

II. F3J EuroChamps 2005



The F3J Rules

- Thermal soaring gliders of about 3 m wingspan to be towed by a 150 m long launching cable and to be flown in groups man-on-man.
- Every group in every round gets 10 (15) minutes working time in which the glider has to be launched, soared in the height and landed as close to the landing spot as possible.
- The best pilot of every round gets 1000 points for his achievement. The remaining competitors in the group will be awarded a score based on their percentage of the group winner's total score.
- Best results of five rounds minimum are aggregated and the best 9 attend the fly-off-rounds.
- Classification can be very close and mostly the airtime decides. Flight time starts when the cable releases the model – which is in the full control of the pilot. Winners release at first and land at last – within the working time.