



NORTHWEST FLORIDA MODELERS INC.

3rd ANNUAL "Boy I Sure Miss That Airplane" FUN-FLY or 3rd ANNUAL "Ha, Ha, Ha, Wiiiipeout" FUN-FLY

- When:** 10:00 a.m., May 9, 2009
- Where:** Fritz Field
- What:** Fun, Fellowship and a little Competition
(Yes, they can go together)
- Cost:** Just a measly \$10.00, after the prize fund the rest goes to the club.
Food and Drink will be available. Proceeds go to the club.
- Prizes:** Prizes will be awarded to at least first, second and third place.
First place - \$50 gift Certificate
Second place - \$30 gift Certificate
Third place - \$20 gift Certificate
We might have door prizes as well.

RULES (Yes, there has to be rules):

1. Any nitro or gas powered aircraft may be used.
 2. Contestant must fly the same aircraft in all events.
 3. A backup aircraft of the same type and configuration may be used if a contestant loses an aircraft.
 4. Electric aircraft are welcome BUT they must weigh at least 4 pounds ready to fly.
 5. Violating a safety rule discussed at the pilots meeting is grounds for disqualification.
 6. Scoring will be inverted by place (20pts for 1st, 19 pts for 2nd, etc.). Winner will be the contestant with the most points from all events. You do not have to participate in every event to win – but you do have to have the most points!
 7. EVENTS: So far we really haven't made up our minds about the contest we will have. Attached is a list of what was done for the past two years. We may use some or all of these or we may find some completely new ones. Not knowing is part of the challenge!
- If you have ideas please let us know. (Rick Hogue shootstarz101@cox.net (850) 474-9119 or Mike Ales males69@aol.com (850) 341-8639) We will try to have events that do not endanger your aircraft any more than your own thumbs do it!



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CARRIER LANDING

Five arresting lines will be strung across the primary runway. Points will be awarded for catching a wire. The middle wire will count for the most points with the outer wires scoring the least points. The wires will be fishing line or 1/8 inch rope with golf waffle balls supporting at regular intervals. Wire will be anchored at each end with approximately ½-1 pound wooden blocks or sand bags. Contestants will provide and manufacture the arresting gear for their aircraft.

BOMB DROP

Concentric circles will be marked on the outer runway grass strip. The object is to get closest to the bull's eye. Contestants will be provided with an approximately 2"x2" marker bomb made of cloth material filled with powder or other marking substance. Contestants will be responsible for rigging their own release mechanism (anything goes). We will provide some generic materials such as Dixie cups.

TIMED GLIDE / LANDING ACCURACY

This event begins with the contestants aircraft started and on the runway centerline. A buzzer will sound beginning a clock that will be set to buzz in 30 to 60 seconds (we haven't worked exact time out yet). The contestant has that time period to gain as much altitude as possible. When the buzzer sounds the second time, the contestant must kill their engine and glide as long as possible. The glide will be timed. At the end of the glide, the contestant must land within a preset box on the runway.

If the contestant lands outside the box, time will be deducted from the glide time as a penalty (we haven't decided exact penalties but probably 15 seconds for anywhere else on the primary runway and 30 seconds in the grass or elsewhere).

The longest glide time wins.

LIMBO

A ribbon will be set at a predetermined height (probably 4-6 feet) between two standards. The contestant will have a set period of time to fly under the ribbon as many times as possible (probably 2-3 minutes). Timing will begin with the first pass under the ribbon. Touching the ground or breaking the ribbon ends the contestant's time.

TIMED TOUCH and GO – 3 minutes

This event begins with the contestants aircraft started and on the runway centerline. The contestant must complete a touch and go within a preset box on the runway. If the contestant lands outside the box the landing will not count. All touchdowns must be in the same direction as the original takeoff. Multiple bounces on a single pass will count as multiple touchdowns as long as they are all within the box.