

Bartletts League

We now have the benefit of seven years' experience of Bartletts Farm model glider flying competitions. Bartletts has become known as an attractive formula, and has gained the interest and participation of many modellers. A major part of this success is due to the relaxed way events are run and the fun every one competing has. The format has remained unchanged over time, but some rules have been amended to accommodate new technology or safety issues.

There are three classes: Open, 2m and 2.6m models, with a League for each class.

A competitor may enter a maximum of two classes. Where 2 classes are entered, then both models must conform in all respects to the class they are entered for.

An Open model is usually recorded as the entry to count for the Overall Result of the competition on the day. But to avoid confusion, a flyer entering two classes must nominate which class model entered shall count for the Overall Result of the competition on the day. This nomination must be made no later than the end of the first round. If no nomination is made, then the first model flown by that competitor in the first round of the competition will be taken as their nominated model. For any class in which there are 2 or more individual entries, the highest placed model will be awarded 100 league points, those with a lower score recorded as a percentage of the highest score for that class. There must be a minimum of 2 models in a class to qualify for class league points. If only one model is entered in a class then points will be scored in the Open league only.

An entry fee is payable for each class entered.

The standard rules are relaxed for novice competitors. A novice is any competitor who is entering Bartletts for the first time and who has no previous experience of any thermal soaring or multi-task competition. Novice competitors will be required to have a height limiter set to no more than 200 metre but will not be required to read or record their launch height and so will not have points deducted for exceeding the 200 metre limit. This will normally apply to the novice competitor's first, and following 3 events entered but the CD has a discretion to end novice competitor status earlier than this. (This discretion is likely to be exercised, for example, if a novice competitor places 12th or higher in a competition with 20 entrants)

Competitors should hold a minimum of an A Certificate & have BMFA Insurance.

Rules for Bartletts E Soaring Competition

Model Characteristics

- (a) Maximum surface area 150dm²(2325in²)
- (b) Maximum flying weight including any ballast 3Kg (6.614lbs)
- (c) Maximum surface loading 75g/dm² (24.51oz/sq ft)
- (d) Minimum surface loading 12g/dm² (3.95oz/sq ft)

Power source – rechargeable battery, any type.
Any commercially-available type of electric motor may be used.

Models used in the 2m class must conform to the general characteristics above but as those related to a projected wing span not exceeding 2m.

Models used in the 2.6m class must conform to the general characteristics above but as those related to a projected wing span not exceeding 2.6m.

(e) Model must be equipped with a height recording device set to record and display the maximum height achieved during the motor run time plus 10seconds. This device must also be set to cut the motor at any chosen height up to maximum limit 200mtrs, and 30 seconds maximum motor run time. The height limiter can be any unit recognized as being commercially manufactured for the purpose, and must record and display launch height after each flight. The display to be visible either on the units own screen or via a separate reader at the completion of each flight.

CAM switches or similar commercially manufactured non recording motor cut devices can be used set to 200mtrs, but will be scored (other than for novice competitors) as launching to 220mtrs. Once the competition has started, a user of this type of height limiter may be required to reset their motor cut off height to a lower limit if their model is considered to be launching higher than the permitted 200mtrs.

At the completion of a round the CD has discretion to require any pilot to confirm the launch height recorded in that round. This discretion is likely to be exercised to check the top three pilots after three rounds. If the last recorded launch height on any model's limiter device screen or card reader cannot be verified, the pilots last recorded score for that round will be adjusted to a zero score.

1. **Organisation of competition**

- (a) Any number of rounds may be scheduled. Each to contain multiple flying slots.
- (b) The flying order will be organised by matrix to ensure that as far as possible each competitor will fly against as many other competitors as possible.
- (c) Each flying slot will be of 600seconds (10 minutes) duration timed and started by the CD or a nominated helper.

Motor must not be started until the signal starting the slot is heard. Flight time will include motor runtime, and will start at model launch. A flight time ends when the model first touches the ground or a ground based object. A 60 second overfly period after the end of the slot is sounded to allow for the safe landing of a late landing over time model. Any model judged to still be in the air after the 60sec overfly period will receive a zero score for that flight; CD's decision will be final.

(d) 2 attempts at a scoring flight may be made during the 10 minute slot time. Each Attempt must commence with one motor run of 30 seconds max. Flight time after last launch will count.

(e) Motor restart after the launch phase will result in a zero score for that flight.

