

NYAA GLIDER CUP COMPETITION RULES

TIMING OF FLIGHTS

Time starts the instant a model is released for flight, or released from the towline in the case of such gliders. Time ends when the model touches the ground or water, meets an obstruction which prevents further flight, passes from the sight of the timer, or when the flight exceeds the maximum duration time of the event.

Use of binoculars or other timing aids by the timekeeper(s) for an official flight is permissible but not required.

Official Flights must be announced before each flight. Catapult and Hand Launch Glider Flights must be launched by

All official flights must be recorded between the hours of 8am to 12pm.

CATAPULT LAUNCH GLIDER EVENT

1. Applicability.

All pertinent AMA regulations (see sections titled Sanctioned Competition, Records, Selection of Champions, and General) and the General Free Flight rules shall be applicable, except as specified below. "Builder of the model rule shall not apply to event 142"

2. General.

An Outdoor Catapult Glider is powered by the energy of stretched elastic bands as further defined below. Academy of Model Aeronautics Competition Regulations | Outdoor Free Flight 26

3. Characteristics.

3.1. The glider shall have a rigid wing. Auto surfaces, folders, sliders, Rogallo wings and the like are prohibited.

4. Launching.

Launching shall be by means of a hand-held catapult, as described below. During launching, the contestant must hold the catapult in one hand and release the model from the other hand.

4.1. A hand-held catapult is composed of a solid handle not exceeding six (6) inches in length and a two-strand loop of ¼ inch (or equivalent, i.e. four strands of 1/8") rubber (FAI, Pirelli, etc.) that has a finished length up to but not exceeding nine (9) inches. One end of the rubber loop(s) shall be attached to one end of the handle. Loop(s) may be pulled in a single straight line only. Hollow tubular handles or other turnaround setups allowing multiple line(s) of stretch between the top and bottom of the handle shall not be permitted.

4.2. The hand-held catapult is to be provided by the contestant but is subject to approval by the Contest Director. More than one (1) hand-held catapult may be used in any given contest.

5. Number of Models.

Each contestant shall be allowed a maximum of three (3) models in this event. He may use any or all to complete his flights. The three models may be of different design.

6. Official Flight.

All flights are official flights, regardless of duration. Unofficial flights are not recognized. Flights during which any part is dropped shall be declared an official flight with zero (0) time.

7. Flight Maximum.

Ninety (90) seconds. Academy of Model Aeronautics Competition Regulations | Outdoor Free Flight 27

8. Number of Flights.

Each contestant shall be allowed a total of five (5) official flights

9. Scoring of Flights.

Scoring time shall be the total elapsed time of the best three (3) official flights. Flight duration shall be scored in seconds with all fractions of a second to be dropped.

HAND LAUNCHED GLIDER EVENT

1. Applicability.

All pertinent AMA regulations (see sections titled Sanctioned Competition, Records, Selection of Champions, and General) and the General Free Flight rules shall apply, except as specified below.

2. General.

An Outdoor Hand Launched Glider is a non-powered model aircraft designed to fly outdoors with a projected wingspan less than or equal to one (1) meter (39.37 inches).

3. Launching

Launching shall be as specified for hand launch of land plane models, FF General. Academy of Model Aeronautics Competition Regulations | Outdoor Free Flight 25

4. Number of Models.

Each contestant shall be allowed a maximum of three (3) models in this event. He may use any or all to complete his flights. The three (3) models used may be of different design.

5. Official Flight. All flights are official flights, regardless of duration. Unofficial flights are not recognized. Flights during which any part is dropped shall be declared an official flight with zero (0) time.

6. Flight Maximum.

Two (2) minutes.

7. Number of Flights.

Each contestant shall be allowed a total of five (5) official flights

8. Scoring of Flights.

Scoring time shall be the total elapsed time of the best three (3) official flights. Flight duration shall be scored in seconds with all fractions of a second to be dropped. Individual flights of more than two (2) minutes shall be recorded as two (2) minutes.

AMA BETA

1. General.

The AMA Beta is a standardized model used for introductory competition and educational purposes. To ensure fairness and consistency across all participants, the following rules apply:

2. Aircraft Specifications

Only factory-issued AMA Beta models are permitted. No alterations to the structure or materials of the aircraft are allowed. The aircraft must retain its original wing, tail surfaces, propeller, and fuselage as supplied.

3. Permitted Modification

3.1. The only permitted modification is the positioning of the rubber band motor along the fuselage. This may include sliding the rubber band forward or backward to affect flight characteristics. No other modifications or replacing parts are allowed.

3.2. Changing the center of gravity by sliding the wing back and forth or adding weight to the aircraft is permitted.

4. Rubber Motor Regulations

Rubber band motors must not exceed 3/16 inch in width. There is no weight or length limit to the rubber motor. If multiple strands of rubber are used the combined width should not exceed 3/16 of an inch.

5. Winding of Motors

Flights must be powered solely by the rubber band motor. Each competitor must wind their own motor for each official flight. Winding must be by hand or using a standard mechanical winder—no electric or modified winders allowed.

6. Number of Models.

Each contestant shall be allowed a maximum of three (3) models in this event. They may use any or all to complete his flights.

7. Official Flight.

All flights are official flights, regardless of duration. Unofficial flights are not recognized. Flights during which any part is dropped shall be declared an official flight with zero (0) time.

8. Flight Maximum.

Ninety (90) seconds.

9. Number of Flights.

Each contestant shall be allowed a total of five (5) official flights

10. Scoring of Flights.

Scoring time shall be the total elapsed time of the best three (3) official flights. Flight duration shall be scored in seconds with all fractions of a second to be dropped.