

# Radio Control Combat

## SCALE RC COMBAT (ALL CLASSES)

For event 750.

### World War II Fighter Combat

**1. Objective.** To recreate the excitement of World War II-era Fighter Combat in an enjoyable, safe, 1/12-scale competition that will be interesting for spectators and challenging for the contestants.

**2. General.** All AMA and FCC regulations covering the RC flier and his or her airplane and equipment shall apply to this event. Every contestant shall sign the AMA Flight Safety Declaration Form, and attest that he or she meets the requirements stated therein.

Contestants are expected to act in a safe and sportsmanlike manner at all times. Any conduct by a contestant deemed by the Contest Director (CD) to be hazardous or unsportsmanlike will be cause for immediate disqualification of that contestant from the event at the discretion of the CD. The judgment of the CD on safety matters shall not be protested. The builder-of-the-model rule does not apply to this event.

There shall be no limitation on the type of equipment fitted to the model, or the number of controls, except as specified in the following sections. The contestant shall be allowed only one (1) model per round (except as noted in section 4.5.), but may switch to an alternate model of his/her choice for any following rounds.

All models flown must be safety inspected for airworthiness and inspected for compliance with the model weight and engine class requirements for which they are participating prior to the competition by the Contest Director or a CD-appointed representative prior to competition.

**2.1. Safety.** Safety for spectators, contest personnel, and contestants is of the utmost importance for this event. The CD has the authority to enhance safety requirements to suit the need of the flying site and the contestants. The safety line, flightline, and spectator line should be clearly marked for the duration of the event. Spectators shall maintain a distance from the flightline of at least 500 feet for every 1.0 cu. in total displacement of any single aircraft in the contest. All individuals forward of the spectator line shall wear protective headgear, as outlined in the *Official AMA National Model Aircraft Safety Code*, while combat flights are in progress. Each pilot is responsible for obtaining such headgear and shall have the sole responsibility to provide for his or her own protection.

### 3. Model Aircraft Requirements.

**3.1.** The model must be a 1/12-scale replica of a pursuit, fighter, or attack aircraft produced or in service between 1935 and 1955. For the purpose of this contest, an aircraft shall be considered a pursuit, fighter, or attack aircraft if its missions routinely involved, or its designer intended any of the following:

a) interception of enemy aircraft;

b) high-speed ground or sea attack;

c) dogfighting;

d) long- and short-range escort.

The aircraft must have been originally designed to have had onboard guns installed.

Aircraft that had guns mounted for defensive purposes only shall not qualify as pursuit, fighter, or attack aircraft.

**Class 2105: 3.2.** Aircraft must resemble their full-scale counterparts. No more than plus or minus five (5) percent deviation from overall scale outline will be allowed.

**Class 2610: 3.2.** Any aircraft legal in event Class 2105 shall be legal in event Class 2610. Aircraft must resemble their full-scale counterparts. No more than plus or minus ten (10) percent deviation from overall scale outline will be allowed.

**3.2.1.** The Contest Director shall determine accuracy-of-scale by simple visual inspection at 15 feet and may, at his discretion, request from the pilot a three-view drawing or photo, to help in determining scale fidelity. Minor modifications that improve flight characteristics will be allowed as long as those modifications do not alter the basic resemblance to the original aircraft. Aircraft are to be finished in prototypical or unit/squadron colors for that type of aircraft of the period. Unusual color schemes are allowed when supported with simple photograph or drawing documentation supplied by the pilot of the aircraft. The burden of proof of scale fidelity shall reside solely with the pilot of the aircraft.

**3.2.2.** Fuselages must be three-dimensional. Profile fuselages will not be allowed. Any part of the engine and/or muffler not concealed by the cowl or fuselage shall be ignored when considering the scale outline of the aircraft.

**3.2.3.** Landing gear is allowed but is not required unless the full-scale aircraft had a fixed gear. Protrusions on the leading edges of the wing, scale or nonscale, shall not be allowed. Canopies, either structured or painted on, are required. The aircraft must begin the event with a cowling.

### 3.3. Weight.

• **3.3.1.** A maximum dry weight of 3.5 pounds for any single-engine design.

• **3.3.2.** The maximum dry weight for multi-engine designs shall be determined from the following table:

Twins up to and including a 50-inch span, 4 pounds.

Twins with greater than 50-inch span up to and including 60-inch span, 4.5 pounds.

Twins greater than 60-inch span, 5 pounds.

**Class 2105: 3.4.** Maximum total nominal displacement for single engine designed aircraft

shall be .21 cu. in. Tuned pipes are not allowed.

