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	Aeromodelling – F2D Combat Model Aircraft	

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WHAT IS THE F2D COMBAT COMPETITION?

F2D Combat is simply aerial dog-fighting! Two pilots, each flying a model aircraft, fly against each other in the same circle in a four-minute bout. Each model tows a particularly coloured paper streamer and each pilot attempts to take cuts from his opponent's streamer with the propeller of his own aircraft.

Each pilot has two mechanics or pitmen to start and service the aircraft during the bout. Each pilot also has one reserve aircraft ready for his mechanics to launch.

The model aircraft are simple flying wings with 2.5 cc internal combustion engines running on glow fuel which is 70% methanol, 10% nitromethane & 20% castor oil. They are built strongly enough to withstand most crashes into the ground, but mid-air collisions can, and frequently do, destroy the aircraft.

HOW IS IT SCORED?

Each time a competitor cuts a piece off his opponent's streamer he scores points, and points are lost for time spent on the ground. Pilots can also be given penalty points for their own or their mechanics' rule infractions.

The pilot with the highest number of points at the end of the bout is the winner.

Each flier begins the competition with two "lives". Each time he wins a bout he retains a "life"; each time he loses a bout he loses a "life". When he has lost both "lives" then he is out of the competition.

WHAT DO YOU HAVE TO DO TO WIN?

Each flier has to take cuts from his opponent's streamer whilst keeping his own aircraft and streamer out of the way of his opponent's propeller. He has to stay in the air and avoid being "downed" by his opponent.

If an aircraft *is* downed then the mechanics have to get it back into the air as quickly as possible or launch the reserve aircraft if the first aircraft is too damaged to continue flying. If the reserve aircraft has to be used, then the mechanics have to detach the streamer from the downed aircraft and attach it to the reserve aircraft.

The mechanics' work is critical: every second that the aircraft is not flying during the bout is a point lost to the pilot.

TELL ME MORE!

Combat flying is high-speed precision flying requiring great concentration, very fast reflexes and tactical awareness. Pilots must stay inside the pilots' circle and mechanics must work outside the edge of the flight circle. Pilots and mechanics have to be very fit and agile. If an aircraft is downed during a bout, then the mechanics have to run around the outside of the large flight circle to collect the aircraft for re-launch.

"Aerial dog-fighting"