



Task Catalogue

V12 – 05/2025

19th FAI World Microlight Championships 2025

Chambley Airfield, Chambley, FRANCE

<https://wmc-wpc-2025.fr>



WMC 2025
19th FAI World Microlight Championships
09 - 15 August 2025 / Chambley
FRANCE

Annex 4 to SECTION 10, Task Catalogue

TASK CATALOGUE for MICROLIGHT

AUTHORITY

This Task Catalogue is to be used in conjunction with the Local Regulations. The General Section and Section 10 of the FAI Sporting Code takes precedence over the Local Regulation and Task Catalogue wording if there is ambiguity.













CLARIFICATION














Classes AL1, AL2, WL1, WL2, and GL2 are "Microlights",

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Key to symbols used in the task catalogue

	Line drawn before takeoff
	Line drawn after takeoff
	Free flight
	Direction of travel
	Marker selected from list of Marker Symbols
	Ground feature to be identified from photograph
	Turnpoint
	Turnpoint to be identified from photograph
	Ground feature to be photographed or controlled by FR evidence.
	Timing point or gate
SP 	Initial or Start point
SP 	Initial or Start point with time gate

FP 	Finish point
FP 	Finish point with time gate
 	Marker identity given before takeoff
	Home airfield
	Outlanding Airfield
	Direction of landing
	Left hand circuit
	Right hand circuit
	Circuit height above ground in feet
	Windsock
	Landing direction indicator
	Road or track

Marker Symbol
H
I
K
L
N
T
U
X
□
=
Π
Δ

Annex 4, Part 1. Applies to All classes

1.1 INTRODUCTION

This catalogue describes tasks which may be set in FAI World and Continental championships. It does not preclude new tasks provided they have been tried out satisfactorily in national competitions and are clearly described and accepted when the FAI Microlight Commission (CIMA) approves the Local regulations.

Good tasks make for good championships, but tasks also drive the design direction for the aircraft. For example, Microlights would soon lose their short field capability if no more precision landing tasks into a 125m deck were given.

Flight planning and navigation tasks develop good pilot skills but they, too, affect the characteristics of competition aircraft so a director must try to set a reasonable balance between tasks where ultimately speed is the advantage and economy is the advantage. These tasks should be as long as possible, so that pilot skills are tested by having to fly over new and different country.

Competition Directors are cautioned against setting a few complicated tasks in favour of lots of simple ones. It is all too easy for a Championship to end with the minimum of tasks required (S10 4.3.3) and there is nothing more likely to upset pilots than if they think they have not flown enough in a championship to properly demonstrate their skills.

1.2 TASK TYPES

1.2.1 GENERAL

Tasks fall into Three Categories:

- A** Flight planning, navigation, estimated time and speed. No fuel limitation.
- B** Fuel economy, speed range, duration. Fuel limited to maximum 15 kg for aircraft flown solo and 22 kg for aircraft flown with two people.
- C** Precision

The proportion of each task to be used is stated in S10, 4.29.3

Any task may be set more than once, either identically or with variations.

Distances should be as long as possible referring to the recommended still air range of the competing aircraft stated in S10 4.17.7.

In any task requiring pre-declaration of speed or elapsed time the Director may set up hidden gates through which the pilot would fly if on the correct flight path. Pilots failing to be checked through such gates or who are observed flying a devious path to adjust timing/speed errors may be penalised. No information will be given at briefing on the existence or whereabouts of hidden gates, or the method by which they are controlled.

The Director may set a time period for completion of a task in addition to the last landing time.

1.3 EXAMPLE TASKS

The following tasks are examples of the tasks described above. Their purpose is to show the way in which real tasks have been designed using the generic principles outlined earlier. However, this is not an exhaustive set of tasks and others may be designed using these principles. Certain aspects of the scoring have been included in the task descriptions, in particular a schedule of penalties. However, the specific scoring for markers, turnpoints etc to be used in the competition will be briefed prior to the task being flown.

Annex 4, Part 2. Tasks for Microlights

2.A1 CURVE NAVIGATION WITH TIME ESTIMATION

Precisely fly the course defined by an arbitrary line drawn on the map, with time estimations and a time limit.

Description

Pilots will receive a course drawn on a map. There will also be a number of known time gates where pilots will estimate their crossing time, counted from the start point.

Before take-off, pilots will hand their declarations to a marshal.

They will take off from their designated deck and fly to the start point, where time will start. Then they will precisely fly the course trying to cross the time gates in order at their estimated times.

Navigation and timing end at the finish point.

There will be an undetermined number of hidden gates to validate the course. Gates must be crossed in order and proper direction. Crossing the same gate more than once in any direction invalidates the gate. Example: The sequence 1-2-4-3-5-6-5-7 will be evaluated as 1-2-4-6-7, a total of five correct gates.

Time will be measured at the known time gates and checked against pilot declarations. If a time gate is crossed more than once, time will be extracted from the first crossing.

There will be a maximum flight time – Tmax – between crossing the start and finish points. No pilot may declare an estimated time beyond this limit.

SP	→	HG	→	TG1	→	HG	→	...	→	TG2	→	HG	→	...	→	FP
T = 0	Nav	+1	Nav	T1	Nav	+1	Nav		Nav	T2	Nav	+1	Nav		Nav	T < Tmax

Scoring

Spatial precision

Nh = Number of hidden gates in the task

H = Number of hidden gates correctly crossed (crossed once, in order and proper direction)

$Q_h = 1000 \times H / N_h$

Time precision

Nt = Number of time gates.

E_{max} = Maximum error (in seconds) in each time gate (typically 180).

E_t = Sum of absolute errors in time gates.

Maximum error of E_{max} seconds in each point.

E_{max} seconds error is applied if point not flown.

$Q_t = E_{max} \times N_t - E_t$

Total: $Q = Q_h + Q_t$ $P = 1000 \times Q / Q_{max}$

Comments

The task can also be run without the time precision part (no known time gates). Then Q_t is dropped from the scoring formula.

If the task involves more than one possible active track line (e.g. Cog wheel navigation with unknown legs), all track lines shall be considered as active.

Penalties :

An additional penalty may be established for an excessive delay to cross SP since take-off.

An additional penalty may be established for an excessive delay to cross FP since crossing SP.

A 50% penalty will be imposed for backtracking. Backtracking is defined in S.10 4.24.5. If SP and/or FP are not crossed: 100% penalty

If SP and/or FP are not crossed: 20% penalty for each.

2.A2 PRECISION NAVIGATION

Fly a circuit at a constant speed in each straight leg, estimating arrival times to known turn points.

Description

A circuit will be defined by a start and finish points, with a number of intermediate turn points. All points will be known before take-off.

Before take-off, competitors will hand a declaration of their estimated times of arrival to every turn point in the circuit, including the finish point.

Competitors will take-off from their designated decks and fly to the START point where navigation and timing start. They will fly each leg at a constant speed that should be consistent with their declarations. The speed in each leg may be different, but it must be constant along the leg.

There will be hidden time gates along the corridors.

Navigation and timing end at the FINISH point. Then they will proceed to land at their designated decks.

START	→	AA	→	BB	→	CC	→	DD	→	FINISH
T = 0	Nav	Ta	Nav	Tb	Nav	Tc	Nav	Td	Nav	Te

Scoring

Each hidden gate crossed scores 180 points. A gate crossed twice or crossed in the opposite direction will be invalidated.

An estimated time for crossing each gate will be calculated by the organization. Crossing time will be checked against this estimation. Each second of error will score one negative point. If a gate is crossed twice, time will be extracted from the first crossing.

Spatial precision:

E_{max} = Maximum error (in seconds) in each time gate (typically 180).

N_g = Number of gates correctly crossed

$Q_p = E_{max} * N_g$

Time precision:

E_i = Absolute error in seconds in gate i.

Maximum error is E_{max} . Time gates not crossed score E_{max} seconds error.

$Q_t = \sum E_i$ (sum of errors in all time gates)

Total: $Q = Q_p + Q_t$ $P = 1000 * Q / Q_{max}$

Penalties

An additional penalty may be established for a delayed crossing of SP from the take-off time.

A 50% penalty will be imposed for backtracking. Backtracking is defined in S.10 4.24.5. If the task involves more than one possible active track line (e.g. Cog wheel navigation with unknown legs), all track lines shall be considered as active.

If SP and/or FP are not crossed: 20% penalty for each.

2.A3 CONTRACT NAVIGATION WITH TIME CONTROLS

Fly a course between a combination of declared turn points, flying over some of them at a specified time.

Description

Pilots will receive a catalogue of turn points. Three of them, the start point SP, a middle point MP and the finish point FP, are mandatory and will be crossed at designated times.

Before take-off, pilots will declare the sequence of turn points they will fly.

