

## **Kitsap ARCS R/C Combat Rules.**

For simplification we will only be flying one class of combat plane. The specs for this plane will be up to 25 size engine and up to 3.5 lbs.

All Pilots and Judges must wear hard hats. You can get these at Home Depot or any other hardware store for about 8 bucks.

The club will be supplying all the ribbon and string.

All ribbon cuts and line calls for penalties by the judges are final.

We will be flying 4 rounds per 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 a NEW 25 size ball bearing engine. Most valuable however, the winner will have bragging rights and be known as the Combat King until the next season.

### **Combat dates and times:**

All combat events will start at 12:00 noon on the first Saturday of each month during the season.

All other AMA Rules apply. Be safe and have FUN.

### **Combat Flying Rules for Kitsap Arcs,** (any other rules not considered).

1. Pilot may continue flying to finish the heat he is in with only one foot of ribbon, (this was voted on).
2. 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 with out the foot or more of ribbon, for any reason will not be a 'complete flight'. Pilot only scores 20 pts for take off, and 100 pts for cuts on opponents during an incomplete flight. Points for pilot's own streamer is still 4 pts per foot **on a complete flight**.
3. Points deduction for crossed flight safety line are for airplanes flying straight at the pits or landing on pit side of the runway - 300 pts deduction. For crossing flight safety line off to the right or left of pits there is no deduction.
4. 90 seconds after 'start your engines' pilots must be in the air with a full streamer or all the pilot can score are "cut points" in that heat.
5. Any and all mid-air hits, (even the slightest tick) is an immediate landing for both planes.
6. Maximum of 30 min. time delay for any pilot for any reason, between heats. (Best to have at least 2 planes ready to go at the beginning of the day).

### **Scoring**

- |   |          |
|---|----------|
| 1. Launch airplane on time (with streamer)                                    | 20 pts   |
| 2. Continuous flight for the 4 minute heat                                    | 20 pts   |
| 3. For each cut of an opponent's streamer                                     | 100 pts  |
| 4. Crossed flight safety line (see rule 3 above)                              | -300 pts |
| 5. Deduct 4 pts per foot absent from streamer on landing, (see rule 2 above). |          |