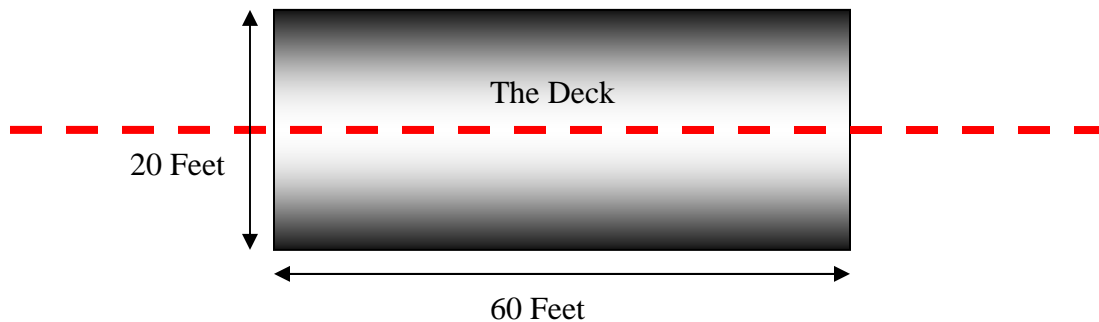


Carrier touch-n-go

This event involves making 5 attempted landings or touch-n-gos on an aircraft carrier deck. The winner is the person with the most points accumulated for the 5 attempts. If two or more pilots have the same number of points, the time taken from the first to the last movement of the wheels of the aircraft on the deck shall be used as a tie-breaker.

The Deck

A rectangle (called “the deck”) will be painted on the field within clear view of the flight line. The deck will measure 60 by 25 feet. A center line may optionally be painted on the deck. Whether or not the center line is painted, an extension of the center line should be painted on each end of the deck for 30 feet to assist in approaches.



Forward flight

An aircraft participating in this event is required to maintain forward flight at all times. Short or vertical take offs and landings are not permitted. This means that helicopters are not permitted to enter this event and maneuvers such as harrier landings or hovers will result in no points for the approach in question.

Take off

The pilot shall be allowed to carry his plane out to the deck and place it on the threshold to start. If he chooses he may taxi it out, but in either case must come to a full-stop on the threshold of the deck before attempting to take off. As soon as the wheels start moving for the first time after entering the deck, the timer is started.

For take off, no part of the plane may touch ground that is not part of the deck. The wheels of the plane need to leave the ground before the end of the deck is reached.

The aircraft shall also continue to ascend and fly forwards in a regular pattern.

A successful take off is worth 5 points. If any part of the aircraft touches the ground off the deck, the pilot receives no points for that take off.

Approach

Pilots may choose to approach the field from either side and may change the direction of approach from one landing to the next.

Each pilot is permitted one practice approach as his first approach, but may not touch the ground with any portion of his aircraft during this approach. If he does, the approach will be treated as a touch-n-go attempt.

The pilot is allowed 5 attempted approaches. On each of the first four approaches the pilot may elect to either land to a full stop or touch-n-go.

If, during the course of the pilot's approach, he determines that he is not going to successfully complete the attempt, the pilot may execute a missed approach and the only penalty will be the loss of one of the 5 approaches.

If, at any point during a landing or touch-n-go attempt, any portion of the aircraft touches the ground outside the deck, the CD will deduct 10 points from the pilots score.

Touch-n-go

If the pilot elects to touch-n-go, the main gear of his plane has to touch on the deck. After touching, the pilot should leave the deck without any portion of his plane touching outside the deck.

A successful touch-n-go is worth 10 points.

Landing

If the pilot elects to land to a full-stop, the plane must come to a complete stop on the deck. No portion of the plane may touch ground that is not part of the deck. A full stop landing is worth 15 points.

After completing the full stop landing the pilot shall taxi his plane back to the threshold of the runway. If this taxi is done completely on the deck, the pilot shall be awarded an additional 2 points.

From the threshold, the pilot shall execute a take-off as described above. This will be worth an additional 5 points if it is completed entirely on the deck.

During a full stop landing and take-off, if the pilot successfully completes the full-stop landing on the deck, but violates the deck on either the subsequent taxi or take-off, the 10 point deduction will not apply. It is only applicable to the actual landing.

If the pilot successfully completes all three of these maneuvers, the total value of a full stop landing is 22 points.

Fifth Approach

The fifth approach has to be to a full stop landing. Once the plane has come to a complete stop, the time taken to for all 5 approaches will be recorded in case of a points tie. If two or more pilots have the same number of points, the winner is the pilot that completed the event in the shortest time.

Points

Points are awarded as follows:

Take-off	5
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Landing	15
Touch-n-go	10
Taxi	2

The maximum number of points for this event is 108 points made up as follows:

Initial take-off	5
Pass 1 – full-stop landing	22
Pass 2 – full-stop landing	22
Pass 3 – full-stop landing	22
Pass 4 – full-stop landing	22
Pass 5 – final landing	15
Total	108