They will take off and fly to the START point where navigation begins. Then they will fly the sequence of declared points in order, including the mandatory MIDDLE POINT and FINISH POINT. These two points will be flown at the specified time. Upon reaching the finish point, navigation ends.

Turn points may only be visited once.

Time starts counting at the start point (SP). Competitors will fly over the middle point (MP) exactly T seconds after SP and will fly over the finish point (FP) exactly 2T seconds after SP.

Pilot's declaration will include MP. Points declared to be flown after MP can't be flown before the established time for MP. Otherwise those points will be invalid.

SP	→	P1	→	...	→	MP	→	Pn	→	...	→	FP
Time = 0 s	Nav		Nav		Nav	Time = T s	Nav	Nav			Nav	Time = 2T s

Scoring

Turn-points

N = Number of turn-points declared and flown in order (different from SP, MP and FP).
 Ep = Number of declared points that were not flown (or not in order), including SP, MP and FP.
 $V = N - E_p$
 $Q_p = 1000 * (V / V_{max})$

Time estimation:

E_{max} = Maximum error (in seconds) in each time gate (typically 180).

E_t = Sum of absolute errors in SP, MP and FP.

Maximum error of E_{max} seconds in each point.

E_{max} seconds error is applied if point not flown.

$Q_t = E_{max} * 3 - E_t$

Total: $Q = Q_p + Q_t$ $P = 1000 * Q / Q_{max}$

Comments

Penalties

An additional penalty may be established for a delayed crossing of SP from the take-off time

A 50% penalty will be imposed for backtracking. Backtracking is defined in S.10 4.24.5. If the task involves more than one possible active track line (e.g. Cog wheel navigation with unknown legs), all track lines shall be considered as active.

If SP and/or FP are not crossed: 20% penalty for each.

2.A4 NAVIGATION OVER A KNOWN CIRCUIT

Follow a known circuit, finding markers or identifying ground features from photographs and locating their positions on a map or crossing hidden gates.

It may be required to distinguish between on-track and off-track markers and ground features.

There may be timing gates to take times if part of the task must be evaluated for time precision or for speed.

The task may finish with an outlanding.

Description

Competitors will be given:

A series of headings to follow or lines drawn on a map or a description of the procedure to draw them.

The location of a start point (SP) before which no markers, ground features or gates will be found.

The time at which they must overfly the start point.

The location of a finish point (FP) after which no markers or ground features will be found.

Photos of any ground features or description of canvas markers to be identified.

If the task is to contain a speed prediction element before takeoff the competitor must either:

Declare the ground speed at which he plans to fly, or

Select a ground speed from those specified at the briefing, or

Declare crossing times at certain turn points.

After completing the landing the competitor will be required to enter a Quarantine area for scoring.

Scoring

Spatial precision:

V_h = Value assigned to crossing a hidden gate or properly placing a mark on the map (e.g. 100)

N_h = Number of hidden gates correctly crossed or
 properly placed marks on the map (less than 2 mm error).

Markers placed between 2 and 5 mm error score ½ point.

More than 5 mm score zero or negative point.

Out of track marks score zero or negative point

$Q_h = V_h * N_h$

Time precision (when included in the task):

Vt = Gate value (e.g. 180)

Ei = Absolute error in seconds in gate i.

Maximum error is Vt.

Time gates not crossed do not add error.

$Q_t = \sum (V_t - E_i)$ (sum of gate value minus time error each gate crossed)

Speed (when included in the task):

Vs = Relative value for the speed term

S = Pilot's speed in the speed section

$Q_v = V_s * S / S_{max}$

Total: $Q = Q_h + Q_t + Q_v$ $P = 1000 * Q / Q_{max}$

Penalties

Each photo or marker correctly identified and located on the map to within 2mm and any ground speed element will score as briefed. The following penalties will apply:

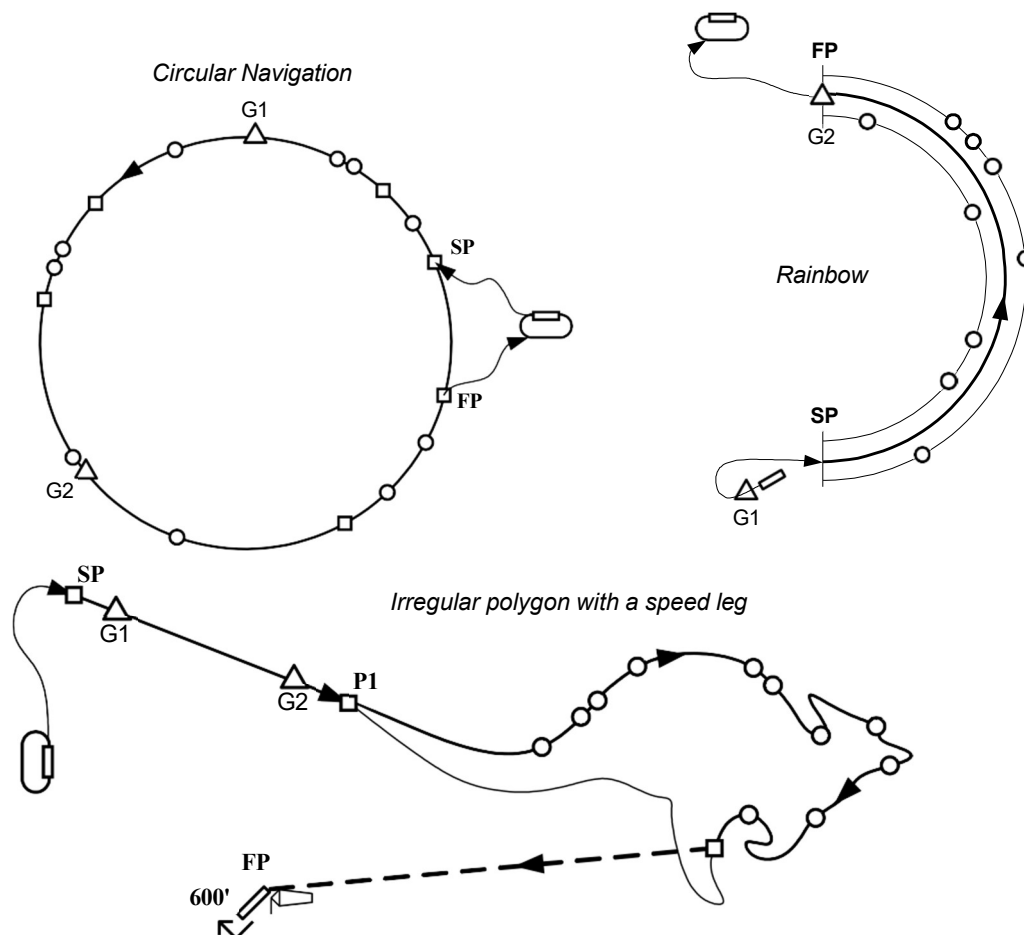
Breach of Quarantine: 100%

Crossing a hidden gate twice invalidates the gate.

A 50% penalty will be imposed for backtracking. Backtracking is defined in S.10 4.24.5. If the task involves more than one possible active track line (e.g. Cog wheel navigation with unknown legs), all track lines shall be considered as active.

If SP and/or FP are not crossed: 20% penalty for each.

Examples



2.A5 NAVIGATION WITH UNKNOWN LEGS

Follow a series of headings or known lines, finding markers and identifying ground features from photographs, and locating their positions on a map or crossing hidden gates.

It may be required to distinguish between on-track and off-track markers and ground features.

Certain of the ground features or markers will indicate a change of heading or the start of a leg to another point.

There may be timing gates to take times if part of the task must be evaluated for time precision or for speed.

The task may finish with an outlanding.

Description

Competitors will be given:

A series of headings to follow or lines drawn on a map or a description of the procedure to draw them.

The location of a start point (SP) before which no markers, ground features or gates will be found.

Details of which markers or ground features indicate a point from which a new line must be drawn.

The location of a finish point (FP) after which no markers or ground features will be found

Depending on the specific task design, competitors may be given:

- Sealed instructions giving the location of next turn points or outlanding sites.
- The time at which they must overfly the start point.
- Photos of any ground features or description of canvas markers to be identified.

If the task is to contain a speed prediction element before take-off the competitor must either:

- Declare the ground speed at which he plans to fly, or;
- Select a ground speed from those specified at the briefing.
- Declare crossing times at certain turn points.

Navigation end at the FINISH point. Then they will proceed to land at their designated decks, a precision landing may be required, as a separate task

After completing the landing the competitor will be required to enter a Quarantine area for scoring.

Scoring

Spatial precision:

Vh = Value assigned to crossing a hidden gate or properly placing a mark on the map (e.g. 100)

Nh = Number of hidden gates correctly crossed or properly placed marks on the map (less than 2 mm error).

