# **WORLD MICROLIGHT CHAMPIONSHIPS 2003**

LONG MARSTON AIRFIELD, WARWICKSHIRE 23 – 30 AUGUST 2003

# **TASK 10**

- This task is as task C1 in the PPG local regulations
- Unlimited fuel
- No Photogaphy required
- Briefing: 16:00 Thursday 28 August
- Task start: 18:30 Thursday if wind allows; decision 18:00

## PRECISION LANDING

#### Objective

To land as near as possible to a point.

#### Description

The pilot climbs to 500ft overhead the target, cuts the engine before passing through a gate and tries to make a first touch as near as possible to the centre of a target.

## Special rules, takeoff

Takeoff in reverse championship order. Pilots should NOT start to take off until they are sure a marshal is watching, knows who they are and has given the signal to start. Penalty for "delaying" takeoff (more than 20 min on the deck or the seventh in order below pilot's position has taken off) 20% takeoff score.

#### Special rules, circuit

There will be two targets. Pilots should

Pilots with an ODD order number should land on the ODD target and pilots with an EVEN order number should land on the EVEN target. See map and start order list.

The gate is overhead the landing target whilst flying into wind.

1 Minute MINIMUM engine off time before landing. (Penalty 20% landing score).

#### Special rules, Landing

The first touch of the ground or the football by the pilot's foot is the point from which the pilot's score will be derived.

Contestants will be awarded a zero task score for:

- The pilot or any part of the aircraft touching the ground outside the deck while undertaking the task. Contestants will be awarded a zero *landing* score for:
- · Engine not stopped before the gate.
- Gate not passed correctly.
- · Falling over as a result of the landing.

# **Scoring**

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

Where

Dmin = 15 - the closest distance to the target achieved by any pilot.

Dp = 15 - the pilot's distance to the target (> 15 m = zero landing score).

The outer circle will be marked by cones.

# Map