

A Barnyard Buzzards
Helicopter Funfly

Date: Aug 10, 2024

Event Schedule:

Start	End	Event
1000	1100	Pilot Check in and Heli Safety Check
1100	1115	Pilot Briefing
1130	1200	Event: 30 Second Hover
1230	1330	Event: Three Circle Hop
1400	1445	Tail in Circles - Level
1500	1545	Vertical, Tail in Figure 'M'
1600	1645	Half Ellipse
1700	-	Open flying

Helicopter Entry:

- Each pilot will enter a primary and may enter a secondary (back up) heli ○ The pilot will utilize their primary heli for the duration of the event unless the pilot or CD determines that the primary heli is unsafe or unairworthy to continue the event
- No size limit for heli entry

Safety:

- Each pilot will register their primary and may register a secondary heli with the CD
- The CD will inspect each primary and secondary heli for basic safety and airworthiness ○ If the heli is determined to be unsafe or unairworthy by the CD the pilot will be allowed to repair the heli or enter an alternative primary or secondary heli for the event
- The CD may disqualify any pilot or heli for performing unsafe activities during the event

Participation Points:

- Pilots who enter and complete the event will be awarded Participation Points regardless of their scoring during the event
- Participation Points are determined for each event in the event description

Event Process:

- Each pilot will be given a sequence number which will determine the pilot order for each event

- Pilots should be ready to fly the scheduled event within 3 minutes of being called for the event
 - Pilots not ready within the 3-minute window will be placed to the end of the pilot sequence and 3 points will be deducted from their overall score
 - Pilots not ready to fly at their next (second) scheduled time will be disqualified from the specific event
- It is the individual pilot's responsibility to be ready to fly the scheduled event in the sequence and order determined during Pilot Check in

Event points earned for each event will be added to the pilot's event totals

Event: 30 Second Hover

Participation Points: 5

Event Description:

- Each pilot will take off from the specified starting circle in a tail in orientation
- The CD will announce 'timer start' and a 30 second time will begin
- The pilot will hover the heli over the circle and land their heli as close to 30 seconds without going over 30 seconds.
 - No timers or alarms will be used.
 - Use of a timer or alarm will disqualify the pilot from this event
- Scoring:
 - The top 3 pilots landing their heli as close to 30 seconds without going over the 30 seconds will be awarded the following points:
 - 1st 10 pts
 - 2nd 5 pts
 - 3rd 3 pts
 - Bonus points will be awarded as follows:
 - Each 360 degree pirouette executed during the 30 seconds will be given one (1) bonus point
 - Flying above the pilot's head for 5 seconds will be granted 5 bonus points
 - Bonus points earned will be added to the pilots score regardless of any Top 3 points awarded
 - Penalty points
 - Any part of the heli skids landing touching or landing outside the specified circle will be assess 3 penalty points

Event: Three Circle Hop

Participation Points: 10

Event Description:

- Each pilot will take off from the specified starting circle tail in orientation
- The CD will announce 'timer start' and a 3 minute time will begin when the heli lifts off the ground
- The course will have 3 circles identified on the field, each with a number 1 – 3
- The pilot will have 3 minutes to fly and land as many times as possible within the 3-minute time frame
- The pilot must land their heli in each of the circles in numeric succession.... Land in circle 1, then fly to circle 2 and land, fly to circle 3 and land, then return to circle 1 and land and so on.
- The pilot will be awarded five (5) points for each circle successfully landed. A successful landing will be determined by no part of the landing skids touching or extending beyond the landing circle.
 - A pilot must successfully complete each landing circle in numeric succession before advancing to the next numeric circle
 - A pilot may attempt the attempted landing circle as many times as necessary to complete a successful landing
- Bonus points will be awarded as follows:
 - Each 360 degree pirouette executed during the flight between landing circles will be given one (1) bonus point for each pirouette.
 - ~~Only one pirouette point will be given for each leg between circles.~~
 - ~~Example: pilot is flying between landing circle 1 and landing circle 2 and executes 3, 360 degree pirouettes enroute and successfully landing within landing circle 2. The pilot will be awarded 5 points for the successful landing in landing circle 2 and 3 points for each of the pirouettes for a total of 8 points for that leg.~~
- Landing within any of the numbered circle in a nose in orientation will be given 5 bonus points. Only one nose in bonus will be given for each numbered landing circle for a maximum of 15 points (3 circles, 5 points each)

Event: Tail in Circles – Level, Constant Height

Participation Points: 100

Event Description:

- Each pilot will take off from the specified starting circle tail in orientation and fly to the front center pylon and pause for 5 second at 6 ft
- Pilots will then fly a constant height clockwise, tail in, circle from the front center pylon to the left pylon, far center pylon, right pylon, returning to the front center pylon.