Markers placed between 2 and 5 mm error score ½ point.

More than 5 mm score zero or negative point.

Out of track marks score zero or negative point.

$Q_h = V_h * N_h$

Time precision (when included in the task):

Vt = Gate value (e.g. 180)

Ei = Absolute error in seconds in gate i.

Maximum error is Vt.

Time gates not crossed do not add error.

$Q_t = \sum (V_t - E_i)$ (sum of gate value minus time error each gate crossed)

Speed (when included in the task):

Vs = Relative value for the speed term

S = Pilot's speed in the speed section

$Q_v = V_s * S / S_{max}$

Total: $Q = Q_h + Q_t + Q_v$ $P = 1000 * Q / Q_{max}$

Penalties

Each photo or marker correctly identified and located on the map to within 2mm and any ground speed element will score as briefed. The following penalties will apply:

Breach of quarantine: 100%

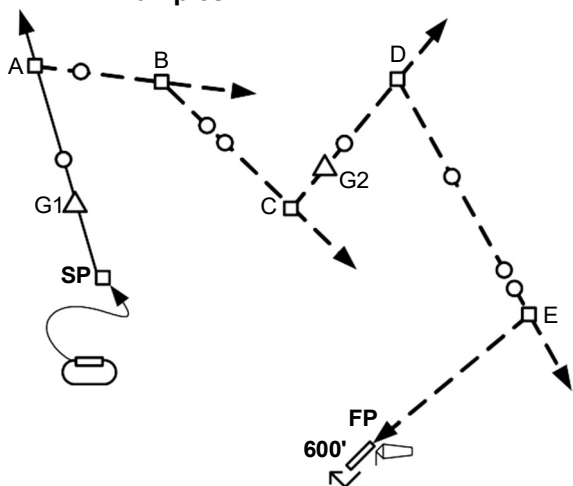
Crossing a hidden gate twice invalidates the gate.

A penalty will be specified for braking an envelope seal.

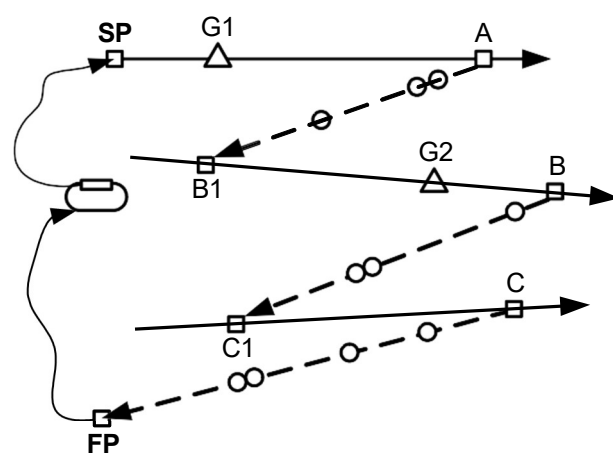
A 50% penalty will be imposed for backtracking. Backtracking is defined in S.10 4.24.5. If the task involves more than one possible active track line (e.g. Cog wheel navigation with unknown legs), all track lines shall be considered as active.

If SP and/or FP are not crossed: 20% penalty for each.

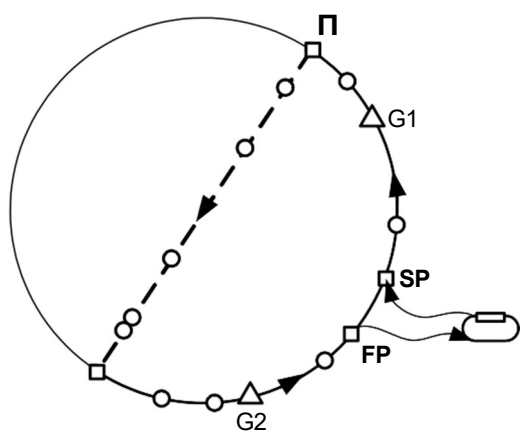
Examples



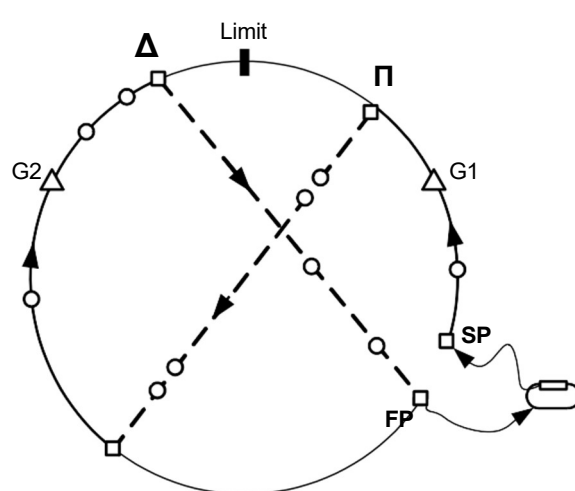
Sequential navigation



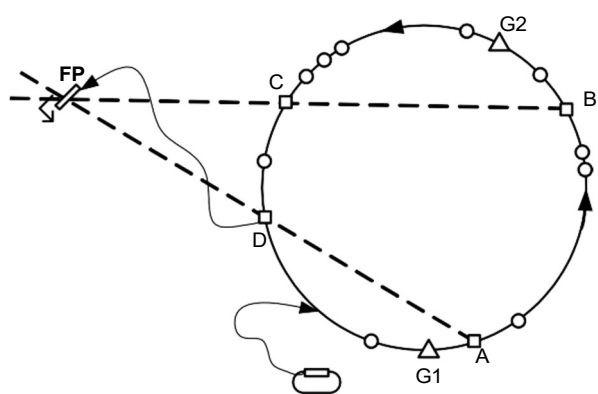
Linear navigation



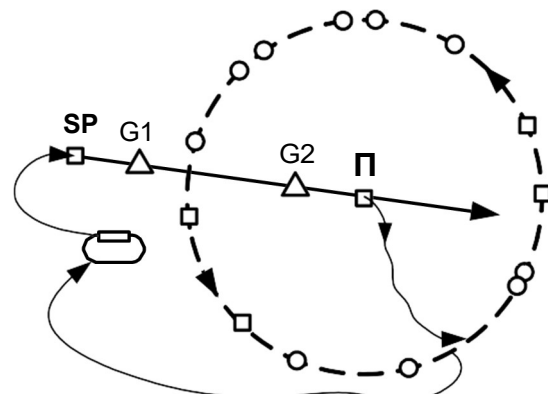
Circular navigation and diameter



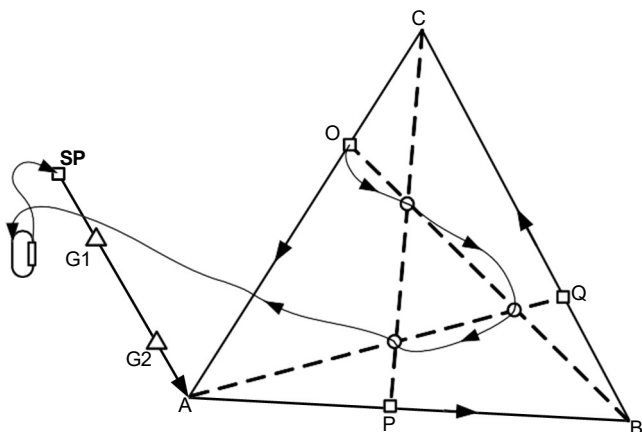
Circular navigation, diameter and reverse.



