



Cessna Aircraft Company
Raytheon Missile Systems
AIAA Foundation

Please remember that questions submitted prior to the entry deadline of 31 October that were not answered in the FAQ must be resubmitted.

DBF Q&A #4

5 Dec 2008

Note:

Q: In the FAQ you stated that we can not change the hardware configuration of the aircraft for different missions. Does the hardware configuration of the aircraft include the payload release system? Can we disassemble the simulated fuel tank/bottle release system after mission 2 since we won't need it during mission 3?

A: No. All aircraft-side equipment for all stores must be present at all times.

Q: Regarding the takeoff distance of 100 feet, what will be considered a successful takeoff? i.e., does the aircraft only need to leave the ground or must it achieve a specified altitude in order to have successfully taken off?

A: A successful take-off requires the wheels (and/or skids) of the aircraft to leave the ground within the specified distance and remain in the air until the defined landing for the mission. There is no required altitude that must be achieved at the take-off distance mark.

Q: If we have multiple battery packs, is the 40 amp fuse meant for each individual battery pack or is maximum amperage of each motor limited to 40 amps.

A: The location and number of required fuses will vary depending on your individual aircraft configuration. Fuse(s) must be configured such that no component in the propulsion system, any battery pack and/or any motor, can exceed 40 amps.

Q: Can I use a separate RF controller to release the stores or am I limited to the airplane controller

A: Re-read Q&A #2. Only standard 72 MHz or 2.4 GHz RC model aircraft controllers may be used.

Q: Our proposed store attachment mechanism involves the usage of expendable parts that will need to be replaced between missions. Does this violate any rules or requirements?

A: No expendable/frangible parts, such as cutting cables/bands etc. may be used and no "extra" parts may be released along with the store(s) (see also Q&A #2)

Q:

A:

Q:

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