

## INTERNATIONAL HAND LAUNCH GLIDER FESTIVAL 2001

The Torrey Pines Gulls and **MULTIPLEX USA**, the host sponsor, invite you to participate in the 8<sup>th</sup> annual International Hand Launch Glider Festival (IHLGF) on June 2 - 3, at the TPG Poway Flight Center, located in Poway (San Diego), California. With a majority of the outstanding field of 85 pilots from last year returning, the 2001 version of the IHLGF should enhance it's reputation as a world class event and one of the premier HLG events in the world. We invite you to join in the fun of this history-making event

With all the hoopla over the F3F (FAI HLG) Class all but gone, the IHLGF will go on doing what it does best...flying tasks and rules that make sense while challenging the pilot and his plane. Speaking of planes, it appears that those visionaries like Dick Barker and Jim Pearson who entertained us in the past with their small HLGs that are grabbed by a wing-tip and launched with a spinning, discuss style launch (DSL) may just have the last laugh. Recognizing the apparent advantages of this style of launching, such HLG icons as Joe Wurts have been busy trying to incorporate this throwing style with a plane that would be highly competitive. It appears he, and others, have been successful in their attempts. We fully anticipate half of the entries to be using a DSL-type plane.

The IHLGF will be the first major contest to witness the effectiveness of this "new" style of launching. The only new rule that will be unveiled at the IHLGF 2001, is what we call the "Zero Tolerance Rule." For the sake of safety, any pilot who hits another pilot with his plane while launching will receive a "0" for the round. We firmly believe that, in any case, it is in the pilot's best interest to make sure that he will have a sufficiently clear space to launch his plane without causing damage to his plane or anything/anybody else.

There will be four classes of pilots again this year: Open; Senior (16-19); Junior (15 and under); and Eagle (50 and better). Each class will have their own set of awards. Open class will have awards through 10th place and the Junior; Senior and Eagle classes will have plaques through 3rd place. By popular demand, there will be no separation of the Junior and Eagle classes from the Senior and 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" at the local Mexican restaurant. 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, May 31, for practice. Toilet facilities will be available beginning Friday. 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 (619) 725-5434 or e-mail me at [Scharck@kw.com](mailto:Scharck@kw.com)

Ron Scharck

IHLGF Registrar

**PLEASE DO NOT MAIL YOUR**

**COMPLETED ENTRY FORM AND CHECK BEFORE APRIL 1**

## *International Hand Launch Glider Festival 2001*

### *Schedule of Tasks*

#### *Saturday*

<i>Round</i>	<i>Window</i>	<i>Throws</i>	<i>Objective</i>
1	10	Unlimited	The most number of flights in the following sequence: :10, :15, :20, :25, :30, :35, :40, :45, :50, :55, 1:00, 1:05, 1:10
2	8	Unlimited	Eight longest flights - one minute max time per flight
3	8	8	Total time - two minute max time per flight
4	10	Unlimited	A one, two, three, and four minute flight (any order)
5	10	8	Total time - three minute max time per flight.
6	8	Unlimited	Four longest flights - two minute max time per flight

#### *Sunday*

<i>Round</i>	<i>Window</i>	<i>Throws</i>	<i>Objective</i>
7	8	Unlimited	Most flight time from increasing flights. Must have at least 3 flights. First flight must be at least 15 sec. To receive credit for a flight it must be longer than previously credited flight.
8	8	Unlimited	Three longest flights - three minute max time per flight
9	10	Unlimited	A one, two, three and four minute flight (any order)
10	10	6	Five longest flights - two minute max time per flight

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

<i>Round</i>	<i>Window</i>	<i>Throws</i>	<i>Objective</i>
11	5	6	Five longest flights, one minute max time per flight
12	10	8	A one, two, three and four minute flight (any order)
13	10	6	Five longest flights, two minute max time per flight

### *Rules*

1. This is an AMA sanctioned event. AMA rules will apply except time will be truncated.
2. 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.
3. All heats will be flown man-on-man and scores will be normalized for each group.
4. 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.
5. 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.
6. 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.
7. 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 on launches, landings and field boundaries.
8. Mid-air collisions will receive no reflight consideration. Pilots should observe "Blue Sky" rules.
9. All pilots must launch their own plane.
10. Warm-up and test flights will only be allowed between heats.