

# Swiss League Open

## Introduction

In Switzerland we have the wonderful situation, that within a 3 hour-drive-radius around “Interlaken” very different weather zones are reachable. Next to the good flying sites around Interlaken (Grindelwald, Interlaken, Frutigen), we have the South (Tessin, Mt. Lema), West (e.g. Verbier), Wallis (e.g. Fiesch), Jura (Tavannes, Chasseral) and East (Grisson, Fanas, Flims) of Switzerland with different weather conditions.

Therefore, since the beginning (1990), the Swiss League organised the Swiss League Cup in a “flexible” way. That means, no fixed flying area is chosen up front. The goal is a maximum of tasks and fun with a minimum of parawaiting and driving.

Please note: Due to this flexibility, we won't be able to provide much in terms of infrastructure. But it is basically for free and we try our best to get you to fly as much as possible.

## Possible Fligh Area

The possible venues are all over Switzerland, including some close by across our borders, in Austria, France or Italy.

## Registration

Swiss Pilots do not need to register. Foreign Pilots are kindly asked to register up front (see Contact).

This is only for your convenience and to make sure that you are accepted before driving here. The maximum number of participants is 80, with a maximum of 30 foreign pilots.

## Entry Fee

The Entry Fee is Sfr. 50.- (about 30 Euro). This money is basically only used for transportation to take off. Anything else you will have to pay separately by yourself. We will collect your entry fee during track-download after the first task.

## Announcement

If conditions are good, the Flight Area will be announced in the evening too days prior to the event at [www.swiss-league.ch](http://www.swiss-league.ch). Swiss League Pilots and registered foreign Pilots will also get an e-mail or SMS with information's.

If the weather situation is difficult, we will postpone the decision to the Day before the Start of the Competition, at noon.

We try to be honest with our Weather forecast, in Order you always can decide to participate or not.

## Waypoints, Goal Line, Retrieve

There is no upload of waypoints – coordinates will be announced at the task briefing and you will have to enter them manually. We'll do our best to give you plenty of time for this.

No physical goal lines will be used, there will be 'end of speedsection' and virtual goal lines.

There is no organised retrieve – but the Swiss public transportation system works really well.

## Rules for Scoring and GPS

We will be using the current World Cup Rules for Scoring and GPS.

## Report Back

We will use the CCSS SMS system. For a short description see:

<http://ccss.azoom.ch/CCSS%20Competition.pdf>

You don't have to do anything up front. During the first Briefing you will be asked to register via SMS.

In any case, after each task, you'll have to report back within 15 minutes after landing (or with the minimum delay possible).

## Additional Rules

Human sense (no link).

Swiss League Local Regulations:

[www.swiss-league.ch/aboutUs/data/LocalReg.pdf](http://www.swiss-league.ch/aboutUs/data/LocalReg.pdf)

Swiss sporting rules:

[www.shv-fsvl.ch/sport/sportreglement/](http://www.shv-fsvl.ch/sport/sportreglement/)

ICR PWCA

[www.pwca.org](http://www.pwca.org)

FAI Section 7

## Scoring and Meet Director

Jo Wehrenberg (he scores all main Swiss events, he was the computer-responsible during the World Cup Fiesch) and or Toni Crottet.

Martin Scheel (Swiss League and tech. director World Cup Fiesch).

## Contact

Martin Scheel

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Swiss Federation (Sport), Elizabeth Vögtli:

[sport@shv-fsvl.ch](mailto:sport@shv-fsvl.ch)

Registration:

Send a e-mail with your personal information (glider, cell-phone, mail) to [martin@azoom.ch](mailto:martin@azoom.ch)