



MPPA FUN FLYER

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MPPA 2003 Summer Fun Fly

PRESIDENT'S CORNER June 2003

Coming this July 27th, we will be holding the first Fun Fly in over two years.

This time around we will be combining our steak fry, where we cook up one inch thick rib-eye steaks cooked to perfection, with all the trimmings, with five different flying events throughout the day. The steak fry is open to all members and their families, and the fun fly is open to all pilots, even the beginners.

The event will be held on a Sunday to maximize the number of entries, and the landing fee will be only five dollars to cover the cost of the trophies. The steaks are free to all members and their families and ten dollars to non-members. Already, people are joining the club just to get them free, go figure.

The event will start at 9AM and continue until all the pilots are finished. Now to the events themselves. We have established four of the five events so far.

They will be, Bomb Drop. This requires a bomb-dropping device, supplied by us (a plastic cup attached to your airplane).

You will fly over a target in the middle of the runway, the closest to the target will receive the highest score, the next closest 2nd highest score, and so on.

Next will be the loop contest. This will be the most loops performed in a minute. Pretty self-explanatory.

We will also do the Luny Limbo, the limbo ribbon will set at ten feet, and the most passes under the ribbon in one minute, double points for

inverted flight.

Also we will do Dead Stick Spot Landing. You will have to fly past a certain point, shut off your engine, and land dead stick closest to a target on the runway.



The last event is still up in the air, we have had several suggestions, it seems everyone has an opinion, but I would like some ideas from you as to which event to hold. Keep in mind, we have to be able to score the event from top to bottom, i.e. a place for each pilot, so it has to be something we can measure, either by time or distance, and it should be something everyone can do. Ken is including some suggestions with this newsletter. So please give me some feedback.

On a somewhat sadder note, Hank Shuler had an attack earlier this week. At first I was told it was a stroke, but, I have come to find out it was an intestinal problem. Anyway, I understand he is going to be OK, but will probably need an operation. Hank was one of the founding members of the club and we all wish him well.

Don't forget about the meeting this month, Wednesday June 25th 7:30 Pm. See you at the field.

Your President

Jim Perdue

RC REPORT'S FUN FLY EVENTS

compiled and edited by
Bill Fulmer

I've noticed a lot of requests in the RMRA newsgroup, on the internet, asking for fun-fly events. Several years ago I published this list at the now-defunct RConline site. Herein is a compilation of events from various sources. Many thanks to Vince Gutschalk, my buddy from Aurora, Colorado, for sending me about a jillion and a half ideas.... If you have other events, please let me know about them. Email them to me at webmaster@rcreport.ws (put fun fly in subject header), and we'll update the list periodically.

This is simply a collection of ideas, some quite good, some better than others, some not-so-good. There may be some duplication or similarities. These ideas are presented to assist you in your search for new events for YOUR fun flies. A few of these events are certainly beyond the capabilities of the average flyer (me), but any or all of them may be modified in any way to suit your needs. Be creative.... Above all, ENJOY YOURSELF.

The fun begins here.....

BALLOON BUST 2

Tie a thirty foot length of toilet paper to a helium party balloon and release it. Give a contestant two minutes to cut as many pieces as possible. Harder than it looks...

Graham Hicks

"OH, CRAP!"

This one has been done in many different ways but here's a little variation. We call it "Oh, Crap!" With the command "Go!" and on the clock, the contestant rolls a pair of dice once to get his "number." He/she then must fire up the model, taxi fifty feet, take off, do one loop and one roll, land, taxi back, shut down and then roll the dice again until his number comes up. The crap shooting "levels the field" a bit, so that the less proficient flyers have a chance against the hot doggers.

