

Prop Spinners ThreeforAll Rules

1. Airplane: Any airplane capable of flying safely on 60-foot lines. Any engine, any fuel system, etc.

2. Lines: 60-foot lines appropriate for the airplane.

3. The competition: Each contestant will perform three separate tasks, all using the same airplane. The airplane may be repaired between tasks if necessary.

A score will be assigned for placement in each task. Scores will be added to determine the overall winner for the day. Scoring for each task will be as follows: 1st place = 10 points. 2nd = 9. 3rd = 8. 4th = 7. 5th = 6. 6th = 5. 7th = 4. 8th = 3. 9th = 2. 10th = 1.

4. The tasks:

Hi-Low: This task involves two separate flights. Flight No. 1 is timed for high speed; the 7-lap (1/4-mile) time is converted to speed using the AMA rulebook speed chart. Flight No. 2 is for low speed, again timed for 7 laps. One low-speed flight, the airplane must become airborne within one lap for the flight to be judged official. The difference in miles per hour is the score. (*Example: If a participant's high speed is 80 mph and his low speed is 40 mph, the score is the difference between speeds: 40.*) Between flights, the participant may change plug, prop or fuel; no other changes may be made to the airplane.

Time Target: The object is to make a flight of exactly 2 minutes. Each contestant starts with a score of 120. Each second over or under the 2-minute target is deducted from the score. (*Examples: A flight of 2:10 would result in a score of 110 (120-10). A flight of 1:50 also would result in a score of 110.*) Timing is from the moment of the plane's release by the pit crew to the moment it touches down. The pilot is not allowed to carry any kind of timepiece or receive any kind of signal from the ground. Shutoffs are prohibited.

Spot Landing: A mark will be made on the edge of the circle. The pilot attempts to land the plane on the spot. Judges will mark the point of initial touchdown. The distance between the target and the point of touchdown, in inches, is the score. (*Example: A plane that touches down 13 inches from the target receives a score of 13.*) Low score wins. Only dead-stick landings count.

5. Official flights: Each contestant is allowed three attempts at two official flights. In the high-low event, each pair of flights is counted as one attempt.

6. Disputes: All disputes, arguments, interpretations of gray areas in the rules and other questions will be settled by the event director. The event director's decision is final.