

2 C/L VINTAGE COMBAT

2.1 The Model

- a) A Vintage model must be built in accordance with a design which was in common use prior to and up to December 31ST 1970 or was kitted prior to that date.
- b) Models must be an accurate plan view of the original. The following alterations are permitted:
 - 1.) Addition to, or omission of sheeted areas i.e. (centre sheeting.)
 - 2.) Changes to wing section or internal structure or degree of asymmetry of wing (i.e. whilst retaining the original wing outline the engine pod and elevator may be moved inboard or outboard to give a different degree of asymmetry to the wing.)
 - 3.) Additional booms or replacement of wire booms with wooden ones and vice versa and spacing of booms (noting that the original elevator size and hinge moment must be maintained).
 - 4.) Recessing the engine into the leading edge.
 - 5.) A balanced elevator may be changed to a conventional elevator and vice versa. The elevator must retain the original outline.
 - 6.) Such changes must be carried out using constructional techniques that were commonly used at the time the model was in use. The use of carbon, kevlar or boron fibre is not permitted. Modern adhesives are permitted. Neither Styrofoam nor any expanded foam may be used.
 - 7.) Models must not exceed original overall dimensions or be more than 6mm smaller on any dimension. Elevators must be dimensionally accurate.
 - 8.) Fins and fences may be omitted or altered.
 - 9.) Where the original model had an upright engine this may be converted to "sidewinder".
- c) The following alterations are not permitted:

- 1.) Any change to the original plan view except those outlined in b.3, b.4, b.5, b.7, b.8 and b.9. i.e. no smaller or larger elevators, no increase in wing span, root chord or tip chord.

NOTE: - The CD may decide not to accept a model which in their opinion has been altered in outline so as to change the appearance or performance of the model as originally designed. Examples of such changes would be, for instance, elevator shapes and sizes being altered and external bellcranks which should be internal.

The onus of proof in any such case must always lie with the competitor.

By allowing a model to compete in the first round the Contest Director (CD) signals his acceptance that the model is legal and it will

be considered to be processed. That model may not subsequently be disqualified unless illegal parts are added.

Combat damage that occurs during a competition will not be grounds for disqualification unless safety is compromised. The CD will point out any illegalities observed prior to a bout and give the competitor(s) the opportunity to make the infringement good.

- d.) The model shall be covered in a material that was available at the time that the model was in use, i.e. tissue, glass cloth, nylon fabric, silk fabric, terylene netting or a combination of them. In addition, heat shrink fabric coverings, such as Solartex, Glosstex Polytex, Solarfilm, Monocote, or Micafilm may be used.
- e.) The name (and mark no.) plus the year of the model must be clearly visible on the upper flying surfaces.

2.2 Engine

- a.) The engine shall be a diesel or glow of 2.5 cc maximum displacement with plain bearing crank shaft. Engines of ballrace construction are also permitted if they are pre Dec. 31ST 1970 under this definition (any mark or model unless other wise stated) are as follows:

A.M. 25
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C.S. Oliver Mk3 replica
D.C. Rapier
E.D. Racer
Elfin 249
Enya 15D or G
ETA 15
Frog 249
Oliver Tiger Mks 2,3,4
OS 15D or G
PAW 249, 249 TBR CT 1&2
PAW 19D, 19DCT, MVVS
2.5/1958TRS&D7 Rivers Silver Streak
Russian Oliver Mk3 Replica
Super Tiger G20/15D or G & G15
Tiapan 2.5cc
Taifun Orkan
Webra Mach 1 & 2

- b.) Suction or pressure feed fuel systems are permitted, metal tanks only.
- c.) The propeller may be any commercially available thermoplastic propeller.

2.3 Lines

- a.) Control line length must be 15.92 meters (+/- 0.04 meters). It is measured from the inboard face of the control handle to the longitudinal centre line of the model.
- b.) The longitudinal centre line shall be defined as the axis of the propeller.
- c.) Only two line control is permitted and each of these lines shall be multi-strand and of a minimum diameter of 0.34 mm. No free ends capable of entangling an opponents lines and no line splices are permitted. Line connectors at the handle end should be sleeved. A safety strap connecting the competitors wrist to the control handle must be provided by the competitor (as FAI rule F2D 4.4.(1).6). This strap will be subject to the full pull test separately to the line pull test.
- d.) Line changes during the combat period shall be permitted.
- e.) Line test as FAI rule F2D 4.4.(1).6, shall be applied to the assembled handle, control lines and model but the test force will be 10 kgf (22.5lbs.). Replacement lines must be pull tested by the Circle Marshall before the model is re launched. Failure to do so will result in disqualification.

2.4 Combat Site

The combat site shall comply with FAI class F2D rule

2.5 Streamers

Streamers will comply with FAI Class F2D rule

4.4.(1).8 The streamer must be attached within 55mm of the longitudinal centre (thrust) line of the model

2.6 Number of Models

A contestant will be allowed to use one model per bout and three for the contest.

