

Spot landing touch and goes: Event 1

At the north and south end of the runway there will be a pylon set up.

At the center lines of the runway there will be three (3) concentric circles. The first one is 10 ft in dia. The second one is 15 ft. dia. The third is 20 ft. in dia.

Each pilot will have 2 min. to make as many touch and goes as he can.

Time starts when the pilot with engine running takes off from the center line in ether direction. Fly around one of the pylons and touch down on the runway. The pilot will continue this path till time runs out.

Touch down point will be where the main gear of the aircraft touches the runway. Helicopters must put the complete land skids on the ground to be a touch down.

Touch down within the smallest circle is 15 points.

Touch down within the second circle is 10 points.

Touch down within the third circle is 5 points.

Touch down anywhere on the runway is 1 point.

If the pilot kills engine or breaks a prop it may be restarted or replaces, till time runs out.

Points scoring: most number hit points

1st 10 points

2nd 7 points

3rd 5 points

4th 3 points

5th 2 points

All places past 5th is 1 point