

Fly-only skalatävling vid Östersundsträffen 2015

Fly-only är en tävlingsform utan all prestige och enbart avsedd för att öka nöjet inom RC-flyg. I klassen kan alla flygplan som har en verklig förebild delta. Det gäller inga andra begränsningar än att modellens förebild skall ha flugit.

Regler

Tävlingen består av två domarbedömda delar:

1/ Statiskt - modellen skall kunna identifieras som samma typ som sin förebild. Som dokumentation räcker det med en bild på flygplanstypen som är förebild. OBS enbart typen behöver dokumenteras - inte en specifik individ.

2/ Flygning - den bästa av två flygningar räknas. Flygningen består av totalt fem manövrar:

- 1/ Start mot vinden
- 2/ Låg rak förbiflygning under 6 meter
- 3/ Valfri manöver (från nedanstående lista)
- 4/ Valfri manöver (från nedanstående lista)
- 5/ Inflygning och landning mot vinden

Domare

Flera domare används (2-5 st beroende på tillgång). Medelvärdet av domarnas poäng blir resultatet på respektive manöver. Domarna bedömer om modellen kan klassificeras som sin förebild.

Flygning

Flygningen bedöms och poängsätts mellan 1-10 per manöver. Utgångspunkt är hur förebildslik manövern är och manövrarnas utförande finns utförligt beskrivet i Sporting Code för klassen F4C.

I detta dokument finns bilderna från Sporting Code F4C inlagda för att du bekvämt skall kunna designa din flygning.

Varje manöver har en K-faktor 16 som multipliceras med domarnas medelvärde på respektive manöver.

Nedanstående bilder och text är hämtade ur FAI Sporting Code och du kan ladda ner den fullständiga beskrivningen på länken:

<http://www.fai.org/fai-documents#>



*Fédération
Aéronautique
Internationale*

FAI Sporting Code

Section 4 – Aeromodelling

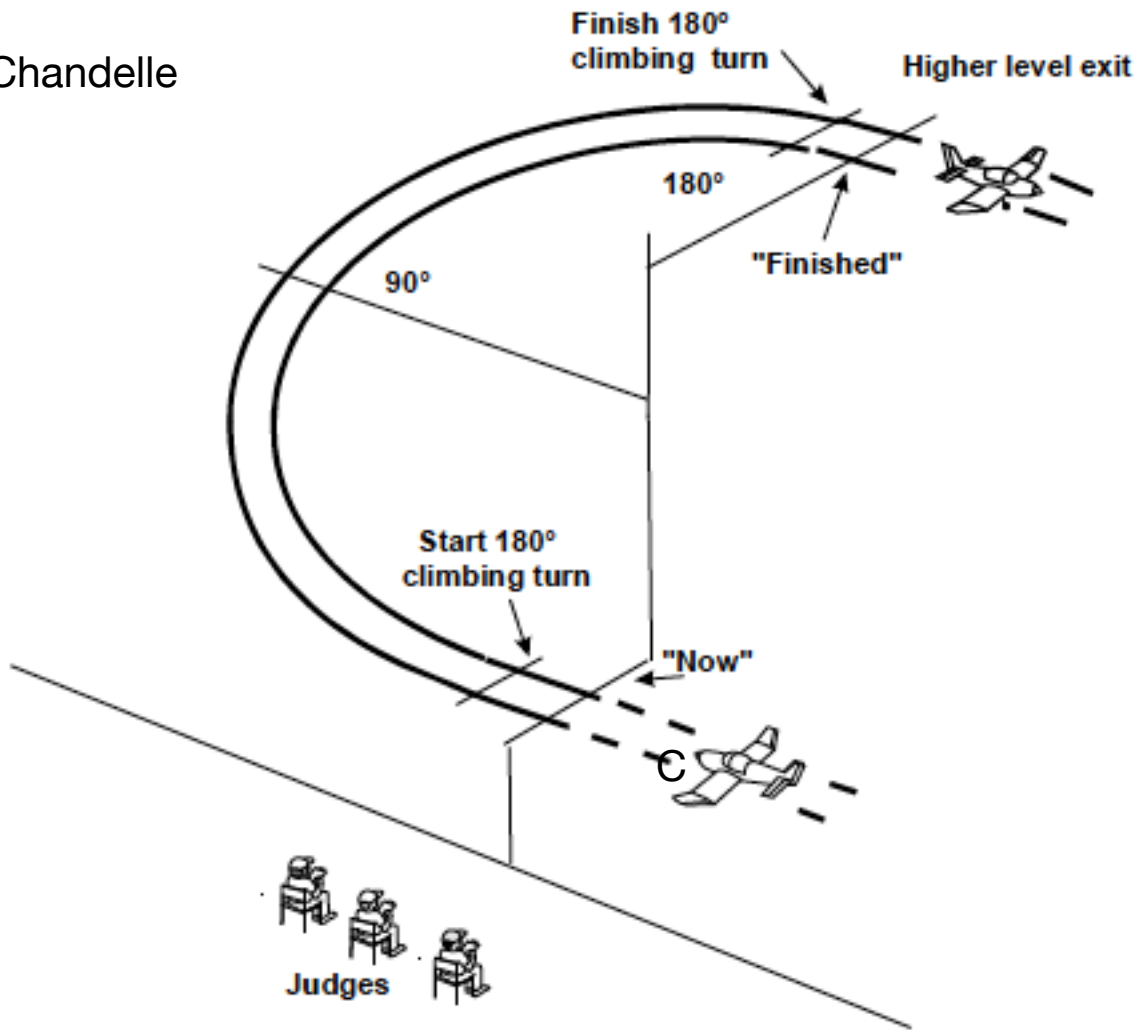
Volume F4 Flying Scale Model Aircraft

2014 Edition

Effective 1st January 2014

Revised 1st March 2014

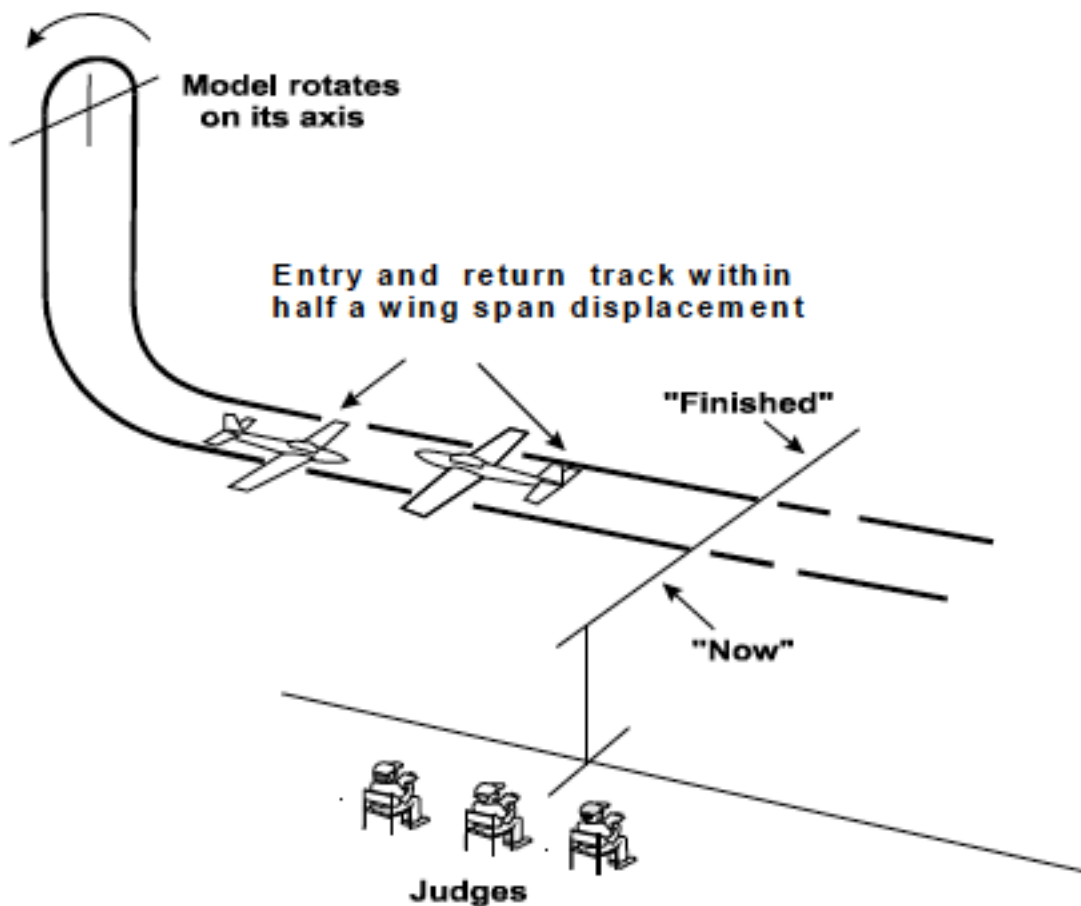
Chandelle



Errors:

1. Turn not smooth and continuous.
2. Climb not smooth and continuous.
3. Half height gain not at 90° position.
4. Excessive/unrealistic engine power used to achieve the climb.
5. Insignificant height gain.
6. Start and finish not centred on judges' position.
7. Entry and exit paths not parallel with the judges' line.
8. Final track not 180 degrees opposite to entry.
9. Entry and exit not in straight and level flight.
10. Too far away or too high.

