

FUN FLY IDEAS

The following fun fly ideas are a compendium of suggestions garnered from many sources. There are some duplicates, and there are a lot of “variations on a theme” as well. Nonetheless, I bet you can come up with something for your next event, and I also think you will be able to come up with some ideas of your own! If you do, please send them to me and I’ll add them to this list. Thanks!

Send your ideas to: Richard Lindberg, rmfmprez@hotmail.com – thanks!

- **Timed flight.** Without outside help or a timer on the radio, take off and fly around. After a given period of time (1 minute or 2) come in to land. The closest time to wheels touchdown (without going over) is the winner. Propeller must still be spinning after the landing to count.
- **Timed loops.** This is great for beginners as it is started and finished in flight so no rushing to takeoff. Fly straight and level and then when the stop watch is started, do as many loops as you can in one minute. The most loops wins.
- **Dice Takeoff & Loops.** Roll the dice, takeoff and do that number of loops and land. The shortest time wins. This a great chance equalizer; a novice can throw a low number and an experienced flyer can throw a high number, so the novice can easily win. A special version that allows anyone to participate is for new student pilots (or family members): an instructor takes off and lands, and the student does a single loop.
- **Triple Loops & Rolls.** Takeoff do 3 rolls and 3 loops then land. Best time wins. Loops and rolls can be in any order.
- **Timed Dead-stick Spot Landing.** Pilot has set time for engine run, (30 seconds, 45 seconds, 1 minute, etc.,) then the engine is shut down and the pilot tries to stay up as long as possible and then do a spot landing. The engine must be shutdown with throttle stick and trim. A single club trainer that everyone flies is the best situation but it is pilot choice. Longest flight wins and spot landings (closest to a target) is used for tie breakers.
- **Timed Glide.** Similar to the above event, with the exception that the engine is set to idle after a certain amount of time and then it is glided for as long as possible until the throttle is applied again which stops the timer.
- **Timed Inverted Flight** is another easy one to try. After the wheels leave the ground, the pilot starts the clock by flipping the model upside down and he flies for a given amount of time. 1 minute or 2, 3 whatever is appropriate for the pilots. If he reaches the cut off time, he is awarded maximum points. Less time give less points. Spot landings are used as tie breakers.
- **Spot Landing.** Paint a line across the centerline of the runway and then paint two more parallel lines, (one on either side of the target line,) about 10 or 15 feet apart. Each pilot gets three attempts to land (touchdown,) as close to the middle line as possible. After the three tries, and the plane stops (with propeller spinning), the score is counted. Touching on the middle line is worth 50 points, touching down with on the two outer lines is worth 25 points and just touching down outside of the target lines is worth 5 points. Highest score wins. (Ties are broken by shortest time.)

- **Golf Ball Bomb Drop.** This is borrowed from the gang of the Kingston RC Modelers Club in Kingston, Ontario, Canada. Take off and make a bomb run over a 50 foot diameter circle target divided into three bull's eye circular rings. The smallest (10 feet diameter) is 50 points, the middle circle (30 foot diameter) is 25 points and the outer ring is 10 points. Just hitting the flying field with the ball is a successful attempt and earns 5 points. A spot landing ending within the target (with the prop still spinning) doubles the bomb drop score. The club supplies the balls and dowel holding fixture that is attached to the airplane with rubber bands. Simply blipping some down elevator throws the ball off the dowel. Or, the plane can do a roll to inverted to release the ball.
- **Can Can.** Tie an empty soda can (or two!) to a 50 foot length of fishing string and tie the string to the tail wheel of the airplane. Fly the airplane in such a way as to touch the can down onto a 50 foot circle target. Hint: fly past the target and then do a quick 180 degree turn. As the plane reverses direction, the can falls from the air. Three tries are allowed. Highest score wins and lowest time is used for tie breakers.
- **Kingston Roops.** This is another timed event originating at the Kingston Father's Day Fun Fly. Time starts at liftoff then the pilot does a sequence of a loop and then a roll. He does this three times and then comes in for a landing to stop the clock. Lowest time wins and a spot landing (with prop still spinning,) on a target can be worth bonus points.
- **Dixie Death.** This event consists of 3 loops, 3 rolls, and a 3 turn spin, timed from takeoff to landing. Fastest time wins.
- **Carrier.** This event consists of making a high speed pass, slow speed pass and landing successfully on the carrier deck. Best difference between high and low passes plus carrier score determines winner.
- **Climb and Glide with spot landing.** Climb for twenty seconds then shut engine completely off and make longest possible time duration glide, then try for a spot landing on carrier deck.
- **Limbo.** Ribbon between two poles lowest pass wins.
- **Crackers.** Eat a cracker, whistle, takeoff, land, taxi plane back, eat cracker, and whistle. Time ends.

