

Astrowings Flying Circus

Competitions will be held every Thursday evening at 5:43 pm starting on August 16th. The competition will end on the last Thursday in September. Everyone in the club is encouraged to participate.

To make this fair to members that cannot participate in every event there will be two “bys” for every person participating. If there are 7 events (assuming no rain-outs), 5 will be scored. If you have participated in every event your top 5 scores will be taken.

Points will be awarded for each event and accumulated throughout the competition. At the end of the competition, prizes will be awarded. Prizes will be awarded to the top 4 pilots. The prizes will be a choice of the remaining items from the fun-fly pilot raffle.

Warning: *Some of these events could be distracting to the pilot. We don't want any lost airplanes. Please concentrate on your plane while participating; the spectators will watch everything else for you.*

Date	Game
8/16/2007	Don't Spill the Beans
8/23/2007	Bombing Run
8/30/2007	Aircraft Carrier
9/6/2007	“Circus Class” Pattern
9/13/2007	Don't Spill the Beans
9/20/2007	Bombing Run
9/27/2007	Aircraft Carrier
10/15/2007	Awards distributed

Game	Rules	Points
Don't Spill the Beans	<p>Each participant will receive a small Dixie cup. They will fasten the cup to their airplane's fuselage (with masking tape) so that the cup is upright when the plane is on its wheels. Each participant will receive 20 beans to put in their cups.</p> <p>Each participant will get two attempts. The best score of your attempts will be used.</p> <p>If there is a tie, the people tied for the lead will perform one additional mission, this mission will be timed. The person with the most beans left wins. If there is still a tie, the time will be used to determine the winner.</p> <p><u>Mission</u> Perform your mission without losing any of your beans.</p>	<p>1 for participating in the event.</p> <p>1 point for winning the event.</p> <p>2 points for 1-5 beans left.</p> <p>3 points for 10-15 beans left.</p> <p>4 points for 15-20 beans left.</p>

	<ol style="list-style-type: none"> 1. Taxi onto the runway. 2. Take-off. 3. Perform one circuit around the field (runway perimeter) 4. Perform two figure 8's. 5. Perform two loops. 6. Land. 7. Taxi back to the flight-line. 	
Bombing Run	<p>There will be a small platform made with a 3"x3" piece of 1/4" plywood. The wood will have a dowel sticking out of it. This platform will be rubber-banded to your fuselage. A washer with a streamer attached will be put on the dowel. There will be a 20 foot circle painted on the runway.</p> <p>Releasing the bomb can be done in multiple ways, but for now we will not allow servo operated devices. Possible methods of release are: a simple roll, a vertical dive into an outside loop, or upright harrier into an inverted harrier.</p> <p>Each participant will get 3 attempts at the mission; the total score of the three attempts will be used.</p> <p>If an attempt is aborted once "weapons are hot" then the enemy has spotted you and that attempt is lost. Circle the field to try for one of your other attempts.</p> <p><u>Mission</u></p> <ol style="list-style-type: none"> 1. Take-off. 2. Circle the field until you get your target lined up. 3. Verbally announce when you have "weapons hot" 4. Release the bomb when you are over the target. 5. Land and taxi back to the flight line. 	<p>1 point for each attempt.</p> <p>1 point for each bomb landing inside the target circle.</p> <p>Note: <i>The washer must be touching or inside the line to count as a hit. The streamer does not count.</i></p>
Aircraft Carrier	<p>A box will be painted on the runway (25' x 50'). This represents the aircraft carrier's deck. Each participant will get 3 attempts at this.</p> <p><u>Mission</u></p> <ol style="list-style-type: none"> 1. Taxi out onto the Carrier. 2. Get in the air before any part of your plane leaves the deck. 3. Announce that "You have the ball" and land. <ol style="list-style-type: none"> i. Your airplane is considered lost if you touch ground before the carrier's deck. ii. Your airplane is considered lost if 	<p>1 point for each successful take-off.</p> <p>1 point for each successful landing.</p>

	you leave the carriers deck before stopping.	
“Circus Class” Pattern	<p>This is a timed event. Each participant will get 2 tries at the mission; the best time of the two will be used.</p> <p><u>Mission</u></p> <ol style="list-style-type: none"> 1. Taxi out to the runway and stop. 2. Once the timer hears your engine rev, time begins. 3. Take off 4. Perform 3 loops and 3 rolls (order is up to you) 5. Perform a touch-and-go 6. Perform 3 loops and 3 rolls (order is up to you) 7. Land. 8. Time will stop when your plane comes to a complete stop after touch-down. 	<p>1 point for participating.</p> <p>5 points for the winner.</p> <p>4 points for coming within 10 seconds of the winner.</p> <p>3 points for coming within 20 seconds of the winner.</p> <p>2 points for completing the “circus pattern”.</p>