



World Paramotor Championships 2009

S Navigation over a known circuit

Key information

Task sheet. Edition 2

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 A3

Group 3 BAD turnpoints.

Information provided at airfield A4

Total allowed time and group 1 BAD turnpoints.

Information provided at airfield A6

Group 2 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.

Each group of turnpoints has two BAD turnpoints; flight into the scoring zone of a bad turnpoint scores nothing and -4 turnpoints.

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

However –

- The BAD turnpoints in group 1 are written on a board at airfield A4 together with the limited time (from IP to FP)
- The BAD turnpoints in group 2 are written on a board at airfield A6.
- The BAD turnpoints in group 3 are written on a board at airfield A3.

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.

It is not permitted to convey the information contained at airfields to other competitors.

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 to the FP 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 BAD turnpoint.

- No turnpoint score AND nbP - 4.

20% task score

- Failure to meet the electrical equipment or flight recorder return deadline.

Zero task score

- Takeoff or land 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.

Note

It could be possible to subvert the intention of the task by teams making coordinated attempts to move the information to be found at airfields around. Pilots should be aware that it will be possible to identify this behaviour from the flight recorder tracks and are warned that such behaviour is cheating and will be severely penalized.