



Kitsap Aircraft Radio Control Society

2012 R/C Combat Rules

❖ I. General Rules

- A. For simplification, we will only be flying one class of combat plane. The specifications for this plane will be up to .25 size engine (or equivalent electric motor). It is suggested that the weight of these planes be kept below 3.5 lbs if possible in the interest of good performance. However, combat planes in excess of 3.5 lbs weight will be allowed to compete.
- B. All aircraft will be inspected prior to competition to insure:
 - 1. proper structural integrity,
 - 2. engines can be cut prior to landing with propellers stopped in a horizontal position (electric motors excluded), and
 - 3. planes are designed to prevent runway damage.
 - a. Hand-launched planes must have an effective landing skid that is shaped to prevent runway damage, or must land on the grass area parallel to the runway.
 - b. Wheeled planes must demonstrate that take off from the runway is clean and effective with the plane under control, causing no runway damage.
- C. Planes not meeting the criteria specified in paragraph I.B. above will not be allowed to fly until all problems are corrected and another inspection/check is performed. The decisions of the inspecting club member who carries out these checks are final.
- D. All pilots and judges must wear hard hats. You can get these at Home Depot or any other hardware store for about 8 bucks.
- E. Streamers will consist of 30 feet of ribbon attached to 10 feet of light string.
- F. The club will supply ribbon and string, however pilots and their assistants should be aware that it is their responsibility to equip their aircraft with streamers of the appropriate length and construction. Although materials will be available on each day of combat, it is better to bring streamers to the field already made up. More pilots mean more streamer winding equipment.
- G. All judge's decisions regarding ribbon cuts and flight safety line violations are final.
- H. We will be flying four rounds of four minutes each per monthly competition and the pilot with the highest score at the end of the day will be the winner. The scores will be totaled at the end of the year. The pilot with the highest score total at the end of the year will be the winner for the year and will receive an award. Most valuable however, the winner will have bragging rights and be known as the Combat King until the next season.

❖ II. Combat dates and times:

- A. All combat events will start at 12:00 noon on the first Saturday of each month during the season.
- B. All other A.M.A. rules apply. Be safe and have FUN.

III. Flying Rules

- A. Pilot may continue flying to finish the heat he is in with only one foot of ribbon, (this was voted on).
- B. Pilot must have at least ONE foot of ribbon remaining when landed on or very near the strip to have a 'complete flight'. Any landing without the foot or more of ribbon, for any reason, will not be a 'complete flight'. Pilots only score 20 points for take off and 100 points for cuts to an opponent during an incomplete flight. Points for pilot's own streamer are still 4 points per foot on a complete flight.
- C. Points deduction for crossed flight safety line are for airplanes flying straight at the pits or landing on pit side of the runway - 300 points deduction. For crossing flight safety line off to the right or left of pits there is no deduction.
- D. Ninety seconds after 'start your engines', pilots must be in the air with a full streamer or all that the pilot can score are "cut points" in that heat.
- E. Any and all mid-air hits (even the slightest tick) require an immediate landing of both planes.
- F. A maximum of 30 minutes time delay is allowed for any pilot for any reason between heats. (Best to have at least 2 planes ready to go at the beginning of the day).

IV. Scoring

- A. Award for launching airplane on time (with streamer): 20 points
- B. Award for a 'complete flight' for a four-minute heat (see rule 2 above): 20 points
- C. Award for each cut of an opponent's streamer: 100 points
- D. Deduction for crossing the flight safety line (see rule 3): -300 points
- E. Award for streamer upon landing (see rule 2): 4 points for each foot of streamer remaining
- ❖ F. If a pilot is obliged to land on or adjacent to the runway due to unforeseen reasons, say an engine cut, then he/she would get a bonus of 50 points for their misfortune. However, crashing or landing outside the runway area, landing because of contact damage or loss of streamer would not be subject to this rule. (This may want some more discussion or a ruling at the time of the incident).

❖ V. Participation Bonus

A ticket will be handed out to each participant of the month's event and a drawing made. A minimum of four pilots must compete for a prize to be awarded. These tickets will also be put in an annual draw container for an end-of-year draw, probably in December. Suggestions are \$25 per monthly draw and \$75 per annual draw which are in addition to combat winners' prizes each year.

- ❖ Indicates changes from the 2011 Combat Rules