

FIRST WEED WACKER AREOSQUADRON



QUICKIE 500 DIVISION

The Plane:

1. Quickie 500 Airframe, 428 and 424 acceptable.
2. Weight of Q500 to weight no less than 3 ¼ pounds.
3. **Wing;**
 - a) Area: Minimum 500 square inches.
 - b) Span: Minimum 50 inches (projected), maximum 52 inches (projected).
 - c) Chord: Constant for at least 47-1/2 inches of span.
 - d) Airfoil thickness: Minimum 1-3/16 inches for at least 47-1/2 inches of span
4. **Fuselage;**
 - a) Depth: Minimum 3-1/2 inches at its deepest point, which must occur within the wing chord.
 - b) Width: Minimum 2-7/8 inches at its widest point, which must occur within the wing chord. Width and depth points need not coincide.
 - c) Cross-section: The fuselage shall have a simple, rectangular "box" cross-section with a maximum radius of 1/4 inch at the corners. Diamond-shaped cross sections are prohibited. Fillets or fairings between the fuselage and wing are prohibited. Canopies and turtle decks are acceptable but shall not be included in width or depth measurements. The front firewall shall be a rectangular, flat plate measuring at least 2-1/4 inches by 2-1/4 inches. The perimeter of the front firewall may be rounded to a maximum radius of 1/4 inch.
5. **Engine;**
 - a) Any front rotor, stock, r/c .25 cubic inch side exhaust engine will be allowed.

- b) Engines that turn greater than 15800 RPM on an APS 8X6 Propeller will not be allowed.
- c) Only Muffler pressure will be used to pressurize the tank.
- d) Engine's manufactured retail price is not to exceed \$100.00
- e) Only the manufactured stock muffler for that engine is allowed. Muffler baffle may be removed.

6. Propeller;

- a) Stock, un-modified APC 8-6 Propeller
- b) One side may be altered to balance the propeller

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. Fuel will be supplied and tanks will be filled by the Event Host.
4. Current AMA Members Only, valid card must be presented
5. Modifications of Aircraft, Engine or Exhaust will result in disqualification. If it isn't stock, well, you can watch the race.
6. Non-Refundable entry fee will be paid prior to fist race.
7. 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.
8. 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.
9. 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.

10. 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 Racehorse Start.
2. Take-off positions will be rotated.
3. Engine will be started on the line. Callers will remove start boxes after take off.
4. Maximum of 90 seconds allowed for starting engines.
5. The starter will drop the flag at 90 seconds, the flag maybe dropped sooner if all pilots indicated that they are ready to start.
6. Pilots jumping the start will be black-flagged and receive a **ZERO** for that heat.
7. Race Course will be set using 2 Pylons and 10 laps.
8. 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.
9. A start cut will get you **1** point no matter where you finish.
10. 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.
11. The winning plane of each heat race will be tacked upon landing. 15800 is the limit. 15801 is a **ZERO**. If you touch the needle valve before the Tack you get a **ZERO**. If you fail the Tack test, the 2nd place plane will then be tacked, and so on. If all the planes fail no points will be awarded for that heat. If for any reason a plane cannot be tacked after winning a heat no points will be awarded and the 2nd place plane moves to the Tack line.
12. Upon passing the Tack test, heat race points will then be awarded, and the next heat race pilots will be called to the flight line.
13. In the event of a tie, a fly off will determine winner

Scoring:

FOUR PLANE HEAT

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

THREE PLANE HEAT

1 st place	3 points
2 nd place	2 points
3 rd 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

