

RCCD FUN-FLY

Saturday, September 24, 2022

10:00 AM – 3:00 PM

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RCCD'S FLYING FIELD

Calling all RCCD Pilots for loads of fun, laughs and challenges! There is absolutely no landing fees for participating in any or all of the six (6) planned events. Come show your flying skills by participating in the Fun-Fly contest events in which there will be 1st, 2nd and 3rd place prizes awarded for each event. All pilots will receive a raffle ticket for each event they participate in, which if drawn will qualify them to select a blind grab-bag prize after all the contests are completed. *All participating aircraft must be of traditional wing type and motor powered airplanes.*

Fun-Fly Contest Events and Rules

Ring Drop – Object is drop a PVC ring over the Orange stake or be the closest to the stake within a 10 foot circle. The three Pilots closest to the stake will win 1st, 2nd or 3rd place prizes.

Blind Flight – Time starts at take-off; ends at engine stop upon landing on the runway. Pilot estimates elapse of one minute from take-off to landing. The three Pilots with the closest actual time to one minute win 1st, 2nd or 3rd place prizes. Ties will be run-off until there is a clear winner.

Touch and Go – Time starts once the wheels leave the ground as a Pilot performs as many touch and go landing maneuvers as possible in 2 minutes. Plane must get to a minimum of 5' off the ground between touch and go's. The three Pilots who conducted the most touch and go maneuvers will earn 1st, 2nd or 3rd place prizes. Ties will be run-off until there is a clear winner.

Climb and Glide – Pilot will have 15 seconds from take-off to gain altitude under power, after which the motor must be cut and the plane kept aloft as long as possible. (*Altitude limited to 400 feet*) The three Pilots with the longest glide times will win 1st, 2nd or 3rd place prizes. Ties will be run-off to establish clear winners. *Planes must be traditional winged aircraft, powered glider type aircraft are not allowed.*

Looper – Achieve the most loops within one minute of flight. Take-off is timed from first lift-off of wheels from the runway. The three Pilots who have the most loops will win 1st, 2nd or 3rd place prizes. Ties will be run-off until there is a clear winner

Dead-Stick Landing – Pilot takes-off, gains altitude, kills engine and then comes in for a dead-stick landing. Object is to land and roll to Target Spot on runway. The three planes closest to Target Spot win 1st, 2nd and 3rd place prizes. Ties will be run-off until there is a clear winner.

Access to the Park requires a Michigan Recreational Passport sticker on vehicles.