ONE on ONE mInD tWiStEr

A competition of skill & tactics for both novice and expert flyers.

THE TASK:
Two contestants to fly against each other in a round robin format. The nominated challenger to perform two (2) manoeuvres of their choice from the list provided. The defender is then required to perform the same two manoeuvres. Each contestant is allowed to strike out no more than four manoeuvres from the given list, that they do not wish to do.

LANDING:
If the conditions on the day are suitable, additional points will be awarded for landing. The 'Safety Approach & Landing' method only is to be used. i.e. 1/ Outward Leg. 2/ Cross Leg. 3/ Downward Leg. 4/ Half Descending Circle and Land.

SCORING GUIDELINES:
Contestants can score a possible three (3) points for a winning manoeuvre. One (1) point for a loss. Two (2) points for a draw. Overall winner to be decided from the tally of points in each heat. Placings: – 1st 2nd and 3rd in each section.

JUDGING:
Judging format to be decided on the day. It may be either a one, two or three judge format with the same judges, or a rotational format, with all of the contestants judging. Each judge to decide which contestant's manoeuvre is performed the best. A judge may wish to mark a provisional score out of ten (10) for each of the two contestants, if this helps to obtain a fairer outcome. Judges are free to discuss the outcome with each other.

JUDGING GUIDELINES:
The penalty guidelines listed below are a broad outline for most of the manoeuvres.

1. Flightpath on entry is not a distinct horizontal line.
2. Manoeuvre is not performed as required.
3. Flightpath on exit is not a distinct horizontal line.
4. Flightpath on entry and exit is not at the same altitude.
5. Aircraft's flightpath changes heading by more than 15 degrees to that of original heading.
6. Presentation of the manoeuvre is not pleasing or central to the judges allocated viewing window.

Landing. (No specific dimensions are required in the pattern.) Legs not neat and straight. Turns not even and similar to each other. Descent (which should commence at the end of the third leg) not constant. Aircraft fails to land gently and does not face predominately towards the front of the slope.

THE TACTICS:
The object is for either contestant to think carefully on the selection of manoeuvres they will either ask or be asked to perform. A contestant's judgment on both their own and their oppositions limitations, are crucial to the final outcome. A contestant does not have to announce which manoeuvre he or she will perform, except to the judges prior to performing the manoeuvre.

PRE-FLIGHT BRIEFING:
For those who wish to participate, a pre-flight practical workshop should be held before each competition, to ensure all contestants are clear on the requirements.

ALLOWANCES:
Novices may use a helper to launch, stabilise their aircraft, be coached and land. However, should a helper take control of the aircraft during the time any given manoeuvre is being performed, i.e. between the time the words, **"commence"** and **"complete,"** are announced, then no score will be given for that manoeuvre - this includes the landing.

MANOEUVRES - OPEN:

Two consecutive loops	Axial roll
Five second inverted flight	Three turn spin
Two consecutive stall turns	Outward figure eight
Rectangular pattern	Triangular pattern
Two outside loops	Double Immelman
Three consecutive rolls	Eight point roll
Cuban eight	Modified top hat
Four point roll	Extended loop
Three turn inverted spin	Snap roll
Inverted circle	Inverted figure eight
Barrel roll - civilian	Split S
Inverted three turn spin	Modified double Immelman
Three second knife edge	

MANOEUVRES - NOVICE:

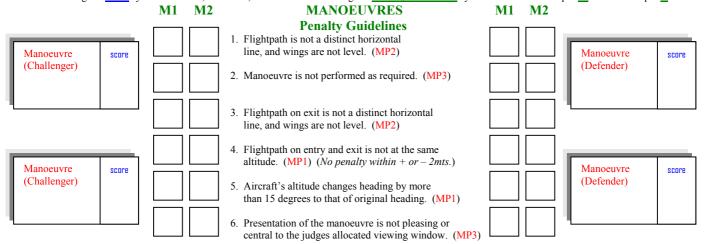|	
Loop	Stall turn
Barrel roll - civilian	Two turn spin
Rectangular pattern	Triangular pattern
Outward figure eight	Modified top hat
Extended loop (three seconds inverted)	Snap roll

Challenger

ONE on ONE MIND TWISTER

Defender

_____   _____

JUDGING & SCORING GUIDELINES

Each scoresheet allows for 5 manoeuvres at a time to be performed by both the challenger and the defender.
There are 2 systems that can be used. Either fill in the manoeuvres boxes (M1 M2) or fill in the score boxes.

When using the **score** system: 3 = win, 2 = draw, 1 = loss.   When using the **Penalty Guidelines** system: Fill in 6 boxes per **M** and 3 boxes per **L**.

M1   M2   MANOEUVRES   M1   M2
Penalty Guidelines

Manoeuvre (Challenger)	score	

1. Flightpath is not a distinct horizontal line, and wings are not level. (MP2)
2. Manoeuvre is not performed as required. (MP3)
3. Flightpath on exit is not a distinct horizontal line, and wings are not level. (MP2)
4. Flightpath on entry and exit is not at the same altitude. (MP1) (*No penalty within + or – 2mts.*)
5. Aircraft's altitude changes heading by more than 15 degrees to that of original heading. (MP1)
6. Presentation of the manoeuvre is not pleasing or central to the judges allocated viewing window. (MP3)

Manoeuvre (Defender)	score	

Manoeuvre (Challenger)	score	

Manoeuvre (Defender)	score	

M3   M4   MANOEUVRES   M3   M4

Manoeuvre (Defender)	score	

1. Flightpath is not a distinct horizontal line, and wings not level. (MP2)
2. Manoeuvre is not performed as required. (MP3)
3. Flightpath on exit is not a distinct horizontal line, and wings are not level. (MP2)
4. Flightpath on entry and exit is not at the same altitude. (MP1) (*No penalty within + or – 2mts.*)
5. Aircraft's altitude changes heading by more than 15 degrees to that of original heading. (MP1)
6. Presentation of the manoeuvre is not pleasing or central to the judges allocated viewing window. (MP3)

Manoeuvre (Challenger)	score	

Manoeuvre (Defender)	score	

Manoeuvre (Challenger)	score	

L5   LANDING   L5
(Contestants to perform landings as specified by the judges.)

Manoeuvre Challenger	score	

1. Legs are not neat, straight and level. (*No specific dimensions are required in the pattern routine.*) (MP2)
2. The descent (*which should commence towards the end of the third leg*) is not constant. (MP2)
3. The aircraft fails to land gently and predominately towards the front of the slope. (MP2)

Manoeuvre Defender	score	

TOTAL SCORE: _____   MP = maximum penalty that can be given   **TOTAL SCORE:** _____