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# International Hand Launch Glider Festival 2004

The Torrey Pines Gulls and *Airtronics*, the host sponsor, invite you to participate in the 11<sup>th</sup> annual International Hand Launch Glider Festival (IHLGF) on June 5-6, at the TPG Poway Flight Center, located in Poway (San Diego), California.

This should be another very exciting IHLGF further contributing to its short but dynamic history. The caliber of pilots seems to get better every year witnessed by the fact that perennial champ Joe Wurts was outscored last year by an "Easterner", Oleg Golovidov. We fully expect this year will be another heated battle between the East, the West and the International pilots. We invite you to join in the fun of this great event.

The continuing goal of the IHLGF Committee is to further enhance the world-class reputation of the IHLGF. We believe that we have come up with a set of tasks and rules that will make the IHLGF 2004 a fun and challenging event. Enclosed you will find the IHLGF 2004 tasks and rules. Please review them, practice them and feel free to use them in contests you may be sponsoring.

While there have been a few changes, a number of things remain the same. There will be three classes of pilots this year: Open, Junior (15 and under) and Eagle (55 and better). Each class will have their own set of awards. Open class will have awards through 10th place and the Junior and Eagle classes will have plaques through 3rd place. Only Open Class pilots will be eligible for the Championship Fly-Off. There will be no separation of the Junior and Eagle classes from the Open classes. In short, all pilots will have the opportunity to compete against each other during the ten rounds of open competition. As such, each pilot must launch his/her own plane. If you qualify (age) and wish to fly in a class other than Open, you must register as such on the entry form.

Once again we will have a "throw-out" round. Your best nine out of ten rounds will be used to calculate your score. The top ten Open Class pilots will be in the Championship Fly-Off and will carry their adjusted scores into the Fly-Off.

One of the things that make the IHLGF so special is the social aspect. We begin Friday evening with a "Post Practice Social" which will be held at the Hamburger Factory. Saturday evening we have an old fashioned "all you can eat" Pizza Party planned at Round Table Pizza in Poway.

The field will be available beginning Thursday, June 3, for practice. Toilet facilities will be available beginning Thursday. RV parking is allowed at field; however, there are no hook ups.

For complete information on the IHLGF, local hotels, car rentals, maps, and a wealth of other information, please visit the TPG web site at [www.torreypinesgulls.org](http://www.torreypinesgulls.org). If you have any questions please give me a call at (858) 668-2804 ext. 122 or e-mail me at [Scharck@kw.com](mailto:Scharck@kw.com)

Ron Scharck

IHLGF 2004 Registrar

**Please do not mail your completed entry form and check before April 1**

# International Hand Launch Glider Festival 2004

## *Schedule of Tasks*

### **Saturday**

<b>Round</b>	<b>Window</b>	<b>Throws</b>	<b>Objective</b>
1	10	Unlimited	Total time – Three minute time limit per flight. Ten second penalty per throw after the first four throws.
2	8	Unlimited	Four longest flights - two minute max time per flight
3	8	Unlimited	Total time - two minute max time per flight. Ten second penalty for each throw after four throws
4	10	Unlimited	Three longest flights - Three minute max time per flight. Ten second penalty for each throw after three throws
5	10	Unlimited	A two, three, and four minute flight (any order). Ten second penalty for each throw after three throws
6	10	Unlimited	Three longest flights - three minute max time per flight

### **Sunday**

<b>Round</b>	<b>Window</b>	<b>Throws</b>	<b>Objective</b>
7	10	Unlimited	The most number of flights in the following sequence: :15; :30; :45; 1:00, 1:15, 1:30, 1:45: 2:00
8	10	Unlimited	Five longest flights - two minute max time per flight. Ten second penalty for each throw after five throws.
9	10	Unlimited	Three longest flights - three minute max time per flight. Ten second penalty for each throw after three throws.
10	10	Unlimited	A one, two, three and four minute flight (any order).

### **Championship Fly-Off - Top Ten Competitors**

<b>Round</b>	<b>Window</b>	<b>Throws</b>	<b>Objective</b>
11	10	Unlimited	Five longest flights, two minute max time per flight. Twenty second penalty for each throw after five throws.
12	10	Unlimited	Three longest flights, three minute max time per flight. Thirty second penalty for each throw after three throws.
13	10	4	A one, two, three and four minute flight (any order).

# International Hand Launch Glider Festival 2004

## Rules

This is an AMA sanctioned event. AMA rules will apply. The exception is that time will be truncated. For example, a time of 27.99 seconds is scored as 27 seconds.

All heats will be flown man-on-man and scores will be normalized for each group.

Heats will be posted in advance and announced as a courtesy. Pilots are responsible for knowing which heats they are in, and for being ready on time. Any pilot who does not fly in his assigned heat, will receive a zero score for that round.

There is no restriction on the number of planes a pilot may fly during a round or the contest, **provided all planes are on the assigned frequency.**

Pilot may have only one plane on the field at any one time. Backup planes may be stored outside field boundaries. If a pilot decides to change planes during a heat, for any reason, the **pilot** must remove that plane from inside the field boundaries before retrieving new plane. Infractions of this rule will result in a penalty of 50% penalty for the round.

All pilots must launch their own plane with the following exception: Junior (15 years of age or younger) and "Disabled" pilots may have assistance in launching provided they register for and qualify for assistance. Assistance will be in the form of volunteers, provided by TPG, whose names will be randomly drawn and assigned to the qualifying pilot. In such case where an assistant launches the plane, the pilot and the assistant launcher must tag one another after the plane has been retrieved and prior to the ensuing launch.

Each pilot is limited to **one person** as a spotter/timer on the field at any time. Infraction of this rule will cost the pilot a 50% penalty for the round.

All launches and landings must be made within the field boundaries in order for flight time to count. The field boundaries will be clearly defined. A plane is inside if the nose of the plane is within the field boundaries. Field judges will be the final word.

Flight time commences when the model leaves the hand and ends when the model comes in contact with any land based object, including people. Time will be truncated. No rounding.

Any launch made before the official launch buzzer **starts** will not count. Any landing that occurs after the official landing buzzer **stops**, will receive a 50% penalty toward the flight points for that flight. Field judges will be the final word.

While flying, pilots must remain inside the field boundaries at all times during the heat.

Mid-air collisions will receive no re-flight consideration. Pilots should observe "Blue Sky" rules.

All transmitters must be returned to the Impound area immediately after the heat. If a transmitter is not returned within 3 minutes after the end of the heat, the pilot assigned to that transmitter will receive a 50% penalty for that round. You are advised to keep your transmitter within the field boundaries, either in your possession or that of your helper.

Each pilot is responsible for the accuracy of the content his own score card. The contents of the score card as handed in are final. "Over-perfect" scores will receive a zero.

"Sloping the Hill" is an illegal maneuver and is subject to a zero score for the round. A slope soaring maneuver, for purposes hereof is defined as a lateral pass in front of the hill followed by a turn and a second pass across the hill. **WARNING: Flying near the hill is risky.** If you go to the hill you had better be doing 360-degree turns and thermalling. Field judges will be the final word. There will be no appeal.

Warm up and test flights may only be taken during the three-minute ready time before the upcoming heat and only by the pilots assigned to that heat.

Pilot safety is of utmost concern. Any pilot whose plane comes in contact with another pilot or timer/helper during launch will receive a zero for the round.