

## NOVICE STUNT RULES

### 4.2.1. Definition of an Aerobatic Model

Aeromodels in which the propulsion energy is provided by a piston motor(s) and in which lift is obtained by aerodynamic forces acting on the supporting surfaces which must remain fixed (except for control areas) during flight. The object of the model is to perform the prescribed manoeuvres as detailed.

### 4.2.2. Characteristics of Control Line Aerobatic Models

Maximum flying weight .....	5 kg
Maximum surface area (St) .....	150 dm <sup>2</sup>
Maximum loading .....	100 g/dm <sup>2</sup>
Maximum swept volume of the motor(s)	
a) two stroke motor(s) .....	10 cm <sup>3</sup>
b) four stroke motor(s) .....	15 cm <sup>3</sup>

### 4.2.3. Line Length

Line length shall be more than 12 metres but not more than 21,5 metres.

### 4.2.4. Line Tests (to be made before each attempt for an official flight)

Line length is measured from the axis of the grip of the control handle to the axis of the propeller. Where two propellers are employed their axis of symmetry is taken as the reference for measurement.

A load test shall be applied to the assembled control handle, lines and model equal to 15 times the weight of the model up to a maximum pull of 20 kg where the model weighs less than 2 kg and the engine is equal to or less than 10 cc displacement. The load test shall be up to a maximum of 30 kg where the model weighs 2 kg or more or the engine is more than 10 cc displacement.

### 4.2.5. Definition of an Attempt

There is an attempt when the model does not become airborne within **three** minutes of the starting signal, or the competitor does not enter the circle within two minutes from being called to fly.

### 4.2.6. Number of Attempts

Each competitor is entitled to **two** attempts for each official flight. After the first attempt the competitor is entitled to make his second attempt immediately but if he leaves the circle he shall be called to make his second attempt in the first working period after 30 minutes have elapsed or if at the end of a round, after a maximum of 30 minutes have elapsed.

### 4.2.7. Definition of an Official Flight

A flight is official when the model becomes airborne.

### 4.2.8. Number of Flights

Each competitor is entitled to two qualifying flight. The winner is based on the highest scoring individuals, on the basis of their highest single score in the qualifying flights..

### 4.2.9. Cancellation of the Flight

The flight is cancelled when jettisoning of permanent model parts occur at any time from the release of the model, to when the model stops forward motion on landing. **In the case of** a crash, or a flip over, a belly or upside down landing, the flight is **not** cancelled.

### 4.2.10. Number of Helpers

Each competitor is entitled to **two** helpers.

#### 4.2.11. Execution of Manoeuvres

The manoeuvres must be executed in the order listed. Between the end of one manoeuvre and the start of the next one the competitor must fly a minimum of 1½ laps. The competitor may attempt a manoeuvre only once in any one flight. The competitor must complete the flight programme within 7 minutes including the take off and landing. This 7 minutes time limit commences when the participant gives a hand signal prior to starting his motor, but not later than 3 minutes from the moment he has entered the circle. **The motor must be started by hand.** Timing ceases when the model stops forward motion on landing. No system or device may be used to stop or control the engine run.

#### 4.2.12. Scoring

During the flight, each complete manoeuvre may be awarded marks between 0 and 10 in increments of 0,5 points by each of the judges. These marks are multiplied by a coefficient which varies with the difficulty of the manoeuvre.

A manoeuvre flown out of sequence will **not** be scored. Omitted manoeuvres are not scored, but succeeding manoeuvres are considered to be in sequence if flown in the proper order relative to the remainder of the flight pattern.

#### 4.2.13. Judges and Timekeepers

The organisers must appoint a panel of at least three judges. Aerobatic judges will be responsible for observing each attempt at an official flight and to record their awarded score for each manoeuvre as it is executed. In aerobatics, a **master timekeeper** shall give visual indication of elapsed time from the moment the competitor gives a hand signal prior to starting his motor, at one minute, three minutes and seven minutes stages.

#### 4.2.14. Classification

The judges' marks multiplied by their appropriate coefficient are added together for classification of the competitors. The classification will be done according to the best single flight score in case of two or one flight(s).

#### 4.2.15. List of Aerobatics Manoeuvres

1. Starting ..... k = 1
2. Take-off ..... k = 2
3. Reverse wing-over ..... k = 8
4. Three inside loops ..... k = 6
5. Inverted laps (2 laps) ..... k = 2
6. Three outside loops ..... k = 6
7. Two inside square loops ..... k = 12
8. Two horizontal eights ..... k = 7
9. Two vertical eights ..... k = 10
10. Two overhead figure eights ..... k = 10
11. Landing ..... k = 5

