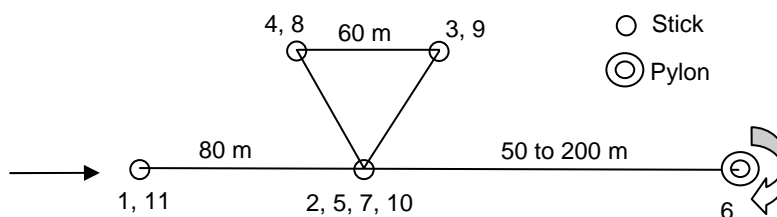


1 ROUND THE TRIANGLE

Course description

The course consists of 4 sticks to be kicked and another stick or pylon as a turn point.

The distance from stick 1 to 2 is 80 m, the side of the equilateral triangle is 60 m, and the distance between stick 2 to turnpoint 6 is 50 to 200 m.



Flying the course

The pilot enters the course as indicated by the arrow and strikes the first target (strike 1). At this point the clock starts. The pilot flies kicking the sticks in the triangle (strikes 2, 3, 4 and 5), then clockwise around pylon 6, returns to kick the sticks in the triangle (strikes 7, 8, 9 and 10) and then back to the initial stick (strike 11). The clock stops on strike 11.

Detail rules

A valid strike on each target is one where the pilot or any part of the paramotor:

- has been clearly observed to touch it.

OR (if briefed)

- has struck it firmly enough to trigger the automatic sensing device.

The pilot's body must be clearly seen to round pylon 6 clockwise.

Pilots may have only one attempt at striking each target except for the first and last targets where three attempts at each are permitted.

Scoring

N = number of targets (sticks or pylons). $N_{\max} = 11$.

T = time from first to last target

$Q = N^3 / T$

$P_q = 500 * Q / Q_{\max}$

$P_s = 500 - 30 * (T - T_{\min})$. Minimum $P_s = 0$; if $N < 11$, $P_s = 0$.

$P = P_q + P_s$

Penalties.

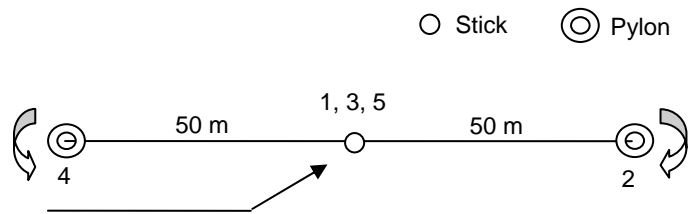
Touch the ground at any point between first and last strikes: Zero score.

Any part of the aircraft crosses the crowd line or dangerous flying: DSQ

2 THE EIGHT

Course description

The course consists of one central stick and another two sticks or pylons 50 m away on both sides.



Flying the course

The pilot enters the course as indicated by the arrow and kicks the stick (strike 1). At this point the clock starts. The pilot flies around the pylon ahead of him counterclockwise (strike 2), then kicks the stick (strike 3), then the other pylon clockwise (strike 4) and finally the kicks the stick for the last time (strike 5). The clock stops on strike 5.

If briefed, the course can be repeated twice, accumulating a total of 9 possible targets.

Detail rules

A valid strike on the each target is one where the pilot or any part of the paramotor:

- has been clearly observed to touch it.

OR (if briefed)

- has struck it firmly enough to trigger the automatic sensing device.

The pilot's body must be clearly seen to round the pylons clockwise or anticlockwise as indicated.

Pilots may have only one attempt at striking each target except for the first and last targets where three attempts at each are permitted.

Scoring

Single course:

$$\begin{aligned}
 N &= \text{number of targets (sticks or pylons). } N_{\max} = 5 \\
 T &= \text{time from first to last target} \\
 Q &= N^3 / T \\
 P_q &= 250 * Q / Q_{\max} \\
 P_s &= 250 - 30 * (T - T_{\min}). \quad \text{Minimum } P_s = 0; \text{ if } N < 5, P_s = 0. \\
 P &= P_q + P_s
 \end{aligned}$$

Courses repeated twice:

$$\begin{aligned}
 N &= \text{number of targets (sticks or pylons). } N_{\max} = 9 \\
 T &= \text{time from first to last target} \\
 Q &= N^3 / T \\
 P_q &= 500 * Q / Q_{\max} \\
 P_s &= 500 - 30 * (T - T_{\min}). \quad \text{Minimum } P_s = 0; \text{ if } N < 9, P_s = 0. \\
 P &= P_q + P_s
 \end{aligned}$$

Penalties.

Touch the ground at any point between first and last strikes: Zero score.

Any part of the aircraft crosses the crowd line or dangerous flying: DSQ

3 BOWLING LANDING

Objective

Land with no engine hitting as many pins as possible.

Description

5 pins are placed along a line into wind in the landing area at regular intervals between 1 and 2 m.

The pins are 50 cm high for PF classes and 100 cm high for PL classes and they are covered by dense foam. They can simply stand on the ground or can be attached to a spring system like that of the kicking sticks. A pin is said to be hit when it is clearly seen by a marshal or electronic sensor, or when the pin falls down.

Pilots will fly to 500ft and cut the engine before crossing a briefed gate.

They will fly a minimum of 60 seconds and will try to hit as many pins as possible before touching the ground. Each pin hit before touching the ground will score 50 points (maximum 250 points).

This task may be combined with a precision take-off.

Scoring

Pld = 50 points for each pin hit (maximum of 250 points)

Penalties

Not crossing the gate or crossing it engine on: zero landing score.

Flying less than 60 seconds with no engine: zero landing score.

Falling over during landing or two knees on the ground: zero landing score.

