

F 2 D - Mini-Combat

(Simple rules)

1. 2 Pilots and (each pilot with) 1 (one) model in a heat.
The competitor who obtains the highest score in points shall be the winner of each heat.

1 - 6 Pilots = "Each against each" - rule
7 - ? Pilots = "2 live" - rules

Start and stop signals by (off)-circle-master

1 second flying time = 1 point

Each cut of a streamer = 100 points

Preparation time = 1 minute

Time of a heat = 4 minutes

Final = 8 minutes

2. Flying Circles

Pilot circle = 3 m diameter

Flight circle = 17 m dia.

(starting and pitting outside flight circle)

3. Models:

Only 1 (one) model / each pilot in a combat heat.

All type of models (but not build from glass, carbon, metal oder plastic).

Models can have wooden fuselage, not glass, carbon, metal or plastic.

A good check of the steering must be possible - if not, no start !

Glass and carbon only for reinforcement is ok !)

Streamer have to fit on the centre line of the model.

If streamer detached in the combat heat the pilot has to take a new one direktly, time will stopped till restart !

Final: if one of the streamers have been complete cut within the final heat the pilot has to take a new streamer till the final is finish !

Length of streamer: 1,5 - 2 m

Length of sisal string: 2 m

4. Steering / lines

Only multi-strand-lines are allowed - no (stainless) steel !

Lines, handles and connects must be in an absolute serious condition.

Helmets, handles and connects must be covered (Tape).

Line length: 12,85 m +- 0,04 m

Diameter of lines: min. 0,3 m (Laystrate etc.)

Pull test: 7 kg

Lines with kinks, curls etc. are not allowed.

Models, motors, lines and handles may not be replaced or interchanged during the combat period.

Handles with safety strap and a slip knot to competitor's wrist.

Safety helmes with chinstraps (no bicycle helmets !)

Motor / prop / fuel:

Diesel and glow 1,5 ccm max. vol. / with and without ball bearings (Glow with a commercial or handmade **good working** muffler - a simple outlet is not allowed).

The motors must be started by flicking the propeller by hand.

Only commercial (reinforced) props of plastic / nylon.

Metal, wood, glass or carbon props etc. are not allowed !

Only tanks made from metal, glass or carbon !

No pressure are allowed !

Fuels for Diesel and Glow free !

Rules for Pilots:

Each pilot has to start his engine and repairs the model in a bout.
He can take a helper for launching the model.

The heats begin after signal of circle-marshal and end with a signal of CM.

The pilots immediately have to stop all action if the CM give a signal.

The pilots have to take safety helmets on her head during active combat periods.

Rules for Helper:

The helper **only** has to held/launch the model when the pilot starts the motor or repairs the model.

After it he has to leave the outside circle and waits. It is not allowed to cross the circle during the heat time !

If the model crashes the ground he has to wait till the pilot comes outside with the model.

For helper it is forbidden to work with the engine oder repair the model.

Jury: he

The circle-Marshal has to organise the processing, check of all models; coordinate the complete combat event with timekeepers and scorers, he organise the timetable and he informs the pilots, helper and the jury.

He checks the good understanding of the rules and the problems of disqualifications in a briefing/discuss with competitors before starting the combat competition.