

National Model Aviation Day Event

August 17, 2019.

Event Schedule.

- 9:00am Pilots Safety Meeting.
- Limbo Competition.
- Streamer Chop Competition. 2 drops planned (estimated 10 streamers per drop).
- Static Balloon Pop Competition.
- Start of Free Flying period.
- 11:30am Lunch (Club Picnic). Club to provide the main course, potluck for sides and deserts.
- Lunch Flight Exhibitions and Free Flying period.
- Lunch Time Judging.
Best Flying Aircraft.
Best Looking Aircraft. (Need plaques).
Best Pilot.
- Scale Aircraft Gaggle Flight.
- 12:50 Runway closed to prepare for next Competition.
- 1:00pm Carrier Landing Competition. (*Need music with top gun themes*).
- Precision Landing (*Dead Stick*) Competition.
- Egg Drop Competition.
- Musical Chairs Competition. (*Time allowing*)
- 2:45pm Prize and Awards Presentation.

LIMBO.

Two poles will be set up across the runway with a piece of painter tape (or crepe paper) at approximately 5 to 6 feet above the runway. All pilots will use the same pilot box and take off from a stop at the same spot on the runway.

The pilot will take off and proceed to start his limbo run. As soon as the plane breaks the plane of the limbo poles on a limbo attempt it will start the 60-second timer. During this time, the pilot will attempt as many passes under the limbo tape as possible. These passes can be in either direction but the aircraft may not touch the ground at any time. The pilot shall receive a score of zero if the aircraft touching the ground.

The pilot may elect to stop competing at any time after takeoff and is scored based on the number of passes under the limbo tape.

Ties shall receive the same place number and score. (i.e. three pilots with the third place shall all receive 18 points each.).

SCORING:

- 25 points for 1 place.
- 22 points for 2 place.
- 18 points for 3 place.
- 12 points for 4 place.
- 8 points for attempting this competition.
- 5 points for breaking the tape.
- 0 points for not attempting this contest.

STREAMER CHOP.

An Aircraft fitted with a bomb drop climbs to height & releases the streamers by servo. The streamers will drop out of the sky and the competitor will attempt to hit or cut the streamer. A maximum of 5 competitors will be airborne during this competition. The streamers will be dropped over the runway (depending on wind conditions attempt to get the streamers to hit the runway). The streamers will be dropped after the same amount of climb time for each series of rounds till all the competitors have finished. The streamers for each round will be of matching length to those in the preceding rounds.

Ties shall receive the same place number and score. (i.e. three pilots with the third place shall all receive 18 points each.).

SCORING:

- 25 points for 1 place.
- 22 points for 2 place.
- 18 points for 3 place.
- 12 points for 4 place.
- 8 points for attempting this competition.
- 0 points for not attempting this contest.

STATIC BALLOON POP.

Five balloons will be taped about 15 feet apart on the runway, 1/4 from the edge of the far side of the runway (i.e. between the far side and the center line of the runway). The pilot will take off without popping a balloon then will do a 180-degree turn. Now the pilot is free to pop balloons. The pilot only gets 3 passes to pop the balloons, one of which could be his landing. This is a timed event, where the time starts on the aircraft's forward roll and ends when it stops on the ground in a designated chalked stop box located in front of the pilot box. Pilots will fly from the same flight box.

Ties shall receive the same place number and score. (i.e. three pilots with the third place shall all receive 18 points each.).

SCORING:

SCORING:

*Each balloon popped will remove **15 seconds** from the overall time.*

25 points for 1 place.

22 points for 2 place.

18 points for 3 place.

12 points for 4 place.

8 points for attempting this competition.

0 points for not attempting this contest.

Penalty: +10 second time penalty for each balloon popped on takeoff.

CARRIER LANDING.

This competition simulates landing on an aircraft carrier. Four pieces of crepe paper will be placed across the runway. Each will be 15 feet apart. The object is to have your wheels touch down and land in the box area without taking off again. When the plane touches down, it must not take off again to qualify for that box. If it does bounce up and can land in a box and then stay on the ground, it will be scored at the point where it "landed". Note, if the plane touches down before the first line, it's in the water!

Ties shall receive the same place number and score. (i.e. three pilots with the third place shall all receive 18 points each.).

SCORING:

10 points for the first box.

20 points for the second box.

15 points for the third box.

5 points for attempting this competition or water landing.

0 points for not attempting this contest.

PRECISION LANDING (aka, DEADSTICK!)

Aircraft will take off fly into a racetrack pattern piloting from the same pilot box. The pilot will then shut his engine or motor off when he is parallel to his flight box. He will proceed to do at least one 180-degree turn and land the aircraft. Closest to the center chalked circle will win.

Ties shall receive the same place number and score. (i.e. three pilots with the third place shall all receive 18 points each.).

SCORING:

- 25 points for 1 place.
- 22 points for 2 place.
- 18 points for 3 place.
- 12 points for 4 place.
- 8 points for attempting this competition.
- 0 points for not attempting this contest.

EGG DROP

All pilots will receive a paper cup, two Popsicle sticks and some rubber bands to mount on their plane (most shove the stick through the cup and then rubber band it around the fuselage behind the engine). Remember your CG!!! Pilots are then given a plastic Easter egg filled with flour, which will be placed in the cup prior to takeoff. Pilots will then take off and must make one 180 degree turn and attempt to drop the egg in the center of the chalked target. Closest to the target center wins! Distances from the center will be recorded for the scoring determination.

Ties shall receive the same place number and score. (i.e. three pilots with the third place shall all receive 18 points each.).

SCORING:

- 25 points for 1 place.
- 22 points for 2 place.
- 18 points for 3 place.
- 13 points for 4 place.
- 9 points for 5 place.
- 7 points for 6 place
- 5 points for attempting this competition.
- 0 points for not attempting this contest.

MUSICAL CHAIRS

Five pilots (numbered 1~5) will take off and circles in pattern, the contest director will randomly yell for a pilot to land his aircraft. This is a timed event, the time starting when the contest director finishes his announcement and ends when the aircraft has stopped forward motion on the ground in a designated stop box located in front of their pilot box. If they roll thru the designated box, the time does not stop until the aircraft stops. Helpers will then clear the runway quickly for the next landing.

Ties shall receive the same place number and score. (i.e. three pilots with the third place shall all receive 18 points each.).

SCORING:

SCORING:

25 points for 1 place.

22 points for 2 place.

18 points for 3 place.

12 points for 4 place.

8 points for attempting this competition.

0 points for not attempting this contest.