

PILOT BRIEFING TASK 4

WEDNESDAY 12:00 IN THE LARGE RESTAURANT TENT

Task type: Who knows! But will include briefing for the German task for use when the weather permits.

Competitors briefing sheet

COMPETITION TASK

- *Unlimited fuel*
- *Free takeoff in time window*
- *Briefing: 12:00 Wednesday*
- *Window opens & closes: TO BE BRIEFED*
- *Task ends TO BE BRIEFED (Zero score for return after this time)*
- *NOTE: The Germans have seen this task but have not been made aware of the position of the landing marker in advance of any other competitor.*

Precision, speed, navigation and bombing - The German task - 2.

Objective

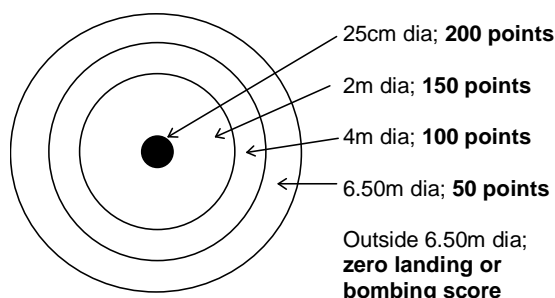
To make a precision take-off, and fly to a landing marker where the pilot makes a first touch in a landing marker at a pre-declared REAL time. Fly back to the airfield as fast as possible and drop a bomb in the target, kick a stick and return to the target to make a precision landing.

Description

Part 1: Precision takeoff. The pilot scores 150 points for a clean take off at the first attempt, 100 for the second, 50 for the third, zero for the fourth or any subsequent attempts.

Part 2: Estimated time: The pilot flies to point xx where there is a landing marker. The pilot attempts to touch there as close as possible to a pre-selected REAL time. (T1) The pilot also scores 50 points for making a first touch in the landing marker (4m x 4m).

Part 3: Speed, bombing and precision landing: The pilot returns from the landing marker to the airfield as fast as possible, drops a bomb in a landing marker and then kicks any one of four sticks set at the corners of the deck, makes a precision landing in the SAME landing marker. The speed is calculated from the time of the actual touch in (or near) the landing marker to first touch in the target (or deck).



Special rules

Before the task window opens a list of possible arrival slots at the landing marker (with 5 minute separations) will be presented to pilots in current championship order. Pilots may then choose any vacant slot.

If a pilot arrives at the landing marker at such a time that he would have zero score for part 2 (ie more than 1 minute 40 secs late) then he MUST give way to any other pilot about to attempt a first touch. Penalty for obstruction: zero task score.

The value of T1 is two points per second.

Only ONE attempt may be made at making a first touch in the landing marker however a touch MUST be made within sight of the marshal or the pilot will score zero for part 2 and zero for the speed element of part 3.

Only ONE attempt may be made at the bombing. The bomb may be dropped from any height. The score is taken from where the bomb actually stops which may not be where it hits. The bomb must be dropped before the pilot touches any part of the deck or zero bombing score.

Any number of attempts may be made at kicking one of the four sticks set at the corners of the deck, however, after the first attempt the pilot MUST give way to any following pilot. Penalty for obstruction: Zero score.

Only ONE attempt may be made at the first touch in the target. Zero target score if the pilot has not kicked a stick first.

Pilots may be engine on or engine off for both landing marker and target and there is no minimum idle time requirement.

For the purposes of the speed element of part 3 the pilot's first touch in the deck stops the clock.

Failure to takeoff or land entirely in the deck: 20% penalty

Enter the No Fly Zone: 50% penalty.

Land out: Score zero.

Scoring

$$\text{Pilot score} = Bto + (200 - T1) + Lm + \left(200 \times \frac{Vp}{V_{\max}} \right) + pB + Bld$$

Where: *Bto = the pilot's precision take-off score.*

T1 = the difference between pilots estimated time of arrival and actual time of arrival ($\geq 200 = 200$)

Vmax = The highest speed achieved in the speed element of the task, in Km/H

Vp = The speed of the pilot in Km/H in the speed element of the task

pB = The pilot's bombing score

Bld = The pilot's precision landing score.