SPORTING CODE
SECTION IV
2003 Edition

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VOLUME F3BJ – R.C. SOARING, R.C. GLIDERS

What follows are pages 34 to 38 of the above document, which is available from:-
http://www.fai.org/aeromodelling/documents/sc4.asp
The intention is to provide just the F3K rules, which were copied, with thanks, from the full document, this set of F3K rules is NOT an official version.

CLASS F3K - HAND LAUNCH R.C.-GLIDERS (PROVISIONAL)

5K.1 General

A multitasking contest where RC gliders must be hand-launched and accomplish specific tasks. The contestshould consist of at least five rounds. The organiser must provide a sufficient number of time keepers 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 for assistance at launching and retrieving (catching) their model aircraft. 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.

5.K.2. Definition of model aircraft.

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

The model aircraft 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 confirm to the specifications and are operated at the assigned frequency.

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

Para B3.1 of section 4 b (builder of the model aircraft) is not applicable to class F3K.

Any ballast must be inside of the model and must be fixed safe.

5.K.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.

5.K.4. Definition of landing: A landing is considered valid if:

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

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

5.K.5. Flight time:

The flight time is measured from the moment the model aircraft leaves the hands of the competitor (or his helper, see above) to the moment the model aircraft comes to rest on the ground or ground based object or the competitor catches the model aircraft 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 and the landing happens inside this area

- the launching happens within the working time of the task

5.K.6. Definition of round:

The contest is organised in rounds, each of which allocates a competitor a working time identified in the task list. 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. 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.

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 aircraft, either outside or inside the launching and landing area.

5.K.7. Final score:

In case of more than 4 flown tasks the least score is crossed out, in case of more than 8 flown tasks the least two scores are crossed out. In case of a tie break the crossed out scores are taken into consideration to get a clear ranking.

5.K.8. Definition of tasks:

Detailed specifications including the tasks to be flown for the day must be announced by the organiser before beginning of the contest. The 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. 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. If the model aircraft does not landwithin 30 s after the end of working time (acoustic signal) the last flight has to be scored with 0 points.

TASK LIST

5.K.8.1. Task A (30 seconds or a multiple of 30 seconds):

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

Examples: 1st flight is 15 s - 0 points

2nd flight is 63 s - 2 points

3rd flight is 48 s - 1 point

etc.

Minimum working time - 5 minutes.

5.K.8.2. Task B (Last flight):

During the working time, the competitor may launch the model aircraft 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 re lease of the model aircraft 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.

Minimum working time - 7 minutes.

5.K.8.3. Task C (Next to last and last flight)

Each competitor has unlimited number of flights, but only the next to last and the last flight will be added up. The last flight has to be announced after the end of this flight to the timekeeper. The pilot and helper have to leave the flying field immediately after this announcement. Max time is 180 s.

Minimum working time - 10 minutes.

Example: 1st flight 65 s

2nd flight 45 s

3rd flight 55 s

4th flight 85 s

Total 140 s

5.K.8.4. Task D (All up, last down, points):

All competitors of a group must launch their model aircraft simultaneously, within 3 seconds after the signal of the organiser. Maximum measured flight time is 3 minutes. The model aircraft that lands first gets 1 point, all successive model aircraft get an additional point. The last landing model aircraft gets an additional point. Two model aircraft landing within the same second, according to the official timing, get the same score. The next model aircraft gets two points more. All model aircraft 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 model aircraft from the previous launch have landed. The scores of all three flights are added to obtain the final score for this task.

Time of a slot may be reduced to 2 minutes if the numb er of competitors is large. The number of launches may be increased to five (5).

Minimum working time - 7 minutes.

5.K.8.5. Task E(All up, last down, seconds):

All competitors of a group must launch their model aircraft simultaneously, within 3 seconds after the signal of the organiser. Maximum measured 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.

Time of a slot may be reduced to 2 minutes if the number of competitors is large. The number of launches may be increased to five (5).

Minimum working time - 7 minutes.

Example: Competitor A: 45+50+35 s = 130 s = 812.50 points

Competitor B: 50+50+60 s = 160 s = 1000 points

Competitor C: 30+80+40 s = 150 s = 937.50 points

5.K.8.6. Task F (Increasing time)

Each flight has to be at least 1 second longer then the previous counted flight. Number of throws is unlimited. Maximum for the first flight is 3 min. The score is counted by addition of all successful flights.

