

WRCS GLIDER BOSS Competition Rules

WRCS Glider Competition Rules

- The focus will be on hand launched electric gliders with 4 Events used to award the prestigious *WRCS Glider BOSS trophy*.
- For safety reasons the field will be closed for general flying 12:00pm-4:00pm on the day of the event. Most likely Saturday.
- All pilots must be WRCS members or visiting MAAA members.
- Only **one glider** can be used for all 4 events to test skill in a range of flight environments. Batteries can be replaced if required. Charging is permitted but must not delay the event.
- If two gliders are approaching head-on always veer right.
- Flying over the pits will result in disqualification from that event and Zero points for the event.
- Landing off the mown runway and borders result in disqualification from that event and Zero points for the event.

Event 1 - Old School Challenge (Round 1) – 5 Minute Flight with Spot Landing Bonus

1. The aim is to achieve a 5-minute flight. One point is scored for each second of flight between launch and landing giving a maximum possible of 300 points. Landing is defined as when the model stops, whether under control or crashes.
2. One point is deducted for every second of flight over or under 5 minutes.
3. One point is also deducted for each subsequent of motor runs.
4. At the centre of the field will be a peg with a line attached. The line will have 3 markers at 5 metre intervals. Flyers can score 50 bonus points for precision landing (i.e., where the model comes to rest)
 - ◆ within 5 metres of the centre 50 points
 - ◆ within 10 metres of the centre 30 points
 - ◆ within 15 metres of the centre 15 points.
5. Each pilot has a Timekeeper with two stopwatches, one for motor run time, one for flight time. Timekeepers are usually fellow competitors. When the pilot starts flying under power he calls “motor on”. When he switches off, he calls “motor off”. The Timers presses stopwatch buttons accordingly.
6. Up to two Competitors can fly at the same time. Competitors launch at 2 minute intervals to keep the event moving.
7. The Competitor’s score for each round will therefore be the total of his flight time (which can be no more than 5 minutes or 300 points), less motor run time and time over/under 5 minutes, plus the landing bonus points.

Event 2 - “Drop Em” (Musical Chairs for Gliders)

All gliders launch and climb to a height greater than 150ft above the strip (ridge height). The Contest Director will provide guidance if people are too low.

When all gliders are up to height, the music will start, and gliders must remain at height while music is being played. Motors can be used during this time. When the music stops, the last glider stationary on the ground is out of the contest. The process repeats until the winner is determined.

Points

- Last Glider in the Event – 100 points
- Second Last Glider in the Event – 50 points
- Third Last Glider in the Event – 30 points
- Fourth Last Glider in the Event – 20 points



Event 3 – Javelin (Hand Launch Glider Distance - 1 Round plus 15 min practice)

Participants will assemble at the limbo bar. (Western end of the field) All gliders are eligible to enter however motors can't be used. Servos and flight control is okay. A 15min practice window will be provided should participants wish to hone their skills. Pilots take turns hand launching eastward towards the ocean.

If you can't hand-launch, arrange with another contestant to launch for you. It might be good to try this in the practice session. As the gliders land, they are picked up and placed on the Northern edge of the field and witches hats used to mark the distance of the first three places

Points

- Longest Flight – 150 points
- Second Longest Flight – 75 points
- Third Longest Flight – 50 points



Event 4 - Old School Challenge (Round 2) – 5 Minute Flight with Spot Landing Bonus

1. The aim is to achieve a 5-minute flight. One point is scored for each second of flight between launch and landing giving a maximum possible of 300 points. Landing is defined as when the model stops, whether under control or crashes.
2. One point is deducted for every second of flight over or under 5 minutes.
3. One point is also deducted for each second of motor run.
4. At the centre of the field will be a peg with a line attached. The line will have 3 markers at 5 metre intervals. Flyers can score 50 bonus points for precision landing (i.e., where the model comes to rest)
 - ◆ within 5 metres of the centre 50 points
 - ◆ within 10 metres of the centre 30 points
 - ◆ within 15 metres of the centre 15 points.
5. Each pilot has a Timekeeper with two stopwatches, one for motor run time, one for flight time. Timekeepers are usually fellow competitors. When the pilot starts flying under power he calls "motor on". When he switches off, he calls "motor off". The Timer presses stopwatch buttons accordingly.
6. Up to three Competitors can fly at the same time. Competitors launch at 2 minute intervals to keep the event moving.
7. The Competitor's score for each round will therefore be the total of his flight time (which can be no more than 5 minutes or 300 points), less motor run time and time over/under 5 minutes, plus the landing bonus points.

Volunteers Required

1. Contest Director/Starter
2. Score Keeper
3. Safety Officer

Equipment Required

- Flat plate for marking spot.
- Rope and peg to marked with distances.
- Trophy
- Pens and Marker
- Music Player
- Marker cones – For Javelin Event