2.7 Pitcrew

Two pitcrew are allowed per contestant. During the combat period the pilot and mechanic(s) must wear protective headgear with an effective retaining strap. In exceptional circumstances of wet or windy weather an additional helper may be used as a streamer holder and must perform no other task during the bout. This helper must wear protective headgear as for the mechanics.

2.8 Officials

- a) A contest shall normally be run by a Circle Marshal, who shall be the overall timekeeper, and one scorer per contestant.
- b) The Centre Marshall must wear protective headgear. The officials must not be members of the same team or club as either of the pilots; in order that this may be achieved contestants may be called upon to score when not flying.
- c) The scorers should hold their stopwatches so that observers can read them.
- d) The total time of each pit stop should be written down and penalty points calculated after the bout. Should a time keeping error be made a scorer should advise the Centre Marshall immediately so that the bout may be stopped and reflight.
- e) The Circle Marshall will be considered to be part of the course and any model or line contact with him will be treated as if it had contacted the ground. It is the fliers responsibility to avoid the Marshall, not the marshals to avoid the models or lines.
- f) Times and scores are public information, and should be freely available.

2.9 The Bout

- a) A contestant's flight commences after a 30 second period for engine starting. The last 10 seconds to the launch signal shall be counted down by the Circle Marshall.
- b) The flight shall last four minutes from the launch signal and its completion shall be signalled by the Centre Marshall.
- c) The engine must be started by flicking the propeller by hand.

2.10 Scoring

- a) Scoring will commence at the launch signal and finish at the completion signal.
- b) One point will be deducted from a contestant's score for every full period of 15 seconds that their model is not airborne during the flight period. Ground time is not accumulative and the stopwatch must be zeroed each time the model becomes airborne.
- c) Four points will be added to a contestants score for each single cut of their opponent's streamer or string with knot.
- d) In the event of a mid air collision, if the streamer falls to earth attached to any part of the model or engine it will not be counted as a cut, if however the streamer falls separate to any part of the model a cut will be scored.

2.11 Attempts

As FAI Class F2D, rule 4.4.(1).12.

2.12 Conduct

- a) A pilot must remain inside the centre circle while his model is flying except at the moment of release of his model by the pitman.
- b) After a mid air collision the heat shall continue as if both models had landed.
- c) If the pilot(s) accidentally leave the centre circle during a combat bout, the Centre Marshall must blow his whistle to stop combat although the bout timer will continue to run. He will then direct the flyer(s) back to the centre. The combat will be restarted as at the start of the bout. If the Centre Marshall declares that no-one flyer was responsible he need not penalise either. Any cuts taken during the period will not be counted, and attacking during the pause may lead to disqualification.

2.13 Offences

If during the servicing of a grounded model the mechanics break or cut the streamer it must be replaced with a new full length streamer prior to launch. If during servicing the streamer should become entangled and subsequently fail to unfurl the pilot must immediately land to have the streamer untangled or replaced. No additional penalties other than ground time will be incurred.

The following offences will be a warning and each and every occurrence will result in a 2 point deduction.

- a) If a pilot unintentionally leaves the centre circle while his model is airborne.
- b) During the bout the mechanics enter the flying circle at an oblique angle or cut across the flying circle to reach a downed model. One penalty only will be incurred for each offence even if more than one mechanic is involved.
- c) If the mechanic(s)/pilot do not immediately, or after a line disentanglement withdraw a grounded model to outside the 20 metre circle prior to servicing it.
- d) If the model is launched prior to the launching signal.
- e) If the streamer becomes detached from the model during combat but not as a result of a mid air collision. (See also 2.14.(f))
- f) If the pilot leaves the centre circle without informing his opponent and the Centre Marshall.

2.14 Cancellation of the Flight (Disqualification)

An entrant will be eliminated from the heat and his opponent declared the winner if:

- a) He deliberately attacks the streamer of his opponent's model prior to the Circle Marshall's signal to commence.
- b) His model fails to become airborne within two minutes of the signal to launch.
- c) He attempts to fly a model which at the time of launch does not have a strong effective control mechanism, or does not have a secure engine attachment, or does not have a running engine.
- d) He interferes with his opponent, or forces his opponent to leave the centre circle.
- e) He deliberately flies in a dangerous manner.
- f) He attacks his opponent's streamer without his own, or the remaining parts, attached to his model.
- g) He is not present at his allotted flight time, unless he has the express permission of the Circle Marshall.
- h) He leaves the centre circle intentionally whilst his model is flying, or without informing his opponent of his intention to do so when his model is grounded.
- i) He flies in such a manner as to inhibit his opponent, or his opponents pitcrew, from clearing any line entangle.
- j) He flies other than in an anticlockwise direction when only his model is in the air and there is no line entangle.
- k) At the start of each bout and after a restart when one or both models have been grounded, both models **MUST** fly level and anticlockwise and combat **MUST NOT** commence until a signal is given by the Circle Marshall. Attacking the opponent's streamer before this signal will result in disqualification.
- l) For any other flagrant breach of the rules.
- m) He releases the handle, or removes the safety strap, for any reason, while the model is flying.
- n) He deliberately attacks or interferes with his opponent's continuously level flying model which clearly has no paper streamer left. He may, however, follow closely.
- o) The mechanics jump over the opponents model and lines kept within the pitting area.
- p) He fails to clear any line tangle prior to relaunching his model.
- q) He flies level (upright or inverted) at a height of less than 6 feet for more than two consecutive laps whilst the bout is under-way unless instructed to by the Circle

Marshall. The Circle Marshall will warn a flier that he is approaching this limit.

