



Cabin/Sport Model Scramble Rules

- Model:** Any cabin or semi scale sport model, designed before 1960. e.g. Tomboy, Cardinal etc.
- Engine:** Any engine up to 1.0 cc or replica thereof produced before 1960. (0.6cc MP Jet diesel engines are also permitted).
- Flying:** Models are to be launched from the flight line into wind.
- Model must land in the designated landing area behind the flight line as determined by the contest director. If any part of the model crosses the designated landing area boundaries when landing this will result in a zero flight score. If unsure ask the contest director.
- At the end of the competition (usually after 30 minutes) the model **MUST** land in the designated landing area, otherwise a zero flight score.
- Pilots must not enter the designated landing area until the model has landed.
- Transmitters must remain on the flight line whilst the model is retrieved.
- The model must have the engine stopped **BEFORE** returning the model to the flight line.
- The engine must be hand started, no electric fingers.
- No runners are allowed. Pilot must retrieve the model.
- Contestant to arrange a time keeper and pen beforehand.

Time Keeper:

- Score sheets will be provided.
- Minimum flight to count is 30 secs.
- Maximum flight is 3 minutes (180 secs).
- Flight times are to be written down in minutes and seconds.
- Record all flights even if less than 30 seconds in duration.
- Most time in the air, over the allotted time, wins.
- The length of the contest will be announced on the day but it is usually 30 minutes.