# **New England Combat News**

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## Now Celebrating our <u>26th</u> year of Publication

## Summer Sizzler-F2D Combat

#### NEIL SIMPSON, ROY GLENN AND PAUL KUBEK TAKE THE TROPHY SPOTS

JUNE 21, 2014- HALIFAX, MA 6 The weather was perfect, low seventies and sunny with low humidity and a light breeze. The Wingbusters club field was manicured and very green. The control line portion of the field has been renamed in memory of George McGinnis, proprietor of Hanson Hobbies and founding member of the Wingbusters when it was control line club, a fitting tribute to a man who supported and loved u-control. Six contestants were on hand for the second contest of the 2014 New England F2D season.

At the end of two rounds two pilots had been sent home in this double elimination affair. Roy Glenn and Paul Kubek had won both of their matches while Neil Simpson and Greg Wornell were sitting at one win and one loss. In round three Neil got past Paul with a two cut win while Roy was giving Greg his second loss in a battle that actually took two matches to decide as the first ended in a draw. This left only Roy, Paul and Neil in the hunt. Neil got a bye and Roy handed Paul his second loss. The final was a match-up between Roy and Neil with Neil having to win twice. Neil got a relatively clean win in the first match which was well flown and then got a rather ugly airtime win in the next match following a line tangle crash.

Wingbuster Summer Sizzler F2D Combat (6 contestants)

Neil Simpson/E. Brookfield, MA4-1Roy Glenn/Southampton, NJ4-2Paul Kubek/Brockton, MA2-2Greg Wornell/Wellesley, MA1-2Brian Stas/Kingston, MA0-2Chris Sarnowski/Bedford, MA0-2



### Rumors, Facts Etc.

COOKOUT: There will be a cookout at Neil's house following the August 10th Central Mass Championships in East Brookfield. Everyone attending the contest is invited. Beth will be preparing most of the food and she expects all her new "fly-guy" friends to be there.

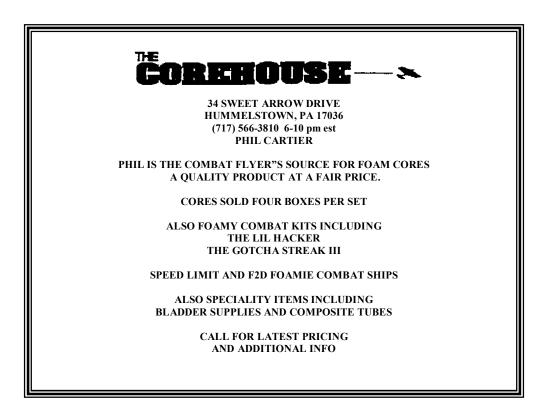




FROM THE EDITOR: New England Combat News exists, not to make a profit, but rather, to promote control line combat in New England. It is distributed without charge to those readers who participate in New England combat contests or who support these contests through donations to the New England contest fund. It is also distributed no charge if you can accept an email attachment and it is available as a free download from our website, as well. The subscription rate is \$20.00/year for people who do not meet the above criterion. If you have information you would like to see in this newsletter please call or write:

