

2014 Skills Challenge
September 28, 1:00pm

Skill # 1: Musical Chairs.

Object: to be the last pilot flying.

Skill: A start finish line will be laid across the centre field running East/West. Five or more models will be flown in a holding pattern to the South of the runway. A horn will sound and all planes will fly the pattern to the North. Turning they will approach the start/finish line from the North and the last one to cross will be eliminated. This process will continue 'till only one plane remains.

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Skill # 2: 10 Second Dash, Non Gliders.

Object: To be the last pilot flying.

Skill: Five or more models will be flown from a single launch. They will climb as high as their equipment and skills allow. At 10 Seconds a horn will sound and all motors must be cut. You will continue 'dead stick' flying until you land. If you restart your motor you will be disqualified.

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Skill # 3: Carrier Take Off & landing.

**Object: To take off and land from a simulated carrier deck
(Open to Models with Landing Gear only).**

Skill: A rectangle will be laid out on the field. The pilot will place the model on the deck, return to the pilot station and take off within the confines of the deck. Running over any line will constitute a 'ditching' resulting in disqualification. The pilot will fly one circuit of Rogo Field and attempt a landing. One 'go around' will be permitted. Judges will determine best landing.

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Skill # 4: Ribbon Cutting.

Object: To cut a ribbon.

Skill: A ribbon will be stretched between two poles. Each individual will have two attempts to cut the ribbon with their propeller. Judges will determine the most spectacular cut.

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Skill # 5: 10 Second Dash, Gliders.

Object: To be the last model flying.

Skill: Five or more models will be flown from a single launch. They will climb as high as their equipment and skills allow. At 10 Seconds a horn will sound and all motors must be cut. You will continue 'dead stick' flying until you land. If you restart your motor you will be disqualified.

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Skill # 6: Landing on a Dime.

**Object: To land closest to the centre of a ring.
(Planes with Landing Gear only).**

Skill: A ring will be laid out on the field. Individual pilots will take off, fly one circuit and try to land as close to the centre as possible while staying upright on the landing gear. Running out of the circle will result in disqualification. Judges will determine the best landing.

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Skill # 7: Over and Under Limbo.

Object: To be the most spectacular model completing the course.

Skill: Two sets of ribbons will be set out on the field. Individual pilots will take off and fly under the first ribbon and over the second ribbon they will then return in the opposite direction and fly under the first ribbon and over the second ribbon. Pilots will be permitted one extra attempt if they bail on the first. Judges will determine the most spectacular successful attempt.

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Skill # 8: Bomb Drop.

Object: To drop a bomb closest to the target.

Skill: Individual pilots attempt to drop their 'Bomb' closest to the centre of a ring laid out on the field. The 'bomb' will consist of a balloon filled with water or flour, (to be determined at a later stage). The method of affixing the 'bomb' to the aircraft is solely up to the pilot. The dimensions of the 'bomb' will such as to fit into a standard Styrofoam cup. Each pilot can 'call off' their first attempt but must finish on the second attempt. Judges will determine the most spectacular bombing run.

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Skill # 9: Helicopter search and Rescue.

Object: To be fastest to rescue a victim and return to base.

Skill: A course will be laid out consisting of two heli pads at either end of a slalom using four poles. The second heli pad will have a victim made of tin. Each pilot will be responsible for providing a means on their model for a magnet that will pick up the victim. Each participant starts with a helicopter on the 'Base' heli pad, rotors stopped. On sounding of a horn they will take off, negotiate the slalom and hover over the victim and pick up the victim. They will then renegotiate the slalom returning to base. Timing will stop when the victim touches 'Base'.