

FUN FLY RULES

SUNDAY 13 May 2007 - Start 10.30 am

The competition will be comprised of 4 rounds. A bottle of wine will be awarded to the winner of each round.

Round 1.

Number of loops in one minute. Time starts in the air, at the discretion of the pilot

Round 2.

Climb and glide. 15 seconds power on climb timed from moment wheels leave the ground. The motor must be heard to cut within 5 seconds; otherwise 10% penalty will be incurred. If the motor does not cut and is still running at landing, a 50% penalty will be incurred.

Round 3.

Spot landing. Model must touch down as near to the specified point (the spot) as possible. (*Touch down means where the wheels first touch the ground and not where the model ends up*)

Round 4.

One minute timed spot landing. Model must touch down as near to the specified point (the spot) and as near to 1 minute as possible. Scores will be 1 point for each metre away from the spot on touch-down and 1 point for each second over or under 1 minute from touch-down. The pilot with the lowest score is the winner. (*Touch down means where the wheels first touch the ground and not where the model ends up*)

Notes:

- 1) If time permits each pilot will have two attempts at each round.
- 2) The competition is open to all NVA members who hold an "A" certificate.
- 3) On competition day, open flying will be limited to a 30-45 minute slot around midday.
- 4) The same model must be used for all rounds of the competition.
- 5) All models must be fixed-wing and powered by an I.C. engine; i.e. NO HELICOPTERS & NO ELECTRIC POWERED MODELS.