

Fun Fly 2026

This year's Fun Fly schedule is
April 12 Loop- Roll- Spot landing
May 3 High Speed Low Speed
June 7 Dice Roll
July 12 Bomb Drop
August 9 Pylon Race Teams
September 13 Carrier Landing
October 11 Make up date

Rules:

- Fun Flies are meant to be fun! Judges' rules are final and there will be no protests unless we have a tie which will result in a fly off.
- All fun flies are 3 rounds but you only count the best of 2.
- You can fly more than 1 plane but you must fly your own planes
- You have 1 min to get to the flight line
- There is a \$10 entry fee
- There are 2 Divisions Advanced and Intermediate
- Points are 1st place 100pts
2nd place 85pts
3rd place 70pts
4th place 55 pts
5th place 40 pts
Below 20pts just to enter

Fun Fly 1

- Adv 4 loops- rolls combinations spot landing for Pts
- Int 2 loops- rolls combinations spot landing for pts

Spot landing pts are inside the red circle 30 sec reduction, inside the yellow 20 sec reduction, inside the white 15 sec and outside the white 10 sec.

Timer starts when your plane crosses the yellow line and ends after you cross the same line. If you go off of the runway and can not return to the yellow line 1 min will be added to your time!

Fun Fly 2

High Speed Low Speed Spot Landing

1 practice run will be allowed

Passes must be 50 ft or lower

Spot landing pts are same as FF # 1

All flights will be flown east to west

Points will be assigned to how fast or slow you finish plus spot landing per round

Your turn is a high speed pass followed by a low speed pass. All flights must be level flight, no dive bombing run or 3D maneuvers.

Fun Fly #3

Dice roll for time

Roll 1 die and do that many maneuvers for time

Round 1 Loops

Round 2 rolls

Round 3 touch and go (must use full pattern no short cuts)

Followed by a spot landing

Fun Fly #4

Bomb Drop score is based on bomb landing plus your spot landing score

The pilot that comes up with the best bomb drop mechanism will be rewarded 25 pts to your overall yearly scoring. Judging will be done by pilots that are entered in FF #4

Fun Fly #5

Partner Pylon race for time

Teams will be drawn from a pool of Adv and Int pilots

Adv flyer 5 laps

Int flyer 3 laps

Flyers start behind yellow line as first pilot lands and crosses yellow line second pilot launches

Fun Fly #6

Carrier landings for pts

The carrier will be divided into 3 landing zones (20-10-5) and points will be given where both wheels touch the deck. Landing in the water is zero pts.