



Fed. Port.
Aeronáutica



8th EUROPEAN MICROLIGHT CHAMPIONSHIPS
Castelo Branco – PORTUGAL 31 July - 7 August 2004

CLASSIC CLASSES (WL1, WL2, AL1, AL2)

TASK 2

CURTA-CURTA-RÁPIDO-LENTO
(short-short-fast-slow)

1st August 2004

Short take-off, fast flight, slow flight, short landing

Unlimited Fuel ⌚ **FR required** 🏁 *Take-off order by draw*

Objectives :

In this task the objectives are to evaluate the performance of aircraft and the capability of pilots in four important issues of microlight flying:

- making the shortest possible take-off run to clear an obstacle
- flying at the fastest speed
- flying at the slowest speed
- making the shortest landing run after flying over an obstacle

Summary :

At the time indicated at the briefing, competitors must position their aircraft at the departure zone, ready for take-off.

Competitors will be given a copy of the map with the location of 4 waypoints :

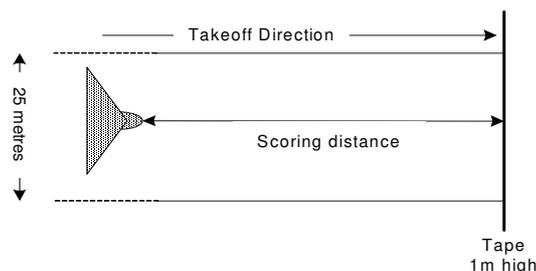
SP_F – starting point of the fast leg FP_F – finish point of the fast leg
SP_S – starting point of the slow leg FP_S – finish point of the slow leg

Description :

1. Short Take-off

This part of the task simulates a short field takeoff over a hedge, the hedge being represented by a plastic red and white tape, stretched across the runway 1 meter above the ground.

The pilot may position his aircraft on the runway as close as he wishes to the tape, and the score is obtained by the distance between the tape and the axle of the foremost wheel of the aircraft.



After being completely stopped, and when authorized by the marshal, the aircraft must do the takeoff over the tape without breaking it

2. Fast flight

After taking off from the airfield, aircraft must climb to 700 ft a.g.l. and proceed directly to a fast speed leg, which starts at SP_F and ends at FP_F.

The best score will correspond to the shortest time achieved between those two waypoints

3. Slow flight

After ending the fast speed leg, aircraft must proceed directly to the slow speed leg, which starts at SP_S and ends at FP_S, which must be flown in a straight line.

The best score will correspond to the longest time achieved between those two waypoints.

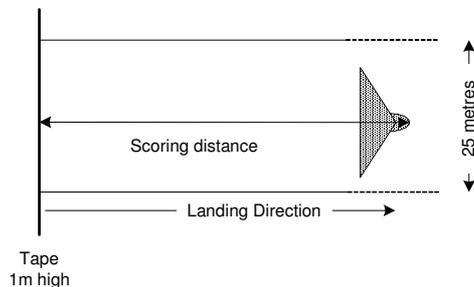
As a safety measure, don't forget that your aircraft has a minimum flying airspeed, which may not be under passed. **Beware of stalls.** Any stall will be scored 0 (zero).

4. Short Landing

This part of the task simulates a short field landing over a hedge, the hedge being represented by a plastic red and white tape, stretched across the runway 1 meter above the ground.

After entering the landing circuit, as briefed, the aircraft must proceed to final, where no deviation of over 90° from the center line of the runway is permitted. The pilot may choose whatever throttle setting he wants or may switch off the engine.

The aircraft must fly over and clear the obstacle, and then land and come to a standstill as close to the obstacle as possible. The score is obtained by measuring the distance between the tape and the axle of the foremost wheel of the aircraft.



The aircraft has to come to a complete standstill and must not move until instructed to do so by a marshal

Scoring :

The total absolute score of this task will be calculated by the following formula :

$$S_{abs} = 200 \times \frac{TD_{min}}{TD_C} + 100 \times \frac{T_{F_{min}}}{T_{F_C}} + 150 \times \frac{T_{S_C}}{T_{S_{max}}} + 250 \times \frac{LD_{min}}{LD_C}$$

where TD_C – take-off distance of each competitor
 TD_{min} – shortest achieved take-off distance
 T_{F_{min}} - minimum time achieved in fast leg
 T_{F_C} - time of each competitor in fast leg

T_{S_C}– time of each competitor in slow leg
 T_{S_{max}}– maximum time achieved in slow leg
 LD_{min} – shortest achieved landing distance
 LD_C – landing distance of each competitor

Penalties :

The following penalties will apply :

- incorrect procedure (as indicated at briefing) 50%
- incorrect circuits (as indicated at briefing) 20%

The competitor will be scored 0(zero) at take-off, if :

- the aircraft commences take-off before stationary
- the aircraft commences take-off before instructed to do so by the marshal
- the aircraft fails to fly over the tape
- any part of the aircraft breaks the tape

The competitor will be scored 0(zero) at the fast speed leg if :

- it is not started at SP_F and ended at FP_F
- it is flown in the wrong direction

The competitor will be scored 0(zero) at the slow speed leg if :

- it is not started at SP_S and ended at FP_S
- it is flown in the wrong direction
- the aircraft doesn't fly in a straight line
- the aircraft stalls

The competitor will be scored 0(zero) at landing, if :

- the aircraft turns by more than 90° from the deck center line between starting the final approach and coming to a standstill
- any part of the aircraft touches the ground before the tape
- the aircraft fails to fly over the tape
- any part of the aircraft breaks the tape
- the aircraft is unable to taxi or take-off unaided, following the touchdown, although failure to start the engine will not incur a penalty
- not delivering the FR after landing