

G The eight

Key information

Task sheet. Edition 3

This is as task 3.C10 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 one central stick and another two pylons 50 m away on both sides.

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.

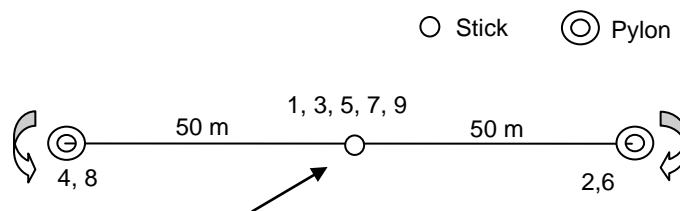
The pilot enters the course as indicated by the arrow and kicks the stick (strike 1). At this point the clock starts. The pilot flies around the pylon ahead of him clockwise (strike 2), then kicks the stick (strike 3), then the other pylon anti-clockwise (strike 4) and kicks the stick (strike 5). The course is repeated to make a total of 9 targets. The clock stops at strike 9.

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

A valid strike on the central stick is when the electronic 'kick stick' sensor detects it.

The pilot's body must be clearly seen to round both pylons.

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 & 9
- 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 = $P_q + P_s$