

# Ferrets' Challenge No.12

## "The Grand Tour II"

1830h ET Saturday 18 Nov. 2006  
Practice & Dueling Arena  
[www.menacingferrets.com/races](http://www.menacingferrets.com/races)



Pilots proceed from F13 through eight checkpoints which must be flown in sequence:

- F17 (pass left)
- F2 (barnstorm)
- F1 (pass left)
- F10 (barnstorm)
- F8 (pass left)
- F4 (barnstorm)
- F12 (barnstorm)
- F13 - the finish line (barnstorm)

To qualify at a checkpoint pilots must either:

- Safely fly through (BARNSTORM) any one of the three hangars at each FRIENDLY (Gold) checkpoint, or
- Safely PASS THE TOWER ON THE LEFT at each HOSTILE (Green) checkpoint. This means you should see the control tower on your 3 o'clock as you pass.

**YOU MAY NOT FIRE WEAPONS AT ANY TIME!**

Pilots who crash or are shot down by AAA are disqualified. Disqualified pilots and hangers-on are invited to observe in GV's or as attached observers. Please do NOT roll aircraft unless requested by the referee. Observer GV's must not park on the approach lines to the hangars.

Fuel management will be important! Pilots may land (SAFELY: on the runway, right side up, at a full stop) and replane/refuel at any friendly airfield on the route, AFTER having stormed the barn at that checkpoint. Pilots must respawn on default runway one in the same aircraft type and model as before. Remember to change airfields - WB's always defaults to your last choice. To help the referees, please announce your intention to refuel!

The first pilot to barnstorm the final checkpoint at F13 is the winner, and the clock stops at that moment. However... to qualify, pilots must land SAFELY at F13, on the tarmac, right side up, at a full stop.