- r) The Circle Marshall believes that he has behaved in an ungentlemanly manner.

2.15 Contest Procedure

- a) Contestants will normally compete with each other in a knockout competition chosen by random draw. The losers of each of the first round flight will be allowed to compete in a further losers re-fly round. These and any subsequent draws will be held in public, and if any member of the organising club or team are involved in the competition the draw will be made by an unbiased outsider.
- b) The winners from this round will be drawn with the winners from the first round to provide a second round of contests.
- c) The rounds will continue until eight contestants are left so that quarter, semi and final rounds provide an over all winner.
- d) It is permissible for the competition organiser to seed the draw on past results and known form, but members of the same team or club should be drawn apart as far as possible. The seeding committee must be neutral. Where an unseeded competitor eliminates a seeded one he will assume that seeding position for the remaining draws.
- e) If there is a uneven number of competitors. The bye in the first round is moved to the losers round with an extra life. (Each competitor should have two bouts)
- f) The approved list of Vintage Combat models is as follows: -

Model	Designer	Model	
Apache		Anduril	Mick
Thompson			
Assagai	Alan Thompson	Banshee	Mike
Davis			
Barbarian	John Dixon	Billy Bones	Dave
Packwood			
Boogy-man	Terry Lee	Bumble Bug	Vernon
Hunt			
Buzzard	Neil Blackburn	Chaos	Peter
Freebrey			
Cleaver	George Copeman	Cobra 2	Don
Halls (AUS)			
Combat King	Contest Kits	Cutlass	A.M.
Staff			
Dominator	Mike Davis	Dongus	
	Johnson/Pinckert(US)		
Dragoon	Ho Fang Chuin (PRC)	Duellist	A.
Tristany (ESP)			

Early Bird	Richard Wilkins	Falco	
Flingel Bunt	Stoo Holland	Gladiator	G.F
Ironmonger	Richard Evans	Jaguar	Mick
Chesterton			
Junior Satan	Carl Goldberg (USA)	Junior Monitor	Henry
Nicholls			
Kanible	John Dixon	Kanible GT	John
Dixon			
Karnivore	Dave Gibbard	Ker-Mando	K.
Jaques			
King Twister	Mick Chesterton	Kombat Kapers	R.
Gibbard			
Komm-Batt		Liquidator	Frank
Dowling			
Lynx	O.F.W.Fisher	Mini Voodoo	Riley
Wooton (USA)			
Mister Pogle	Terry Mortimer	Oliver Twist MK6	Martin
Cowley			
Oliver Twist MK7	Martin Cowley	Olympic Rocket	C
Bergmaschi (I)			
Pallisandra		Panic	Peter
Freebrey			
Pedro	J Whalley	Piraja	
Piranna Mk 1	Frank Smart	Piranna Mk 2	Frank
Smart			
Proton	O.F.W.Fisher	Razor Blade	Pete
Tribe			
Razor Blade 64	Pete Tribe	Rhino Mk 5	John
Dixon			
Rogue	A.M. Staff	Satana	
Schuco-Hegi 160	(D)	Scorcher	(UK)
Sennapod		September	Warrior B.
Bumstead			
Shrike	(UK)	Splinter	Bill
Netzeband(USA)			
Squig	J. Benoy	Streamer Eater	A.
Ytreoy			
Styrobat	Peter Short	Super Chopper	R.
Gordon			
Super Twister	John Chamberlain	Sword	J.
Templeman			
Talon	Dave Platt	Terminator	Stoo
Holland			
The Proposition		Titan Mk 1	John
Shaw			
Titan Mk 5	John Shaw	Toreador	Henry
Nicholls			
Turncoat	Moggs Morris	Twister Mk 1	John
Chamberlain			

Twister Mk 4 Chamberlain	John Chamberlain	Twister Mk 9	John
Twister Mk 10 Budd	John Chamberlain	U.F.O.	Dave
Unlimited Chilton	R. Smith	Warlord	Mick
Warlord Hunt	Heanor MAC	Warlord	Vernon
Warlock Dixon	Steve French	Warmonger Mk 1	John
Warmonger Mk 2 Dixon	John Dixon	Warmonger Mk 3	John
Warrior Yeti	Frank Smart John Dixon	Wildcat Zack-Zack	(USA) Klaus
Seegers (D)			
Zig-Zag	Brian Mills	Zot Box N	Red Pin
Zot Box M	Red Pin		