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## **FUN FLY EVENTS LIST**

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All the events used in the 2007 Series will be chosen from the list below. We may add more events as and when you give us a good suggestion that we can use.

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For the Masters we will use this list plus additional unknown events.

### **DESCRIPTION OF MANOEUVRES USED IN EVENTS BELOW**

#### *HORIZONTAL EIGHT*

*From level flight the model completes a full 360 degree turn followed by a full 360 degree turn in the opposite direction. Height should be constant during both turns.*

#### *RUNNING EIGHT*

*From level flight the model pulls up into a  $\frac{3}{4}$  loop (until heading vertically down), then pushes (down elevator) into a complete outside loop (until heading vertically down again), then pulls into a  $\frac{1}{4}$  loop to level flight.*

#### *INVERTED HORIZONTAL EIGHT (OR INVERTED EIGHT)*

*The same as the Horizontal eight, but the aircraft is inverted throughout the whole manoeuvre*

#### *CUBAN EIGHT*

*Starting from level flight, model pulls up into a loop until inverted at 45 degrees downward, then half rolls to upright, still in 45 degree downward attitude, then again loops until inverted at 45 degrees downward, then pulls out to level flight. The top of the two loops should be at the same height!*

#### *VERTICAL EIGHT*

*Model starts from level flight, pulls up into 1 complete inside loop, and then pushes down(down elevator) to complete 1 bunt.*

#### *VERTICAL SQUARE EIGHT*

*Same as vertical eight, but each loop square.*

### *OUTSIDE LOOP*

*Starts from level flight, inverted. Model pushes (down elevator) into a 360 degree loop. The bottom of the model is inside the loop.*

### *BUNT*

*Starting from level flight, upright, the model pushes down (down elevator) into 360 degree loop. The bottom of the model is inside the loop.*

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## **EVENTS**

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### **1. Touch-and-Goes Plus in Two Minutes.**

Model starts from centre spot and takes off into wind. Model must complete as many touch-and-goes on the runway as possible in 120 seconds. Model must complete 2 loops between each T&G.

Model must touch with both main wheels and must NOT touch propeller or wing tip for the touch to count. Model must lift off and open the throttle after the touch for the touch to count. (If the touch is in time, but the lift off and throttle opening is after the time, the touch still counts.)

Timed from wheels rolling.

SPORTSMAN CLASS to perform **TWO** 360 circuits instead of 2 loops.

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### **2. Touch-and-Goes in Two Minutes.**

Model starts from centre spot and takes off into wind. Model must complete as many touch-and-goes on the runway as possible in 120 seconds. Model must complete a 360 degree change of heading between each touch. Model must touch with both main wheels and must NOT touch propeller or wing tip for the touch to count. Model must lift off and open the throttle after the touch for the touch to count. (If the touch is in time, but the lift off and throttle opening is after the time, the touch still counts.)

Timed from wheels rolling.

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#### **4. Touch-and-Goes in a Circle.**

A 5 metre diameter circle is marked out on the runway. Model starts from centre spot and takes off into wind. Model must complete as many touch-and-goes within the circle as possible in 120 seconds. Model must complete a 360 degree change of heading between each touch. Model must touch with at least one main wheel inside the circle and must NOT touch the propeller for the touch to count. Touching outside the circle and rolling into the circle does not count. After any touch model must complete the 360 degree circle before attempting another touch. Model must lift off and open the throttle after the touch for the touch to count. (If the touch is in time, but the lift off and throttle opening is after the time, the touch still counts.)

Timed from wheels rolling.

SPORTSMAN CLASS Model must touch on the runway between lines marked 20 metres each side of the centre spot (i.e. 40m apart).

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#### **6. 10 Touch-and-Goes.**

Model starts from centre spot and takes off into wind. Model must complete TEN touch-and-goes and land. Model must complete a 360 degree change of heading between each touch. Model must touch with both main wheels and must NOT touch propeller or wing tip. Model must lift off and open the throttle after the touch for the touch to count. Motor may be re-started by pilot's helper.

Judges will call acceptable T&Gs and total number completed.

Timed from wheels rolling to stopping on the runway.

