

Hunt Racing Rules

1. These rules are in addition to the **General Racing Rules**.
2. These rules apply to the **Hunt Races**.

For a club to become a member of BFRA organising Hunt Races, it must have:

- A flat flying area, preferably with additional clear ground outside the marked 100 x 100 metre Landing Square, and with laminar air.
 - The organisers must provide a minimum of two altimeter transmitters capable of relaying the Falcon's height in real time down to the Timekeeper. The transmitter must also provide the Falcon's GPS location so that the Timekeeper can decide whether to delay the event if a Falcon wanders off. The second transmitter is for fitting to the next competitor, and as a back-up if the first one fails. Preferably 6-12 transmitters should be available.
 - A receiver that accurately records the height and time throughout each flight and stores the data.
 - A video camera to record flights.
 - One or more Judges who have no declared interest in any of the competitors.
 - A Secretary to organise the competitors and classes and to record results and submit them to BFRA.
3. Any qualifying Falcon may be entered into 'Open classes' under BFRA Hunt Racing Rules.
 4. The Pilot is on the same team as the Falcon and can be an in-house Pilot or a freelance Pilot, the same as jockeys in a horse race.
 5. The Pilot can fly for more than one Falcon in the same team, but not for other teams.
 6. The Roprey is supplied by the Pilot or the Falconer, not by the competition Organisers. The wings, fuselage and tail of the model must be unmodified factory models supplied by Wingbeat. The motors, electronic controls, batteries, and airbrake springs can be modified from factory issue. The transmitter will be supplied by the Pilot and can be any model. Any feathers added to the model must be non-detachable and must not extend more than 5 cm beyond the end of the tail. No modification will be allowed if, in the opinion of the judges, the model risks injury to the Falcon or spectators.
 7. In the interests of safety, the model must have a complete foam head.
 8. The model Roprey can carry any amount of team logos or logos provided by sponsors.
 9. In the event that the model malfunctions for any reason, this is the fault of the competitor, not the Organiser.
 10. If the Falcon wanders off and the Pilot runs out of battery and is forced to land, the Falcon is declared 'Lost' and is disqualified. The Timekeeper will then consult the GPS location of the Falcon and decide whether or not to fly the next Falcon.

11. If the Falcon has not completed the race after four minutes it will be disqualified.
12. If a Lost Falcon is still not recovered, the Falconer of the next Falcon has the right to refuse to fly because of risk to his own Falcon. In this case his Falcon will be moved to the last position in the Flying Order.
13. In the event of any cheating, irregularity or uncertainty the Judge's decision will be final.
14. The standard Landing Square is 100 x 100 metres marked out by corner posts, with white tape 30 cm above ground level so that the falcon cannot fly underneath. The crowd barrier must be no less than five metres outside the Landing Square.
15. The Falcon must be fitted with an official GPS tag with an altimeter transmitting the height reading down to the Judge and a private GPS tag for the Falconer to locate the Falcon. The official tag records the race time.
16. The classes will normally be 120 metres altitude for the top height.
17. Only the Falconer and the Pilot are allowed inside the Landing Square.
18. The competition starts with the Falconer and the Pilot standing inside the Landing Square.
19. The Falcon must be hooded until the start horn sounds. The braces on the Falcon's hood can be open but the hood must be on. When the Falconer and the Pilot are ready to slip, they must both raise their hands to signal to the Timekeeper.
20. The Timekeeper sounds the start horn and the clock starts.
21. In the event that the Pilot has a mis-launch, one more attempt is permitted provided that the Falcon has not left the Falconer's fist. Once the Falcon is in the air the flight is underway and cannot be repeated. The clock continues running without interruption.
22. When the Falcon reaches the top height, the Timekeeper sounds the second horn.
23. The Pilot must then encourage the Falcon back down as fast as possible. When the Falcon has descended past 30 metres altitude the Timekeeper sounds the third horn.
24. After the third horn there is a period of 30 seconds during which time the Roprey can do anything it likes but must not get caught.
25. After 30 seconds the Timekeeper sounds the fourth horn. The Falcon must catch the Roprey in the air in the shortest time possible after the fourth horn.
26. The fifth horn sounds at the moment the Falcon touches the ground holding the Roprey. This is the Finish.
27. The winner is the Falcon with the shortest total time between the first (start) horn and the fifth (finish) horn. The logged time includes the mandatory 30 second chase period between the third and fourth horns.
28. If at any time before the fourth horn the falcon touches the prey but does not bind to it, the race can continue. But if the falcon catches the prey on or before the fourth horn and then comes to ground with it, the falcon is disqualified.

29. After the fourth horn, all parts of the model must be clear of the ground at the moment that the Falcon first touches it.
30. The Pilot may use an airbrake.
31. If the Roprey hits the ground without the Falcon having touched it, the Falcon is disqualified.
32. If after the fourth horn, the Falcon hits the Roprey but does not bind to it, the clock continues until the Falcon has landed on the Roprey on the ground.
33. The decision as to whether or not the Falcon is holding the Roprey on landing is made by the Judge who may consult action replay footage.
34. If the Falcon carries the Roprey and lands outside the Landing Square, the Falcon incurs 30 seconds time faults.
35. If the landing of the Falcon with the Roprey on the ground outside the Landing Square cannot be seen by the Judge the landing time shall be determined from the GPS recording.