

Name:

Round

Heat

**Task D: 15 sec ladder**

Increasing times by 15 sec, first target time is 30 sec, each subsequent target time is incremented by 15 sec. A target time must be achieved before moving onto the next highest target time, therefore: 0:30, 0:45, 1:00, 1:15, 1:30, 1:45, 2:00 must achieve in order  
5 min prep time, 10 min working time, 1:15 spare working time

Unlimited launches

Check off a target time as it is achieved in order

Timing stops at the buzzer at the end of the 10 min working time if there is a flight in the air

TARGET time	0:30	0:45	1:00	1:15	1:30	1:45	2:00
X once target time is achieved in order							
X for off-field landing							
X for penalty							

Pilot's Signature	Timer's Signature

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**Pilot / Timer tactics:** This task emphasizes the ability to achieve increasingly longer flight times while achieving quick turn arounds.

Since there is 1:15 spare working time, the pilot has some time to work with

The pilot can choose to land and re-launch without flying a target time attempt out, the idea being perhaps to launch in a different direction to get in better air

try and obtain

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