

Fun-Fly

“Washer Drop”

You can use either a **servo activated or powered payload dropping device** or the equipment supplied by the club. The equipment available from the club will consist of a wooden skewer, rubber bands, a plastic cup (optional) and all pilots will be provided a washer with a ribbon attached. The washers are numbered as we will try to drop all of the washers and then measure after everyone has completed their drop.

Here’s how it works:

A target will be marked on the field. Each pilot will receive an official washer. The pilot takes off and makes one circuit of the field. After completing the circuit, the pilot can begin the drop run at their discretion. Dropping the “washer” is done by performing some maneuver such as a loop, a roll or holding inverted flight until the “washer” falls off the skewer or utilizing an onboard release device. The pilot will then land.

Rules.

1. The payload consists of a standard steel washer. The approximate dimensions are a 1-3/4” outside diameter and 11/16” inside diameter with two 12” streamers of ribbon attached. **You must use the washer supplied by the club with no alterations.**
2. Pilot can attach skewer to side of fuselage or can use the plastic cup mounted to fuselage with skewer. Washer is then placed on skewer or in the cup. A server operated payload release mechanism is also permitted.
3. The pilot must take off and make at least one circuit of the field. After completing the circuit, the pilot can begin the drop run at his discretion.
4. Minimum altitude over the target is 6 feet. “Washers” dropped from lower than 6 feet will NOT be scored.
5. Helicopters or quadcopters are not eligible for this event.

Scoring: The pilot whose “washer” lands closest to the target is the winner. Next closest will be second, etc. You will have three attempts at dropping the washer; the average of the three distances will be your score.

Spot Landing Bonus: We will mark two areas on the runway for a special bonus. If your wheels first touch on landing in the outer box 10’ is deducted from the distance your washer lands from the target. If your wheels first touch in the inner box 15’ is deducted from your score!! A great skill practice and a way to improve your score!!

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