Navigation with known track 2.1D – Spitfire!
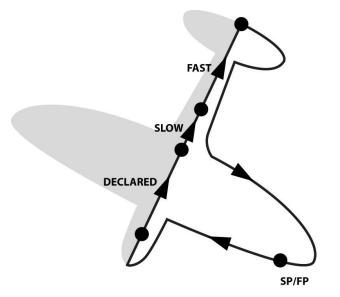
Objective:

On the task map is drawn an outline of an Iconic British Aeroplane – the Spitfire (or perhaps a SilenceTwister for our German Friends!). Crews must fly from SP following this outline as accurately as possible. When the nose is reached, crews must fly the track as marked along the 'fuselage centreline', flying first on declared groundspeed, then as slow as possible, and then as fast as possible. At the end of the centerline, crews continue to follow the outline as accurately as possible to FP. There are photo features to spot along the whole course.

Description:

Starting procedure : A, with North departure

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

Detail description

Crews fly the given course from SP to FP, identifying the location of photo features – which can be anywhere along the entire course. There can be unknown tracking gates anywhere along the entire course.

Upon reaching the nose of the Spitfire, crews will turn and fly the fuselage centerline. Between SP2 and SP3 is the declared groundspeed section. Timing gates can exist anywhere along this section

Between gate SP3 and SP4 is the slow speed section. Between SP4 and SP5 is the fast speed section.

After crossing FP crews must proceed directly back to the airfield using **Standard arrival procedure 2 from the North**

Standard after landing Navigation task quarantine procedure will apply.

Scoring

Crossing SP on time = 100 points – 2 points per second +/- from calculated time

Declared groundspeed section score = 200 points – 2 points per second +/- from calculated time

Slow speed section score = slowest speed/ competitors speed x 200

Fast speed section score = competitors speed/ fastest speed x 200

Each correctly identified ground 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.

Each tracking gate correctly passed = 100 points

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

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

Generic navigation task penalties will apply.

Tracking gates missed on slow speed section = no score for slow speed.