



# MICKEY MOUSE COMBAT

How to make combat competitions more interesting for all pilots

*By Henning Forbech Last update: 20/12 2020*

## **Background:**

In classic combat competitions pilots are drawn to fly against each other in rounds and when a pilot loses his second match he is out of the competition. The best pilots will typically make it to the final after 6-8 rounds but the "not-so-good" pilots will often be out after the first two rounds.

In a competition with a mix of good pilots and not so skilled pilots the low skilled pilots will not have a chance to make it to the final. Even round three is a high goal for many hobby pilots.

You typically see this in small local competition where hard core F2D pilots fly with hobby pilots. For the top pilots the hobby pilots are just cannon feed before the real fights in the last rounds.

The big difference in skills and experience makes it hard to make the competition really interesting for all pilots. The matches are too easy or too difficult.

By a small change to the rules these competitions can be altered to be a more equal match between the pilots.

By transferring some of the results from the first rounds into the later part of the competition the strength between pilots can be made more equal.

It will then be harder for good pilots to win and not-so-good pilots will have a better chance of making a good result.

By giving the classic combat competition this twist an event with big differences between the pilots' skills can be made both more interesting and more including for all pilots.

This tweak is not suitable for F2D competition but might be a way to spice up fly-for-fun competitions. It will probably work best with pilots that know each other's skills and pilot level.

## **Inspiration:**

The inspiration for this set of rules comes from the dart game "Mickey Mouse".

In "Mickey Mouse" darts game each player has to hit a series of numbers with tree darts. The player that first makes tree hits on a number may continue to hit that number with more darts and score points for each hit. As soon as the other player also have tree hit on this number, it is closed for scoring points.

The player first to hit all numbers with tree darts is the winner but only if he have more points than his opponent. If he finish off all his numbers but are behind on points he will have to score point on the still open numbers until he get ahead on points.

### **Mickey Mouse Combat rules:**

Mickey Mouse Combat is flown like a traditional F2D or diesel combat competition.

All rules for models, flying, scoring, etc. follow the normal rules. Only difference is that each pilot has an account with "Mickey Mouse Points" that will follow him through the competition. Before a match the pilot can transfer point from his Mickey Mouse account to the upcoming match. That is, he will start the match with some points in advance.

Each pilot will be granted 100 Mickey Mouse points at the beginning of the completion.

If a not-so-good pilot will have to meet a better pilot in the first round he may transfer e.g. 50 points to the match. The better pilot could also transfer Mickey Mouse points to this match but he will probably save his Mickey Mouse points for a later round when he will meet better pilots.

The Mickey Mouse account for all pilots will be public. Pilots will be able to use this information in judging the strength of an opponent.

In Mickey Mouse Combat a pilot can also score some extra Mickey Mouse points that can be transferred to his Mickey Mouse account. To improve his chance of winning a good pilot must try to collect as many Mickey Mouse Points for his account as possible. He will need all the Mickey Mouse points he can get when he have to fly against really good pilots at end of the competition.

A pilot can score extra Mickey Mouse point by betting on how big his victory will be in an upcoming match. Right before the start of a match a pilot can declare that he bet he can win by e.g. 100 points. At the start of the match his score will now be set to -100 points. If he mange to win the match he can add the 100 points to his Mickey Mouse account.

It will not cost him points from his Mickey Mouse account to make this bet. "Bet-and-Win" is an option to earn more points for the Mickey Mouse account.

Right before a match the two pilots will have to write down there entry for the match.

This can be the amount of points from the Mickey Mouse account (e.g. +100), no Mickey Mouse points (0) or how much the pilot will bet that he can win the match (e.g. -100).

Mickey Mouse points only come in blocks of 10 so the points spent or bet must be 10-20-30-40-etc.

When the judge has got the written entry from both pilots he will make these entries public.

The pilots will then then know how many points they have to score or can afford to lose to win the match.

Pilots are welcome brag about how much they will bet on a match or they may even make agreements on their entry for the upcoming match. But the final entry for the match must be

written down in secret and the pilots will never be sure what entry they opponent actually will come up with for the match. Only the written entry will count for the pilots and a pilot will not be able to change his entry after he handed it over to the judge.

If a situation should arise where the difference between the start points for the two pilots is 300 point or more the judge will reduce the two entries in steps of 10 point until the difference is 300 or less points. The bet and entry for the two pilots will then be this new reduced value.

The maximum bet or entry in a match will be 300 points for each pilot.

