

Name:

Round

Heat

Task A: Last Flight Only, 5 min max

Last flight only, 5 min max, score only the last flight

5 min prep time, 7 min working time, 30 sec landing window, 2 min spare working time

Unlimited launches

Record all flights, only the last flight will be scored

Timing stops at the buzzer at the end of the 7 min working time if there is a flight in the air

Record times in min:sec up to the 5 min max, example: 5:00 or 1:02 Record all flights. Mark an **X** for off-field landing and / or penalties

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|-----------------------------------|--|--|--|--|--|--|--|--|--|--|--|
| time min:sec (max = 5 min) | | | | | | | | | | | |
| X for off-field landing | | | | | | | | | | | |
| X for penalty | | | | | | | | | | | |

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| score in sec official use only | | | | | | | | | | | |
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| Pilot's Signature | Timer's Signature |
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Pilot / Timer tactics: This task emphasize the ability to fly a single long flight (5 min max)

Pilot flies an initial flight

Timer records score

If pilot decides his time can be bettered, he declares to timer he is going to fly again, then flies

Timer records score

And so on and so forth, until pilot decides his last flight is either a 5 min max or the best he can do

All flights will be recorded, only the last flight will be scored

Timing stops at the buzzer at the end of the 7 min working time if there is a flight in the air

Be careful to not fly if the remaining window time is less than the last flight flown

Since there is 2 min spare working time, it may be to the pilots advantage to watch for others in good air in order to choose a flight path

Similarly the extra working time can be used to launch flights to explore the air, if there, fly the flight out, if not, come down fast and re-launch

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