



July 1988

The Newsletter of the *Manned Space Center Radio Control Club*

Pilot To Crew...

I would like to thank my fellow club officers and some of the more senior club members for handling last month's (June) meeting. I had to go out of town due to an illness in the family. Thanks again for the help.

Despite the rain, our joint scale contest with the "Prop Nuts" club turned out quite well. By the time you receive this newsletter, the "Wings over Highlands IMAA Mini-Festival" (Big Bird) contest will be over, but plan for the Prop Nut's 4th Annual Pattern Meet coming up on August 13 & 14th. Also plan to be a part of our club "team" that will compete in the HAMCI "Club Team Fun-Fly" on October 8th & 9th. See the attached sheets for details of the contest rules and practice up; it can be a lot of fun. Don't forget, we have fuel and small patches available.

We continue to get new members each month and they will need some help to get started (fly & building). Please offer your assistance; they will greatly appreciate your offer. Remember back to when you were just starting out, wondering what to do next; who can help me?

DENNIS R. SMERZ

**NEXT MEETING
THIS THURSDAY
JULY 14th, 1988
at 7:30**
in the Clear Lake Park Building

ENTERTAINMENT

Entertainment for the July meeting will be the members choice of two videocassettes as follows:

1. The long awaited "WINGS OVER HOUSTON" two day air show featuring the Confederate Air Force. This tape is provided by Ivan Bonebrake and represents the best of six hours worth of filming edited into an hour long presentation. Somehow this presentation has avoided display despite two previous schedulings.
2. A commercially produced tape featuring ultralight flying in Australia.

NEW MEMBERS

If you have received your new AMA number, please contact Dave Hoffman at the meeting, or at 479-1945, so that he can get your engraved name tag ordered.



- Jim Brock 334-1715
- John Campo 488-7748
- Dennis Smerz 482-9431
- Jon Vincent 280-0273
- Don White 488-1024

EVENT RULES

HMCI CLUB TEAM FUN-FLY

I. OBJECTIVE: To perform a single flight with four(4) specified tasks. They are: 1. Bomb Drop, 2. Limbo, 3. Carrier Landing, and 4. Timed Climb and Glide to a full-stop landing. Each task has a specific proficiency requirement. Bonus points are available for stated items.

II. SPECIFIED TASKS:

A. BOMB DROP: Aircraft must be equipped with a non-servo operated bomb dropping mechanism. Contestant may supply own or use one furnished by the Host Club. Contestant is allowed two(2) passes to obtain a scored release. If the bomb falls off during the takeoff and falls on the moved runway, contestant may abort or land for re-attaching the bomb, BUT he will be charged with a "pass". If bomb drops, at any time, off the moved runway, the drop is complete. No points will be awarded if the model has not made at least 330 degrees of turn after the takeoff, when the bomb drops. Score is determined by the resting point of the central point of the bomb. If bomb rests on a line the higher points will be scored. The target area will approximate the following: 10 ft. circle - 40 points; 25' cle. - 30 pts.; 50' cle. - 20 pts.; 80' cle. - 10 pts. and anywhere on the runway - 5 points. The target areas may be adjusted to conform to the host club's facility.

B. LIMBO: Prior to takeoff the contestant informs the Judge of the limbo height. After the bomb-drop the contestant moves to the LIMBO and performs his single pass. Any flight that either passes the extended plane of the limbo line or flies over the runway while proceeding towards the LIMBO, will constitute the limbo "pass". The model must pass under the LIMBO without touching any part of the moved runway, before, during, or after the pass, and must not break, reposition, or remove the limbo string. Limbo poles will be a minimum of 30 feet apart. Point values and selected heights are: 2' feet - 40 points; 3' - 30 pts.; 4' - 20 pts.; 5' - 10 pts. and 6' - 5 points.

C. CARRIER LANDING: After the Limbo the contestant will make a touch-and-go landing on the 20 feet by 80 feet carrier deck. The carrier deck will be divided into 20 feet sections: A string/ribbon will be placed at the approach end of the carrier deck. Model must pass over the barrier without breaking, removing, or repositioning the barrier. Model must have all main gear in a block to receive the points of that block. Landing on a line scores the higher points. The highest points are closer to the barrier.
0 - 20 feet - 30 points; > 20 - 40', 30 pts.; > 40 - 60', 20 pts. and > 60 - 80', 10 points.

D. TIMED CLIMB AND GLIDE: At the unstick point of the takeoff from the CL above the judge starts his stopwatch. He calls time at five(5) second intervals and "Chop" at the 20 second time. (The throttle chop at the 20" time is the contestant's responsibility.) The model climbs for 20 seconds and glides to a full stop landing. The objective is to touch down on the runway at exactly 60 seconds from the takeoff. (A 40 second glide) This exact time (60") scores 40 points. One(1) point will be deducted for each second over 60" or two(2) points will be deducted for each second under 60 seconds. Touchdown outside the moved runway scores zero(0) points. ANY adjustment of the throttle during the glide, prior to touchdown, will result in a zero(0) score for this maneuver (TC&G)

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E. BONUS POINTS:

1. If the touchdown from the Timed Climb & Glide is made on the Carrier Deck, and NO throttle movement has been made during the glide portion of TC&G, 10 bonus points will be awarded.
 2. If after landing from the TC&G, the model rolls to a complete stop, with the engine still running, and no adjustment of the throttle has been made since the touchdown, five(5) bonus points will be awarded.
- F. FLIGHT SCORE: The flight score is the total points earned during the flight, plus any bonus points earned less any penalties.

