

Fun Combat Rules:

1. Ribbons: Crepe paper, 1-3/4 to 2-inch-wide by 30 inch in length. Other types of ribbon material may be used to accommodate weather conditions.
2. Plane must not have any safety defects such as loose components (including battery)
3. External mounted batteries must be secured with a “wraparound” attachment. I.E., rubber bands around battery and fuselage is acceptable.
4. Arming or starting motors for flight shall be on the East side of the runway safety fence.
5. Plane launch: By hand or other acceptable safe launch method. Planes with landing gear may use asphalt runway if CD so authorizes (grass runway is preferred).
6. Combat engagement time duration, 3 minutes following in-flight assembly.
7. Grass runway is the designated landing runway and shall be used for all landing.
8. Plane retrieval in the combat flight area is only allowed when Contest Director (CD) so authorizes.
9. Plane changes are allowed.
10. When signal is sounded to begin combat, any ribbon loss will be treated as lost in combat.
11. If a pilot chooses to tow more than one ribbon only the shortest ribbon shall be measure for points awarded.
12. Midair: Two or more planes colliding while engaged in combat.
13. If a Judge or CD determine a plane is unsafe, the pilot shall remove his/her plane from flight area.
14. “Pilot Error”: If a plane is downed other than “Midair” it is considered pilot error.
15. The event CD has the final say in all disputes, safety issues and all other, to the extent of removing participant(s) from activities.

Field Bounties:

Pit Area: Spectator fence including the asphalt runway. Exception: Setup Tables behind spectator fence maybe be used to perform repairs and/or equipment adjusts. Electric powered planes must have their propeller removed or disabled before preforming any live armed electrical repairs.

Launch and Combat Engagement Safety Barrier: Grass runway shall be the launch/landing area. The grass runway is the safety barrier between the pit area and combat area. No flight activity shall be conducted over this area nor behind it, except for takeoff and landing.

Combat Area: East: East side of boundary fence to hilltops. North:100 yards north of boundary fence. South: 100 yards North of South boundary fence.

Points award:

A deduction point system is used for combat flights. Its purpose is to reduce the number of support personnel required to run contest. Exception: Landing on the designated runway at of an entire combat flight. 50 points

Judges and CD have the authority to adjust awarded points or deductions for unusual circumstances or happenings. However, judges and CD must be in agreement.

At start of a combat flight those pilots shall be awarded, 300 points

Point Deductions:

For each whole foot of measured ribbon loss, - 5 points (150 points maximum loss)

Straying outside "Combat Area" boundaries during combat engagement time, - 50 points per infraction. Judges decision cannot be contested.

Midair: Downed or judges direct a pilot to land because of midair damage, -100 points.

If a plane is down by "Pilot error", -150 points.

Failing to engage in active combat, -100 points, per warning.

Flying over spectators, immediate landing, - 300 points. (No other flight points shall be awarded.)