

Virtual Flying Competition

Flight simulators are currently used to train prospective pilots who will fly aircrafts. But flying plane is one of the most desired, but unfilled dream that most of us have. Virtual Flying Competition will provide you flying experience on laptop using real flight simulator. In this competition there will be x rounds, each round will have some obstacles like rings, cylinders and tunnels. And points will be awarded accordingly for passing through different obstacles, so in this Pecfest Virtual Flying competition will provide you a thrill of flying experience on simulator.

Rounds :

ROUND 1

- TIME LIMIT: 2:00
- SQUARE: 5
- RING: 10
- CYLINDER: 15
- 3 CYLINDER TUNNEL: 50 NO NEGATIVE POINTS

ROUND 2

- FLYING TIME LIMIT: 4:00 (3:00 + 1:00) LANDING TIME LIMIT: LAST 1:00
- SUCCESSFUL LANDING WITHIN LAST 1 MINUTE: 50 6 TUNNELS:

TUNNEL 1: 100	TUNNEL 2: 125	TUNNEL 3: 150
TUNNEL 4: 175	TUNNEL 5: 200	TUNNEL 6: 225

NEGATIVE MARKING:

- TOUCH OBSTACLE WITHOUT BREAKING: -10
- BREAK LANDING GEAR: -30
- DAMAGE PLANE WHILE FLYING: -50
- COMPLETE CRASH (NON FLYING): -100
- VOLUNTARY POSITION RESET: -30

ROUND 3 – SPOTLANDING

- TWO TURNS PER PARTICIPANT. TAKE OFF AND CLIMB TO 1000 FEET. RETURN AND LAND.



- FIRST POINT OF CONTACT BEFORE A SUCCESSFUL LANDING WILL BE CONSIDERED.
- POINTS FOR LANDING IN THE FOLLOWING ZONES:
 1. ZONE A: 100
 2. ZONE B: 80
 3. ZONE C: 60
 4. ZONE D: 40
 5. ZONE E: 20 NEGATIVE MARKING
- BREAK LANDING GEAR: -20
- DAMAGE PLANE: -40

ALTERNATIVE ROUND 3: HIGH SPEED LANDING

- TWO TURNS PER PARTICIPANT. TAKE OFF AND CIMP. ENGINE WILL BE KILLED AT 1000 FEET. RETURN AND LAND.
- PARTICIPANT WITH THE FASTEST TIME FROM TAKEOFF TO A SUCCESSFUL LANDING WINS.
- LAND AND COME TO A HALT WITHIN THE RUNWAY BOUNDARY.

OPTIONAL:

BREAK LANDING GEAR: -5 SECONDS

DAMAGE PLANE: -10 SECONDS