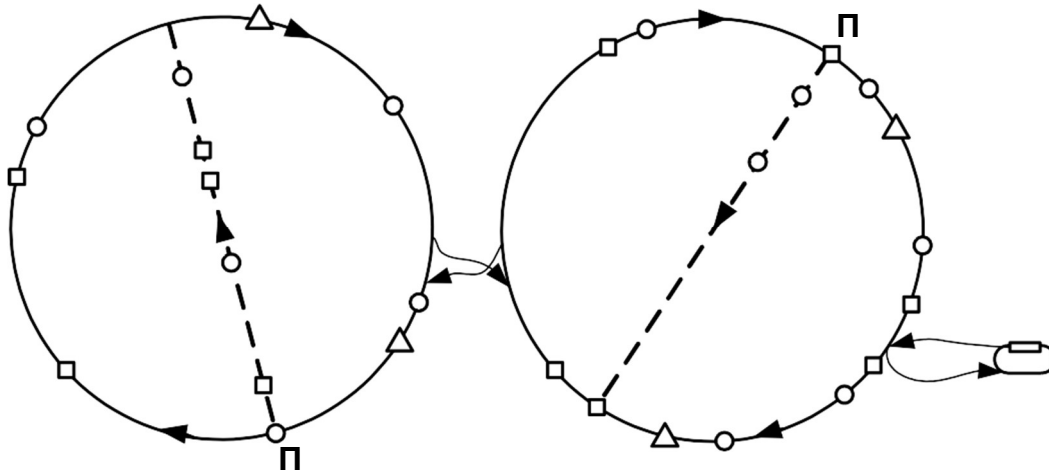
Circle and two lines



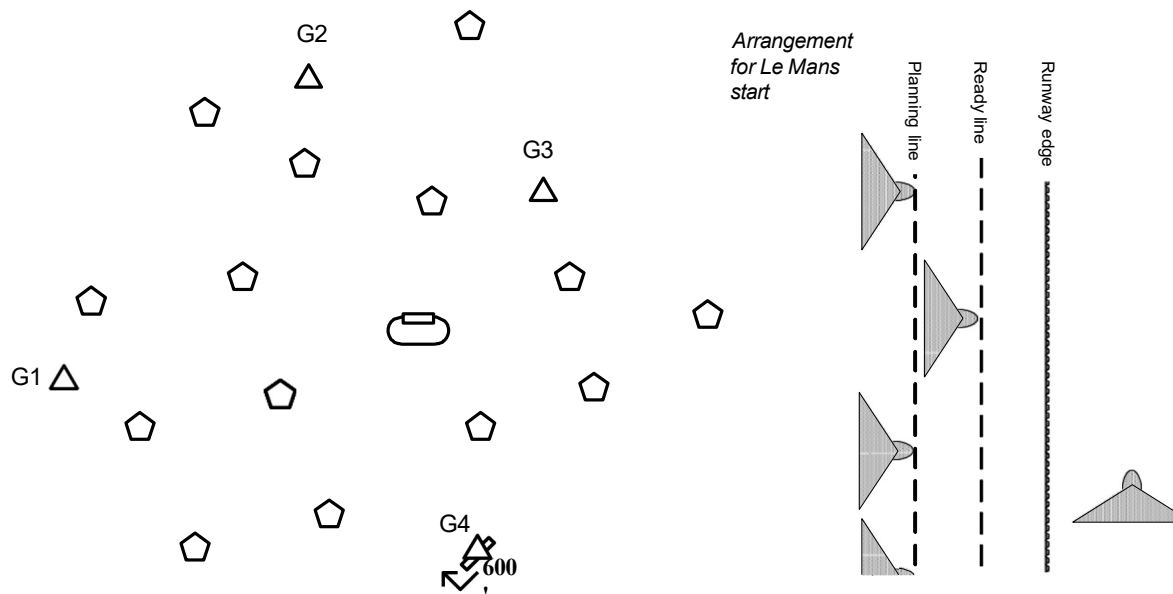
Drawn circular navigation



Speed spiral and two lines

Triangle and three lines*Double circular navigation***2.A6 TURNPOINT HUNT**

To fly to and identify from given photographs as many turnpoints as possible within a limited time and in the order predicted. A Stated number of the turnpoints could be compulsory timing gates which must be overflown within 10 seconds of a time predicted by the competitor. One of the gates may require a precision touchdown. A 'Le Mans' start may be required.

**Description**

Competitors will be given:

- The location or search area and score of all turnpoints and gates
- Photos of any ground features to be identified

Before takeoff the competitor must declare:

- The predicted time at which the gates will be overflown
- The predicted turnpoints and gates that will be visited and their sequence in the flight

After completing the landing the competitor will be required to enter a Quarantine area for scoring.

Le Mans Start

If a 'Le Mans' start is required for this task the aircraft will initially be lined up alongside the runway on the Planning line, about two aircraft lengths away. Each competitor's time will start when the turnpoint information is given. Once a competitor's planning is completed he will indicate this by starting his engine and pulling forward one aircraft length to the Ready line where he will wait until the Start Marshal flags him to enter the runway and line up. Once an aircraft is on the runway it must be allowed to take off before any other aircraft may enter the runway.

Safety

During the task competitors must be aware that their paths may cross those of other aircraft. They must maintain careful observation of the sky at all times and should avoid flying at predictable heights.

Scores

Typically each photo will score 100 points, each time gate 200 points and an additional score will be awarded if the full and correct turnpoint and gate sequence is achieved.

Penalties

The following penalties will apply:

- Breach of Quarantine: 100%
- Photo wrongly identified on the map: Penalty 50% of an individual photo score
- Timing gate error >10 seconds from prediction: 10 points/second
- Time over maximum task duration: 10 points/second

2.A7 CIRCLE

The objective is to fly a precise 360 degrees circle around a marker in a range of radius of minimum 200 meters to a maximum of 750 meters. The competitor may choose the radius within the given limits. To fly into the circle the competitor has to overfly the start point (SP) as well as the centre marker (CM) in a straight line initially.

Description

The organiser will specify a minimum safe height that competitors must adhere to when flying this task, this will take into account local terrain, population density and any airspace restrictions. The may also specify a maximum height that should not be exceeded (taking into account airspace). This shall be called the “**height range**”

The scored 360 degrees circle has to be flown in any desired height, but without exceeding 600ft (183m) between the pilots lowest and highest height.

Competitors will be given:

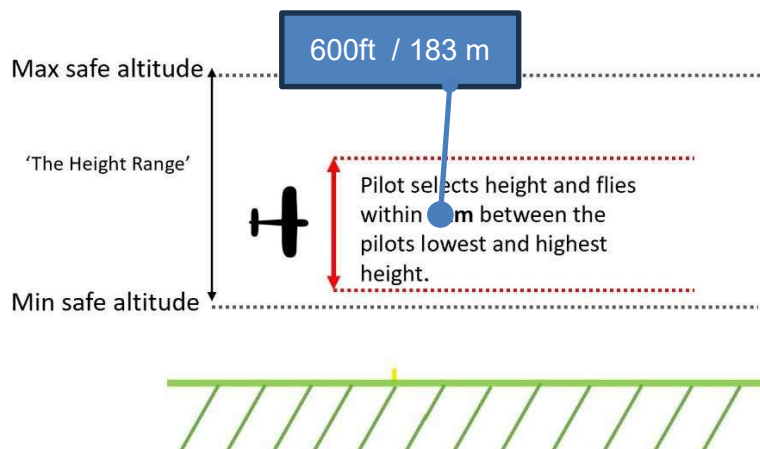
The position of the start point (SP)

The position of the centre marker (CM)

The next Waypoint (WP) after leaving the task

The elevation of the CM above MSL

After passing the centre marker the competitor must bank into the left using a desired radius. The first 180 degrees is for orientation purposes and not scored, even if the limits are exceeded. After 180 degrees, passing the given entry line (X) the scoring starts for the next 360 degrees. The scoring ends by crossing the entry line (X). The competitor has to leave the circle heading to the next waypoint (WP).



Safety

During the task the competitor has to ensure that his aircraft is operating within the limits of speed, bank and g-force defined for the aircraft. The competitor is responsible to fly within the legal regulation, especially with respect to the minimum altitude.

The organizer has to ensure that only one aircraft is flying within the task at one time, to avoid critical approaches. Therefore, the organizer can issue special instructions regarding height or heading for entering or leaving the

Scores

The maximum score is given if the circle is flown exact circular, within the given limits.

$$P = (R_{min}/R_{max} - 0,5) * 500$$

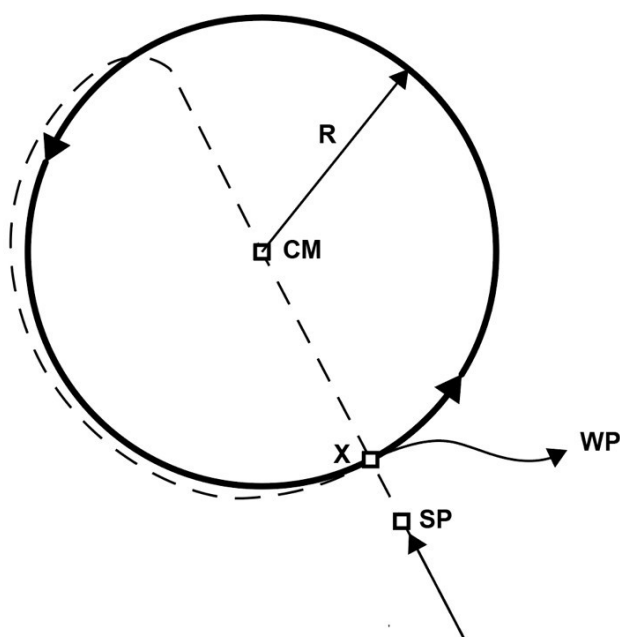
$$P_{max} = 250$$

Penalties

A 20% penalty will be imposed for flying the circle outside of a range of 600ft (183m) between lowest and highest height.

