

2009 HCH FUN FLY

Saturday, June 13th @ 10:00am



*** NEW SCORING SYSTEM ***

Winner determined by LOWEST point accumulation

Events

CLIMB 'N' GLIDE

Timed Event. The pilot has 20 seconds to climb out after the takeoff (time starts at wheels off ground) to gain as much altitude as possible. At the end of 20 seconds, the engine or motor is stopped (dead stick) and the pilot is timed to see how long he can glide his plane. Time stops at first touch to runway.

* *Maximum three minute (180 seconds) glide for point accumulation.*

- Bonus: 5 seconds will be added to the time for flights of more than three minutes.
- Bonus: 10 seconds will be added to the time if the pilot stops his/her plane in the circle painted on the runway (this includes any part of the plane on or over the line)

Low Score Wins. **Each pilot starts with a base score of 240 points.** The time of the flight in seconds, plus any bonus points, will be subtracted from the base points.

Scoring Example: Glide duration of 120 seconds + 10 bonus for landing in circle = 130

Base score 240 – Glide duration of 130 = Final score of 110

**A perfect score would be (glide duration 180 + 5 + 10 = 195) 240 – 195 = 45*

DICE ROLL, "OH, CRAP"

Timed Event. Each pilot takes off and does four (4) loops. Time begins when wheels leave the ground. Time stops after the pilot has landed AND rolls the number four (4) with a single die (six rolls max). * *The pilot must fly his plane past the pit area in each direction before landing. i.e. Take off centered to the pit area, fly beyond the end of the pits and turn back. Do the 4 loops and continue past the pits, before turning back for landing.*

- Bonus of 5 seconds will be subtracted from the time if first roll of the die is a 4 to stop the clock.

Low Score Wins (Maximum 180 points for event)

Scoring Example: Event time = 120 seconds – 5 (for getting 4 on first roll) = Final score of 115

TWO MINUTE TOUCH AND GO

Timed event. Each pilot does as many touch and go's in two minutes as possible. Time begins when wheels leave the ground. * *The plane must complete a heading change of 180°, between touches.*

Low Score Wins. **Each Pilot starts with a base score of 150 points.** Each touch to the runway prior to time running out is 10 points deducted from the 150 points.

Scoring Example: 8 touches to the runway = 80 points, 150 – 80 = Final score of 70

AIRPLANE GOLF

No time limit. Each plane carries a single golf ball in a cup that is attached to the plane. The pilot flies his plane across the field and attempts to drop the ball as close to the "hole" as possible. The airplane is landed, and then the pilot putts his golf ball (using a golf club) into the hole.

* *Cup, ball and club will be supplied, however contestants are welcome to use own.*

Low Score Wins. **Each stroke equals 10 points.** Dropping the ball from plane counts as the first stroke. A lost ball equals max points. (70 points maximum for event)

Scoring Example: Ball dropped from plane + 3 swings of the club getting the ball into the hole (1 + 3 = 4 strokes) 4 x 10 = Final score of 40

Fun Fly Details



- Fun Fly is open to any and all HCH members.
- Pilots must be signed in and ready for the pilots meeting at 10:00am sharp.
- Scoring is similar to golf... **LOWEST** combined score of all events will determine the winner.
- Any style or size airplane may be used, however a pilot is NOT allowed to switch planes or modify his plane during the competition. If, for any reason, a plane becomes no longer flyable exceptions will be considered by the club president. If a substitution or modification is granted, the pilot will be allowed to finish the remaining events, but not in the event that the mishap occurred.
- Each event has a maximum amount of points. If a pilot's score cannot be calculated due to a crash, deadstick or equipment failure the pilot will be awarded the maximum points for that event.
- The order (who will go first, second, third, etc.) will be determined by numbers drawn by each pilot prior to the start of every event.
- Tiebreakers of overall scores will be determined by pilot sign up sheet. The tying pilot who signed in first will have a point removed from his overall score, unless doing so puts him in a tie with another pilot. In that case the other pilot will be given an extra point. Ties for individual events will not be broken up.
- Less proficient pilots may compete while on a buddy cord with an instructor pilot. As long as the pilot takes off unassisted and the instructor takes control for no more than 10% of each flight.
- No restarts in an event once the airplanes wheels leave the ground for take off.
- The timekeeper shall count down, out loud; the 20 seconds for the climb portion of Climb N Glide, and the final 20 seconds of Two Minute Touch and Go.
- In Airplane Golf: The “hole” will be represented by a 2 foot diameter circle painted on the field.
- In Climb and Glide: The bonus landing circle will be approximately 12 foot in diameter.
- In Dice Roll “Oh Crap: For safety, the plane must roll to a complete stop and kill the engine before rolling the dice. For electric planes, the pilot must disarm (unplug the battery) before rolling the dice.
- If Fun Fly attendance meets or exceeds 15 pilots, the number of events will be reduced from four to three to keep the Fun Fly from going till dinner time.
- Should the weather be unfavorable due to rain or high winds, the Fun Fly will be moved to the following weekend, June 20th @ 10:00am. If a decision to postpone is determined early enough, a notice will be posted on the HCH website. www.hollycloudhoppers.org
- HCH club president has final say over substitutions, exceptions, modifications and mediation of disputes. (Unless it benefits him)
- Every competing pilot MUST have fun and be a willing participant in good natured ribbing. NO EXCEPTIONS!