SIMPLE BOMB DROP:

The simple bomb drop requires you to build some 'holders' in advance. I have a set I built some time ago that I still use. 2" square lite plywood, with a hole in the center, supporting a glued on dowel about 3" tall, with a slightly sharpened top (just a taper not a point). Using rubber bands (or tape), it's simple to temporarily attach it to contestants' planes. Mounting points are usually just before CG, in front of a canopy etc. Can be anywhere.

Bombs are large nuts (like used on Minute-to-Win-it... 1/2"?) with small sections of streamer attached (makes it easier to find the nuts when they miss the runway).

Simply put the bolt onto the base that is attached to the plane and allow them to take off at will. The pilot is tasked to drop the bomb over a bulls-eye type target. You can assign scoring points as you please.

You can have as many drops as you want per pilot, my usual is 3 drops then off to the next pilot in line. Makes the event have a good 'pace', with three 'holders' the next pilots in line can get ready.

Scoring ties are resolved with a single, sudden death 'drop off' where they go again.

Dropping the bomb happens when the pilot approaches the target at a speed they want, then a short, quick dive of the plane causes the nut to 'rise off' the stand. The plane flies away before the nut falls, and it is fairly easy to predict the fall trajectory if the pilot is constant in speed when making the drop.

A fun event that requires a little prep, by making the 'kit' of holders, nuts with streamers, you can have a fun game of "nuts away" on any runway.

MORE FUN FLY EVENTS

Spot landing - Try to touch wheels on a designated spot on the runway.

X# of Loops - over a 1 minute period.

Timed flight - Take off -start clock - land in 60 seconds without the pilot looking at his watch.

Bean Carry - A cup is attached to the plane and is filled with 15 beans. Most beans remaining after landing is the winner.

Egg Drop - A cup is attached to plane and a plastic egg filled with flour is put into cup. Pilot takes off and tries to drop egg closest to marked spot on runway.

Two Minute Touch & Go - Most T&G's in 2 minutes wins.

Trifecta - Shortest time to perform one complete roll, inside loop and outside loop wins.

Here's one I did for Spring Fling in 2009: **Hover Challenge**.

Contestants must be able to 'hover' an airplane. Two classes, foamies and other. It's not fair to hover a foamy against a larger model, they are different beasts.

Basically you get 5 or so contestants to the flight line. Each must have a 'spotter'. It helps to re-arrange the spotters, so friends are not spotting for friends.

Everyone gets airborne and the judge gives a 30 second 'begin to hover' command. Pilots get 30 seconds to set up for hover, or begin. Judge calls 15 seconds to hover, then 10, then count down from 5. Any pilot not in hover is out.

Hover consists of not exceeding 45 degrees from off vertical in any direction, and not climbing more than a plane length before stopping.

Depending on number of Pilots, & Planes, can be done in single or multiple rounds. Hover until last man, or until the number you want to move into a 'final'.

Keep event to 5 minutes or so, makes it exciting, and allows for battery changes if need be.

BALLOON POP - Set up helium balloons at the far end of the field at different heights and see who can pop them - use fine cotton thread to hold them in place.

I like the **Time Fly**we did 3mins...after 4 the guy timing me said I should land...lol.

I also loved watching the little delta foamies go at it trying to knock each other outta the air...the last one flying wins, so the better battery helps.

All good ideas, but my club has started talking about having a set of "Competition" Fun Fly events with the next closest club. The club wining gets the crashed model trophy. (Just having an excuse to fly with more people sounds good to me!)

All the events listed are good single member events, but are there any two on two type events that people know of? The only one of this type I could think of was combat. Each side gets streamers of a specific color and the team with the most streamer left wins....

You have already hit on all of the events we use at our club. Well, instead of a **100 Yard Dash** we use an **Obstacle Course**. A set of cones to race around, there and back and the fastest time wins.

Sometimes we do a **Slalom Course**. Rows of vertical PVC pipes to fly around and crepe limbo bars to go over or under. Once in a while we end with a hoop shoot. Loads of fun with occasional bits of carnage (to add that certain edge of potential disaster).

What about **Climb and Glide**? You're given a set time from takeoff to gain as much altitude as possible, then when time is up you cut your engine. Whoever has the LONGEST time wins. We also will do a **Shortest Takeoff Run**, but not if the rocket man is there. He has a Tiny X that takes off in an inch and a half...

We have taken empty fuel jugs and arranged them like bowling pins or put numbers on them to indicate how many points they are worth. We then tied a long string to the plane and a ball trailing behind. Fly by making the ball strike the jugs, a lot of fun to watch and try.