Shortest time wins. Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all 10 T&Gs must be flown or score ZERO.)

SPORTSMAN CLASS – 3 touch-and-goes

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#### **7. Dead Stick Manoeuvres.**

Model to take off and climb to a height (pilot decides for himself how high he wants to climb). Motor to cut to low idle.

After throttle is cut, model to complete 3 spins, 1 loop, 2 consecutive rolls in opposite directions, 360 degree turn and land without opening the throttle until after the last manoeuvre is completed.

Timed from wheels rolling to stopped on the runway.

If all manoeuvres are not completed before opening the throttle the pilot may climb again and repeat the entire sequence.

Shortest time wins. Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes.)

SPORTSMAN CLASS to complete ONE spin, ONE loop, ONE roll and 360 degree turn before opening throttle.

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### **8. Dead Stick Manoeuvres (2)**

Model to take off and climb to a height (pilot decides for himself how high he wants to climb). Motor to cut to low idle.

After throttle is cut model to complete 3 spins, 1 loop, 2 consecutive rolls in opposite directions, 360 degree turn and land without opening the throttle until after the last manoeuvre is completed.

Timed from wheels rolling to stopped on the runway. Shortest time wins. Maximum time 2 minutes. (If a pilot flies more than 2 minutes the time will be recorded as 2 minutes.)

A ten second PENALTY is give for each manoeuvre not complete before landing or before 2 minute max., i.e. a maximum penalty of 60 seconds. Judges to record number of manoeuvres NOT completed as well as time.

SPORTSMAN CLASS to complete ONE loop, ONE roll and 360 degree turn and land.

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### **10. Spot Landing**

A clearly visible centre spot is marked on the runway.

Model must take off into wind, and land in the same direction, touching down as close to the spot as possible. Judges will mark the touchdown point of the closest main wheel, and then measure the distance from the centre of the spot in metres and centimetres.

Closest distance wins. More than 6 metres scores ZERO.

The pilot is allowed a maximum of three approaches.

Failure to land in 3 approaches, a touch and go, a tactical crash landing, or landing from an approach more than 45 degrees from the runway centre line (judges should warn the pilot that the approach is not acceptable), will score ZERO.

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### 11. **Roops**

Model to take off and fly as many sequences as possible, each sequence consisting of 2 rolls in opposite directions and 2 loops, in 2 minutes

Timed from wheels rolling.

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### 12. **Loops and Avalanches**

Model to take off and fly as many sequences as possible, each sequence consisting of 1 loop, 1 roll and 1 avalanche, in 2 minutes

Timed from wheels rolling.

SPORTSMAN CLASS - 1 loop, 1 roll and 1 360 degree turn.

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### 13. **Immelman, Bunt, Split-S**

Model to take off and fly as many sequences as possible, each sequence consisting of 1 Immelman turn and 1 bunt, and 1 split-S in 2 minutes

Timed from wheels rolling.

SPORTSMAN CLASS – 1 Split-S, 1 Loop and 1 Immelman.

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### 14. **Timed Flight. (Not for Masters event)**

Model to take off and fly for exactly 2 minutes. Timed from wheels rolling to touchdown. Pilot to judge time without any timing aids.

During the flight the model must perform 3 consecutive rolls and 2 consecutive loops.

Closest time to target wins.

Judges may tell pilot when they have seen each sequence.

SPORTSMAN CLASS – manoeuvres do not have to be consecutive.

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### **15. Landing before the Line**

A line is marked across the runway.

Model must take off into wind, and land in the same direction, touching down **before** the line. Judges will mark the touchdown point of the closest main wheel, and then measure the distance from the line in metres and centimetres. Closest distance wins. (10 metre max.)

The pilot is allowed a maximum of three approaches. An approach will be recorded when the model reaches a point 10 metres before the landing line.

Touch down after the line, failure to land in 3 approaches, a touch-and-go, a tactical crash landing, or landing from an approach more than 45 degrees from the runway centre line (judges should warn the pilot that the approach is not acceptable), will score ZERO.

SPORTSMAN CLASS – Landing after the line does not score zero, but the distance is doubled.

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### **16. Landing After the Line**

A line is marked across the runway.

