

Fun Fly Competition Sunday May 22nd 2011 Freemans Farm Rotherfield

There are to be three primary events, and a reserve event if time allows. The best three scores will be added together and prizes awarded for 1st 2nd & 3rd places. Plus a prize will be awarded for the most interesting flight of the day, as voted by the pilots, judges and spectators present.

Fun Fly Events

Triple Thrash

Three rolls, three loops and three spins in any order then land. Time taken from when the wheels leave the ground to touch down. The touch down should be somewhere in the vicinity of the take off point, and in the same direction. Spins can be powered on or off.

Climb and spin with Spot landing

Climb for 20 seconds and as many spins as possible with the engine at idle.

Climb for 15 seconds, power off and land with engine at idle on the spot.

The nearest to the spot after the wheels stop rolling is the winner.

Measure will be taken from nearest wheel to the spot.

If power is applied at any time in the glide the pilots score will be zero

Touch and Goes.

As many touch and goes as possible in two minutes. Wheels must touch down in a designated area and a circuit must be flown between touches.

Time taken from wheels leaving the ground.

Reserve event

Depending on participant numbers on the day one or more of these events will be added.

Just a minute.

Take off and perform a one roll, one loop and one stall turn and spot land as close too 60 seconds as possible.

Points deducted for not landing on the spot and for landing either side of 60 seconds.

Pilot must judge time without the aid of a timepiece.

Start with 100 points

20 points deducted for not landing on the spot

1 point deducted for each second either side of one minute.

If four events are run, the accumulated scores will be taken from each pilot's top three scoring events. A duff flight or pass on an event, will not necessarily prevent a pilot from being in the running for the title of; **Fun Fly champion!**