

Task data sheet

Flight 5

Date Aug. 8th AM

Tasks #17, #18, #19, #20, #21

Launch area	Individual launch	Sunrise/Sunset	06:00 am loc. / 08:45 pm loc.
Launch period	06:00 - 07:30 am loc.	Min. ILP → all goals	1,5km
PZs in force	all active	Next briefing	06:00 pm loc.
Solo flight	not required	QNH	1020

Task	17 LRN Land Run (Rule 15.12)	Task order	in order
a. Location of point "A" b. Method of determining point "B" c. Method of determining point "C" d. Description of scoring area(s)		Loggermark #1 Loggermark #2, after point A and before point C Loggermark #3, latest 20 minutes after point A entire contest area	
		MMA	
		Marker color	
		Marker drop	
Scoring period	ends at 08:00 am loc.	Loggermarker	1, 2, 3
Scoring area	entire contest area		

Task	18 JDG Judge Declared Goal (Rule 15.2)	Task order	in order
a. Position of set goal/target		1750 - 1988	
		MMA	R50m
		Marker color	red
		Marker drop	free
Scoring period	ends at 08:30 am loc.	Loggermarker	4
Scoring area	entire contest area		

Task	19 HWZ Hesitation waltz (Rule 15.3)	Task order	in order
a. Position of various set goals/targets		2101 - 2080 2122 - 2066	
		MMA	R50m
		Marker color	light blue
		Marker drop	free
Scoring period	ends at 08:30 am loc.	Loggermarker	5
Scoring area	entire contest area		

Task	20 HWZ Hesitation waltz (Rule 15.3)	Task order	in order
a. Position of various set goals/targets		2377 - 2178 2390 - 2135	
		MMA	R50m
		Marker color	yellow
		Marker drop	free
Scoring period	ends at 09:00 am loc.	Loggermarker	6
Scoring area	entire contest area		

Task	21 LRN Land Run (Rule 15.12)	Task order	in order
a. Location of point "A" b. Method of determining point "B" c. Method of determining point "C" d. Description of scoring area(s)		Loggermark #7 Loggermark #8, after point A and before point C Loggermark #9, latest 20 minutes after point A entire contest area	
		MMA	
		Marker color	
		Marker drop	
Scoring period	ends at 09:00 am loc.	Loggermarker	7, 8, 9
Scoring area	entire contest area		

When entering RMZ Bamberg - please listen to radio frequency 123,440 MHz