

Sportsman Events

EVENT 1

Touch & Goes

Aircraft to take-off, and perform as many touch-and-go's as possible, in a circle drawn on the runway. Allowed time is 2 minutes. 3m circle (diameter) is 2 points, 8m circle (diameter) is 1 point.

EVENT 2

Roops

Aircraft to take-off, and perform as many roll and loop sequences as possible. Allowed time is 120 seconds

EVENT 3

Downward Spins

Aircraft to take-off, climb for 60 seconds and pilot cuts the engine/motor completely. Aircraft to perform as many downward spins as possible, and land on the runway. 1m spot = 25 bonus points.

EVENT 4

Climb & Glide

Aircraft to take-off, and climb for 40 seconds. Engine/motor cut to slow idle(Glow), and to then glide for as long as possible, and land on the runway.

EVENT 5

Fly your pants off

Aircraft to take-off, and perform:

1x Roll

2 x Cuban Eights,

3 x Avalanches,

And land on the runway.

Quickest time wins, timed from wheels off, till wheels touch.

EVENT 6

Gliding with a sting

Aircraft to take-off, and climb for 60-seconds, and engine/motor cut completely. Then perform:
1 x Loop, 2x rolls and glide for as long as possible, In that order and land on the runway.

EVENT 7

3 times the charm

Aircraft to take off and then perform the following sequence three (3) times: 1 X Immelmann turns, 1 X Roll, 1x Split "S", Touch & Go 360° heading change – Land after the 3rd sequence.

EVENT 8

Think carefully

Aircraft to take-off, and gain altitude at the pilot's discretion, motor to be cut completely and aircraft to perform: 1 Loop, 3 Spins, 2 Rolls, and land on the designated runway.

EVENT 9

5, 4, 3, 2, 1

Aircraft to take-off, and perform: 5 x Inside Loops, 4 x Rolls, 3 x Immelman turns, 2 x Horizontal figure 8's, 1 x Split "S", Land on the runway.

EVENT 10

Limbo

Limbo line to be suspended between two poles 2 meters (measured in the middle of the runway) above the runway - poles to be 12 meters apart, placed equidistant on each side of the runway: Aircraft to take off and perform (minimum) a 180 degree heading change between each pass below the limbo line. Time allowed 120 seconds - timed from wheels rolling. Counting stops if the line is touched or any wheel or other part of the aircraft touches the runway.

EVENT 11

Limbo with a twist

Limbo line to be suspended between two poles 2 meters (measured in the middle of the runway) above the runway - poles to be 12 meters apart, placed equidistant on each side of the runway: Aircraft to take off and perform a 180 degree heading change between each pass below the limbo line. Time allowed 120 seconds - timed from wheels rolling.

Aircraft to perform 1 Roll between each pass

Counting stops if the line is touched or any wheel or other part of the aircraft touches the runway.

Most sequences wins!

EVENT 12

Lucky 3

Aircraft to take off and then perform the following sequence three (3) times: 1 X Immelmann turn, 1 X Avalanches (loop with a snap roll at the top), 1 Split "S's", Touch & Go (Minimum 180 degree heading change after touch & go) – Land after the 3rd sequence.

EVENT 13

Loop and Roll for your life.

Aircraft to take off and then perform one loop, followed by one full horizontal roll which will count as one manoeuvre (loop up to the top and then roll). Timed for 120 seconds from wheels off. Most sequences wins.

EVENT 14

Touch and goes between the lines

Aircraft to take off and perform as many touch and goes between 2 lines drawn on the runway 15m apart.

Rules:

1. All touches to be between the lines by the main landing gear and to be in the same direction
2. Aircraft starts beyond the lines and time is taken from wheels rolling
3. Touches outside the two lines within the 2 minute time, will result in one touch to be subtracted
4. All touches to be followed by a fly over of the second line
5. Maximum number of touches wins

LAND ON THE RUNWAY – OTHERWISE SCORES ZERO.

EVENT 15

Mickey mouse rollercoaster

Aircraft to take off and perform:

4 x Inside loops, 3 x Rolls , 2 x Avalanches, 1 x Spilt S.

Land on the runway.

Timing starts from wheels rolling, till wheels touch!

Quickest time wins!

EVENT 16

Fly your pants off

Aircraft to take off and perform:

- 1 x Loop
- 2 x cuban eights
- 3 x avalanches
- 4 x Rolls and land on the runway

Timed from wheels off till wheels touching on the runway. Manuevers must be flown in sequence. Shortest time wins!

