



*Affiliated to the British Model Flyers Association.
Club No. 561*

Fun Fly Competition Rules.

Aims

- To encourage fun fly within the club.
- The manoeuvres are all part of the 'Permit to Fly' test.
- A club social event as well as an informal competition.

How will the competition be run?

Aircraft can be shared.

The competition is split into three sections:-

1. Climb & Glide.
2. Loops.
3. Touch & Go.

Each section will be run separately. The competitors are awarded points according to the position they achieve in each section. First place is awarded one point, second place award two points etc.

The competitor with lowest total aggregated scores from all sections is the winner.

Climb & Glide.

1. Model to be at rest on the runway and when ready is to climb to altitude on a 30 second engine run
2. At the end of the 30 second engine run the motor is to be cut. The model will then glide down to the run way.
3. One point is awarded for every second flown.
4. 30 second landing bonus is awarded if the model comes to rest within the designated area.

Loops.

1. Loops cannot commence from take off.
2. Model to be at rest on the runway and is to climb away to a safe height. When ready the pilot will call the 'Start' to announce the commencement of the manoeuvres.
3. The pilot has 45 seconds to complete as many properly executed loops as possible after he calls 'Start'
4. All loops must be completed in the time period to count.
5. There is no landing bonus.

Touch & Go

1. Model to be at rest on the runway and when ready the pilot can commence his flight.
2. Slot time of 2 minutes starts from when the aircraft wheels leave the ground.
3. For a touch and go to be counted the aircraft must over fly the both ends of the cut run way.
4. Different points are awarded for the touching of the aircraft wheels in the marked zones.
5. If an electric model tips over on landing and needs to be reset on its wheels a 30 point deduction will be made from the total points award for the flight.
6. The sum of the points will be added to the running score.