**Class 2610: 3.4.** Maximum total nominal displacement for single engine designed aircraft shall be .26 cu. in.

**3.4.1.** Maximum total combined nominal displacement for multiengine-designed aircraft shall be .30 cu. in. Multiengine model aircraft must have more than one functioning engine as per its full-scale counterpart. Designs which utilize two (2) engines contained in the fuselage may employ a single functional engine, but must comply with all single engine aircraft restrictions in this section.

**3.4.2.** A muffler or tuned silencer is required and may not exceed eight (8) inches in length. No other engine restrictions are in effect. Two-stroke, four-stroke, or diesel engine, stock or modified, that satisfy the displacement requirements are acceptable. The use of electric motors is acceptable as long as the aircraft meets the weight requirements as detailed in 3.3. with batteries in place. All engines must have some sort of rounded spinner or safety cover on the propeller shaft, such as an "acorn nut" or AMA safety nut. No bare threads are allowed.

**3.5. Engine Shut Off.** The pilot must be able to shut off the model's engine(s) by radio control with the airplane in any position (e.g., a servo dedicated to throttle control or a kill switch).

**3.6. Artificial Devices/Substances.** There will be no structures or devices allowed on the model that could aid in the cutting of an opponent's streamer. Sticky fluids/sprays are permitted. Wingtip skid plates are allowed, but must not extend forward of the leading edge of the wingtip.

#### **4. Contest Rules**

**4.1. Contest Site.** The combat arena shall be an area of limited width and depth to be determined by the constraints of the flying facility and the discretion of the Contest Director. The minimum width shall be 420 feet. The safety line will divide the pilots and the spectators from the combat arena. Pilots and judges shall be located on the flightline which will be a minimum of 25 feet behind the safety line. Spectators must remain behind the spectator line, which is defined as the distance from the flightline of at least 500 feet for every 1.0 cu. in. total displacement of any individual aircraft flown in the contest. Only contestants and contest personnel wearing hardhats may enter the area in front of the spectator line during Combat. The Line Marshall, either alone or assisted by the pilot judges, will call any safety line or flightline violations. At no time during launch, flight, or landing, should a pilot's model cross the flightline.

**4.2. Contest Structure.** The contest shall consist of at least four (4) nonelimination rounds. Each round shall include as many heats as necessary to allow all contestants to fly the round. At least four (4) or more aircraft will be flown against each other in each heat provided the number of pilots allow and no frequency conflicts exist.

After each pilot has had the opportunity to compete in at least four (4) rounds, the scores will be totaled. The pilot with the highest total score throughout the competition is the winner. In case

of a point tie, the total of the previous rounds will be used to determine the winner of the tie. If a tie break can not be found in previous rounds scores, then a simple coin toss shall be used to break the tie. The CD may option for a flyoff or spot landing to break the tie if the pilots are in agreement.

If more than 18 pilots are entered, the CD may, at his/her option, use a preliminary and finals format wherein the top scoring pilots from the preliminary four (4) or more rounds advance into a series of at least three (3) finals rounds.

The number of pilots advanced to the finals will be at least one-third ( $1/3$ ) and at most one-half ( $1/2$ ) of the total entries, based on the total scores from the preliminary rounds. Final scores will be determined by adding the total scores for each pilot from the finals rounds to one-half ( $1/2$ ) of his total score from the preliminary rounds. The CD must inform pilots of the intention to use a preliminary/finals format prior to the start of the event.

**4.3. Launching.** Aircraft may be launched by hand, dolly, landing gear, or catapult. Every contestant is allowed the use of one (1) assistant to help with starting, launching, and retrieving the pilot's model.

**4.4. Round Structure.** Each round shall consist of:

**4.4.1. Preparation/preflight.** The CD or Line Marshall shall ensure that each pilot has a judge, then announce at least one (1) minute until the "start engines and launch" signal.

**4.4.2. Scramble/launch.** A call/signal to start engines and launch begins a window of ninety (90) seconds for launching aircraft into the combat arena (no combat is allowed during this 90-second period). The period ends when the last aircraft is airborne, or ninety (90) seconds has elapsed, by the call/signal to "start combat."

**4.4.3. Duration/combat.** The combat period has a duration of five (5) minutes. For scoring purposes, flight scoring entails all safety-related scoring. Combat scoring entails all related streamer and length-of-flight scoring. The combat period and all combat scoring begins at the call to start combat.

The combat period and any combat scoring will end after the call to "end combat." Flight scoring is in effect for the duration of the round, from the call to start engines and launch until all aircraft have landed. The CD or Line Marshall is responsible for keeping the time and advising the pilots of the time left or time passed during the round. The CD and Line Marshall are responsible for encouraging or reminding the pilots to keep their aircraft near the center of the combat zone and at a reasonable distance and altitude in relationship to the safety line.

