## ROOPS in 90 seconds

1. Time will start when the timer says “GO”. At that signal, the 2 pilots will take off. Each pilot must complete as many complete ROOPS as possible, as well as LAND within 90 seconds.
2. A “Roop” is a Loop/Roll combination.
3. The loop is done (inside or outside) from relatively level flight (will be judged!). If judges determine a level start did not happen, the loop will not count. As soon as the loop is completed, the aircraft must do a 360-degree roll (right or left). If the roll is not at least 360 degrees, the roll will not count. This combination when completed is 1 ROOP. Only a complete ROOP will be counted, so if the loop is not completed properly, the pilot must start over with a complete loop and then a complete roll to count as a completed ROOP.
4. At the 60 second mark, the timer will start counting down the last 30 seconds by the second.
5. Each pilot must land before the 90 second mark. A landing is the first point of aircraft touching the ground, and the pilot is committed to stay down. If the landing occurs after the 90 second time limit, **1 ROOP penalty** will result.
6. If the airplane ends up on it’s back, or sheds any parts on landing or as a result of a crash, **a 2 ROOP penalty** will result.
7. If touch down occurs on the Geotex runway, a **2 ROOP bonus** will be added to the score.
8. If the aircraft touches the ground at any time, the flight is over, and any points/penalty earned as well as landing points, are awarded.