Model must take off into wind, and land in the same direction, touching down **after** the line. Judges will mark the touchdown point of the closest main wheel, and then measure the distance from the line in metres and centimetres. Closest distance wins. (10 metre max.)

The pilot is allowed a maximum of three approaches. An approach will be recorded when the model reaches a point 10 metres before the landing line.

Touch down before the line, failure to land in 3 approaches, a touch and go, a tactical crash landing, or landing from an approach more than 45 degrees from the runway centre line (judges should warn the pilot that the approach is not acceptable) , will score ZERO.

SPORTSMAN CLASS – Landing before the line does not score zero, but the distance is doubled.

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### **17. Climb and Glide**

Model to take off into wind and climb for 15 seconds (timed from lift off). Motor to cut. Throttle to be opened after 5 seconds to demonstrate motor has stopped. Judges will count down last 5 seconds before throttle cut.

The model must then glide for as long as possible before landing on the runway and in the same direction as take off. Landing off the runway or in the wrong direction scores ZERO.

Maximum time 5 minutes. (If a pilot flies more than 5 minutes the time will be recorded as 5 minutes.)

SPORTSMAN CLASS climb for 25 seconds, high wing trainer type aircraft climb for 40 seconds. Motor does not have to stop, but throttle must be fully closed. Pilot to demonstrate an acceptably low idle to the judges before take off.

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### **19. Rolling Circles (Masters only)**

The aircraft must take off, perform 2 rolling circles, 2 split-S turns and land. There must be at least 4 rolls flown fairly equidistantly in each circle. Flying 4 rolls consecutively and then flying the circle is not allowed. Any less than 4 rolls in the circle, the manoeuvre will not count and must be flown again. Timed from wheels off to landing. The shortest time will be the winner.

SPORTSMAN CLASS - 2 horizontal eights instead of 2 rolling circles.

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### **20. 1 + 2 + 3**

Timed from wheels turning to wheels **stopped** on designated runway. Model must take off, perform 1 loop, 2 touch-and-goes (with at least a 360 degree change of heading between them) and 3 Cuban eights and land.

Shortest time wins.

All manoeuvres must be recognisable and in the correct order. Unfinished series of manoeuvres must be completely re-flown before proceeding to next series. Pilot only motor restarts are permitted.

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**21. Bunts and Rolls in Two Minutes**

Aircraft to complete as many sequences as possible in 2 minutes timed from lift-off. One complete sequence consists of 1 bunt followed by 2 rolls in opposite directions. (A bunt starts from level flight, pushes down to complete a loop.) A sequence is complete when the aircraft is horizontal at the end of the roll. Complete manoeuvres only to count. Aircraft must land on the runway in the direction of take off.

SPORTSMAN CLASS sequence is 1 loop and 2 rolls.

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**24. Lawn Dressing (2, 3, 3, 2)**

Timed from wheels turning to wheels stopped on designated runway. Aircraft to take off, perform 2 two horizontal eights, 3 three vertical eights, 3 two Cuban eights 2 three inverted horizontal eights, and land. All manoeuvres must be in order and recognizable. If the aircraft falls out of a manoeuvre or does not complete a sequence then that complete sequence must be re-flown before proceeding. Shortest time wins.

SPORTSMAN CLASS – 1 horizontal 8, 2 loops, 2 Cuban eights, 1 horizontal eight.

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**25. 15 plus 30**

Timed from wheels off to touch down on the runway. Aircraft to climb at full power as near vertically as possible for 15 seconds. (judges to count last 5 seconds), perform at least three upward vertical rolls during the climb, motor is then to be cut dead, and the aircraft to glide down and land back on the runway in a total time of 45 seconds. Throttle to be opened at 20 seconds to prove the motor is dead. No dead motor, no score. Pilot only to count time (no Tx timers etc). Landing off the runway will score zero.

Winner will be pilot landing on the runway nearest to 45 seconds.

10 point bonus for a spot landing.

SPORTSMAN CLASS – No rolls required.

