

Musical Chairs-By Stu Katz

Groups of initially 4 pilots will fly the pattern until the “music stops”. The pilots will then land their planes and taxi to the designated “chairs”. The last pilot to make it to a chair is eliminated. One chair will be “taken away” and the remaining pilots will take off again and repeat the process until there is only one pilot left. Each time a pilot “survives” a round, he/she accumulates 1 point.

There will be three rounds. The groups will be randomized each round so that pilots will not fly in the same group for each round. At the end of the three rounds, 1st, 2nd, and 3rd place will be determined by the pilots with the most number of points. In the event of a tie, there will be a one round fly-off, so that there remains only one 1st, 2nd, and 3rd place winner.

- Landing can be in any direction and the plane must be taxied to an open chair. It is where the plane stops that counts! A plane is considered “seated” as long as one wheel of the plane is on the seat of the chair (lines OK). An open chair is one that is marked by a flag and does not already have another plane seated on it.
- Planes must keep moving (no hovering) and at an altitude established at the beginning of the contest (probably around treetop level)
- Judging will be done by the CD and (4) volunteers from the group of pilots not currently flying. Each of these “volunteers” will be responsible for spotting for the pilot as well verifying the order in which the pilots are “seated”.
- All pilots remaining in each “game” have 1½ minutes to take off from the time the music “starts”. Pilots not in the air at this time are eliminated until the next round. One chair will be eliminated for any pilot disqualified in this way.
- After all running planes are “seated”, pilots whose planes could not taxi back are allowed to retrieve their planes and (quickly) move them on to an available chair. A signal from the CD will be given for when these pilots are allowed on the field, and will be in accordance with safe field procedures.
- If a plane dead-sticks before the music stops, it is still considered “in play” but is subject to the rule directly above.
- Groups will be assigned at random. In the event of frequency conflicts groups will be rearranged at the discretion of the CD. In the event of a frequency conflict in the final round, a plane will have to be borrowed by one of the pilots to avoid the frequency conflict.
- In the event there are not enough pilots to evenly fill each group, pilots eliminated 1st in each group will be given the option to fill a spot in the last group. Remember that a pilot that flew in group one in one round will probably be in a different group for the other two rounds.
- All planes must be “air” and “ground” worthy after each flight. Broken props may be replaced, landing gears unbent, torn covering taped, as long as the pilot meets the 1½ minute take-off rule.
- A pilot must use the same plane for an entire round. If the pilot chooses to, he/she may use a different plane in a subsequent round. This must be announced to the CD prior to the pilot leaving the field for the current round. In

the event a pilot does want to switch airplanes, and at the discretion of the CD, the pilot may be asked to demonstrate that the plane used in the current round is still ground/airworthy. The pilot will be asked to do so when the next group is down to it's last 2 pilots (so there is a flight station open). The pilot will get no points for "joining" the round, but will lose one point if he/she cannot prove the above. Pilots wishing to switch aircraft after they leave the field may still do so, but will forfeit one point from their total.

Keep in mind that if you overshoot a chair or another pilot beats you to the one you were aiming for, you must have sufficient room to taxi to an alternate chair. If you cannot maneuver your plane on the ground under its own power, you will have to wait until all planes have taxied in before you are allowed on the field to pick up your plane and move it to a chair by hand.