



First Annual Warbird Fly In and Bragging Rights Competition

*Precision Landing Event
Carrier Landing Event*

*Bombing
Formation Flying*

Contest Instructions

John R. 2020

Sanction Event Number: 15377

Special Information

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.

Since this is the first time this event has been held at Sanderson Field and this announcement is out just a few short weeks before the event we will allow members that don't currently own military airplanes to participate this year in the Precision Landing and Formation Flying events.

The planned date for this event is Sunday October 29th. Due to possible bad weather we will announce on the club web site about 6:00 am if the event is cancelled.

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

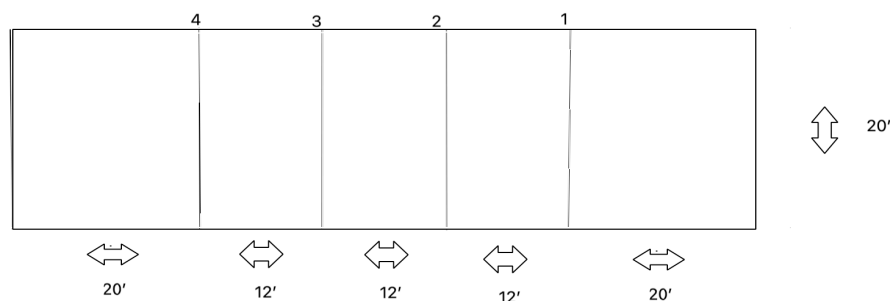
Formation Flying. Each team will fly in echelon formation half the length of Sanderson runway at 50 to 100 feet. They will make three passes the pass with the best score being the final score. For extra points one additional maneuver may be added equal to 50% of the best pass score. Contestants will 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.

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 0.

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 into the ship will be declared automatic winners)