Invitation to VSM during HEC finale
Victor Stamov Memorial

fly sunrise or sunset in calm, dead air
at HEC finale
in Panensky Tynec, CZE
on October, 28th - 29th 2017

Saturday 28.10.   16 - 18"00
official sunset 17"46 p.m.
Attention: change of summer- to wintertime
Sunday, 29.10.   7 - 9"00
official sunrise ~6"51 a.m.

Contest bulletin with all infos you find under
www.creasus.de/ikarus/HEC2017finale.pdf

☺ **You can make your flights (minimum 3, maximum 5) in the evening or also morning** ☺
Recommendation: you can use this flights also as trimming flights before the contests !

Come and fly with us, trim your model for best sinking mode to be ready for next Fly Off - HEC finale and enjoy the glance of sunset/ sunrise flying!

☺ **Wake up … fly** *VSM* **… without thermal and afterwards you will be happy** ☺

Overview of VSM www.vsmsunrise.org/Content/presentations/VSMoverview.pdf

You find more info in the VSM-Blog vsmsunrise.org/blog/ and basic info under www.vsmsunrise.org or on https://www.facebook.com/groups/VSMsunrise

Have a look in actual performance under VSM performance 2017

If you have any questions, send a mail to vsmfreeflight@gmail.com or ask VSM coordinator of your country: www.vsmsunrise.org/Content/presentations/VSMorganisation.pdf

VSM as a brief overview:

VSM is not taking place as usual day contest with thermal picking to fly a Max in 5 or 7 rounds, but the special attraction of **VSM** is to measure the **glide performance** of your model and in case of **available altimeter** also the **glide rate.**

- You start flying **VSM** at sunrise and finish your last flight latest 2 hours later.
- You decide **individually**, when and where you fly **VSM** – several times is possible.
- You go out alone with a timekeeper or in a group of friends together or
- you use your altimeter for timing and measure also the sinking rate

A. You make **5** (minimum 3) **unlimited flights** in *calm air* to the *ground*
   A1 The *best* and *worse* **flight time** will be cancelled (to exclude the outliers); not flown flights are taken as 0 sec
   A2 In case you have **only 3** flights, the 4th flight will be deleted as the worsest.
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

You can fly in all „**normal**" classes F1A, B, C, Q, G, H, S, P30 or in **VSM glider categories F1A-50 or F1H-50** –> launch without gaining height by acceleration your usual models to fly also on smaller fields with lower performance. As additional help to fly on smaller fields you can use also a shorter line of 25m and the flown time will be calculated proportional to 50m.

Benefit of building Categories in F1A like in F1H VSMcategories2017: *You compete in a ranking of sportfriends* with equal start conditions from height.

