

**T-Craft Aero Club
Flight Rules/ Guidelines
Garden Valley Annual Flour Bomb / Spot Landing Contest
Jim Hudson 6/3/2024**

Flour Bomb Contest –

Objective: Drop the bean bag closest to the target – Circle with X.
Each team to have 3 bean bags and can make 3 passes.

Spot Landing:

Objective: Land closest to the landing line / Orange Cones – White Line. Landings short of the line are Disqualified.

Teams – Pilot, (Instructor if required) and Bombardier.

The pilot's responsibility is to fly the plane and communicate with the "Air Boss" and/or other pilots.

The instructor (if required or requested) should assist the pilot in flying, maintaining speed, altitude, proper pattern spacing. The instructor should not be the bombardier. The Bombardier roll is to drop the beanbag according to their judgement, the pilot needs to concentrate on flying. The Bombardier will ride in the rear seat behind the pilot if there's an instructor or co-pilot and this position is recommended in any case to have better visibility of target.

Air Boss – The Air Boss control all aspects of the flights, from engine starting, taxiing to the take-off position, starting sequence, aircraft spacing, warning or disqualification for low altitudes, or any unsafe act. The pilot will be given one warning for low, slow, or violation of the rules, if not corrected in subsequent passes, they will be disqualified. Communicate with any incoming or outgoing traffic not participating in the event. Communications will be on 122.9.

Start of the Event.

- Pilot records starting Hobbs/Tach on log sheet in each plane.
- Pilots (Instructors) should have pre-flighted and passengers ready to go with your bean bags at the designated time.
- The air boss will signal to start up and call out each aircraft order to taxi for take-off.
- Fastest planes first: C206 first, then C182's C172's and C152, or any slower planes last.

Before taking off.

- All planes should be at Runway 28, in line and ready for take-off before 1st plane is cleared for takeoff.
- Landing and Strobe lights should be ON
- Set Altimeter at E. end of runway 28 at **3200' MSL** prior to take-off: (Actual is 3178')
- Takeoff fastest planes first: C206 first, then C182's C172's and C152, or any slower lanes last.

Taking off

- Air Boss will launch planes for take-off when the departing plane is at the west end 1000' marks (rocks), approximately every 40 seconds.
- Fly Standard traffic pattern for Rwy 28. (See suggested traffic pattern diagram)
- Pattern Speed 80 Kts (90mph) /Altitude as specified on the pattern diagram.
- Maintain situational awareness, speed, altitude, separation from others.

On the Bomb Drop Pass:

- Speed should be below Vfe before opening windows/doors.
- Target speed – all aircraft 80kts +/- 5kts (92 mph) on bomb run.
- Do not exceed 20 deg flaps on the bomb run pass
- Fly the Center of the Runway (in the past, some were way too far to the left of right of center)
- Keep altitude to a minimum of **3300 MSL** (~120" AGL at mid field) in the low pass bomb run.

