

RWL 1 CLASS

FLIGHT 2

June 24, 2001 at 21:30 hours

TASK N° 2.- PRECISION NAVIGATION

The pilots will take off in the established order from the deck n° 2. Take off will start at 9:00 and the aircraft must take off every minute in the established order. It is the pilot responsibility to be on time ready to take off at the specified time. If the pilot is not present at his time, he will take off at the end of the take off process and will get a penalty of 5% of the total scoring obtained in the task. Will fly to the TC 1 point, in Arroyo del Ojanco, indicated in the Map copy attached, and will start to fly along the UTM (blue lines in the map) line 1 heading North until the pilot finds a letter on the ground that could be N (North), S (South), E (East) or W (west).- These letters will be found ONLY in an intersection of the mentioned UTM lines, and this will indicate the next UTM line direction that the pilot must fly. From now on, the pilot will be finding new track letters along the UTM lines until they find a GROUND MARKER, which is an **X**, from this point the pilot will fly to the airfield following a straight line. On arrival the pilot must perform a precision landing in the deck n° 1.

Along the whole course exist hidden gates 500 meters wide, that the pilot must cross correctly, which means that the gate must be crossed perpendicular to the gate along given direction of the flight. Deviations higher than 30° will invalidate the gate. The gate can be crossed only once, otherwise it will be invalidated.

Also, the pilot need to photograph all the track letters found and also the ground marker X to validate the scoring of

Scoring:

$$\begin{aligned} Q_{hg} &= 100 \times \text{n° of hidden gates correctly passed} \\ Q_{gm} &= 100 \times \text{n° of letters photographed correctly} \\ Q_p &= \text{Landing deck score} \\ Q &= Q_{hg} + Q_{gm} + Q_p \\ P &= (Q_{\text{pilot}} / Q_{\text{best}}) \times 1000 \end{aligned}$$

IMPORTANT NOTE:

The 20% of the total scoring penalty for not taking off within the deck will apply to the task