



# World Paramotor Championships 2009

## E Chinese Slalom

### Key information

Task sheet. Edition 3

This is as task 3.C7 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.

Landing target 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

Between 6 and 12 targets are laid out on a course not exceeding 3Km in length. Targets are sticks.

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** during which the giant numbers will be raised at an angle to the ground.

The pilot enters the course into wind and strikes target 1. At this point the clock starts.

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

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

Pilots who miss their first slot must stay in the air until their turn comes around again. They must stay obviously well clear of the circuit pattern until the order numbers start their second round. Penalty for not staying well clear: zero task score.

The pilot then flies the course to strike all the other targets in the given order, a strike on the last one stops the clock.

There may be more than one aircraft in the course at one time, organizers will separate starts at reasonable intervals.

There will be TWO finishing sticks, pilots can choose either, but if they miss it they must return to the SAME stick for a second attempt. Striking the other stick does NOT count as a strike.

If, after a good start, an attempt is baulked for some recognizable reason outside the pilot's control, then the pilot may land in a safe place and will be permitted to restart the task as soon as possible without penalty.

A valid strike on the first and last targets is when the electronic 'kick stick' sensor detects it.

A valid strike on all intermediate targets 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 target except for the first and last targets where three attempts at each are permitted.

### Penalties

20% task score

- Late arrival penalty in the first landing slot.

Zero task score

- Failure to strike the first or last target.
- Failure to strike at least one intermediate target.
- Touch the ground at any point between the first and last targets.
- Failing to stay well clear of the circuit while waiting for the second landing slot.
- Late arrival penalty in the second landing 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  $N < N_x$ ,  $P_s = 0$ .

$P$  =  $P_q + P_s$