

## (Revised speed rules for 2017)

### Speed Events

Paul Smith event director.

This year there are three speed events with three awards per event. A contestant may enter Perky Speed and *either* Fox 35 Speed or Sportsman Stunt Speed, but not both. Since there is no BOM, an airplane owner may enter additional models through other contestants.

Models, engines, lines, and pull test will be per **NASS Perky** rules, and **Saint Louis Fox 35 Stunt Speed** rules. **Sportsman Stunt Speed** is a unique new event without rules published elsewhere. This event has been created in response to the need for an event free of engine builders.

A **Sportsman Stunt Speed** model is basically any aerobatic model that can take off from the ground with a stock plain bearing stunt engine of the 35 size. No pressure fuel systems.

A contestant may submit up to three scores per event using any number of models.

Time-permitting, a contestant may make more than three flights per event. The fastest three scores per event will be used.

An airframe and/or engine may be used by only one contestant.

Any flight that completes a mile from a standing start will result in an official score in **Perky** and **Fox 35 Stunt**. **Sportsman Stunt Speed** will use 7 laps, one half mile, from a flying start. It is possible to make more than one timed run during a flight.

Scores will be posted in MPH to the tenth. The event will be held on the paved circle on Wednesday morning. In addition, there may be an opportunity to get some official flights in on Monday and Tuesday. The event will close out at 1 PM Wednesday.

This is a fun speed event, designed to give the flyers a fair chance to work with their models and improve performance. There are no specific times limits or numbers of attempts.

### Lines and Laps.

- Perky: .014" x 52'-6" - 16 laps.
- Sportsman Stunt Speed: .015' x 59'-6" - 7 laps.
- Fox 35: .016" x 60'-0" - 14 laps.

### Fuel

- 10% nitromethane with an assortment of oils; 29%, 23% and 20%

## SPORTSMAN STUNT SPEED

This is a participation event created as an alternative to **Fox 35 Stunt Speed** which is an engine builders' event. The intent is to provide an event that can be flown with stock engines and existing airframes. As such, contestants who have exceeded 90 MPH in Fox 35 Speed or who enter Fox 35 Speed at this contest are excluded.

**Airframes** – This event allows on sport planes with built up or foam airfoil wings and the general configuration of a sport plane and are capable of doing basic aerobatics such as a lazy eight or reverse wingover. The airplane must ROG from a fixed landing gear.

**Engines** - Only stock plain bearing baffled-piston engines of the nominal 35 size are allowed. Since venture size data for the whole world of engines is unavailable, any fixed venturi is permitted. The suction fuel requirement effectively limits choke area. All Johnson and Supertigre engines and Foxes other than the 35 Stunt are excluded.

### Average Speed Award.

In addition to 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place in each event, there will be one single closest to average award computed from the average of three scores per entry in *TWO* events combined.

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## LA-25 Sport Race

Event director Paul Smith

### OBJECTIVE:

To compete in three-up 5-mile qualifying races and to earn a place in the 10-mile final race.

### RULES:

The rules will follow those posted on the Toronto Balsa Beavers web site.

[http://www.balsabeavers.com/information/rules/cl\\_rules\\_g03\\_racing.pdf](http://www.balsabeavers.com/information/rules/cl_rules_g03_racing.pdf)

see pages 8, 9, & 10.

**This is the same equipment as the 2015 & 2016 100-Mile Races.**

### AIRFRAME:

1. Similar to generally-accepted slow combat and sport race rules.
2. 300 square inches of wing area at least 1" thick. 24" fuselage from prop to elevator hinge.
3. The model should be painted to resemble a racer. A canopy outline is required.
4. An airframe and/or engine may be used by only one contestant. A contestant may use more than one airplane and engine to complete the series of races.
5. The **Brodak Hot Shot** is a good off-the-shelf airframe for this event.
6. While at some disadvantage, equipment used in Brodak Foxberg is legal for this event.

### FUEL TANK:

1. Fast fills are prohibited.
2. The tank must be vented to the atmosphere.
3. The tank must be mounted ahead of the wing leading edge and on the outboard side of the fuselage.
4. The tank must be filled through a 1/8 inch o.d. tube. A jet fill attachment is allowable.
5. About 2 ounces has proven to be a good size for this race.
6. 35 laps per tank is the bare minimum needed to complete the race without extra pit stops.

### ENGINE:

1. Must be a stock OS LA-25.
2. Bolts and the backplate may be replaced.

3. An engine disassembly and inspection may be ordered after the race by the C.D. to check for infractions of the rules.

### **PROPS:**

1. Must be a stock molded plastic 8x6 Master Airscrew, APC, or Tornado.
2. Balancing, drilling, and dulling edges is OK.
3. No modifying of pitch or diameter.

### **GENERAL:**

1. Hot gloves, hot fingers, and electrical, spring, or mechanical starters of any kind are prohibited.
2. Shut-offs are recommended
3. Lines must be .015 minimum stranded. Line length is 60' +/- 6" measured from the center of the plane to the center of the handle.
4. Pull test will be 35 pounds.
5. Qualifying races are 70 laps (5 miles) one pit stop. There will be a minimum of two attempts and the best score counts.
6. The final is 140 laps (10 miles) with three pit stops.
7. If the engine fails on takeoff and at least one HALF lap is flown the restart *will* count as a pit stop.
8. The fuel will be Ritch's Brew 10% nitro with 5% castor and 15% synthetic oil. Sealed gallons will be available for purchase.
9. An entry is one person with one or more models. A person may assist any number of teams.
10. We will make every effort to run 3-up in every race, including mixing first & second attempts and allowing a third attempt to fill a race.
11. The scheduled time is Thursday morning on the paved circle.
12. Each race will begin with a 30-second start period to allow all engines to be started.
13. We expect that there will be team changes to fill out the crews. The entrant and his model must remain together. Pilots, mechanics and helpers can be changed.