

# **ROOKIE COMPETITION RULES (Jan 2019)**

The aim of the contest is to fly an i/c powered DB Models **Rookie** Glider (68 or 84 inch version) and land it on the patch (mown area and in front of the slabs), ideally to land in exactly 10 minutes to get maximum points. There will be 5 rounds, each day, with bonus points for landing on the patch

The **Rookie** must be built according to the DB Models plan, or from a kit and as of 2019 the Rookie must have the engine on a pod above the wing.

It must not be lightened by using non-standard materials (i.e. carbon or Kevlar) or drilling holes etc.

## **RULES**

The engine may be of any size but may only use a 7.5cc fuel tank with a reasonable length of standard fuel pipe, no longer than 10cm and of *normal* diameter.

(Free tanks are available to club members from Dave Harbour.)

Launching will be by hand, from the patch in front of the pilot's box and time begins when the aircraft leaves the launchers hand.

From the time of launch, a thirty second abort time is allowed which must be announced loud a clear by the entrant. During this time a flight may be scrapped for scoring purposes. Once a flight is aborted, it is non-scoring but may be retaken without penalty

To score a maximum for each round the plane should land in exactly 10 mins. A bonus of 30 points will be awarded for landing *all* of the aircraft on the mown patch.

Any flight time longer or shorter than 10 mins will attract a penalty point for each second over or under.

If the aircraft lands outside the outer field, i.e. the forest, road or left-hand hedge row, or final resting point is behind the pilot's box, the flight is scored as zero.

The best four flights from five are added together to find a winner of each round.

A bottle of wine will be awarded to the winner of each round.

For each round, points will be awarded as follows~

1st 12 points, 2nd 10 points, 3rd 8 points, 4th 6 points, 5th 5 points, 6th 4 points, 7th 3 points, 8th 2 points, 9th 1 point, 10th 0 point.

In the unlikely event of a tie, a fly off will take place, the winner will be the one whose model stays aloft the longest.

Or if time or weather does not allow a fly off, the fifth flight times will be added together to decide the winner.

The two events will be added together to decide the winner of the trophy.

**The judges' decision is final.**