FAI on-line helicopter competition

Event 1 - Helicopter Pen

1.1.0 Event description

The event requires precise flying to manoeuvre a bucket, attached to a 5 metre rope through 3 gates and a “pen”. The helicopter will be configured with the pilot’s door on & closed, dual controls and crewman’s door removed.

Flying times:

- 120 seconds (2 minutes).

1.1.1 Preparation:

The helicopter will come to the preparation line and wait for the previous helicopter to finish.
At a signal from the judges, the helicopter will move and land at the departure line.
The loader will hand over the rope with the attached bucket.
The rope will be held by the crew member, sitting on a seat on the side opposite to the pilot, in a normal position and wearing the safety harness correctly. The crew must remain seated. The rope will be maintained on the floor of the cabin, either inside or outside the skids where fitted.

1.1.2 Start:

Upon an indication of ready from the pilot (or crewmember), the starter will signal the start by dropping a flag. The helicopter will take off from the departure line at the sign of the starter lowering of a flag, with the bucket resting on the ground, the crewmember holding the rope by the handle.
The rope will remain held by the crew member who must have both hands visible. Manoeuvring of the rope is allowed provided the rope is not shortened by any part of the body below the red painted ball.

1.1.3 Composition of the course:

The course comprises of a departure gate, an entrance gate, a pen and an exit gate.

The course will be placed as per Annex 1; the direction of flight will be indicated in Annex 1.

To correctly pass the entrance gate, the top of the bucket must pass below the top of the poles. If an attempt of passing the gate fails, the bucket must go backwards around the outside of the poles before another attempt is made. Multiple opportunities to pass a correctly will be allowed.
The course will be flown in the following order – departure gate to entrance gate to exit gate via the pen.

1.1.4 Pen and Exit Gate

After passing the entrance gate, the bucket will be lowered into the pen and 4 tasks will be performed:

1. 360° turn of the aircraft to the left (minimum 15 seconds)
2. Lifting the bucket clear of the pen on completion of task 1
3. Lowering the bucket into the pen
4. 360° turn of the aircraft to the right (minimum 15 seconds).

Each turn must take a minimum of 15 seconds

For the purpose of timing, the timing will start at the beginning of the turn and it will be timed from when the top of the bucket is first lowered into the top of the pen.

To complete the course, the bucket must pass through the exit gate.

1.1.5 Timing

The competition time starts with lowering of a flag by the starter at the departure line and the time stops when the bucket passes the exit gate.

1.1.6 Tie Break

If there is a tie for a place, the winning crew is determined by the shortest flight time with the lowest penalties.

1.1.7 Scoring

Score is determined by subtracting the Penalty Points from 300. The minimum score achievable is zero.

1.1.8 Awards

Tba

1.1.9 Fees

Tba
Measurements of competition area and equipment (see attached Annexes)

- 50 x 50 metres competition area. See Annex 1.
- One departure, gate internal width 3 metres.
- One entrance, gate internal width 1 metre.
- One pen, dimensions 1.75 metre x 1.75 metre x 1.15 metre high. See Annex 2.
- One exit gate, internal width 5 metres
- One 5 litre bucket made from break proof material complete with handling aids. See Annex 3.

Penalties

<table>
<thead>
<tr>
<th>Infringement</th>
<th>Penalty points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Departure before starting signal is given</td>
<td>20</td>
</tr>
<tr>
<td>Missing a gate</td>
<td>20</td>
</tr>
<tr>
<td>Each second in excess of 120 seconds</td>
<td>1</td>
</tr>
<tr>
<td>*Missed pen</td>
<td>100</td>
</tr>
</tbody>
</table>

In the pen

<table>
<thead>
<tr>
<th>Infringement</th>
<th>Penalty points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bucket or rope in contact with tape, per second</td>
<td>10</td>
</tr>
<tr>
<td>Grounding the bucket, per second</td>
<td>10</td>
</tr>
<tr>
<td>Lifting the top of the bucket above the top of the tape, per second</td>
<td>5</td>
</tr>
<tr>
<td>Rope shortened, has knots or handled below red ball (per each infringement)</td>
<td>50</td>
</tr>
<tr>
<td>Turn completed in less than 15 seconds</td>
<td>15</td>
</tr>
<tr>
<td>Bottom of bucket not clear of pen between turns</td>
<td>30</td>
</tr>
<tr>
<td>Crew not staying seated or fastened (both hands and legs not visible)</td>
<td>50</td>
</tr>
</tbody>
</table>

*the pen will be deemed as missed if the bucket is grounded, lifted above the tape for more than 180 degrees of a turn*
Entrance Gate at variable positions

Exit Gate at variable positions

Pen dimensions 1.75MX1.75MX1.15M

The exit gate will be marked by two 1M high poles. 1M apart

The entrance gate will be marked by two 2M high poles. 1M apart

Pen

Competition Area always against the wind.

Departure Line

Line D

Line P

Preparation Line

Gate P

Gate D

Page 4
Rail formed with PVC Tape.

All Dimensions in mm.

1370mm Road Pin

The Pen
Annex 3

Grip to be held in crewmembers hand.

Red wooden ball diameter 5 cms.

5 Litre bucket filled with water
<table>
<thead>
<tr>
<th>Running Order</th>
<th>AIRCRAFT REGN &amp; TYPE</th>
<th>PEN PAL TOTAL TIME ALLOWED 120 SECONDS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Departure before starting (X for penalty)</td>
<td>20 points 20 points 20 points Total Points</td>
</tr>
<tr>
<td></td>
<td>Failing to pass through Entrance Gate (X for penalty)</td>
<td>10 per second 10 per second 5 per second 15 points 30 points 100 points Total Points</td>
</tr>
<tr>
<td></td>
<td>Bucket or rope in contact with tape (Number of seconds)</td>
<td>100 points</td>
</tr>
<tr>
<td></td>
<td>Guarding the bucket per second</td>
<td>50 points</td>
</tr>
<tr>
<td></td>
<td>Lifting the top of the bucket above the top of the tape (Number of seconds)</td>
<td>50 points</td>
</tr>
<tr>
<td></td>
<td>Turn completed in less than 30 seconds (X for Penalty)</td>
<td>1 per second</td>
</tr>
<tr>
<td></td>
<td>Bottom of bucket not clear of pen between runs (X for Penalty)</td>
<td>Total</td>
</tr>
<tr>
<td></td>
<td>Missed Pen (X for penalty)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Crew not playing basket or ball (hands and legs not visible) (X for Penalty)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Rope shortened, has knots or handed below red ball (X for Penalty)</td>
<td></td>
</tr>
</tbody>
</table>

### Points Distribution

- **20 points**
- **10 per second**
- **5 per second**
- **15 points**
- **30 points**
- **100 points**
- **Total Points**
- **50 points**
- **50 points**
- **1 per second**
- **Total**