

Fun slope comps, for foam and balsa models

On the day, one, two or three of the tasks below will be flown, depending on conditions, pilots and models that attend upon the day.

1. Fly for two minutes then land in a designated area, without a timer. Closest to time is the winner.
2. Two loops, two stall turns, and then land closest to a plastic disc in the shortest time from launch. (This can be flown by R/E).
3. Two consecutive loops, stall turn, man, followed by a spot landing, - No time constraints. Measured distance from spot. Extra point per extra loop. (This would need ailerons).
4. Fly for 3 ½ mins and points for landing accuracy (target white disc). Points off for under or over the time. Landing points. Good for very light airs.
5. Pylon Race. Pylons 300' apart. One competitor at a time, timed over ten laps, fastest wins. (I will provide white pylons with flags on top, and pegs/disc for landing).
6. Combat. Using Zagi type EPP flying wings, all launch together. Last up wins!

NOTE: These comps for foam and balsa models, not for full house glass ships!