



**2014**

### **General Information**

- Pilot check-in at 0900 (9:00 AM)
- Flying starts at 1000 (10:00 AM)
- All events will be conducted in accordance with AMA regulations regarding control line models and the particular event being flown, except as is otherwise specified in these rules
- All AMA Safety rules will be strictly enforced

### **Events**

- Beginners Ringmaster Racing
- Baby Ringmaster Stunt
- Unlimited Speed (Run What You Brung)
- Scale Demonstration – Single and Multi Engine

### **Construction Requirements**

In addition to the General specifications:

- Planes are to be built per the plans except as permitted otherwise in these rules
- The size, outline, placement, and areas of the original design are to be maintained - This includes the Wing, Stab, Elevator, Rudder, Fin, Fuselage Side and Top views, etc.
- The Beginners Ringmaster features a solid slab wing while the Baby Ringmaster uses a built-up ribbed wing
- The Baby Ringmaster plans may be modified to fit a radial mounted engine

### **Fuel**

- Participants will supply their own fuel

## Lines

- Two lines required
- Recommended size: Steel stranded cable, minimum diameter “.008” for single engine aircraft
- Steel stranded cable, minimum diameter “.012” for multiple engine aircraft with total displacement exceeding .049 cubic inches
- Dacron, Firewire, or Kevlar lines are also acceptable
- Line type is at the flyers discretion
- All lines must pass pull test
- Line Length: 35 ft. from bellcrank to handle, + 12” tolerance

## Pull Test

- Pull test will be 5 lbs for aircraft of .049 or less total displacement
- Pull test will be 10 lbs for multiple engine models with a total displacement greater than .049
- The Pull test is required for every model entered in an event
- At the Event Directors discretion a pull test may be required after crash repairs before being allowed to continue

## Event Descriptions

### Beginners Ringmaster Racing

- **The Beginners Ringmaster will be used in this event**
- Races will consist of two or three models
- Each contestant will fly a heat race to qualify for the final. The winner (or first two positions depending on the number of racers) will move to the final
- Ties will be broken, if necessary to get into the finals, by using the most laps completed from the heat race or with a fly-off heat
- Finals ties will be broken by best heat scores
- Races will begin with all engines stopped. At the starting signal, engines will be started, and the models may be launched as soon as the models/pit crew/pilots are ready
- Timing will begin at the starting signal and continue until the model has completed the required number of laps, and pit stops, for the race being flown
- In the heat races, 30 laps (1.25 miles) and one pit stop is required. In the final race, 60 laps (2.5 miles) and two pit stops are required
- Landings, or crashes, with the engine running will not be counted as a pit stop

- At each pit stop, the model will land, be refueled, the engine restarted, and the model launched to continue the race
- Models may be hand launched or ROG
- If the required pit stops have not been accomplished before the required number of laps is completed, timing will continue until the model has completed one full lap following the last required pit stop
- Specific requirements for conduct of pilot and pit crew will be discussed on the day of the race. All requirements are as specified in the CL Racing Unified Rules in the AMA rulebook except as otherwise modified here
- The CD's opinion is final and is not subject to appeal. (Per the AMA rules)
- Fast fills, hot gloves, hot fingers, pressurized refueling systems, and similar devices intended to decrease pit stop times are prohibited
- Electric starters and 1/2A spring starters, mounted on the engine, are permitted
- Lap counters will be used for each plane flown in a race
- **Eligible Engines**
  - **Atwood:** Wasp .049 and all the .049 Atwoods - This includes the Original/Cadet and those Atwoods with colored heads, integral heads; and the Signature, Atwood Shriek, and Atwood Shriek Signature engines - The Cadet (clear) or earlier Signature (colored) heads may be used on the Shriek, if desired, so as to use standard ¼ x 32 short glow plugs
  - **Fox:** Fox Sport.049 (not the large case/intake F.A.I. model). Glow heads are unrestricted
  - **Cox:** Pee Wee .049, Space Bug Jr., Babe Bee, Golden Bee, Black Widow, and product engines sometimes called the Cox 290. Engines may be 2005 or earlier manufacture. Excluded are the Space Bug, Thermal Hopper, Space Hopper, RR1, TD, Venom, Killer Bee, and Texaco. Parts that fit may be freely interchanged, if desired, between the permitted Cox Engines. Not permitted are any engines, stock or otherwise, that have Killer Bee backplates, or that have TD, Texaco, Killer Bee, or Venom piston sleeve combinations, or other parts from anything other than the permitted engines. Glow heads are unrestricted
  - **Holland:** Wasp .049 only, not the Hornet
  - **K&B:** K&B Infant, Torpedo .035, Torpedo .049, and SkyFury .049
  - **McCoy:** Any McCoy .049, either Glow or Diesel. Also includes the plastic case Testors/McCoy engines
  - **OK Cub:** Any OK Cub .049 (or smaller), either Glow or Diesel
  - **Spitfire:** Baby Spitfire .045, Spitzzy .045, Royal Baby Spitfire .049
  - **Testors:** Copy of Wen Mac Hotshot/AMF Thunderbolt
  - **Wen Mac:** Any Wen Mac .049, including AMF copies