(f) Claims for a reflight, will be considered on an individual basis and are at the discretion of the CD. These examples are only indicative and do not bind the CD's discretion:

- A midair collision would not normally be accepted unless caused deliberately or recklessly by another competitor.
- A frequency clash, not caused by a claimant would normally be accepted.
- An organiser matrix mistake would be accepted.

- A pilot in the wrong slot due to their own negligence would not normally be accepted.
- A failure of time keeper's stopwatches would not normally be accepted.

Reflights will be added to the next convenient slot in the same round. Where this is not possible, or the reflight claim is made in the last slot of any round, volunteers will be requested to make up a new extra slot. The claimants score in the slot will be taken for the competition. Volunteer fliers will have the choice to use either their existing slot score or their re flight score.

(g) The competitor will normally have 5 minutes preparation time after the end of the previous slot. This will be adjusted if necessary. For safety reasons and to ensure correct setting of the height recording, the models battery must only be connected once at the launch point and preferably with the model placed flat on the ground.

(h) The CD must clearly indicate the start and end of the working time audibly and, if possible, visually. The beginning of both the start and the finish sound is when the slot time actually starts or stops. If a model is launched before, or lands after the sounds are heard, it will be outside the slot time.

(i) It is the competitor's responsibility to provide a timekeeper and to ensure that person is fully conversant with the rules.

(j) Each timekeeper should be equipped with a timer for slot time and a separate timer(s) for flight time and the pilots score sheet.

(k) At the start of the slot, the timekeeper will start his own slot timer. At the launch of the competitor's model, the timekeeper will start his flight timer. The timekeeper can then, if asked, assist the pilot by advising elapsed motor run time and announcing the approaching end of the slot time.

(l) The timekeeper must stop the flight time watch when the model first touches the ground or an object in contact with the ground. If the model overflies the slot time, then the flight time watch must be stopped when the end of slot is sounded.

(m) It is the timekeeper's responsibility to ensure the competitors flight time, landing bonus, launch height and any over-flight penalty is recorded on the pilots score sheet and delivered to the CD.

2. **Landing**

(a) The landing target centre should be marked. A tape leading from the centre indicates the landing bonus.

(b) The targets should be laid out with reference to the wind and site topography.

(c) Competitors & timekeepers should remain upwind of the landing target centre.

(d) After landing, competitors may only retrieve their models if this does not impede other competitors.

(e) Each competitor will have his own landing target.

3. **Scoring**

(a) One point per full second of flight time.

(b) A deduction of 3 points per metre for launch height exceeding 200metres

(c) A 30 point penalty for landing after slot time ends.

(d) Zero landing bonus for landing after slot time ends.

(e) A zero if both slot time and safety landing period exceeded.

(f) A zero score will be recorded for a flight where motor run is in excess of 30 seconds.

(g) A zero score will be recorded if the motor is restarted at any time after the launch phase of a scoring flight.

(h) Landing bonus will be awarded, provided the model comes to rest within the arc of the landing tape. The measurement shall be taken from the nose of the model. No landing bonus is awarded if the model touches the competitor, the timekeeper, any other person or any other ground based obstruction during landing.

(i) A landing within 1metre of the target scores 50pts - within 2metres of the target scores 45pts.

A landing within 3metres of the target scores 40pts - within 4metres of the target scores 35pts.

A landing within 5metres of the target scores 30pts - within 6metres of the target scores 25pts.

A landing within 7metres of the target scores 20pts - within 8metres of the target scores 15pts.

A landing within 9metres of the target scores 10pts - within 10metres scores 5pts.

A landing beyond 10meters receives no bonus points.

(j) A landing more than 75metres from the center of the target receives zero flight score.

(k) For each slot, the competitor with the highest score (flight + landing bonus minus any height penalty and other penalties if they apply) will receive 1000points.

Competitors with lower scores will be awarded a proportion of the winner's score i.e. score x 1000/winner's score.

Final Classification

(a) Where more than 3 rounds are flown, each pilots' lowest score will be discarded.

(b) In the event of a tie the discarded score will decide places on the day, but both competitors will receive equal League scores.

(c) In the event that (b) does not produce a winner, then a one round fly-off will be held.

League Scoring

Each model class will score in its own class league for the best 4 event scores of the year.

