

3D Fun fly Competition

BEFORE YOUR FLIGHT:

- 1 Check your position in the flight order.
- 2 Have the 3 compulsory manoeuvres entered on your score sheet.
- 3 Have a caller and make yourself familiar with the layout of the flight path, Start-up area and Square
- 4 Fly or place your Helicopter in the Centre of the Square

DURING YOUR FLIGHT:

- 1 When ready to commence your flight you may take off. Have your caller inform the judges of the start and finish of each manoeuvre during the compulsory section. Once finished your caller will announce the end of compulsory manoeuvres. You will then land & start the free style routine.
- 2 Timing for the 3-Minute routine will start with a blast from the horn. A second Horn will sound after two minutes.
- 3 You must be back on the ground in the Square before the 3 min horn sounds (otherwise there will be a **5 point** penalty)

JUDGES:

The emphasis on the event is participation, encouragement and fun; therefore your judging should reflect this. Leniency should be shown during the manoeuvres to reward honest attempts. Scoring for the compulsory manoeuvres is out of 10. The Style of judging is the same as FAI competitions. Judges decision will be final in all matters

SCORING:

When a pilot registers for the event, they fill out an appropriate score sheet for their class. During the compulsory section, judges will hold up a score out of 10 in the same way as FAI competitions. The values are recorded in the compulsory section of the score sheet. The free style section will be judged according to the flow and general presentation of the flight.

There will be a penalty of 5 points if the flight exceeds the 3-minute time set (no penalty if the pilot lands too early)

COMPULSORY MANOEUVRES:

A pilot enters the competition in one of three classes as they would in the Masters series. These classes are **Novice**, **Intermediate** and **Advanced**. They select which class they compete in either by classes they have competed in the past, or their general skill level at completing the compulsory manoeuvres. In each of these classes, there are three compulsory manoeuvres derived from the respective schedules from the current Masters Series schedules.

Three judges judge a pilot on each of these manoeuvres as they would for the Masters Series. Their score from these manoeuvres is totalled.

Compulsory Manoeuvres are:

NOVICE:

- 1 10 Second Hover
- 2 Tail in Circle
- 3 180 Deg Landing

INTERMEDIATE:

- 1 Loop
- 2 Roll
- 3 540 Stall Turn

ADVANCED:

- 1 Two Rolls
 - 2 Two Loops
- Rolling Stall Turn + 540 Stall Turn

FREE STYLE MANOEUVRE:

Method of scoring:

3 minutes of free style flying of the pilot's choice (points awarded according to the flow of flight, Difficulty and general presentation of the flight)

- 3 points for Well executed, recognised manoeuvres,
- 2 points for an average recognised manoeuvres
- 1 point for an attempted recognised manoeuvres
- 0 point for not doing anything recognisable:

Points for the flow and presentation of the free style will be out of 25. Then added to the previous scores to make a total Flight Score.