



The R/C Flyer

Volume 26, Issue 4

April 2002

Next Meeting – Thursday, April 11, 2002 at 7:00pm - Clear Lake Park Bldg.

March Meeting Notes

By: Mike Goza, JSCRCC Secretary

The Meeting started at 7:05pm on 3/14/2002

Old Business:

Guest Passes: Guest must have pass with his/her name on it, guest's name must be on the list with security, and a photo ID presented in order to get in. The passes will be good for two months.

Fun Fly Committee: Plan is to have a Fun Fly in April, May, June, Sept, and Oct. The Fun Flies will be held the Saturday following the club meeting. Details will be in upcoming newsletters. The club will provide \$90 in prizes per each Fun Fly and up to \$100 for food and refreshments for the first (April) and last (October) Fun Fly.

Don White will take over for Brian Warkentine to get more shirts and hats.

New Business:

Don White proposed a ground school for going over club rules, etc. for the flying field. The web has documents online and pictures for people that need it.

Club voted to make sure that all new members get a hard copy of the rules and they can be requested at any time for people that don't have web access. The club will also put copies in the white box on the field.

It was decided not to pursue the ground school in light of making the club rules more accessible.

Model of the Month (MOM)

Mike Goza brought an X-cell Pro 2 in a Nova 3 fuselage. It was painted with Top Flite Lustracote and cleared with Dupont DAU 75.



Charlie Teixeira won model of the month with a Top Flight .60-.90 size P51 Mustang covered in silver monokote and Rustoleum paint for trim. An MVVS .77 engine powers the model. Robart retractable landing gear and struts provided the undercarriage.



Ken White brought a large sailplane launch plane called a Robinhood 99. It has a one-piece 99" wingspan wing and a Zenaoah G38 powers the model.



Entertainment:

Mike Liable gave a talk and slide show about the USS Lexington.

Meeting adjourned 9:05pm

Fun Fly Rules For 2002

By: Fun Fly Committee

1. A Contest Director (CD) will be appointed for each Fun Fly.
2. The CD will determine real time changes (if any).
3. Contestants must be current club members.
4. Contestant turn sequences will be determined by drawing conducted by CD.
5. No crash landings to win.
6. Multi-plane events with frequency conflicts will be resolved by coin flip by the CD. For a final heat one of the contestants will be eliminated unless a back-up plane is available.
7. Once airborne a contestant must complete his/her turn. Failure to complete the turn will result in disqualification.
8. Contestants have one minute to become airborne.
9. Multiple planes may be used by a contestant for different events. Multiple planes may be used in the same event for conflict of frequency resolution.
10. Range check once for each plane that will be flown in the contest. Impound radios not in competition use
11. CD maintains contest points and submits to the Newsletter Editor for publication in the next newsletter.
12. No more than five contestants in any heat.
13. The CD may cancel the fun fly due to inclement weather.
14. If less than three contestants register the Fun Fly will be cancelled.
15. Points will be awarded for 1st, 2nd and 3rd place. Three points for first, two points for second and one point for third. Prizes will be \$15, \$10, and \$5 respectively for each event.

April Fun Fly

The first Fun Fly for the year will be held at the club field on April 13, 2002. Registration will begin at 9:00 AM and Ray Randolph will be the CD. The events will be Mail Run, Climb & Glide with Spot Landing, and Black Jack. The rules for each event are as follows:

Mail Run

1. Start engine.
2. Position plane for take off on a designated spot.
3. A card will be placed on the plane (The Mail), method of choice rubber bands etc.
4. Take off and fly around the designated markers and land.
5. Taxi back to the original spot where your second piece of mail will be added.
6. Take off again and fly around the designated markers and land.
7. Taxi back to the original spot.
8. Time starts at take-off and ends when plane returns to original spot. Shortest time wins.

Climb And Glide With Spot Landing

1. Start engine, take off.
2. Time starts at take off.
3. 20 seconds to gain altitude.
4. "Kill" engine at 20-second call.
5. Advance throttle 5 seconds after kill to verify engine has stopped. The contestant will be disqualified if the engine is still running.
6. Remain airborne for longest duration and touchdown nearest predetermined spot on runway.
7. Time stops at touchdown.
8. Longest duration wins. A one second penalty will be incurred for every foot the spinner of the plane is away from the spot. (Example- 2:00 minute flight with a landing 20 feet from spot. Total time 1:40)

Black Jack (21)

Two decks of cards are combined and shuffled. The CD is the "Dealer" and picks flight maneuver for event (i.e.; 2 loops, 1 loop & 1 spin, etc.).