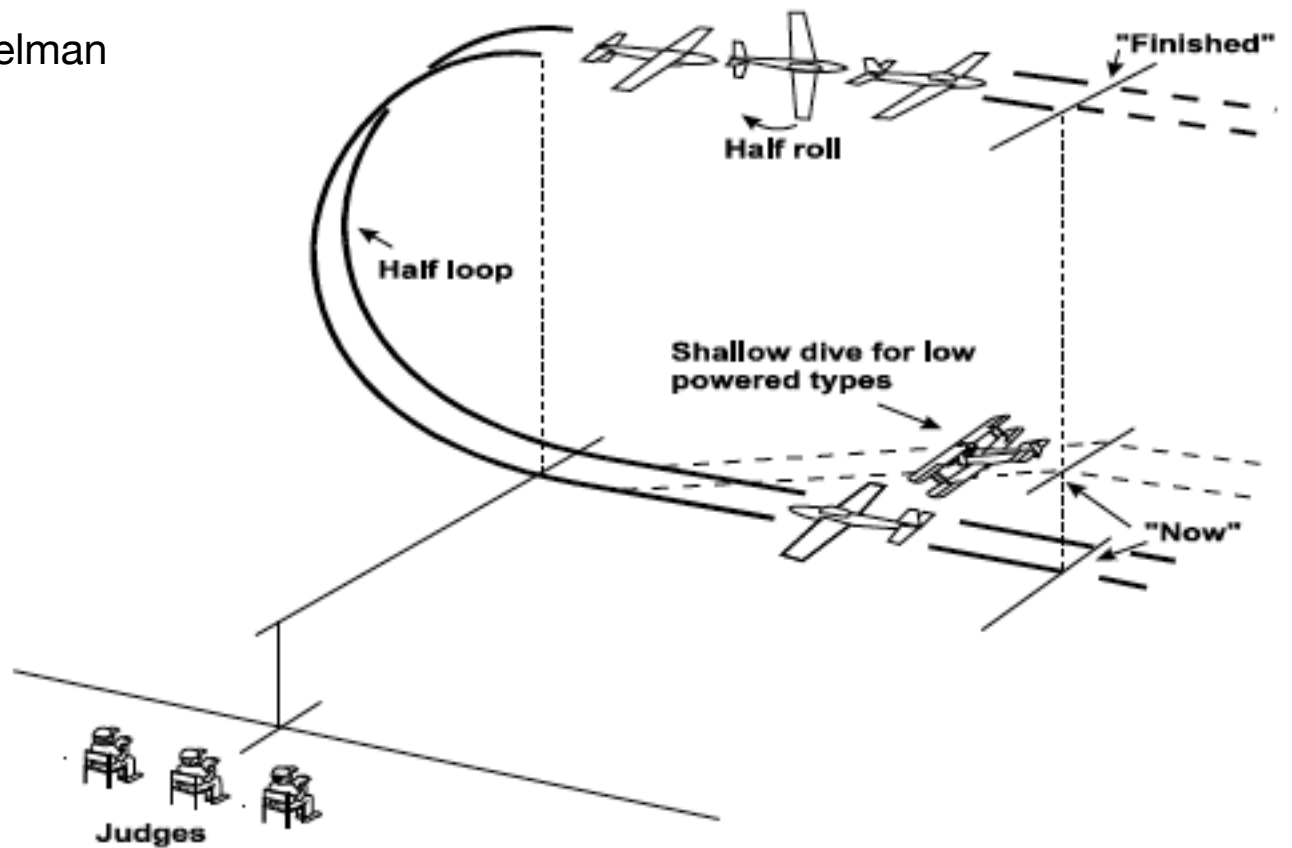
Stall turn



Errors:

1. Start and finish not parallel with judges' line.
2. Pull up not positioned to give best view to judges.
3. Climb and descent not near vertical.
4. Insufficient height gain.
5. Model aircraft does not stop.
6. Competitor does not specify or achieve nominated left/right turn.
7. Entry and exit paths are not at same height.
8. Model aircraft does not exit within half span displacement of entry track.
9. Entry and exit paths not parallel with the judges' line.
10. Too far away/too close/too high/too low.

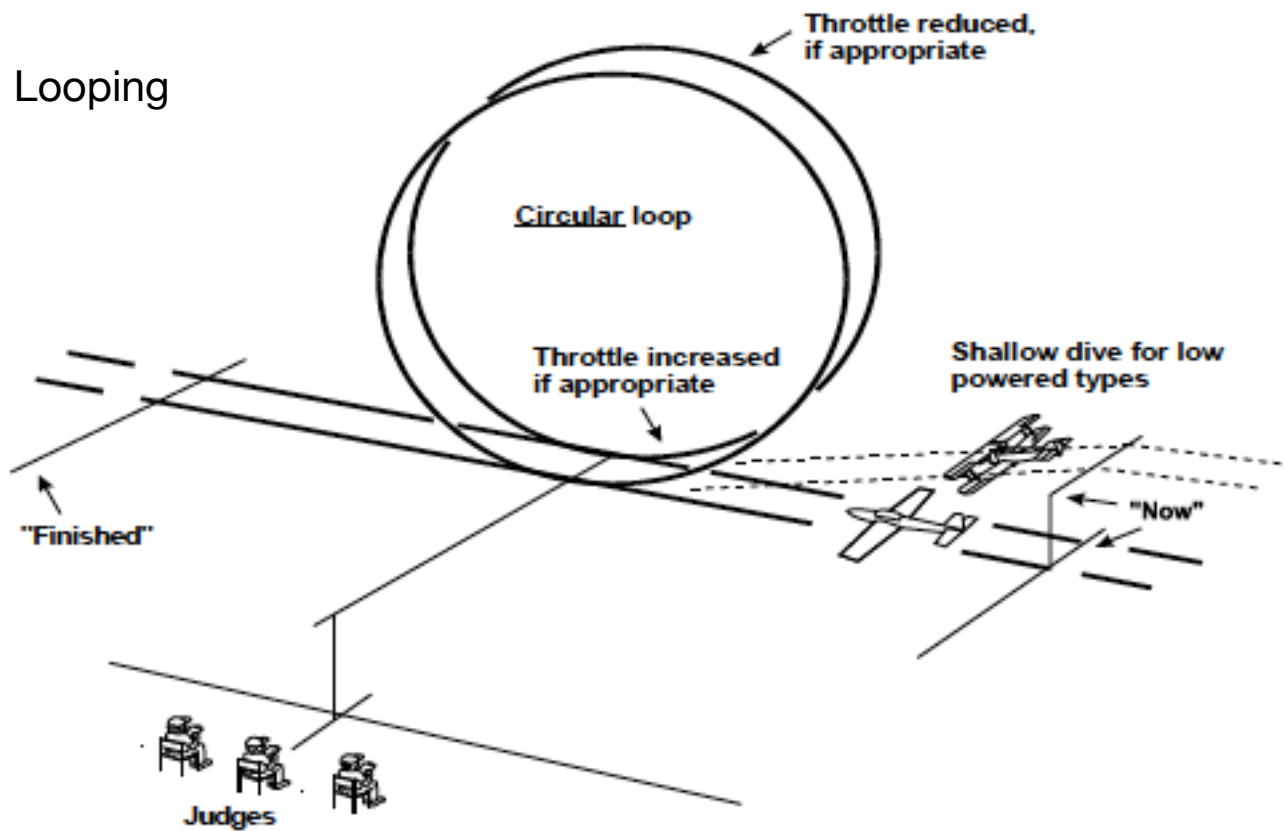
Immelman



Errors:

1. Track of the half loop not vertical.
2. Half loop not centred on judges' position.
3. Half loop is not sufficiently semicircular.
4. Roll starts too early or too late.
5. Excessive height loss in the roll.
6. Track veers during the roll.
7. Does not resume straight and level flight on the opposite track to entry.
8. Manoeuvre not flown parallel with judges' line.
9. Size of manoeuvre and speed not in manner of the prototype.
10. Too far away/too close/too high/too low.

