

WPMAC COMBAT RULES

By Lucas Talman, Competition director at WPMAC (Oct 2017)

FIGHTER AIRCRAFT SIZE.

1. Biplanes and tri-planes wing span must be 40 inches only.
2. Profile design only, WW1 biplanes and tri-planes only. (No monoplane WW1 aircraft).
3. Engine size 25 to 35 (Straight out of the box / No modifications)
4. Nitro engine's only (No electrics / Fire risk)
5. Combat fighter's can be built out of any material for Example: balsa, plywood, foam, corflute.... etc.

WARNING

THIS COMBAT TO THE DEATH, THESE AIRCRAFT ARE DESIGNED FOR DESTRUCTION.

IF THE WING SPAN IS SMALLER THEN 40 INCHES IT WILL BE DISQUALIFIED FROM COMBAT

COMBAT RULES / JUDGES GUIDELINES

6. Hard hats must be worn by all pilots, helpers and judges out on the flight line at all times while combat is in progress.
7. No running out onto the field to get any aircraft at any given time during combat session.
You can only retrieve your aircraft after combat has finished and all aircraft have landed safely and engines have been shut down.
8. IF YOU WALK AWAY AFTER OR DURING THE COMBAT AND DON'T GIVE YOUR END OF COMBAT RESULTS. YOU WILL FORFEIT ANY SCORE TO YOU OR TO YOUR TEAM'S SCORE FOR THAT ROUND.
9. Each pilot is allowed to build 2 aircraft only.

10. 10 aircraft five from each team, 5 from the German team and 5 from the British team.
With one on standby in the event of an emergency or one biting the dust.
11. 25mm streamers to be used rolled out and cut in half.
12. Blue streamer for the British team.
13. Red streamer for the German team.
14. If a combat fighter cuts your streamer , you need to land immediately to attach another streamer.
15. If your streamer falls off you need to land your aircraft immediately to attach another streamer.
16. If your streamer does get cut or falls off, you need to land, as stated in rule 9 and 10. You can grab another streamer and jump back into combat, it's up to you, that's if you can taxi it back without it rolling over on the runway. If you do roll it over then rule number 2 does apply.
17. Combat will start when all aircraft are up and the judge call's 'combat on' or a whistle will be blown and the same for end of combat when combat timer ends.
18. When combat starts whoever takes off during combat you will not have any immunity from any surrounding enemy combat aircraft, it will be up to you to evade and attack as best you can.
19. 10 minutes of combat with a 5 minute break in the middle of each combat (Breaks and combats can be changed if needed).
20. If any combat fighters are still alive at the end of the event day, Combat to the death until there is nothing left (No time limit until all aircraft have met their doom or pilots call it off)
21. Team and Individual scores will not be discussed by any judges at any time to any combat pilot until the end of the day when scores and trophies are being handed out.

COMBAT POINT SYSTEM/ JUDGES GUIDE LINES

25 Points - For a combat fighter to cut another combat fighter aircraft streamer.

15 points - For a combat fighter to kill another combat fighter and fly away and continuing combating.

10 points - For crashing into the ground by yourself, if the aircraft is not recoverable in any way shape of form.

10 points - to pilots who dress up in time period uniform.

BLUE ON BLUE AND RED ON RED DOES NOT COUNT AND NO POINTS WILL BE AWARDED TO YOU.

TROPHY ALLOCATION

Team Trophy - This trophy is to the winning team with the highest team score.

Aces High Trophy - This trophy is allocated to the pilot on the winning team with the highest individual score.

Best On Ground - This trophy is to the best crash of the day for scattering your aircraft over wide area. (Judge's decision on the day, can ask other people what they thought was the best crash)

All team trophies and individual Trophies will be kept for a year by the winner and handed back at the start of next's year's combat event.

It will be up to the club/team to apply the club/team name and year to a placard and to place it onto the team trophy.

It will be up to the individual to put the year, (his /her) name and aircraft type onto a placard and apply to the aces high trophy.