

DMAA Spring Warm-up
Gene Hempel Memorial
April 26th, 27th & 28th 2019
Control Line Racing, Speed & Combat
Site: Samuell Garland Park

Northwest Highway & Garland Rd. Dallas, Texas
11500 McCree Rd. Dallas TX. 75238

GPS 32.866867, -96.671400

Class AA AMA Sanction # -----

Pilots Meeting at 9:30 AM Saturday & Sunday 12:00 noon on Friday

Friday 04-26

Record Ratio Speed
NASS Sport Jet
NASS Perky Speed

Saturday 04-27

Texas Quickie Rat
Super Slow Rat
Sport Goodyear
Air to Air Combat 75mph

Sunday 04-28

Clown
AMA Goodyear
Mouse 1
Goldberg

Speed events all three days. All events are (JSO). Helmets required for racing pit crews & Combat pilots.

Entry Fee: \$15 first event, \$5 each additional event.

Contest Director: Patrick Hempel
For additional info. on event rules.
See Web Site: www.dmaa-1902.org

Sponsored by
Dallas Model Aircraft Association
Fuel and awards provided
By NASS, DMAA & NCLRA
AMA: License & Entry fee required

Racing Event Director: Bill Lee
Combat: Event Director: Lester Haury



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 3rd and 4th, the winners fly for 1st and 2nd.
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.



For more info contact Lester Haury nlhaury@gmail.com