

# RULES AND TIPS FOR TAKING PART IN FUN RALLY COMPETITIONS

## For Class 3 Rally (Fun Rally):

1. Days Before the Competition
  - Enter and pay online – it makes it so much easier for the organisers
  - Join SAPFA
  - Arrange to arrive early, be organised, have everything packed and ready.
  - Make sure you have everything you need. As well as “normal” pilot stuff, you will also need a black and red fineliners, scissors, lots of Prestick, pencil, protractor, compass, clocks
  - Read the rules!
2. The Morning of the Competition
  - Arrive early. Register as soon as you arrive. If you haven't paid online, do so now
  - Fuel and check your aircraft before the briefing
  - At the briefing, listen carefully and write notes on frequencies, no-go-areas, departure and arrival instructions, etc.
  - No GPS devices may be used during the competition – it is your responsibility to block out any nav instrument that is prohibited, either by taping it up or switching it off. It is also your responsibility to show the organisers that you have flown a route without such instrument. Ask the organisers if you have any questions about this rule.
3. Before You Leave the Briefing
  - Check the Start List for take-off times etc. Write them down
  - Collect your logger
  - Synchronise your watches/clocks with the GPS clock which will be outside. Set your clock to Zero Time for your Start Time
  - While plotting the route on the ground, please do so close to the organisers so they can contact you if necessary
  - Leave any technological devices, including smart watches, GPS's, tablets, phone etc with the organisers. You may take one phone, but you may not use it during the flight.
4. Flying the Route
  - It is time-consuming for the organisers to give you a new take-off time, so please make every attempt to start on time
  - Turn your logger on! Make sure it is working. If not, ask for another one
  - Safety first – do not make any turns more than 90° to the track, and never fly back along the route towards the previous turnpoint, for any reason whatsoever. If you have made an error, fly towards the next turnpoint ahead of you, or make your way back to the airfield in a manner that does not endanger any other aircraft
  - Avoid making unnecessary radio calls that may distract other competitors
5. After Landing
  - Remove all the papers and the logger for the competition, and take them immediately to the organisers for marking, and the logger for down-load. Wait there for your results, and if the organisers have any queries
  - If you are sharing an aircraft with another crew, you may now go and refuel.