

West Pasco Model Pilots Association Fun Fly Event Descriptions

Contest Director (CD) and Judge: Artie Prasse
Registration and score keepers: Paris and Becky

Pilots Meeting at 9:50 AM, Events start at 10:00

grass runway will have paint markings and locations will be determined depending on the direction and velocity of the wind.

General Rules: Safety is number one. Any type of fixed wing, helicopter or multicopter aircraft can be used but the same aircraft must be used for each event. However you don't have to fly in all 4 events. Landings must be on the runway and those landing outside the fenced in runway area will be scored zero. Flying over the flight line towards the pits will score zero.

1. 60-90 second Timed Flight: Artie/CD picks a number between 60 and 90 that he only knows and gives it to Becky and Paris who are the scorekeepers. A timer starts and stops a stopwatch after lift off and upon touch down. Aerobatics or just a pattern can be flown but the flyer must land 60-90 seconds after lift off using NO timers, or watches. A zero score will be appointed if the model touches down before 60 seconds or after 90 seconds. The person who lands closest to the time that Artie has chosen wins the event.

2. Spot Landing: Flyers must fly a pattern and perform a loop then land. One practice low pass/approach is allowed but if a touchdown occurs then a score will be judged according to the diagram below. If on this low pass/approach the plane does not touch down then the next landing is judged and scored. A second low pass/approach that results in a missed approach (no touchdown) will result in a zero score. The touch down point is judged and a score of 5, 15, 25, 50, and 10 will be appointed depending upon where the wheels or fuselage/nose touches down. See diagram below.

Approximately to scale Points = 5 |10.....|..50..|....25....|.....15.....| 5
Line spacing | 10' | 2' | 8' | 15-20'

3. Dice Roll: Flyer rolls the dice and for example rolls a 6. A timer starts his stopwatch when the flyer lifts off. Flyer must perform one loop then land. After model stops flyer rolls the dice to match the first roll. When he reaches the number the time stops. The person with the shortest time wins.

4. Perfect Landing: Pilot must land as smooth as possible with no bounces. Each bounce subtracts from the number 10. The pilot with the highest score wins.

Frequently Asked Questions:

1. Q. My motor glider has no wheels but skims along the grass and comes to a stop about 20 feet from where it touches down. Can I fly this type of model and is the landing scored on first contact with ground or when it comes to a stop?

A. Good question. Since the plane has no wheels contact with the ground will be difficult to judge. However judge will decide when fuselage first touches the grass or ground.

2. Q. I have a plane that hovers above the ground like a helicopter. Can I touch the ground with my tail and will this be judged as a landing?

A. Helicopters and Drones that hover cant compete. If your plane has wheels then landing will be judged when the wheels first contact the ground. If plane has no wheels then it will be scored as a motor glider.

3. Q. I've been flying with my buddy using a wireless buddy box. He takes over even before I get in trouble. Can I fly with him being my safety/copilot/instructor pilot?

A. No safety is number one. We can't take any chances with you or your buddy.

4. Q. I've been flying all my life and want to use an old model that has not flown for a long time. Im not sure if she will even start. I don't care if she crashes as my buddy gave it to me because he got sick and tired of it gathering dirt and dust. It came with a really nice radio with all the switches but the antenna is bent over with some sort of flag on the end. Im a club member and want to get back into sport flying. What do you think?

A. AMA Safety Code states that model aircraft will not be flown in a careless or reckless manner. Sounds like you care less about the model so NO.