



FUN FLY



GENERAL INFO – for the July 16th Event

A pilot's meeting will be held at 10:00 AM to review this information and share any other safety or procedural information with the pilots. Tweaking of these events might occur before the Fun Fly.

Pilots can use more than one model in the Fun Fly, but only one per event (either heli, quad, or fixed wing or all three). Pilots can share a model. Pilots must fly with a spotter for safety.

When in doubt, safety must override all other considerations. If you have questions, ask the Contest Director(s) before the event begins. The rules may change based on safety or other considerations during an event. The pilot has the option to redo any event he has flown where the rules have been changed.

Ties will be decided by a fly-off or coin toss at the discretion of the Contest Director(s).

Unsafe flying, such as flying over the pits, beyond the fenced areas, etc., may disqualify the pilot from an event or from the entire competition. This is up to the discretion of the Contest Director(s). The AMA Aircraft Safety Rules and club safety rules will be in force during the competition.

Any questions should be directed to the Contest Director(s).

Not all of the events will be used, but selected by the Judge(s) and Contest Director(s) based on available time, safety and the number of contestants.

Special UMX and Unlimited pylon race class pylon races will be featured.

Points are awarded for each pilot in an event as follows:

- 10 points for 1st place
- 8 points for 2nd place
- 5 points for 3rd place
- 2 points for finishing an event (land on runway at the end of the event)
- 1 point for entering an event
- -7 points for DNF (yep, minus 7 points for did not finish)

Points will be added up and the highest score wins the competition...

Team event & Individual scoring

Individual flying and also Team Flying can be formed of 2 or more competitors. Individual scores are added together and then divided by the number of team members. Each member of a team must attempt to fly every Fun Fly event. 1st place goes to the highest average, 2nd place – next highest, etc.

Separate awards will be awarded on Team and Individual competitors based on overall points for 1st, 2nd and 3rd place. The prizes are either a model, tool, neat stuff, certificate or a plaque (maybe just a handshake 😊).

Most importantly, have a safe and fun day!



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● LOOPER (Two Parts!!! - Part I)

The pilot takes off and turns away from the flight line and trims the plane. Once trimmed and ready, the pilot lets the judge know and a timer will be started. The winner of the event does the most loops in 45 seconds. The judge will yell, "GO", as the timer is started and will also yell, "Time", once the minute has lapsed. $\frac{1}{2}$ rolls or fallofs will be counted as a half of a loop. The Spotter for the pilot will keep track of the loop count and count the total loudly. The second part will be the LeMans. The pilot must maintain level flight and approach the LeMans course.

● LeMans (Two Parts!!! - Part II)

The pilot will tell the judge when he is ready. With the command "Go!" from the judge the clock again starts. The pilot must safely circle marker pylons 5 times (in either direction). The Spotter for the pilot will keep track of the lap count and announce the lap count total loudly. Once all 5 laps are completed the clock will be stopped, the pilot must then land on the runway. Lowest time wins.

● ETA! (Two Parts!!! -- See Mystery Spot Landing for the 2nd part)

Each pilot draws a chip from a hat. Each chip has a "random" number of seconds on it. The pilot indicates he is ready to the judge and takes off when the judge says "GO!". The pilot needs to estimate elapsed time and land as close as possible to the number of seconds on the paper without using any watches, timers, transmitter or other aides,... Closest to actual time wins. The judge will announce "3 minutes" when this time has passed (none of the times will exceed this...) The pilot should just land at that point, if possible.

The landing part is scored as a separate event using the Mystery Spot Landing details below...

● MYSTERY SPOT LANDING (Part of ETA – landing – separate score)

A big rectangle has been drawn on the field like a "carrier deck". Somewhere in that square is a mystery spot that only the Contest Director's designee knows. The Pilot lands within the rectangle and the position of the spinner is marked (center of the drone id applicable). Once everyone's landings are marked, the spot is revealed and the closest landing to the spot wins! (The closest 3 are the winners)

● RENO SHUFFLE

Start your plane and have your helper hold it at the Start/Finish Line. The judge starts a timer and says, "START!". The Pilot throws the dice in a box and whatever number comes up is his number. The pilot takes off and performs 6 loops, then 6 rolls, one snap roll and then lands. Once safely landed, the pilot then rolls the dice until the number matches the initial number rolled. Clock stops when this is accomplished. Low time wins.... Woo Hoo!



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● TAXI RACE

3 markers will be anchored on the runway. The pilot will start the engine and wait at the starting line. The judge will announce "GO" and the timer will be started. The pilot needs to taxi his plane around the 3 posts (tri-oval), twice in one direction and once in the other - pilot's choice on the initial direction). After completing these three laps, taxi back to the starting line and stop your engine. The timer will be stopped, once the engine stops running. If your engine cannot be stopped remotely 30 seconds will be added to your time. Low time wins. If the engine stops running during the laps, the pilot can continue from the starting line (clock continues to run). Completed laps count, partial ones do not.

If your model takes off, you can land and continue the event. Time and points will be adjusted accordingly...

● Pylon Whoop Tdo)

Yes, any model can enter this. Again using three pylons, models must circle these 5 times and timer will be started when the pilot says GO!

Time ends after 5 laps are completed (safely!). Pilots with the slowest and fastest times are winners (no whiners!)

Additional 45 seconds will be deducted or added depending on your time and your precise landing on the targeted runway!

There could be a surprise event that will be revealed before July 16th. Please stay tuned.