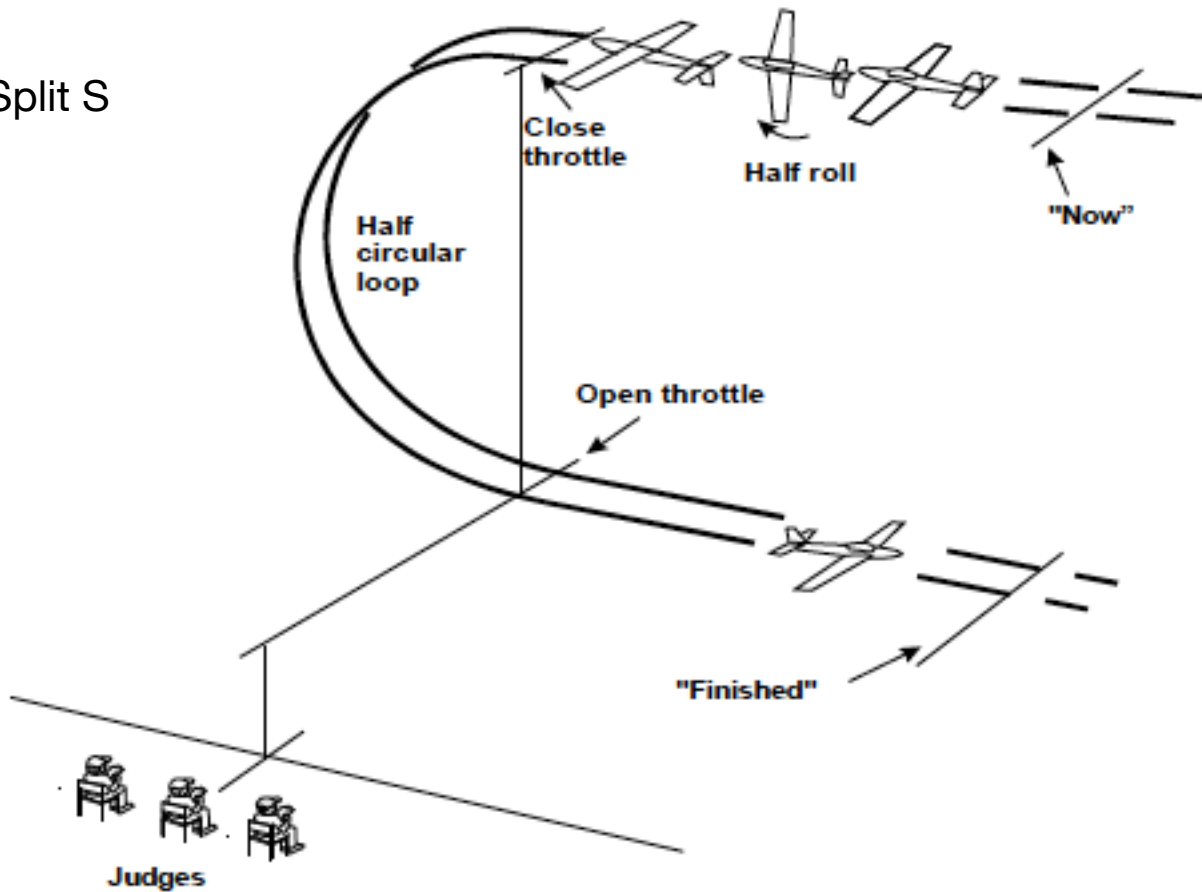
Looping



Errors:

1. Track of loop not vertical
2. Loop not sufficiently circular, commensurate with the subject type.
3. Inappropriate use of throttle.
4. Size and speed of Loop not in manner of prototype.
5. Not centred on judges' position.
6. Does not resume straight and level flight on same track and height as entry.
7. Manoeuvre not flown parallel with judges' line.
8. Too far away/too close/too high/too low.

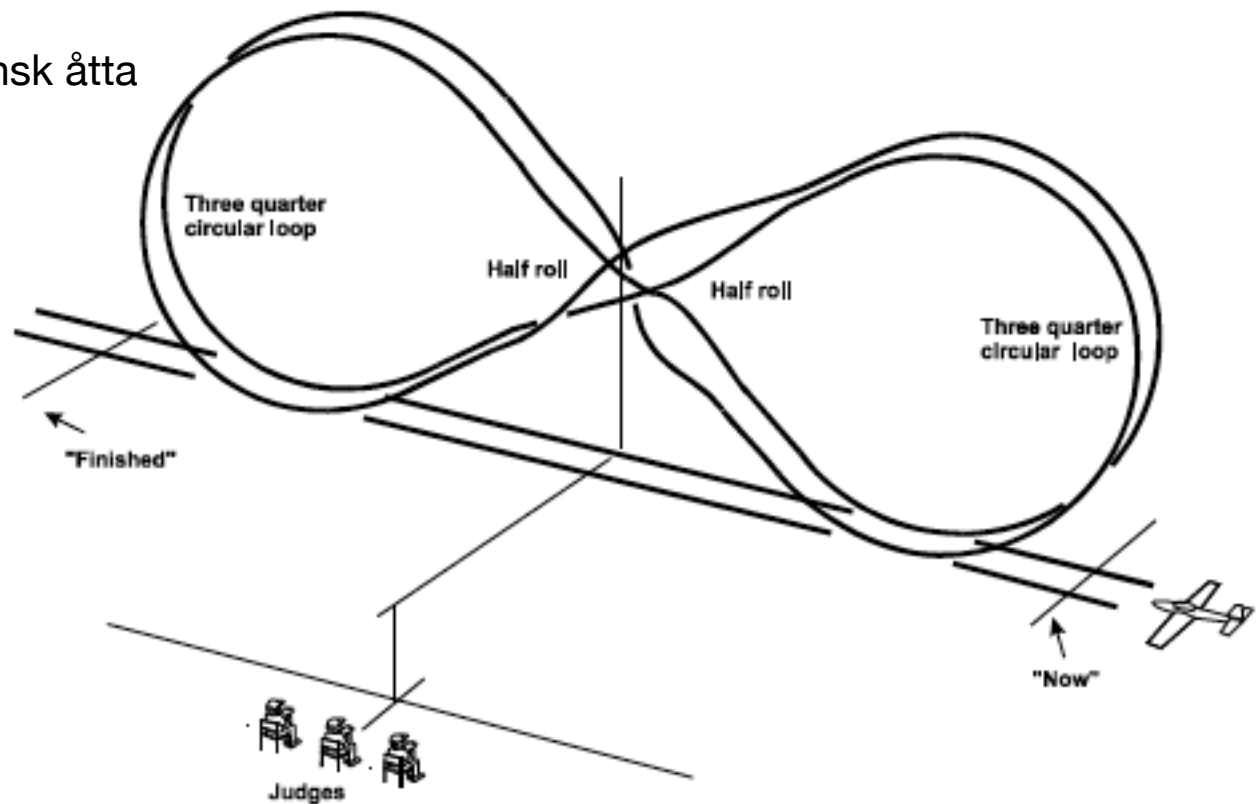
Split S



Errors:

1. Model aircraft changes track during half roll.
2. Model aircraft inverted too long or too short.
3. Inappropriate use of throttle.
4. Track of half loop not on line or vertical.
5. Half loop is not sufficiently semicircular.
6. Too fast or too tight a half loop.
7. Does not resume straight and level flight on opposite track to entry.
8. Half loop not centred on judges' position.
9. Manoeuvre not flown parallel with the judges' line.
10. Too far away/too close/too high/too low.