- At each pylon, the pilot will pause the heli for 5 seconds and then continue to the next pylon
- At completion of the clockwise circle, the pilot will pause for 10 seconds over the front center pylon and begin a counterclockwise circle by moving to the right pylon, then far center pylon, left pylon, returning to the front center pylon. Pilots will hover over each pylon for 5 seconds.
- After the completing the counterclockwise circle and pausing 5 seconds, the pilots will return tail in to the Start Circle
- A pilot may hover at each pylon more than 5 seconds without penalty
- There is no time limit for this event

Point deductions will be assessed as follows:

- Minor (1 pt each occurrence)
 - Failing to hover at each pylon for 5 seconds
 - Altitude deviation greater than 1 foot but less than 2 feet
 - Minor circle path deviation
- Major (5 pt each occurrence)
 - Altitude deviation more than 2 feet
 - Major circle deviation

The next events are taken from the AMA Radio Control Aerobatic Helicopters guide and are part of the established Sportsman class maneuvers

Event: Vertical, Tail in Figure ‘M’

Participation Points: 100

Event Description:

Model is positioned tail in to the pilot, takes off vertically and climbs to a 2-meter altitude, pauses, moves sideways in either direction to the flag, pauses, climbs vertically 2 meters, pauses, descends gradually as the model moves to the central helipad to a height of 2 meters, pauses, climbs 2 meters while ascending to the opposite flag, pauses, descends vertically 2 meters, pauses, moves sideways back to the central helipad, pauses, and lands vertically on the central helipad

see diagram below

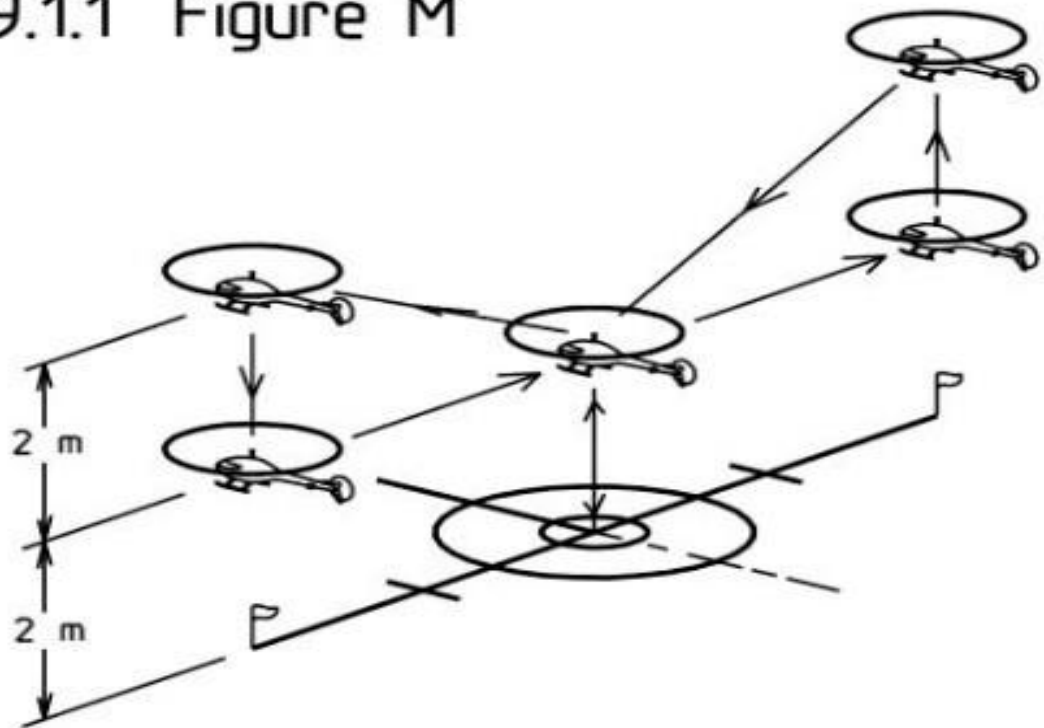
Bonus points:

- 5 bonus points will be awarded if the pilot pirouettes at each and any of the pause / hover points.

