Fun Fly & BBQ - Saturday July 11, 2015





\$1,000 in Prizes

Time:8 AM Pilot Registration (LFE or AMA membership proof required)8:30am Pilot Briefing, first event starting at 8:45amBBQ Lunch served around noon (cost – donations

appreciated)

<u>Cost:</u> Pilots \$10. Spectators free.

- <u>Pilot Raffle:</u> All pilots guaranteed to win a prize in excess of the entry fee in pilot only raffle. All pilots receive a raffle ticket for participating and additional tickets for placing 1st, 2nd or 3rd in events.
- Open Raffle:Great prizes. Open to everyone in attendance.Drawing at 12:30pm. Includes two planes, Visa cards
& gift cards to name just a few of the prizes.
- Location: Livermore Flying Electrons RC Club 4455 Raymond Rd, Livermore, CA 94551

Paint Ball Shoot (after events)

Test your paint ball gun shooting skills as an "expendable" airplane fly's by. Can you paint the plane, or better yet, bring it down?

PILOT FUN FLY EVENTS (starting at 8:45am)

- Taxi
- Team Pylon Race
- Spot Landing (variation for Newer Pilots)
- 180 Touch-and-Go (Two minutes)
- Musical Airplanes
- ... see next page over for event details, rules, etc.

Questions: Brett Junell - <u>brettjunell@gmail.com</u> - (925) 963-0102



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This event is an AMA Sanctioned Class C Non-Rule Book Special Event and will follow AMA 705 Rules. AMA Sanction # 15/1347

Aircraft: No limit is placed on design or equipment as long as it complies with AMA safety code. Different airplanes can be used for each event.

All Events will have 1st, 2nd & 3rd Place Winners

EVENTS:

1. TAXI

A timed task for airplanes to complete two laps around cones placed at ends of the runway. The pilot may elect to remove the wing from the aircraft. Where agreeable between pilots, up to two pilots may complete this task at the same time.

2. TEAM PYLON RACE

This is a timed event with three pilots per team. Pilots will be assigned to a team on the day based on aircraft and skill. Each pilot will fly two circuits around the pylons. One pilot will also need to complete two loops during their circuit. Timer starts upon take off of first pilot. Next pilot takes off when previous pilot passes over center line. Timer end when third pilot crosses centerline.

3. SPOT LANDING (variation for Newer Pilots)

A number of circles and squares of random sizes will be placed toward the end of the runway with each square or circle marked with the number of points it is worth. Pilots need to land, touching down prior to the center of the runway, cutting power upon touchdown and then stopping in a square or circle to score points.

Newer Pilots (as determined by CD) will have three (3) passes to accumulate highest score and may touchdown anywhere on runway at which time they must cut power.

4. 180 TOUCH-AND-GO (TWO MINUTES)

Time starts at takeoff. Pilot performs as many take off and touch downs maneuvers as possible in two minutes with a minimum 180 degree heading change between each take off and touch. The heading change may be vertical (loop), or horizontal (turn), or a combination.

5. MUSICAL AIRPLANES

Pilots will fill the sky with their airplanes and remain behind the fence on the far side of the runway. When indicated, all aircraft must land on runway. Last plane down is eliminated (or the first plane down that misses the runway). Continue until only one plane remains.

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