

# Northwest Fireballs PDQ Flying Clown Group Build and Fun Fly Event Rules

## General Rules

**Purpose:** To have a fun intra-club event that teaches both building and flying techniques, while building an aircraft that can be used in a variety of official competition events. Each competitor will use one single aircraft to compete in all the events,

**Aircraft:** Any published version of the PDQ Flying Clown. The model used may be from a kit or scratch built. It is permissible to change any internal structure; however, the plan form and profile elevation may not be altered. Modern materials, adhesives, paints, and coverings are all allowed. Each competitor will use the same aircraft to compete in all the events. And only one aircraft per competitor will be allowed.

**Engine:** Any engine up to .19 CID may be used. Where a 4-cycle engine is used, only 0.6 of the actual displacement will be considered. Except where specified by the rules of the specific event, the engine may be "fed" using any fuel system, artificial or atmospheric-pressure induced. Only 1 engine may be used for all the events; however it is permissible to change venturi, carburetor, propeller, fuel tank, glow plug or fuel between events.

**Lines:** Line length will be measured from the centerline of the plane to the centerline of the handle. *For Speed, High-Low, Racing, and Combat:* Two 52'-length lines plus or minus 6", .015"-diameter minimum, 7-strand braided stainless steel lines. *For Old Time Stunt,* the plane may be equipped with 7-strand stainless lines up to 70', .012"-diameter minimum.

**Pull test:** Except where stated otherwise, the pull test will be 25lbs for each event, and will be done prior to each flight.

**Fuel:** For the Speed and Racing events, the contest management will provide fuel. This fuel will contain a maximum of 10% nitro-methane, and a minimum of 20% oil, the rest being methanol (10/20/70). In the event 10/20/70 is not available, 10/18/72 may be used. Diesels may run diesel fuel, provided by the competitor.

## Fun Fly Events

**Beauty:** Each plane shall be judged for appearance and awarded a score ranging from 0-20 points. The entrant must be the builder of the model to be eligible for appearance points. All others will be awarded zero.

**Speed:** The plane shall be flown 8 level laps and timed from the point of release. The pilot must be in the pylon within 1 lap of release for an official flight to count. The competitor has 3 attempts to make one official flight. The fastest will be used to determine place. Fuel will be provided by the contest management.

**High-Low:** The competitor will fly the plane as slowly as possible. The speed will be timed for 8 laps, and then divided by the "Speed Event" time. Timing will start at the point the plane is released, and will stop when the plane completes 8 laps or touches the ground next, whichever is first. The aircraft must be air born within 1/3rd of a lap and the pilot must stay inside the pilots circle for a flight to be official. The competitor has 2 attempts to make 1 official flight. The competitor with the highest score wins.

**Racing:** See Northwest PDQ Flying Clown Race rules available from [Flyinglines.org](http://Flyinglines.org) Fuel will be provided by the contest management.

**Stunt:** The competitor will fly the Old Time Stunt pattern, 2 official flights with the best being scored for place. The pull test will be 10G (10 times the weight of the model in pounds).

**Combat:** See the AMA rules for event 328 Fast Combat, for matching, scoring, pilot conduct, and other information. The streamer will be that used for NW Vintage Diesel Combat, see flyinglines.org for details. Combat will be flown single elimination. There will be a speed limit of 70mph, or 6.36 seconds for two laps.

**Overall Score**

**Method:** Each 1st place finish will be awarded 1 point x the number of competitors in the event. Second will receive 1 point less than 1st, and 3rd will get 1 point less than second. This regression will be carried to the last competitor, who shall get 1 point. No fuel shutoff will be required.

**Flying Clown Fun Fly Score Sheet**

Name\_\_\_\_\_ AMA Number\_\_\_\_\_ Total  
Points\_\_\_\_\_

Builder of the model (Y/N)\_\_\_\_\_

**Beauty:** \_\_\_\_\_ Appearance Points.

**Speed:** Eight laps timed from release.

25pound Pull Test Completed (Y/N) \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

Flight number **1)** 1782 / \_\_\_\_\_sec. = \_\_\_\_\_ mph

Flight number **2)** 1782 / \_\_\_\_\_sec. = \_\_\_\_\_ mph

Flight number **3)** 1782 / \_\_\_\_\_sec. = \_\_\_\_\_ mph

*Place*\_\_\_\_\_, *Points for this event*\_\_\_\_\_

**High / Low:** Eight laps timed from release

25pound Pull Test Completed (Y/N) \_\_\_\_\_, \_\_\_\_\_

Flight number **1)** 1782 / \_\_\_\_\_sec. = \_\_\_\_\_ mph

Flight number **2)** 1782 / \_\_\_\_\_sec. = \_\_\_\_\_ mph

Longest Time From Above / Shortest Time From Speed Event Above = Total Score

\_\_\_\_\_sec / \_\_\_\_\_sec = \_\_\_\_\_

Place\_\_\_\_\_, Points for this event\_\_\_\_\_

**Racing:** Two 7.5 minute heats and one 15 minute feature.

25pound Pull Test Completed (Y/N) \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

Heat Laps \_\_\_\_\_7.5 Minute, Heat Laps \_\_\_\_\_7.5 Minute

Feature Laps \_\_\_\_\_15 Minutes

Place\_\_\_\_\_, Points for this event\_\_\_\_\_

**Stunt:** See Score Sheets for scores

25pound Pull Test Completed (Y/N) \_\_\_\_\_, \_\_\_\_\_

First Flight\_\_\_\_\_, Second Flight\_\_\_\_\_

Place\_\_\_\_\_, Points for this event\_\_\_\_\_

**Combat:** See Board for Results: Place\_\_\_\_\_, Points for this event\_\_\_\_\_