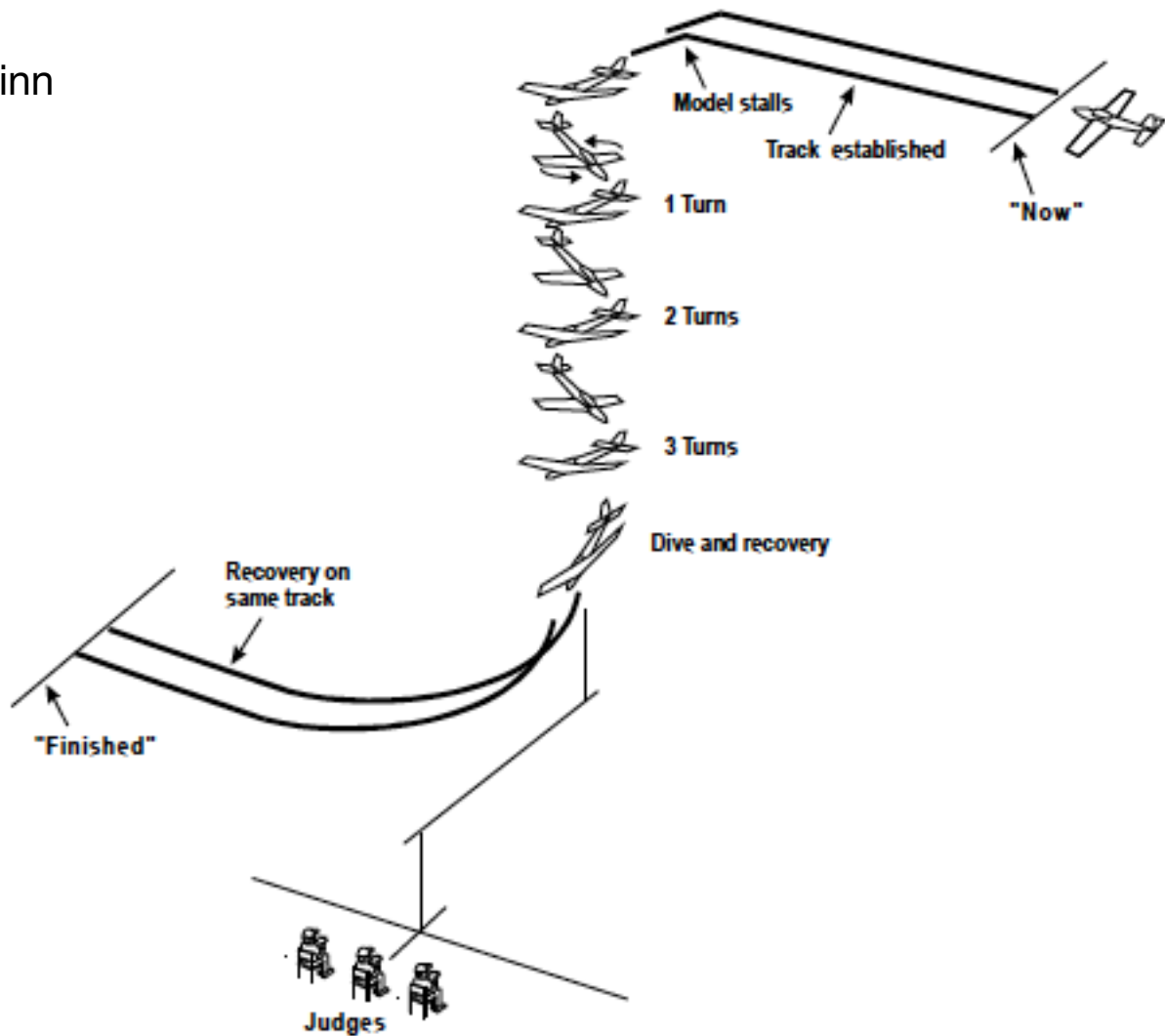
Kubansk åtta



Errors:

1. Manoeuvre not performed in a constant vertical plane that is parallel with the judges' line.
2. Loops are not circular.
3. Loops are not the same size.
4. Half rolls are not centred on the judges' position.
5. 45° descent paths not achieved.
6. Model aircraft does not exit manoeuvre at same height as entry.
7. Model aircraft does not resume straight and level flight on same track as entry.
8. Inappropriate use of throttle.
9. Size and speed of loops not in manner of prototype.
10. Too far away/too close/too high/too low.

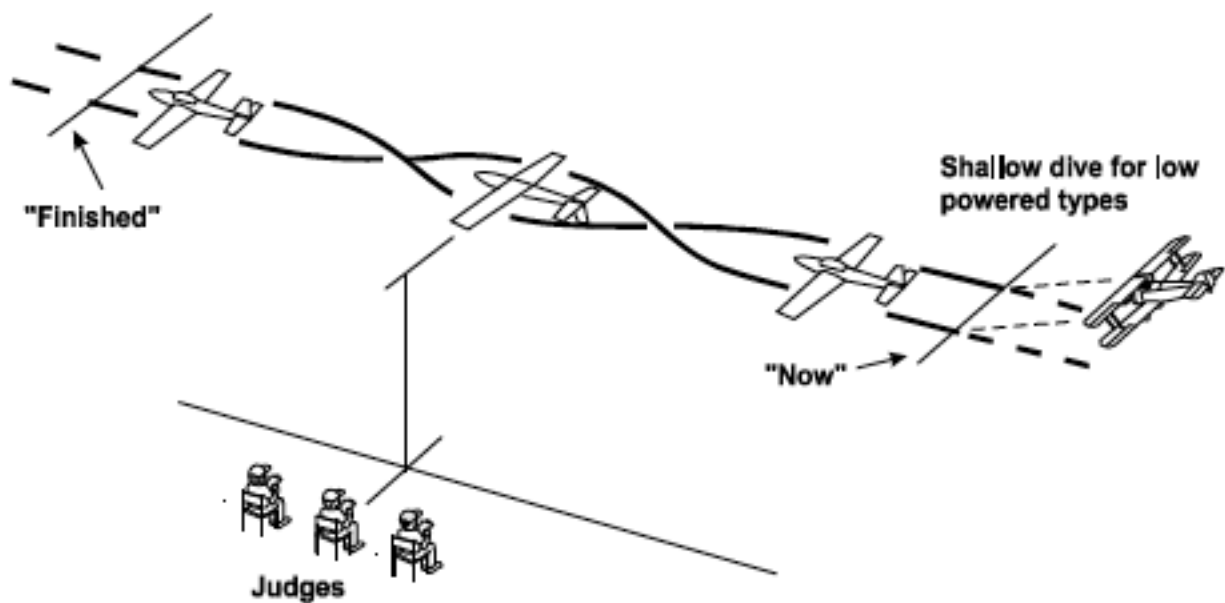
Spinn



Errors:

1. Engine not throttled back at point of stall.
2. Entry into spin not clean and positive.
3. Not a true spin but merely a spiral dive (which should score zero).
Note In a true spin descent path will be close to C of G of model aircraft. A spiral dive is a tight vertical barrel roll.
4. Not three complete turns.
5. Start of spin not centred on judges' position.
6. Model aircraft does not resume straight and level flight on same track as entry.
7. Entry and exit paths not parallel with judges' line.
8. Entry and exit not in level flight
9. Too far away/too close/too high/too low.

