

SPAD Combat Rules

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www.spadcombat.com

Note: These rules are not the product of an authority or institution, these rules used for our friendly combat competitions, you may use them for your own if you wish.

The rules we currently use have been adapted over the last year or so from a set that were originally devised by Andy Wragg (Ace of Spads on RCMF), these rules are not definitive, and may change if a better suggestion or idea is forth coming, throughout this year they have proved to work fairly well and a greater number of bouts have been fitted into the day, it is the intention to keep it simple, safe and fun.

If you have an idea, suggestion or just a comment you like to make about anything contained in these rules then please post it in the forum, there may be certain site specific adaptations to some of the rules.

Objective, what's it all about ?

To recreate the excitement of aerial combat in an enjoyable, safe competition that will be interesting for spectators and challenging for the contestants. You try to cut the streamer of your opponents and they try to cut yours, at no time will you deliberately attempt to crash your model into other competitors (or their models).

Contestants

Are expected to act in a safe and sportsmanlike manner at all times. Any conduct by a contestant deemed by the Contest Director (CD) to be hazardous or unsportsmanlike will be cause for immediate disqualification of that contestant from the event at the discretion of the CD. The judgment of the CD on safety matters shall not be protested. This is for fun, safety is the only thing to be taken seriously, have a laugh, that's an order.

Safety

Safety for spectators, contest personnel and contestants is of the utmost importance for these events. The CD has the authority to enhance safety requirements to suit the need of the flying site and the contestants. The Combat Engagement Line, Safety Line, Pilot Line and Spectator/Pit Line should be clearly marked for the duration of the event. Hard hats must be worn by all in the event area.

Model Requirements

We currently only fly one class of combat, and there are virtually no limitations on design provided the model is built in a strong and safe manner, and within the limitations set out below, your model does not have to be a Spad, but it is in the spirit of the competition to use them.

Wing Leading edges

Cutting slots, adding sticky tape or grip tape to the leading edge of your wings as cutting aids is permissible provided that:

Nothing sharp or dangerous such as knife blades or other sharp implement is used.

Nothing can protrude beyond the contours of the model.

At the CD's discretion you may be asked to remove any suspect items from your model, the CD's decision is final.

Engines

Must not exceed .30cu. All engines must have some sort of rounded spinner or safety cover on the prop shaft, such as an "acorn nut" or safety nut. No bare threads are allowed. Multiple engine aircraft are allowed as long as the sum of the engine displacements does not exceed the allowed total displacement.

Tuned Silencers are allowed at some sites but not at others, and we have found that in the spirit of the competition it is better not to have them, its currently up to the contestant whether to use them or not but you will be banned from using them at sites with noise restrictions, so for simplicity it is probably better to stick to standard silencers.

Engine Shut Off, the pilot must be able to shut off the model's engine by radio control with the plane in any position, (e.g., a servo dedicated to throttle control or a kill switch).

Launching. aircraft may be launched by hand, dolly, landing gear or catapult. Every contestant is allowed the use of an assistant to help with starting, launching and retrieving the pilot's model.

The Contest Site

The contest site will be comprised of the areas/lines described below:

Combat Arena

Combat Engagement Line: The Combat Engagement Line shall be a line immediately adjacent to the Combat Arena. Planes may not engage in combat behind this line under any circumstances.

Safety Line: The rear edge of the landing strip. At no time during the contest may an aircraft be flown behind the Safety Line except during the launch thereof

Pilot Line: The Pilot Line shall be the nearest edge of the landing strip. This area is where the pilots will stand during combat. Pilots must remain behind the Pilot Line at all times, except when launching or retrieving a landed aircraft. Permission for anyone to move beyond the Pilot Line to retrieve a downed or landed aircraft before all aircraft have landed at the end of combat is at the sole discretion of the CD.

Launch: Aircraft may be launched from immediately in front of the Pilot Line. A pilot or their helper may cross the Pilot Line for the express purpose of such launch.

Landing: Any landing, regardless of the reason, cannot be made any closer to the Pilot Line than the Safety Line.

Spectator/Pit Line: This will be clearly marked by cones

Combat event structure

Our events usually pan out along the lines of a morning session of approximately 8-10 combat bouts then a break for dinner then an afternoon session of 6-8 bouts depending on light and time, depending on the site there could be an additional 'All up round' or knockout bout just for fun.

How the bouts are organised.

The Readiness Board

On arriving at the site each contestant will be given a peg with his name written on it, if his frequency clashes with another pilot his peg will also have a mark on it to indicate a clash.

A board on a stand at the flight line with columns of angle on it of the correct size for a clothes peg to grip onto, the columns will have titles at the top of them and will read, from left to right:

UNAVAILABLE

Put your peg on this column if you are unavailable to spot or fly because you are repairing your plane or helping someone to repair theirs.

READY

Only put your peg on this column when you have refueled your plane and are ready to fly

NEXT BOUT

Only the Contest Director can move a peg from the READY column to the NEXT BOUT column

How to use the Readiness Board

Once your bout has finished and you've retrieved your model, **REMOVE** your peg from the Readiness board, if your model suffered damage and you need to repair it then put your peg on the **UNAVAILABLE** column.

It's your responsibility to make sure your model is safe and ready for the next flight, If your model is ok then get it fuelled up and ready to fly, once you have done this then put your peg at the bottom of the **READY** column.

After each bout the contest director will look at the **READY** column and move the top five pegs from it to the **NEXT BOUT** column, Pilots that did not fly in the previous bout will be given preference over pilots that have just flown, no two pegs with a mark on for frequency clash can be in the same bout for obvious reasons.

The contest Director will call the names of the Pilots in the next bout and at the appropriate time blow the horn for the start of the 2 minute start up, keep your eye on this board if you are at readiness so you will know if your in the next bout or not.

If your peg is on the readiness column, but you aren't flying in the next bout then you can assist other pilots that are flying in the bout and also act as a spotter.

Combat bout structure

The 2 minute rule

The Contest Director for the bout (CD) will announce who is taking part in the next bout and approximately when it will start, at that time the CD will sound the air horn and start the clock, contestants then have two minutes to start their engines and get airborne, once airborne circle as before and wait for the start of the bout.

After two minutes have passed the Horn will sound again and the combat bout commences, if you are airborne at the time the second horn sounds you will be awarded 25 points, if you aren't you may still join the bout but you will forfeit the 25 points for not starting on time.

The CD at his discretion may sound the 'start combat' horn before the 2 minutes have passed if all contestants models are airborne.

The end combat horn will be blown 5 minutes after the start combat horn has sounded, or there are no models left in the sky. There now follows the spot landing, contestants are allowed 2 minutes to land their model closest to the spot placed in the middle of the strip, closest glow plug to the spot wins.

Scoring

Points are awarded and deducted as follows.

Points are gained by:	
Being airborne when the start combat horn sounds	+25 points
Cutting an opponents streamer	+100 points each cut
Completing the round	+25 points
Completing the round with an uncut streamer	+50 points
Winning the Spot Landing	+50 points
Possible Penalties at the CD's discretion are:	
Non Engagement (chicken)	-25 points each offence
Crossing a safety line	-100 each offence