

# PETERBOROUGH RULES

Note! Unless stated otherwise, relevant BMFA contest rules apply in all events

## CONTROL LINE

### Mercurian Mite

The model is based on the Ray Malmstron creation and may be scaled up  
Maximum engine size 1.5cc  
Max Line length 60 ft  
We recommend use of tip weight and offset motor  
Models must fly for a minimum of 60 seconds

**Mini Goodyear** ( Note P'boro' introduced compulsory pitstops. These were subsequently adopted by the BMFA.)

(Just to refresh your memory-- Lines 13.5 metres 0.012" dia  
100 lap heats- 2 Pitstops , 200 lap final- 5 Pitstops  
Motors – any 1.5cc motor plain bearing or single ballrace )

### Phantom Pursuit

Model may be Mark 2 Phantom (bubble canopy) or the Mk1 (open cockpit)  
In both cases a model pilot will be fitted  
Line Length 42 feet X 0.012" dia  
Wheels 2 inch diameter  
Spinner 1 ¾ inch dia  
No fin offset  
BMFA Number on inboard wing  
Cutouts may be fitted and used  
We recommend:-  
Wing and tail set at 0 degrees  
Use of flexible leadouts  
Beef up fuselage with nose to tail 1/32" ply doublers  
Fit Tailskid and tip weight  
Ensure bellcrank mount is attached to bearers

Heats 100 laps 2 compulsory pitstops  
Final 200 laps 5 compulsory pitstops

### Control Line Scale

Classes for:- Profile Single Engine ; Profile Twin Engine;  
Built up Single Engine; Built up Twin Engine  
Static Judging against model plan plus Flight judging

Continued

### **Rascal RS (Racing & Speed )**

Model : Rascal APS design by Ron Moulton built to plan ( we suggest fuselage is strengthened with 1/32" ply doublers full length, bellcrank mount is strengthened and flexible leadouts fitted ).

2 inch dia wheels

Motor : 1.5cc plain, single or double ball race

Lines : 45 feet X 0.012 dia

**Speed Task;** Model timed for 10 laps from release

**Racing;** Heats 80 laps 2 pitstops; Final 160 laps 5 pitstops

Final winner determined by relative positions in Speed and racing

### **Scatterbrain Racing**

The model should be built to the APS plan( flexible leadouts permitted and wheels may be up to 2 inch dia)

Only permitted engine the DC Merlin

Only permitted prop 7X4

Lines 30 feet X 0.008 dia minimum

Heats 40 laps 2 pitstops; Final 80 laps 4 pitstops

### **Scatterbrain Speed**

Use of props other than 7X4 allowed.

Model timed over 10 laps from a standing start

First lap only may be whipped

### **"T " Tray**

Model: APS Design. May be scaled up

Motors: Up to a maximum of 1.5cc

Lines: Up to 1cc 0.008" dia. 1cc to 1.5cc 0.012" dia : MAX line length 60 feet

Models are judged for appearance and must fly for a minimum of 1 minute

We suggest offset motor ,strengthening of centre section and, if bellcrank fitted underneath, this is protected by skids. Fin may be omitted and bellcrank can be fitted inside wing.

**Trainer Trophy** A team consists of a pilot and pit man. Any model is eligible .

The model is readied, the tank filled and the motor primed. Timing starts from the first flick of the motor and terminates when the model comes to rest at the end of the flight .

The team then switch round, the former pilot pitting, and the procedure is repeated. The score is the difference between the two timings. the event of a tie there is a fly off.

continued

## **Trainer Trophy contd**

Note ! The tank must **not** be refilled before launch. Models up to 1cc must be airborne for 2 minutes minimum. Models over 1 cc must be airborne for 4 minutes minimum.

## **CHAMP CHALLENGE:**

Two classes, 1.0 c.c. Diesel or glow engines (plain bearing) and 1.5 c.c. Diesel or glow, plain bearing.

Line lengths: centre of handle to centre line of model

30' (9.145m) for 1.0 c.c.

42.5' (12.95m) for 1.5 c.c.

Both classes: 10 c.c. Fuel tank. Minimum prop diameter, 6 3/4"

CHALLENGE 1 is at any of the Monday or Tuesday c/l flying afternoons with a time keeper to record your model over 10 laps

during any flight, recorded in seconds. Then carry out adjustments and try to improve in subsequent flights.

CHALLENGE 2 using a crewman, time keeper and lap counter, record your time over 100 laps: (the pilot should start model or hold it during starting).

Timing to start at launch of model to completion of 100 laps, flown approx 10' above ground.

CHALLENGE 3: hopefully, with a lot of practice and testing with the collected score cards I should be able to work out a handicap, enabling an afternoon of two up or three up team racing

## **PETERBOROUGH RULES COMBAT**

Rules have been created to enable the maximum number of members to have a go and to keep airspeed and costs down. Any model with maximum engine size of 1.5cc, 7x6 or 7x4 untrimmed nylon props. Suction feed. 45' lines. 10' cord and 8' streamer. Bouts to last for two minutes. 100 points per cut, ground time deducted at 1 point per second. Bout commences when both models are in the air and separated by 180 degrees as determined by the centre marshal.

Centre circle to have a radius of 9' with the centre clearly marked. Every flyer has two flights( if they wish!) and the highest scores go through to semi finals the two highest semi final scores go through to the final. (This will no doubt require some alacrity from the contest organisers to make it work) Pit men, pilots and centre marshal all to wear helmets. We shall require to organise a streamer making evening.

## **MINI GOODYEAR:**

To BMFA Senior rules.

## **MOST LOOPS IN 45secs:**

Any model. motor and line length allowed. Timing commences from launch.

## **Combat Racing Rules:**

Any Combat Model.

1.5cc plain or single ball race diesel engine

45' (.012") lines centre line of model to centre line of handle

Team of two per model

Model to be hand launched from starting signal

Most laps in 15 minutes are the winners

Maximum flying height 12' apart from overtaking

Minimum of two pit stops

At each pit stop the team will swap over from pilot to pitman and pitman to pilot.

Starting of the engine will always be the responsibility of the latest pitman.

Models to fly high while pitting in progress this is a mandatory requirement of all pilots.

Pilots and Pitmen to wear helmets

Flyers may swap over to make another team if the inclination and energy level is up to it.

In the event of not enough flyers the competition will be flown one team up at a time.