



# ***TARP CUP 2025***



# *COMPETITION BLOG*

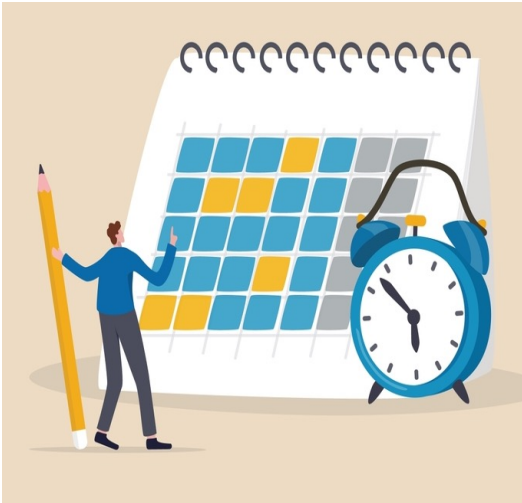
Throughout the Tarp Cup and the world championship, up-to-date information regarding the competition will be posted on the Competition Blog.

Link to the blog:

<https://f3k2025.fun/uncategorized/official-competition-blog/>



# SCHEDULE



## Day 1

- **08:45** – Start of competition mode – no more test flying
- **09:00** - Start first group of the day
- **12:30** – Lunch is ready
- **13:00 – 14:00** - Lunch
- **18:45** – last group of the day

## Day 2

- **08:45**– Start of competition mode – no more test flying
- **09:00** - Start first group of the day
- **12:30** – Lunch is ready
- **13:00 – 14:00** – Lunch
- **15:30** – Last round of the day
- **18:00** – Award ceremony

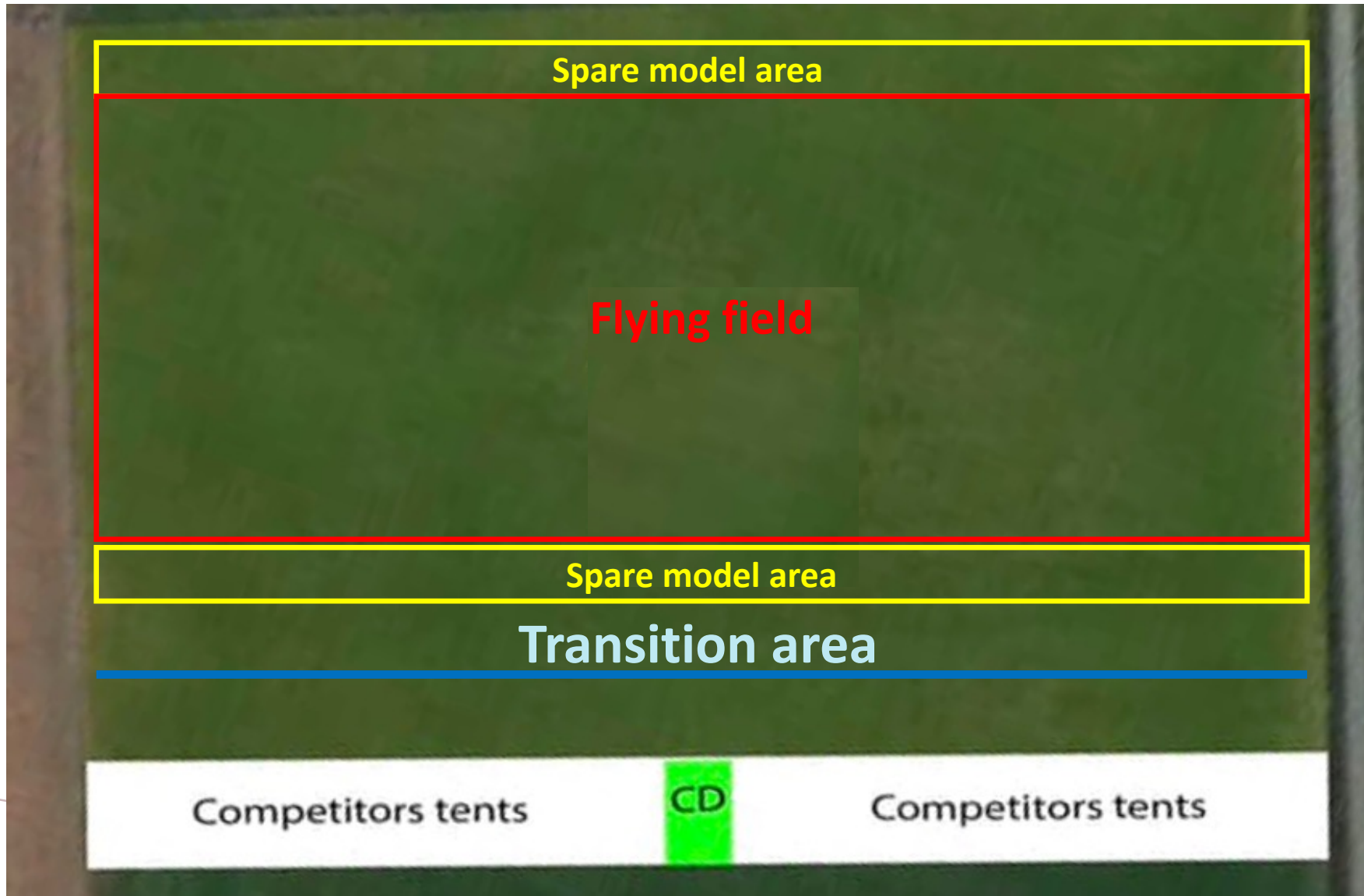
All information regarding the schedule is subject to change at short notice based on the current weather situation.