Graham Hicks

LIMBO

Use a thirty foot crepe paper ribbon strung between two bamboo fishing poles...you know the rest. Double points for doing it inverted. (*no points for hitting the poles...bf*)

Graham Hicks

BLACKJACK

Lay out (12) 20' squares on the runway in a 2 X 6 matrix lengthwise. Number the squares on the right side 0, 2, 4, 6, 8, & 10; the ones on the left 1, 3, 5, 7, 9, & 0. In a series of landings, the pilot attempts to come as close to 21 as possible, based on the wheelstrike point of each landing. Pilot may elect to stop with a score of LESS than 21, but going over 21 disqualifies him.

Vince Gutschalk

SUDDEN DEATH

Pilot takes off and circles in pattern until an unknown time period passes. Time starts at an audible signal, and pilot must land as soon as possible. Landing must be on runway. Low time wins.

Vince Gutschalk

TWO MINUTE TOUCH 'N' GO

Time starts at takeoff. Pilot performs as many touch and go maneuvers as possible in two minutes.

Vince Gutschalk

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SHORTEST TAKEOFF

Pilot tries to takeoff in the shortest possible distance.

Vince Gutschalk

HANDS OFF aka "COJONES OF STEEL"

Pilot has one minute from takeoff to trim for "hands-free" flight. At the end to the first minute, the TX is laid on a table. Longest E.T. before having to grab TX wins.

Vince Gutschalk

LOOPER

Most loops in one minute. Timed from takeoff.

Vince Gutschalk

BEADS ON A STRING

Most rolls in one straight pass.

Vince Gutschalk

BLIND FLIGHT

Time starts at takeoff; ends at engine stop. Pilot ESTIMATES elapse of one minute. Closest time to actual wins. Requires two timers.

Vince Gutschalk

CLIMB 'N' GLIDE

Pilot is given 30 seconds after takeoff to climb high as possible. At 30 seconds, the engine is stopped. Throttle is advanced to prove dead engine. Landing must be on runway. High time wins.

Vince Gutschalk

SCROOGE(and LOOPING SCROOGE)

Pilot fuels EMPTY tank from 15cc syringe. Longest time in air wins. (Add 10 seconds to time for each loop performed.)

Vince Gutschalk

MUSICAL AIRPLANES

Fill the sky with old airplanes. A horn is blown, and all aircraft must land, Last plane down is eliminated. Continue till all but one plane is eliminated. (*these Coloradans know how to "trim the fleet"...bf*)

Vince Gutschalk

LIMBO

Planes fly under crepe paper streamer, cuts disqualify. Streamer is lowered 1' after each round until only one plane qualifies.

Vince Gutschalk

SPINDOWN

Pilot has one minute from takeoff to climb to altitude and begin to spin. Must land on runway. Greatest number of spins wins.

Vince Gutschalk

FAST AND SLOW

Plane flies a straight course twice. First pass is for all out speed. (Diving plane is allowed.) Second pass is flown slowly as possible, maintaining reasonable altitude and course. Largest difference in the two times wins.

Vince Gutschalk

LEMANS START

Pilots line up across runway from planes. At signal pilots race to planes, start up, take off and fly a specified number of laps. (The foot race may be made more interesting by having the pilots carry an egg in a spoon, or some other idiocy...)

Vince Gutschalk

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GEORGIA AIR SHOW

Time begins. Pilot starts engine, eats a soda cracker, whistles audibly, then takes off and begins looping aircraft. He must loop till he has eaten another cracker and whistled audibly again, then lands. Low time wins.

Vince Gutschalk

TAXI RACE

Aircraft race a specified number of laps on ground. Low time wins...

Vince gutschalk

FAITHFUL INDIAN GUIDE

Pilot taxis around obstacle course while blindfolded, obeying commands from caller. Low time wins....

Vince Gutschalk

JUICY LOOP

A styro cup is attached to the top of the plane at the CG (Important!!! CHECK the CG). A measured amount of water is placed in the cup. Pilot takes off, flies a loop, lands... Most amount of water remaining wins... Can also be done with 25 beans instead of liquid...

