

# PILOT BRIEFING TASK 8

SATURDAY 15:30 AT THE DIRECTOR'S HOUSE

Task to be decided, depending on wind.

If wind is OK at or before 4.30 then Economy - Laps  
(2 litres)

Failing that.....

If wind is OK at or before 6.00 then Precision

Task sheets for both tasks available now.

## Competitors briefing sheet

## COMPETITION TASK .....

- *Unlimited fuel*
- *Defined start order*
- *Briefing: ON THE DECK*
- *Task starts to be briefed*

## Precision takeoff and landing

## PRECISION

### Objective

From a standing start between two sticks, two pilots make three circuits around posts and are scored kicking a stick. Pilots then climb to a height of pilot choice from which a no-power glide back to the ground will take min. 1 minute, and are scored for making a landing on a target. A score is also given for overall speed and the winner of the match between the two competing pilots.

### Description

There are four standard kicking sticks and two landing targets, each 25m apart in a row across the wind: stick, stick, target, target, stick, stick. There is also an invisible line between both targets going directly into wind and down wind.

Start order in reverse current championship position.

Both pilots start from standing between their two sticks.

When both pilots are ready to start, a flag is dropped and each pilot's clock starts.

Each pilot must take off, make 3 circuits around his outermost stick (ie the one on the left goes left, the one on the right goes right) and attempt to kick the other stick each circuit. Second attempts at kicking will not be scored and a kick is not scored if the pilot did not round the other stick on that circuit.

After the third circuit the pilot climbs to a height of pilot choice, puts the engine to idle, and attempts to make a first touch as near as possible to the centre of the target. Between the point when the pilot put the engine to idle and touching, the engine must be off for min. 30 seconds, and the time from idle to touch must be min. 1 minute.

The overall time clock stops when the pilot touches.

### Special rules

- If the two pilots do not mutually agree which side to start (ie left or right) the choice is made by the toss of a coin chosen by the higher placed of the two contestants.
- Penalty for time between idle and touch less than 1 minute: Target landing score = zero AND  $tp = tp + ((60 - tp)^3)$  [note: the 3 is a cube so the penalty per second is 1,8,27,64,125 Etc.]
- Penalty for time between engine stop and touch less than 30 seconds: Target landing score = zero
- Penalty for the pilot's body crossing the "invisible line" into the opposite competitor's airspace or entering the No Fly Zone: Zero score.
- The target will be a car tyre and the distance in metres away from the centre of the tyre will be scored.
- Falling over as a result of a landing: Zero score for that landing.
- In the event of an uneven number of contestants, Mw = 50 for the first competitor (ie the lowest placed competitor in championship order)

### Scoring

Box1 + Box2 + Box3 + Target +  $(200 \times (tMin/tp))$  + Mw

### **Where**

*Stick 1 = 50 points, Stick 2 = 50 points, Stick 3 = 50 points*

*Target = 100 - (the distance in metres between point of first touch and the centre x 10)*

*Tp = the pilot's time, in seconds*

*Tmin = the fastest overall time to complete the course, in seconds.*

*Mw = 50 points for the winner of the match between the two pilots.*