



## MATS 2 DAY CONTEST 2006 RULES

1. The Contest is open to any size un-powered remote controlled model.
2. Flyers will be classified EXPERT or NOVICE as per their status in the Interclub Thermal Duration Series.
3. Flights will follow the MAAC MAN ON MAN rules and scoring format of normalizing scores by flying groups of 3,4 or 5 flyers.
4. The maximum flying score per group will be 1000 points as follows: 420 points (7 min task) to which will be added up to a maximum of 100 bonus landing points then normalized to 1000 points.
5. Flight duration is clocked from towline release until first contact with the ground or any object which prevents further flight. Launches can be by winch or hi start.
6. The flight task is 7 minutes within a 10 minute flight window as signalled by the Contest Director or his designate.
7. Exceeding the 10 minute flight window will result in a ZERO score for the round.
8. Landing scores will be determined by the provided landing tapes with measurement taken to the nose of an upright, whole, intact model AFTER it comes to rest. Inverted or shed-parts landings will receive zero landing points.
9. Unlimited number of flights will be allowed within the 10 minute window with only the LAST flight counting. One line break will be allowed per round.
10. Boundaries of the landing zone will be determined on site the morning of the contest by the Contest Director.
11. A change of glider can only be made with the Contest Director's permission. Failure to do so may result in zero points flights as per the CD's discretion.
12. Hazardous flying over the Pits, Landing Site or Parked Cars can, after a formal first warning from the Contest Director, result in disqualification from the Contest.
13. Please use the same timer only twice in the same day.
14. Please remember, a launching glider has the right-of-way over a model in flight, alert the Contest Director or his designate if you are being obstructed.
15. Thermal sensing devices and fuselage mounted landing 'skegs' are prohibited.
16. A maximum of 6 rounds will be flown, no round to start after 3pm.
17. Courtesy!! If you are not flying or timing, please shag some chutes!
18. **Penalties:** If there are line crossings due to cross winds, arrange to have someone promptly chase the chute so others in the group can launch. A 30 second penalty at the discretion of the Contest Director may be imposed for failure to do so.
19. **Have fun, remember, this is a recreational activity!**