

The Cowra Plank and Super Plank Racing - Rules

The aim of Plank Racing is to make it accessible to all flyers and a whole lot of fun. The rules are kept as brief as possible. There are two classes. 'Cowra Plank' and 'Super Plank'.

Common Rules for both Classes

- Maximum engine size is .25 cuin and must conform to Oily Hand engine specification for control line.
- Two, three strand wire flying lines are to be used with a minimum length of 15.92 meters from attachment point on handle to centre line of the model's fuselage.
- A restraint thong firmly attached to the wrist and handle must be used.
- Model, handle, restraint and lines must withstand a pull test to 15 times the model weight.
- A pilot may in fly both classes.
- Each pilot is entitled to two attempts with only the fastest one being counted.
- A different model may be used for each attempt.
- Scrutineers appointed by the CD will check models, restraints, lines and do a pull test.
- Three judges appointed by the CD will time each attempt and judge that manoeuvres are completed.
- If the manoeuvres are judged not to be successful the flight is forfeited.
- The CD's and judge's decisions will be final.

Cowra Plank

The Model

- The wing is to be of solid balsa sheet & no thicker than 9mm finished.
- The distance from wing TE to stab LE at their roots must be at least equivalent to the chord of the wing at its widest point.
- The chord of the stab can be no more than 70% of the wing chord at their widest points.
- The entire control system must be exposed and visible.

The Flight

- The model may be hand launched.
- Manoeuvres - to be performed in the following sequence;
 1. Ten upright laps flown no higher than 3.5 meters.
 2. Two wingovers - must go vertical over pilot's head and level out no higher than 3.5 meters.
 3. Two inside loops - need not be consecutive.
 4. Two horizontal lazy eights - bottom of second lobe must be lower than middle of first lobe, need not be consecutive.
 5. Two laps inverted - must be below 4.5 meters.
- The flight will be timed from when the model becomes airborne to the completion of the two inverted laps.

Super Plank

The Model

- The model must ROG

The Flight

- 60 seconds to start engine and be in the air.
- Manoeuvres - to be performed in the following sequence;
 1. Ten upright laps flown no higher than 2.5 meters.
 2. Three wingovers - must go vertical over pilot's head and level out no higher than 2.5 meters.
 3. Three inside loops - need not be consecutive.
 4. Three outside loops - need not be consecutive
 5. Three horizontal lazy eights - bottom of second lobe must be lower than middle of first lobe, need not be consecutive.
 6. Three laps inverted - must be below 3.5 meters.
- The flight will be timed from when the model is released to the completion of the three inverted laps.

The Winner for Each Class

- The pilot who successfully completes all the manoeuvres in the fastest time is the winner.