

**Nation Aviation Day Event**  
**August 16, 2014. 9am ~ 3pm.**

Event details; Pilots must use the same aircraft all day. Substitutions are allowed once only if the primary aircraft is unable to fly. Individual event winners will be announced and an overall winner.

**LIMBO:** Simple enough, go UNDER a piece of painter tape approximately 6 feet above the runway.

One point shall be awarded for every successful pass under the tape. The highest point count will be the winner. A score of zero will be awarded if the competitor touches the ground or breaks the tape before calling finished. Touching the tape is permissible, but very dangerous.

Event scoring will be 5 points for attempting the limbo event, even if the aircraft fails to make a pass under the tape. **Scoring bonus:** are available for passing under the tape inverted.

**100 Yard dash, with balloon pop.**

This event is usually pretty darn fun. A start line is placed 100 yards away from a balloon that is taped to the center of the runway. This is a timed event, when the aircraft crosses the start/finish line, a stopwatch is started. The aircraft then moves down the runway to the balloon, then pops the balloon with its prop. Aircraft can tape a stick with a pin to pop the balloon at the pilot's choice. The aircraft then must cross the finish line. The fastest time wins.

**Scoring Foul:** Must pop the balloon (or add 20 seconds as a penalty). No points if the aircraft lifts off the ground, **one wheel** must be on the ground at all times.

**“Dead stick” pinpoint landing.**

Pilot takes off and announces his “dead stick”. He then shuts off the engine (or goes to zero on the throttle for electrics) when his aircraft is centered above the JCRC logo on the runway.

Required to make at least one 180 degree turn then land on the runway. The closest part of the aircraft's nose to the center of the JCRC Logo will be the winner.

**Duration Flight.**

Pilots will be given 60 seconds from a standing start on the runway to climb as high as possible. They will then “kill” their engine and attempt to stay aloft as long as possible. Time will start as soon as their engine stops and end when they touch the ground.

**Scoring bonus:** 2x the points for making 720 degree (two or more circles) or more turn before landing.

**Quick Flight.**

Pilots will start from the runway, a timer will start this event. Upon receiving the start command, the pilot will take off and perform 3 loops and 3 rolls. The pilot can do them in any order, but they must be separate maneuvers. Upon completion, the pilot must land the aircraft. The timer will stop when the aircraft is stationary on the ground.

**Prizes will be awarded for;**

The “*best*” landing of the day.

The best looking aircraft. (aircraft must fly on this day (for 30 seconds minimum) for this award).

Individual and overall contest winners.

During the lunch break, we will have a “**warbird gaggle**” flight. These flights will have aircraft flying together from each era of aviation and be accompanied by period music. I would love to have aircraft from WWI, WWII, Korea and Vietnam, and Persian Gulf timeframes.

Videos will be taken during the day, to showcase today’s model aviation and for club public relations videos. Pilots are respectfully asked to donate \$5 dollars to the charity as a pilot fee.