Minimum working time - 10 minutes.

Example: 1st flight 40 s

2nd flight 26 s not counted

3rd flight 29 s not counted

4th flight 42 s

5th flight 60 s

Total 142 s

5.K.8.7. Task G (Increasing time by 5 s)

Each pilot has unlimited number of flights. The first flight has to be 10 s, the second 15 s, the third 20 s and so on up to 70 s.

Minimum working time - 8 minutes.

Example:

1st	flight 11 s	l0 s
2nd	flight 17 s	15 s
3rd	flight 21 s	20 s
4th	flight 28 s	25 s
5th	flight 20 s	0 s
6th	flight 32 s	30 s
7th	flight 37 s	35 s
8th	flight 38 s	0 s
9th	flight 45 s	40 s
Total		175 s

5.K.8.8. Task H (Increasing time by 15 s):

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: 30 s - 45 s – 60 s - 75 s - 90 s 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 s - 40 s, etc. up to 70 s). Flight score are given 1 point per comp leted second of flight. For each second of flying the competitor will get 1 point but only to the max. time of this flight - see following example).

Minimum working time - 7 minutes.

Example: (increment 15 seconds)

1st flight 32 s the max of 30 s is reached. Next flight should reach 45 seconds. Partial score is 30 points

2nd flight 38 s 45 s not reached, score 0

3rd flight 42 s 45 s not reached, score 0

4th flight 47 s the max of 45 s is reached. Next flight should reach 60 seconds. Partial score is 30 + 45 = 75 pts

5th flight 81 s the max of 60 s is reached. Next flight should reach 75 seconds. But the remaining working time is only 65 seconds.

Total score of the task is 30 + 45 + 60 = 135 points

5.K.8.9. Task I (Poker - variable target time)

Before the first launch, each competitor announces a target time to his timekeeper. He than can perform an unlimited number of launches to reach this time. If the target is reached, the target time is credited and he can announce the next target time, which can be lower, equal or higher. The announcement can be repeated 5 times. 5 flights with a reached target can be credited. The reached target times are added up.

Minimum working time - 10 minutes.

Example:	Announced time	Flight time		Scored time
	45 s	1st flight	46 s	45 s
	50 s	1st flight	48 s	0 s
		2nd flight	52 s	50 s
	47 s	1st flight	49 s	47 s
	60 s	1st flight	57 s	0 s
		2nd flight	63 s	60 s
	60 s	1st flight	65 s	60 s
			Total	262 s

5.K.8.10. Task J (3 out of 6):

During the working time, the competitor may launch his model aircraft 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. For this task the CD may decide the duration of the working time, the number of launches, the number of credited flights and the max single flight time.

Minimum working time - 7 minutes.

5.K.8.11 Task K (Three longest flights - three minutes max time per flight)

Each pilot has unlimited number of flights. Only the best five flights will be added up.

Minimum working time - 8 minutes.

5.K.8.12 Task L (Four longest flights - two minutes max time per flight)

Each pilot has unlimited number of flights. Only the best five flights will be added up.

Minimum working time - 8 minutes.

5.K.8.13. Task M (Five longest flights - two minutes max time per flight))

Each pilot has unlimited number of flights. Only the best five flights will be added up.

Maximum for one flight is 120 s.

Minimum working time - 10 minutes.

5.K.8.14. Task N (Five longest flights - one minute max time per flight)

Each pilot has 6 throws (flights). Only the best five flights will be added up.

Maximum for one flight is 60 s.

Minimum working time - 10 minutes.

5.K.8.15. Task O (Eight longest flights)

Each pilot has unlimited number of flights. Only the best eight flights will be added up.

Maximum for one flight is 60 s.

Minimum working time - 10 minutes.

5.K.8.16. Task P (A one, two, three and four minute flight, any order)

Each pilot has unlimited number of flights.

Minimum working time - 10 minutes.

5.K.8.17. Task Q (Total time - two minutes max time per flight)

Each pilot has eight throws (flights).

Minimum working time - 8 minutes.

5.K.8.18. Task R (Total time - three minutes max time per flight)

Each pilot has eight throws (flights).

Minimum working time - 10 minutes.