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**26. QUADRUPLE THRASH**

Timed from wheels turning to aircraft stopping on the runway. Aircraft to perform 4 Immelman turns, 4 loops, 4 horizontal rolls, 4 avalanches, 4 upward vertical rolls, 4 split-S turns, 4 bunts and land. At least a 180 degree change of heading must take place between all sequences of manoeuvres. Manoeuvres must be in order, complete and recognizable. Shortest time wins.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – 1 Immelman, 1 loop, 1 roll, 1 avalanche, 1 stall turn, 1 split-S, 1 loop and land.

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**27. DOUBLE EIGHTS**

Timed from wheels turning to touchdown on runway. Model to take off, perform a half loop up, 2 inverted horizontal eights, half roll, 2 vertical eights, half roll, 2 inverted horizontal eights, half roll, 2 Cuban eights, half loop down and land into wind. Manoeuvres must be recognisable, and in the correct sequence. Out of sequence manoeuvres must be re flown from the beginning of the sequence. Shortest time wins.

SPORTSMAN CLASS – half loop up, 2 horizontal eights, 1 roll, 2 cuban eights, 1 roll, 2 horizontal eights, 1 roll, 2 Cuban eights, half loop down and land into wind.

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**28. 1, 2, 3, 4, 5,**

Timed from wheels off to touch down on the runway. Aircraft must perform 1 horizontal roll, 2 loops, 3 Cuban eights, 4 turn spin, 5 bunts and land. Loops must be 360 degrees, rolls must be horizontal, landing must be on the runway. All manoeuvres must be recognisable and in the correct sequence. All manoeuvres in a sequence must be completed before proceeding to next sequence. Shortest time wins.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – change bunts to loops.

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### **29. BALLOON BURST**

Timed from wheels turning to balloon burst. Aircraft to start from behind first of two lines on the runway 15 metres apart, balloon tethered on start line. Take off into wind, climb for maximum of 25 seconds, perform a 10 turn inverted spin (+2 -0), touchdown between the lines, turn 180 degrees, taxi back and burst the balloon. Landing outside the lines or off the runway, bursting the balloon on landing or more than one wheel off during taxi will score zero. Less than a 10 turn spin, then all the spins must be totally re-flown. Quickest time wins.

SPORTSMAN CLASS – Climb may be longer, up to 60 seconds at pilot's discretion, 5 turn spin upright.

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### **30. CLIMB AND SPIN**

Timed from wheels turning to touchdown on runway. Aircraft must climb for 20 seconds (judges will count down last 5 seconds), then throttle must be cut, and then spin. After model stops spinning the throttle may then be opened (but no more spins will be counted!). Spins must be true and downwards. Any altitude gain during the spin will score a zero. The total time will be divided by the number of spins, and the smallest result wins.

SPORTSMAN CLASS – Climb time 30 seconds, 45 seconds for high wing trainer types.

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### **32. BUNTS AND AVALANCHES IN TWO MINUTES**

Timed from wheels off for 2 minutes. Aircraft must complete 2 bunts (downwards) and 1 avalanche (loop with a snap roll at the top) to complete a sequence. Sequence is complete when the aircraft is horizontal at the bottom of the avalanche. Complete sequences only to count.

SPORTSMAN CLASS – 2 loops and 1 Immelman turn.

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**33. 20 plus 40**

Timed from wheels off to touch down. Aircraft to climb at full power for 20 seconds (judges to count last 5 seconds), perform at least five vertical rolls during the flight, and land back on the runway in 60 seconds. Pilot only to count time (no timers etc.) Winner will be pilot landing nearest to 60 seconds. 10 point bonus for a spot landing.

SPORTSMAN CLASS – 3 rolls, rolls need not be vertical.

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**34. 5, 4, 3, 2, 1**

Timed from wheels off to touch down. Aircraft must perform 5 touch-and-goes, 4 square loops with a roll in each side, 3 Cuban eights, 2 loops, 1 bunt and land. Landing must be on the runway and in same direction as take off. All manoeuvres must be recognisable and in correct sequence. Each sequence must be completed before proceeding to next sequence. Shortest time wins

SPORTSMAN CLASS – 5 360 degree turns, 4 rolls, 3 loops, 2 cuban eights, 1 split-S and land.

