



# World Paramotor Championships 2009

## S Navigation over a known circuit

### Key information

Task sheet. Edition 3

This is as task 3.A6 in the task catalogue

Task type: Navigation; flight recorders required, electronic devices check required.

Complete task brief: This task sheet, task information sheet, electronic devices check procedure, flight recorder check procedure.

### Information which will be provided before the briefing

Briefing time & location.

Task information publish time.

Task window open and close times.

IP and FP gate locations, landing field and turnpoint locations.

No-fly zones.

Takeoff and landing deck assignments.

Flight recorder and electronic equipment return deadline.

### Information provided at airfield 1

Group 1 BAD turnpoints.

### Information provided at airfield 2

Total allowed time and group 2 BAD turnpoints.

### Information provided at airfield 3

Group 3 BAD turnpoints.

### Objective

Follow a known circuit, finding turnpoints in a limited time from information provided at three airfields.

### Overview

There are three groups of six turnpoints, known as Group 1, Group 2 and Group 3.

The pilot must fly to as many GOOD turnpoints as possible in a limited time.

Each group of turnpoints has a controlling airfield and two BAD turnpoints.

Flight into a BAD turnpoint attracts a negative score.

- The BAD turnpoints in group 1 are written on a board at airfield 1.
- The BAD turnpoints in group 2 are written on a board at airfield 2 together with the limited time (from IP to FP).
- The BAD turnpoints in group 3 are written on a board at airfield 3.

Pilots must therefore land at each of these airfields to discover the BAD turnpoints in a group before they can visit any turnpoints in that group.

There will be enough time for all pilots to complete at least two groups.

### Description

Pilots must have completed the electrical equipment check procedure **before** aircraft are placed on the takeoff deck.

Free take-off within the time window.

Pilot flies through the IP gate which starts the clock.

Pilot flies to as many of the airfields and GOOD turnpoints as possible within the given time.

Pilot flies through the FP gate where the clock stops, and then lands on the landing deck.

Upon landing, all pilots must proceed immediately to the electronic devices and flight recorder checks.

## Penalties

Scoring a GOOD turnpoint before landing at its controlling airfield:

- Turnpoint is worth nothing.

Scoring a BAD turnpoint.

- Turnpoint is worth nothing AND nbP - 2.

20% task score

- Landing inside the airfield but outside the deck.
- Failure to meet the electrical equipment or flight recorder return deadline.

Zero task score

- Failure to fly through the IP or FP gates in the correct direction.
- Takeoff, or return through the FP gate outside the task window.
- Land out.
- Flight in a no-fly zone.
- Failing to provide a flight recorder track
- Failing to retrieve the electronic devices declaration sheet.

## Scoring

$$Q = V_h + V_t$$

$$Pilot\ score = \left( 750 \times \frac{nbP}{nbMax} \right) + (250 - t)$$

Where:

nbP = the number of airfields landed at + turnpoints correctly passed by the pilot.

nbMax = The maximum number of airfields + turnpoints collected in the task.

t = 0 if the pilot passes the FP gate within the time allowed, otherwise 1 point for each 5 seconds late at FP.