

Chehalis Cup Rules 2011

Rev Original

All AMA Rules governing competition will be in effect with the following exceptions.
Northwest 80 Mile per hour combat rules will be in effect with the following exceptions.

1. Shutoffs

- 1.1 The Shutoff must be a line tension type. NO SWING ARM shut offs will be permitted. At the beginning of each match, the pilot must demonstrate that the Shutoff functions correctly.
- 1.2 The Shutoff will be tested at the beginning of the first match. If the equipment is changed, the CD must be notified and the shutoff retested. Failure to test a new shutoff will result in disqualification from the contest.

2. Starting

- 2.1 Electric starters are not allowed. A one-minute starting period will be permitted. Pilots may start their own engines.

3. Matches

- 3.1 A contest will consist of up to five matches. Anytime during the contest, upon a unanimous vote of the pilots, fewer than five matches may be flown.
- 3.2 In the event of an odd number of flyers, each draw will contain a bye. At the end of the second round, a match will be flown between the flyers who received a bye in the first and second rounds. At the conclusion of the fourth round, a match will be flown between the flyers who received a bye in the third round and the fourth round. If five rounds are flown, the bye in fifth round will be flown against the flyer with the least points that has flown five rounds.
- 3.3 Four-minutes will be allotted for each match. There will be a one-minute starting period. At the conclusion of the one-minute starting period, any airplane that is not airborne will receive ground time per 4.3. Once both airplanes are airborne, the pilots in the circle, and the airplanes separated by approximately 180 degrees, combat will begin.
- 3.4 A mid air collision or flyaway will not terminate the match. Scoring will continue as normal. A fly away will be scored as ground time. Attempting to fly an unsafe model will result in a disqualification.

4. Match Scoring

- 4.1 One point will be awarded for each distinct cut of the opponent's streamer. There is a cut each time the model, propeller, or lines fly through the opponent's streamer, resulting in particles become detached from the streamer. A cut that contains string only will not count. A cut that contains a knot void of any streamer material is a string cut and will not count as a cut.
- 4.2 There will be one point deducted each time the plane is on the ground after the match has begun. A fly away will result in a one cut deduction.
- 4.3 There will be a one-minute starting period. Failure to become airborne after the one-minute starting period will result in a one cut penalty.

- 4.4 At the conclusion of a match, the contestant will receive 1 point for each cut. For each occurrence with the ground, including not being airborne at the end of the one-minute starting period, one point will be subtracted.
- 4.5 Both contestants will forfeit a match when in the opinion of the judges a pilot intentionally lets another pilot get cuts. No Chehalis Cup points will be awarded.

5. Finals

- 5.1 At the conclusion of the match portion of the contest, the top four flyers will be selected. First will be awarded to the pilot that has the most points based on total points for cuts minus total points for ground time.
 - a. Most points = first
 - b. Second most points = second
 - c. Third most points = third
 - d. Fourth most points = fourth
- 5.2 When a place cannot be determined from the wins record the following will be applied:
 - a. Record against those who have the same number of wins.
 - b. Record against common opponents

6. Chehalis Cup Points

- 6.1 At the conclusion of all matches, points will be awarded per the following:
 - a. Each contestant will get one point for each cut during the matches. There will be no deductions for down time.
- 6.2 There will be a maximum of five contests for the Chehalis Cup. Points from each contest will accumulate toward the Chehalis Cup. At the conclusion of the last contest, the flyer with the most points will win the Chehalis Cup.

In the event of a two-way tie, there will be a best of three fly off for first. In the event of a three-way tie, each pilot will fly the other two pilots.