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**36. DOUBLE THRASH**

Timed from wheels turning to touchdown on designated runway. Aircraft must take off, perform 2 Cuban eights, 2 loops, 2 rolls, 2 touch and goes into wind, (with a 360 degree change of heading between them), 2 horizontal eights, 2 loops, 2 rolls and land. Pilot only motor restarts permitted. If any 2 manoeuvre sequence is incomplete, it must be re-flown completely, before proceeding to the next sequence, and all manoeuvres to be in the correct order and recognisable.

Shortest time wins.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – ONE of each manoeuvre, 360 degree turn not required.

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**37. 1, 2, 3, 4**

Timed from wheels off to touchdown into wind on designated runway. Aircraft must take off, perform 1 loop, 2 inverted eights, 3 rolls, and 4 bunts and land. The Pilot completing all manoeuvres in recognisable form, in the correct order, and in the shortest time will win. All manoeuvres in a sequence must be completed before proceeding to the next sequence, if not then the sequence must be completely re-flown.

SPORTSMAN CLASS – 1 loop, 2 horizontal eights, 3 rolls, 4 loops and land.

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**38. 1/2, 16, 1/2**

Timed from wheels turning to touchdown on designated runway. Aircraft to take off, perform a half loop up, 2 inverted horizontal eights, half loop down and land. All manoeuvres must be recognisable and in correct sequence. Any out of sequence manoeuvres must be completely re-flown before proceeding to next manoeuvre. Shortest time wins.

SPORTSMAN CLASS – 1 immelman, 2 horizontal eights, 1 split-S and land.

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**39. 14 EIGHTS**

Timed from wheels turning to touchdown on the runway. Aircraft to take off, perform 2 horizontal eights, 3 vertical eights, 4 inverted horizontal eights, 3 Cuban eights, 2 vertical square eights and land. All manoeuvres must be in order and recognizable. If the aircraft falls out of a manoeuvre or does not complete a sequence, then that complete sequence must be re-flown before proceeding. Shortest time wins.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – 2 horizontal eights, 3 Cuban eights, 2 horizontal eights and land.

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**41. TRIPLE THRASH**

Timed from wheels off to landing on runway. Aircraft to perform 3 Immelman turns, 3 loops, 3 horizontal rolls, 3 avalanches, 3 bunts, 3 split-S turns, and land. Manoeuvres must be in order, complete and recognizable. Any out of order or incomplete triple sequence of manoeuvres must be re-flown completely before proceeding onto the next triple. Shortest time wins.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – 3 loops, 3 rolls, 3 loops, 3 split-S, 3 loops and land

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**42. 15 plus 50**

Timed from wheels off to touch down. Aircraft to climb at full power for 15 seconds (judges to count last 5 seconds), perform at least 5 downward vertical rolls, and land on the runway as close to 65 seconds as possible. Pilot only to count time (no timers etc). Winner will be pilot landing nearest to 65 seconds. 10 point bonus for a spot landing.

SPORTSMAN CLASS – rolls do not have to be vertical (or downward!)

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**43. ROLLAVALBUNTS IN TWO MINUTES**

Timed from wheels off for 2 minutes. Aircraft must complete 1 horizontal roll, 1 avalanche (loop with a snap roll at the top) and 1 bunt to complete a sequence. A sequence is complete when the aircraft is horizontal at the end of the bunt. Complete sequences only to count

SPORTSMAN CLASS – A sequence is 1 roll, 1 360 degree turn and 1 loop.

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**44. 2 + 2 + 2 + 2 + 2 + 2 + 2**

Timed from wheels turning to touchdown on designated runway. Model must take off, perform 2 outside loops, 2 rolls, 2 vertical eights, 2 rolls, 2 inside loops, 2 rolls, 2 horizontal eights and land.

Shortest time wins. All manoeuvres must be recognisable and in the correct order. Unfinished pairs of manoeuvres must be completely re-flown before proceeding to next pair.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – inside loops in place of outside loops.

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**45. VERTICAL ROLLS IN 45 SECONDS**

Timed from wheels off for 45 seconds. Aircraft to perform vertical rolls (upwards or downwards - both count) for 45 seconds. Horizontal rolls will not be scored. Winner will be the pilot with the greatest number of completed vertical rolls.