A 100% penalty will be imposed if

- The circle is flown clockwise
- The height range defined by the organiser is exceeded
- The CM is located outside of the flown circle
- EP and CM are not flown over within the briefed limits
- The aircraft leaves the limits of the radius
- Ratio of Rmin to Rmax is 0,5 or small



2.A8 PRECISION NAVIGATION AIR NAV

Precisely fly the course defined by several straight and/or arc legs within a given width (forming a corridor) and over a minimum height above the ground (500 feet or minimum local limits, whichever is higher).

Navigation ends at the FINISH point. Then competitors will proceed to land at their designated decks, a precision landing may be required.

Description

Competitors will prepare the flight plan in quarantine. Time to start flight planning and take off time will be published in advance. The typical flight planning time is 30 minutes. The typical time available to reach the aircraft and take off is 15 minutes. This could be adapted depending on the course length and the airfield's size.

Entering the quarantine, competitors will receive:

- A map with the following information:
 - Course to follow formed by straight and/or arc lines drawn on a map with a given width, forming a "corridor".
 - The course to reach the SP and return from the FP to the airport.
 - Location of the start point (SP) and the finish point (FP).
- A time chart with the following information:
 - End of quarantine time.
 - Take off time.
 - SP time.
- SP and FP pictures with the time gate clearly defined.

The aircraft declared ground speed in the registration form will be used to determine the start list order. Time gates width at the SP and FP will typically be 500m (250m right and left from the SP/FP). The corridor width will be indicated during the briefing. A normal width is 500m, but can be adapted to accommodate.

Scores

Scoring Corridor (SC) :

SCmax will be calculated based on the best distance performance inside the corridor. Each segment distance outside the corridor will be taken out of the ideal distance. The other competitors will be scored SC as pro rata

Scoring Time (TT) :

Total time (TT) between SP and FP can also be measured.

TT(best) will be calculated based on the best time performance in the corridor. The other competitor will be scored as pro rata.

Time precision at SP: (Ptime)

- 0 to 5 seconds before or after SPTime : no penalty.
- Additional error: 3 points per full second with a maximum of 180 points.

Failure to take off at the given time (Pto)

- less than 60 seconds: no penalty
- Take off before or after 60 seconds from given time : 100 points. Other sanctions can be considered at briefing time.

Total Scoring : Coefficients (Cp for precision and Cs for speed) will be added to the formula to allow the organizers to weight the importance of speed and precision during the task. These coefficients will be given at briefing time. Thus the total formula is as follows :

$$Q = (SC/SCmax) \times Cp + (TT(best)/TT) \times Cs - SPTime$$

$$P = 1000 * Q / Qmax$$

Penalties

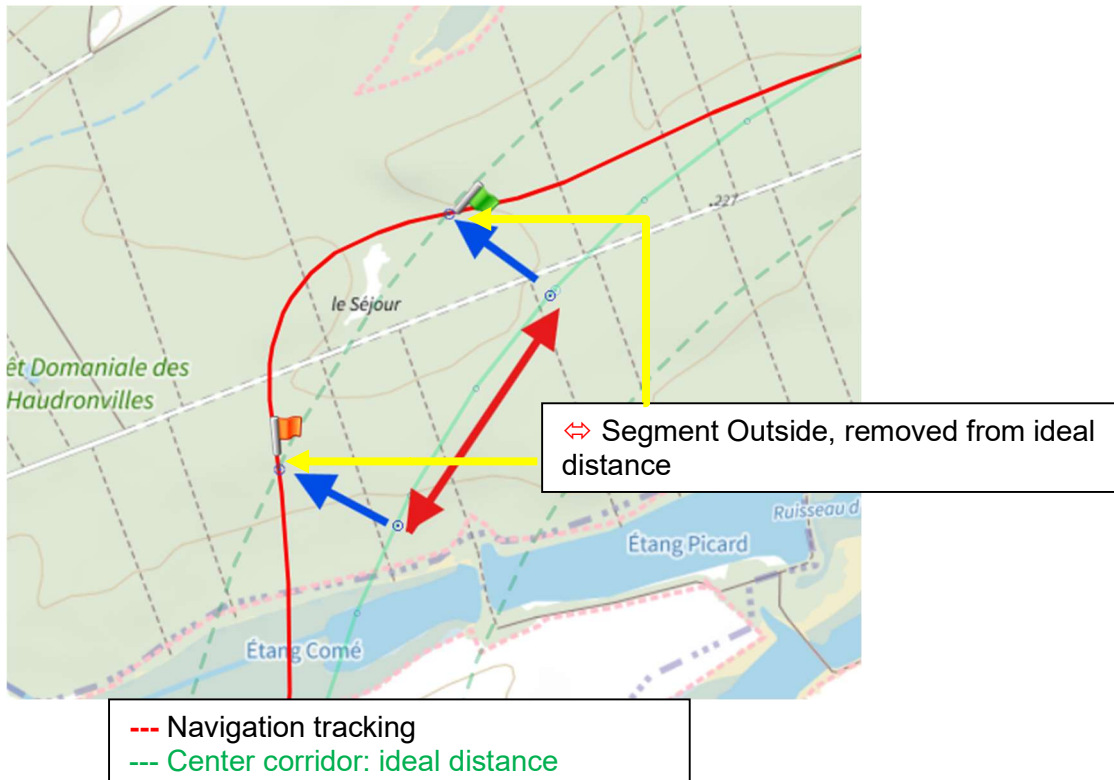
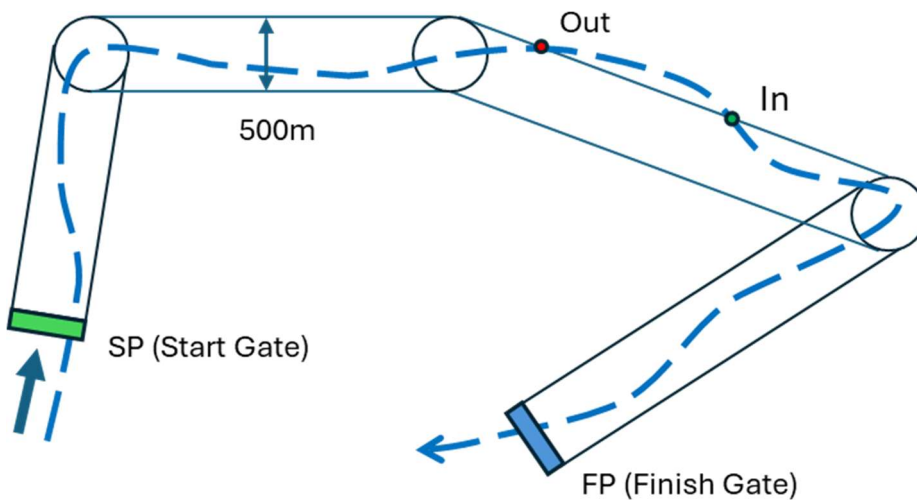
The following additional penalties will apply:

Breach of Quarantine: 100%

SP and/or FP not crossed: 100% penalty

A 50% penalty will be imposed for backtracking. Backtracking is defined in S.10 4.24.5.

Example :



2.A9 SLALOM NAVIGATION

The purpose is to fly along a given circuit, passing gates as advised in the given map, as precisely and as fast as possible.

Description

Competitors will be given:

- The map giving the location of the gates (SL) of the circuit, the direction in which they must be passed, as well as the SP and FP points.
- The designated quarantine entrance time, take off time, and SP time slot.

Competitors will prepare the task in quarantine. The typical flight planning time is 15 to 30 minutes.

After take-off, they will be required to pass the SP gate at the designated time, with a +/- 15 seconds window, to ensure proper spacing between competitors.

After passing the FP point, competitors will proceed back to the landing area, where a deck landing can be required, as a separate task from the slalom. A limited time from FP to the landing point can be added, to accommodate for different competitor's speeds and ensure a proper spacing at landing.

