

## Fort Worth Thunderbirds 4<sup>th</sup> of July Celebration and Memorial Event

Cost: FREE

0900-1400 SWAP MEET

Meet at the Field for a Good Ole RC Swap meet in the parking lot,  
Bring your tables, chairs and RC items, swap, buy, sale and Fly!

1100-1200 Weldon Harrison Memorial (No Flying Time)

Meet the family, Exchange stories,  
Fly over

1200-1300 Lunch

Hot dog, Chips, Drinks

1300- TBD Flying Activities (Organized) All Times Subject to Change based on Participation

1300-1315

Combat Flight Round 1 (Need a person to run)

All who dare to participate:

RULES for Fun Fly Events,

1. The same aircraft must be used for all events, excludes combat event, In the event of a crash, a second aircraft may be used to complete all other events,
2. Awards for each first place finisher per event and Award for a cumulative score on all events.
3. Participants may fly in as many or as few events as desired. A minimum of 1Pt will be given to pilots who attempt the event.
4. Drones and Helicopters can also fly, however forward flight must be maintained, No hovering or backing for landings.
5. HAVE FUN

1330-1400 Shortest Takeoff and Spot Landing

1400-1430 Free flight time

1430-1445 Climb and Glide

1500-1530 Combat Round 2

1530-1600 Drop Check/Bomb drop (Flour bomb on Target)

1600-1630 Free Flight time

1630-1700 Fly bowling

1700-1730 LIMBO

Dark – Until NIGHT FLIGHT

#### SHORTEST TAKEOFF and SPOT LANDING

Takeoff: Runway Marked at 10, 15, and 20 feet.

Scoring: Take off 0-10 feet =10Pts,

10-15 ft.= 5pts

15-20 ft. = 3pts,

Successful takeoff beyond 20 ft. = 1pt

Spot Landing: Runway marked with Box inside a box inside a box. Each flyer will get up to two Approaches. If wheels make contact with runway at any time during the approach, the approach is scored (Know when to go around)

Scoring: Inside box= 10pts,

Largest Box =3.

Land before or after the boxed area=1pt

#### CLIMB and GLIDE

Pilot will take off, once gear clears Ground will climb for 25 Secs, Pilot will cut/ or bring engine to idle (Pilots Choice). Engine must remain at idle for remainder of event. Round is scored if engine is moved from idle. Pilot will then glide to successful landing,

Scoring:

Glide duration of 0-30 seconds = 1Pt

Glide duration of 30-60 seconds=2Pts

Glide duration of 60-90 seconds=4Pts

Glide duration of 90-120 seconds=6Pts

Glide duration of 120-150 seconds=8Pts

Glide duration of 150-180 seconds or greater =10pts

#### Drop check /Bomb drop

Pilots will have the option to use a Rubber band mounted Cup or their own release mechanism

Object to be dropped will be a flour sack, or water balloon.

Scoring:

Direct hit of Target = 10Pts

Within Circle of target = 5Pts

Successful Release= 3Pts

Fly bowling: Tow small rubber ball behind aircraft, attempt to knock down bowling Pins( Not Real Pins)

Each pilot allowed two approaches (Strike and Spare)

Scoring: Point for each pin knocked down

LIMBO: Fly under Crate paper Limbo line, Height starts at 10 Feet. Each pilot will get 2 approaches at each height

Scoring:

Successfully fly under at each round = 2Points per height adjustment

Unsuccessful attempts, earned points from the previous round

All Pilots receive 1 point for attempting at the 10ft. mark.