SPORTSMAN CLASS – 60 seconds, horizontal rolls.

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**46. 1 + 2 + 3 + 2 + 1**

Timed from wheels turning, to aircraft stopping on the runway. Aircraft to take off, perform 1 loop, 2 upward vertical rolls, 3 spins (+2,-0), 2 split-S turns land on the runway in the direction of take off. All manoeuvres must be performed in the correct order and be recognisable. Aircraft may roll gently off the runway and stop but a fast landing and ploughing into the rough to stop quickly will incur a 10 second penalty. A touch and go will not be counted as a landing, and timing will continue until the aircraft lands correctly on the runway and stops. Shortest time wins.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – rolls to be horizontal rolls.

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**48. 3 x 3 x 8**

Timed from wheels turning to wheels touchdown on designated runway. Aircraft to take off, perform 3 vertical eights, 3 Cuban eights, 3 horizontal eights and land. All manoeuvres must be in order and recognizable. Falling out of a manoeuvre or not completing a sequence, then that complete sequence must be re-flown before proceeding to the next. Shortest time wins.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – 3 horizontal eights, 3 cuban eights, 3 horizontal eights, 3 cuban eights and land

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**49. LOOPS AND TOUCH AND GO'S IN 2 MINUTES**

Timed from wheels off for 2 minutes. Aircraft must perform 1 complete loop and then 1 complete 360 degree horizontal turn and then 1 touch-and-go into wind on the designated runway to finish ONE sequence. At least TWO parts of the aircraft (NOT counting the propeller) must touch the ground during the touch and go. Engine restarts by the pilot are permitted. Greatest number of completed sequences wins.

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**50. LOOPS AND ROLLS IN 90 SECONDS**

Timed from wheels off to for 90 seconds. After take-off, aircraft to perform 1 loop followed by 1 roll to complete one sequence. The next sequence is 1 outside loop (½ roll, push down elevator to complete a loop, ½ roll), followed by 1 roll. Sequences must alternate. Greatest number of complete sequences wins.

SPORTSMAN CLASS – All sequences 1 loop and 1 roll.

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**51. FLY AND TAXI**

Two chalk lines to be drawn across of the runway 40 metres apart. Aircraft must start its take off run from BEHIND the downwind line, lift off between the lines, perform 2 figure eights (either vertical or horizontal), 3 rolls, 2 split-S turns, and land (touch down

must be between the lines), taxi across the upwind line, turn around and taxi right back over the start line. Not landing between the lines, not landing on the runway, or more than one wheel off during the taxi will score Zero.

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**52. BUNTS AND ROLLS IN ONE MINUTE**

Timed from lift off for 60 seconds. Aircraft to take off and perform 1 bunt followed by 1 roll to complete one sequence. Greatest number of completed sequences wins.

SPORTSMAN CLASS – 1 loop and 1 roll.

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**53. 2 + 2 + 2 + 2 + 2**

Timed from wheels turning to touchdown on designated runway. Aircraft must take off, perform 2 outside loops, 2 rolls, 2 touch-and-goes, 2 inside loops, 2 horizontal eights and land.

Shortest time will win.

All manoeuvres must be recognisable and in the correct order. Unfinished pairs of manoeuvres must be completely re-flown before proceeding to the next pair. Pilot only motor restarts are permitted.

SPORTSMAN CLASS – inside loops in place of outside loops.

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**54. Loopy**

Timed from wheels turning to touchdown on designated runway. Model must take off, perform 3 Immelman turns, 3 bunts, 3 vertical eights, 3 loops, 3 Split-S and land.

Shortest time wins. All manoeuvres must be recognisable and in the correct order. Unfinished pairs of manoeuvres must be completely re-flown before proceeding to next pair.

Maximum time 3 minutes. (If a pilot flies more than 3 minutes the time will be recorded as 3 minutes, but all manoeuvres must be flown or score ZERO.)

SPORTSMAN CLASS – 2 of each manoeuvre instead of 3. inside loops in place of bunts, horizontal eights in place of vertical eights.