



**These rules, minus a few tweaks, were conceived by Gene Pape. Gene may or may not approve of the tweaks, however, in the interest of giving credit, where credit is due, Gene is the gentleman who is the inspiration behind this concept.**

**Each match will have a 1 minute staring period where the pilot will start his own engine, get to the pilots circle, and be ready for his plane to be launched. At the end of that one minute period, pilots not ready to launch will forfeit the round. If both pilots are ready to launch, the signal to start will be given. Both planes will be launched from 180 degrees apart, and combat will begin immediately for a 3 minute match period. The match will be scored with 1 point for the first cut, 2 points for the second cut and 3 points for each additional cut. The first string cut counts. In the event 1 airplane crashes, or lands for any other reason before the end of the 3 minute period, the other will win the match. If both pilots land before the end of the 3 minute period both forfeit the round. Ties will be re-flown. Can be flown single, double or triple elimination**