

## Speedworld R/C Flyers Fun Fly

**CONTEST PROCEDURE:** All events will be flown as a continuous round. Contestants will be called to the ready box prior to their turn. Three rounds will be flown. Pilots total score will be the sum of their best two of the three flights. All contestants should report when called. Anyone unable to report will use that round as his discard round. No engine restarts are permitted after takeoff. No flying behind the flight line is permitted or between the pilot and the pits. (First time warning, second time disqualification).

**BOMB DROP:** The aircraft must be equipped with a non-servo operated bomb dropping mechanism. Contestants may supply their own mechanism and bomb or one will be provided by the host club. Takeoff is completed as soon as the aircraft reaches 6 ft altitude. All drops are to be made upwind. If the bomb comes off anytime after takeoff, it counts as the drop for that round. If the bomb fails to come off on the first attempt, one additional attempt will be allowed. Scoring will be determined by the final position of the central mass of the bomb. If it comes to rest on the line, the higher value will be scored. The target will consist of the following circles and point values: 10' dia=40 pts., 30' dia=30 pts., 50' dia=20 pts., 70' dia=10 pts., Main Runway Pavement=5 pts.

**LIMBO:** Following the Bomb Drop, the contestant will move to the limbo. The two limbo poles will be spaced 30' to 40' ft apart and the contestant must specify prior to takeoff the distance from the ground for the ribbon. Aircraft must pass under the ribbon without breaking it, pulling it out of the mounts or touching the ground to receive points for this event. (touching the ribbon is permitted, as long as it does not break or come off the poles). Flying the limbo may be waived if the pilot desires. Point values will be 2 1/2'=40 pts., 3'=30 pts., 4'=20 pts., 5'=10 pts., 6'=5 pts.

**TOUCH AND GO PRECISION LANDING:** After completing the Limbo, the pilot will walk back to the runway target and fly a pattern around the field and land on the bomb drop target. Point values will be the same as the Bomb Drop. Models will be scored where their main landing gear touch. Both gears must touch to score. If the aircraft has one central wheel, only that wheel will count. If both wheels are on a target line, the higher points value will be scored. Aircraft may complete the landing or simply bounce on the target to score in this event, however the stopwatch for the next event will be started when the wheels first touch. If the pilot flies over the target without touching the runway, the stopwatch will be started when the aircraft flies over the last circle of the target.

**TIMED CLIMB & GLIDE AND SPOT LANDING:** As the aircraft touches for the touch and Go, the flight judge will start his stopwatch. He will then call out the time for the next 50 seconds at each 5 second interval. After 50 seconds, each second will be called out until touchdown occurs. The contestant must climb for up to the first 20 seconds and then chop his throttle back to idle. He must then attempt to glide for 40 seconds (as the judge counts out loud) and to land on the bomb target at the 60 second count. A perfect landing on the 60 second count scores 40 points. The landing will also be scored the same as the Bomb Drop. For each second under the 60 second count from where the aircraft lands, 1 point will be subtracted from the 40 possible points. For each second over the 60 second count from where the aircraft lands, 2 points will be subtracted from the 40 point base score. If the contestant makes any throttle adjustments after chopping power at the 20 second count, he will receive a zero for both the glide and the spot landing event.

**SCORING:** Each round score will be a total of the points earned in each event of the round. The total score for each contestant will be the total score of two of their three individual round score totals.

**STARTING ORDER:** Flying rotation will be sequenced so that pilots on the same frequency will be spaced at least 3 contestants from each other. Each round, a number is pulled from a hat to determine the contestant number of the pilot who will start that round of the contest. From that point the flying order will be the same each round until all pilots have flown that round. Pilots will be staged in a starting box, first ready box and second ready box. A pilot will start his engine and be ready to take off when the previous contestant starts the climb portion of his flight after his Touch and Go.

### LET'S MAKE IT A "FUN" FLY

Our goal is to make this a contest a safe and fun event. Any violations of the safety rules announced by the contest director will result in the disqualification of the contestant. Any unsportsmanlike conduct will result in the disqualification of the contestant. The decision of the contest director will be determine any disputes that arise.