Scoring

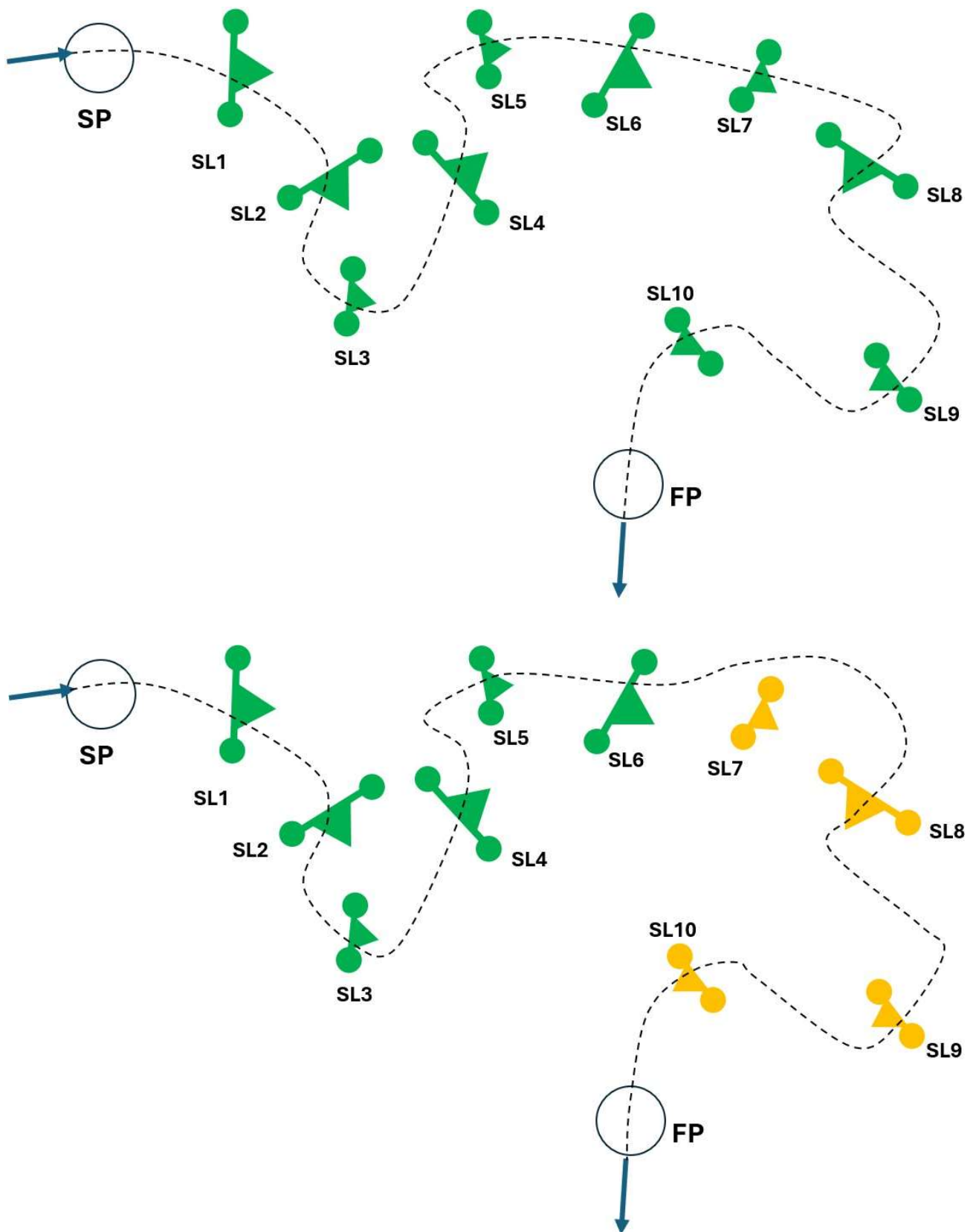
Spatial precision:

- SL = Value assigned to crossing a slalom gate (e.g. 100)
 Nh = Number of gates correctly crossed
- $Qh = SL * Nh$
- Speed:
- Vs = Relative value for the speed term
 S = Pilot's speed in the speed section
 $Qv = Vs * S / Smax$
-
- Total: $Q = Qh + Qv$ $P = 1000 * Q / Qmax$
-
-

Penalties

- Failing to pass SP or FP : 100% penalty
- Passing SP gate outside the designated time slot : 20% penalty
- Backtracking against the task direction: 100%. Backtracking is defined in S.10 4.24.5
- Failing to pass around a gate perimeter SL or passed the gate SL on the wrong direction: gates compatibilization stopped at the 1st error

- if the full gates (SL) sequence is not executed properly: Speed scoring 100%,penalty

Example

2.B2 LIMITED FUEL TURNPOINT HUNT

The objective is to fly to and identify from given photographs as many turnpoints as possible within a limited time, carrying limited fuel. A number of the turnpoints could be defined as compulsory timing gates which must be overflown within 10 seconds of a time predicted by the competitor. One of the gates may require a precision touchdown.

Description

Competitors will be given:

- The location or search areas and score of all turnpoints and gates
- A specified weight or volume of fuel
- Photos of any ground features to be identified

Before takeoff the competitor must:

- Declare the predicted time at which the gates will be overflown

After completing the landing the competitor will be required to enter a Quarantine area for fuel checking and scoring.

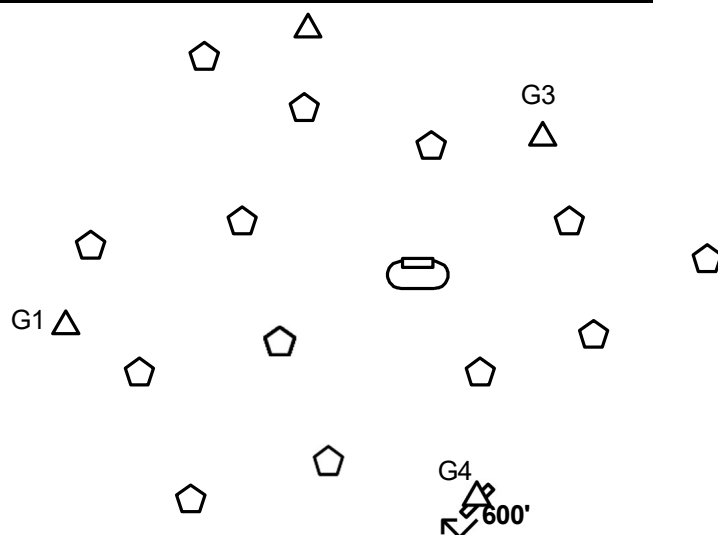
Safety

During the task, competitors must be aware that their paths may cross those of other aircraft. They must maintain careful observation of the sky at all times and should avoid flying at predictable heights.

Scores

Typically each photo will score 100 points and each time gate 200 points. The following penalties will apply:

- Breach of Quarantine: 100%
- Photo wrongly identified on the map: Penalty 50% of photo score
- Timing gate error >10 seconds from prediction: 10 points/second
- Time over maximum task duration: 10 points/second

**2.B3 DURATION**

To fly for as long as possible on a limited amount of fuel.

Description

Competitors will be given:

- A specified weight or volume of fuel

Landing will normally be in an extended area, to be specified at the briefing. If a residual fuel requirement has been specified, after completing the landing the competitor will be required to enter a Quarantine area for fuel checking.

Safety

Particularly if the task is to be flown to empty tanks, pilots must look out for other aircraft preparing to land engine off. A proper look-out must be kept at all times. An aircraft joining another in a thermal shall circle in the same direction as that established by the first regardless of height separation

Scores

The max flying time will be awarded 1000 points, others scorers will be calculated proportionally

Penalties

The following penalties will apply:

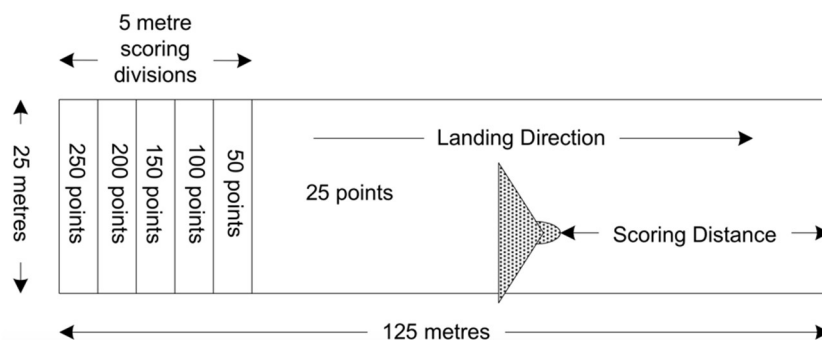
- Breach of Quarantine: 100%
- Flight in a prohibited area: 100%
- Landing outside the specified area but within the airfield boundary: To be briefed

2.C1 SPOT LANDING

The objective is for the aircraft to touch down within a marked deck, as close to the start of the deck as possible, coming to a halt in as short a distance as possible.

Summary

This task simulates a landing on an aircraft carrier deck, the deck being a deck 125 metres long and 25 metres wide. Deck length shall be adjusted according to the airfield elevation (S10 4.31.5). The width of the deck may be decreased to be adjusted to the width of the existing runway (S10 4.31.5). The first 25-metre section of the deck is divided into five 5 metre strips which are scored from 250 to 50 points as shown. The remainder of the deck scores 25 points. In order to score the main wheels must touch down in a particular strip and the aircraft must come to a complete halt within the 125-metre deck, as close to the start of the deck as possible.