Point deductions will be assessed as follows:

- Minor (1 pt each occurrence)
 - Failing to hover at each point for 5 seconds
 - Altitude deviation greater than 1 foot but less than 2 feet
 - Minor flight path deviation
- Major (5 pt each occurrence)
 - Altitude deviation more than 2 feet
 - Major flight deviation

19.1.1 Figure M



Event: Half Ellipse

Participation Points: 100

Event Description:

Model takes off vertically and climbs to a 2-meter altitude, pauses, and moves sideways to either flag, pauses, climbs while moving sideways,

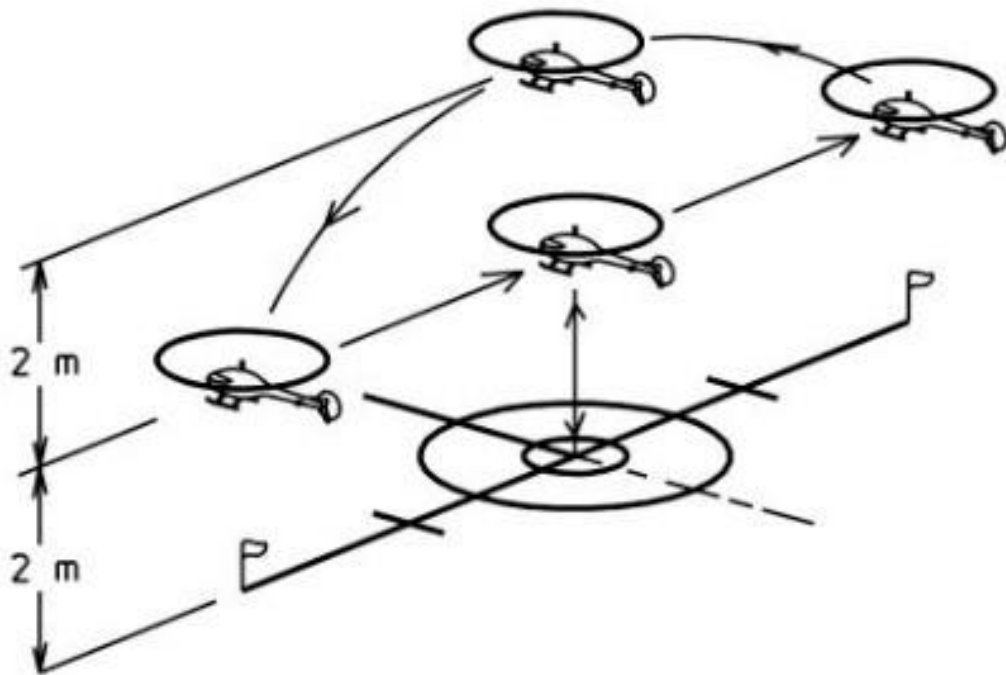
performing a half ellipse with center over the central helipad an additional 2 meters high the descends to the opposite flag, pauses, moves sideways back to the central helipad, pauses, and lands vertically on the central helipad.

see diagram below

Point deductions will be assessed as follows:

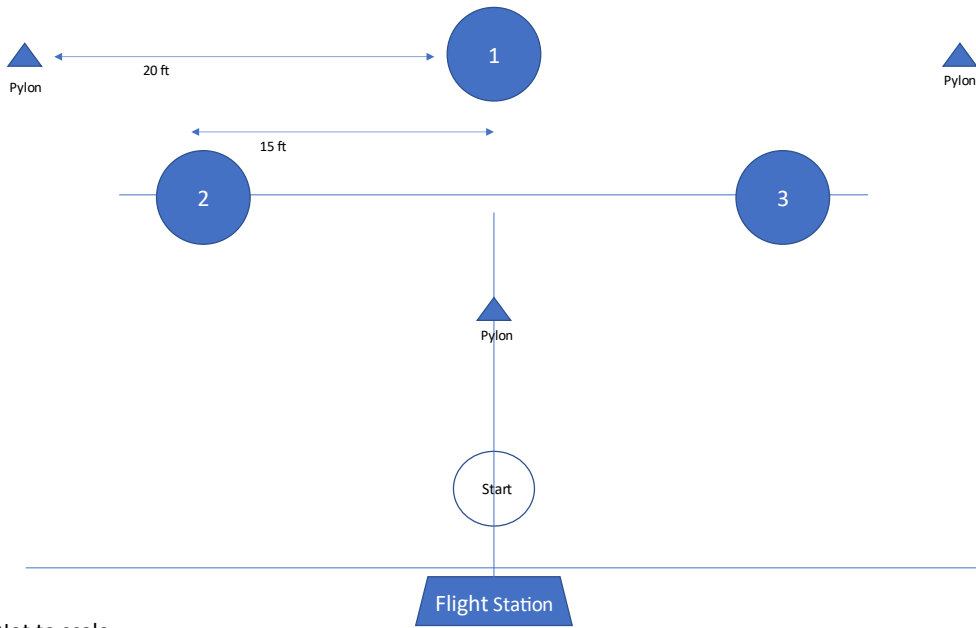
- Minor (1 pt each occurrence)
 - Failing to hover at each point for 5 seconds
 - Altitude deviation greater than 1 foot but less than 2 feet
 - Minor flight path deviation
- Major (5 pt each occurrence)
 - Altitude deviation more than 2 feet
 - Major flight deviation

19.1.2 Half Ellipse



Heli Funfly Field Setup:

Subject to change:



Not to scale
Subject to Change