2024 STOL Races

Full scale holds the event with two aircraft in a head to head competition.

https://youtu.be/3Vzg8PnREcg

We will do one aircraft at a time with Best time taking the win.

While the "Drag Race" is the main event, we will have other supporting events to demonstrate overall STOL aircraft handling. The same aircraft must be used for all events. The combined scores from all events determines the winner.

There is no restriction on aircraft type.

- Count down by judge to start the takeoff roll and the timer, then a full stop landing to stop the timer.
- Aircraft must be airborne before the runway midpoint line. Fly down to the end of the runway.
- The plane has to be within the boundaries of the runway width when first crossing the end of the runway on the outbound leg.
- Turn around past the end of the runway (turn can be horizontal or vertical) and come back to land on or AFTER the midpoint line. Stay within the boundaries of the runway width on the return leg. When aircraft stops rolling after landing the timer stops.

No wheel brakes or reversing props/ESC permitted.

DQ will result if takeoff or landing is after the midpoint line. Not following runway centerline until the end of the runway on takeoff also results in DQ (flying outside the runway edges).
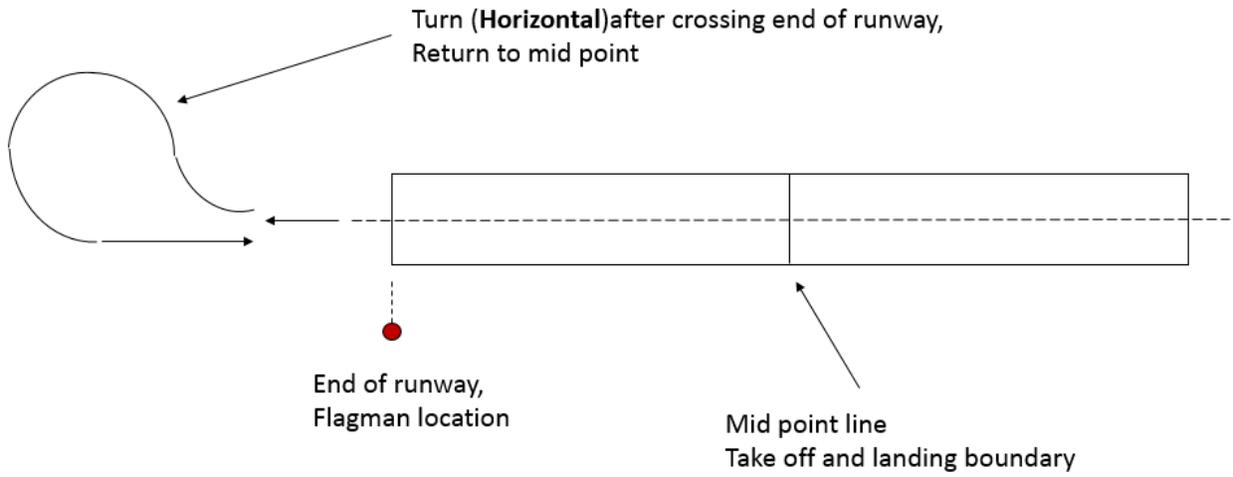
DQ for landing before the runway midpoint line, or cutting the outbound turn, or touching down before midpoint line.

If landing results in an off-runway excursion, a 5 sec. penalty will be added to the time.
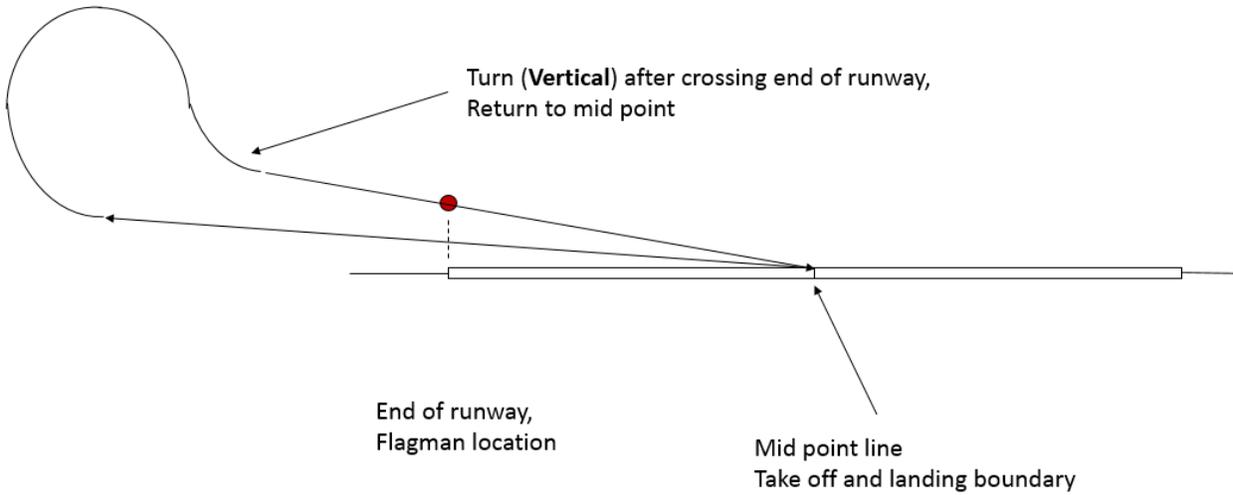
Flag man at end of runway, will signal with flag if runway end is "cut".

The aircraft must remain capable of taking off again and flyable after landing.

Turn (**Horizontal**)after crossing end of runway,
Return to mid point

End of runway,
Flagman location

Mid point line
Take off and landing boundary

OR

Turn (**Vertical**) after crossing end of runway,
Return to mid point

End of runway,
Flagman location

Mid point line
Take off and landing boundary

*Two runs will be made by each participant.

Supporting Events:

Short Landing

Airborne aircraft will aim to touch down (land) beyond designated line (example: runway mid-point line).

Spotter or judge will observe point where aircraft stops rolling.

Shortest distance from designated line wins, as measured from the aircrafts' main landing gear.

*Two runs will be made by each participant.

Touch n Goes

Maximum number of touch-n goes completed in 2 minutes wins.

Aircraft must take-off before designated line, complete a 180 deg turn, and touch wheels on runway on or before the designated line. Then repeat for another touch n go.

Only 1 run will be made by each participant.

Scoring:

The Final ranking is determined by adding up the placing in all 3 events-

STOL race will award 1 point for each second of time.

Short landing will award 1 point for each foot of distance

Touch n Go's will *subtract* one point for each T n G.

*The *lowest* score wins.