Practice task -NAVIGATION WITH A PARTIALLY KNOWN TRACK - MICROLIGHT IFR (I Follow Railways!)

Objective:

England is covered with old disused railway routes. Some are very visible and some have nearly disappeared back into the earth. These can be useful navigation features for us. On this practice task the route has large sections which follow such old railways. Crews should follow the given track accurately and spot photo features. There is a known timing gate to pass on declared time, and a speed section. On the final section crews should look for a turnpoint photo feature, from which they should construct and fly a straight track to FP.

Description:

Starting procedure : A. North departure

Before flight, in Quarantine crews will be given:
Task map
Declaration sheet
Photo sheets

Detail description:

Crews follow the given line from SP. TG1 is a known timing gate. Crews should declare their time to pass this gate.

From TG1 to TG2 is a speed section where points are given for shortest elapsed time.

Somewhere on the given track from TG2 to FP is a turnpoint photo feature. From this point Crews should construct and fly a straight line track directly to FP

There will be photos of ground features for crews to identify the position of along the whole course.

There will be tracking gates anywhere on the whole course.

After crossing FP crews must proceed directly to the airfield and land using the procedure as briefed. After landing the crew must taxy as briefed or marshaled, to the designated post flight quarantine area. **Standard after landing Navigation task quarantine procedure will then apply.**

Scoring:

Each track accuracy gate passed correctly = 100 points.

TG1 passed correctly = 200 points – 2 points per second +/- from declared time.

Speed section score = Competitors time/ shortest elapsed time x 200

Each correctly identified photo feature marked within 3mm on official scoring map = 50 points. If greater than 3mm but less than 5mm = 0 points. If greater than 5mm = -50 points.

Competitor's score = Q/Qmax x 1000 where:

Q= Competitor's individual accumulated score
Qmax = best individual accumulated score in task/class

Penalties as per generic navigation task penalties.