

Electronic Flight Computer Event Rules

[As of 07/01/08]

Current year rule changes are in **red bold print!**

III. Ground Event Rules

F. Electronic Flight Computer

1. Each contestant will be given identical packets which will include:
 - a. A preflight planner
 - b. Problem exercises for competition
 - c. Three sheets of scratch paper.
2. Equipment which should be brought by the contestants are:
 - a. Pen or pencil
 - b. Any computer/calculator with volatile memory consistent with FAA regulations (Advisory Circular 60-11A). **ALL MEMORY STORAGE MUST BE CLEARED PRIOR TO THE START OF THE EVENT.**
3. Scoring:
 - a. Final score will be based on the total number of correct answers.
 - b. In the event of a tie, the tie will be broken based on which contestant took the shortest completion time.
4. This is a timed event.

05/04/96 - Date of last change to this section