

## Fun Fly Competition Sunday May 17<sup>th</sup> 2009

There are to be three primary events and four reserve events.

The total number of events to be run will be decided on the day and will be determined by the weather and the number of pilots wishing to take part.

If four events are run, the accumulated scores will be taken from the pilots top three scoring events, so if someone has a duff flight or wants to pass on an event, they won't necessarily be prevented from being in the running for the title of; **Fun Fly champion!**

The best three scores will be added together and prizes awarded for 1<sup>st</sup> 2<sup>nd</sup> & 3<sup>rd</sup>.  
The Judges verdicts will be final.

### Primary events.

#### **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.

#### **Spot landing.**

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 taken from nearest wheel to the spot.

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

In the case of a tie an extra round is flown.

#### **Limbo.**

Toilet or crepe paper is stretched between two poles with as many passes under the tape as possible in two minutes.

A circuit must be flown between passes.

### Reserve events.1

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

#### **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 and in the same direction as take off. Spins can be power on or off.

#### **Climb and spin.**

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

Can be split into two climbs totalling 20 seconds if necessary.

#### **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.

#### **Paper cut.**

Toilet paper is stretched between two poles. Take off between the poles and unlike limbo, the quickest to cut the tape after take off is the winner.

#### **Plus - Most interesting flight/pilot/crash of the day.**

Voted by the pilots, any spectators and judges present.