

# **No Fear Pylon Racing Rules**

## **Equipment:**

Airframe: Four-Star 40 (54"), World Models LA Racer, World Models Skyraider Mark II, World Models Wingman II -for electric EF1 motors, all airframes are required to use supplied landing gear (any wheels)

Motor: Thunder Tiger Pro 40, any OS 2-cycle 40 motor - all glow motors require an APC 9X6 propeller, any EF1 approved electric motor, all motors require a spinner (any size)

Additional Requirements for EF1 electric motor applications: Maximum 60 AMP ESC, Maximum 4S Lipo, Maximum 45C Lipo, Maximum 3000 MAH Lipo, APC propeller 8X8E or 9X6E

Fuel: 15% nitro – Any brand

## **Race Protocol:**

Maximum of 4 Racers per heat

4 heats for each contestant will constitute a race day

After all racers are airborne, a 20-second countdown will begin

At the zero mark of the countdown, all racers must be behind the mid-point stake of the race course

A race will consist of 8 full laps beginning and ending at the mid-point stake of the course

Anyone past the mid-point stake prior to the zero count at the start will be required to fly 1 extra lap

A turn judge will be positioned at each pylon to determine if any racer cuts a pylon. All pylon turns must be made to the left (counter-clockwise). Pilots who turn clockwise will receive a DNF (Did Not Finish).

It is not necessary to fly around a pylon but each racer must fly past a pylon at each turn location

After the race completion, each racer will veer sharply upward to alert turn judges that the racer no longer must fly past each pylon. Landings will be completed after each racer has completed all laps.

## **Scoring:**

Each contestant will receive one point for crossing the start line prior to the conclusion of the he heat

1<sup>st</sup> place = 4 additional points: 2<sup>nd</sup> place = +3 points: 3<sup>rd</sup> place = +2 points: 4<sup>th</sup> place = +1 point

1 cut = loss of one race point from finish position, 2 cuts = loss of all points except for the starting point

If a pilot crosses the flight line during a race, the pilot will immediately cease racing and receive a DNF=1

# **COMBAT Rules**

## **Equipment:**

All motors must be electric and include an appropriate spinner (rounded)

All airframes are approved (landing gear not required)

Maximum 18 AMP ESC

A 24' paper streamer will be attached/taped to the rear of each aircraft

Any electric motor, battery, servo, receiver or propeller is approved

## **Protocol:**

All contestants will fly in the same heat

3 heats will be flown each contest day

After all contestants are airborne, a 4-minute contest countdown will begin

A timer will alert all contestants when the end of the 4-minute contest has concluded

## **Scoring:**

3 points will be awarded to the pilots who cuts a streamer

1 point will be awarded to each pilot who is in the air the entire 4 minutes without his/her streamer being cut/broken

If a pilot has his/her streamer cut/broken, that pilot must immediately land and cannot accumulate additional points for that heat. All points for streamers cut prior to losing his/her streamer will be kept

If a pilot's streamer causes a competitor's streamer to break, the pilot with the full streamer will get credit for the cut. If both streamers break, both pilots will get credit for a cut streamer (both must land)

If a pilot crosses the flight line during a combat heat, that pilot will be scored as if his/her streamer was cut. He/she must immediately land and will get credit for any streamers cut prior to crossing the flight line.

# Unlimited Electric Racing Rules

## Equipment:

Any Electric Motor, Battery, ESC, Servo, Receiver, Propeller and Airframe is approved (an appropriate motor spinner is required)

## Protocol:

All racers fly at the same time in each heat

3 heats will constitute a race day

After all racers are airborne, a 20-second countdown will begin

At the zero mark of the countdown, all racers must be behind the mid-point stake of the race course

A race will consist of 6 full laps beginning and ending at the mid-point stake of the course

Anyone past the mid-point stake prior to the zero count at the start will be required to fly 1 extra lap

A turn judge will be positioned at each pylon to determine if any racer cuts a pylon. All pylon turns must be made to the left (counter-clockwise). Pilots who turn clockwise will receive a DNF (Did Not Finish).

It is not necessary to fly around a pylon but each racer must fly past a pylon at each turn location.

After the race completion, each racer will veer sharply upward to alert turn judges that the racer no longer must fly past each pylon. Landings will be completed after each racer has completed all laps.

## Scoring:

The first place finisher will receive 20 points

Additional finishers will receive points normalized on the number of racers for each heat (example: if 4 racers are in a heat, the winner gets 20 points, 2<sup>nd</sup>=15, 3<sup>rd</sup>=10, 4<sup>th</sup>=5)

If the normalized point total is not a whole number, racers will get credit for any fraction of a whole number (example: if 6 racers are in a heat, the winner gets 20 points, 2<sup>nd</sup>=17, 3<sup>rd</sup>=14, 4<sup>th</sup>=11, 5<sup>th</sup>=8, 6<sup>th</sup>=5),

If a pilot has a single cut, a zero score will be recorded for that heat and all other finishers behind the pilot with a cut will be moved up one place.

If a pilot crosses the flight line during a race, the pilot will immediately cease racing and receive a DNF=0