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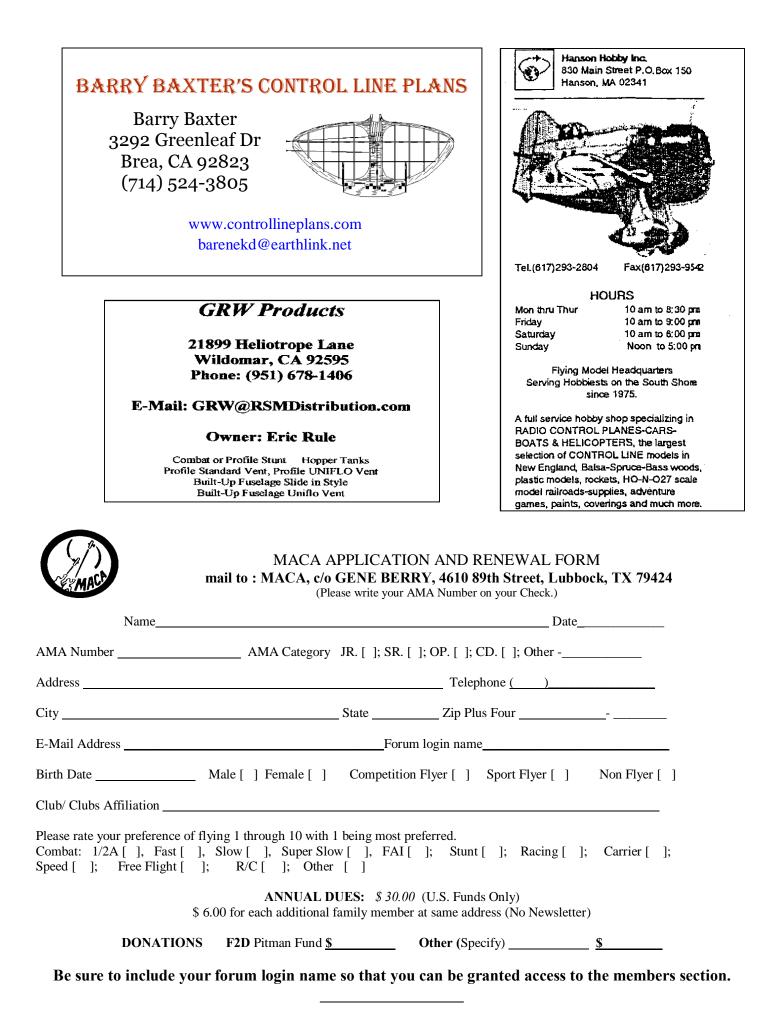
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#### F2D News - June 2014 Mark Rudner \\ rudner@mit.edu

We just hit the solstice and the summer is sizzling. In fact, the F2D Summer Sizzler is running right now at the Wingbusters' site in Middleboro, MA. I'm looking forward to hearing the results, but meanwhile will write a bit about what's been going on over here in Scandinavia recently.

At the moment, there's one particular issue about our sport which is weighing on my mind: streamers. A few years back, two main types of streamer material were commonly used in F2D. First was the traditional double-weight crepe paper, which would work reasonably well in dry conditions, but became very problematic in the wet. As an alternative, many contests used plastic streamers, typically made by cutting up cheap plastic party tablecloths.

Problems with weather conditions aside, crepe paper streamers had some interesting features. When good quality paper was used, the only real ways to cut it were with the propeller, or perhaps with the lines. Hitting the paper with the wing typically wouldn't result in a cut. However, when particularly dry, the paper could become a bit brittle. In this case, a really hard wing slap at the end of the streamer could send some small flakes flying off. This added some undesirable randomness in the scoring, since a) the conditions for a cut weren't always the same, and b) depending on where the flakes came off relative to the positions of the judges (and the acuity of the judges' vision), these tiny flakes seen by the pilots may or may not have been counted by the judges (or vice-versa).

Plastic streamers had their own special features. Perhaps the biggest downside to plastic streamers was that scraps from cuts were prone to causing all kinds of strange problems. A perfect prop-streamer hit could end with a piece of plastic covering up the venturi (thus stopping the engine), getting wrapped up around the thrust washer, thus painfully slowing down the engine, or even staying wrapped around a propeller blade, again slamming the brakes on an otherwise perfectly running engine. An even worse result was that a piece of plastic could get sucked into the venturi, and consequently melt into the engine's bearings. That, well, sucked. Any of these streamer fails could be quite frustrating, as the tide of a match could be turned against oneself in an instant, as a result of doing exactly what one was supposed to do: hitting the streamer with the prop.

Finally, along came the biodegradable flagging tape (sometimes also known as forestry tape). It appeared to be a cure-all material: soft, flexible, and cut-able like paper, with no flaking/shredding, and water-resistant enough to remain functional even in heavy rain. In addition, tests by the Brits indicated that streamers made from flagging tape tracked the model better than those made of crepe paper or plastic, indirectly indicating that these new streamers created less drag than either of the previous two. A good streamer is one that

cuts when it should, and doesn't when it shouldn't. By this measure, the flagging tape is quite good.

The move towards flagging tape was thus a great step forward. However, a streamer is not made of paper alone. Another important quality of an F2D streamer is that the string should not break except when it is directly cut. Weak string leads to a lot of one-cut matches, which are frustrating for pilots and also less interesting to watch. If you give a streamer a nice wing slap 2/3 of the way out on the paper and the whole thing comes off, you'll be stuck on the run for the rest of the match. Again it introduces some undesirable randomness and detracts from the excitement of the sport. For this reason, it is important to consider the total package of the streamer: the strength of the paper and the string must be matched, in such a way that the paper will break before the string if it is hit (but not so flimsy that it will shred, or break any time another plane gets close to it).

