

## FLIGHT 6: AL and WL CLASSES (Task 8)

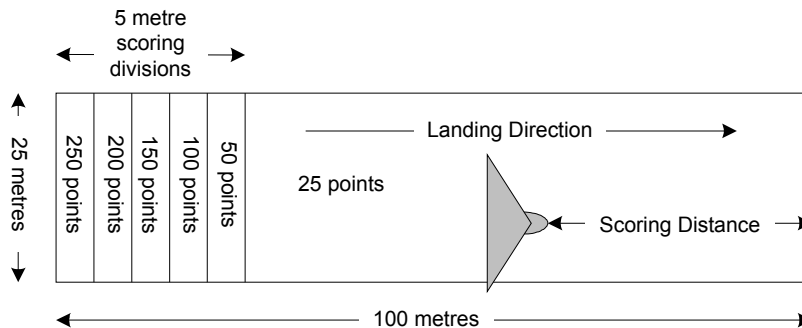
### PRECISION LANDING

#### Objectives

The objective is for the aircraft to touch down within a marked deck, as close to the start of the deck as possible, coming to a halt in as short a distance as possible.

#### Summary

This task simulates a landing on an aircraft carrier deck, the deck being a deck 100 meters long and 25 meters wide. The first 25-meter section of the deck is divided into five 5 meter strips which are scored from 250 to 50 points as shown. The remainder of the deck scores 25 points. In order to score the main wheels must touch down and stay down in a particular strip and the aircraft must come to a complete halt within the 100-meter deck, as close to the start of the deck as possible.



#### Takeoff

The takeoff order will be specified at the task briefing. The pilot must position his aircraft to the satisfaction of the marshal and must not take off until instructed to do so by the marshal. The form of signal to be used by the marshal for this purpose will be specified at the briefing.

#### Climbing Circuit

The procedure for the climbing circuit will be specified at the task briefing.

#### Engine to Stop

The aircraft must approach the deck in the landing direction at a height of 1,000 ft. Before passing over the start of the deck the engine must be switched off. The aircraft must then fly over the full length of the deck before starting the descending circuit.

#### Descending Circuit

The procedure for the descending circuit will be specified at the briefing.

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### **Landing**

Once the aircraft has started its final approach no deviation of over 90 degrees from the deck centerline either in the air or on the ground is permitted and the engine must be switched off. The aircraft must come to a complete standstill and must not move until instructed to do so by a marshal.

### **Scoring**

The score will be the value of the strip in which both main wheels touch down and remain in contact with the ground. If the aircraft bounces the score will be the lowest value of the strips entered. Touching down on a dividing line scores the higher of the two strips. The pilot will be scored zero if:

- The aircraft commences takeoff before instructed to do so by the marshal
- The engine is not stopped before passing over the deck
- The aircraft does not pass over the entire length of the deck before turning to descend
- The aircraft turns by more than 90 degrees from the deck centerline between starting the landing approach and coming to a standstill
- Any part of the aircraft touches the ground before the deck.
- The aircraft does not stop within the limits of the deck.
- The aircraft moves from the deck before instructed to do so by a marshal
- The aircraft is unable to taxi or take off unaided following the touchdown although failure to start the engine will not incur a penalty