Vince Gutschalk

DICE ROLL

Six maneuvers are chosen & numbered 1 - 6. The pilot rolls one die to choose a maneuver, the rolls it again to choose the number of times the maneuver must be flown. Time begins at first roll & stops upon touchdown.

Vince Gutschalk

WILLIAM TELL

An arrow is affixed to the wing of the plane. A large balloon is placed on the runway. At the "GO" command, the pilot begins to taxi and attempts to break the balloon with the arrow. Low time wins. Disqualified if prop breaks balloon...

Vince Gutschalk

RENO SHUFFLE

First you roll a die as many times as you wish. Take off and perform a number of loops equal to the last number rolled. Land. Now, roll the last number rolled THE SAME NUMBER OF TIMES YOU FIRST ROLLED THE DIE!! Sneaky, huh?? Low time wins....

Vince Gutschalk

SLALOM

Place 5 balloons on the runway. Taxi thru them, weaving in & out. Taxi back the same way. Break a balloon and get a five second penalty. Low time wins.

Vince Gutschalk

ETA!

Draw times from a hat. Flyer removes watch and takes off. Estimate time and land... Closest to actual time drawn wins.

Vince Gutschalk

KAMAKAZI BUST!

Pilot takes off and calls for helium balloon to be released from runway center, and also starting stopwatch. Break the balloon before it reaches the stratosphere.... Low time wins.

Vince Gutschalk

DEAD-STICK LANDING

Mark a spot on the runway. Pilot takes off, gains altitude and kills engine... Land and roll to the spot. Closest to target wins.

Vince Gutschalk

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YOUR GUESS

Spike a series of paper or plastic plates to the field upside down with 16 or 20 penny nails. Have a number written on the bottom of each plate. Give each flyer three attempts at landing on a plate, touch and goes count. To make the event easier, a short distance could be added from center of the plate so that a touchdown within that distance would count as a hit. Each flyer tries for one hit. The numbers on the plates are duplicated and put into a hat. At the end of the flying, a number is drawn from the hat and the one who hit that plate wins. Of course, in the case of two flyers choosing the same plate and winning to boot, you can have a fly-off.

David Sult (CIA - Central Iowa Aeromodelers)

AERIAL GOLF

A variation of the "Egg Drop", used by the Dallas Skyblazers, where they use the styro cups to hold the golf balls, but put a tin can in a hole near the edge of the runway and use golf clubs (mostly a putter) to see how many strokes it takes to get your golf ball (previously dropped from your plane) into the hole. This takes both flying and putting skill! Time runs from takeoff to final putt. Low stroke count wins. In the event of a tie use the lowest time of tied contestants to determine winner. (PS: Don't use this at the golf course!)

Jack Plonien (Dallas Skyblazers)

LIMBO LUNACY

Set limbo streamer at 6', Most passes under limbo in one minute, cut streamer or hit pole and time stops.

Tom Rhodes

DIXIE DEATH

Shortest time to take off, do 3 each rolls, loops, and spins (in any order), then do a touch and go then do 3 each rolls, loops, and spins (in any order), then land. Stop watch starts when plane leaves ground and stops at touchdown.

Tom Rhodes

DEAD STICK SPOT LANDING

Place balloon marker on field and person who dead sticks closes to marker without touching it wins. Touching balloon disqualifies.

Tom Rhodes

TEAM EGG DROP

A variation of the target egg drop. Instead of trying to hit a target, your partner has an old frying pan with which he tries to catch the egg. Splatters the egg when it hits and makes a neat metallic sound when the egg hits. Don't wear your best flying shirt for this one if you're the one with the pan. Enjoy! (*this should be called "EGG DROP FOR DUMMIES!!...bf"*)

Debi Nemec

DEAD-STICK LOOPS

Climb 35 sec. from take off, kill engine, advance throttle after 5 sec. to prove engine off and make max. number of loops before landing. Fall-offs count for 1/2 a loop. Score one additional loop for stopping within a 20' x 20' area on the runway. Squeezing in that last loop before landing separates the men from the boys. (*Or eradicates a good ship....BF*)