1. "Player" starts engine
2. "Player" takes off and performs maneuver(s)
3. "Player" lands and stops plane with motor running (use helper for safety)
4. "Player" gets 1 card from "Dealer"
5. "Player" takes off and performs maneuver
6. "Player" lands and stops plane with motor running (use helper for safety)
7. "Player" gets 2nd card from "Dealer"
8. If Player's 2 cards add to 21 or less, "player" can "stand" (21 or Ace & face card are high)
9. If "Player" wants a "hit", he must take off & fly maneuver
10. "Player" lands and stops plane with motor running (use helper for safety)
11. "Player" gets 3rd card from "Dealer"
12. If Player's 3 cards add to 21 or less, "player" can "stand" (21 or Ace & face card are high),
13. If Player's cards exceed 21, player "Busts" and is eliminated from event
14. "Player" can take additional "hits" to improve total, if not "busted"
15. When "Player" "stands", stop engine and end turn

One minute restart rule applies if engine dies.

Winner with highest hand wins, next highest is 2nd, next highest is 3rd

Tie will "fly-off" a second "hand" for place standing

Club Hats & Shirts

By: Don White (donwhite@hotmail.com)

HATS: The club has no hats left. We have not ordered any more because of a problem with the design that is being looked into. We will have a list to sign up for additional hats and an order will be placed as soon as the design issue is resolved.

Shirts: T-SHIRTS are available and we will have them at the next meeting. Polo shirts are available but limited sizes. Cost of the shirts is not known but Dave will let us know by the meeting. My Guess is \$15 for the T's and \$30 for the pull over polos.

Upcoming Events

04/13/02: Prop Nuts Annual Flea Market & Fly In at Prop Nuts field. Contact CD Tazswall Crowson at 281-474-9531 for more information.

04/20-21/02: TruTurn Texas Shootout, IMAC Aerobatic Competition at the Ray Brickhouse Flying Field, New Waverly, TX. Contact Kirk Jenson at 281-355-9502 for details.

05/04/02: Spring Fly-in and Swap meet sponsored by Northwest Houston RC at Hockley TX. Contact Larkin Buechmann at 281-376-0256 for details.



Don Fisher with his "Stinger"

Club officers

President	Clay Bare	281-488-2992
Vice-President	John Boyle	281-630-4526
Treasurer	Dave Hoffman	281-476-5206
Secretary	Mike Goza	281-554-4016(H) 281-483-4695(W)

Instructors

Fixed:	(H)	(W)
Don Fisher	281-474-4942	
Mike Laible	281-474-1255	281-853-1604
James Lemon	281-557-1602	281-280-1267
David Hoffman	281-476-5206	281-479-1945
Clay Bare	281-488-2992	
Don White	281-488-1024	

Heli & Fixed:

Mike Goza	281-554-4016	281-483-4695
Preston Hunt	281-339-2525	713-359-5702
Steve Rhodes	409-948-2881	

Fun Fly Committee

Don Fisher, James Lemon, Brian Morris, Ray Randolph,
Charlie Teixeira

The R/C Flyer

Editor/Electronic Distribution

Charles Teixeira

Articles and Want Ads may be submitted to Charles Teixeira at 1711 Bowline Rd, Houston TX 77062 in hard copy or via e-mail (preferred) to cteixeira2@earthlink.net

To get the newsletter via e-mail go to www.jscrcc.org and click on the "Subscribe to Newsletter". Once you have subscribed you will automatically receive the newsletter each month. If you have been receiving the newsletter via snail mail, contact Dave Hoffman at dhoffman@flash.net and ask him to take you off the hard copy mailing list. If you have any questions concerning "Boomstrike" contact Preston Hunt at boomstrike@evl.net. For issues that relate to the JSCRCC web site www.jscrcc.org, you can use webmaster@jscrcc.org, which will send email to Preston and Mike Laible.

Assembly, Posting, Distribution

Bob Blaylock

Club Homepage

www.jscrcc.org