Touch and Goes

**GOAL:** Score more points than your opponent

**RULES:**

1. 5 total passes allowed. 3 attempts maximum.
2. There are 4 landing zones.
3. Small white square = 10 points.
4. Medium white square = 7 points.
5. Large rectangle with while lines = 3 points.
6. On runway, but outside large rectangle = 1 point.
7. On grass = 0 points.
8. 1st touch-and-go attempt score will be used as a tiebreaker for the match, if necessary.
9. Losing parts during the match will end the flight with a 5-point penalty.
10. If the aircraft is damaged and can’t continue the match, points earned will count for the match total.

**PROCEDURE:**

Flip of coin will determine flight order. First pilot will take off and do their 2 line-up passes. Pilot #2 will take off as soon as pilot one declares 1st attempt. While pilot #1 is doing their attempts, pilot #2 can do their 2 practice passes.