

Nordic Championships

Pilots Meeting

Minutes of Pilots Meeting

Jämi, 8.7.2011

1. New Nordic schedule

Finnish pilots suggested to start using A schedules from FAI's Sporting code and replace the old N-09 schedule that was accepted in 2009 NC in Sweden.

Comments and discussion:

- Norwegian representatives had no official comments from Norwegian pilots. Unofficial was to keep current.
- Danish Team wanted to change the program
- Swedish Team suggested starting to use new A-programs as Final program in Nordic.
- Danish Team suggested starting to use A-12 with the change of remove snap rolls and push maneuvers to lower level.

Pilots agreed and new schedule was created. See appendix A: N-13 schedule.

2. Scoring

Finnish pilots aroused general discussion about scoring.

- Swedish pilots suggested to invite 5th judge outside Nordic area
- Norwegian pilots suggested that 5th judge could be used and each country could offers one extra judge (one per round)

Option#1:

Pilots agreed that NC arranging country may call 5th judge outside Nordic area even with the increased cost of the participation fee.

Option#2:

Pilots also agreed that it is possible to call one extra judge from each country and use 5th judge's seat with rounding shift principal. In other words, FAI has 4 fixed judges and one visiting judge.

(Secretary's comment; we didn't discuss Nordic judges. However, if each country offers two judges, secondary judges could be used as Nordic judges and FAI judges could take visiting judge's seat with rounding shift)

In FAI finals, 8 judges could be used.

Scoring:

- If five or more judges are present, TBL (or present fare play system of Sporting Code) shall be used.
- In the case of four judges, highest and lowest score of each maneuver will be removed
- In the case of three or less judges, all given cores are computed

3. Nordic Championship rules

Agreed that this document is first delivered to team managers and after all team managers are approved the content, document becomes official rules until next pilots meeting is held.

Other changes compared to previous contests:

- In NC2009 we had 5 finalists. In NC2011 we had 6 because of "1/3 round up rule" in Sporting Code.
- In finals, normalized preliminary final scores are added to act like one final round
- Team results are computed as defined in Sporting Code (team member placing positions are added as team result; lowest score wins)

License rule:

- In FAI class, sporting licence is needed
- License is not required in Nordic class. However, 3rd party valid insurance is necessary.
- Good practice is that team manager takes care of checking insurances and licenses.

Pilots outside Nordic area and extra pilots:

- Decided that invitation is sent only to Iceland, Norway, Denmark, Sweden and Finland.
- No extra pilots are accepted.

Number of FAI participants per country:

- Previous NC champion
- Three team members
- Two additional members

Number of Nordic participants per country:

- Three team members
- One additional member

Nordic class participation rules, from NC2007 Minutes of Pilots in Norway:

"It was decided that each nation's ranking in their national cup the year before the championships shall decide if a pilot is qualified or not. That means that a pilot can only attend the Nordic class if he holds a "counting position" in his country's national cup IN THE NORDIC CLASS the year prior to the Nordic Championships. There were no opinions against a Nordic pilot to fly in the FAI-F3A class if he liked to and his country had a place for him. It was also decided that a pilot could only enter ONE class during the Nordic Championships."

4. Other issues

Bengt-Erik Söderström (Swedish judge) passed invitation to participate Ukraine and Russian contests.

Appendix: N-13 Schedule

N-13.01 Half Clover Leaf

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, push through a $\frac{3}{4}$ loop into a horizontal line, push through a $\frac{3}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

N-13.02 Stall Turn

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a stall turn into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

N-13.03 Roll Combination with consecutive two $\frac{1}{4}$ rolls, two $\frac{1}{4}$ rolls in opposite direction

From upright, perform consecutively two $\frac{1}{4}$ rolls, $\frac{1}{4}$ rolls in opposite direction, exit upright.

N-13.04 Half Square Loop with $\frac{1}{2}$ roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop, exit upright.

N-13.05 Triangle with two $\frac{1}{2}$ rolls

From upright, push through a $\frac{1}{8}$ loop into a 45° downline, perform $\frac{1}{2}$ roll, pull through a $\frac{3}{8}$ loop into a horizontal line, pull through a $\frac{3}{8}$ loop into a 45° upline, perform $\frac{1}{2}$ roll, push through a $\frac{1}{8}$ loop, exit upright.

N-13.06 Split S with $\frac{1}{2}$ roll

From upright, perform a $\frac{1}{2}$ roll and immediately pull through a $\frac{1}{2}$ loop, exit upright.

N-13.07 45° Upline with roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a roll, push through a $\frac{1}{8}$ loop, exit upright.

N-13.08 Reverse Top Hat with $\frac{1}{4}$ roll down, $\frac{1}{4}$ roll up

From upright, push through a $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop into a horizontal line, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop, exit upright.

N-13.09 Spin with 3 turns

From upright, perform a upright spin with 3 turns, perform a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

N-13.10 Pull-Push-Pull Humpty-Bump with $\frac{1}{4}$ roll up, $\frac{1}{4}$ roll down (Option: Two $\frac{1}{4}$ rolls up)

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{2}$ loop into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

Option: From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform two consecutive $\frac{1}{4}$ rolls, push through a $\frac{1}{2}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

N-13.11 Cuban 8 with roll.

From upright, pull through a $\frac{5}{8}$ loop into a 45° downline, push through a $\frac{3}{4}$ loop into another 45° downline, perform a roll, pull through a $\frac{1}{8}$ loop, exit upright.

N-13.12 $\frac{1}{2}$ Loop

From upright, pull through a $\frac{1}{2}$ loop, exit inverted.

N-13.13 Square Loop

From inverted, pull through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop into a horizontal line, pull through a $\frac{1}{4}$ loop into a vertical upline, pull through a $\frac{1}{4}$ loop into a horizontal line, exit inverted.

N-13.14 Figure 9

From inverted, push through a $\frac{3}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

N-13.15 Roll Combination with two consecutive rolls

From upright, perform consecutively a two rolls in the same direction, exit upright.

N-13.16 $\frac{1}{2}$ Square Loop on Corner

From upright pull through a $\frac{1}{8}$ loop into a 45° upline, pull through a $\frac{1}{4}$ loop into a 45° upline, pull through a $\frac{1}{8}$ loop, exit inverted.

N-13.17 Figure Z with $\frac{1}{2}$ roll

From inverted, pull through a $\frac{3}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{3}{8}$ loop, exit upright.

Nordic Schedule (N-13)

No	K	Description
1	3	Half Clover Leaf
2	3	Stall Turn
3	4	Roll Combination with consecutive two $\frac{1}{4}$ rolls, two $\frac{1}{4}$ rolls in opposite direction
4	3	Half Square Loop with $\frac{1}{2}$ roll
5	4	Triangle with roll
6	2	Split S with $\frac{1}{2}$ roll
7	5	45° Upline with roll
8	4	Reverse Top Hat with $\frac{1}{4}$ roll down, $\frac{1}{4}$ roll up
9	4	Spin with 3 turns
10	3	Pull-Push-Pull Humpty-Bump with $\frac{1}{4}$ roll up, $\frac{1}{4}$ roll down (Option: Two $\frac{1}{4}$ rolls up)
11	5	Cuban 8 with roll
12	1	$\frac{1}{2}$ Loop
13	5	Square Loop
14	3	Figure 9
15	4	Roll Combination with two consecutive rolls
16	3	$\frac{1}{2}$ Square Loop on Corner
17	4	Figure Z with $\frac{1}{2}$ roll

N-13

