## Dice Roll

Objective: To complete the task in the shortest possible time.

* 6 maneuvers are listed below & numbered 1 thru 6 to match up with the Dice number.
* Pilot rolls one dice to choose a maneuver, then rolls it again to choose the number of times the maneuver must be done. Time begins at first roll to select maneuver and ends when airplane touches the ground. Pilot must complete all the maneuvers or be disqualified.
* Procedure: Pilot has airplane on runway ready to take off. Time starts, and pilot rolls 1 dice to pick maneuver and then quickly rolls again to determine how many time he has to do it. He takes off, does the required number of the specific maneuver, and lands on Geotex runway. 1st point of touchdown determines if airplane is on or off Geotex. If airplane is off Geotex, a 20 second penalty is added to the total time.
* Shortest time wins
* MANEUVER LIST:
1. Loop (inside or outside)
2. Roll
3. Roop (loop followed by roll)
4. Spin
5. Touch & Go
6. Full stop landing
* If anything comes off the airplane during the heat, the pilot is disqualified.