

Microlight task proposal

The following proposal is based on tasks developed and tested in Hungary and Czech Republic over a period of 10 years during a series of unusual competitions, either as part of stand alone microlight competitions or a part of triathlons. The triathlon format organized in Hungary also included „treasure hunt” style tasks executed by cars in normal traffic (follow itiners, get to checkpoints, answer questions, etc) and jet ski slalom on a lake close to the airfield.

The tasks are flown over a straight strip of flat area* with a timing gate at both ends. The gates are basically two poles with a beam between them, when the aircraft crosses the beam start the time and stops when crossed on the other side of the strip. * airfield is not mandatory, once it was organized in a shopping mall parking lot, in this case the lamp posts were removed from the venue.

All tasks are scored based on the ellapsed time between the start timing gate and stop timing gate plus an additional 90 seconds will be added. Each target done correctly equals -30 s. Winner will be the team with the shortest time.

Team scoring = aircraft 1 time + aircraft 2 time

The tasks were scored for teams, each team = 2 aircraft and 4 persons

1. Balloon hunt:

Version 1: After take off aircrafts must be flown on the briefed pattern. Between the timing gates at 100 m distance from each other 3 big ballons are fixed at 1-1,5 m height. Any part of the aircraft breaking the balloon is considered a valid hit.

Version 2: The ballons are filled with helium and released freely into the air. The pilots are then destroying them during the ascent, typically around 50meters above ground.

2. **Throwing:** Targets are 3 small inflatable circle shaped pools 100 m distance from each other. 0,5 kg sandbags should be thrown int he pools, the hit is valid if the bag lands int he pool.
3. **Shoot the target:** Navigators will be given limited number of paintball or airsoft bullets loadid int he specific gun and the targets are 1 m diameter balloons.
4. **Fly under the bridge:** Between the timing gates there are 3 obstacles 200 m from each other int he following order: bridge marked with tape – touch and go box - bridge marked with tape. Competitors must fly under the „bridge” and perform a touch and go between them. The scoring is similar a sin previous cases.
5. **Landing over a tape:** Same as in task catalogue, landing over a 1 m hight tape with measure breaking distance. To all ellapsed time additional 100 s will be added plus for the breaking distance 1 m=1s. If the tape is not broken 100 s will be deduced from the time.
6. **Touch and go:** Between timin gates 3 boxes for touch and go, 100 m from each other. Scoring is similar as in the prevoius tasks.