

SRFC Power Competition Guidelines for 2026

Following a long history within the club of Fun Fly style competitions, this year will continue with that theme using abridged tasks and rules, loosely based on the BMFA Fun Fly Competition with rules modified to suit both experienced and novice flyers.

The following, is a list of events which aim to provide a suitable degree of competition for all levels of flying skills: -

1. Timed Flight

A flight time from take-off to landing is chosen at random. Each competitor will then conduct their flight without the use of a timer or stopwatch. The flight must include a figure of eight manoeuvre. The overall time is measured by the Competition Adjudicator (CA) and recorded, as is the difference to the target time. The smallest difference at the end of the task is the winner. An additional 2 points will be added for completion of the Figure of Eight manoeuvre.

2. Spot Landing

A marker will be placed on the flying field. Take off and climb to height, as per the Club solo height. Complete one circuit, then a reverse circuit then a standard circuit. On the downwind leg of the final circuit, shut the throttle and perform a 'dead stick' landing as close to the marker as possible. The distance from the marker to the nearest part of the model will be measured and recorded. Nearest wins. An additional 2 points will be added for completion of the reverse circuit manoeuvre.

3. Dead Stick Aerobatics

Take off and fly to height with 20 seconds of power maximum. Shut throttle and perform as many vertical loops and/or horizontal rolls as possible before re-applying power and landing on the flying field. Each vertical loop earns 10 points. Each horizontal roll earns 3 points. Most points wins.

4. Touch, Run and Go

Most touches, runs and goes in 2 minutes from take off and landing in the designated landing area. Final touch and go must be followed by a circuit and landing. Most valid touches wins.

5. Fast and Slow Speed Differential.

Take off, fly a fast pass into wind between (and over) flags or markers. The time between the flags will be recorded by the CA. Complete a circuit and fly slowly into wind between the flags maintaining forward momentum at all times. CA will record the slow flight time. Winner is the flyer with the greatest time differential between the two passes.

6. Shortest Take Off and Landing

Take off into wind from a fixed line and land back immediately onto the flying field. Distance measured in metres. Shortest distance wins.

Further tasks may be added to enhance the competitions with the agreement of the competitors and CA.

Number of Tasks.

Each monthly event will be comprised of two tasks to be decided on the day, taking into consideration weather conditions etc.

Task Scoring.

Each task will have individual scores and the winner will be awarded 30 points. The person in second position will receive 29 points and so on. Additional points for specific manoeuvres in a particular task will then be added to give a final score.

Competitor Classes

Two classes will be in operation, Expert and Novice. Both will fly the same tasks and will be scored as one group of contestants. The Experts will compete for the existing Power Shield and the Novices for the Novice Power Shield. The highest placed contestant in each class will win the relevant trophy.

Number of Events

Currently we have 6 monthly events planned for Thursdays on April 23rd, May 21st, June 18th, July 16th, Aug 20th and 17th.

If an event cannot go ahead due to poor weather or other circumstances, that round will be postponed until the first Thursday of the following month. This is so it does not conflict with the Glider Competitions. If the alternate date is also affected by poor weather etc. then that round will be cancelled.

Suitable Model Types

For novices, it can be any model greater than 1kg in weight and typically a WOT4, AcroWot, Max Thrust Riot or similar, even a model used to take the club solo test.

Those experienced flyers who have competed previously can continue to use existing models.

Minimum Flying Requirements

A club solo pass with a good level of flying currency in order to undertake frequent landings and take offs in designated areas, limited aerobatics namely vertical loops and horizontal rolls and dead stick landings.

Additional Competitions

Hanky Planky

It is proposed run a Hanky Planky contest comprising 6 rounds. These will be held after the Power Competition on the 3rd Thursday of each summer month. Format to be broadly as per the 2025 contest.

Jet Trophy

It is proposed to have a one-off Jet Concours Competition for both EDF and Propeller driven models of Jet Aircraft. It is intended to hold this as part of the club's themed 'Gliders & Jets' club meeting.

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