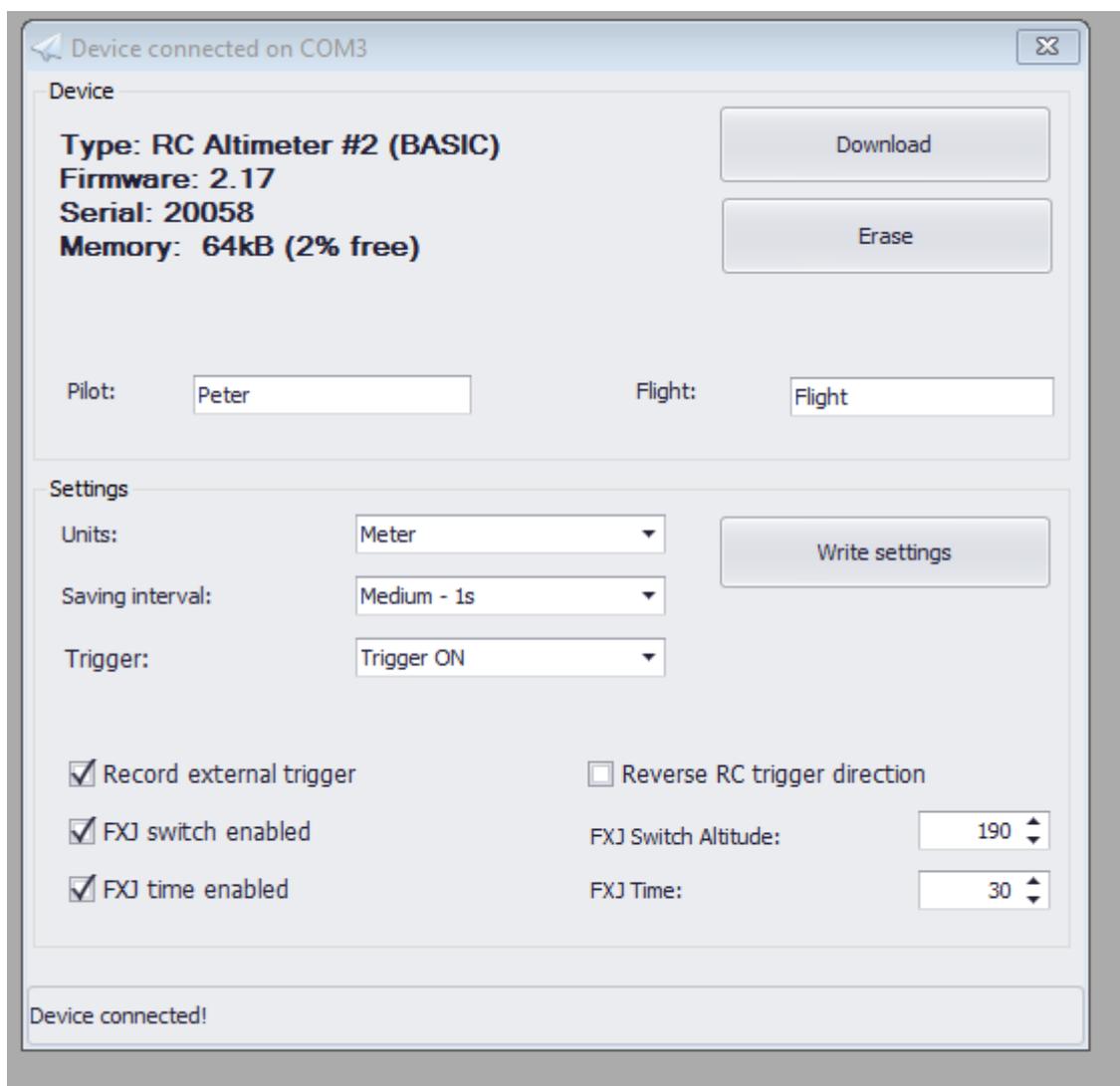
Open class models score only in the Open League. 2m & 2.6m score in their own class and open class league (if they are a pilot's single entry on the day) for the best 4 event scores in the current year. If both 2m and 2.6m classes are a dual entry, then only one nominated model will score in both its own league and the open league.

NOTES ON SETTING UP YOUR DEVICE.

The most used AMRT's (Height Limiter switches) at the time of writing seem to be the Altis and RCElectronics Basic unit.

To comply with our rules, they both must be set correctly to enable the launch height function to work and display correctly. This requires adjustments made to your device prior to any competition, usually easy to do with a suitable USB cable link to a pc. This procedure is also needed on other types now available and I hope the following screen shots will show the boxes that must be ticked and settings changed to enable the functions required.

This device requires firmware Version 2.17 or later



This device requires Firmware Version 2.0 or later