**4.4.4. Restarts/relaunches.** If a contestant's aircraft fails to launch on takeoff or must land any time during the combat period and is still airworthy, an unlimited number of restarts are allowed within the five (5) minutes, provided the aircraft is down in an area that allows its safe retrieval. Aircraft that are down under the combat arena after start combat has been called may not be retrieved.

**4.4.5. Landing/stand down.** Landings will

begin after the phrase/signal to end combat has been given. Aircraft will land in an area designated by the CD and/or Line Marshall. Safety-line rules are enforced. Aircraft known to be low on fuel are given first opportunity to land.

**4.5. Change of aircraft.** During a round, no change of aircraft is allowed once the pilot has launched or attempted a launch. In between rounds, the contestants may freely choose from any aircraft available to them. All aircraft switched during a round, prior to an attempted launch, must be on the same frequency.

**4.6. Interround safety inspection.** The CD or his/her appointed representative may, at his/her discretion, reinspect any aircraft that he/she suspects may have become unsafe for flight. If the CD pronounces the aircraft as unsafe, it will not be flown until the aircraft has been repaired and resubmitted to the CD for inspection. The CD is obligated to inspect an aircraft resubmitted for safety inspection as soon as the aircraft is presented to him/her. If it passes inspection the aircraft is immediately available for use. The judgment of the CD on safety matters cannot be protested.

**4.7.** Streamers and string are provided by the CD to ensure uniformity. Crepe paper and cotton string are recommended. Streamers will be 30 (thirty) feet long and no less than five-eighths (5/8) inches wide and no more than one (1) inch wide, attached to the model by a cotton string extending at least five (5) feet from the tail of the model. (At the discretion of the Contest Director, alternate streamer materials not meeting these specifications may be used if weather conditions prevent the use of standard streamer material).

## 5. Officials.

**5.1. Contest Director:** A CD will be in charge of each event. The CD or his/her representative will lay out and prepare the field and check each aircraft for conformance to scale, displacement, and safety requirements. The CD or his/her representative will be responsible for the making of flight matrices for all heats and rounds of the contest. The CD or his/her representative will use the start signal once the 90-second launch window has elapsed or if all aircraft are airborne. At the end of the five (5) minute heat duration, the CD or his/her representative will signal to the pilots to cease combat. The CD or his/her representative shall also tally scores from the individual aircraft judges for each individual in the competition. Streamers for the event will be supplied by the CD or his/her representative.

**5.2. Judges:** There will be one (1) judge for each aircraft flown per round. Each judge will register points gained or lost by the aircraft being judged, according to the scoring list. After the landing of that aircraft, the judge will inspect the streamer for final determination of points.

**5.3. Line Marshall:** The Line Marshall will signal all safety-line and flightline infractions. The individual judge scoring any airplane confirmed as having crossed the safety line or flightline by the Line Marshall is to inform the pilot of the infractions. If a pilot is disqualified from that round the judge will ask the pilot to land immediately.

## 6. Scoring.

• Streamer cut (other than your own).	+100 per cut
• Launch within 90-second launch window (airplane must be airborne with a complete streamer when start combat is called).	+20
• Continuous five (5) minute flight.	+20
• Remaining streamer.	+4 points per foot of streamer remaining on aircraft. (+120 max.)

## Points gained.

• Nonengagement. Pilots will be given one (1) verbal warning for not attempting to engage the opponent without penalty. Second offense and subsequent offenses will score -25 points. Nonengagement shall be considered flying too high or too far from the combat area. Low-level flying will not be considered non-engagement.	-25
• Safety Line. Pilots will be given one (1) verbal warning for crossing safety line and -100 added to his/her score. If a second offense should occur in the same round, the pilot shall lose any positive points earned in that round, have -200 added to his/her score, be required to land immediately, and remain grounded for the remainder of the round.	First occurrence -100 added to score. Second occurrence same round -200 plus loss of positive points accrued in that round.
• Crossing flightline. A pilot crossing the flightline shall lose any positive points earned in that round, have -300 added to his/her score, be required to land immediately, and remain grounded for the remainder of the round. Should a second offense occur by the same pilot in the event, the pilot shall lose any positive points earned in that round, have -300 added to his/her score, be required to land immediately, and remain grounded for the remainder of the event.	First occurrence -300 plus loss of positive points accrued in that round. Second occurrence, same event, -300 plus loss of positive points accrued in that round and is prohibited from further competition in the event.

