Aerobatics Rally Spot Landing with a Twist!

This spot landing will test your flying skills by simulating a dead stick approach and having your airplane come to a full stop on a bullseye marked on the runway.

Executing this is not easy and will require discipline and precision flying:

- **You will see three concentric circles (2 orange and 1 white) marked on the runway.**
- **The procedure is to take-off and climb upwind to an altitude of up to 400'.**
- **Cut power and trim the airplane into a glide configuration. Do NOT touch the throttle until after you land!**
- **Track the airplane's rate of descent making stick adjustments and aim for the bullseye (white circle).**
- **Make the final approach higher than normal if needed.**
- **If you are too high on final approach perform 'S' turns or apply rudder and opposite aileron to increase rate of decent.**
- **If you misjudged the approach and can't make the runway, apply full power to perform a-go-around. This counts as a landing attempt. (two attempts per flight and two flights per pilot)**

Event Day Scoring:

- **The score is taken at the point where the airplane comes to a complete full stop.**
- **5 points for bullseye (inner white circle); 3 points middle circle; 2 points outer circle; 0 points elsewhere.**
- **The propellor is used as the reference point to determine the points awarded.**
- **Two attempts per flight. Two flights per pilot. Points from each of the four total attempts are added together to give the pilot his/her final score. Each flight is a max of five minutes long. Please be ready to go when it's your turn.**
- **Multiple rounds for tied scores to determine the most proficient pilot.**