# GENERAL RULES



- The airfield and transition area are strictly no smoking areas.
- During the working time only one person per team in the transition area.
- No phones on the flying field – Exception: snapshot of the scorecard after the working time.
- The helper must wear the vest even when there is no timekeeper available.
- Fly everywhere you like
- No safety zones

# THE VENUE



## Transition Area

- may only be entered by the current and next group.
- the next group may only enter the transition area after the end of the landing window.
- The transition area must be empty by the beginning of testflying.
- Use the gaps in the blue line for entering the transition area.

# TIMEKEEPERS

- Timekeepers are assigned in via the scorecard
- You will receive a vest with the corresponding number.
- Pick up your timekeeper in the transition zone  
If no timekeeper is available, your helper is your timekeeper
- Hand the Scorecard to the timekeeper
- It is the responsibility of the helper to position the timekeeper appropriately, but the timekeeper's clear view of the pilot's throwing hand takes priority.
- Be nice to the timekeeper



Colin ANGERMANN  
FAI\_ID: 140482

C(1) - All	
3 minute m	
3 flights per	
Colin ANGERMANN	PN:14
Round 1	
Freq=2,4	Class:J
Ctry:	Group 3
1	
2	7
3	8
4	9
5	10
Penalty	
Pilot	Timer

www.OlderScore.com

# *COMMANDS OF THE TIMEKEEPER*

## **Start**

- **'No Time'** – the flight time hasn't started.
- **'Jump Start'** – start of the model before the start signal of the frame time.
- **'Start outside field'** – the model was started outside the airfield.
- **'Contact with person at start'** – the model made contact with a person during take-off.
- **'Model lost part'** – the model lost a part without external influence.

## **Landing**

- **'Check Landing'** – the timekeeper wants to check the position of the landed model for a possible off-field landing.
- **'Inside'** – the landing took place within the airfield.
- **'Outside'** – the landing took place outside the airfield.

## **Poker**

- **'Check'** – the pilot has reached the target time

# WEATHER



- In the event of short weather-related interruptions (<0.5 hours), pilots must remain prepared to enable a restart at short notice.
- In the event of longer interruptions, the current restart time will be announced on the competition blog in addition to audio announcements.
- During a group, a rain interruption will only occur in the event of very heavy rain (decision made on a case-by-case basis).
- The competition management assumes that, in the event of expected rain showers, the assistant has equipment to protect the pilot's transmitter.

# START

Things to avoid:

- Start outside the field – the field is big enough, no need to take the risk for a start at the edge of the field.
- Mid air collision during the start – please take a look before you start.

F3K .4.2. talks about the highest point for the end of the start phase.

We can not measure heights, the starts ends when the model levels out.

The decision as to whether the collision occurred during take-off is the responsibility of the timekeeper of the starting model.

# TASK E - POKER

- Pilot calls target time
- Helper immediately notes the called time in minutes:seconds (e.g. 1:30) and shows it to the timekeeper.  
Immediately = directly after starting the stopwatch
- Timekeeper writes down the target time on the scorecard.
- Target time is reached = timekeeper shouts ,Check‘.
- **After** the target time has been reached, the pilot can call another target time
- If the target time is ,end of working time‘ the letter ,W‘ will be used.

This procedure ensures equal chances for everyone and avoids any misunderstandings.

# CONTACT WITH A PERSON

F3K.4.1..... This includes contact that happens while the glider is flying or while the glider is being handled by the competitor between landing and launching. .... the competitor will receive a penalty according to paragraph F3K.4.3.

F3K.4.3. .... 3) while airborne with a person (except its pilot) anywhere outside the defined safety area will be penalised by deduction of 100 points from the competitor's final score

This a contradiction. F3K.4.1 makes a reference to F3K.4.3 for the penalty. However, this paragraph only mentions a penalty for contact with a flying model.

=> penalty for contact between a model and a person (not the pilot himself) only if this is caused by a flying model.

## *JURY MEMBERS*

Helle Wakkerman – NED

Rasmus Kempf Petersen – DEN

Dirk Weiß – GER

Charles Nowell - USA

# *GLIDERSCORE ANNOUNCEMENTS*

- Please contact us in the evening, if we have to correct any announcements



## *LOCAL RULES*

**Be nice to each other!**

**Don't annoy the CD!**

**Share the fun with the world!**



# ***HAVE FUN!***

*and may the lift be with you!*

Official competition blog:

[www.f3k2025.fun](http://www.f3k2025.fun)



**MFSD**  
Modellflugsportverband Deutschland e.V.