

## Challenge Fun Day - Sunday 18<sup>th</sup> June 2023 10:00 to 16:00

The grand challenge for 2023 will be held on Sunday 18<sup>th</sup> June. As last year, it will be a team event with challenges suited to all levels of ability. You can even take part on a buddy box if that is your current way of flying. There will be prizes for the winning team.

There will also be a free BBQ, so please let me know that you are coming so that we can plan the supplies.

### The day has a theme of hitting a target.

1. As last year, this will be a team event with teams (3-4 pilots) competing against each other
2. Models should be traditional aeroplanes – not fun flyers or gliders. A pilot must use the same plane for all challenges. They must have an undercarriage. See also the notes at the end regarding model types.
3. There will be 3 challenges
4. Max Points for each challenge will be the same.

**Challenge one.** Touch and go. All pilots in the team will take off together and complete a circuit re-entering the strip one-by-one and attempting a touch and go earning points from hitting either a bullseye or outer ring. Circuits will continue until all members have completed 3 attempts at a touch and go. Once entering the strip, the pilot must attempt a touch and go and leave at the far end of the strip.

Points. 10 points for Bullseye, 5 points for outer ring. e.g., for 4 pilot team, max points = 120 points

**Challenge two.** Bomb drop. Bombs will be a deflated balloon filled with a small amount of sand. Each plane will be fitted with a small temporary bomb holder which we will supply. This will not require a spare servo – a blip of down elevator or a roll will eject the bomb. All pilots in the team will take off together and complete a circuit re-entering the strip and making their attempt to drop their bomb on the target – bullseye and outer ring. Once entering the strip, they must drop their bomb.

Points. 30 points for Bullseye, 15 points for outer ring, 5 for hitting the strip. e.g., for a 4-pilot team max points = 120 points

**Challenge three.** Balloon attack. A team will take off together and have 2 minutes to pop a balloon being towed by a Wot 4. The Wot 4 will fly a straight and level circuit. 60 points for popping the balloon, 10 points for cutting the crepe tether. The team will then have 2 minutes to pop 4 tethered balloons placed within the strip. All planes must make a pass along the strip and exit before turning around to make another pass. The balloons will be filled with Helium and will float on crepe tethers of varying height. 15 points for popping a balloon, 5 points for cutting a tether.

Max points 120.

### Notes on model types.

Challenge one has been done before. The lesson learned from last time is that foamy fun-flyers and similar are not appropriate as they can 'hover' on to the spot. Key to a good event will be to not have planes that hover or fly very slowly. So – you need to use a model that will fly 'conventionally', that is with a steady descent, straight landing approach and minimal use of throttle. Harrier-type landings and similar will be disallowed, both for the spot-landing and the balloon bursting. All of the usual trainers and sports models, (such as Wot-4s, Riots and Acro-Wots) will be fine, just avoid 3-D models.