



RADIAN GLIDER RULES

1.1 Eligibility of Model and Equipment

1.1.1 This event is open to standard Park Zone Radian models. The aircraft are to have no potentially performance enhancing modifications and in particular are to use the manufacturer's supplied motor and propeller and the battery or a battery of equivalent chemistry, capacity and number of cells.

1.2 Competitor and Helper

1.2.1 Each competitor must operate his radio equipment personally. Each competitor is permitted two helpers.

1.3 Organisation

1.3.1 The competition must be held at a site having reasonably level terrain with a reasonably low probability of slope or wave soaring.

1.3.2 Where there are too many pilots or where there are unresolvable frequency clashes, pilots will be organized to fly in heats and the pilot grouping in each round will be varied at the discretion of the contest director. The use of 2.4 Ghz radio equipment is strongly advised in order to avoid frequency clashes.

1.4 Launching

1.4.1 Models may be launched as soon as the start is signalled.

1.4.2 Models will be permitted to climb for a period of time as announced by the contest director (typically for 20 seconds from the start signal). A signal shall be sounded at the end of this time and aircraft motors must be turned off immediately.

1.5 Scoring

1.5.1 The raw score for a flight will be the total flying time in whole seconds up to 300 seconds. Timing of the model's flight begins when it leaves the hand and ends when the model touches the ground or an object in contact with the ground. Flights with durations from 5 minutes to 7 minutes (inclusive) are given a raw score of 300 points. Flights of more than 7 minutes are given a zero score. If the model's motor is run after the permitted climb period the flight will be given a zero score.

1.5.2 There is no precision landing required. Landings must, however be made within the boundaries of the "field" as defined by the contest director. Flights that end in off-field landing shall be given a zero score.



- 1.5.3 Where possible the organizers will use “man on man” or normalized scoring. The winner of each heat will receive 1000 points and each of the other competitors in that heat will receive a score calculated as shown:

Normalized Score = Competitor’s Flight score x 1000/Winner’s flight score, where the Winner’s flight score is the highest flight score achieved in the heat in which the competitor flew

- 1.5.4 If more than two flights are flown, the lowest normalized score (*or flight score if normalized scoring is not used) of each competitor shall be discarded and the remaining normalized scores (*) added to obtain the final score, which will determine the competitor's position in the final classification.
- 1.5.5 In order to decide the winner when there is a tie, the discarded flight shall be taken into account.
- 1.5.6 If a tie remains after the discarded flights are taken into account then the winner shall be determined in a manner determined by the contest director, possibly a fly-off.

1.6 Contest Director Discretion

The above rules may be varied at the discretion of the contest director for reasons of safety, fairness, inclusiveness and competitor enjoyment. Whenever feasible, any variations should be advertised well in advance of the contest.