

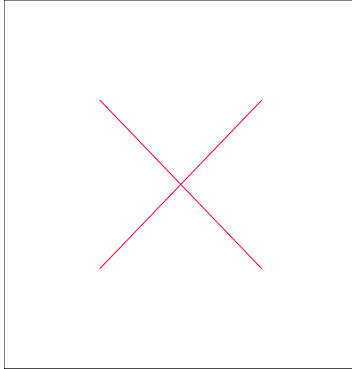
## FLIGHT 11: PF and PL CLASSES (Task 14)

### JAPANESE SLALOM

#### Objective

To strike a number of targets laid out in a given order in the shortest possible time and return to the deck.

#### Description



4 pylons 2m in height are laid out on a 50m x 50m grid.

The pilot enters the course into wind and strikes target 1. At this point the clock starts. The pilot then strikes targets 2 and 3. He then returns to fly clockwise around target 1 (strike 4), anticlockwise around target 2 (strike 5) and clockwise around target 3 (strike 6). He then returns to strike target 1 (strike 7), target 4 (strike 8) and target 3 (strike 9). The clock stops when target 3 (strike 9) is kicked.

#### Special rules

- A valid strike on a target is one where the pilot or any part of the PPG has been clearly observed to touch it
- When targets are acting as pylons, to count as a strike, the pilot's body must be clearly seen to round it, pylons 1 & 3 must be rounded in a CLOCKWISE direction and pylon 2 must be rounded in an ANTI CLOCKWISE direction.
- A strike on target 1 starts the clock, a strike on target 9 stops the clock.
- Pilots may have only one attempt at striking each target except for the first and last targets where three attempts at each are permitted.
- Failure to strike the first or last target or touch the ground at any point between them: score zero.

#### Scoring

$$Q = \frac{NQ^3}{Sp} \quad \text{Pilot Score} = \left( 500 \times \frac{Q}{Q_{\max}} \right)$$

Where:

NQ = The number of targets struck by the pilot

Sp = The pilot's elapsed time in seconds between striking target 1 and target 9