NEAT Fair 2011 Saturday Night Slow Flyer contest.

All NEAT Fair registered pilots are invited to participate in an after dark (approx 8PM-11PM) slow flyer contest at the field on Saturday the 17th. Below are the rules for the contest:

Model/pilot Requirements

Any model with any motor system that weighs 24 ounces or less, ready to fly and is powered by no more than 10 NiCd/NiMh cells or 3 Li-Poly or Li-ion. Model must have on-board "ACTIVE" lights for visibility. The model cannot be illuminated from the ground. 2.4ghz radios are encouraged, but not required. Those flying on 72mhz will have preference over sport flyers. All contestants will be in the air at the same time. 72 mhz conflicts must be resolved without throwing punches or other objects!

Contest conduct

Three rounds will be flown (depending on weather). The task will be the same in each round, touch or pop a balloon or balloons. Pilots will be required to have “spotters” to keep track of touches and pops for each round. Balloons will be lit with one bright LED light internal to the balloon.

Round 1

Two free floating balloons will be launched. The round ends when both balloons have been popped or they have flown out of sight. Models may be re-launched if they strike the ground but only if safe to retrieve (contest director will make that determination). 5 points for touching the balloon or trailing “stick”, 25 points for a “pop”. This round type may be flown multiple times.

Round 2

If the winds are nil, two balloons will be tethered to the ground. Pilots will attempt to pop the balloons. The round will end when: both balloons are popped or the balloons fly away. In this round, no points are awarded for “touching” the tether. Only true “hits” on the balloon or a pop will score points. This round type will only be flown once.

Round 3

The most dangerous round! If the winds are too high for round 2, two 10ft tall, 6” diameter black airbag columns will be erected on the field with the balloons tethered to the top. Pilots again will only be awarded points for touching or popping the balloon. No points are awarded for touching the tether or the support column. The columns WILL NOT be illuminated. The round will end when: both balloons are popped or both columns have been knocked over or deflated or the balloons fly away. This round type may be flown multiple times (if there are any “flyable” models left!)

Highest total score (all rounds additive) will win. The contest director has the right to modify these rules willy-nilly at any time during the contest.

Please come by the HQ tent anytime during the Fair on Friday or Saturday up to 7PM to register. There is no additional charge to fly this contest. Prizes will be awarded to 3rd place.