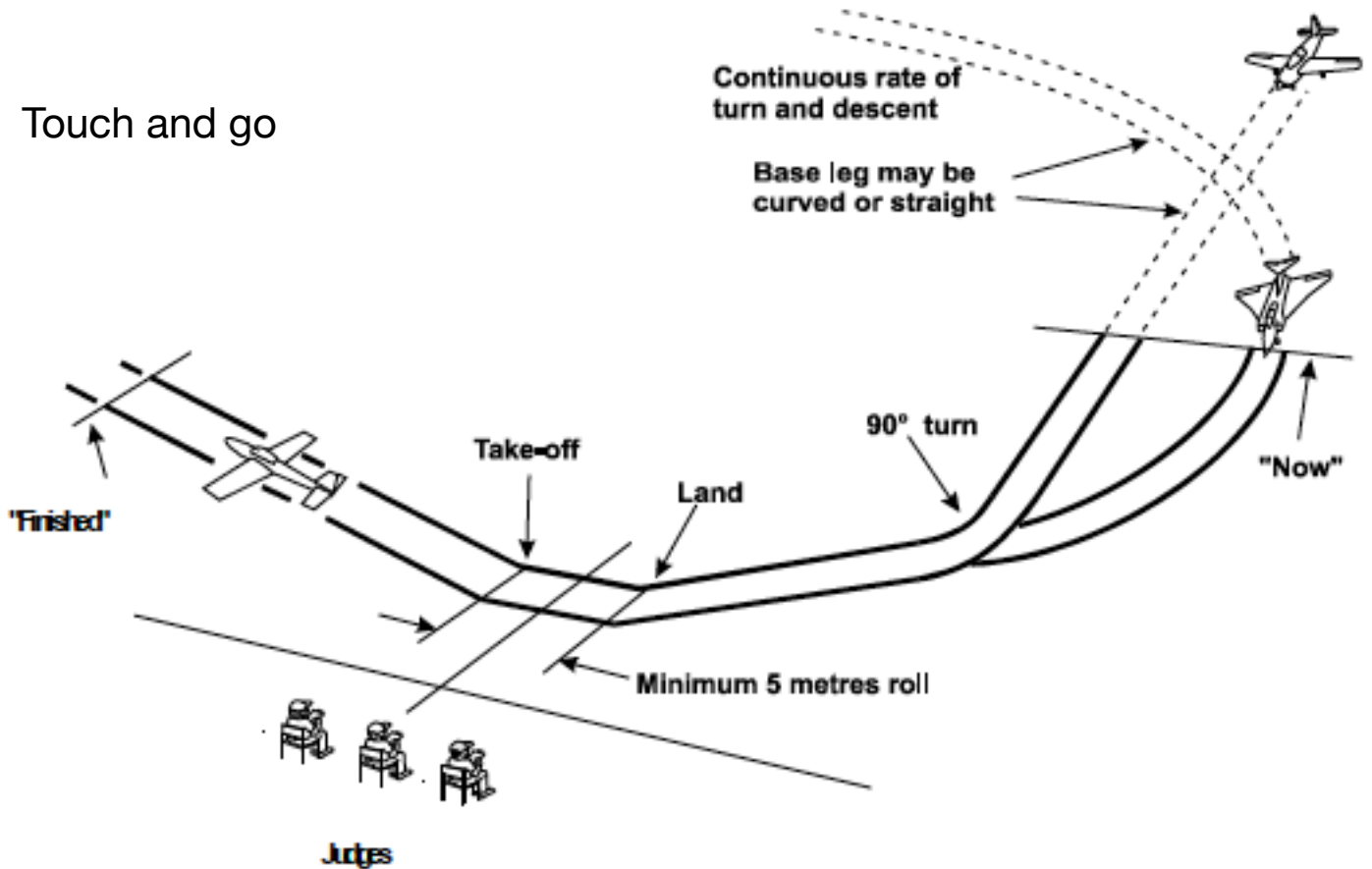
Roll



Errors:

1. Rate of roll is not constant.
2. Style of roll not typical to prototype.
3. Roll not centred on judges' position.
4. Entry and exit at different heights.
5. Entry and exit at different speeds.
6. Entry and exit tracks and line of roll not parallel with judges' line.
7. Does not resume straight and level flight on same track as entry.
8. Style of roll not as nominated.
9. Inappropriate use of throttle.
10. Too far away/too close/too high/too low.

Touch and go

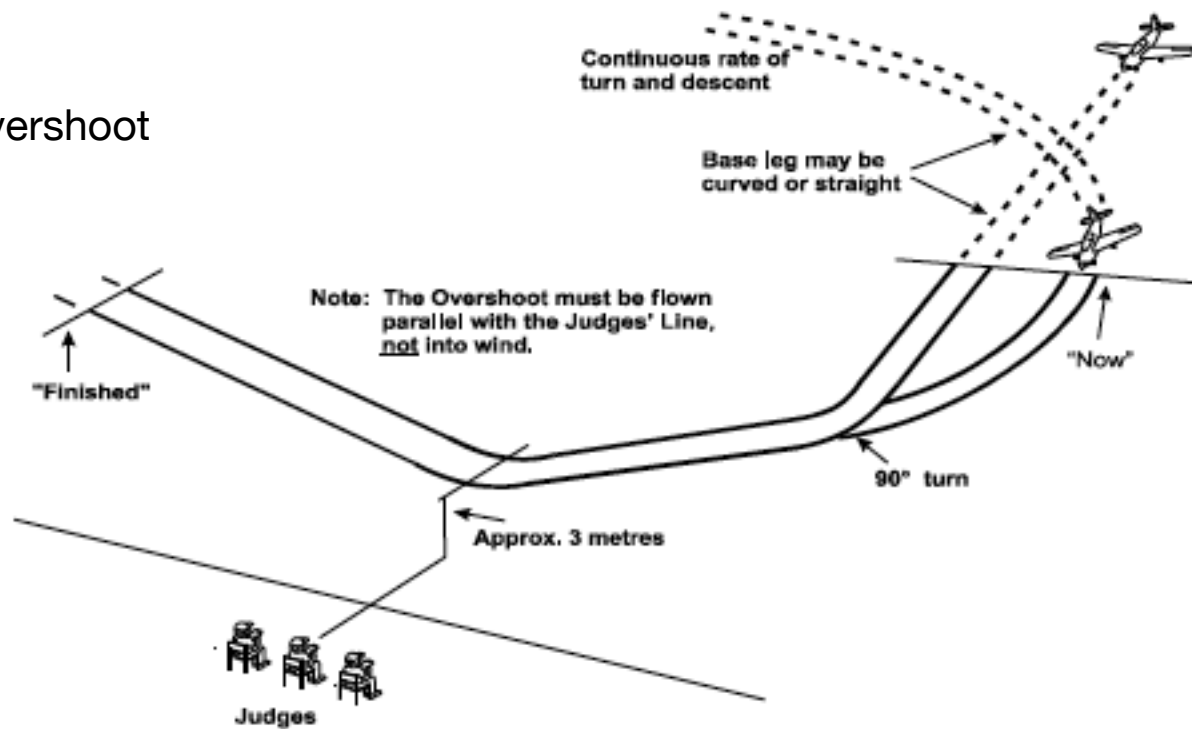


Judges

Errors:

1. Manoeuvre does not commence on base leg.
2. Turn onto final approach too tight or not 90°.
3. Descent from base leg not smooth and continuous.
4. Model aircraft does not achieve correct landing approach prior to touchdown.
5. Model aircraft does not achieve a minimum ground roll of 5 metres.
Note: if prototype has two main wheels then both wheels must roll on ground for a minimum 5 metres.
6. Model aircraft bounces on landing.
7. Inappropriate use of flaps.
8. Climb out not smooth or realistic.
9. Approach and climb out tracks not the same.
10. Does not make best use of landing space available for wind direction.

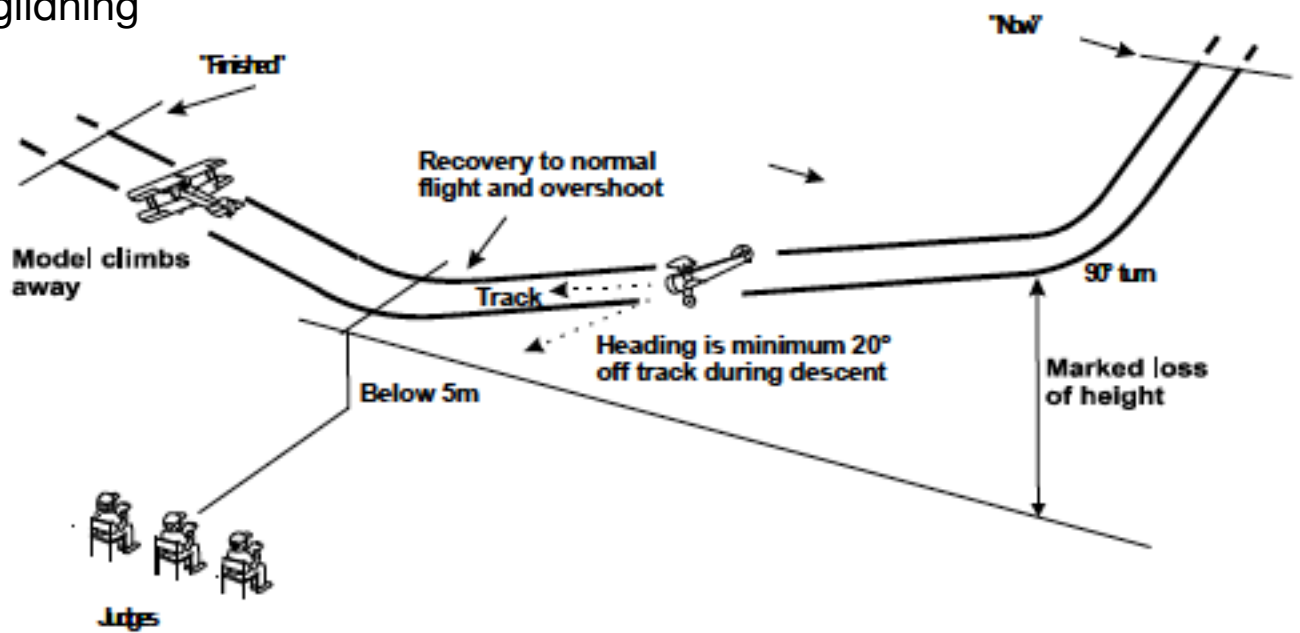
Overshoot



Errors:

