

Bomb Drop Rules:

- You can make up to three bomb runs (drops).
- One bomb drop per flight or between landings.
- You are awarded points for most accurate drop closest to center marker.
- Points are awarded dependent on where the bomb comes to rest. If bomb touches the circle of a higher score circle, higher score is awarded.
- Best total of three drop scores wins. (Note 1: Measurements closest to marker will not be considered, only points accumulated) (Note 2: If there is a tie, we will have another drop)
- Any type of bomb and release mechanism including cups are okay - Use your creativity as long as it is safe!
- An explicit bomb run must be made; drops on takeoff or landing do not count.
- Points are awarded for successful drops as illustrated in the photo below; the bomb must separate from the plane.
- No Helicopters, Drones or Kamikaze type flights!
- **Plane must be at least 5 Feet Above Target** to avoid collateral damage!



Illustration of the point system: Five points for a bulls-eye, one point for hitting the field.

Parachute Drop Rules:

- You can make three parachute drops.
- One parachute drop per flight or between landings.
- You are awarded points for most accurate drop closest to center marker.
- Distance is measured from where the parachute first touches the ground. If chute touches the circle of a higher score circle, higher score is awarded.
- Best total of three scores wins. (Note 1: Measurements closest to marker will not be considered, only points accumulated) (Note 2: If there is a tie, we will have another drop)
- Any type of parachute is okay - Use your creativity as long as it's safe!
- An explicit drop run must be made; drops on takeoff or landing do not count.
- Parachute must fully deploy before hitting the ground!
- Points are awarded in the same manner as for the bomb drop.
- No RC directed parachutes!
- Parachutes must be released from an airplane. No Helicopters or Drones!
- **Plane must be at least 5 Feet Above Target** to ensure chute deploys in time!