

# RCCD FUN-FLY

Saturday, September 16, 2023

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! Come show your flying skills by participating in the Fun-Fly contest events in which there will be 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place prizes awarded for each event.** There is absolutely no landing fees for participating in any or all of the six (6) planned events. All participating pilots and event support staff 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 and all 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place prizes have been awarded. *All participating aircraft must be of traditional wing type and be fuel or electric 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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> 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.*

