

AAGMC Electric Competition 2004

There are rule changes for this year that include the new F5J event. Note that there are two Thursday evenings this year. Rain days will be scheduled on the day of cancellation by a consensus of the contestants.

2004 Competition Dates		
Day	Date	Start Time
Sunday	25 April	10:00 am
Saturday	8 May	10:00 am
Sunday	23 May	10:00 am
Sunday	6 June	10:00 am
Saturday	19 June	10:00 am
Thursday	1 July	6:30 pm
Sunday	18 July	10:00 am
Sunday	1 August	10:00 am
Thursday	12 August	6:30 pm
Sunday	29 August	10:00 am
Sunday	12 September	10:00 am
Sunday	26 September	10:00 am

Contest Rules

General

- All equipment i.e. radio, motor, prop, and battery must conform to AAGMC and AMA rules and regulations.

Aircraft

- Any fixed wing aircraft that has a wingspan of 2 meters (78 inch) or less may be used.

Motor/Prop

- Any direct drive electric motor/prop combination is acceptable. This explicitly excludes gearboxes or integral geared motors. The drive must be direct-coupled 1:1 ratio.

Power

- NiCad or NiMH rechargeable battery pack may be used. Capacity is now limited to 3300mAh Lithium or lead acid cells are explicitly excluded. Both of these have inherent safety problems.
- Motor control must be equipped with R/C on/off control. The motor armature circuit must have a failsafe switch or jumper that disconnects motor current when switched off.
- Speed controls of any type may be used with or without BEC, but a separate failsafe for the speed control does not eliminate the requirement above for a "hard switch".

Competition & Scoring

The contest consists of three timed flights. The first heat is timed flight with two minute run time. The second heat will follow modified F5J competition rules on the following page. The third heat is timed flight with unlimited motor run time.

All heats will have first, second and third places with points of three, two and one awarded respectively. All contestants that are present for the competition will receive at least one point for show.

Twelve competition days are scheduled, however only ten will be counted. This will allow contestants to miss three days or throw out their three lowest scores. No one will have to schedule their vacations, etc. around the competition.

Call Phil Hilbert at **(330) 273-3792** or e-mail at **igli@worldnet.att.net** if you have any questions.

F5J Competition Rules & Scoring

1. The battery is limited to 3300 mAh NiCad or NiMH.
2. There is no motor limitation.
3. The motor run time is limited to 120 seconds (two minutes).
4. The length of the flight task is 10 minutes, or is set at the CD's discretion, which includes the motor's run time.
5. The CD may change flight tasks based on conditions and a consensus of contestants.
6. There is a one-point penalty for each second of deviation from the task's time per round.
7. The propeller must run with direct drive.
8. The propeller must come to a full stop when no longer under power.
9. Landing area is on the runway and 30 ft. to the left and right of the contestants flying box.
10. Twenty bonus points are awarded for landing with any part of the model in the landing area.
11. The model must be in flyable condition after landing. The term "flyable condition" assumes that the model could resume safe flight with only a batter charge or a change of battery.
12. Motor restart is permitted to save the aircraft. A penalty will be assessed but it is TBD.

The scoring is based on a combination of the task time and bonus points for landing in the designated area. The task time is 600 seconds long. A perfect flight would place the model on the ground and inside the landing area at exactly 600 seconds. A total of 600 points plus 20 bonus points would give a score of 620. Examples:

- If one were to lose you're their thermal and had to come in for a landing in, lets say 8 minutes and 35 seconds, the flying time would be 515 seconds and the contestant would earn 515 points with bonus points added if landing in the area.
- If one misjudged their altitude on approach and had to go around again to bleed some altitude off, the time would be long. In that case the contestant may take an extra 50 seconds to go around again and touch down. The flying time would be ten minutes and 50 seconds or 650 seconds. The fifty seconds over is subtracted from 600 giving the contestant 550 points with bonus points added if landing in the area.

The top three scores for the day will place 1st, 2nd and 3rd and will receive 3, 2 or 1 point accordingly for the F5J event to be recorded as normally done.

For this first year, there will be a lot of latitude with the rules until we have them fine-tuned and everyone is satisfied.