

Rules changes in F2D?????

Scope

At the next FAI/CIAM meeting in Lausanne in 2008 the C/L Subcommittee will put forward a proposal with Combat rule changes. The proposal will deal with both compulsory shut-offs as well as incorporating many of the rule explanations that have been given at the last years WC/EC. The Subcommittee has asked the F2D Judges Group to put the proposal in writing.

The group would like to invite the Combat Community to give their opinion and views of things that could be incorporated in the proposal. Although everyone always have the opportunity to give proposals through their NAC the group also would appreciate direct input.

Below the group have chosen to put focus on some parts of the rules but feel free to discuss whatever part you like.

Streamer, strings, loops and metal rings

Today there is a variety in making loops and knots on the string. Some pilots also use a metal ring. At a contest the judges are supposed to make quick decisions when a model lands/ crashes and a standardisation might improve judging. Should there be any standardisation? Banning metal rings? Or make them mandatory? Should the streamers be handled out ready to use (with or without loop/ring)?

Disqualified for losing handle

In the current rules a pilot is disqualified if he loses the handle. This rule was taken into the book before the safety strap rule was introduced. It seems more up to date that you are disqualified if you loses the handle and the strap comes loose/breaks. Change?

Getting airborne within two minutes

A very old rule says that you are disqualified if you don't get airborne within two minutes. Why? If you can't start your engine within the four minute period it is really up to you and nothing to get disqualified for. Take away this rule?

Future changes in Combat (Just discussion, not to be included in the proposal)

Should the power (and speed) be taken down in F2D? Looking at F2D of today the majority of the heats ends within the first minutes with the whole streamer taken in one cut. The outcome in many heats depends instead upon mechanic skill and not pilot skill. Is this the type of combat we want?

Take the power down will also give other advantages such as less noise, higher safety, less damaged models, judges having a better chance to judge. And less noise might give us more places to fly at. Is this a future way to go or should things be left as they are until we are forced by others to change the rules?

Please try to mail your answer to ingemar.larsson.vis@swipnet.se within the next weeks.

Thanks!

F2D Judges Group

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