

Pylon Racing

Definition

- 1 Pylon racing consists of a number of races between two models around a closed course, in which the first model to complete the required number of laps is declared the winner. The number of races depends upon the number of competitors and the method of organization chosen by the CD.

Commentary: Races between more than two models seem likely to increase the risk of collision too much to be acceptable, and in addition make both the simple knock-out competition and the round robin type of competition unworkable.

- 2 No model may be used by more than one competitor.

Commentary: The ridiculous situation that arises if two pilots using the same model meet in a later round make this rule essential. The CD may at his discretion allow a pilot who has been eliminated to loan his aircraft to another pilot whose aircraft has been damaged. The CD must be satisfied as to the bona fides of the damage.

- 3 An official shall be assigned to each competitor in a race to act as line judge at Base A and to call the number of laps completed.
- 4 Before the start of each race it is essential for the officials (especially at Base B) to identify the model for which they are responsible, and for the sound signals to be clearly identified for the competitors.
- 5 It is recommended that the appropriate sound signal be sounded by the official at Base B as each model is launched so that competitors and officials are aware that the signalling system is working and that the officials at Base B are ready.

The Race

- 6 A race consists of 10 circuits of the course (one circuit is from base A to base B and back to base A).

Commentary: The word “circuit” is used rather than the more obvious “lap” to avoid possible confusion with the common practice of some rules of using “lap” to describe passing from A to B only.

- 7 The competitors shall be given 3 minutes notice of the instruction to launch but, if both competitors agree, this period may be reduced to 30 seconds.

Note: This will assist considerably in the rapid running of an event, but it must not be made a blanket rule, but should be applied race by race to allow competitors the opportunity to use the three minutes for final adjustments when a last minute check reveals a problem.

- 8 At the end of the three minute (or 30 seconds) period, the competitors shall be given the instruction that they may launch their models.

- 9 Launch shall be by hand, by either the competitor or his helper, from the launching area designated by the CD. The launching area shall be as close as is practicable to base A.
- 10 When the instruction to launch is given, a countdown of 30 seconds to the start shall be clearly called to the competitors by an official. At least 20, 10, 5, 4, 3, 2 and 1 second remaining shall be called.
- 11 At the end of the countdown the official shall call *START*, and the competitors may start the race by passing base A in the direction of base B.
- 12 After entering the course, no model may turn downwind (ie. all turns must be away from the slope). The penalty for turning downwind shall be immediate disqualification.

Commentary: This penalty may seem severe, but it is felt that, when flying in close proximity to the other model in the race, a competitor **MUST** be able to correctly anticipate the direction of turn of the other model so that he can position his model so as to reduce the risk of collision.

- 13 If a model is inside the course when *START* is called (e.g. because it passed Base A before the start) the line judge assigned to that model shall clearly call the name or number of the competitor and *FALSE START*, to notify the competitor that his model must still pass Base A in the correct direction before he will be considered to have started.
- 14 The appropriate sound signal for each model shall be given each time the nose of the model passes Base B in the direction away from Base A, and Base A in the direction away from Base B.
- 15 The line judges at Base A shall take note of the occurrence or not of the appropriate sound signal on passing Base B, and shall call out clearly the name or number of the competitor as the model passes Base A in the direction away from Base B, followed by the number of laps correctly completed.

Commentary: The system of using calling for the turn at base A, rather than a sound signal (as for base B) **CAN** be made effective, but it is open to abuse. It is felt that the minor additional complication of equipment for this system is worthwhile.

- 16 The first model to correctly complete the ten laps of the course is the winner of that race. If neither model completes the race, neither competitor goes forward to the next round in the case of a knock-out competition, or both are awarded no points in the case of a round robin competition.
- 17 If, as a result of a mid-air collision or other cause, a model lands before completing the course, the competitor or his helper may retrieve the model and re-launch it immediately to complete the race.
- 18 If, in the opinion of the CD, a competitor deliberately flies his model so as to interfere with the other model, the CD may disqualify him, and award the race to the other competitor even if the other competitor is unable to complete the race.

Note: This rule can be fairly implemented only if the CD closely watches every race, and it is therefore recommended that this responsibility is delegated to a competent official.

- 19 In the event of a tie, in the case of a knock-out competition, the race must be re-flown, and in the case of a round robin competition, each competitor shall be awarded half a point. (See - Round Robin Competition under General below.)
- 20 Particularly in the case of a round robin competition, it may be desirable to allow a model that is still in the air from a previous flight, to start a race without landing and re-launching. At the discretion of the CD this may be done, in which case the other model is also launched before any timing begins and the 30 seconds countdown period is started when both models are at or below the horizon and when neither model has excess speed resulting from a dive.

The Course

- 21 The course consists of two bases, called base A and base B, set at a distance of 75 - 100 metres apart.
- 22 Each base consists of an imaginary plane surface exactly parallel to the other base (i.e. so that the distance between the two planes is equal at every point), and approximately parallel to the wind direction and perpendicular to the slope.
- 23 Each base must be marked by a sighting device such that the line judge for each competitor in the race can observe when the nose of the model crosses the plane. At base A the sighting device must be so arranged that each competitor can also observe when his model crosses the plane.
- 24 A sound signalling system must be provided that gives two distinctly different sound signals (that must be clearly audible to competitor standing in the area of base A), each signal being operated by a control at both base A and base B.

The Competition

General

- 25 The competition may be organized as a knock-out competition or as a round robin competition, at the discretion of the CD, depending upon the number of competitors and the time available. For a national competition a round robin competition is preferred.

Knock-Out Competition

- 26 A knock-out competition should be so organized that all byes are given in the first round.
- 27 Competitors should be seeded, based upon previous performances and results, or on any other information available.

Commentary: This is intended (as in tennis tournaments for example) to improve the chances that the final will be between the two best competitors, and reduce the risk of the better competitors being knocked out in the earlier rounds.

Round Robin Competition

- 28 Each competitor must fly one race against each of the other competitors and the winner of each race is awarded one point. The competitor with the greatest number of points will be declared the winner.
- 29 If there is a tie between two competitors, a best-of-three fly-off race shall be flown to decide the winner. If the tie is between more than two competitors, a round robin between them shall be flown.

Helpers

- 30 Each competitor may have one helper who must stay with the competitor (within 20 m) during the flight, and who must not obstruct the other competitor or his helper. Any outside assistance (eg. advance calling of base B) may, at the discretion of the CD, result in disqualification or such other penalty as is deemed fit by the CD.