



## *PANDAS Club Scale Event*

Historically the PANDAS Club Scale Event was held as an informal event, with members encouraged to bring along a scale aircraft for a general Fly-In.

For 2022 it was decided to have a simple structure to the event, to try and make it similar to some of the BMFA Scale events.

The Ray Holt trophy was traditionally awarded for the best scale aircraft on the day. This year the trophy will be awarded, based on the general appearance of the aircraft and its general flying in a scale like manner as per the schedule below. 2 club members will be nominated to judge the event on the day.

The following simple rules will apply:

### **Type of Aircraft**

Any scale aircraft can be flown. If your aircraft resembles any full size aircraft it can be used (foam, wood, plastic or anything else). From scratch built, to ready to fly off the shelf aircraft, all are welcome. If they are a reasonable representation of a full-size aircraft they are fine.

### **Flying Schedule**

1. Fly in a scale like manner to suit the aircraft type.
2. Take off and fly a left or right hand circuit (dependent on wind direction) and over fly the take-off area.
3. Fly a figure of eight (as per the BMFA achievement scheme A certificate).
4. Fly 3 manoeuvres from the list below (to suit the aircraft type & where possible, manoeuvres that would / could have, being performed by the full size aircraft).
5. The manoeuvres to be flown in the general vicinity of the airspace above the landing / take off area in front of the pilot.
6. Land the aircraft in the landing / take off area.



## PANDAS Club Scale Event

### Manoeuvres

1. Descending Circle.
2. Rectangular Circuit (at a constant height).
3. Over Shoot or Go Around.
4. Straight Flight at Low Speed (50 metres at height of 10 metres).
5. Inverted Flight (50 metres at height of 10 metres).
6. Touch & Go.
7. Inside Loop.
8. Outside Loop.
9. Roll into wind (away from the flight line).
10. Roll down wind (away from the flight line).
11. Stall Turn.
12. Wing Over.
13. Spin - 2 to 4 turn spin (does not have to be exact).
14. Split S / Reversal.
15. Immelmann Turn (Roll off the top / Fighter pilot turn).

We will trial a simple scoring system (as below), scoring each factor from 1 to 10 (1 being not so good to 10 being spot on).

<b>Item</b>	<b>Score</b>
Aircraft General Appearance	
Take Off	
First Circuit	
Figure of 8	
Manoeuvre 1 (Specify) -	
Manoeuvre 2 (Specify) -	
Manoeuvre 3 (Specify) -	
Landing	
Aircraft General Scale Like Flying Performance	
<b>Total</b>	