

New Mexico Speed Limit Combat Rules

EQUIPMENT:

Airplane/Engine/Fuel System--No Restrictions
Lines--.018 in X 60 foot + or - 6 in (per AMA)
Safety Equipment--Safety Thongs, Engine Restraints and
Pull Tests Required
Streamers--12 foot String Leader with 20 foot of Streamer.

SPEED LIMIT ENFORCEMENT:

No aircraft may exceed 75 MPH or less than 6.85 seconds for 2 laps with a streamer attached.
The event director may pre-qualify a contestants specific airplane/engine/fuel/prop combination or elect to time each plane prior to the "Start Combat Signal".
No points will be awarded to a plane exceeding the speed limit.

MATCH PROCEDURE:

Pilots or pit crew may start engines.
Match time is 5 minutes.
Combat will not begin until:
1.Speed limit timing (if required) has been satisfied.
2.The airplanes are separated by approximately 180 degrees.
3.The "Start Combat Signal" is given by the judge.
Contestant Matching System will depend on the number of entries and the time available. The "Round Robin" system is preferred, but a set number of rounds (say 4 or 5) may be specified. The top two point earners may fly-off for first and second place at the conclusion of all rounds.

SCORING SYSTEM:

AIRTIME

Airborne at 1 minute = 100 points
Airborne at 2 minute 30 sec. = 100 points
Airborne at 4 minute = 100 points

CUTS

First cut = 100 points
Second cut = 150 points
Any additional cuts = 200 points
String cut (first cut) = 100 points
String cut (not first cut) = 0 points

CLEAN MATCH POINTS

270 points

- (a) Awarded to both pilots for any match that does not involve a mid-air collision, cutaway, or line tangle crash.
- (b) A mid-air collision will be counted if one or both planes land/crash as a result of contact between planes or planes and lines.
- (c) A line tangle crash will be counted if one or both planes land/crash with lines wrapped at least one full turn.
- (d) A mid-air, cutaway or line tangle crash ends the match. Pilots retain earned match points.

Version 1.0, 1/29/03, from Gil Merriman