

FUN FLY AEROBATICS
 KELLYFIELD SATURDAY 15 SEPTEMBER

Model registration 9/30 am Pilot Briefing 10 am Flying as soon after 10am as practical

This is next event on our calendar using the same theme as the previous event Feb 2012 . Each competitor will be judged on – Take off – 2 Loops – 2 Rolls – Inverted—Cuban Eight and landing. They can be done in any order. There is no time limit so when you are ready to do a manoeuvre you call out for example “2 Loops” or “landing” .The manoeuvre can be done upwind or downwind . You will be judged on positioning – wings level -round loops Etc

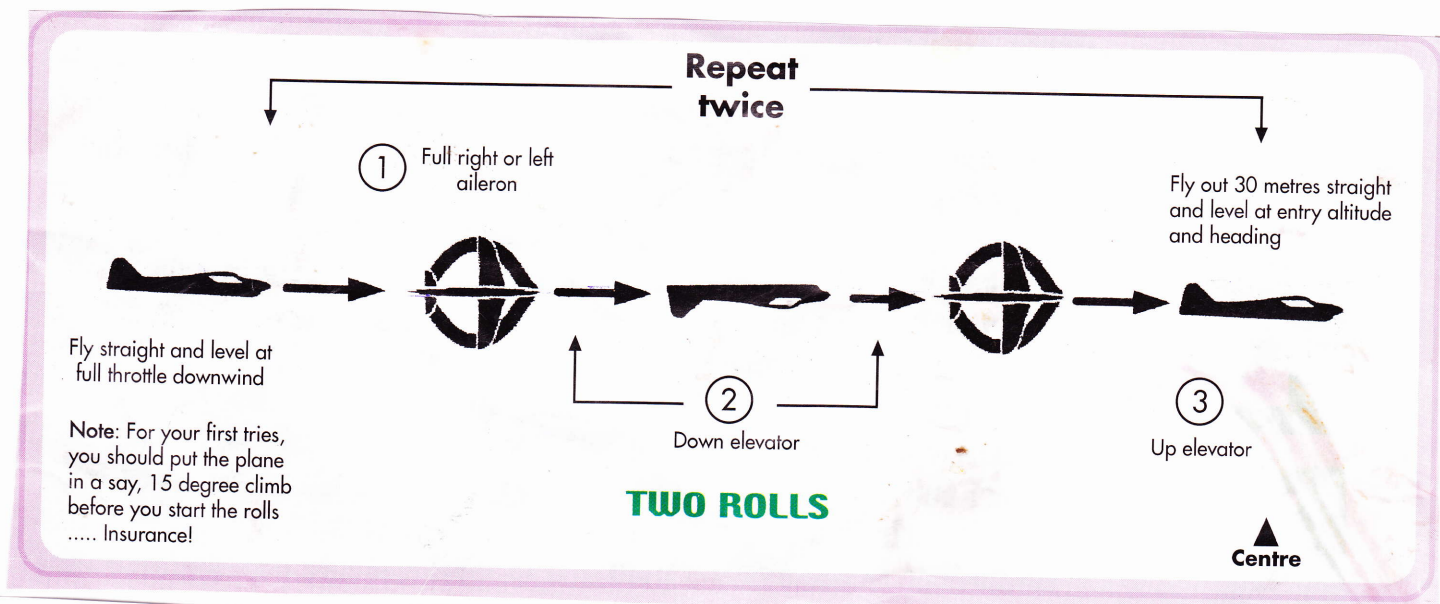
When you are on your final approach after calling “landing” you find your model is out of position call “going around” and make another attempt . You will not be judged on your aborted landing unless the wheels touch .

The main key to these events is to enjoy them .These events raise modellers skill levels especially the positioning of the aerobatics .

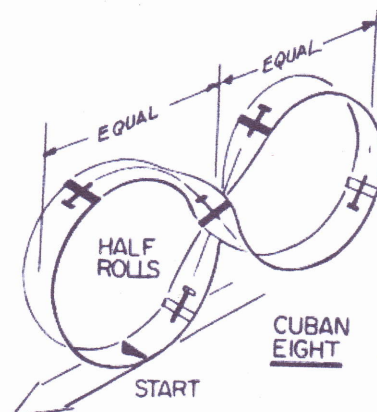
For further details phone Tony Gray on 0409681112, 62681111 email tonygray@internode.on.net

To enter email W Deal – Tony Gray – tony Sheppard .

TO HOLD THIS EVENT WE NEED SIX ENTRANTS DUE DATE 11SEPT



Cuban 8. another maneuverer for utilising both the roll and loop is the Cuban eight. This stunt looks good but requires practice. Makes for a real challenge in testing you're new found R/C piloting skills. Start the Cuban eight from cruising speed. Pull the model up into an inside loop, continue over the loop inverted and starting down the loops back side. At the 45o point (on the back side) half roll the aircraft back to the right side up position. Continue flying the model into another inside loop, over the top inverted again at the 45o spot make a half roll the plane to the right way up. Strive to make your rolls at the intersection of the two inside loops making a horizontal figure eight as you do so. At first you're manoeuvre will most likely take a lot of air space and your loops will be rather egg shaped. As you become more proficient, the stunt will look a figure eight laying on it's side. Try a consistent loop size and exact intersection point. Before long you have it right.



WORD TORQUE

Editor is aware of spelling mistakes in word torque.