

## F2D News - March 2013

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Hi everyone. Time is a bit tight this month, but there's an important update on the rules that I wanted to share. The F2D Work Group and F2 Subcommittee Chairman recently wrote a document with guidelines for how the new "shutoff on demand" rule should be applied. The document is available in the Resources section of the F2DNews website, <http://f2dnews.homestead.com/Resources.html>. To summarize, in the new rules, the match ends (scoring stops) as soon as either both pilots' streamers have been completely cut (only string remaining), or if one pilot, who has only string remaining, declares that he wishes to cease combat (or once the full 4 minutes have expired). After the match has been terminated, the circle marshal *may* ask the pilots to stop their engines and land, but he does not have to. At sites where noise is not a critical issue, it is perfectly acceptable to let the pilots fly out their tanks after the end of the match.

I think this is a totally reasonable interpretation, which also means that, aside from exceptional circumstances where a competition is held in a location with tight noise restrictions, no immediate changes to equipment are needed. Over time, I expect that the shutoff on demand technology will become more and more reliable, and most pilots will choose to use it even when it is not strictly necessary.

Although I couldn't make it to Phoenix for this weekend's March Madness competition, I hear that Lance and the boys put on another awesome weekend of combat. My field reporters also tell me that the new rules actually had a very positive effect on the contest. In particular, consistent with what I have found in training, the new streamer proportions lead to many more cuts than before (maybe as much as twice as many). This makes the action much more exciting. Also, even without enforcing shutoff on demand, the contest was able to run a bit faster since the judges could start setting up for the next match as soon as scoring of the previous one stopped. Overall, I'd say things are looking pretty good for F2D in 2013. It's going to be an exciting year!