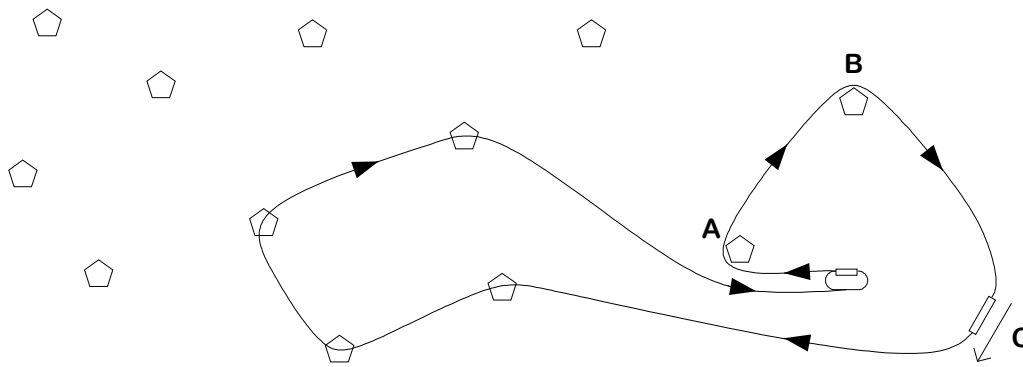


# PRACTICE TASK: PF and PL Classes

## SPEED TRIANGLE & TURNPOINT HUNT

### Description

With limited fuel, take off and fly around a triangular circuit in the shortest possible time, then complete a Precision Touchdown. Next, with the remaining fuel fly to Turnpoint 030 and identify it from the photographs. Then fly to as many turnpoints as possible and identify ground features from the photographs before returning to Turnpoint 031 and identifying it from the photographs. Finally, return directly to the Scottsburg Airport and perform a Deck Landing. Upon landing, enter the Quarantine Area and stay there until a judge has collected your turnpoint identification form and released you.



The triangular circuit ("Speed Triangle") is defined by a straight line path connecting points AP to 042, 042 to CH, and CH back to AP. The triangular circuit must be flown in this order.

Competitors will be given:

- a map and photographs of two locations that form the speed triangle with the Scottsburg Airport
- a map of turnpoints
- photographs of known ground features that correspond to the turnpoints
- a turnpoint identification form
- 4 liters of fuel

## PRACTICE TASK: PF and PL Classes

### Scoring

The task score calculation will be:

$$\text{Pilot score} = \left( 500 \times \frac{t_{\text{Min}}}{t_p} \right) + \left( 500 \times \frac{d_p}{d_{\text{Max}}} \right) + T$$

Where:

$t_p$  = the pilot's time in the Speed Triangle,

$t_{\text{Min}}$  = The best time (Part 1)

$d_p$  = the pilot's straight-line distance in the Turnpoint Hunt between correctly identified turnpoints in the order in which they were flown

$d_{\text{Max}}$  = the greatest distance (Part 2)

$T$  = Precision Touchdown score

The Precision Touchdown is scored like a power-on Precision Landing. The score earned is the point value for the circle in which the main gear / pilot's foot touch, and competitors are not required to come to a complete stop before taking off again to begin the Turnpoint Hunt.

The following penalties will apply:

Takeoff deck penalty	<i>20% of total score after normalizing</i>
Landing deck penalty	<i>20% of total score after normalizing</i>
Backtracking against the task direction in the Speed Triangle	<i>100% of total score</i>
Failing to begin Turnpoint Hunt with Turnpoint 030	<i>no score for Turnpoint Hunt</i>
Failing to end Turnpoint Hunt with Turnpoint 031	<i>no score for Turnpoint Hunt</i>
Cutting corners on the Speed Triangle	<i>no score for Speed Triangle</i>
Photo wrongly identified on the map	<i>distance reduced as if turnpoint missed</i>

## PRACTICE TASK: PF and PL Classes

The Scottsburg Airport is identified at AP on the Speed Triangle Map.

