



Task No 2

Task type #C3

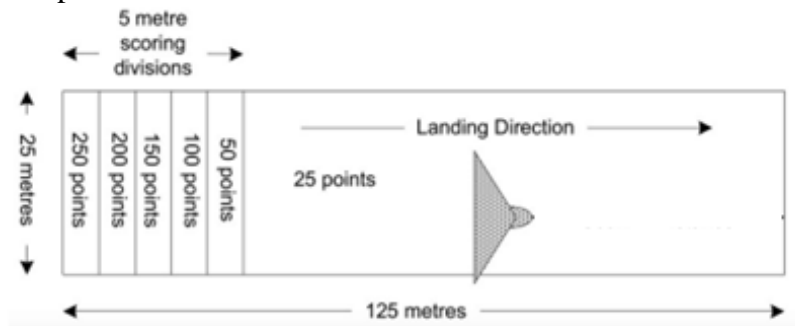
Powered precision landing

Objectives

The objective is for the aircraft to touch down within a marked deck.

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 will not be adjusted (S10 4.31.5). The width of the deck will not be decreased (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.



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.

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. 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). 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 centreline between starting the landing approach and coming to a standstill
- 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