

## F Round the triangle

### Key information

Task sheet. Edition 3

This is as task 3.C9 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 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.

Course location & assignments.

Landing deck location & assignments

### Objective

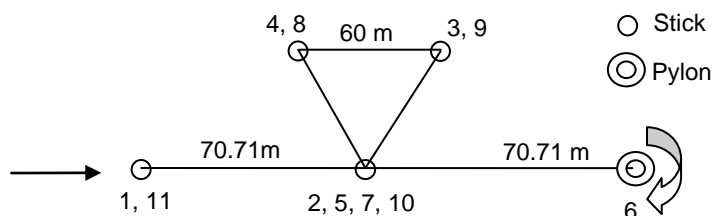
To strike a number of targets laid out in a given order in the shortest possible time and return to the deck.

### 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 70.71 m, the side of the equilateral triangle is 60 m, and the distance between stick 2 and pylon 6 is 70.71m.

Pilots have a free takeoff in the designated takeoff decks.



After takeoff, the pilot flies to the assigned circuit

area and observes the giant order number placed close to the entrance to the course.

The giant numbers will be displayed close to the start of the course according to the standard **ordered start procedure**.

The start slot duration will be **thirty seconds**.

A **good start** is when the pilot kicks, or attempts to kick the first stick within his start slot.

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.

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

A valid strike on the target 1/11 is when the electronic 'kick stick' sensor detects it.

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

A valid strike on the other sticks is when the pilot or any part of the paramotor has been clearly observed to touch it.

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

## Penalties

20% task score

- Incorrectly circulating in the holding area.
- Late arrival penalty in the first start slot.

Zero task score

- Entering the course out of order.
- Failure to strike the first or last target.
- Failure to round at least one pylon.
- Touch the ground at any point between strikes 1 & 11
- Failing to stay well clear of the circuit while waiting for the second start slot.
- Late arrival penalty in the second start slot.

## Scoring

$N_x$  = number of targets

$N$  = number of targets struck by the pilot

$T$  = time from first to last target

$Q$  =  $N^3 / T$

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

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

$P$  =  $P_q + P_s$