## Points Lost.

**6.1. Loss of streamer.** A streamer shall be considered lost if it was improperly secured or broken in any way other than being cut by an opponent. Streamers lost, cut, or not fully extended during launch for any reason shall be considered to have launched without a complete streamer. In these cases, the pilot must land and secure another streamer, and the pilot is denied any positive scoring until a new streamer is attached. An aircraft that is airborne with a complete and extended streamer attached when the call to start combat is made will receive launch-on-time points and is eligible for continuous-flight points. Anytime a pilot lands after start combat is called, continuous-flight points will be lost (see exceptions to this in 6.2.).

**6.2. Midairs.** Any pilot involved in a midair collision must disengage from combat and leave the combat arena to the left, right, or above, if possible. At the moment of impact, the airplane shall be considered dead from positive and negative scoring (including penalties) or from being scored against. If the airplane crashes as a result of the midair, the pilot shall earn +20 points for continuous flight.

If the pilot can maneuver safely to an area outside the arena, and he/she and the Line Marshall both agree that the airplane can safely continue, the airplane shall be deemed alive and the pilot may reengage and becomes subject to continuous flight scoring. If the airplane is deemed unsafe to continue, the pilot shall land immediately beyond the safety line and shall earn +20 points for continuous flight.

If a flying facility makes the safe landing impossible due to its size restrictions, the pilot shall remain airborne in an area away from the combat arena, pilots, and spectators. After the round is complete and all other aircraft have landed, the pilot may be given clearance to land the crippled aircraft. It is the Line Marshall's responsibility to give a "heads-up" warning in such case.

At no time shall a pilot attempt to land a crippled aircraft inside the safety line or near the pilots during the round. Aircraft that midair during launch are considered failed launches and shall be treated as if the airplane failed to launch.

**6.3. Optional carrier landing.** If the optional carrier landing is used, it shall take place after completion of the round and score +25 points. The airplane must land within and remain within the designated area. The carrier deck (size and location to be determined by the CD) shall be located on the runway in the combat area. After each aircraft has landed the carrier shall be cleared for the next aircraft to land.

### 6.4. Streamer Cut Scoring.

**6.4.1.** A streamer cut is defined as any time one contestant's aircraft removes any part of a streamer attached to or being towed by another contestant's aircraft between the announcement of start combat and end combat.

**6.4.2.** Cutting or removing any streamer being towed by another contestant's aircraft will be scored as a cut.

**6.4.3.** A cut must be observed and confirmed by a judge to be eligible for scoring. The decision of the judge(s) regarding scoring of cuts is final.

**6.4.4.** If two streamers intertwine during com-

bat and any part of one becomes removed, the pilot whose streamer remains intact will be awarded the cut.

**6.4.5.** If more than two streamers are intertwined, the pilot(s) whose aircraft retain the original portions of their streamer will score the cut(s).

**6.4.6.** If two streamers become intertwined and any portion of both are removed, both pilots will score a cut.

**6.4.7.** Multiple cuts on multiple streamers towed by a single aircraft in a single pass count as one cut.

**6.4.8.** Multiple cuts on a single streamer in a single pass count as one cut.

**6.4.9.** Streamers not being towed by a contestant's aircraft (i.e. floating unattached) are not eligible for scoring.

### 6.5. Scoring of Remaining Streamer.

**6.5.1.** To be eligible for remaining streamer points, the aircraft must start the heat by completely crossing the safety line into the combat arena in controlled, powered flight with an attached, fully extended streamer.

**6.5.2.** To be eligible for remaining streamer points, the streamer must still be attached to string attached to the model (except as covered in 6.5.3.), and may not be a streamer cut from an opponent.

**6.5.3.** Should a streamer, string, or attachment break on landing or in recovering the model from a crash site, it may be taped together for scoring in a manner that does not increase the length of the streamer, provided that such action is observed and approved by a judge.

**6.5.4.** Streamer length will be rounded down to the nearest foot when measuring remaining streamer.

**6.6. Reinstatement of points lost.** No incident may occur that would reinstate continuous flight points once lost. For example, a pilot does not launch on time (losing continuous-flight points), and midairs later in the heat. While pilots do not lose continuous-flight points because of a midair, the pilot had already lost them prior to the midair for not launching on time. Once continuous-flight points are lost, they are lost for the entire round. Likewise, no incident may occur that would reinstate points lost for failure to launch on time.

**6.7. Safety and flightline violations.** Safety and flightline violations will be scored independently. If a pilot crosses the safety line and the flightline, the pilot will score -100 plus -300 for a total of -400.