For the last few seasons, flagging tape streamers have been used extensively in the US and Europe, including at recent European and World Championships. However, the European flagging tape is somewhat different from that being used in the US. The European version is a little bit thicker, with some small parallel grooves running all along it, while the American version is essentially homogeneous and isotropic. Importantly, the European version is also tougher than the American one (don't worry, I'm just talking about streamer material, not people). The string which is commonly paired with this material is too weak, leading to many prematurely terminated matches due to strings being yanked off by hits on the paper.

What should be done? In the US, I think the situation is in relatively good shape. For Europe, I hope that a solution can be found, particularly for the upcoming World Championships. Either a stronger string material needs to be identified, or the paper changed out for something softer, like that available from Ben Meadows in the US. The issue of string strength is a subtle one, though. Static loading limits are one thing, but the crucial parameter that we're interested in is jerk-resistance. Some types of string may be extremely hard to break by gradually applying more and more tension, yet snap like nothing under a quick hard yank. The latter is exactly what the string experiences during a hard wing slap, and thus it is crucially important to pay attention to this aspect of the string's qualities.

My personal feeling is that it may be easier to change out the paper than to find a suitable string for the tougher paper, but I'm open to any solution. All I ask is that we don't freeze the development where it is now, but continue trying to improve the quality of streamers, which play such a fundamental role at the core of our sport. If anybody has any leads on new materials to try, or a source for softer flagging tape in Europe, please drop me a line and let me know. I'll be very curious to try it out!

### 2014 Summer Sizzler - F2D Combat - June 21st

Photos from Brian Stas

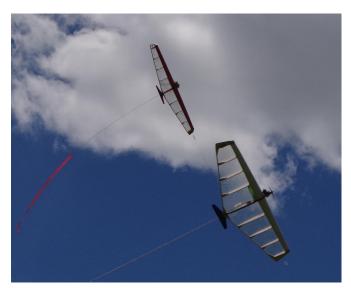




Roy Glenn and his wife Sandy made the long trip from Southampton, NJ



Chris Sarnowski and Roy Glenn



Round Three Action





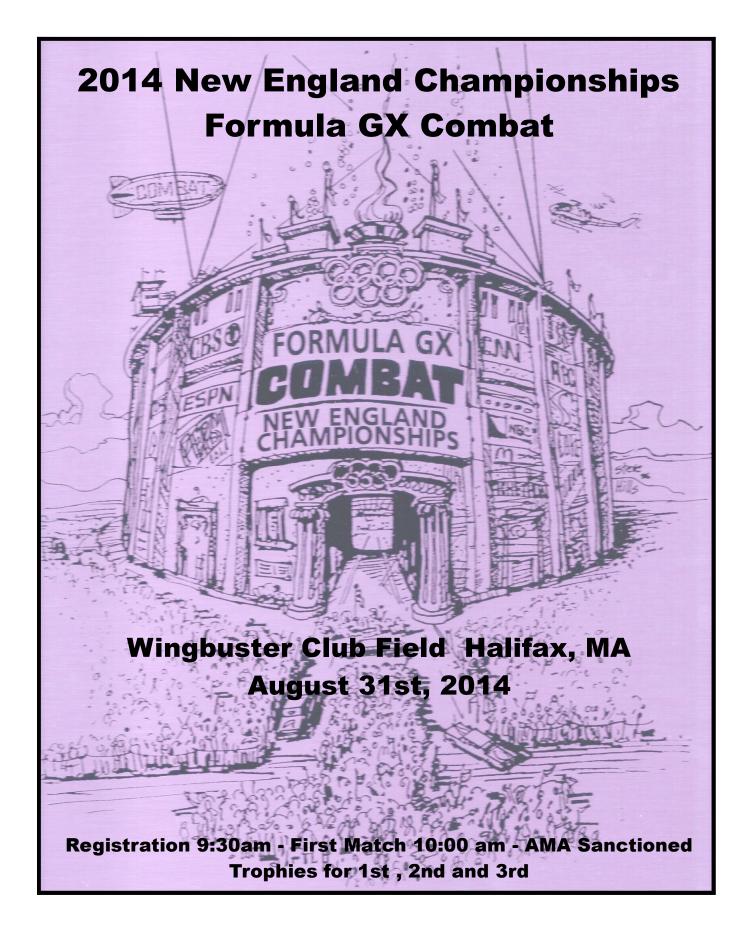
## 2014 Schedule

some of the permissions are not in place . . . some dates are tentative and there may be changes .

