



EARL STAHL

This event is for scale rubber powered models designed by Earl Stahl and will normally be run as a mass launch event. The high-wing designs are easier to trim than the low and produce better flight times. Ideally they should be flown in separate events. Mid-wing models count as low wing.

1. ELIGIBILITY

- 1.1. The model must have been designed by Earl Stahl.
- 1.2. The model must adhere to the original published design in the size of materials and construction in which they were originally drawn except for the following permitted modifications:
 - a: Removable enlarged nose-block to permit the use of a winding tube.
 - b: DT may be fitted.
 - c: Any type of propeller may be used, but it may not exceed the diameter shown on the plan.
 - d: If the wing struts or the undercarriage legs are shown on the plan they may be made removable/knock off but must be fitted for flight.
 - e: Wings/tail surfaces may be built to be removable for transit.
 - f: The rear rubber anchorage may be repositioned.
- 1.3. The models should be finished in the appropriate colours and markings of a full-sized aircraft of that type. Fine details such as the cockpit interiors are not required and models will not be judged for scale points.
- 1.4. Builder of Model applies.

2. FLYING

- 2.1. The aim is to allow entrants at least three flights. i.e. the event is not a pure knockout competition in which a competitor who has travelled some distance to compete is removed in the first round because of a miss-launch, rubber bunch or severe turbulence. It is also to provide spectator appeal to encourage others to have a go at flying and finally to produce a low-key fun event.
- 2.2. The contest director selects a launch area on the day. This should ideally be marked or as a minimum the contestants should 'toe a line'. He should select the launch area with regard to wind, obstacles, etc. and may consult the contestants if he wishes. (After all, it is their models which are at risk).
- 2.3. After a three minute 'wind-up' period all models are launched simultaneously from the defined area on the command of the CD by whistle blast after a count down in order that all contestants definitely hear the signal.
- 2.4. The CD may delay the launch count down until a gust of wind has passed, at his discretion.
- 2.5. Each contestant provides a timekeeper who times the flight and gives the time to the CD. The contestant is responsible for ensuring that the timekeeper understands that the flight lasts from the moment that the model leaves his hand until it next touches the ground or flies out of the timekeeper's sight.
- 2.6. The CD or his assistant records all times to 1/10th of a second, 0.05 being taken as 0.1.
- 2.7. The CD may use his discretion as to the time interval between launches to allow for recovery/repairs.
- 2.8. After three or more launches at the CD's discretion. The CD totals each competitor's flight times and selects the best times as a fly-off group. This can be as small as three for a limited entry or more at the CD's discretion if warranted by a large entry.
- 2.9. The fly off is a similar mass launch to the preceding ones and should take place as soon as possible after the scores are totalled.
- 2.10. Irrespective of the previous flight placings, the fly-off alone determines the first, second and third in the contest.

Reviewed by Lindsey Smith 2015