

4.8 BARCS 'MINI-GLIDER' RULES

1. THE MODEL

- a. Maximum wing span 1500 mm
- b. (i) Maximum weight 560 grams.
(ii) No minimum wing loading
- c. Minimum nose radius 7.5 mm measured tangentially to all intersecting surfaces.

2. LAUNCHING

- a. Launching may be by hand or mini bungee.
- b. The bungee to have a maximum unstretched length of 20 metres of which a minimum of 15 metres must be of non stretching line.
- c. A clearly visible pennant must be attached to the model end of the bungee.
- d. The bungee must be securely staked at the upwind end using a tent peg type anchor.
- e. The maximum total stretched length of the bungee at the point of launch will be 27 metres.
- f. The pilot must be the launcher and retriever of the model unless previous dispensation is granted by the CD. The person launching the model by bungee must be on or forward of the launching line.

3. LANDING

- a. The model must land in the designated landing area.
- b. The model can be caught in the hand only by the pilot who must have both feet in the designated landing area.
- c. Models landing or caught outside the designated landing area will score zero for that attempt.

4. THE FLYING AREA

- a. The launching area shall consist of two visible parallel lines 18metres apart, placed at right angles to the wind direction so as to form a corridor across the flying site. The crosswind width of the launching area can be determined by the width of the flying field, or by additional markings. The

Contest Director must ensure sufficient space for simultaneous launching of all competitors flying in each group.

- b. * A third line, placed parallel to the take-off line at a distance of 50 metres will mark the downwind boundary of the landing area.

OR

- c. * The downwind boundary can be a ground feature ie. runway edge, hedge or fence line and the actual size of the landing area can be slightly altered to suit the field layout.
- d. The bungees will be anchored on the upwind line, and stretched at right angles towards the second/middle line. Markers/take off spots will be placed on the second line to ensure this.
- e. Models can be hand launched from any part of the field provided that they do not interfere with the bungee launch area.
- f. If all competitors in a group are hand launching, the CD may at his/her discretion redefine the launching area to include the landing area.

5. HELPERS

- a. The pilot may employ one helper who will also act as timekeeper and record all flights on the score sheet.

6. FLIGHT ORGANIZATION AND SCORING

- a. The contest shall consist of a minimum of four rounds.
- b. The flying order for these rounds shall be arranged in accordance with the radio in use to permit as many simultaneous flights as possible consistent with safe flying at the site being used. (Full matrixing is not required but the groupings should be re-arranged to allow as many competitors to fly against as many other competitors as possible).
- c. A slot shall consist of a 10 minute time period. In the event of poor weather/soaring conditions, or if the field layout is likely to take models over an suitable terrain, then the CD may at his/her discretion reduce the slot to an 8 minute period.
- d. A maximum of 5 flights may be attempted in each slot.
- e. An attempt will be recorded when the model leaves the hands of the pilot or helper under launch conditions.
- f. The flight will be timed from the moment of release from the hand, or bungee if used, until:
 - (i). The moment the model first touches the ground, or

- (ii). The moment the model first touches any object or person in contact with the ground, or
- (i ii) Completion of 3 minutes (180 seconds) flying which will be considered as a maximum. In the event of poor weather/soaring conditions, or if the field layout is likely to take models over unsuitable terrain, then the CD may at his/her discretion reduce this to 2 minutes, which will then be considered as a maximum.

- g. Timing of the flight will continue after completion of the slot time provided that the model has released from the launching device prior to the end of the slot.
- h. The best 3 flights out of the 5 recorded per round to count for scoring.
- i. Each flight must be logged separately on a score sheet. (See annex). Each flight will be rounded down to the nearest second.
- j. Slot scoring.
 - (i). The competitor who achieves the highest aggregate points (maximum 540) will be awarded a corrected score of 1000
 - (ii). The remaining competitors in that slot will be awarded with a percentage of the slot winners score calculated from their own points score. Thus:

$$\text{Score} = \frac{\text{Competitors points} \times 1000}{\text{Slot winners points}}$$

The resultant score being rounded down to the nearest whole number.

7. FINAL CLASSIFICATION

The total of all scores.

ANNEX – SAMPLE SCORE SHEET

ROUND		SLOT	
NAME		No.	
TIMER			
Flight	Mins	Secs	
1			
2			
3			
4			
5			
Total in Seconds			
Winners Score			
Corrected Score			