## **Modified Stunt**

- **The Baby Ringmaster will be used in this event**
- Any .049 engine with any modifications can be used
- Scoring, attempts, conduct, rules, responsibilities, everything, will be exactly like AMA precision aerobatics except as is otherwise defined here. As these planes are old designs, the maneuvers are somewhat like old time stunt. There are also a couple of optional "tiebreaker" maneuvers
- One level lap will be flown between maneuvers
- There is no penalty for running out of fuel once. Simply refuel and continue where you left off. The CD may, at his discretion, allow running out of fuel twice or three times provided that time permits. This decision will be made and announced prior to the start of the event
- Launch will be ROG from prepared takeoff area, or hand launched, at the competitor's discretion
- Electric starters may be used
- Stunt scoring is by maneuver. Higher is better. Your score is based on the sum of your points for each maneuver
- The maneuvers and their point ranges are listed below:
  - Starting and launch within three minutes - 0 or 5 points
  - Launch and level flight (2 laps) - 10 - 40 points
  - Wingover (not reverse) - 10 - 40 points
  - Climb and dive (Like old time stunt - steep climb, one lap high, dive back to level at same place climb was initiated) - 10 - 40 points
  - Two inside loops - 10 - 40 points
  - Approach and landing - 10 - 40 points
  - Optional Maneuvers - If modeler wants to attempt to gain additional points, tell the judges before you fly and include these after the inside loops
    - One outside loop - 10 - 40 points
    - Two lazy 8's - 10 - 40 points

## **"Run What You Brung" Unlimited Speed**

- Any aircraft design allowed
- .049 Engine of any type with any modifications allowed
- One or two line controls
- Each pilot flies two flights (official flight or attempt)
- Score will be based on the best speed/lowest time of the two official flights
- A fly off will be used as the final tiebreaker
- Models may be hand launched or ROG from prepared surface at the competitor's discretion
- Models will be timed from the first pass over the start line until completion of 12 laps (1/2) mile
- Maximum flying height is 10 ft
- Electric starters may be used

- Failure to complete required laps is an attempt
- Failure to get or remain airborne after launch is an attempt regardless of how little distance traversed/flown
- Successful launching and completing the 12 laps constitutes an official flight
- Flying high may, at the discretion of the Contest Director, constitute a no-score official

### **Semi Scale (Demonstration Event)**

- Entries will be judged based on appearance and workmanship prior to the start of the flying events
- Judging will be by the CD or his designee
- Each modeler will put his name on a tag/card with his entry
- Entry must be a completed plane, with engine, ready to fly
- Entry can be any scale or semi-scale design – full fuselage or profile
- Entry must successfully complete a 10 lap demonstration flight.

### **Entry Fee**

- \$15.00 for the day, for any or all events

### **Contest Director**

- Ed Hein
- (269) 327-1340

### **Assistant Contest Director**

- Rich Kacmarsky
- (517) 323-8932

**HAVE FUN AND FLY WELL !**

(Edited by: Rich Kacmarsky - March 2014)