29-Jun 6-Jul	Wingbuster Summer Championship	GX	Halifax, MA
0-Jul 13-Jul	Note Wools July 14th to 10th		
	Nats Week-July 14th to 19th		
20-Jul	Nats Week-July 14th to 19th	~~~	
27-Jul	Wingbuster Summer Classic	GX	Halifax, MA
3-Aug	East Coast Championships		Hershey, PA
	Speed Limit and single elimination 1/2A		
10-Aug	Central Mass Championships	GX	E. Brookfield, MA
16&17-Aug	Lee Stunt Contest		Lee, MA
24-Aug	Wingbuster Shootout	GX	Halifax, MA
31-Aug	New England Championships	GX	Halifax, MA
6-Sep	Sanford Jet Rally/Mass Cup	GX	Sanford, ME
5&6-Sep	Mass Cup Stunt Contest		Wrentham, MA
14-Sep	Middlesex, NJ		
	Speed Limit and single elimination 1/2A		
21-Sep	Wingbuster Fall Championship	F2D	Halifax, MA
28-Sep	с <b>і</b> і		
5-Oct	October Air War		Vincentown, NJ
	Speed Limit and single elimination 1/2A		
12-Oct	Fall Finale Combat Tournament	GX	Halifax, MA
19-Oct	Eastern Mass Championship	F2D	Halifax, MA
26-Oct	Philly Flyers Combat Meet		Philadelphia, PA area
	Speed Limit Combat		<b>•</b> *
2-Nov	Fall Fly-Off post season contest	GX	Halifax, MA

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# New England Contest Fund 10/1/2013 through 6/21/2014

6/23/2014

Date	Description	Category	Amount
ALANCE 9/30/2	2013		1,232.0
10/5/2013	Wingbuster Fall Champs	Permit-Sanction Expense	-20.0
10/5/2013	Wingbuster Fall Champs	Entry Fees	50.0
10/5/2013	Wingbuster Fall Champs	Trophy Expense	-6.0
10/13/2013	Fall Finale	Entry Fees	80.0
10/13/2013	Fall Finale	Trophy Expense	-6.0
10/13/2013	Fall Finale	Permit-Sanction Expense	-20.0
10/20/2013	Eastern Mass Championships	Trophy Expense	-6.0
10/20/2013	Eastern Mass Championships	Permit-Sanction Expense	-20.0
10/20/2013	Eastern Mass Championships	Entry Fees	50.0
10/27/2013	Season End Awards -Shirts	T-Shirt-Hat Expense	-234.0
10/27/2013	Season End Awards	Trophy Expense	-295.0
10/27/2013	Fall Fly-Off	Trophy Expense	-6.0
10/27/2013	Fall Fly-Off	Permit-Sanction Expense	-20.0
10/27/2013	Fall Fly-Off	Entry Fees	60.0
10/31/2013	2013 Streamers (256qty)	Streamer Expense	-48.0
2/28/2014	Will Rogers	Contribution	100.0
3/31/2014	Len Thibault	Contribution	50.0
4/12/2014	F2D Icebreaker	Entry Fees	105.0
4/12/2014	F2D Icebreaker	Trophy Expense	-6.0
4/12/2014	F2D Icebreaker	Permit-Sanction Expense	-45.0
4/13/2014	Larry Scarinzi	Contribution	20.0
5/4/2014	Joe Fustolo	Contribution	100.0
5/4/2014	Chris Sarnowski	Contribution	90.0
5/4/2014	GX Shootout	Entry Fees	90.0
5/4/2014	GX Shootout	Trophy Expense	-6.0
5/4/2014	GX Shootout	Permit-Sanction Expense	-45.0
5/18/2014	Eastern Mass Invitational	Entry Fees	75.0
5/18/2014	Eastern Mass Invitational	Permit-Sanction Expense	-20.0
5/18/2014	Eastern Mass Invitational	Trophy Expense	-6.0
6/21/2014	Summer Sizzler	Entry Fees	90.0
6/21/2014	Summer Sizzler	Permit-Sanction Expense	-20.0
6/21/2014	Summer Sizzler	Trophy Expense	-6.0
10/1/2013 - 6/	21/2014		125.0
ALANCE 6/21/2	2014		1,357.0
		TOTAL INFLOWS	960.0
		TOTAL OUTFLOWS	-835.0
		NET TOTAL	125.0

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