

## FIRST WEED WACKER AREOSQUADRON



# TRAINER DIVISION

### The Plane:

1. Stock 40 size, Flat Bottom or Semi-symmetrical **High wing**, Trainer plane.
2. Minimum dihedral of flat bottom wing shall not be less than 2". Minimum dihedral of Semi-symmetrical wings shall not be less than 1" minimum dihedral. Bolt On and Rubber Band secured wings are acceptable.
3. Tricycle and Tail dragger landing gear are acceptable with minimum tire size of 2 1/2" dia. and 1/2" thick.

### The Engine:

1. Stock off the Shelf, un-modified Engine with Stock, un-modified Side Exhaust only. Maximum engine rpm is 13,500.
2. Engine size will be limited to, .35-.46 cubic inch 2-stroke or 40-.52 cubic inch 4-stroke.
3. Stock, un-modified APC 10-6 Propeller. One side of the prop 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. New pilots can use a Buddy cord and fly from a trainer radio if they are un-easy at first. The trainer can only take over to save the aircraft or to stop the aircraft from out of boundary flight, not to fly the course.
3. Pilot and Caller must supply and wear a Hard Hat.
4. Pilot must supply their fuel. Any type of Fuel may be used.
5. Current AMA Members Only, valid card must be presented
6. Modifications of Aircraft, Engine or Exhaust will result in disqualification. If it isn't stock, well, you can watch the race.
7. Non-Refundable entry fee will be paid prior to fist race.
8. 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.
9. 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.
10. 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.
11. 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. 13,500 is the limit. 13,501 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**

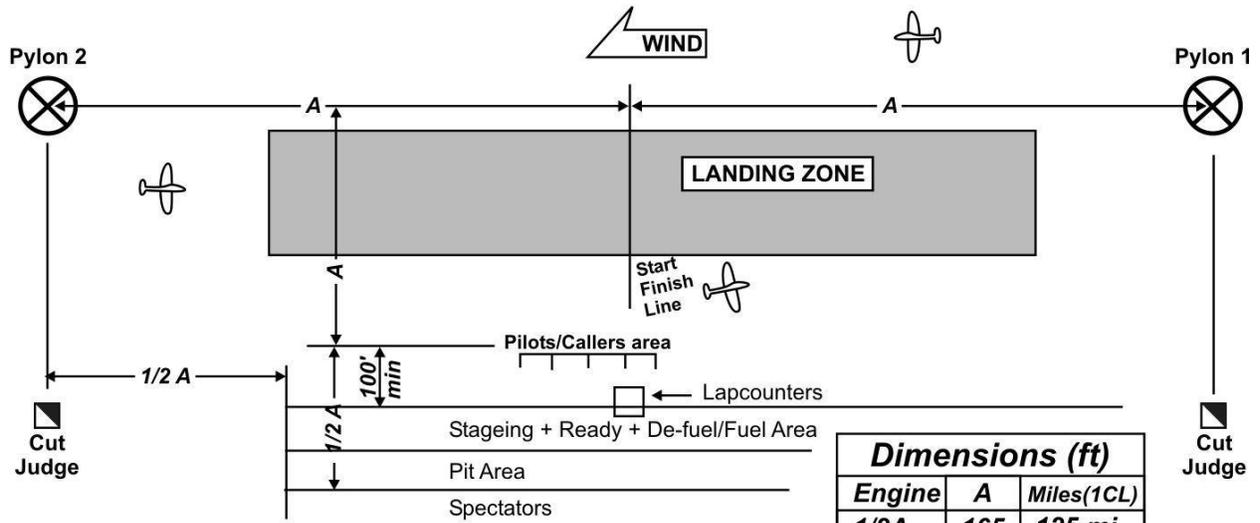
1 <sup>st</sup> Place	4 points
2 <sup>nd</sup> place	3 points
3 <sup>rd</sup> place	2 points
4 <sup>th</sup> place	1 point
One cut	1 point
Two cuts	0 points

**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



<b>Dimensions (ft)</b>		
Engine	A	Miles(1CL)
1/2A	165	.125 mi
.20	225	.1705 mi
.40	330	.25 mi
Larger	450	.3409 mi