Pete Gayner - Romeo Area R/C Club Michigan

MAIL RUN

Pilot must taxi to spot on field where helper directs him to spot #1. Once on spot business card is attached to plane (rubber band). Take off, pass upwind and down wind markers and land. Taxi to spot #2 where helper removes card 1 and attaches card 2. Take off, fly around markers and deliver mail back to spot #1 where you will receive card 3 to deliver back to spot #2. Time to pick up an deliver X pieces of mail wins. Time starts when plane starts to roll and stops when last piece of mail is delivered.

Red Scholefield - Flying Gators

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"DRAG" RACE

In Memphis, they've invented a sort of "Drag" Race that's proven to be real fun, and provides plenty of laughs for all...

First, purchase a cheap wig, a chenille cotton pull-over woman's robe, and a really large pair of women's panties and bra - the larger the better! (see...this is the 'drag' part of the drag race...get it?).

Paint a circle or square about 6 feet across on the runway.

Each contestant must place his aircraft inside the circle. At the start signal, the pilot (or helper, if desired) must start his plane, then take off, perform a loop, and land; then the aircraft must return to the circle, and the pilot must don one article of the women's clothes.

Then repeat until all the clothes, wig included, are being worn by the pilot. Finally, the pilot must take off, loop, and return to the circle again to stop the clock. Lowest time wins...

Note that you do not have to taxi to the circle, but can manually place the aircraft in the circle if desired. But, no clothes can be put on until the aircraft is within the bounds of the circle. This usually winds up in making the pilot run at top speed to his aircraft and put it into the circle - all while wearing a pair pf panties and a bra that are 'WAY to big for him! It's a riot that is guaranteed to make everyone die laughing!

Freddie Rice

Whitehaven Tale-Druggers

Memphis, TN

These are some different ideas for fun fly events. Read these over, bring some of your own and help us decide on our 5th event for our fun fly!

A MODEL COMMUNITY



Since I suggested that members start writing articles and contributing items to the newsletter, I figured that I had better write an article myself. Eddie Sultan and Jack Goldfarb contributed to the last issue, and right away I could see that our humble little newsletter began to take on the journalistic mantle of greatness. And beyond the literary greatness, you add all the fantastic photos, and I find myself looking forward to the next newsletter more than the next issue of Model Aviation (hey... it could happen!). Yes, this newsletter is a bigger and better thing because our members are contributing more to it. And that's a perfect analogy to the subject I'd like to address.

When you join MPPA, you make an investment. Club dues aren't the investment I'm talking about (that's just pocket change): the investment is your plane, tools, and equipment, PLUS your time, talent, and attention. To put it simply, when you start into RC flying, you pour your heart and soul into it (at least part-time). Just like a carpenter building a fine piece of furniture, or a musician picking up her instrument to play, there is a certain motivation to achieve and a reverence for the craft. Everyone can admire the perfection and symmetry, and the graceful way the piece functions in space and time. So often all these aspects of model aviation go unspoken or are expressed in other ways: ("Wow! Did you see that?") Funny, it's complex

and a bit personal, not something you talk about much. But the same awe and wonder that transfixed the spectators when the Wright Flyer first left the ground under its own power, makes you get up from the picnic table to get a better look. You are always learning more about the hobby and about aviation, but that sense of wonder is something you don't have to learn. It's built-in already. And it drives us to plow a heck of a lot of money and time into this hobby.

