

# Single Airplane “F2D-Style” Combat Rules

New England Combat Association

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## Introduction

These rules are intended as a guideline for running an “F2D-Style” event using only one airplane per pilot, per match. Most of the rules contained herein are based on the codes and procedures set out in the FAI Sporting Code. Variations on this theme are used around the country; this document describes how such contests are run in the New England area. While in terms of training there is no true substitute for flying F2D according to the FAI Sporting Code, this event affords pilots the opportunity to get experience in the circle with less preparation time and cost. Far less man-power is needed to set-up and run a competition in this format, which makes it possible to host an event in an area where there may not be enough flyers and helpers to run a full F2D competition. This event is intended to be run “in the spirit of F2D,” meaning that each competition is meant to be a learning experience for new pilots, and a chance for them to become acquainted with the rules and procedures of F2D.

## 1. Tournament Procedure

The contest shall be run according to the procedures of section 4.4.16 of section IV of the FAI sporting code. A brief summary with some further procedural notes is given below. There are many important details about how to deal with an odd number of competitors etc that are not reproduced here but will be followed as laid out in the sporting code.

- 1.1 As each contestant registers, a 3x5 card will be assigned to him and his name written at the top. Matches will be drawn at random by choosing pairs of these 3x5 cards from a shuffled deck before each round. These pairings should be posted clearly as soon as they are finalized.
- 1.2 Each contestant will fly until he/she has lost a total of two times.
- 1.3 Repeat matches will be avoided until no other suitable set of matchings can be found such that no contestants will have to fly each other for a second (or higher multiple) time.

- 1.4 The tournament will continue until all pilots but one have lost two times.
- 1.5 There will be a running score board with the pilots names ordered by contestant number, and columns in which his score and W/L for each match will be posted. This board should be updated following each match, or at minimum at the conclusion of the round.

Contestant Name		1	2	3	4
		Joe Blow	Percy Sledge	Gray Davis	
1	Abe Lincoln	W (345)	L (230)	L (300)	

## 2. Combat Site and Equipment Specifications

- 2.1 The combat site will be laid out as in section 4.4.3 of the FAI Sporting Code. This means we need to mark out a) 20 m radius flight circle (66 ft), and b) 2 m radius pilot circle (6.5 ft).
- 2.2 All pitting must be done outside the 20 m radius flight circle, but no more than 2 m outside of this line. During the match, the pilots should stay within the 2 m radius pilot circle. There is a 40 point deduction for unintentionally stepping out of the pilot's circle, or failing to pit within the designated pitting region.
- 2.3 The characteristics of the combat model shall conform to the specifications of section 4.4.5 of the FAI sporting code. Note, however, that fuel will not be supplied by the contest organizers. Each contestant is trusted to use legal (10% nitro, 20% oil, 70% methanol) fuel.
- 2.4 The line length, as measured from the grip-face of the handle to the longitudinal centerline of the model should be  $15.92 \pm 0.04$  m (52 ft 1 + 3/16 in. to 52 ft 4 + 5/16").
- 2.5 The dimensions of the streamers shall be of standard length, and approximately 1.25" wide. There should be a visible ink mark on the string, 2.5 meters (8 feet) from the knot of the streamer. This mark should be behind the rearmost part of the model at the time of the match.

- 2.6 Each contestant is allowed one model, one engine, one set of lines, and one mechanic per match. Pilots and mechanics are encouraged to wear helmets, but it will not be enforced this time. Note that a legal F2D helmet must have a chin-strap, and it must be securely fastened. One judge should be assigned to each pilot/mechanic, plus a judge to oversee the match and keep track of the 4 minute watch. If there are enough people, we will try to have a circle marshal (Mark) in the center as well. If there is no circle marshal, the judge running the 4-minute watch will perform the duties of the circle marshal.
- 2.7 The start and termination of the match will go according to sections 4.4.9 and 4.4.10 of the sporting code.

### 3. Scoring

- 3.1 Scoring begins from the signal to launch, and continues until the end of the 4 minute match period.
- 3.2 One point is awarded for each second that a competitor's model is airborne. The pilot may not leave the pilot's circle to "whip" the model or to catch slack in the lines at any time.
- 3.3 **60** points are awarded for each distinct cut of the opponent's streamer. There is a cut each time the model, propeller, or lines fly through the opponent's streamer, resulting in paper particle(s) becoming detached from the streamer. A cut that contains string alone will not count.
- 3.4 A midair collision *will not* terminate the match. Scoring will continue as normal. Attempting to fly an unsafe model will result in a disqualification.
- 3.5 The warnable offences enumerated in the sporting code, with the exception of stepping out of the pilot's circle and pitting outside of the 20 meter flight circle, will *not* be scored in this event. However they should be kept in mind and will be discussed. In the event of any freak occurrences such as streamer handling errors, mufflers becoming detached, etc, leniency will be used in determining the proper procedure. All effort should be made to fly within the rules, but if something like a muffler falls off, the contestant will not be forced to land.