

# PRESIDENT'S DAY CONTEST



February 16 - 17

Sponsored by

Dallas Model Aircraft Association



Profile Stunt – **Saturday**

Sportsman Goodyear Fun Events

See DMAA website for event schedule and rules

Classic Stunt – **Sunday**

Sportsman Goodyear Racing

Air to Air Combat

Appearance Points for Classic, not Profile

Air to Air Combat rules posted at: [www.DMAA-1902.org](http://www.DMAA-1902.org)

Pilots Meeting all events at 9:00

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# **DMAA 2019 Presidents' Day Contest**

## **Special Saturday Sportsman Goodyear fun events**

**Bill Bischoff, racing event director**

These events will be flown one-up. There are no prizes, only bragging rights. Play fair, fly clean. It's just for fun. And please, no wagering! Remember, I'm the boss, see? What I say goes, see?

**Speed:** timed for eight laps from a flying start. Fly from the pylon if you can. It's good practice! Four attempts for three official flights. Single fastest flight wins.

**Pit stop speed:** flight is timed for eight laps. After timing starts, pilot will land model for a pit stop. Model will take off again, and timing will stop after completion of eighth lap. Four attempts for three official times. Single fastest time wins.

**Relay race:** mechanic preps, starts, adjusts, and stops model. He removes the propeller and gives it to the pilot. The pilot takes his position in the circle. Upon the starting signal, the pilot runs to the mechanic and hands him the prop. While the mechanic installs the prop, the pilot runs back to the center. The mechanic will start the plane, and the pilot will fly one lap. Four attempts for three times. Single fastest time wins.

## **Sunday Sportsman Goodyear Racing**

We've got plenty of time to fly as many rounds as we want, so we'll see how everybody feels about it that day.

# Air to Air Combat

This event is intended as a grass roots speed limit control line combat event with scale type models that encourages all skill levels to participate.

## Specific Details:

1. Any plane may be used - the model's total weight must be less than 48 ounces.
2. Any engine up to .36 cubic inch may be used with any type fuel system and fuel.
3. Line length is 60' +/- 6", and the diameters shall be a minimum of .015" diameter for up to .15 size engines and 0.18" diameter for .16 to .36 size engines. Handles must have a safety strap that attaches to the pilots wrist. All connections must be covered to prevent hanging up on your opponent's lines.
4. Speed Limit is 75mph = 7.3 seconds for 2 laps with a full streamer.
5. Streamers and leader string should be of equal length for all competitors. The length and material is at the discretion of the organizer; 10' string and 10' bio-degradable flagging tape is a good suggestion. Note that plastic flagging tape is a bad choice.
6. Random draws for all rounds with no repeat pairings until all possible pairings have been exhausted. All the points from each round will be added together to get the final score. Optional eliminations- after the points rounds the top four flyers will be matched 1 and 4, 2 and 3. The loser of each match will fly again for 3<sup>rd</sup> and 4<sup>th</sup>, the winners fly for 1<sup>st</sup> and 2<sup>nd</sup>.
7. Matches are 4 minutes. The judges will give a signal to start the engines and the 4 minutes will begin at that time. After both planes are up and approx. 180 degrees apart the judges will signal the start of combat. At the end of the 4min the judges will signal to stop.

## Match Scoring:

1. Each pilot will earn 1 point for each second their model is airborne during the 4 minutes of the match.
2. Streamer cuts will be 100pts each. Cutting the string will count as a cut only if there is streamer attached to it.
3. If both pilots complete the match without a midair collision that causes a crash, line entanglement that causes a crash, or flyaway, both pilots will receive a 200 pt. bonus. If one plane hits the ground independently of the other or lands and the other is still flying, only the pilot not involved with the ground will get the 200 point bonus.
4. Realism Points: Each model that is flown in a match will be judged for realism based on the general outline as well as the paint color, scheme and markings. These points will be added to the match score of each match flown. Once judged, that model carries those points forward, even if damaged during the event.
5. Electric powered models will receive 100 points to begin each match plus realism score.

## Realism Scoring:

1. 0 points for typical unlimited combat aircraft.
2. 40 points for typical unlimited combat aircraft with color and scale markings.
3. 100 points for non-scale profile type aircraft, i.e. Flight Streak, Ringmaster, etc.
4. 125 points for non-scale profile type aircraft, i.e. Flight Streak, Ringmaster, etc. with a scale paint scheme.
5. 150 points for scale profile type aircraft that is identifiable as a specific full scale aircraft but no scale paint scheme.
6. 175 points for scale profile or built up fuselage type aircraft that is identifiable as a specific full scale aircraft and realistic paint scheme.
7. 200 points for exceptional semi scale aircraft with realistic shapes and details.



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