

INTER-CLUB FUN FLY 6



AUGUST 21, 2005

1. (Am) **Balloon bust** - Take off, bust 2 balloons, as many tries as needed, time starts at takeoff ends at second bust.
2. (Pro) **Balloon Bust II** - Take off, Cuban eight, bust balloon, two times. Time starts at takeoff, ends at second bust.
3. (Am) **Spot Landing** - Take off, climb for 15 seconds, reduce power, touch down on spot on field, closest to spot wins.
4. (Am) **Loop it** - Take off, do as many loops as you can in 20 seconds. Time starts at takeoff.
5. (Pro) **Roops** - Take off, do a roll, a loop a touch and go, three times. Time starts at takeoff and ends at third touch and go.
6. (Pro) **T & G** - How many T&G's can you do in one minute?
7. (Pro) **Limbo** - How many successful passes can you do in 45 seconds. (May be a little narrower and a little lower than previously).
8. (Pro) **Climb and spin** - Climb for 15 seconds, most spins with safe landing on field wins. Plane must spin. Rolls do not count.
9. (Pro) **Dixie Death** - Takeoff, do three loops, three rolls, a three turn spin, land, three times. Best time wins. Plane must land safely on field.

Each team may have two pilots fly each maneuver. The best time or score will be used.
Judgment as to whether a maneuver is a true spin etc. will be made by the director.

PRACTICE @10:00 ~ EVENTS START @ 11:00

EVENTS MAY CHANGE DAY OF THE EVENT

"PMAC FIELD"

Pro = Fun Fly Pilot
Am = Amateur

Directions: www.pmac.jydata.com