Decathlon Event Descriptions (Jan 2016)

1. **Most Loops**
   Take off and get prepared, then tell the timer to start. Do as many loops as you can in 60 seconds. Timer will count loops and say "end" when 60 seconds are up. You must land back on the runway. Maximum score is 30 loops.

2. **Bean Haul**
   Attach a Styrofoam cup to your airplane and place 20 beans in the cup. Taxi out from the runway edge, then take off and fly at least once around the pattern clearing both ends of the runway, then you must land back on the runway and taxi clear. Score is the number of beans remaining in the cup. Optional – do a loop during the flight and add 5 points to your score (maximum score is still 20).

3. **Longest Flight**
   Take off and fly as long as possible and land back on the runway. If you fly inverted you may triple your time. Maximum time is 30 minutes (10 minutes if inverted for the entire flight). Time starts when the wheels leave the runway and stops when the wheels touch the runway. If you plan to fly part of your flight inverted you must have a second timer for the inverted portion. No points awarded for an off runway landing.

4. **Touch and Goes**
   Take off from the runway and perform as many touch and go landings as you can in 3 minutes. Time starts when the wheels leave the runway. Each landing must be solidly on the runway (no bounce and goes) to count. Each circuit must clear both ends of the runway.

5. **Bomb Drop**
   Attach a Styrofoam cup to your airplane and place the shuttlecock in the cup. Take off from the runway and fly one circuit, clearing both ends of the runway and maneuver the airplane as you wish to release the shuttlecock, then land back on the runway. Score is the distance of the shuttlecock from the center point of the runway in feet subtracted from 100. Any distance over 95 feet scores 5 points.

6. **Most Rolls**
   Take off from the runway, get prepared, and then tell the timer to start timing. Do as many rolls as you can do in 60 seconds. Timer will count down and say "end" when 60 seconds is up. You must land back on the runway. Maximum score is 30 rolls.

7. **Balloon Burst**
   Anchor a balloon at the center point of the runway. Take off, fly one circuit then land and pop the balloon with the propeller. If you miss the balloon, you must take off and fly another circuit. Pusher airplanes may attach pins to the airplane. Time starts when the wheels leave the runway and end when the balloon pops. Maximum time to try to pop the balloon is 5 minutes. You may repair or restart the airplane during the event but the clock does not stop.

8. **Timed Gliding Loop, Roll and Stall (Hoover Event)**
   Time starts when you takeoff. After takeoff, you may fly around as long as you want at any altitude, then stop the electric motor or go to idle for glow engines and do a gliding loop, a roll and a stall, the land back on the runway. Land as close to 2 minutes total time as possible – points are deducted for both over and under. You may not use a watch, transmitter timer or timer of any kind. No points awarded for an off runway landing.

9. **Taxi**
   Place a cone on the "X" at each end of the runway. Take off and fly one circuit, clearing both ends of the runway, then land. After landing you must do a 360 degree turn around each cone and the taxi clear of the runway. Wheels must remain on the runway at all times after landing. Each time the wheels leave the runway during the taxi portion, a 30 second penalty is added. Pilot may assist the airplane after landing with a 15 second penalty for each assist. Time starts when the wheels leave the runway and stops when crossing the line on the runway edge.

10. **Duration Ratio**
    Take off and climb with a minimum engine/motor run of 10 seconds and a maximum of 60 seconds. Stop the electric motor or glow engine (not to idle) and glide as long as you can back to a landing on the runway. Score is the ratio of total time divided by engine run time. Time starts when the wheels leave the runway and stops when the wheels touch the runway. Maximum total flight time allowed is 5 minutes. No points awarded for an off runway landing.