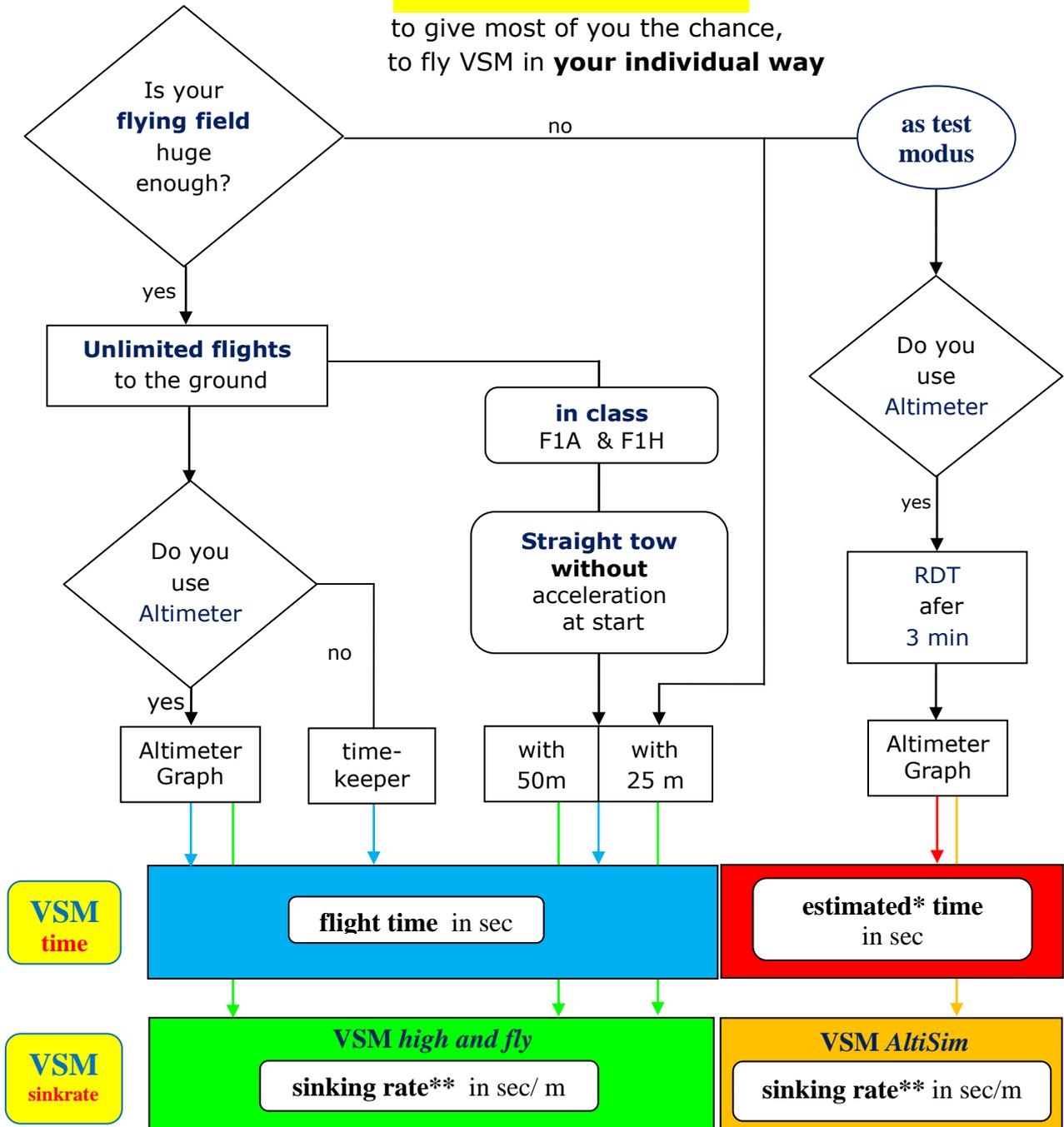# Select your VSM day during this contest or *fly at any morning anywhere else !*

☺ Enjoy the magnificent flying of your model ☺

VSM - Victor Stamov Memorial 2017

VSM Variants
to give most of you the chance,
to fly VSM in **your individual way**

Is your flying field huge enough?

as test modus

no

yes

Unlimited flights to the ground

in class F1A & F1H

Straight tow without acceleration at start

Do you use Altimeter

yes

RDT afer 3 min

Do you use Altimeter

yes

no

Altimeter Graph

time-keeper

with 50m

with 25 m

Altimeter Graph

VSM time

flight time in sec

estimated* time in sec

VSM sinkrate

VSM *high and fly*
sinking rate** in sec/ m

VSM *AltiSim*
sinking rate** in sec/m

Example and actual performance see in the Blog http://www.vsmsunrise.org/blog
http://vsmsunrise.org/blog/wp-content/uploads/2017/01/VSM-performance.pdf

* **Estimated time** will be calculated from uploaded graph as extrapolation of the position 10 sec after highest to RDT point by prolongation this line to the ground.
** Sinking **rate** = flying time in sec / launch height in m 10 sec after highest point
   VSM high and fly - related to the ground   *VSM AltiSim* - related to the RDT position