

# **Flight Simulator Competition Rules for 2017**

## **COMPETITION FORMAT**

At the start of the competition the IC will call out the names of the participants who will then proceed to the front of the room to the front of the screen. When the participants are ready, the competition IC will start the timer. The participants will be given 10 min to complete the flying route. After the participants have finish their flight, they will leave the computer and the IC's will tabulate the points for the participants.

## **COMPETITION EQUIPMENT**

- 1) The event will run on a computer with the aid of a Logitech Control Yoke (without rudder pedals).
- 2) The controls will be calibrated at the start of the competition and the settings will not be changed except for the elevator trim.
- 3) The Plane Model will be using Cessna 172

## **Disqualifications**

- Participants will be immediately disqualified if they are caught tampering with the CPU system in order to gain an unfair advantage
- Participants are to be familiar with the testing environments such as the aircraft being used as NO deviation from the announced models and setup will be allowed, anyone not competing with the standard model will be subjected to the first rule.
- The participants' name would be called a maximum of 3 times within a 5 minutes period. After which, if the participants fail to report to the Competition IC, they will be disqualified for that round.
- Any other competitors or participants found to be interfering physically or verbally will be immediately disqualified.
- Competitors who do not take the competition seriously will also be disqualified.

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## **RULES**

### 1) Pilot's Role:

- The Pilot has to be able to manoeuvre the aircraft within certain perimeters which will be mentioned later.
- They are to comply with all rules governing the competition.

## **Performance Requirements**

The pilot flying will be assessed on his or her ability to be able to keep in 5 degrees of the given bearing, keep the slideslip ball in the centre, fly within 250 meters of the given altitude as well as his or her landing performance. In terms of landing, the pilot will be judged on how precisely the pilot can land the aircraft at the correct speed, angle of attack and with the correct use of the Precision Approach Path Indicator ( PAPI ) whilst touching down at an appropriate landing point and maintaining the centre line of the runway.

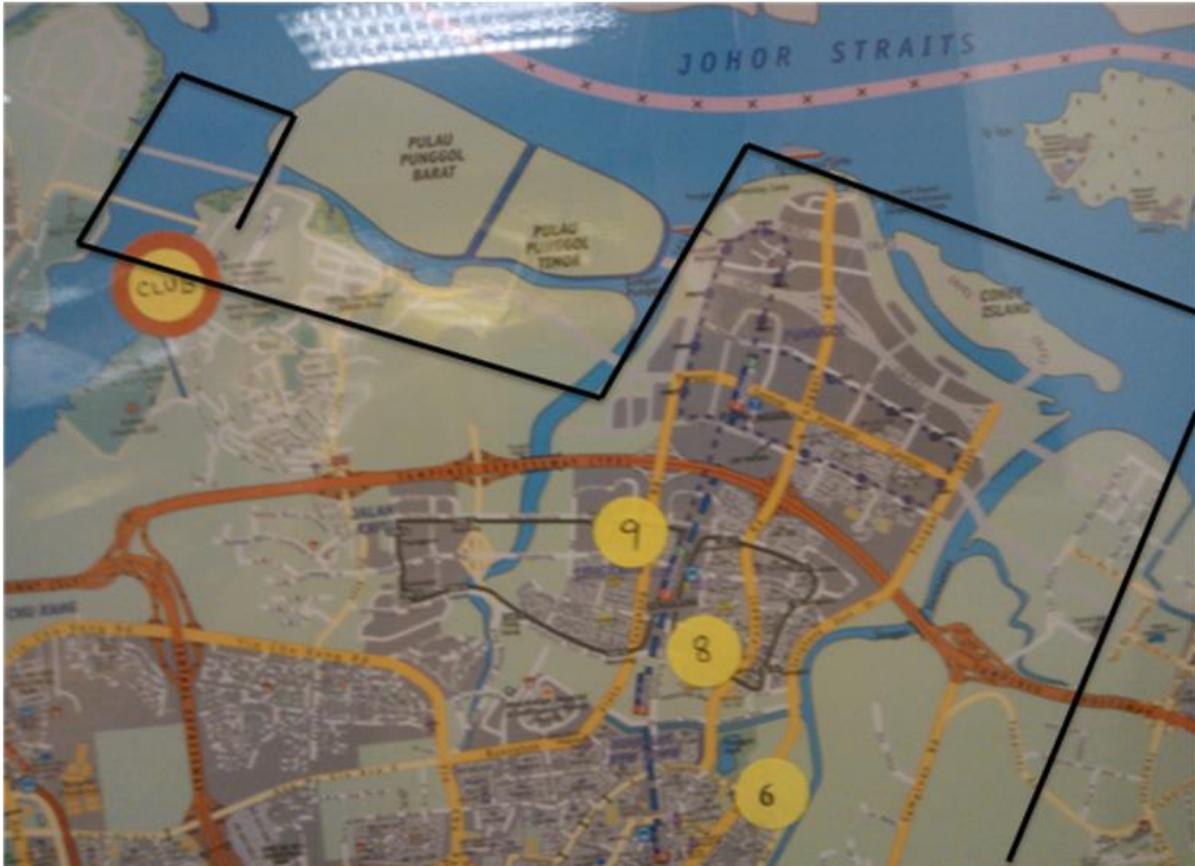
## **Flight Simulator Competitions Flight Profile**

### **Seletar to Paya Lebar Airbase**

- Seletar to Paya Lebar Airbase.
- Take-off WSSL RWY 03, Set NDB Sel 220.
- Max. power and rotate at 60 kts maintaining RWY heading.
- Climb at 70 kts. Passing 500 ft, turn left 90 degrees. Passing 800 ft, make another 90 degree turn to the left and continue on downwind, level off at 1,500 ft & maintain Hdg 210.
- Mid-downwind and when abeam Seletar Tower, Turn Hdg 090 deg.
- Passing the river ahead, turn left Hdg 020 and begin descent to 800 ft.
- Passing Punggol Point, make a right turn and fly along the coast.
- When ready make a right turn and join Final for RWY 20 at WSAP.

Configuring the aircraft into the required landing configuration, land the aircraft on WSAP RWY 20 whilst maintaining good approach speed during finals.

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## Scoring System

### Altitude Deviation      Penalty

>250 ft	<b>1pt</b>
500 ft	<b>2pts</b>
750 ft	<b>3pts</b>
More	<b>4pts</b>

### Heading Deviation      Penalty

>5 deg	<b>1pt</b>
10 deg	<b>2pts</b>
15 deg	<b>3pts</b>
more	<b>4pts</b>