

▣Livingston ARF R/C Fun Fly Events Official Rules

*******All events will have 2 officials to judge*******

1. These events are designed to allow pilots to have some fun and show off their piloting skills and to allow spectators to enjoy our great sport. Since this event is designed to be “friendly competition”, there will be no judging of the precision of the actual maneuvers, just time and completion of events. The officials were selected by the events coordinator and are well experienced pilots.
2. An “all participants meeting” (all pilots/judges/safety officer/etc.) is planned for 8:30am. The event coordinator will give the briefing and provide the day’s sequence of events. The events are planned to start at 9:00am.
3. The event judges will place pilots in one of three classes (Unlimited/3D, sport or trainer) for the competition - based on the type of aircraft they are going to fly in the events.
4. The plan is that the first “round” will consist of all pilots flying all events, one time. An intermission will follow the first round with the field open to flying by all pilots. If time and weather permits, there will be a second round of all pilots flying all events. Only pilots who flew at least one event in the first round can fly in the second round.
5. Each pilot must fly all the events that they choose to compete in with the same plane. *If a pilot’s plane cannot fly after the beginning of the events, the pilot must notify the judges and, if the pilot has another similar model, the judges will make the decision if the pilot can continue competing with a different plane.
6. Pilots may choose to opt out of a particular event; however a score of zero will be awarded for that event, in that round (see event points).
7. All pilots must operate their aircraft from behind the safety fence.
8. All “in air” portions of the events will be flown into the prevailing wind.
9. To keep the events moving, each pilot will have 3minutes from the time that they are told that they are next to obtain their transmitter from the impound and start/move their plane to the staging line. Additionally, each pilot will have 3 minutes to land after they have completed an event or the judges tell them that their time is up for that attempt. *Pilots who do not meet the time requirement will lose ½ of their score for that event. Therefore, it is recommended that each pilot have their plane fueled/charged and ready to fly before the first event of the day starts. Pilots may fuel/charge their planes between events/rounds.
10. Ribbons will be awarded to the pilot with the highest daily score in each event. Medallions and coffee mugs will be awarded to the 3 pilots with the highest overall daily score and, a “special award” will be announced at the awards ceremony. The awards ceremony will be held immediately after the last contestant finishes the last event in the last round.
11. Entry Fee for pilots is \$10.00 and includes lunch. Lunch for spectators and non flying pilots is \$5.00.

Events:

Limbo – You must take off, make 1 circle around the field and fly under the Limbo Line. After each of your successful Limbo's, you must fly your aircraft to a designated holding area while the Limbo Line is lowered by 1/2 the distance to the ground. After an unsuccessful attempt, you must land your plane and clear the field for the next flyer.

Points - *Lowest = 3, 2nd lowest = 2, attempted but not 1st or 2nd = 1, did not attempt = 0*

Balloon Break – 3 helium filled balloons will be tethered to the ground across the field from the safety fence. You must take off, turn 360° and make as many attempts at breaking the balloons as you can in 2 minutes.

Points - *Most balloons broken = 3, 2nd most balloons broken = 2, attempted but not 1st or 2nd = 1, did not attempt = 0* * Pilots flying in the "Trainer" class will be awarded 1 handicap point for flying in this event.

Timed Roops (roll followed by a loop) – 1 minute timed event. You will have 1 complete flight in the pattern to gain altitude. Clock starts when you enter your first roll.

Points – *Most Roops = 3 points, 2nd Most Roops = 2 points, attempted but not 1st or 2nd = 1, did not attempt = 0* * Pilots flying in the "Trainer" class will receive 2 handicap points for flying in this event, pilots in the "Sport" class will receive 1 handicap point .

Egg Drop – A 4ft-diameter circle with a marker in the middle of the runway. Each participant will be given a small cup and an egg. It is the pilot's choice how and where the cup is attached to the exterior of their plane (tape and rubber bands will be provided). Take-off, drop the egg as close to the target on the runway as you can and land. You must drop your egg within 2 minutes of takeoff. Closest the center of the circle wins. The measurement will be taken with an **official** measuring tape between the center of the circle and where your egg lands - after you land and shut your engine off.

Points - *Closest to center = 3, 2nd closest to center = 2, attempted but not 1st or 2nd = 1, did not attempt = 0*

Spot Landings – A 4ft-diameter circle with a marker in the middle of the runway. You must take off, turn 360° and land. Closest the center wins. The measurement will be taken with an **official** measuring tape between the center of the circle and where your wheels first touch down.

Points - *Closest to center = 3, 2nd closest to center = 2, attempted but not 1st or 2nd = 1, did not attempt = 0*

Taxi Event – Six cones will be set up on the runway. You must take-off; turn 360°, land and taxi to first cone. Your time starts when you get to the first cone. You may bump the cones, but you cannot knock them down. If you knock one down, you start over at the beginning of the course with the clock tickin'.

Points - *Fastest time = 3, 2nd fastest time = 2, attempted but not 1st or 2nd = 1, did not attempt = 0. Maximum time allowed, 10 minutes.*