

## FIRST WEED WACKER AEROSQUADRON



# ELECTRIC DIVISION

1. Plane
2. Motor
3. Speed Controller
3. Propeller
4. Battery

### The Rules:

1. All Pilots and callers must read, follow and maintain the **AMA Safety Code** and the **First Weed Wacker Aero Squadron Field Rules**.

2. Pilot and Caller must supply and wear a Hard Hat.
3. Current AMA Members Only, valid card must be presented
4. Modifications of Aircraft, Motor, Speed Controller or Battery will result in disqualification.
5. Non-Refundable entry fee will be paid prior to fist race.
6. Safety of spectators, contest personnel and contestants are the primary concern. Any un-sportsmanlike conduct or repeated hazardous flying shall be cause for immediate disqualification.
7. In regards to this rule, the OPINION of the Contest Director shall govern at each event. However, any flying over the pits or the spectator area shall:
  - a. The first time- cause disqualification for that heat, and will land the plane immediately.
  - b. The second time – disqualification for the day.
8. RACE MATRIX shall be prepared prior to racing and no deviations shall be made, unless and except dropout of aircraft makes it necessary to reform heats so that a minimum of two aircraft are scheduled to fly in each heat. No single aircraft shall be scheduled to race alone at any time. A maximum of four aircraft shall be scheduled per heat.
9. A maximum of two aircraft per contestant will be allowed. Both aircraft must be the property of the pilot, must be declared prior to the start of racing, both aircraft shall be on the same frequency, both shall conform to aircraft specifications.

#### **The Race:**

1. Take-offs will be Air Start, diving to start line
2. Maximum of 90 seconds allowed for staging in flight pattern
3. The starter will drop the flag at 90 seconds, the flag maybe dropped sooner if all pilots indicated that they are ready to start.
4. Pilots jumping the staging will be black-flagged and receive a **ZERO** for that heat.
5. Race Course will be set using 2 Pylons and 10 laps.

6. One Cut and you will get **1** point no matter where you finish. 2 cuts and you get a **ZERO**. A horn will be sounded at the pylon that has been cut.
7. A start cut will get you **1** point no matter where you finish.
8. Any planes that touch or mid-air will be required to land immediately. All planes that touch or mid-air get a **ZERO**, no matter who's at fault.
9. In the event of a tie, a fly off will determine winner

**Scoring:**

**FOUR PLANE HEAT**

1 <sup>st</sup> Place	4 points
2 <sup>nd</sup> place	3 points
3 <sup>rd</sup> place	2 points
4 <sup>th</sup> place	1 point
One cut	1 point
Two cuts	0 points

**THREE PLANE HEAT**

1 <sup>st</sup> place	3 points
2 <sup>nd</sup> place	2 points
3 <sup>rd</sup> place	1 point
One cut	½ point
Two cuts	0 points

A Fly-Off does not earn points, only used as tie breaker.

## Two Pylon Race Course