## OPEN RC COMBAT (ALL CLASSES)

### For event 755.

**1. Objective.** To recreate the excitement of aerial Combat in an enjoyable, safe competition that will be interesting for spectators and challenging for the contestants.

**2. General.** All AMA and FCC regulations covering the RC flier and his or her airplane and equipment shall apply to this event. Every contestant shall sign the AMA Flight Safety Declaration Form, and attest that he or she meets the requirements stated therein. Contestants are expected to act in a safe and sportsmanlike manner at all times. Any conduct by a con-

testant deemed by the CD to be hazardous or unsportsmanlike will be cause for immediate disqualification of that contestant from the event at the discretion of the CD. The judgment of the CD on safety matters shall not be protested. The builder-of-the-model rule does not apply to this event.

There shall be no limitation on the type of equipment fitted to the model or the number of controls, except as specified in the following sections. The contestant shall be allowed only one (1) model per round (except as noted in section 4.5.), but may switch to an alternate model of his/her choice for any following rounds.

All models flown must be safety inspected for airworthiness and inspected for compliance with the model weight and engine class requirements for which they are participating prior to the competition by the Contest Director or a CD-appointed representative prior to competition.

**2.1. Safety.** Safety for spectators, contest personnel and contestants is of the utmost importance for this event. The CD has the authority to enhance safety requirements to suit the need of the flying site and the contestants. The safety line, flightline, and spectator line should be clearly marked for the duration of the event. Spectators shall maintain a distance from the flightline of at least 500 feet for every 1.0 cu. in. total displacement of any single aircraft in the contest. All individuals forward of the spectator line shall wear protective headgear, as outlined in the *Official AMA National Model Aircraft Safety Code*, while combat flights are in progress. Each pilot is responsible for obtaining such headgear and shall have the sole responsibility to provide for his or her own protection.

Class	Maximum Weight	Electric Maximum Weight
$\frac{1}{2}$ A = up to .061 cu. in.	2.0 lbs.	2.0 lbs.
A = up to .15 cu. in.	2.5 lbs.	3.0 lbs.
B = up to .30 cu. in.	3.5 lbs.	4.0 lbs.

**3. Model Aircraft Requirements.** Any aircraft design may be used if it meets the following guidelines:

**3.1. Combat** will be broken down into these classes:

All airplanes will be weighed dry. Electrically-powered aircraft will be weighed with batteries in place.

**3.2. Engines.** Multiengine aircraft are allowed as long as the sum of the engine displacements does not exceed the allowed total displacement for the particular class. Mufflers or tuned silencers are required but may not exceed eight (8) inches in length. No other engine restrictions are in effect. Two-stroke, four-stroke, or diesel engines (stock or modified) that satisfy the displacement requirements are acceptable. All engines must have some sort of rounded spinner or

safety cover on the propeller shaft, such as an "acorn nut" or AMA safety nut. No bare threads are allowed.

**3.3. Engine shut off.** The pilot must be able to shut off the model's engine by radio control with the airplane in any position (e.g., a servo dedicated to throttle control or a kill switch).

**3.4. Artificial devices/substances.** There will be no structures or devices allowed on the model that could aid in the cutting of an opponent's streamer. Sticky fluids/sprays are permitted. Wingtip skid plates are allowed, but must not extend forward of the leading edge of the wingtip.

**4. Contest Rules.**

**4.1. Contest Site.** The combat arena shall be an area of limited width and depth to be determined by the constraints of the flying facility and the discretion of the Contest Director. The minimum width shall be 420 feet. The safety line will divide the pilots and the spectators from the combat arena. Pilots and judges shall be located on the flightline, which will be a minimum of 25 feet behind the safety line. Spectators must remain behind the spectator line, which is defined as the distance from the flightline of at least 500 feet for every 1.0 cu. in. total displacement of any individual aircraft flown in the contest. Only contestants and contest personnel wearing hardhats may enter the area in front of the spectator line during combat. The Line Marshall, either alone or assisted by the pilot judges, will call any safety line or flightline violations. At no time during launch, flight, or landing should a pilot's model cross the flightline.

**4.2. Contest structure.** The contest shall consist of at least four non-elimination rounds. Each round shall include as many heats as necessary to allow all contestants to fly the round. At least four (4) or more aircraft will be flown against each other in each heat provided the number of pilots allow and no frequency conflicts exist.

After each pilot has had the opportunity to compete in at least four (4) rounds, the scores will be totaled. The pilot with the highest total score throughout the competition is the winner. In case of a point tie, the total of the previous rounds will be used to determine the winner of the tie. If a tie break can not be found in previous rounds scores, then a simple coin toss shall be used to break the tie. The CD may option for a flyoff or spot landing to break the tie if the pilots are in agreement.