If the difference in score at the start of a match is 300 points one pilot can win the match by landing after 30 seconds. The other pilot must make a cut within this first 30 seconds to block his opponent from cashing in his win by landing.

### **The tactical game:**

If a pilot assume he have a good chance of winning a upcoming match he will try earn as many extra Mickey Mouse points as possible. This will improve his chances when he later in

the competition comes up against better pilots. Top pilots will be in a race to collect as many Mickey Mouse points as possible in the easy matches.

A pilot that assume he have a small chance of winning would transfer Mickey Mouse points to the match to improve his chances of winning. If he has a low chance of making it to the next round he will probably add in a lot, if not all, of his Mickey Mouse points. If his chance of staying in the completion is low it will make no sense

for him to save his Mickey Mouse points for later.

If two pilots of equal strength will have to fly it can be a tactical game. By adding in a low amount of Mickey Mouse points one pilot could force his opponent to make an extra cut to win. A pilot could also make the calculation that if he wins by a cut he could take advantage of situation and cash in some of the points as Mickey Mouse points. If he wins by a cut most of the 100 points will be an overkill. He could e.g. bet 80 point on a win and if he manages to get the extra cut he will both win the match and earn 80 Mickey Mouse points.

In the first rounds top pilots will try to maximize their points on the Mickey Mouse account. The not-so-good pilots will try to benefit from the greed of top pilots and defend them self by the Mickey Mouse points on their account.

When two equal pilots' meets in a match they may use the Mickey Mouse points in a more tactical manner. A pilot that have lost a life may those to use some Mickey Mouse points to defend his last life and a pilot with two life's may chose a more risky strategy to bet on winning to earn even more Mickey Mouse points for the end game.

### **End game:**

At the end of a competition there may be a situation with only two pilots remaining in the game. One with two lifes and one with only one life. If the pilot with one life win the match there will another match. Now the pilot who wins this final match will win the competition. Mickey Mouse points that have not been entered to the matches will be lost. When a pilot loses his second life he is out of the competition, even if he has a lot of points on his Mickey Mouse account.

Before these final matches the two pilots will have to decide how to use their Mickey Mouse points. The one life pilot may use all his Mickey Mouse points to win the first match and then have a chance to win the final in the next round. His opponent, the pilot with two lives, might spare some of his Mickey Mouse points for a situation where there will be a second match.

By holding back some of his Mickey Mouse points the two-life pilot can improve his chance of winning the competition.

### **Sample case:**

Let's take a look at a typical match under the Mickey Mouse rules.

Two pilots, Pilot-A and Pilot-B, are going to fly a match in round 2.

Pilot-A is a strong pilot with ambition of making it to the top at this competition. Pilot-A won his first match and now has 180 points on his Mickey Mouse account.

Pilot-B is a hobby pilot that loves to fly combat but does not have much experience from big competitions. Normally he is out after round 2 but in this competition he spends 60 Mickey Mouse points and won his match in the first round. He now has 40 points left on his Mickey Mouse account.

Pilot-B knows he has to fly in round 3 and would like to save a little Mickey Mouse point for this match. Just 10 points would force his future opponent to take an extra cut to win.

Pilot-B knows that Pilot-A as a maximum can enter 40 Mickey Mouse points to the match. If he bets 50 points Pilot-A can win by only making one cut more than Pilot-A. But Pilot-A is ambitious and will need a lot of Mickey

Mouse points for the upcoming rounds so he will bet 150 points and go for making two more cuts than Pilot-A.

Now Pilot-B can also make the same calculation as Pilot-A. This gives him a chance of saving more points for round 3. If he reduces his entry to 10 or even 0 points Pilot-A will still have to make 1 or 2 cuts extra to win.

Pilot-B can actually take advantage of Pilot-A's greed.

Now Pilot-A can also do the same considerations as Pilot-B and he may raise his bet to cash in more Mickey Mouse points on a win. And so on...

### **Mixed competitions:**

If one or more pilots in a competition for any reason do not like to fly after the Mickey Mouse rules it will be possible to make a mix of traditional and Mickey Mouse combat.

At the start of a competition all pilots must choose if they want to fly according to the traditional combat rules or Mickey Mouse Rules. This decision cannot be changed during the competition.

In the mixed competition the Mickey Mouse rules will only be used in matches where the pilots that have both chosen to fly Mickey Mouse combat are up against each other. All other matches will be flown by the traditional rules.

### **Future adjustments:**

The amount of Mickey Mouse points each pilot will be granted at the start of the competition may have to be adjusted. But there is a risk that the competition will be flooded in Mickey Mouse points.