So here is your investment of time and money, along with a hundred other pilots or more with their investments, in the hot sun every week (or so). We all have to watch out that we don't mess up the other guy's property, and there are rules. We all share, help out people who need it, find out what's new, and get "updates" on each person's situation. It's just like a neighborhood, a community, in which every member of the community participates and contributes. The greatest example was the volunteer "public service" which our members performed May 30th, cleaning up the the pilots' pit area at the field. Nobody was forced to do that and though each person doing the cleaning got an extra raffle ticket for their efforts, they didn't do it for that reason. So what's the benefit in making a contribution? The quality of your own life experience gets better. And the more that each member contributes (invests) his or her time and talents to this our little community, the more secure it becomes, the more we can rely on it, the more it "gives back" to us. Hmm... kind of like the golden rule, huh? So, if you didn't realize it already, you should know that you're part of something very, very special. We need to hold on to this little community. Remember... there are some who think it's only about flying model planes. They don't know what they're missing. See you at the field.

Patrick Joyce

MARKHAM PARK

Markham Park Jun 03



MARKHAM PARK



MPPA Membership June 2003

Juan Aluma	Patrick Joyce	Brittany Ohlbarecht	Steven Serphos
Roger M Anderson	Ted Kellar	Tyler Ohlbarecht	Jerry Shapiro
Isaac Austin	Kenneth Key	Juan C. Ortiz	Ron Sherwin
Andy Benitez	Al Klein	Rosario Parrino	Hank Shuler
Terry Bingham	John Kline	Jim Perdue	Byron Smith
Moises Blumen	Charlie Kline	Jonathan Perdue	Mary Ann Smith
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Ray Brown	Marcel Kruszeski	Chuck Pheterson	David Storer
Russ Brownel	Kevin Kruszeski	Carlos Pinero	Eddie E. Sultan
Duke Cambridge	Santiago Lattanzio	Mitchell Pinero (son)	Freddie (Son) Sultan
Omar Campora	Michael Lawton	Miguel Quinones	Sharon (Wife) Sultan
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Martin Carberry	Sergio Llorente	Luis Quintero	Michael L. Tarnowsky
Jerry Carley	Scott Martin	Daniel Quintero	David Thatch
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James Creech	Nick McCord	Jason Richards	Glenn Whittemore
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Asif M Dhanani	Greg Meyers	Leonardo Rojas	Mrs. Woods
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Dean Eberly	Thomas W. Miller	Brenton Sakell	Dylan Wright
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Jenaro Garcia Jr.	Don Myers	Carlos Sawicki	Raymond Wright
Brian Gaze	Myra (Wife) Myer	Eugene Secord, Sr.	Debbie Wright
Jack Goldfarb	Brian (Son) Myers	Luis Serna	Raymond Wright
Steve Goodis	Gene Nasta	Steven Serphos	Debra Wright
Ivan D. Grimes	Timothy Nasta (son)	Jerry Shapiro	Daniel Wright
Jorge J. Guaty	Carole Noel	Ron Sherwin	Alisha Wright
Joey Guerrierl	Allan Norris		Marc Zeldes
Richard D. Hall	Dan (Son) Norris		
Eric Hofbauer	Randy (Son) Norris		
Adam Hirsch	Timothy Ohlbarecht		

MPPA would like to welcome it's new members.

Bradley Lindwell, Cheri Eberly, Dean Eberly, Ivan D. Grimes, Christian Matiazzo, Alexander Quintero, Luis Quintero, Daniel Quintero, Jacqueline Quintero, Leonardo Rojas, Moises Blumen, Carlos Sawicki, Luis Serna, Raymond Wright, Debra Wright, Daniel Wright, Alisha Wright

The Marketplace

FOR SALE

Nothing
For
Sale
this
month

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Vice President: Marcel Kruszkeski

Treasurer: Jerry Carley

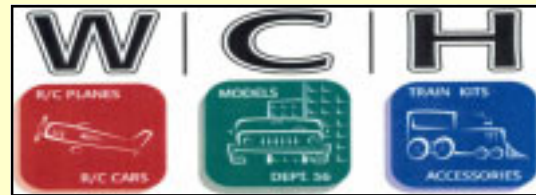
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