretion of the pilot when in the judgment of the Contest Director (CD):
  - a. The pilot's model collides in flight with another model or an obstacle without the fault of the pilot.
  - b. The flight was not judged by fault of the judges or timing equipment.
  - c. The CD supplied launching system malfunctions.
19. A sailplane/glider in flight has the right of way over a sailplane/glider attached to the launch equipment and therefore in the process of being launched. In the event of a collision between a model in flight and a launching model or its launch equipment, the pilot with the launching model and/or the in flight pilot may, at the end of his official flight, decide whether to keep his score or take a relaunch under 18.a.