

Plane Pull Event Rules



To Ensure Fair Competition, Please Abide by the Plane Pull Rules!

- All participants must sign an event waiver.
 - Participants under the age of 18 must have a waiver signed by a legal guardian
- Only 8 people or less are allowed to pull the plane for a given team.
- You cannot have any rope attachments, i.e. Velcro.
- Pullers must keep their hands in the same place on the rope – you cannot stand in place and pull.
- Timing begins when the flag drops and stops when the plane travels twenty-five feet, measured by the front wheels.
- Two primary timers and one back up timer are used. The official time is the average of the primary timers – the backup timer will be used if a malfunction occurs with a primary timer.
- The signal to begin the pull from the referee is: “Ready; Set;” and the dropping of the flag.
- Pullers may remove slack from the rope but may not begin pulling until signaled.
 - Any team that is issued a false start by the referee will receive one re-pull
- Any issues that arise during a team’s pull will be addressed by the referee and overall event supervisor – their decision is final.
- Any re-pulls will occur within 15 minutes of the original pull. A re-pull is awarded only due to a malfunction in timing and/or plane equipment. The decision to allow a team to re-pull is made collaboratively by the event referee and event supervisor.
- The teams with the fastest pull times in the first round will be invited to pull again. The number of teams that advance will be determined by the total number of entrants.
- Awards will be presented to the teams with the fastest average pull time.