B PRECISION TAKE-OFF AND LANDING

Key information

Task sheet. Edition 4

This is as task 3.C3 in the task catalogue

Task type: Precision; no fuel limitation, flight recorders not required, electrical equipment check not required.

Radio is permitted; the organizer will be transmitting useful information.

Complete task brief: This task sheet, task information sheet, ordered takeoff procedure, ordered start procedure.

Information which will be provided before the briefing

Briefing time.

Briefing location.

Task information publish time.

Task start time.

Pilot start order list.

Takeoff deck assignments.

Circuit pattern and height diagram.

Landing target location & assignments

Objective

To make a clean take off at the first attempt in the deck, and subsequently land as near as possible to a point.

Description

Pilots proceed to their designated takeoff deck and prepare to be ready to take off according to the standard **ordered takeoff procedure**.

Pilots must NOT take off until they are sure an observer is ready to judge their takeoff performance. Unobserved takeoffs will score **zero takeoff score**.

A 'clean take off' is described in the local regulations 2.1.3 The pilot scores 250 points for a clean take off at the first attempt, 170 for the second, 90 for the third, zero for the fourth.

Further takeoff attempts are permitted.

After takeoff, the pilot climbs to at least 1000ft and enters the designated circuit pattern which is in principle circular with the landing target at its centre.

Giant numbers will be displayed next to each landing target according to the standard **ordered start procedure**. The Start slot duration will be **thirty seconds** during which a **green flag** will be waved.

A **good start** is when the pilot is overhead the target with engine off within his start slot.

Pilots missing their start slot will receive a **red flag** and a **late arrival penalty.**

Pilots who miss their first slot must stay in the air until their turn comes around again. They must stay obviously well clear of the circuit pattern until the order numbers start their second round. Penalty for not staying well clear: zero landing score.

If, after a good start, a landing attempt is baulked for some recognizable reason outside the pilot's control, then the pilot may land in a safe place and will be permitted to restart the landing task as soon as possible without penalty.

After at least one minute in the air since turning off his engine, the pilot attempts to make a first touch as near as possible to the point, which consists of:

- A football for PF1 and PF2 classes.
- A 5 m line marked on the ground perpendicular to the wind direction for PL1 and PL2 classes.

The point from which the pilot's score will be derived is:

- The first touch of the football or the ground (whichever is first) by the pilot's foot in the PF1 and PF2 classes

- The first touch of an aircraft wheel on the ground in the PL1 and PL2 classes. When more than one PL wheel touches simultaneously, the score chosen is the one in favour of the pilot.

The pilot must vacate the landing area to a safe distance as soon as possible after landing.

Penalties

20% Takeoff score

- Out of takeoff order.
- Unreasonable takeoff delay.
- Running out of the takeoff deck.

Zero takeoff score

- Unobserved takeoff.

Zero landing score

- Engine off for less than one minute before first touch.
- Falling over as a result of the landing.
- Failing to stay well clear of the circuit while waiting for the second landing slot.

20% task score

- Late arrival penalty in the first landing slot.

Zero task score

- Pilot or any part of the aircraft touches the ground outside the takeoff deck or the area within 50m of the landing spot while undertaking the task.
- Late arrival penalty in the second landing slot.

Scoring

Pilot score = $\text{Bto} + \left(250 \times \frac{\text{Dp}}{\text{Dmin}} \right)$

Where

Bto = Pilot's takeoff score.

Dmin = x - the closest distance to the target achieved by any pilot.

Dp = x - the pilot's distance to the target (> x m = zero landing score).

The value of x is 10 metres. This outer zone will be marked by white lines in the form of:

- A circle for PF1 and PF2 classes,
- Two 5m long lines parallel to the target for PL1 and PL2 classes.