

Rules for flying and scoring

VSM

several flying sessions allowed

Fly long ... but without thermal



VSM - flying rules

Premise: flying in calm air without thermal assistance*
to measure only glide performance of your model

- A. Make **minimum 3, maximum 5 unlimited flights** in *dead, calm air* to the **ground**
 - A1 The **best** and **worstest flight time** will be cancelled (to exclude the outliers); not flown flights = 0 sec
 - A2 In case you have **only 3 flights**, the not flown 4th flight with 0 will be deleted as the worstest.
- B. Finally **the average** from **remaining flights** will be calculated and set as **final VSM result**.
 - B1 in case of **5 flights** the **average** of **remaining 3** flights will be calculated
 - B2 in case of **3/ 4 flights** the **average** of **remaining 2** flights will be calculated

example: scheme for calculation of VSM results

this figures are notional to show the different calculation steps, but with same average in the end

case	Number of flights	flight					Delete A1		Average B	remark
		1	2	3	4	5	min	max		
1	5 flights made	305	258	282	95	300	95	305	280,0	B1 average of 3
2	4 flights made	302	241	258	343		241	343	280,0	B2 average of 2
3	3 flights made	321	265	295	A2 0		0	321	280,0	B2 average of 2

A1 delete outliers:

highest scoring

lowest scoring

- * **without thermal assistance ...** means, that when the freeflight model
- **climbs or stay same height** for a **longer time**
 - **flies a time out of normal average** (flights are **60 sec higher** than the average),

then this **flight can't be taken** into the **VSM scoring**, due **no real sunrise conditions** exists → **try another day**☺



VSM Challenge



Still in planning

total ranking
of all classes in 1 list
will come true in **VSM**

more details to follow!

