# 2017 TALES RULES FORMULATED BY THE GREATER DETROIT SOARING AND HIKING SOCIETY

## 1. Objective:

***To fly an event that involves accomplishing a maximum combined score while flying multiple tasks in a single round using electric powered sailplanes limited to a set launch altitude.*** *(Think a mashup of DLG and ALES with 2 Meter electric powered sailplanes)*

## 2. Contest Format:

2.1. The contest will be run on a MOM (Man-on-Man) format where each competitor in a group will be scored against only the pilots within his group. The scores will be normalized to 1000 within each group and each round normalized score will be added to get the final score.

2.2. The launch altitude will be 100 M maximum for all rounds.

    2.2.1.   See section 6 for an option to the 100M launch height with bonus points.

2.3. Maximum motor run time will be 30 sec

2.4. Each round will be timed within a round window; the round window will be determined by the number of tasks for that round and calculated thusly:

    2.4.1.   The base or initial time for the window will be the addition of required times for each task for that round (Ex. A round with 6, 4, and 2 minutes tasks will have a base time of 12 minutes)

    2.4.2.   Added to that will be one (1) minute for each task over the first task as in the case above two (2) minutes will be added for a total round window of fourteen (14) minutes.

        2.4.2.1.    Exception to 2.4.2: In rounds where multiple launches are permitted within a timed task to achieve a goal, only the task will account for the added minute, not each launch. (Multiple or unlimited launches to achieve a 10 minute goal within a <u>fixed</u> window of say 12 min)

2.5. All pilots will launch at their own discretion based upon their assessment of round strategy and time remaining within a round.

2.6. Recording the timing of tasks will have a maximum time defined by the task and the timer will record only the minutes if the task time has been met, or minutes and seconds up to the designated time. For example if the task time is two (2) minutes and a pilot flies two minutes and twelve seconds, only the two minute time is recorded and the seconds are truncated. Conversely if the pilot flies 1 minute and 15 seconds in that two minute round, both the minutes

and seconds are recorded. There is no penalty for exceeding the task time other than the end of a round and the 30 second maximum landing time requirement comes into play (see section 2.12)

2.7. Landings will not be judged or awarded points other than the penalties described below in Section 3.

2.8. The AMA shed parts rule applies to in flight only as there can be no penalty on landings due to landings having no positive value. The in-flight shed part rule for TALES will mean a zero for the particular task within the round.

2.9. It is not permitted to catch a plane for a landing, all flights must conclude with a ground landing. This includes the landings between tasks as well as the final round landing.

2.10.        Motor restarts within a flight after the initial climb are prohibited, a restart will result in a zero for the task within a given round.

2.11.        A ready time of 5 minutes will be used between each group of flyers as well as between rounds.

2.12.        There will be a 30 second count down window after the completion of the final task of a round and if a contestant has not landed within the 30 second window, he will receive a zero for the round.

2.13.        Three completed rounds are the minimum required to make a contest. Tasks may be selected from those in Section 5 of this rules set.

## 3. Field Layout and Safety Measures:

3.1. All AMA safety rules are in effect for this contest. It is the pilot's responsibility to know and follow these rules and guidelines.

3.2. Each pilot-timer team will have an area that he or she can move around in but not go out of while the plane is airborne. This area is defined by a 5M tape (An ALES Landing Tape is a handy medium) pinned at the center making a 10M diameter circle that is the individual "Pilot's Area".

3.3. At the end of each task the plane must land either inside the pilots own "Pilot's Area" or outside all of the occupied "Pilot's Areas", a 100 point penalty will be awarded for landing within another "Pilot's Area". If another "Pilot's Area" is vacant due to scheduling and a plane lands within that vacant "Pilot's Area", no penalty will be given.

3.4. The CD will announce the direction of launch for each round and all pilots must launch in that direction until the plane is clear of all other launching planes. At that time the pilot may deviate from the launch direction with the stipulations explained in 3.4.1.

3.4.1.  A collision or other significant disturbance to another launching plane due to a pilot re-directing his flight path will result in 0 points for the offending pilot for that round.

3.5. Landings must be in the direction of the launch direction on the downwind side of the "Pilot's Area". Landings interfering with a launching pilot will encounter a 100 point penalty. If a pilot overflies his "Pilot's Area" on landing and lands on the upwind side of the circle, no penalty will be given as long as it did not interfere with a launching pilots attempt to launch.

3.6. Plane retrieval out of the "Pilot's Area" is permitted but if adjacent pilots are on landing approach, the downed plane's retriever must wait until the retrieval lane is clear of incoming aircraft. It is the pilot's timer's responsibility to warn any retrieving person of a plane on landing approach.

# 4. Aircraft Specifications:

4.1. Sailplanes with a maximum wingspan of 80 inches are permitted.

4.2. Any number of control functions is permitted.

4.3. If available, on board stabilization systems must be set to zero gain.

4.4. Vario's are permitted (same as in all TD events in AMA)

4.5. Aircraft "Vital Safety" data may be downloaded to the transmitter or other devise for a pilots warning if a system failure is eminent. (Battery Voltage, Motor current, ESC temp etc.)

