## CLIMB AND GLIDE

1. Time will start when the timer says “GO”. At that signal, the 2 pilots will take off. Each pilot will do a climb for maximum altitude and cut the motor when the timer says “CUT!” Each pilot must demonstrate that their throttle cut switch is working and must use this switch to kill the engine during the event.
2. Each pilot will attempt to stay in the air as long as possible and land on the Geotex runway. First point of touchdown is where the airplane will be scored. If touchdown is inside the small square on the runway, a 10 second bonus is added to your glide time.
3. Landing (first point of touchdown) outside the square but anywhere on the runway receives 0 bonus points.
4. Landing (first point of touchdown) anywhere on the Grass is a 5 second penalty.
5. If the pilot has to throttle up at any time, including a go around to land even after a touchdown, is an automatic disqualification for that heat, and their opponent will be awarded the win.
6. Each round will have a draw to determine powered flight time. (15sec, 20sec or 25 seconds).
7. If anything comes off the airplane during the heat, the pilot is disqualified.