CARRIER DECK

Object:  
To land on the carrier deck and catch a line with the special supplied “hook”.

Rules:

1. Carrier Deck is defined by the tape outlined rectangle.
2. All landings must be done in the direction designated by the Event Director
3. The line closest to the rear of the “Carrier” is the #1 line and is worth 10 points if you hook it on landing. #2 line is the next one and it is worth 8 points. Next is #3 worth 6 points, #4 worth 4 points and finally, #5 worth 2 points.
4. Each pilot gets 1 line-up pass, and then each upwind pass will be considered an attempt. You have 3 attempts to catch lines.
5. The airplane must initially touch on the “deck”. Any touchdown outside the prescribed lines of the “deck” results in a “splashdown” and the airplane is considered crashed and cannot continue for that match.
6. If the pilot so chooses, he/she can do a “missed approach” and get no score for that attempt and go around. This will count for an attempt but allows the pilot to continue without penalty.
7. The highest total score for each match goes on in the winner’s bracket. The loser goes to losers’ bracket or is out if it is their 2nd loss.
8. If neither pilot catches a line, but one was disqualified due to landing in the “water”, the pilot that did not land in the water is counted as the winner of the match.
9. If both pilots land in the water, then the first one that landed in the water is considered the loser of the round.
10. If neither pilot caught a line or landed in the water, they will fly and additional attempt until one is declared the winner of the match.