Takeoff

The takeoff order will be specified at the task briefing. The pilot must position his aircraft to the satisfaction of the marshal and must not take off until instructed to do so by the marshal. The form of signal to be used by the marshal for this purpose will be specified at the briefing.

Climbing Circuit

The procedure for the climbing circuit will be specified at the task briefing.

Engine to Stop or Idle

The aircraft must approach the deck in the landing direction at a height of 1,000 ft. Before passing over the start of the deck the engine must be switched off or the throttle must be closed and the engine set to idle, as specified in the briefing. The aircraft must then fly over the full length of the deck before starting the descending circuit.

Descending Circuit

The procedure for the descending circuit will be specified at the briefing.

Landing

Once the aircraft has started its final approach no deviation of over 90 ° from the deck centreline either in the air or on the ground is permitted and the engine must remain at idle or may be switched off. The aircraft must come to a complete standstill and must not move until instructed to do so by a marshal.

Scoring

The score will be the value of the strip in which both main wheels touch down with the ground (PS) plus the distance between the finish of the deck and the closest wheel, scored 1 point per whole metre (PD). Touching down on a dividing line scores the higher of the two strips.

The Scoring Distance may / may not be scored and will be briefed at the task briefing.

The pilot will be scored zero if:

- The aircraft commences takeoff before instructed to do so by the marshal
- The engine is not stopped or the throttle is not closed before passing over the deck
- The aircraft does not pass over the entire length of the deck before turning to descend
- The engine does not remain at idle once final approach has started if engine idle permitted
- The aircraft turns by more than 90 degrees from the deck centreline between starting the landing approach and coming to a standstill
- Any part of the aircraft touches the ground before the deck.
- The aircraft does not stop within the limits of the deck.
- The aircraft has made an abnormal landing*
- The aircraft moves from the deck before instructed to do so by a marshal
- The aircraft is unable to taxi or take off unaided following the touchdown although failure to start the engine will not incur a penalty

*Abnormal landings in all four types of landing are defined thus:

- Nose wheel not off the ground / touching the ground before the main wheel.
- A tail wheel aircraft not in a configuration with the tail below the horizontal.
- Aircraft bounce - when both main wheels (or a sole main wheel) leave the ground after any touchdown, to a height of more than the diameter of the main wheel, or for a distance more than 10m.
- Any part of the aircraft other than the wheels touching the ground.

-
- Touchdown with locked wheels.
 - One or both main wheels leave the ground, while nose wheel remains on it.

Thus the score calculation will be $(P_s + P_D)$ with a hypothetical maximum score of 350

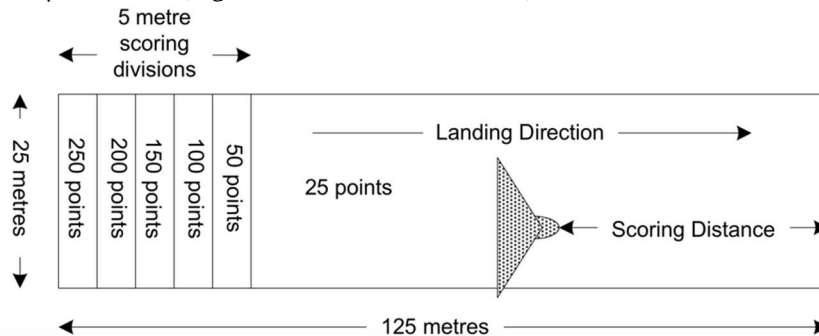
2. C2 SPOT LANDING - TIMED

Objectives

The objective is for the aircraft to touch down within a marked deck at a specific time, as close to the start of the deck as possible, coming to a halt in as short a distance as possible.

Summary

This task simulates a landing on an aircraft carrier deck, the deck being a deck 125 metres long and 25 metres wide. Deck length shall be adjusted according to the airfield elevation (S10 4.31.5). The width of the deck may be decreased to be adjusted to the width of the existing runway (S10 4.31.5). The first 25-metre section of the deck is divided into five 5 metre strips which are scored from 250 to 50 points as shown. The remainder of the deck scores 25 points. In order to score the main wheels must touch down in a particular strip and the aircraft must come to a complete halt within the 125-metre deck, as close to the start of the deck as possible. Additional points may be scored if the scoring touchdown takes place at or near an exact full minute as indicated by the competition clock, eg 11:31:00 hrs is a full minute, 11:31 17 hrs is not.



Takeoff

The takeoff order will be specified at the task briefing. The pilot must position his aircraft to the satisfaction of the marshal and must not take off until instructed to do so by the marshal. The form of signal to be used by the marshal for this purpose will be specified at the briefing.

Climbing Circuit

The procedure for the climbing circuit will be specified at the task briefing.

Engine to Stop or Idle

The aircraft must approach the deck in the landing direction at a height of 1,000 ft. Before passing over the start of the deck the engine must be switched off or the throttle must be closed and the engine set to idle, as specified in the briefing. The aircraft must then fly over the full length of the deck before starting the descending circuit.

Descending Circuit

The procedure for the descending circuit will be specified at the briefing.

Landing

Once the aircraft has started its final approach no deviation of over 90 ° from the deck centreline either in the air or on the ground is permitted. The aircraft must come to a complete standstill and must not move until instructed to do so by a marshal.

Scoring

The score will be the value of the strip in which both main wheels touch down (PS) plus the distance between the finish of the deck and the closest wheel, scored 1 point per whole metre (PD). Touching down on a dividing line scores the higher of the two strips. If the aircraft touches down on a full minute, the time being taken from the official clock, ± 5 seconds a further 100 points is scored (PT). This score will be reduced by 5 points for every second outside ± 5 seconds from a full minute.

Thus the score calculation will be (PS+PD+PT) with a maximum score of 450

Touching down on a dividing line scores the higher of the two strips. If the aircraft touches down on a full minute, the time being taken from the official clock, ± 5 seconds a further 100 points is scored (PT). This score will be reduced by 5 points for every second outside ± 5 seconds from a full minute.

The pilot will be scored zero if:

- The aircraft commences takeoff before instructed to do so by the marshal
- The engine is not stopped or the throttle is not closed before passing over the deck
- The aircraft does not pass over the entire length of the deck before turning to descend
- The engine does not remain at idle once final approach has started if engine idle permitted
- Any part of the aircraft touches the ground before the deck.
- The aircraft turns by more than 90 degrees from the deck centerline between starting the landing approach and coming to a standstill
- The aircraft does not stop within the limits of the deck.
- The aircraft has made an abnormal landing*
- The aircraft moves from the deck before instructed to do so by a marshal
- The aircraft is unable to taxi or take off unaided following the touchdown although failure to start the engine will not incur a penalty

*Abnormal landings in all four types of landing are defined thus:

- Nose wheel not off the ground / touching the ground before the main wheel.
- A tail wheel aircraft not in a configuration with the tail below the horizontal.
- Aircraft bounce - when both main wheels (or a sole main wheel) leave the ground after any touchdown, to a height of more than the diameter of the main wheel, or for a distance more than 10m.
- Any part of the aircraft other than the wheels touching the ground.
- Touchdown with locked wheels.
- One or both main wheels leave the ground, while nose wheel remains on it.

Thus the score calculation will be (PS+PD+PT) with a maximum score of 450

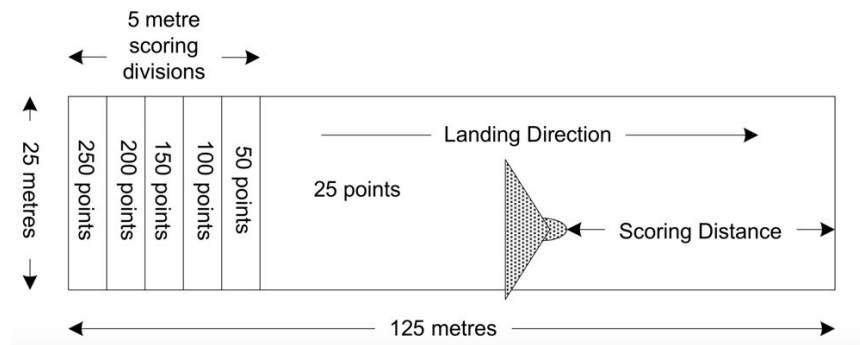
2. C3 POWERED PRECISION LANDING

Objectives

The objective is for the aircraft to touch down within a marked deck, as close to the start of the deck as possible, coming to a halt in as short a distance as possible.

Summary

This task simulates a landing on an aircraft carrier deck, the deck being a deck 125 metres long and 25 metres wide. Deck length shall be adjusted according to the airfield elevation (S10 4.31.5). The width of the deck may be decreased to be adjusted to the width of the existing runway (S10 4.31.5). The first 25-metre section of the deck is divided into five 5 metre strips which are scored from 250 to 50 points as shown. The remainder of the deck scores 25 points. In order to score the main wheels must touch down in a particular strip and the aircraft must come to a complete halt within the 125-metre deck, as close to the start of the deck as possible.