EVENT 17

Full stop landing

Draw two lines on runway – 2.5 meters apart. Aircraft to take off and gain altitude at Pilots discretion, motor to be cut completely and aircraft to land with wheels rolling over 1st line. Closest full stop to the 2nd line wins.

EVENT 18

Gliding with a sting

Aircraft to take off and gain altitude for 60 seconds. Motor to cut completely and aircraft now glides for 30 seconds. After 30 seconds glide, now perform: 1 Inside Loop, Land on the designated runway. Quickest time wins.

EVENT 19

Test your skills (5, 4, 3, 2, 1)

Aircraft to take off and perform:

- 5x loops
- 4x Rolls
- 3x Split S
- 2x Horizontal Figure 8's
- 1x Avalanche
- Land on the runway

Timed from, wheels off, till the wheels touch down on the runway.

The maneuvers are to be flown in the correct sequence and the correct number of maneuvers to be completed before attempting the next one.
Shortest time wins!

EVENT 20

Triple Thrash

Aircraft to perform the following:

3 Touch & Goes (min 180 degree heading change), 3 Rolls, 3 Loops, 1 Touch & Go, followed by a 360 degree heading change and Land.

Quickest time wins.

EVENT 21

I think I can

Climb at pilots discretion, cut the motor completely and aircraft to perform: 1 x Split 'S' 2 x Rolls.

Rules: 1. Timed from wheels off, till wheels touch down. 2. Land on the designated runway. 3. Shortest time wins!! NB. MUST LAND ON THE RUNWAY... OTHERWISE SCORE ZERO

EVENT 22

Loops and Avalanches

Aircraft to take off and perform as many sequences as possible, each sequence consists of 1 loop, 1 roll and 1 avalanche.

Most sequences in 2 minutes, wins. Timed from wheels rolling.

EVENT 23

Immelman, Split S

Aircraft to take off and perform as many sequences as possible, each sequence consists of 1 immelman, 1 split S.

Most sequences in 90 seconds wins. Timed from wheels off.

EVENT 24

Touch & Go before the Line!

Aircraft to take off and perform as many, touch & goes before a line drawn over the runway.
Time allowed is 120 seconds.

Rules:

1. Touch & land on the runway in the same direction as take off

2. Aircraft to pass over the line – flying
3. Should the aircraft taxi and not fly over the line, the score is reset to zero.
4. Must be touch & go before the line!

Most touches before the line wins.

EVENT 25

Circuits & Bumps

Aircraft to take off and then perform the following sequence three (3) times:

- 1 X Half Loop Up – now inverted!
- 1 X Inside Loop (from top inverted and pull)
- 1 Half Loop Down
- Touch & Go
- 360 degree turn after last touch and land

Land after the 3rd sequence

Rules:

1. From wheels off.
2. Time stops when the plane comes to a complete stop/stand still on the runway
3. Shortest time wins!
4. Must land on the runway in the same direction as take off

EVENT 26

Think Carefully

Aircraft to take off and perform the following manoeuvres:

1x Avalanche
2x Rolls
3x loops

Quickest time wins! Landing to be on the runway in the same direction as take off.

EVENT 27

Prop Job

Aircraft to be placed 15m away from the pilot with the prop and nut off, Pilot to run the 15m and put the prop on, and then perform the following:

1x touch and go
2x Rolls
3x Loops
Land back on the runway.

Time starts from pilot running, till wheels touch.

EVENT 28

1, 2, 3, 2, 1

Aircraft to take off and perform the following:

1x Immelman Turn
2x Loops
3x Avalanches
2x Loops
1x Split S

Quickest time wins.

EVENT 29

Crazy 8's

Aircraft to take off and perform the following:

2x Cuban 8's
2x Horizontal Figure 8's
1x Reverse cuban 8

Quickest time wins, timed from wheels off till wheels touch.
Landing and takeoff in the same direction on the runway.

EVENT 30

Glide with a twist

Aircraft to climb at pilots discretion and then cut motor completely/slow idle and perform the following:

1x Loop

2x Rolls

Land on the runway, 1m Spot = 25 bonus points

Quickest time wins.

EVENT 31

Loop the Loops

Aircraft to climb 60 secs and cut the motor completely/Slow idle, and perform as many loops as possible down.

Landing must be on the runway.

Most loops wins.

EVENT 32

Fly your pants off

5x Loops

4x rolls

3x Avalanches

2x Horizontal figure 8's

1x Split S

Quickest time wins, timed from wheels off till wheels touch.

