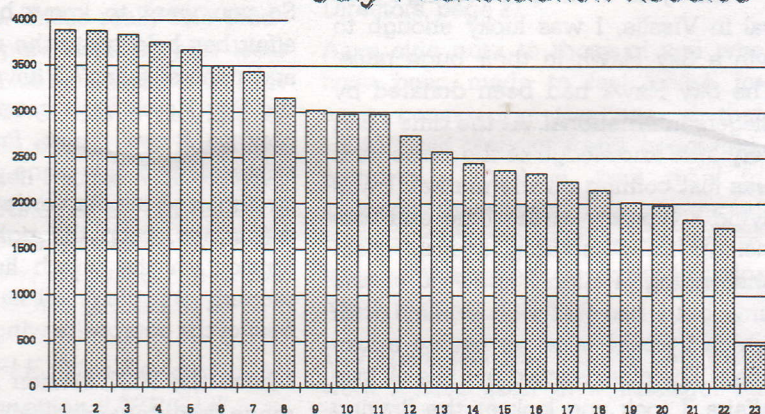## July Handlaunch Report
Mark Gumprecht

The July 1st contest was my first experience being a contest director and was a definite learning experience for me. We were using the new computer scoring system, with the help of Don Richmond and Steve Stricklett. While Jo Joy and my wife, Chris, were entering the contestants' names into the computer. I was trying to assign pilots to their heats. It's not that easy to scramble 22 names randomly for four rounds of flying, each with three heats. Well, as soon as I got the first round set up, I called for a pilot's meeting. There were two new tasks I wanted to try, both of which turned out to be interesting. The first two rounds were the sum of increasing flights, and increasing flights of 10, 20, 30 seconds, etc. The third round was new, the sum of all flights, with a 10 second penalty per flight after the first flight. This turned out to be a fun round, with the emphasis on flying and finding lift, not on watching the clock. The fourth round was one 5 and two 2 minute flights. I though this would be more fun than five 2 minute flights; I always hate dumping a perfectly good thermal after two minutes to come back and launch into some nice sink!

It turned out to be a beautiful day for a hand launch contest, with some great air mixed in with some very challenging air. There were a few crashes, though not as a result of mid-airs, as is usually the case at this type of contest. In the end, Paul Naton won, even after crashing his primary plane. He was followed closely (by six points) by Arthur Markiewicz, with George Joy in third place.

I would like to thank Jo Joy and Chris for their help with the scoring and for dealing with the computer, which worked great but was a little hard to figure out at times. And of course, thanks to Don Richmond and Steve Stricklett, who are such tremendous assets to our club and were a great help to me. I think that the hand launch contest is definitely the most interesting and challenging event to come along in many years. ✛

Pilot	Round1	Round2	Round3	Round4	Total
Paul Naton	1000	889	1000	1000	3889
Arthur Markiewicz	978	1000	1000	905	3883
George Joy	983	1000	904	957	3844
Bill West	990	1000	769	1000	3759
Mark Gumprecht	672	1000	1000	1000	3672
Mike Ziaskas	885	1000	708	907	3500
Mark Navarre	1000	889	607	945	3441
Rick West	868	875	790	626	3159
Bren Lugo	1000	889	679	459	3027
Ron Scharck	444	1000	731	808	2983
Kingsbury	947	778	813	442	2980
Tim Elliott	918	875	614	341	2748
Steve Stricklett	763	875	400	536	2574
Don Richmond	786	667	445	550	2448
Jerry Fry	445	1000	433	496	2374
Don Rice	354	1000	621	364	2339
B Matheson	540	875	710	118	2243
Ryan Fry	372	625	588	572	2157
Scott Smith	881	1000	135	0	2016
Mark Forquer	146	833	506	499	1984
B Matheson	343	778	233	478	1832
Kevin Elliott	184	556	442	558	1740
Marshall Geller	29	444	0	0	473

July 1 Handlaunch Results

TPG HLG CONTEST - SEPTEMBER 9
Ron Scharck

If you have a hand launch glider (r/c version) mark your calendar as follows:
Sept 9 (Saturday) — TPG HLG Contest — Poway (Garden Road) Field — Pilots Meeting - 8:45 a.m — BE THERE!!!

The HLG Committee, chaired by Arthur Markiewicz, has decided to make our regularly scheduled September HLG contest something special. As such, we are going to expand our normal number of tasks from four to six with the sixth round being a fly-off between the top 8 pilots after the fifth round. More flying = More fun! Plaques will be awarded through fifth place. A special plaque will be awarded the top Junior/Senior pilot. Each round will have a ten minute window and you will be allowed unlimited throws except for rounds 5 and 6 which limit the throws to six. The tasks for the contest are as follows

1 – Most number of flights. Flights must be in the following order – :10, :20, :30, :40, :50, 1:00, 1:10, 1:20, 1:30, 1:40
2 – Most flight time from increasing flights. Must have at least three flights. First flight must be at least 15 seconds. To receive credit for a flight it must be longer than the previously credited flight.
3 – One of each. 4 min.; 3 min.; 2 min. in any order. Closest three flight times count.
4 – Four longest flights. None over three minutes. 10 point penalty for each second over max flight time.
5 – Precision 9 minute add-em-up. Must have six throws. Goal is to get 9 minutes of total flight time. Last launch must result in a scored flight. Every second over 9 minutes costs you 20 points. The closest total time to 9 minutes wins.
Fly-Off — Longest Five Flights. None over two minutes

The tasks were chosen for fun and at the same time to challenge your HLG piloting skills. In order to make the contest as efficient as possible, we will have field judges, computerized scoring and the announced timing (voice countdowns for start of heats and during heats) is computer generated and delivered via PA system The entry fee will be $7 for open class pilots and $4 for junior/senior pilots. Registration will begin at 8:00 a.m. Pilots meeting will be at 8:45 and the first round will begin at 9:00. If you need any additional information, call Ron Scharck at 619-454-4900.