

FLIGHT 8: AL and WL CLASSES

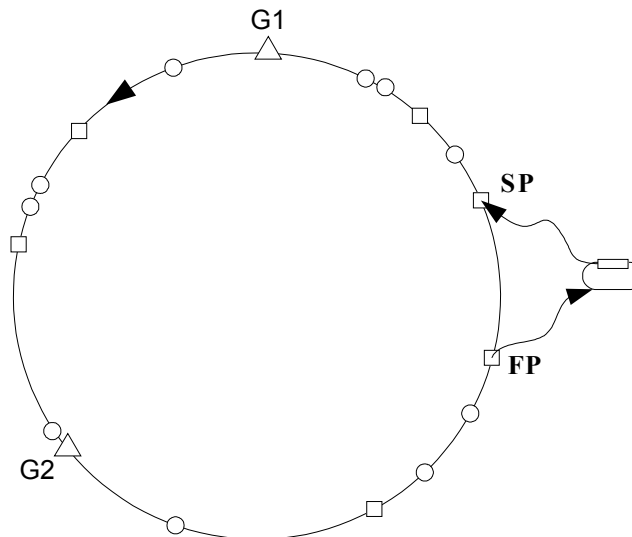
OVERVIEW

Begin with a Deck Takeoff, proceed directly to the Circular Navigation task (Task 10), then return to the airport for a Short Landing Over An Obstacle (Task 11).

CIRCULAR NAVIGATION

Objective

To follow a circular track, finding markers or identifying ground features from photographs and locating their positions on a map. It may be required to distinguish between on-track and off-track markers and ground features.



Summary

Competitors will be given:

- a circle drawn on a map
- the location of a start point (SP) before which no markers or ground features will be found
- direction to fly the circle from the start point
- the location of a finish point (FP) after which no markers or ground features will be found
- photos of any ground features to be identified

After completing the landing the competitor will enter a Quarantine area for scoring.

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Safety

During the task competitors must not back track along the track line against the direction of the task. If there is a need to backtrack competitors must leave the track line and fly back well clear of it before rejoining the track line at an earlier point.

Penalties

Each ground feature or marker correctly identified and located on the map to within 2mm will score 200 points. The following penalties will apply:

Takeoff deck penalty	20%
Landing deck penalty	20%
Backtracking against the task direction	100%
Breach of Quarantine	100%
Photo or marker misplaced on map > 2mm but < 5mm	No photo/marker score
Photo or marker misplaced on map > 5mm	Penalty 50% of photo/marker score

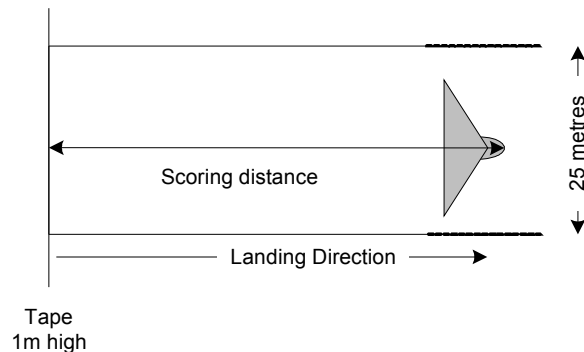
SHORT LANDING OVER AN OBSTACLE

Objectives

The objective is for the aircraft to fly over and clear an obstacle, to land and come to a standstill as close to the obstacle as possible.

Summary

This task simulates a short field landing over a hedge, the hedge being represented by a tape stretched across the runway 1 metre above the ground. The pilot must land over the tape and stop. This distance will be measured from the box in which the aircraft comes to a complete stop.



Joining

This task may form part of another task. Instructions for joining will be provided at the

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briefing or in the instructions for the main task.

Landing

Once the aircraft has started its final approach no deviation of over 90 degrees from the centreline of the runway is permitted. The pilot may choose an engine setting or may switch off the engine. The aircraft must come to a complete standstill and must not move until instructed to do so by a marshal.

Scoring

The competitor in each class that comes to a standstill closest to the tape (D_{MIN}) having cleared the tape without breaking it will score 250 points. Other competitors will be awarded scores based on their distance from the tape when they stop (D_P) relative to D_{MIN} . The competitor will be scored zero if:

- The aircraft fails to fly over the tape
- Any part of the aircraft touches the ground before the tape
- Any part of the aircraft breaks the tape
- The aircraft turns by more than 90 degrees from the runway centreline between starting the landing approach and coming to a standstill
- The aircraft is unable to taxi or take off unaided following the touchdown although failure to start the engine will not incur a penalty

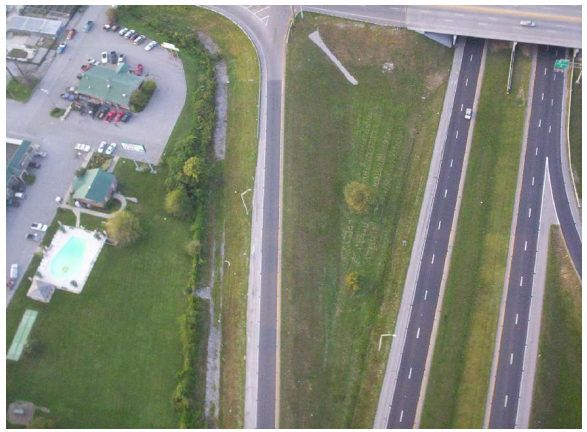
Thus the score calculation will be $(250 \times D_{MIN} / D_P)$ with a maximum score of 250.

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A



B



C



D



E



F



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G



H