Joining

This task will follow the completion of a prior task in which no landing is required. Instructions for joining will be provided at the briefing or in the instructions for the prior task.

Landing

Once the aircraft has started its final approach no deviation of over 90 ° from the deck centerline either in the air or on the ground is permitted. The pilot may choose whatever engine setting he chooses or may switch off the engine unless otherwise instructed at the briefing. The aircraft must come to a complete standstill and must not move until instructed to do so by a marshal.

Scoring

The score will be the value of the strip in which both main wheels touch down (PS) plus the distance between the finish of the deck and the closest wheel, scored 1 point per whole metre (PD). Touching down on a dividing line scores the higher of the two strips.

The pilot will be scored zero if:

- Any part of the aircraft touches the ground before the deck
- The aircraft turns by more than 90 degrees from the deck centerline between starting the landing approach and coming to a standstill
- The aircraft made an abnormal landing*
- The aircraft does not stop within the limits of the deck.
- The aircraft moves from the deck before instructed to do so by a marshal
- The aircraft is unable to taxi or take off unaided following the touchdown although failure to start the engine will not incur a penalty

*Abnormal landings in all four types of landing are defined thus:

- Nose wheel not off the ground / touching the ground before the main wheel.
- A tail wheel aircraft not in a configuration with the tail below the horizontal.
- Aircraft bounce - when both main wheels (or a sole main wheel) leave the ground after any touchdown, to a height of more than the diameter of the main wheel, or for a distance more than 10m.
- Any part of the aircraft other than the wheels touching the ground.
- Touchdown with locked wheels.
- One or both main wheels leave the ground, while nose wheel remains on it.

Thus the score calculation will be ($P_S + P_D$) with a maximum hypothetical score of 350

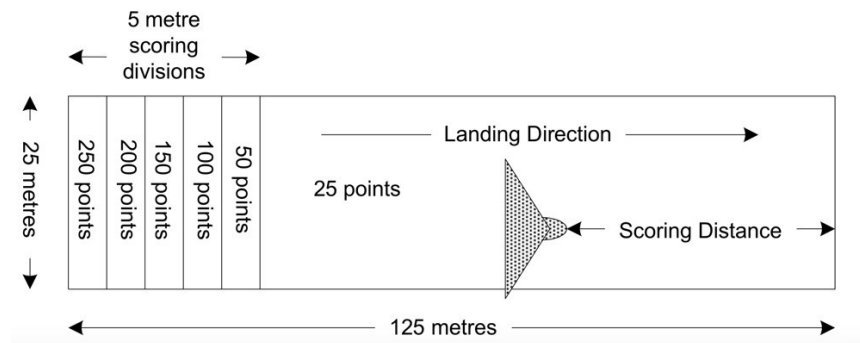
2. C4 POWERED PRECISION LANDING - TIMED

Objectives

The objective is for the aircraft to touch down within a marked deck at a specific time, as close to the start of the deck as possible, coming to a halt in as short a distance as possible.

Summary

This task simulates a landing on an aircraft carrier deck, the deck being a deck 125 metres long and 25 metres wide. Deck length shall be adjusted according to the airfield elevation (S10 4.31.5). The width of the deck may be decreased to be adjusted to the width of the existing runway (S10 4.31.5). The first 25-metre section of the deck is divided into five 5 metre strips which are scored from 250 to 50 points as shown. The remainder of the deck scores 25 points. In order to score the main wheels must touch down in a particular strip and the aircraft must come to a complete halt within the 125-metre deck, as close to the start of the deck as possible. . Additional points may be scored if the scoring touchdown takes place at or near an exact full minute as indicated by the competition clock, eg 11:31:00 hrs is a full minute, 11:31 17 hrs is not. The director can adapt the specific time according to a 4mn time target , for example..



Joining

This task will follow the completion of a prior task in which no landing is required. Instructions for joining will be provided at the briefing or in the instructions for the prior task.

Landing

Once the aircraft has started its final approach no deviation of over 90 ° from the deck centreline either in the air or on the ground is permitted. The pilot may choose whatever engine setting he chooses or may switch off the engine unless otherwise instructed at the briefing. The aircraft must come to a complete standstill and must not move until instructed to do so by a marshal.

Scoring

The score will be the value of the strip in which both main wheels touch down with the ground (PS) plus the distance between the finish of the deck and the closest wheel, scored 1 point per whole metre (PD). Touching down on a dividing line scores the higher of the two strips. If the aircraft touches down on a full minute, the time being taken from the official clock, ± 5 seconds a further 100 points is scored (PT). This score will be reduced by 5 points for every second outside ± 5 seconds from a full minute.

The pilot will be scored zero if:

- Any part of the aircraft touches the ground before the deck
- The aircraft turns by more than 90 degrees from the deck centreline between starting the landing approach and coming to a standstill
- The aircraft made an abnormal landing*
- The aircraft does not stop within the limits of the deck.
- The aircraft moves from the deck before instructed to do so by a marshal
- The aircraft is unable to taxi or take off unaided following the touchdown although failure to start the engine will not incur a penalty

*Abnormal landings in all four types of landing are defined thus:

- Nose wheel not off the ground / touching the ground before the main wheel.
- A tail wheel aircraft not in a configuration with the tail below the horizontal.
- Aircraft bounce - when both main wheels (or a sole main wheel) leave the ground after any touchdown, to a height of more than the diameter of the main wheel, or for a distance more than 10m.
- Any part of the aircraft other than the wheels touching the ground.
- Touchdown with locked wheels.
- One or both main wheels leave the ground, while nose wheel remains on it.

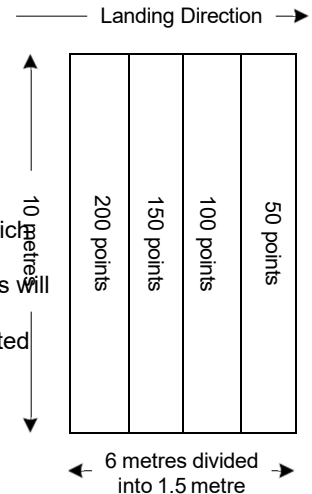
Thus the score calculation will be $(P_S + P_D + P_T)$ with a maximum hypothetical score of 450

2.C5 PRECISION TOUCHDOWN - TIMED**Objectives**

The objective is for the aircraft to touch down within a marked deck at a specific time, as close to the start of the deck as possible.

Summary

The deck is 6 metres long, 10 metres wide and is marked in four 1.5 metre strips which are scored from 200 to 50 points as shown. In order to score the main wheels must touch down in a particular strip as close to the start of the deck as possible. The lines will be defined by raked wet sand to ensure accurate scoring. Additional points may be scored if the scoring touchdown takes place at or near an exact full minute as indicated by the competition clock, eg 11:31:00 hrs is a full minute, 11:31 17 hrs is not. The director can adapt the specific time according to a 4mn time target, for example.

**Joining**

This task will form part of another task. Instructions for joining will be provided at the briefing or in the instructions for the main task.

Landing

Once the aircraft has started its final approach no deviation of over 90 ° from the deck centreline is permitted. The pilot may choose whatever throttle setting he chooses or may switch off the engine unless otherwise instructed at the briefing. Once the touchdown is completed the pilot may immediately take off unless otherwise instructed at the task briefing.

Scoring

The score will be the value of the strip in which both main wheels touch down (PS). Touching down on a dividing line scores the higher of the two strips. If the aircraft touches down on a full minute, the time being taken from the official clock, ± 5 seconds a further 50 points is scored (PT). This score will be reduced by 5 points for every second outside ± 5 seconds from a full minute. The pilot will be scored zero if:

- Any part of the aircraft touches the ground before the deck
- The aircraft fails to touchdown within the limits of the deck
- The aircraft turns by more than 90 degrees from the deck centreline between starting the landing approach and coming to a standstill
- The aircraft made an abnormal landing*
- The aircraft is unable to taxi or take off unaided following the touchdown although failure to start the engine will not incur a penalty

*Abnormal landings in all four types of landing are defined thus:

- Nose wheel not off the ground / touching the ground before the main wheel.
- A tail wheel aircraft not in a configuration with the tail below the horizontal.
- Aircraft bounce - when both main wheels (or a sole main wheel) leave the ground after any touchdown, to a height of more than the diameter of the main wheel, or for a distance more than 10m.
- Any part of the aircraft other than the wheels touching the ground.
- Touchdown with locked wheels.
- One or both main wheels leave the ground, while nose wheel remains on it.

Thus, the score calculation will be $(P_s + P_T)$ with a maximum score of 250

End.