

# **ROOKIE COMPETITION RULES**

The aim of the contest is to fly an i/c powered DB Models **Rookie** Glider and land it on the patch (mown square), ideally to land between 10 mins and 10 mins 20 secs 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.

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.

(Free tanks are available from Dave Harbour.)

Launching will be by hand, from the patch and time begins when the aircraft leaves the launchers hand.

From the time of launch, a thirty second abort time is allowed during which a flight may be scrapped for scoring purposes. Once a flight is aborted, it is non-scoring.

To score a maximum for each round the plane should land between 10 mins and 10 mins 20secs. A bonus of 30 points will be awarded for landing on the patch.

If an the aircraft lands outside the outer field, i.e. the forest, road or left hand hedge row, the flight is scored as zero .

Any flight time longer than 10 mins 20 secs. will attract 1 penalty point for each second over. So if a competitor flight time is 10 mins. 50 secs, the score is 570 (9 mins 30secs) plus any bonus.

The best four rounds from five are added together to find a winner of each event.

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

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,

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.

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**The judges' decision is final.**