If more than 18 pilots are entered, the CD may, at his/her option, use a preliminary and finals format wherein the top scoring pilots from the preliminary four or more rounds advance into a series of at least three finals rounds.

The number of pilots advanced to the finals will be at least one-third ( $\frac{1}{3}$ ) and at most one-half ( $\frac{1}{2}$ ) of the total entries, based on the total scores from the preliminary rounds. Final scores will be determined by adding the total scores for each pilot from the finals rounds to one-half ( $\frac{1}{2}$ ) of his total score from the preliminary rounds. The CD must inform pilots of the intention to use a preliminary/finals format prior to the start of the event.

**4.3. Launching.** Aircraft may be launched by hand, dolly, landing gear, or catapult. Every contestant is allowed the use of one (1) assistant to

help with starting, launching and retrieving the pilot's model.

**4.4. Round structure.** Each round shall consist of:

**4.4.1. Preparation/preflight.** The CD or Line Marshall shall ensure that each pilot has a judge, then he or she will announce that there is one (1) minute until the "start engines and launch" signal.

**4.4.2. Scramble/launch.** A call/signal to start engines and launch begins a window of ninety (90) seconds for launching aircraft into the combat arena (no combat is allowed during this period). The period ends when the last aircraft is airborne, or ninety (90) seconds has elapsed, by the call/signal to start combat.

**4.4.3. Duration/combat.** The combat period has a duration of five (5) minutes. For scoring purposes, flight scoring entails all safety-related scoring. Combat scoring entails all related streamer and length of flight scoring. The combat period and all combat scoring begins at the call to start combat. The combat period and any combat scoring will end after the call to end combat. Flight scoring is in effect for the duration of the round, from the call to start engines and launch until all aircraft have landed. The CD or Line Marshall is responsible for keeping the time and advising the pilots of the time left or time passed during the round. The CD and Line Marshall are responsible for encouraging or reminding the pilots to keep their aircraft near the center of the combat Zone and at a reasonable distance and altitude in relationship to the safety line.

**4.4.4. Restarts/relaunches.** If a contestant's aircraft fails to launch on takeoff or must land any time during the combat period and is still airworthy, an unlimited number of restarts are allowed within the five (5) minutes, provided the aircraft is down in an area that allows its safe retrieval. Aircraft that are down under the combat arena after start combat has been called may not be retrieved.

**4.4.5. Landing/stand down.** Landings will begin after the phrase/signal to end combat has been given. Aircraft will land in an area designated by the CD and/or Line Marshall. Safety-line rules are enforced. Aircraft known to be low on fuel are given first opportunity to land.

**4.5. Change of aircraft.** During a round, no change of aircraft is allowed once the pilot has launched or attempted a launch. Between rounds, the contestants may freely choose from any aircraft available to them. All aircraft switched during a round, prior to an attempted launch, must be on the same frequency.

**4.6. Interround safety inspection.** The CD or his/her appointed representative may, at his/her discretion, reinspect any aircraft that he/she suspects may have become unsafe. If the CD pronounces the aircraft unsafe it will not be flown until the aircraft has been repaired and resubmitted to the CD for inspection. The CD is obligated to inspect an aircraft resubmitted for safety inspection as soon as the aircraft is presented to him/her. If it passes inspection the aircraft is immediately available for use. The judgment of the CD on safety matters can not be protested.

**4.7.** Streamers and string are provided by the CD to ensure uniformity. Crepe paper and cotton string are recommended. Streamers will be 30 (thirty) feet long and no less than five-eighths (5/8) inches wide and no more than one (1) inch wide, attached to the model by a cotton string extending at least five (5) feet from the tail of the model. (At the discretion of the Contest Director, alternate streamer materials not meeting these specifications may be used if weather conditions prevent the use of standard streamer material.)

**5. Officials:**

**5.1 Contest Director:** A CD will be in charge of each event. The CD or his/her representative will lay out and prepare the field and check each aircraft for conformance to displacement and safety requirements. The CD or his/her representative will be responsible for the making of flight matrices for all heats and rounds of the contest. The CD or his/her representative will use the start signal once the 90-second launch window has elapsed or if all aircraft are airborne. At the end of the five- (5) minute heat duration the CD or his/her representative will signal to the pilots to cease combat. The CD or his/her representative shall also tally scores from the individual aircraft judges for each individual in the competition. Streamers for the event will be supplied by the CD or his/her representative.