Identified on Speed Triangle Map as 042:



Identified on Speed Triangle Map as CH:



# PRACTICE TASK: PF and PL Classes

A



B



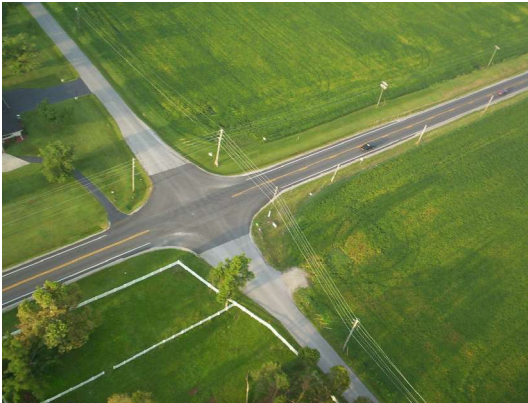
C



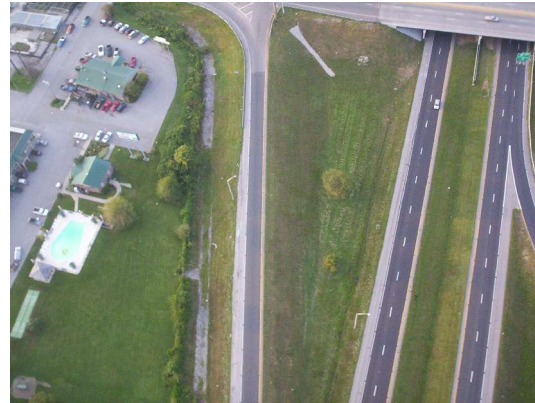
D



E



F



## PRACTICE TASK: PF and PL Classes

G



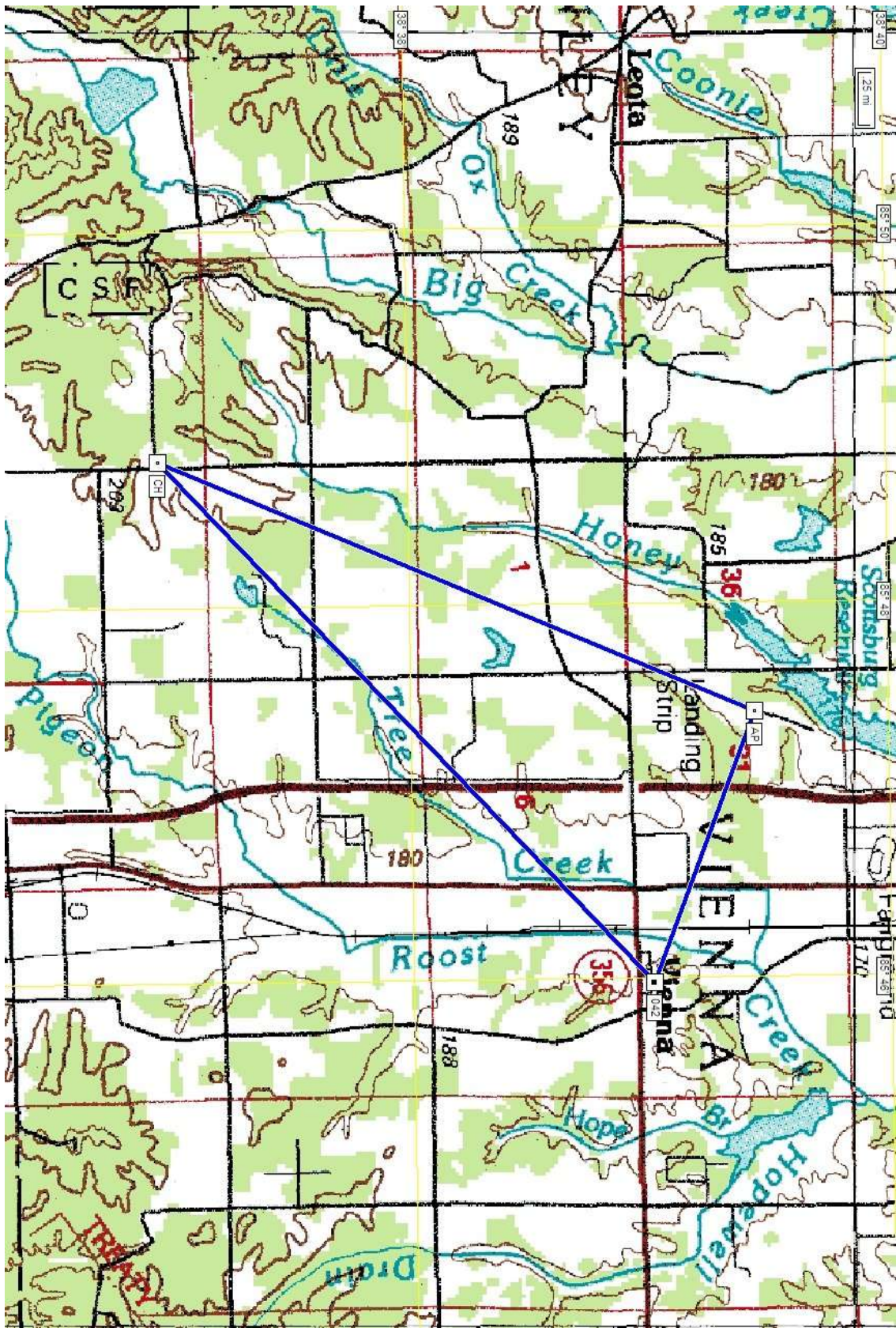