I just had the idea of a 'club challenge'... where we get the other local clubs to come over, play a few games for score against our club. Loser buys pizza or something like that.

What would be 5 good events that can be done with different airplanes, skills, and be fun and fast?

One could be a **touch and go** using a **circle on the runway**. You have to touch down in the circle and take off. You miss it you're out - this would be a quick one to do.

I believe Fireman Bill posted one where they drop a nut with a streamer on it same idea needs to

land in or near the circle for points streamer I imagine is for visual. This one would be tough to get other club members to setup a servo dedicated to release a nut, but not hard to do. I like Stu's one with the balloons seen that one done and it looks like a lot fun.

BALLS OF STEEL:

Pilot is given a set given time to climb and trim his aircraft.

Pilot then sets it on a table and a timer starts.

Pilot is not allowed to touch the transmitter...(!)

Time ends when pilot touches TX.

Assign points.

Many users have written us, asking for ideas for fun fly events, so here 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 Bill Fulmer (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.....

AERIAL GOLF

A variation of the "Egg Drop", used by the Dallas Sky Blazers, where they use the Styrofoam 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 Sky Blazers)

BALLOON BUST

Use three helium-filled balloons. One tied to 50 foot Crepe Paper (important to use crepe paper (aka party streamer) so that it just snips and doesn't wrap in prop like string), the second balloon at 25 feet and the third at 5/10 feet. Everyone gets 3 high-speed passes at each balloon (i.e. they have to be full throttle parallel to flight line passes). You make up some points for breaking them.. but usually the bust is so rare, the round of applause when someone does break them is reward enough. Lotsa fun.. really a "chance event" (it's hard!)

Edward Walker

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

BEADS ON A STRING

Most rolls in one straight pass.
Vince Gutschalk

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 wheel strike point of each landing. Pilot may elect to stop with a score of LESS than 21, but going over 21 disqualifies him.
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

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

DEAD-STICK LOOPS

Climb 35 sec. from takeoff, 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 out the heroes. (Or eradicates a good ship....BF)
Pete Gayner - Romeo Area R/C Club Michigan

DEAD STICK VARIATION

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

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

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

"DRAG" RACE

Here in Memphis, we'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?).

Then, 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 of panties and a bra that are 'WAY too big for him! It's a riot that is guaranteed to make everyone die laughing!

We've used it for a few years here and it's a real favorite with our clubs. Try it out!

<Note: RCO has NO comment regarding this event.....:B.F.>

Freddie Rice AMA 39732

Whitehaven Tale-Draggers

Memphis, TN

AMA Charter #978

EGG DROP

Everyone gets a Dixie cup, a popsicle stick and some rubber bands to mount on their plane (most shove the stick through the cup and then rubber band it around the fuselage behind the engine).

Remember your CG!!! We then draw with lime, or powder of some sort, 3 big circles on the field. 5 points for outer circle, 10 points for next in, 15 points for smallest circle, and 25 points if you can hit the pie plate in the center. Everyone gets 3 good drops (i.e. if you lose it on takeoff or not over the mowed field it doesn't count). Note: we usually use fluorescent golf balls... they make less mess, and we usually lose about half of them! ;-)

Edward Walker

EGG DROP (TEAM)

At our last fun fly we did a variation of the egg drop. Instead of trying to hit a target, your partner has an old frying pan that he tries to catch the egg with. 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

ETA!

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

Vince Gutschalk

FAITHFUL INDIAN GUIDE

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

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

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

JUICY LOOP

A Styrofoam cup is attached to the top of the plane at the CG (Important!!!). 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

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

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

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

LIMBO (2)

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

LOOPER

Most loops in one minute. Timed from takeoff.
Vince Gutschalk

LIMBO LUNACY

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

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 downwind 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 and 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

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

MYSTERY SPOT LANDING

Totally chance, but some skill involved... I draw a big rectangle on the field.. like a "carrier deck". Somewhere in that square is a mystery spot that only I know. Everyone gets three marked landings or touch'n'goes in that box. When everyone's landings are marked, the spot is revealed and the closest to the spot wins! I usually pick my spot as even a mystery to me... something like.. "starting in the northwest corner, 4 paces west, 5 paces south. That's the spot". I don't even know it until the contest is over .. but I do write the above down before we start so it can't be changed. The objective of course, is that it helps beginner/intermediate pilots improve their landing approaches to more accuracy.

"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

PAINT BALL SHOOT

Safety is a must. A great way to raise money for your club/charity. Everyone involved wears goggles. An "expendable" airplane flies around while people pay \$1.00 to shoot at it with a paint ball gun. The pilot should do fly-bys around 100 feet away while the person aims and takes their shot. Load one ball at a time to reduce the chance of someone "laying a wall of paint down". It should be made so that it is not impossible, but is difficult to hit, as a paint ball could cause the plane to crash. A Paintball will go through Monokote. Works with helicopters too.

