

ROOKIE COMPETITION RULES (revised 22 July 2019)

The aim of the contest is to fly an i/c powered DB Models **Rookie** Glider (68 or 84 inch version) and land it on the patch (mown square), ideally to land in exactly 10 minutes to get maximum points. There will be 5 rounds, each day, with bonus points for landing on the patch

The **Rookie** must be built according to the DB Models plan or from a kit and as of 2019 the Rookie must have the engine on a pod above the wing.

It must not be lightened by using non-standard materials (i.e. carbon or Kevlar) or drilling holes etc.

RULES

The engine may be of any size but may only use a 7.5cc fuel tank with a reasonable length of standard fuel pipe, no longer than 10cm and of *normal* diameter.

(Free tanks are available from Dave Harbour to club members.)

Launching will be by hand, from the patch in front of the pilot's box and time begins when the aircraft leaves the launchers hand. Pilots are to stand (or sit) in the 'pilot's box' (paving slabs).

From the time of launch, a thirty second abort time is allowed during which a flight may be scrapped for scoring purposes. The entrant must clearly announce 'Flight Abort' within the first 30s of flight. Once a flight is aborted, it is non-scoring.

To score a maximum for each round the plane should land in exactly 10 mins. A bonus of 30 points will be awarded for landing and stopping *all* of the aircraft on the mown patch, in front of the red & white tape.

Any flight time longer or shorter than 10 mins will attract a penalty point for each second over or under.

If an the aircraft lands outside the outer field, i.e. the forest, road or left hand hedge row, or final resting point is behind the red & white tape, the flight is scored as zero.

The best four flights from five are added together to find a winner of each round.

A bottle of wine will be awarded to the winner of each round.

For each round points will be awarded as follows~

1st 12 points, 2nd 10 points, 3rd 8 points, 4th 6 points, 5th 5 points, 6th 4 points, 7th 3 points, 8th 2 points, 9th 1 point, 10th 0 point.

The two events will be added together to decide the winner of the trophy.

In the unlikely event of a tie, the total points won from both rounds (column W) will be added together to decide the winner.

The judges' decision is final.