

# Tasksheet Trainingflight

<b>15.09.2011</b>	<b>Morning Flight</b>	Task:	<b>#1, #2, #3, #4, #5</b>
Task / Marker	<b>in any order, but not split</b>	PZs	<b>all aktiv</b>
Launch period	<b>07:30 - 08:15 Loc</b>	Soloflight	<b>not required</b>
Next Briefing	-	QNH	<b>1018</b>
Take off	<b>Competitor's choice</b>	Sunrise/ Sunset	<b>07:35/ 20:05</b>

<b>Task</b>	<b>1 Fly In (FIN)</b>	Rule 15.4	
	a. Position of set goal/ target		0430/0245 (near CLP1) MMA100m
	b. Minimum and Maximum distances from ILP to Goal		1/10km
	c. Number of take- offs permittet:		1
		Marker Color	<b>yellow</b>
Scoring period	<b>ends at 10:00 Loc.</b>	Marker drop	<b>Gravity</b>
Scoring area	<b>entire contest area</b>	Loggermarker	<b>1// &gt;500ft 3D / &lt;500ft 2D</b>

<b>Task</b>	<b>2 Hesitation waltz (HWZ)</b>	Rule 15.3	
	a. Ziel Position		<b>0417/0343 MMA 30m</b>
	a. Ziel Position		<b>0486/0351 MMA 50m</b>
	a. Ziel Position		<b>0553/0338 MMA 30m</b>
	a. Ziel Position		<b>0329/0347 MMA 50m</b>
		Marker Color	<b>silver</b>
Scoring period	<b>ends at 10:00 Loc.</b>	Marker drop	<b>Free</b>
Scoring area	<b>entire contest area</b>	Loggermarker	<b>2 // &gt;500ft 3D / &lt;500ft 2D</b>

<b>Task</b>	<b>3 Fly on (FON)</b>	Rule 15.5	
	a. min and max. Distance	<b>min 1 max 3km</b>	
	b.number of goals permittet	1	
	c. method of declaration	before previos mark	<b>Logger Position 1</b>
		Marker Color	-
Scoring period	<b>ends at 10:00 Loc.</b>	Loggermarker	<b>3 // 3D</b>
Scoring area	<b>entire contest area</b>		

<b>Task</b>	<b>4 FLY ON (FON)</b>	Rule 15.5	
	a. min and max. Distance	<b>min 1 max 3km</b>	
	b.number of goals permittet	1	
	c. method of declaration	before previos mark	<b>Logger Position 2</b>
		Marker Color	-
Scoring period	<b>ends at 10:00 Loc.</b>	Loggermarker	<b>4 // 3D</b>
Scoring area	<b>entire contest area</b>		

<b>Task</b>	<b>5 Land Run (LRN)</b>	Rule 15.12	
	a. location of point "A"		
	b. method of determining point "B"		
	c. method of determining point"C"		30min after A
		Marker color	-
Scoring period	<b>ends at 10:00 Loc.</b>	Marker drop	-
Scoring area	<b>entire contest area</b>	Loggermarker	<b>5, 6, 7</b>