





8th EUROPEAN MICROLIGHT CHAMPIONSHIPS

Castelo Branco – PORTUGAL

31 July - 7 August 2004

CLASSIC CLASSES (WL1, WL2, AL1, AL2)

TASK 3

PROCURA-ENCONTRA (search and find)

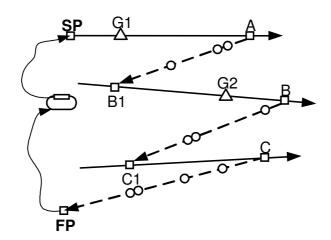
2nd August 2004

Navigation (Ground Identification)

Unlimited Fuel ③ FR required ④ Limited total Time • Take-off by reverse order of numbers

Objective:

Flying over a course, from which some legs are drawn on a map copy and the other legs must be discovered by the competitors in flight, each competitor shall identify ground markers and photos given.



Description:

Competitors will be given:

- a sheet with a set of photos, some can be dummy
- a copy of the map, with three straight lines drawn, which line having indicated its start point (SP_x) and finish point (FP_x)

Take-off will be from the deck, and the Start Time will be taken at the marshal's green flag. The route of this task will be a 7 leg polygon, the first leg being from the airfield till SP₂, in which no photo or ground marker will be found. The second leg begins at SP₂, from where aircraft must follow the drawn line, heading to FP₂, until finding one of the following ground markers:

X Z F

When a ground marker is spotted, competitor must hit the "mark" button on the FR and must mark it on the map with an X and the correspondent letter. Maximum tolerance of marking is 2 mm for each side.

The third leg of the flight will start at the place where the ground marker was found, from where aircraft must fly to the starting point of the fourth leg (SP₄). Along the "odd" legs (1st, 3rd, 5th and 7th), no ground marker can be found. Ground markers will only be found at the "even" legs (2nd, 4th and 6th), one at each.

Photos to identify can appear in any of the legs except the first and the last. When a photo corresponding to a ground feature is spotted, competitor must hit the "mark" button on the FR and must mark it on the map with an X and the correspondent letter. Maximum tolerance of marking is 2 mm for each side.

The 4th leg will be from SP₄, along the drawn line, heading to FP₄, until finding the second ground marker and so on.

After finding the 3rd ground marker, proceed from there to the airfield, being this the 7th and last leg, where no ground markers or photos can be found.

Arriving at the airfield, aircraft must fly overhead the T at 500 ft a.g.l., in the direction of landing. Your Finish Time will be taken when directly overhead the T. Then, turn left and join a left hand circuit, to land as soon as it is safe to do so. Landing will be inside the Deck. After completing the landing, competitors will be required to enter a quarantine area to deliver the FR and the copy of the map, identified with number and name.

Maximum time (counted as indicated above) for this task, in hours, is $T_{max} = 120/V$, where V can be chosen between 80, 100 and 120 km/h.

Safety:

In addition to the usual safety measures, don't forget that this task:

- is to be flown on the same route for everybody, therefore crew members must look out for other aircraft. A proper look-out must be kept at all times, in order to avoid mid-air collisions.
- can happen to be flown by several aircraft on the same track at the same time, so when that happens, keep always an altitude separation.

Scoring:

The absolute score will be

 $S_{abs} = 300 \times GM_C + 100 \times P_{WI}$ - penalties

Penalties:

The following penalties will apply:

- not delivering speed declaration before take-off 50%

- take-off deck penalty 20%

-	incorrect procedure for landing 10%
-	landing deck penalty 20%
-	marker misplaced on map
	2 mm < difference < 5 mm 300 points (no marker score)
	difference > 5 mm 150 negative points
-	photo misplaced on map
	2 mm < difference < 5 mm 100 points (no photo score)
	difference > 5 mm 50 negative points
_	total time in excess 10% / each minute

- The competitor will be scored 0(zero) in case of :
 delay in departure time
 breach of quarantine
 not delivering the copy of the map after landing
 not delivering the FR after landing













E F