

Mission

" It's going to be a lot of fun and a good "sociable" comp that will promote the whole gliding comp thing. At this stage everybody is looking at big expensive ships and lots of pressure and that takes a lot of the social aspect away and some fun too. "

- Mike Spalletta
Contest Dictator

Format

Single 45 minute slot during which time all competitors are to log a flight.

This is very much how Jack Abbot used to run an event down at the Vaal that was the biggest competition every year.

Tasks

- TD and Spot, 10 minute max, 15m standard FAI landing circle.
As we are all aware, this rule changed Sunday Morning, became a 15m X 5m Triangle
- Scoring 1 point per second up to 10 minutes, losing 1 point per second thereafter.
- Pilot loses all landing points if he flies past 10:30.
- Pilot loses all flight points for the round if either lands inside a safety area (parking and launch area).
- Pilot does NOT lose flight points if he lands over 100m from spot (lets be nice to newbies).
- If 6 rounds are completed, the pilots worst score is discarded.

Re-launching

- A pilot may re-launch as many times as he want to within the slot, provided he calls for a re-launch before the chute hits the ground. Note - parachutes are to be wound down to the turnabout after launch.
- In the event of a line break the pilot is entitled automatically to a re-launch (as long as there is sufficient working time left).

Working Time Slots

09h00 -> 09h15 - Registration (Bring SAMAA card and R 50.00 along)
09h15 -> 09h30 - Pilots Briefing
09h45 -> 10h30 - Round 1 working time
10h30 -> 11h15 - Round 2
11h15 -> 12h00 - Round 3
12h00 -> 12h45 - Round 4
12h45 -> 13h15 - Lunch
13h15 -> 14h00 - Round 5
14h00 -> 14h45 - Round 6

Results and ego bloating

Frequency Control

Peg off and SAMAA card on to peg board so that other competitors know who is using the frequency.