



Kitsap Aircraft Radio Control Society

2024 Combat! Rules

The purpose of Combat! is to improve flying skills and enjoy the fun of competition. These rules are designed to ensure fairness and safety without applying too much structure to what is inherently a chaotic activity.

As a result, a majority of participating pilots may, with the approval of the Coordinator, chose to temporarily add or adjust a Flight Rule to experiment with different flight conditions or maximize the enjoyment of the activity. AMA, Kitsap ARCS, and Scoring Points rules would not be affected.

Aircraft

There will be one class of combat airplane. The criteria for this airplane are as follows.

1. No rotary winged aircraft are permitted.
2. The airplane shall be flightworthy in all respects.
3. The airplane shall be powered by a single engine of no larger than .25 size or equivalent electric motor.
4. The airplane may not exceed 3.5 pounds in weight.
5. The airplane must be configured so as to prevent runway damage during takeoff and landing. Hand launches and landing on the grass runway are permitted.

Airplanes are subject to inspection at any time. Any not meeting these criteria will not be allowed to compete until all violations are corrected.

Competition Conditions

1. Combat events will start at 12:00 noon on the first Saturday of each month during the season.
2. All pilots, officials, and observers forward of the canopy must wear hard hats.
3. All AMA and Kitsap ARCS flight and safety rules apply; violators are subject to disqualification.
4. Subject to a vote of the pilots and a decision by the Coordinator, there will be a minimum of three heats of competition per event.
5. The pilot with the highest score at the end of the day will be the winner.
6. 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.

Flight Rules

1. Pilots must provide and are responsible for equipping their airplanes with a streamer consisting of 30 feet of ribbon attached to 10 feet of light string.
2. Airplanes in flight with less than one foot of ribbon remaining, as determined by the Coordinator, must be landed immediately and will receive no points for any streamer cut occurring thereafter.
3. Airplanes must be airborne at the announcement of 'end combat', land on or near the runway, and have at least one foot of ribbon remaining to have a complete flight.
4. Reference Item 2 of "Little Field Flight Operations" in the "Kitsap ARCS Annual Flight Briefing"
 - a. Flying in a "Restricted Area" or outside the "Flying Boundary" shall constitute having crossed the flight safety line.
 - b. Flying straight at the pits when over or to the east of the runway, or landing to the east of the runway, shall constitute having crossed the flight safety line.
5. After the announcement of 'start combat', pilots not in the air with a full streamer shall receive no points for an on-time launch or a complete flight. Points for streamer cuts will be awarded.
6. Subject to a determination by the Coordinator, any airplane damaged, in poor control, or failing to engage other planes may be required to land immediately.
7. The Coordinator may allow any reasonable time delay between heats to insure maximum pilot participation.
8. The Coordinator's decisions regarding AMA, Club and competition rule violations are final.

Scoring Points

1. Award for an **on-time launch** of an airplane with streamer: 20 points
2. Award for a **complete flight**: 20 points
3. Award for each of an opponent's **streamer cut**: 100 points
4. Deduction for having **crossed the flight safety line**: -200 points & forfeiture of heat points
5. Award for streamer upon landing: 4 points for each foot of **streamer remaining**