H



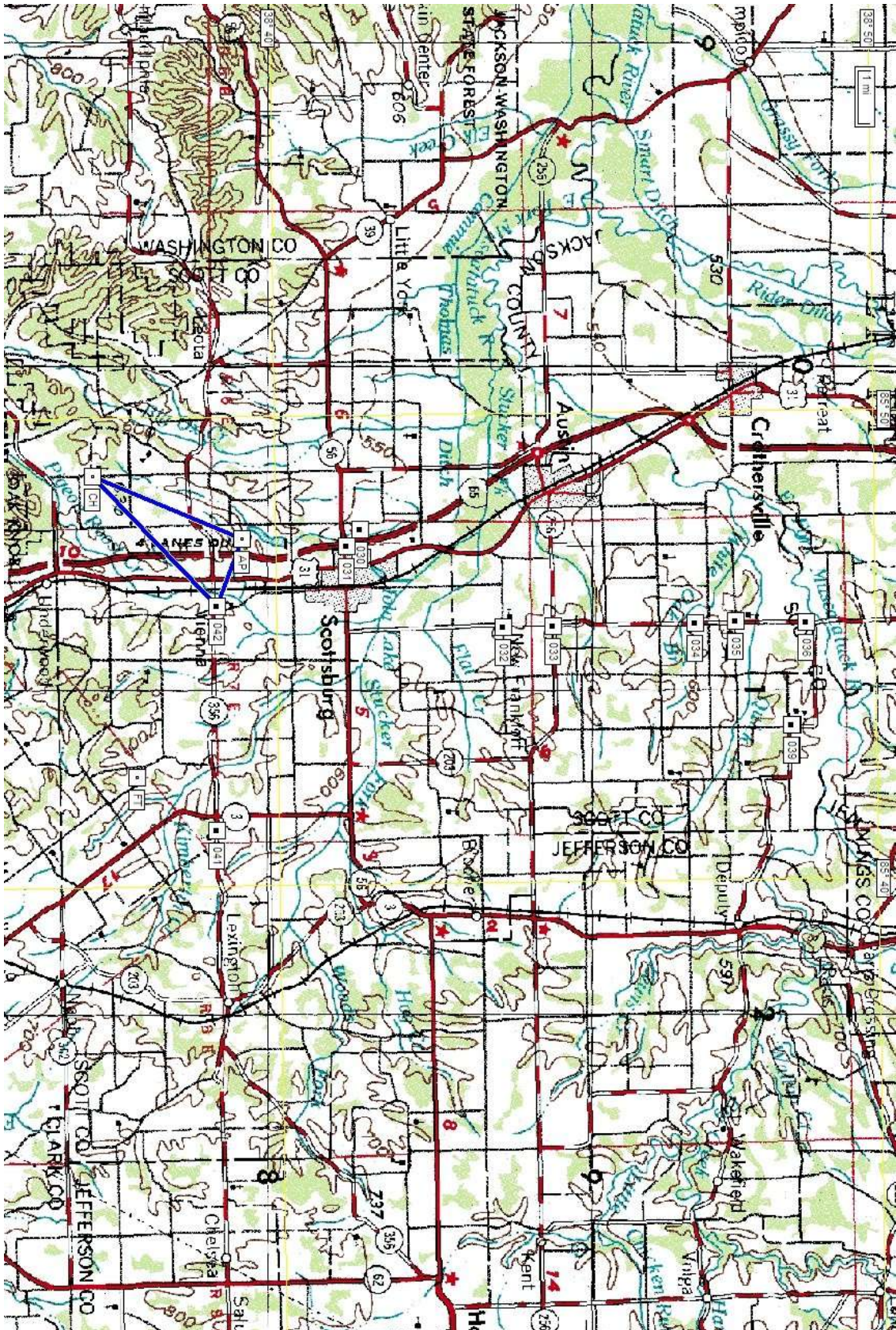
K



# PRACTICE TASK: PF and PL Classes



# PRACTICE TASK: PF and PL Classes



**PRACTICE TASK: PF and PL Classes**  
**PILOT DECLARATION SHEET**

**NAME:** \_\_\_\_\_

Turnpoint Number	Photograph Letter
030	
031	
032	
033	
034	
035	
036	
039	
041	