1. Manoeuvre does not commence on base leg.
2. Turn onto final approach not smooth and continuous or not 90°.
3. Model aircraft does not achieve correct high landing approach.
4. Model aircraft does not achieve correct landing speed or attitude.
5. Not continually descending until power applied.
6. Model aircraft descends to significantly above or below 3 metres.
7. Lowest point of manoeuvre not achieved in front of judges.
8. Not smooth transition of speed & attitude from approach, through descent check to climb-out.
9. Inappropriate use of flap and/or gear.
10. Model aircraft could have landed from approach.
11. Model aircraft does not climb away smoothly.
12. Approach and climb out tracks not the same.
13. Too close or too far away.

Vingglidning

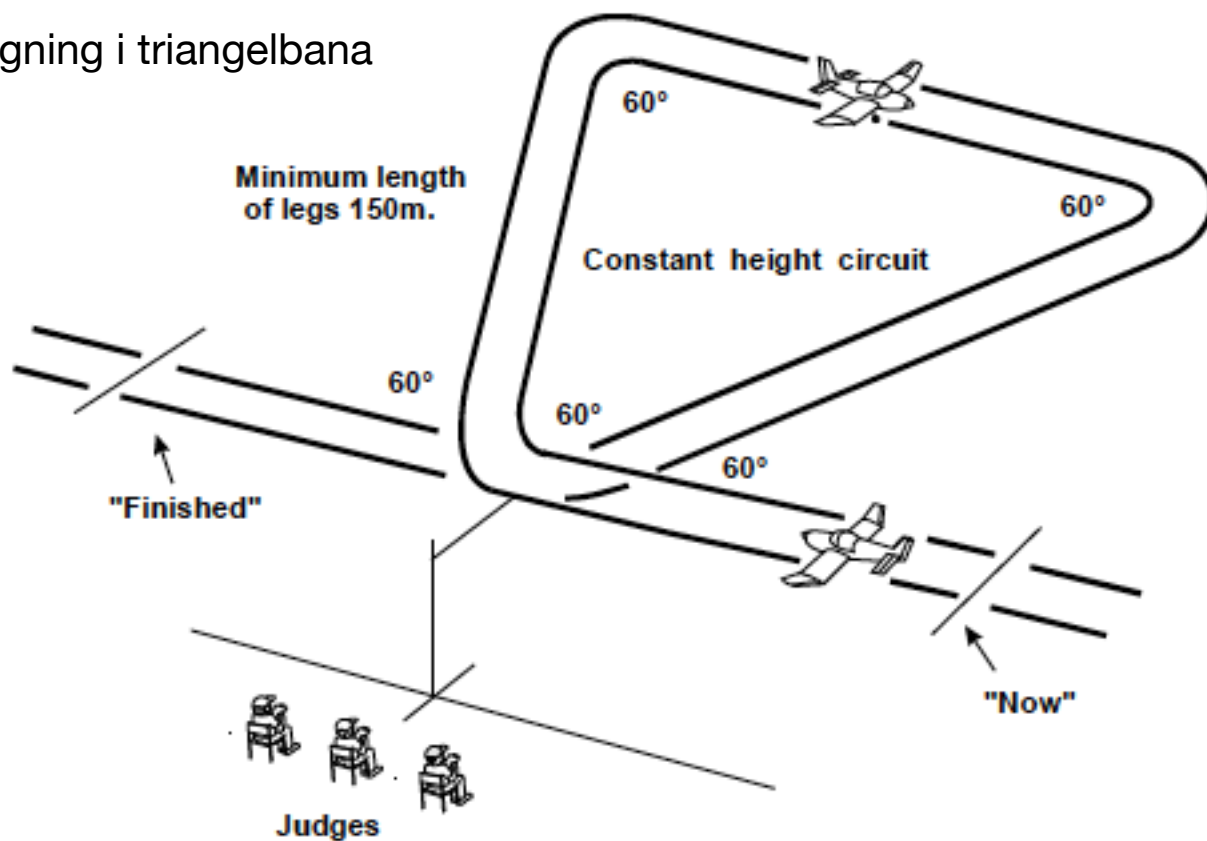


marked loss of height on final approach without an excessive build up of speed or the use of flap.

Errors

1. Model aircraft does not smoothly enter Sideslip upon turning final approach.
2. Model aircraft is not yawed at least 20° off track during Sideslip.
3. Rate of Sideslip and descent are not constant.
4. There is insufficient height loss.
5. Excessive speed is built up during descent.
6. Approach track not maintained or not flown parallel with judges' line.
7. The Sideslip is not corrected before passing the judges.
8. Overshoot is not below 5 metres.
9. Not a smooth transition during return to normal flight and climb-out.
10. Too far away/too close/too high/too low.

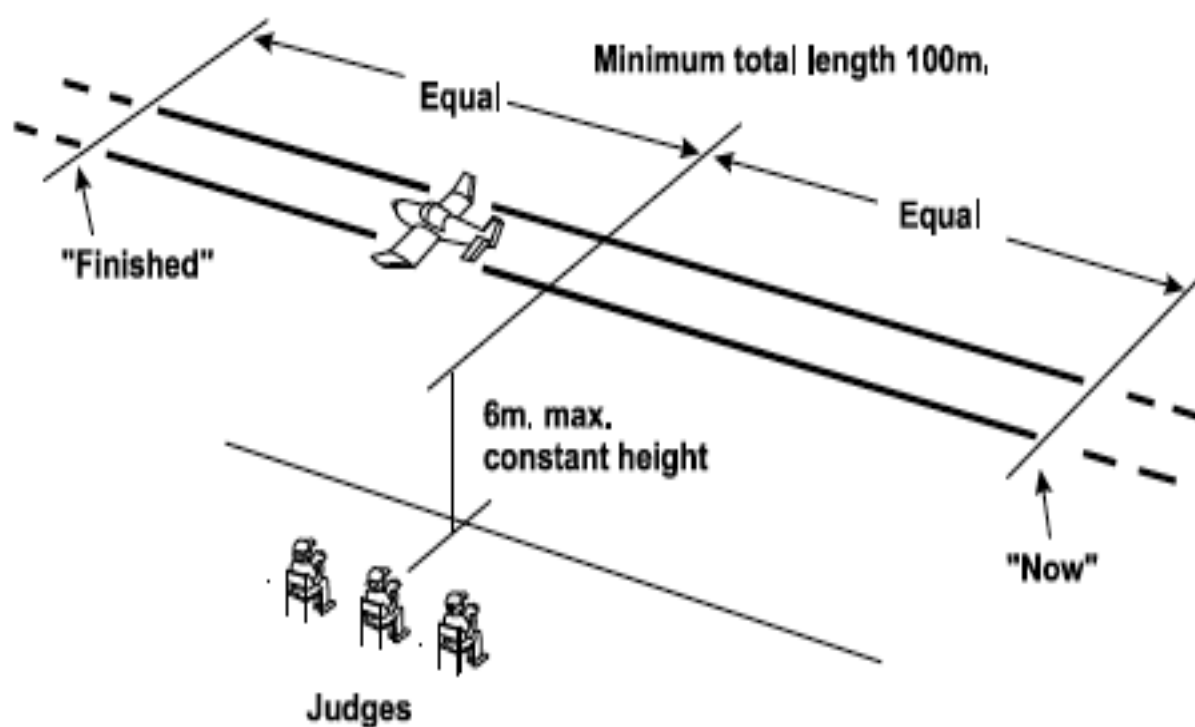
Flygning i triangelbana



Errors:

1. Not commenced and finished at points equidistant from the judges.
2. Model aircraft changes height.
3. Rate of turn at corners not constant or inside corners of triangle not 60° .
4. Sides of the triangle are not straight.
5. Sides of triangle are not equal lengths.
6. Sides of the triangle are too long or too short.
7. Apex of triangle not centred on judges' position.
8. Correction for drift not properly made.
9. Start and finish tracks not the same.
10. Start and finish tracks not parallel with judges' line.
11. Too far away/too close/too high/too low.

