

Contest Guide

These events are designed for modelers with military airplanes to operate in scale modes not normally accomplished with military models. It is competition that is designed to increase piloting skills.

The planned date for this event is Saturday July 27th. This is an AMA Sanctioned event.

3D printed arresting gear parts or the STL files are available contact Paul Fleming 253 225 0780 or pfleming@nmlink.com.

Formation Flying. Each team will fly in echelon formation half the length of the runway at 50 to 100 feet. They will make three passes the pass with the best score being the final score. For extra points one additional maneuver may be added equal to 50% of the best pass score. Contestants will state their Additional Maneuver before taking off. Each pass is scored 0 to 100

Additional maneuvers for points are: Formation Take Off, Formation Loop, from echelon perform a Five second break on pitch out for landing. Other maneuvers may be requested by the teams.

Formation Take Off. Similar type warbirds (Fighters, trainers etc.) Will take off in an echelon formation and climb to an altitude of 50 feet while maintaining runway heading. Each pair may make three scored take offs. The take off is scored from 0 to 100.

Carrier Landings. For Naval aircraft equipped with an arresting hook a four wire simulated carrier deck is painted on the runway. There are four arresting wires. Each pilot is given three attempts to make an arrested landing.

Scoring is as follows. The line painted 20 feet in front of wire #1 is the *RAMP*. Touch down prior to that you have crashed. Touch down on either side of the carrier you have crashed. Touch down on the painted line 20 feet past wire #4 you have crashed. Arrest on wire #1 you earn 1 point, Arrest on wire #2 or #4 you earn 3 points. Arrest on wire #3 you earn 5 points.

After take off you may make one traffic pattern to trim the aircraft if necessary. If you fail to engage the wire on either of your first two attempts and can get airborne prior to reaching the end of the deck you may continue till your third attempt.

Bonus Points: Land on first pass 5 points, Land on second pass 3 points.

Precision Landings. For Non-Naval aircraft. The carrier deck is used and scores as such. Land before line 1 after the 20' line you get 1 point. Land between lines 1 and 2 you get 2 points. Land between lines 2 and 3 you get 5 points. Land between 3 and 4 you get 2 points. Land after line 5 before the 20' line you get 1 point.

After take off you may make one traffic pattern to trim the aircraft if necessary
Bonus Points: Land on first pass 5 points, Land on second pass 3 points.

Bombing. The preferred bombing method will be glide bombing or skip bombing. Each aircraft may carry multiple bombs. Each pilot is allowed three runs at the target if no bombs drop or no bombs hit the target sortie score is zero.

A torpedo sliding down the runway contacting the target (ship) is scored as a hit.

The target is a 6' long 2' tall simulating a warship silhouette. First pass hit is 100 Points (per bomb), second pass hit 66 points, third pass hit 33 points.

(Japanese planes diving and crashing into the ship will be declared automatic winners)

1v1 Combat. This is a three minute duration combat with the first streamer cut determining the winner. Combatants will take off and engage when the *“Fight’s On”* command is given. (This event is for 4s and smaller.)