# 5. Tasks Selection:

5.1. 2, 4 and 6 minutes maximum flights in any order with three launches within a14 minute window. Partial times count for scoring.

5.2. Two 6 minute maximum flights with two launches within a 13 minute window. Partial times count for scoring.

5.3. 2, 4 and 6 minutes maximum flights **in order** with three launches within a 14 minute window. Partial times count for scoring.

5.4. Last Flight Round

5.4.1.  Three Launches maximum within a 12 minute window

5.4.2.  Last flight counts

5.4.3.  Max flight is limited to 10 minutes.

5.4.4.  It is not necessary for the pilot to announce the target time prior to launch.

5.5. Three four (4) minute flights in a 14 minute window with a maximum of four launches. Partial times count for scoring and the three highest scores will be recorded.

5.6. Poker

    5.6.1.   Four (4) flights in a 10 minute window

    5.6.2.   Each competitor has four flights to achieve or exceed up to three target times. Before the first launch of a new target, each competitor announces a target time to the official timekeeper.

    5.6.3.   He can then perform only one launch to reach or exceed, this time. If the target is reached or exceeded, then the target time is credited and the competitor can announce the next target time, which may be lower, equal to or higher, before he launches the model sailplane for the next flight.

    5.6.4.   If the target time is not reached, the announced target flight time cannot be changed or scored. The competitor may try to reach the announced target flight time until the end of the working time with the remaining of his four launches, if any are available. Towards the end of the working time, and if the previous time has been accomplished, the competitor must still announce a real time specified in minutes and/or seconds. Calling only "until the end of the working time" is not permitted.

    5.6.5.   The achieved target times are added together to make the round score.

5.7. All up Last Down with no Round Window

    5.7.1.   There will be three separate tasks that must be flow in unison with all competitors meaning all competitors must launch within a 3 second window of the organizer's acoustic signal. After each task is complete the pilot will have 30 seconds to land or receive a zero for that task. Launching after the 3 second window will also zero that task.

    5.7.2.   The time for each task will be four (4) minutes.

    5.7.3.   The timer starts the watch at launch not the acoustic signal.

    5.7.4.   The prep time for the next task after the 30 second landing window is 60 seconds.

    5.7.5.   The score is the accumulation of the score for each of the three tasks minus penalties plus bonus points.

# 6. Optional Scoring Option:

## 6.1.     Low Altitude Shut-off Bonus

6.1.1.   There are two different launch altitudes *available* for each round, one being 100 M and the other being 60M.

6.1.2.   The pilot selects one of the two shut-off altitudes prior to the round start and tells his timer to record the BONUS if he chooses the 60M height. The pilot cannot change the launch selection during the round. It will be assumed the launch height will be 100M unless the pilot declares the BONUS round prior to the first launch of the round.

6.1.3.   The assigned tasks are then flown using the lower or higher launch height.

6.1.4.   The high altitude shut-off score will be scored as normal without additions.

6.1.5.   The low altitude shut-off selection will award 20 additional points per task to the round score. For example if there are three tasks for the round the additional bonus will be 60 points, if there are two tasks the bonus will be 40 points. (This function will add strategic value and excitement to the contest and replace the ability to have bonus points for landings like an AMA TD contest.)

## 7. Optional Group Selection: Seeded MOM

7.1. The initial round will have the groups selected using normal distribution methods and scored as detailed in 2.1 or 6.1.

7.2. The group assignments after the first round will be done based on the accumulated score of the previous round(s) and not by random distribution. The highest scoring groups will be flown last and the lowest scoring groups will be flown first.

## 8. Bonus and Penalty Assessments Example:

8.1. Any penalty points incurred will be subtracted from the pilot's round score

8.2. Example:

8.2.1.   Piot's flight Score          =530

8.2.2.   Pilots Bonus Points        =040

8.2.3.   Pilots Adjusted Score      =570

8.2.4.   Pilot's Penalties            =100

8.2.5.   Pilot's Final Round Score = 470

## 9. Appendix: Scoring Program and Rules:

*9.1. Note: A scoring program for this event is available on www.tailwindgliders.com by Curtis Suter and it has been tested in several contests and performs very well. The program does not support Seeded MOM so you will have to roll your own if you choose to score this way.*

*9.2. The rules for this event will be housed on www.gdshs.org under the "Contest Information" section in the navigation bar.*

*9.3. It is my plan to be the "Keeper of the TALES Rules" and as I did when I authored the Nostalgia rules will, after a time of trial in the field by as many clubs as possible, initiate a voting process that will take place to either accept the rules as is or modify them to satisfy the competitors. The initial trial should last at least a year so clubs can schedule events, competitors can build or buy planes to compete in several of these club contests so legitimate contest information can be formulated and tested. As soon as possible after the trial period an AMA Rules Change Proposal will be made to include this event into the AMA Rule Book.*

*9.4. It is not the intent to limit the tasks shown above in Section 5 for the contest so the Contest Director can invent other tasks if so desired. It is possible to enter new tasks into the scoring program in the Tasks sheet but it is advised to keep the number of launches to four or less. This is done so that motor batteries do not have to be swapped during a round.*

Jack Iafret

Chairman of the AMA Soaring Contest Board

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