

1<sup>st</sup> ANNUAL "Boy I Sure Miss  
That Airplane"  
FUN-FLY  
or  
1<sup>st</sup> ANNUAL "Ha, Ha, Ha,  
Wiiiiipeout"  
FUN-FLY



- When:** 10:00 a.m., July 28, 2007
- Where:** Fritz Field
- What:** Fun, Fellowship and a little Competition (yes, they can go together)
- Cost:** Just a measly \$5.00, all of which 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. These aren't going to be lame prizes. They will be well worth the effort to win and will be provided through donations primarily from Hobby Central. 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. Electric aircraft are welcome BUT they must weigh at least 4 pounds ready to fly.
3. Contestant must fly the same aircraft in all events.
4. A backup aircraft of the same type and configuration may be used if a contestant loses an aircraft.
5. Violating a safety rule discussed at the pilots meeting is grounds for disqualification.
6. Scoring will be inverted by place (20pts for 1<sup>st</sup>, 19 pts for 2<sup>nd</sup>, etc..). Winner will be the contestant with the most points from all four events. You do not have to participate in every event to win.
7. EVENTS: (see next page)

## 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 1/8inch rope with golf waffle balls supporting at regular intervals. Wire will be anchored at each end with approximately 1/2-1 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 closest to the bulls 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.