EVENT 33

Think carefully

Aircraft to take off and perform the following sequence:

1x Immelman turns

1x Cuban 8

1x Split S

Land back on the runway, Quickest time wins.

EVENT 34

Aircraft to take off and perform the following Sequence:

1x Stall turn

1x Loop
1x Roll
1x Stall turn

Quickest time wins!
Landing must be on the runway, time from wheels off.

EVENT 35

5, 4, 3, 2, 1

Aircraft to take off and perform the following maneuvers:

5x Rolls
4x Loops
3x Avalanches
2x Horizontal figure 8's
1x Split S

Timed from wheels off, Quickest time wins!

EVENT 36

Glide carefully

Aircraft to climb for 60 secs and cut motor completely/slow idle and perform the following:

1x Loop, 2x Rolls, 1x Split S and land back on the runway.

Timed from wheels off till wheels touch. 20 bonus points for landing in the 1m Spot.

Quickest time wins!

EVENT 37

Aircraft to perform 5 Touch and goes, Quickest time wins after completing 5 touch and goes.

Minimum 180 degree heading change. After the tenth touch a 360 degree heading change must take place! And aircraft can land.

Timed from wheels off, till aircraft comes to a complete stop!

EVENT 38

Touch and goes with a twist.

Aircraft to take off and perform as many touch and goes in 120 secs, HOWEVER between each touch and go, the aircraft must perform 1x Loop.

Most sequences wins!
Timed from wheels off.

EVENT 39

Crazy 8s

Aircraft to take off and perform 1x loop followed by a half roll, and then another inside loop to the bottom, back to inverted and half roll upright. Thus completing one sequence.

As many sequences as possible in 120 secs.

Timed from wheels off.

EVENT 40*

Don't lose your marbles

Aircraft to have 10 marbles, each one counts 5 points. Aircraft to take off and perform the following maneuvers:

1x Loop

1x Roll

Quickest time wins! Each marble still in the aircraft counts 5 bonus points!

Timed from wheels off, till wheels touch.

EVENT 41

60 sec rolls

Aircraft to take off and perform as many rolls as possible in 60 secs.

Vertical or horizontal.

Timed from wheels off.

Most rolls wins!

Landing has to be on the runway.

EVENT 42

Aircraft to take off and climb for 60 secs and cut motor completely/slow idle and perform as many loops down as possible.

Most number of loops wins. Timed from wheels off. Landing to be on the runway. 25 Bonus points for 1m Spot landing.

EVENT 43

Climb and Glide

Aircraft to climb for 40 secs and cut motor completely/slow idle and glide for as long as possible.

EVENT 44

Spot landing.

Aircraft to take off and perform a spot landing on the runway, closest main wheel to the spot marked on the runway.

Shortest distance wins. Aircraft allowed 3 attempts, but should the aircraft touch, it will be counted as the landing and measured to that point.

EVENT 45

Spot landing with a twist

Climb at pilots discretion and cut motor completely/ slow idle and perform 1x loop, and 1x roll and land as close as possible to the spot on the runway. Measured to the closest main wheel from the spot marked on the runway.

Shortest distance wins.

EVENT 46

Touch and goes

Aircraft to perform as many touch and goes in 120 secs.

Most number of touches wins. Atleast 1x main wheel must touch. Minimum 180 degree heading change.

Timed from wheels off.

EVENT 47

Loopy

Aircraft to take off and perform 2x Loops, 3x Rolls, 2x Loops, and Land back on the runway.

Quickest time wins.

EVENT 48

Lets fly

Aircraft to take off and climb at pilots discretion and cut motor completely/slow idle and perform the following maneuvers:

15 secs glide
1x Loop
2x Rolls

Quickest time wins. Timed from wheels off, till wheels touch.

RULES:

All landings are to be on the runway in the same direction as take off.

All measuring for spot landings will be from the closest main wheel unless otherwise specified. Where 2 judges are timing the time will be an average of the two times. (Within reason/at Judges discretion)

All timing will be from wheels off, and till wheels touch, unless otherwise specified.

A minimum of 180 degree heading changes must be applied for touch and goes, unless otherwise specified.

Judges decisions are final, Should there be issues, speak to the organizer of the event.

Equipment requirements:

- ⑩ Stopwatches
- ⑩ Chalk
- ⑩ Tape measure (40m)
- ⑩ Clipboard
- ⑩ Pens
- ⑩ Limbo poles and string/streamers