**5.2. Judges:** There will be one (1) judge for each aircraft flown per round. Each judge will register points gained or lost by the aircraft being judged according to the scoring list. After the landing of that aircraft, the judge will inspect the streamer for final determination of points.

**5.3. Line Marshal.** The Line Marshal will signal all safety line and flightline infractions. The individual judge scoring any airplane confirmed as having crossed the safety line or flightline by the Line Marshal is to inform the pilot of the infraction. If a pilot is disqualified from that round, the judge will ask the pilot to land immediately.

**6. Scoring**

**Points gained.**

• Streamer cut (other than your own).	<b>+100</b> per cut
• Launch within 90-second launch window (airplane must be airborne with a complete streamer when start combat is called).	<b>+20</b>
• Continuous five (5) minute flight.	<b>+20</b>
• Remaining streamer.	<b>+4</b> points per foot of streamer remaining on aircraft. (+120 max.)

**Points lost.**

<ul style="list-style-type: none"> <li>• <b>Nonengagement.</b> Pilots will be given one (1) verbal warning for not attempting to engage the opponent without penalty. Second offense and subsequent offenses will score -25 points. Nonengagement shall be considered flying too high or too far from the combat area. Low-level flying will not be considered non-engagement.</li> </ul>	<p><b>-25</b></p>
<ul style="list-style-type: none"> <li>• <b>Safety Line.</b> Pilots will be given one (1) verbal warning for crossing safety line and -100 added to his/her score. If a second offense should occur in the same round, the pilot shall lose any positive points earned in that round, have -200 added to his/her score, be required to land immediately, and remain grounded for the remainder of the round.</li> </ul>	<p>First occurrence <b>-100</b> added to score. Second occurrence same round <b>-200 plus loss of positive points accrued in that round.</b></p>
<ul style="list-style-type: none"> <li>• <b>Crossing flightline.</b> A pilot crossing the flightline shall lose any positive points earned in that round, have -300 added to his/her score, be required to land immediately, and remain grounded for the remainder of the round. Should a second offense occur by the same pilot in the event, the pilot shall lose any positive points earned in that round, have -300 added to his/her score, be required land immediately, and remain grounded for the remainder of the event.</li> </ul>	<p>First occurrence <b>-300 plus loss of positive points accrued in that round.</b> Second occurrence, same event, <b>-300 plus loss of positive points accrued in that round and is prohibited from further competition in the event.</b></p>

**6.1. Loss of streamer.** A streamer shall be considered lost if it was improperly secured or broken in any way other than being cut by an opponent. Streamers lost, cut or not fully extended during launch for any reason shall be considered to have launched without a complete streamer. In these cases, the pilot must land and secure another streamer, and the pilot is denied any positive scoring until a new streamer is attached. An aircraft that is airborne with a complete and extended streamer attached when the call to start combat is made will receive launch-on-time points and is eligible for continuous-flight points. Any time a pilot lands after start combat is called, continuous-flight point will be lost (see exceptions to this in 6.2.).

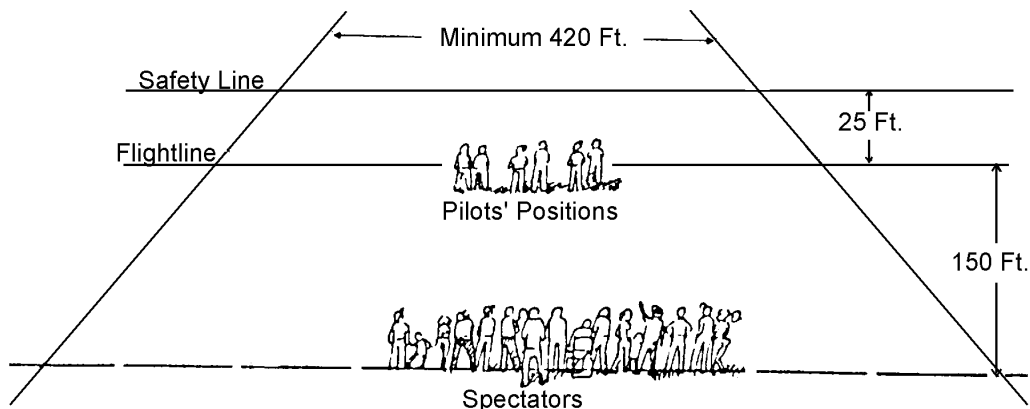
**6.2. Midairs.** Any pilot involved in a midair collision must disengage from combat, and leave the combat arena to the left, right, or above, if possible. At the moment of impact, the airplane shall be considered dead from positive and negative scoring (including penalties) or from being scored against. If the airplane crashes as a result of the midair, the pilot shall earn +20 points for continuous flight.