III. CONTEST PROCEDURES: Contestants will be called to the Ready-Boxes prior to flight. All starts will be made in the Ready-Box.

- A. Flight limit is five(5) minutes including start. Flight is also complete and shall terminate if the pilot cannot return flight after the CARRIER LANDING, without a restart, assistance, or whatever.
- B. Restarts are permitted subject to the 5' limit and the CL rule above.
- C. Judge will call "Start" and start the 5' clock. If the contestant determines that he cannot start and complete his flight in the time allowed, he may choose to go to the end of the round, and he will then be charged with an attempt. A pilot may have two(2) attempts to complete one(1) official flight in each round.
- D. An official flight is defined as the model moving forward under its own power. Once the model moves under power, the contestant no longer has the option of going to the end of the round, but he can continue under the 5' flight limit.
- E. If the contestant fails to touch down on the Carrier Landing, he will be allowed one more attempt to make a non-scored touch-and-go from which to start his Timed Climb & Glide.
- F. NO points will be earned after the 5 minute time limit.
NO points will be earned if the contestant cannot continue flight after the TC&G. (Of course the points earned up until that time are awarded.)
NO bonus points will be earned or awarded after the above stated limits.

IV. SAFETY: Special safety considerations will be briefed at the Pilot's Briefing.

- A. Any flight over Pit/Spectator areas or other designated areas shall require immediate full stop landing.
- B. Any contestant who fails to land and clear the runway within thirty seconds from the time a judge says "Land" shall be subject to disqualification at the discretion of the Contest Director.
- C. All models shall be inspected for safe operation. If a contestant changes models and does not have the new model inspected, and this comes to the attention of the Contest Director, the contestant will be disqualified and all of his flight scores will be voided. (This does not apply where at a last moment a pilot changes and flies someone else's model that has already been inspected.)
- D. Each contestant must sign the Academy of Model Aeronautics' form certifying that both he/she and the model being flown have previously performed maneuvers like the ones to be performed in this event.

The R/C Flyer

c/o JOE KASTETTER
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Seabrook, Texas 77586
(713-326-5216)

S. W. JIM BROCK, JR
46 LAZY LANE
KEMAH, TX

77565

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V. GENERAL:

- A. AMA rules # 6 & 10, under "Sanctioned Competition", will not be enforced.
- B. AMA "General" rule #8 will be enforced to the letter of the law, even though this is a Class B contest.
- C. AMA "General" rule #4 will also be enforced, with "contestant" to also include "owner". If not the owner, then the contestant may use a temporary marking such as magic marker to add his own AMA number.

HAWCI CLUB TEAM FUN-FLY

I. OBJECTIVES:

- A. Promote camaraderie among the membership of all the Houston area model aviation clubs.
- B. Encourage competition between the membership of the clubs and the clubs within HAWCI.
- C. Promote HAWCI as a group actively promoting model aviation activities.

II. CLUB TEAM COMPOSITION:

- A. Any club that is a member of the Houston Area Model Council, Inc. (HAWCI) not later than the HAWCI meeting in September of the current year, may enter a team in the contest.
- B. A team will consist of a Team Manager and up to seven (7) contestants.
 - 1. Team managers may be a member of the 7 person team.
 - 2. Non-competing Team Managers may be in excess of the 7 person team.
- C. Each team person, manager, and mechanic must be a member of the Academy of Model Aeronautics, (AMA).
 - 1. Each team person and each team manager must be a current member of the club that he/she represents.
 - 2. No person may represent more than one club or be a member or manager of more than one team.
- D. Team Managers will register all team members, themselves, and their mechanics prior to the first round of the contest.
 - 1. After the first round of the contest, no charges to the team member list will be allowed.
 - 2. Team managers may be changed at their own request.
- E. Any person listed as a team member will be allowed (or required) to fly at least one round of the contest. Failure to comply with this requirement will result in a ZERO (0) score for that team's highest scored round.
- F. Each team will donate a fifty dollar (\$50.00) sum towards the costs of the event.

III. CONTEST OPERATION:

- A. Only four (4) members of a team will be permitted to fly in any single round of the contest.
 - 1. Prior to each round of the contest the team manager will submit the list of that round's four pilots to the administrative officials.
 - 2. Reference to IIE above, each person on the list of designated team members must fly in at least one(1) round.
- B. Depending on the weather and other conditions, the contest will continue for up to a maximum of eight(8) rounds.

IV. SCORING:

- A. Each round score for a team will be the total individual scores of the team members participating in that round.
- B. The total team score will be as follows:
 - 1. 3 rounds or less; team score is total of all rounds.
 - 2. 4, 5, or 6 rounds; team score is total of all rounds minus the lowest single round score.
 - 3. 7 or 8 rounds; team score is the total of the best six(6) rounds.
 - 4. After the above score is computed, the penalty of IIE will be applied.
- C. Clubs/Teams will be ranked by team score.
- D. Individuals will be ranked by individual single high score. (This is the only fair way to do it since some persons may only fly one flight.)

V. AWARDS:

- A. Plaques will be awarded to the top three(3) Club Teams.
- B. Plaques will be awarded to each member of the first place team.
- C. Merchandise and/or gift certificates will be awarded to individuals through at least tenth(10) place.

VI. CLUB RESPONSIBILITIES:

- A. The winning club will host the next annual HAWCI Club Team Fun-Fly.
- B. The operation of the Fun-Fly is the first responsibility/priority of the Host Club, however clubs are encouraged to promote other on-site activities such as raffles, concessions, displays, swap-shops, etc.

1988 Host; Jetero RC Club

Contest Director:

Horrace D. Cain

9838 Canterbury

Humble, TX 77338

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