

## **Taxi thru the maze:**

### **Event 2**

**For fixed wing glow or electric aircraft.**

**There will be five (5) cones set up in the center of the runway. The pilot will taxi his flyable aircraft around the five (5) cones in the order that will be determined before he starts his engine by drawing numbered balls out of a hat. Balls are numbered from 1 to 5.**

**The aircraft will be placed on the taxi pad at the center of the runway with engine running. At a given signal the time will start his trip thru maze, and will end when the aircraft returns to the start point after completing the maze. The pilot will repeat this path a second time and the times will be averaged. Pilot with the shortest time is the winner.**

**The pilot may stand any place on the runway, but may not move once the event has started. His helper will turn the plane around at the end of the first trip, and restart it if necessary.**

**If the engine stops it may be restarted as many times as it takes to complete the event. The engine must be restarted where it stopped. The pilot may not continue till he is back in his fixed location.**

**Point scoring: by lowest time**

**1<sup>st</sup> 10 points**

**2<sup>nd</sup> 7 points**

**3<sup>rd</sup> 5 points**

**4<sup>th</sup> 3 points**

**5<sup>th</sup> 2 points**

**All past 5<sup>th</sup> is 1 point**