

## Task Sheet

# KICKING STICKS (3<sup>rd</sup> attempt)

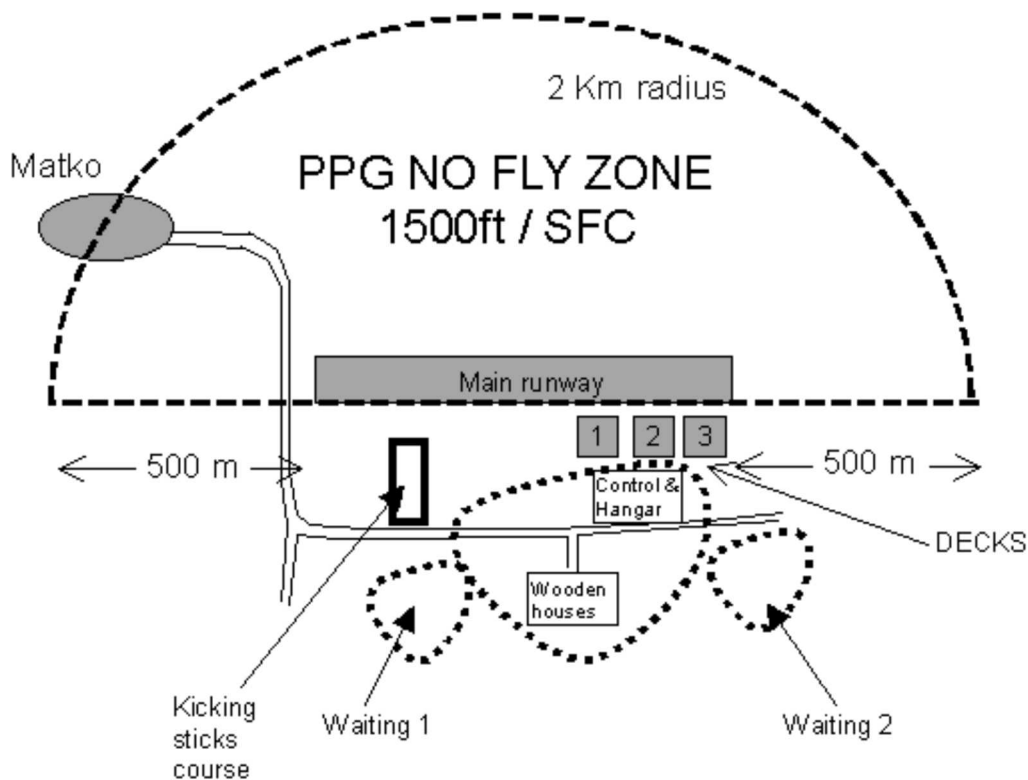
Takeoff in decks 1 & 2, odd and even as usual. There will be no takeoff control.

Fly around the back of wooden houses and wait your turn in area 1 to start the course.

If a red flag is waved at you, you have missed your slot and you must go the waiting area 2. You must not leave waiting area 2 until all PPG's have gone from waiting area 1. A longer period will be allowed for the first of the 2<sup>nd</sup> attempt pilots then 90 seconds allowed as usual.

After you have flown the course - land on deck 3

Start about 18:00 - depending on weather.....



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## Comment & pix Task 5

The same starting procedure (reverse current championship order, 90 second slot) was used as in task 4 but with refinements... larger start numbers were used (full A4 for each character), each pilot was issued with a start order list, and the "next" number was laid on the ground. Result: All pilots managed to get their slot and we nearly got 35 pilots through in 1 1/2 hours.... but a big gust front came through with 8 to go and the task was stopped with 4 to go.

The following notice was subsequently published:

Ref. Kicking sticks; (27 July)

The options are:

1. Cancel it and do it again.
2. Postpone it and allow the last x number of pilots to fly the course.

In this case:

- We must all agree this is the best thing to do
- We must all agree what is the value of x above.
- It can only be continued in similar conditions to before it was stopped.

Please think about it and we can discuss it tomorrow.

...and after consultation with pilots, this one.

Task 4

Kicking sticks, 27 July

The task was suspended because to continue was dangerous (Local regulations 1.5.1.6)

The problem is that nobody seems to have the same opinion as to which Pilots should be allowed to have a second start, and in any case will we ever get similar enough conditions?

This task is therefore cancelled and we will try it again as soon as the weather allows.



Don't miss your slot Mauro!



If the marshals don't do their job properly there will be trouble...



The kicking sticks course to the left of the campsite



Weather stopped play just before the task was completed.....

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