If the pilot can maneuver safely to an area outside the arena, and he/she and the Line Marshal both agree that the airplane can safely continue, the airplane shall be deemed alive and the pilot may reengage and become subject to continuous flight scoring. If the airplane is deemed unsafe to continue, the pilot shall land immediately beyond the safety line and shall earn +20 points for continuous flight.

If a flying facility makes the safe landing impossible due to its size restrictions, the pilot shall remain airborne in an area away from the combat arena, pilots, and spectators. After the round is complete and all other aircraft have landed, the pilot may be given clearance to land the crippled aircraft. It is the Line Marshal's responsibility to give a "heads-up" warning in such case.

At no time shall a pilot attempt to land a crippled aircraft inside the safety line or near the pilots during the round. Aircraft that midair during launch are considered failed launches and shall be treated as if the airplane failed to launch.

**6.3. Optional spot landing.** The CD can use a spot landing for points if he so chooses. The spot landing shall take place after completion of the round and score +25 points. The airplane must land within and remain within the designated area. The landing area (size and location to be determined by the CD) shall be located on the runway in the combat area. After each aircraft has landed the area shall



be cleared for the next aircraft to land.

#### 6.4. Streamer Cut Scoring.

6.4.1. A streamer cut is defined as any time one contestant's aircraft removes any part of a streamer attached to or being towed by another contestant's aircraft between the announcement of start combat and end combat.

6.4.2. Cutting or removing any streamer being towed by another contestant's aircraft will be scored

as a cut.

6.4.3. A cut must be observed and confirmed by a judge to be eligible for scoring. The decision of the judge(s) regarding scoring of cuts is final.

6.4.4. If two streamers intertwine during combat and any part of one becomes removed, the pilot whose streamer remains intact will be awarded the cut.

6.4.5. If more than two streamers are inter-

# Combat Score sheet AMA Scale and Open RC Combat

Radio Channel: \_\_\_\_\_

Combat Pilot: \_\_\_\_\_

Round	Launch on Time (+20)	Continuous Flight	Cuts (+100 each)				Crossed Flightline (-300) <small>Ground &amp; D.Q. on 2nd violation</small>	Crossed Safety Line (-100) <small>Ground &amp; D.Q. on 2nd violation</small>	Non Engage (-25) <small>Deduct on 2nd warning</small>	Carrier or Spot Landing (+25) <small>Optional points</small>	Streamer Remaining (4 pts. per ft.)	Round Total	Pilot & Judge Initials	
			Check one block per cut										Pilot	Judge
1	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
2	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
3	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
4	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
5	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
6	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
7	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
8	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
9	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
10	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
11	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			
12	+20	+20					-300 -300	-100 -100	-25	+25	+ pts.			

twined, the pilot(s) whose aircraft retain the original portions of their streamer will score the cut(s).

**6.4.6.** If two streamers become intertwined and any portion of both are removed, both pilots will score a cut.

**6.4.7.** Multiple cuts on multiple streamers towed by a single aircraft in a single pass count as one cut.

**6.4.8.** Multiple cuts on a single streamer in a single pass count as one cut.

**6.4.9.** Streamers not being towed by a contestant's aircraft (i.e. floating unattached) are not eligible for scoring.

**6.5. Scoring of remaining streamer.**

**6.5.1.** To be eligible for remaining streamer points, the aircraft must start the heat by completely crossing the safety line into the combat arena in controlled powered flight with an attached, fully extended streamer.

**6.5.2.** To be eligible for remaining streamer points, the streamer must still be attached to string attached to the model (except as covered in 6.5.3), and may not be a streamer cut from an opponent.

**6.5.3.** Should a streamer, string, or attachment break on landing or in recovering the model from a crash site it may be taped together for scoring in a manner that does not increase the length of the streamer, provided that such action is observed and approved by a judge.

**6.5.4.** Streamer length will be rounded down to the nearest foot when measuring remaining streamer.

**6.6. Reinstatement of points lost.** No incident may occur that would reinstate continuous-flight points once lost. For example, a pilot does not launch on time (losing continuous-flight points), and midairs later in the heat. While pilots do not lose continuous-flight points because of a midair, the pilot had already lost them prior to the midair for not launching on time. Once continuous-flight points are lost, they are lost for the entire round. Likewise, no incident may occur that would reinstate points lost for failure to launch on time.

**6.7. Safety and flightline violations.** Safety and flightline violations will be scored independently. If a pilot crosses the safety line and the flightline, the pilot will score -100 plus -300 for a total of -400.

