

## **Helicopter spot touch and go Event 4**

**The center of the runway will have 5 (five) numbered, 2 ft. Sq. boxes painted on it. The boxes will be about 30 ft. apart, with one in the center.**

**The pilot will start the flight from the center taxi way. The box order that the pilot will fly will be by a drawing of ball just before take off. Balls are numbered from 1 to 5.**

**The pilot may stand anywhere he likes for the flight, but can not change that location during the flight. The pilot will fly the course twice in the same order. Each flight will be timed.**

**The object is not how fast it can be flown, but how close the time is between the two flights. The winner will be the pilot who has the least difference in the times.**

**A touch down is when both skids have touched the ground. When the course is completed the pilot will fly to the start point and time will end for that flight. As soon as possible the pilot will start the second flight in the same order as the first flight, and a new time will start. That time will stop when the helicopter returns to the starting point at the completion of the second flight.**

**The pilot may chose a new flight location for the second flight.**

**Points scoring: least time between flights.**

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

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

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

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

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

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