

I.C. FUN FLY RULES

- 1) All members with a minimum of an A-certificate, are eligible to enter
- 2) Any fixed wing aircraft with an IC engine may be used
- 3) The same model must be used throughout the competition
- 4) The competition will consist of 4 rounds. The winner of each round will receive a prize (typically a bottle of wine or item of equivalent value if under 18 years old)
- 5) The pilot's briefing will be at (or soon after) 10.30 and the competition will follow immediately after.
- 6) The competitor with the greatest number of total points* will be deemed the winner of the trophy. In the event of a tie, a spot landing fly-off will be used to determine the winner.
- 7) The rules, including the content of each round may, at any time, be changed at the discretion of the organiser - whose decision in all matters is final.

*The points will be allocated as follows

1 st place -	12 points	6 th place -	4 points
2 nd place -	10 points	7 th place -	3 points
3 rd place -	8 points	8 th place -	2 points
4 th place -	6 points	9 th place -	1 point
5 th place -	5 points	10 th +	0 points

Round 1 - "15 Loops"

The contestant will be required to perform 15 loops to a quality determined by the judges. The contestant will call "Now" to start the process and may only start the first loop after this command has been clearly heard by the judge. The performance will be timed and the contestant who completes the task in the shortest time will score the highest number of points. The contestant must cross the up-wind fence before commencing the loops.

Round 2 - "Climb and Glide"

The contestant may climb for a maximum of 20 seconds from when the wheels leave the ground (or the launchers hand), after which time the motor must be cut. The plane must land and come to rest within the fenced area and in front of the slabs. The clock will be stopped immediately any part of the aircraft touches the ground. The contestant with the longest overall flight will be awarded the greatest number of points. If the engine is seen or heard to be running during the glide phase or the plane lands in the outfield, the contestant will score no points in that round.

Round - 3 "Spot Landing"

The contestant will have one minute from taking off to complete the task. After taking off, the aircraft must cross the up fence, then land as near to the spot as possible. The aircraft must approach the spot from down-wind i.e. in the direction of take-off. The point where any part the aircraft first touches the ground will be used to measure the distance to the centre of the spot. The contestant whose plane lands nearest the spot will attract the greatest number of points. The time will be taken from when the wheels leave the ground (or the launcher's hand). More than one approach may be made but overshoot the minute and no points will be scored.

Round 4 - "2 loops 2 rolls"

The contestant will be required to take off and perform 2 (good) loops up-wind, turn and perform two rolls (left or right) down-wind, turn up-wind (i.e. in the direction of take-off), and land with all parts of the aircraft within the fenced area and in front of the slabs. The aircraft must cross the fence before commencing the 2 loops and cross the down-wind fence when approaching the strip when landing. The aircraft must touch the ground and come to rest on the mown area of the strip and in front of the slabs (or taped area - to be decided on the day, depending on weather conditions). The contestant that performs this task in the shortest time will attract the highest number of points.