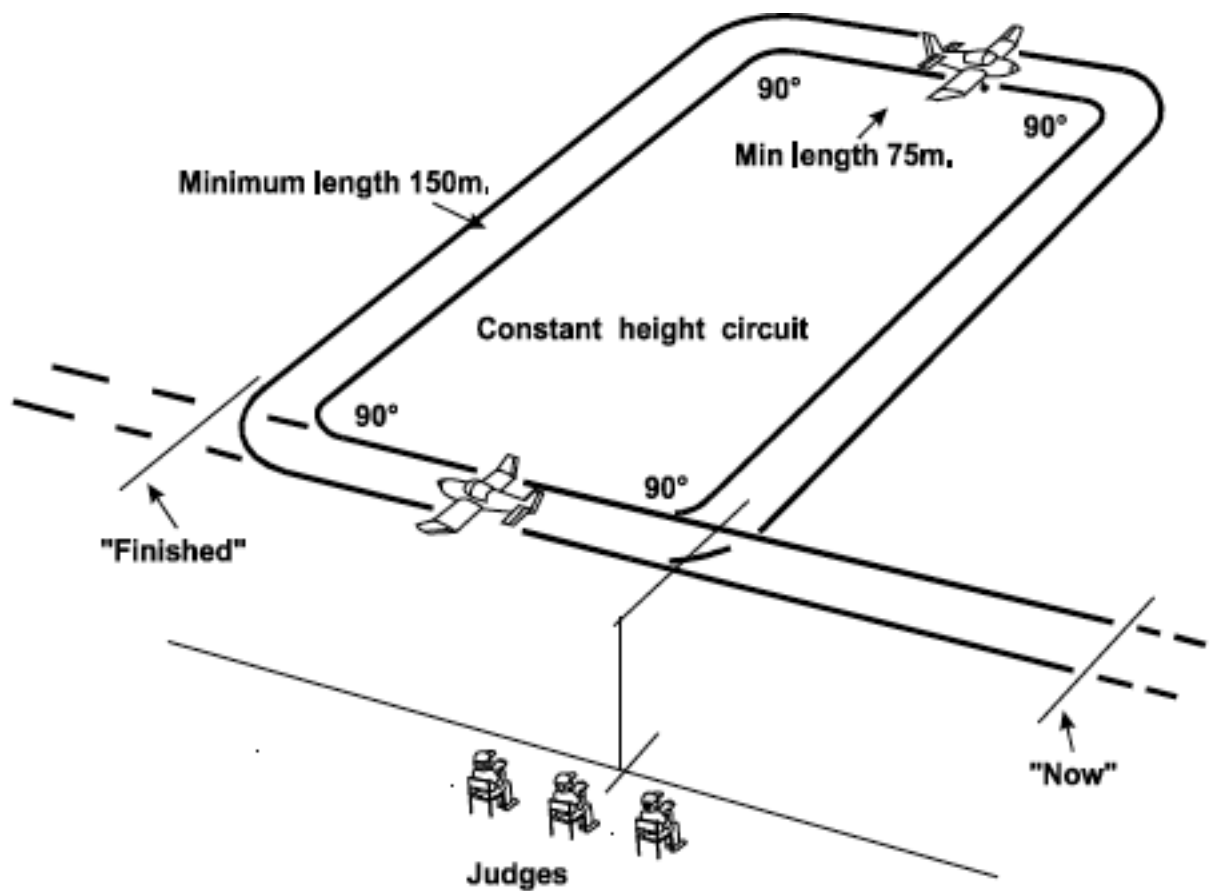
Rakflygning på konstant höjd



Errors:

1. Not a straight course (slight corrections acceptable with light aircraft).
2. Not constant height.
3. Not 6 metres or below.
4. Not pass over the landing area.
5. Not centred on judges' position.
6. Not parallel with the judges' line.
7. Too short distance (too long is not an error).
8. Model aircraft flight path not steady.
9. Too far away/too close/too high/too low.

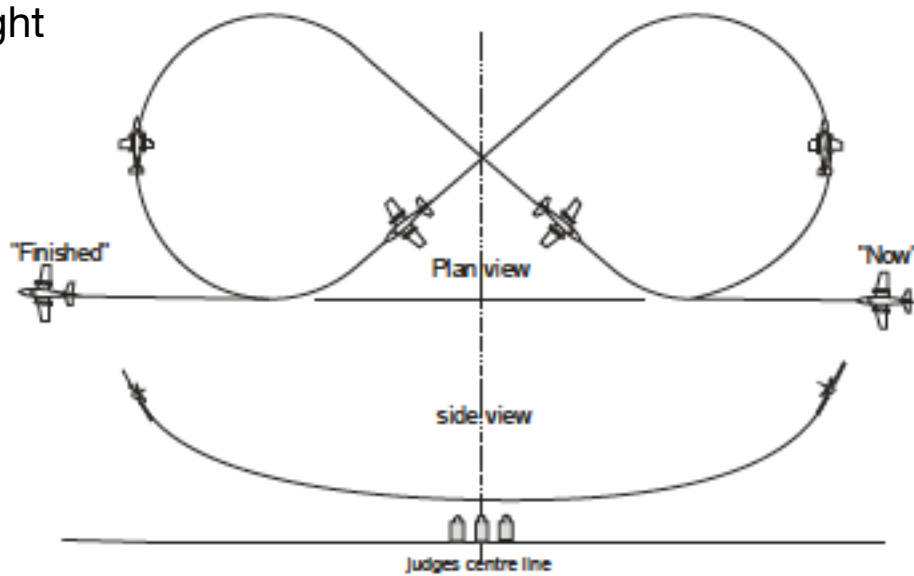
Flygning i fyrkantsbana



Errors:

1. Not commenced and finished at points equidistant from the judges.
2. Model aircraft changes height.
3. Rate of turn at corners not constant or corners not 90°.
4. Legs are not straight.
5. Legs too long or too short.
6. Opposite sides of rectangle are not of equal length
7. Correction for drift not properly made.
8. Final leg of rectangle not centred on judges' position.
9. Start and finish tracks not the same.
10. Start and finish tracks not parallel with judges' line.
11. Too far away/too close/too high/too low.

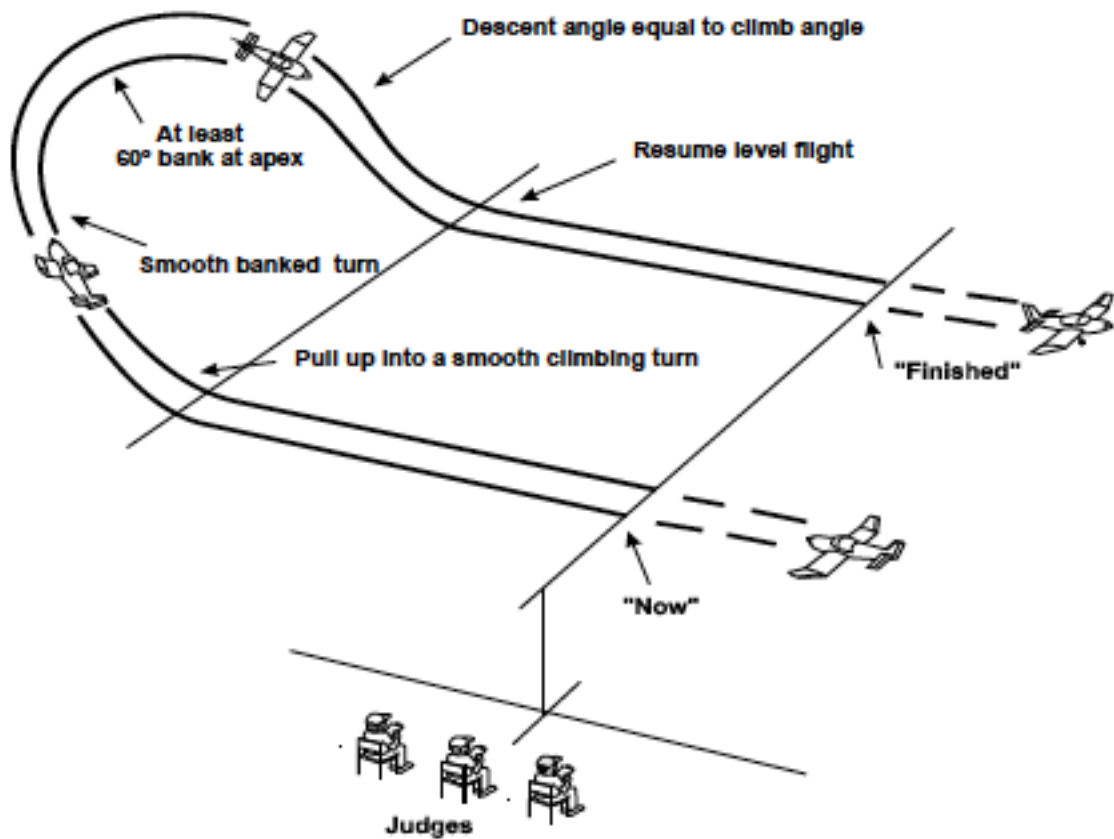
Lazy eight



Errors:

- 1 Entry and exit paths not parallel with judges' line.
- 2 Insufficient climb achieved.
- 3 Insufficient bank achieved.
- 4 Climb and descent angles not equal throughout manoeuvre.
- 5 Manoeuvre not symmetrical about judges' position.
- 6 Arcs misshapen.
- 7 Start and finish positions not as indicated.
- 8 Overall size of manoeuvre not realistic for prototype.
- 9 Model aircraft flight path not smooth and steady.
- 10 Too far away/too close/too high/too low.

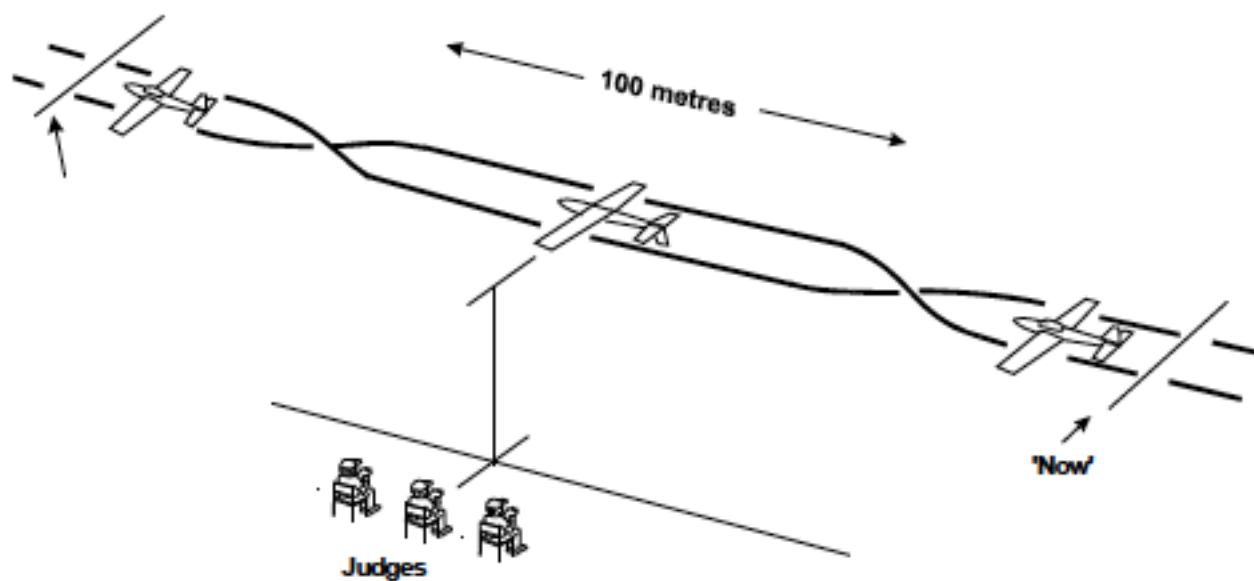
Wingover



Errors:

1. Start and finish positions not as indicated.
2. Insufficient climb achieved.
3. Insufficient bank achieved
4. Climb and descent angles not equal throughout manoeuvre.
5. Model aircraft does not fly a smooth and symmetrical arc.
6. Entry and exit paths not parallel with judges' line.
7. Overall size of manoeuvre not realistic for prototype.
8. Model aircraft flight path not smooth and steady.
9. Too far away/too close/too high/too low.

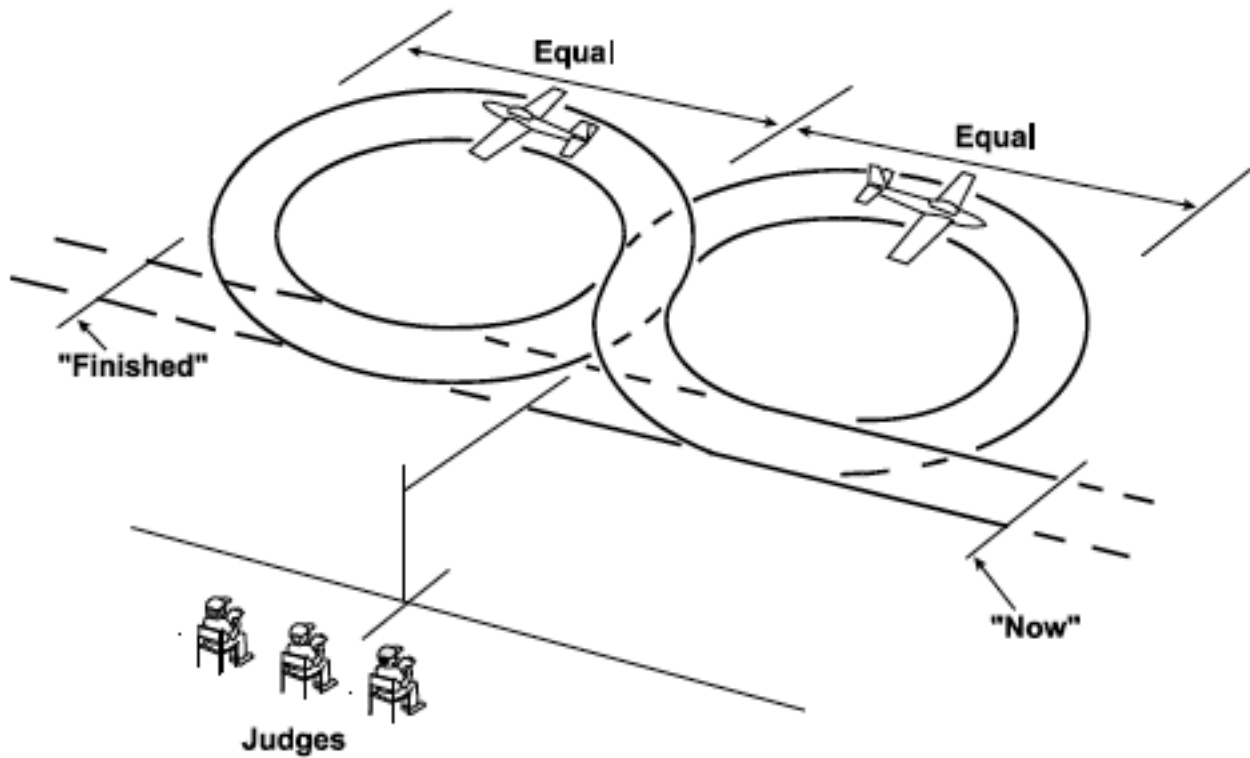
Inverterad flygning



Errors:

1. Half rolls not performed on same track as inverted flight.
2. Model aircraft does not fly a straight course.
3. Model aircraft gains or loses height.
4. Model aircraft does not remain inverted for the prescribed duration.
5. Manoeuvre not centred on judges' position.
6. Manoeuvre not flown parallel with judges' line.
7. Too far away/too close/too high/too low.

Liggande åtta



Errors:

1. Entry into first circle not at right angles to original flight path.
2. Circles unequal size.
3. Circles misshapen
4. Constant height not maintained.
5. Intersection not centred on judges' position.
6. Entry and exit paths not on same line.
7. Entry and exit paths not parallel with judges' line.
8. Overall size of manoeuvre not realistic for prototype.
9. Model aircraft flight path not smooth and steady.
10. Too far away/too close/too high/too low.