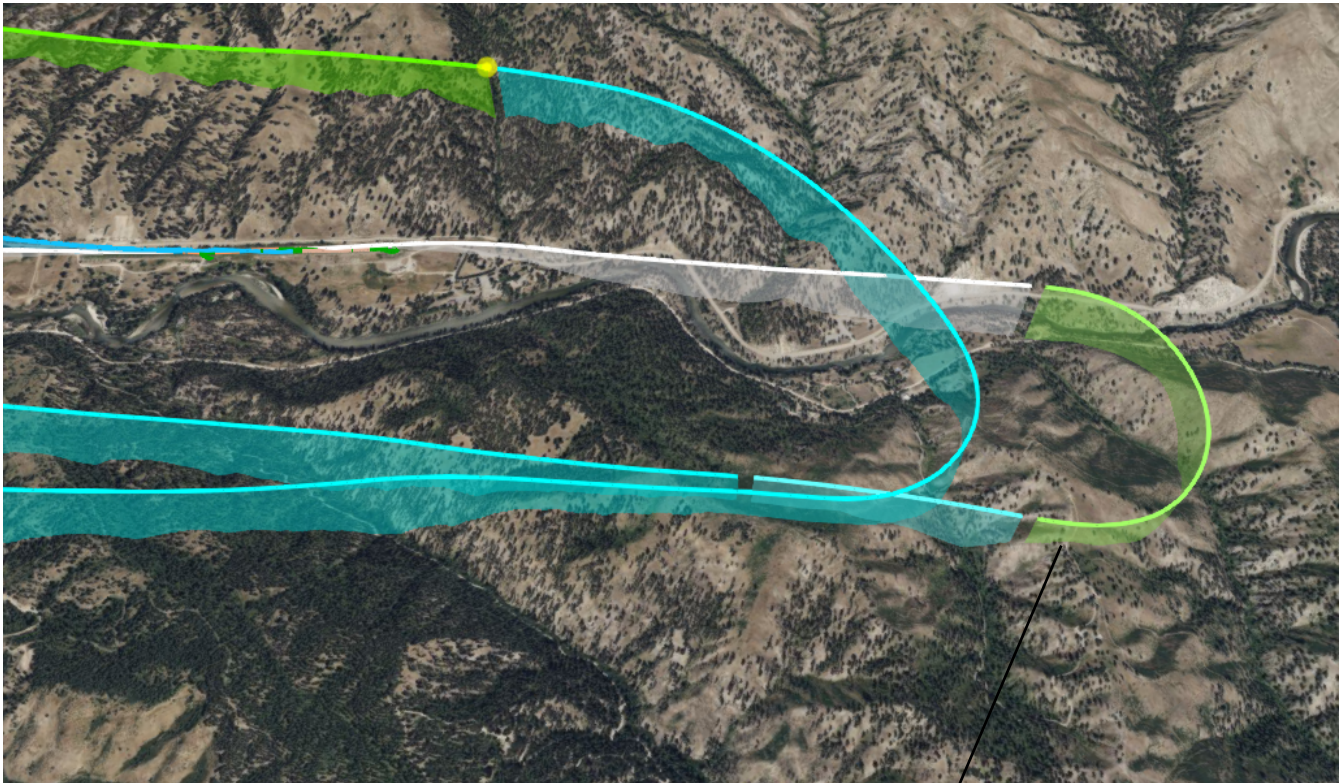
Spot Landing

- Landing Runway will be 28. The Air Boss will call out any change to the landing runway. In the event of changing to land on 10, extend the base on 28 on the final pass to fly crosswind for 10, then downwind 10, and land 10.
- Normal Landing for Spot landing.
- After landing, taxi immediately to tie down/parking area.
- Record Name/Stop time Hobbs/Tach on log sheet in each plane.

Recommended Pattern In the past, some participants flew too high, too wide, and too long of a pattern, screwing up the spacing. This pattern was flown in N13686 at 80kts on downwind. Taking off and landing 28.



Where to turn base



See the CloudAhoy video replay of an actual flight
<https://www.cloudahoy.com/debrief/?key=N17SiqOHsMYEnEIM&startAt=1717200746.5>

Start descent after crossing this ridge and start base turn in the drainage. There's a cabin at the top of the ridge you will cross.

Ground Crew for Contest:

Bomb drop Judge. At least three people will help judge the event, one to keep track of the score and two to measure. The distance of bag's landing more than 50 Feet will be estimated by pacing off the distance. Bag's within 50' radius will be measured to the nearest "foot". The score keeper can give feedback to the pilot on the accuracy of the drop.

Spot Landing Judge. Three people for spot landing, one to keep scores and two to measure. The distance of landing more than 50 Feet will be estimated by pacing off the distance. Landing within 50' will be measured to the nearest "foot". Any landing short of the line is disqualified.

Supplies:

Bean Bags 3 bags / participant.

Make a X within a 12' – 15' circle for the target with white spray paint.

Orange Buckets/Safety Cone – on each side of target to help locate.

50' Measuring Tape

Clipboard/Paper/pencil to record results

Spot Landing Line

Spot Landing target approximately at the 1000' landing mark – white rocks, as determined by the Spot landing Judge.

Orange Buckets/Safety Cone – on each side of target to help locate

A marker string would help to put down a straight landing line.

50' Measuring Tape

Clipboard/Paper/pencil to record results

Contest Scoring:**Bean Bag Drop**

Shortest distance to the target on any drop. Ties will be decided by 2nd shortest drop. If still tied, 3rd shortest drop.

Landing contest.

Shortest distance from landing line. Landing short of the line is disqualified.

Top Gun.

Combination of the shortest combined bean bag and spot landing distances