

LIBERTY FLYERS COMBAT 2021

I. Airplane Requirements / Limitations

- All combat pilots fly the same Hog Wild Airplane
- Motor – Suppo 2212 or 13 or Sunnysky x2216 1100 kV-1250kV
- ESC – Any 30 or 40 Amp
- Battery – 3 Cell 1300 to 2200 mAH
- Servos – whatever works
- Prop – 9” or 10” x 5 to 6 pitch
- Combat target is a 25 ‘ streamer with a 6’ leader tied to the tail of each plane and is supplied by the club.

II. Procedure –

- Fly 3 rounds
- Each round lasts 5 minutes
- Decide on landing rotation before starting, (typically first to land is pilot farthest to the left on the flight-line and sequencing to the right until all have landed
- When everyone is ready, “Launch Airplanes” will be announced by the starter/ timer person.
- If a pilot encounters a problem launching, he/she will have 30 Sec to correct the problem and re-launch before “Start Combat”.
- Fly in a counter clockwise direction until all planes are in the air and when everyone is in the air, the starter / timer will announce “Start Combat”.
- If a streamer comes off, the pilot must land and replace the streamer and re-launch while the round is on going. This will mean they won’t receive points for being in the air for full 5 min.
- Combat zone is center field in front of the safety fence. Try to remain fairly centered in the field. The flight line is a safety zone and no one is allowed to fly over the safety zone.
- The starter/timer will announce the remaining time of “2 minutes remaining”, “1 minute remaining”, “30 Seconds remaining” and “Time’s up – End Combat”.
- You should have decided on landing rotation before starting, (typically first to land is pilot farthest to the left on the flight-line and sequencing to the right until all have landed
- When landing there is a touchdown zone 27’ x 45’ which is your target. No go-arounds when landing.

- No-one goes on runway until all have landed

III. Scoring – Point System

- 10 points ----- In the air when round starts
- 10 points ----- Fly the whole 5 minutes
- 20 points ----- Cut a streamer on another plane
- 10 points ----- Mid Air collision
- 10 points ----- Touchdown in touchdown zone
- 10 points ----- Touchdown in touchdown zone after a Mid Air
- -20 points ----- Flying over the Safety Zone

IV. Combat will be 3rd Saturday of each month May through October (6 months)

- When adding up the final season scores, one lowest total day score will be removed from each pilot's total to allow for either a bad day or one missed combat for any reason.
- Scheduled Combats are May 15th, June 19th, July 17th, Aug 14th, Sept 18th and Oct 16th. If weather or other reasons causes a combat to be cancelled, you will be informed via eMail the day before combat at the latest. So check your eMail prior to going to the flying field on Combat day.

V. There will be prizes for 1st, 2nd and 3rd place winners at the end of the season.

- This will be funded by a \$20 entry fee for each contestant.
- The winnings will be awarded as:
 - 55% for first place,
 - 30% for Second Place and
 - 15% for 3rd place