

Combat Rules

Everyone will compete in at least 3 rounds of combat.

A fourth round will consist of the top 6 scoring pilots of the first 3 rounds.

A final round will consist of the top 3 pilots of all the rounds totaled.

Each round will consist of 3 pilots.

Each round will last 3 minutes

You will have 2 minutes to get in the air after the CD calls the start of the heat. When the pilots are ready the CD will start the 3 minute engagement.

Each pilot must have a spotter!!!

Pilots can compete with more than 1 plane.

You must remain behind the safety fence at all times.

All local club safety rules apply.

Scoring

When you cut an opponents streamer it is worth 3 points.

If you get cut you are out of the round and can score no more points, however any points you earn before being cut will count.

You can get 2 cuts per round.

Spot landing Closest to the cone **without hitting it** is worth 2 points.

2nd closest to the cone **without hitting it** is worth 1 point.

If you hit the cone you will not receive any landing points,
However your cuts will count for the round.

YOU MUST STAY BEHIND THE FENCE at all times including landing.

Maximum points per round is 8 points.

Failure to engage will result in **no points for the round**.

You will get 2 verbal warning to engage before you are eliminated.

Landing before the 3 minute rounds is complete will disqualify you from scoring any landing points.

Any points you get before having to land will count.