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

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

SHORTEST TAKEOFF

Pilot tries to takeoff in the shortest possible distance.

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

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

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

TAXI RACE

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

Vince Gutschalk

TAXI CONTEST

We set up 3 posts on the field. Watch is started. You have to start your engine, taxi round the 3 posts (tri-oval), stop your engine and then roll doubles on a pair of dice. Watch is stopped. Low time wins. Lotsa fun to see the cubs, etc. ground looping trying to taxi fast in the wind. I kick butt in this one using my Patriot (low tricycle gear).

Edward Walker

TWO MINUTE TOUCH 'N' GO

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

Vince Gutschalk

TIME TO GO

This needs two timers. Pilot takes off (time 1 starts). When pilot is ready, s/he calls out "START TIME" (timer 2 starts) and flies around for two (2) minutes (pilot's estimate), then calls out "STOP TIME" (timer 2 stops), and lands (timer 1 stops). Pilot closest to 2 minutes wins – tie is broken by shortest time 1. This is another good one for beginning pilots – instructor can take off and land the aircraft, but student flies the 'real' contest!

ROOPS

Time begins at liftoff. Pilot flies a loop, then a roll... three each, then lands. Time stops at touchdown. Low time wins.

Vince Gutschalk

DICEY ROOPS

This is done with a single die. Roll the die, takeoff and do that number of roops (one roll and one loop, consecutively, in any order) and land. The shortest time wins. This a great chance equalizer; a novice can throw a low number and an experienced flyer can throw a high number, so the novice can easily win. A special version that allows anyone to participate is for new student pilots (or family members): an instructor takes off and lands, and the student does a single loop and a single roll.

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

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)

Here's a few more ideas...not necessarily contests...

- **1. Pylon Racing.** Chuck, a local friend, is a big fan of this one. In fact, we are about to reintroduce a pylon racing contest at a local club after a hiatus of several years. I watched a pylon race many years ago. You really have to pay attention to keep up with it. These airplanes move fast! In those days the pilot stood inside a metal cage near the pylons. Nowadays the system that they use is much safer. Everybody stands well clear of the flying airplanes.
- **2. Lighter Than Air.** I hardly hear anything about this one, but the impression that I get is that there are small pockets of fans throughout the world. I once went to a pro basketball game, and during the breaks, I was very surprised to see a local flying buddy come out with a large RC electric blimp to entertain the crowd. Turns out he had been a fan of lighter than air RC models for many years. I have seen large helium-filled fish that swim around like real fish. Looks like fun, and very relaxing.
- **3. RC Combat.** I keep dropping hints around town that I would love to watch some RC combat. So far, no takers. I attended a contest once, and it looked like a lot of fun. Crashes are common, so safety is important and disposable airplanes even more so. It is very hard to do! The airplanes were just a blur as they flew around trying to cut the other airplane's paper streamer.
- **4. Old Timers.** These are the domain of the Society of Antique Modelers (SAM). They claim that the antiques are the models, not the pilots, but sometimes I wonder... These are some gorgeous models, partly because the folks that put them together are usually the most experienced builders around.
- **5. Fun Fly Competition.** I was a judge at a fun fly competition a couple of years back. Most were indeed competing just for the fun of it, but all the top finishers were very serious about it. One participant even had a custom built airplane just for fun fly competitions.
- **6. Control Line.** I flew control line a lot while growing up. I was living in Queens, New York at the time. A local park had a couple of circles set aside and they were pretty popular. Those were my "Cox .049 days", since that is mostly what I flew. Very inexpensive, and relatively safe. It is not as popular as it used to be, but there does not appear to be a shortage of guys that still fly them around here.

- **7. Turbine Jets.** This one is at the top of my personal list of new RC challenges to try, but I just cannot afford it. We are talking thousands of dollars for the typical turbine. The airplanes tend to be large, so they are not inexpensive, either.
- **8. Ducted Fans.** The poor folk's turbine jets. Their performance used to be terrible, but it is decent nowadays. There's no reason why you cannot fly your very own scale model of a fighter jet.
- **9. Free Flight.** Don't laugh. To many, this is the most pure form of flying. If you are designing an unusual model airplane, there's no better way to test it out than by building a small simple free flight version of it. A couple of times I have built paper versions of complex designs, and I learned a lot.
- **10. Giant Scale.** We have a very popular scale meet here in town every year, and I love to walk around looking at the models. I would be lying if the big ones don't get most of my attention. I drive a small car, so owning and flying one is realistically out of the question. But when it is windy outside, the big boys take advantage of the empty flying field and have a ball.