

Barrel Race Rules

1. Helis must be equipped with skids and a canopy
2. In order to complete a valid run a heli must begin from the X and land on the within the 5 ft X 5ft box.
3. Each pilot may enter 1 heli.
4. If a pilot lands out side of the box the clock will continue to run until both skids of the heli are within the box.
5. Pilots can choose to complete the course with their heli in any orientation.
6. If a pylon is struck 5 seconds will be added to the finished time.
7. Timing begins on the pilots mark/ when the heli leaves the ground and ends when the heli lands with both skids inside the box.

Barrel Race Procedures

- Racers will begin from the start X and will fly either of the patterns shown below around the pylons and then return to the box.
- Each racer will be timed between the time their heli leaves the ground and the time their heli touches back with both skids inside of the box.
- Depending on event registration pilots will have two or three chances to run the course and the best of their runs will be used for placement.
- Judges will be used throughout the course to make sure your heli flies completely around the pylon.
- If a judge states the heli did not make it around a pylon that run will be a DNF, and the time will not be counted. Pilots will still only be allowed to make the allotted attempts at the course.
- If a judge states the pilot deviated from the pattern shown below that run will be a DNF, and the time will not be counted. Pilots will still only be allowed to make the allotted attempts at the course.
- A small X will be placed in the center of the box. If the heli lands with the skids DIRECTLY in the center of the X, 1 second will be subtracted from the finish time.
- The barrel race will consume flight stations 1 and 2 the remaining flight stations will remain open during the event.

RUN WHAT YOU BRUNG

