



WMC 2025 – CHAMBLEY France

TASK 03 B2 Turnpoint Hunt « Catch'em All »

Goal :

The goal of this task is to overfly and identify from the map given as many turnpoints as possible, using a limited quantity of fuel.

Description :

The quarantine area will start at 13:00 until 16:00. Competitors can enter the quarantine at will and will be given their flight maps when sealing their phones at the entrance tent. Crews that want to fly early and that come back before 16:00 will have to stay at their quarantine stand upon return until the quarantine time expires. They are then allowed to exit the quarantine and come back to their campsite.

If a competitor succeeds in overflying all the proposed turnpoints, he is then allowed a second round, provided he comes back to the airfield and overflies the landing deck at 1500ft min

A turnpoint only scores points at the first time it is overflown. Subsequent flying over a turnpoint will not be scored, unless the competitor is in for a second round.

Coming back, the competitor will perform a standard integration for the grass runway, and can land anywhere on it, exception for the already marked deck.

Upon return, the competitor will proceed to empty its machine in the same container (FFPLUM) that was used for fueling. **ONLY ONE defueling is allowed!** He will then call a marshal that will accompany him out of his quarantine zone to the weighting area where the remaining fuel will be weighted. After this operation, the competitor, still under marshal surveillance, will leave the quarantine area. The organization will keep the jerricans until the day after.

Overview :

Expected task distance : To be determined by the competitors.

Take-off : At the convenience of the competitors, within a flight window from 13:00 to 21:00

Runway from deck 1, direction as directed by the marshals

Landing : Anywhere on the grass runway

Start point : None

Finish point = None

Times gates : No

Hidden gates : No

Photos: No

Task Time limits : Land before the end of the flight window. The time taken into account will be the time the competitor enters the grass track (23 or 05) in final. Penalties will incur after one minute overtime, with a 20% penalty for each minute.

Turnpoints description

All turnpoints will consist in crossings and junctions (roads, paths , railway lines, rivers)

Extra prohibited areas will be clearly marked on the given map, and of course will incur a 100% penalty.

Pay attention to the validity of the military zones. At the time of printing,

Scoring :

Description	Points value
All TP	100
Bonus turnpoints : TP4, TP15, TP32 and TP39 are spread all around the flying area and marked on the competitors' maps (eg 32 BONUS)	200

Penalties :

Description	value
Late quarantine	-100%
Engine on inside quarantine stand	-20%
Outlanding	-100%
Flying into a Prohibited Flying Zone (PFZ) or prohibited area (marked on the task map)	-100%
Quarantine breach	-100%
Returning with less than the security reserve registered and signed per aircraft	-100%
Landing after the time limit	-20% per minute after a first minute tolerance
For minor penalties and infringements : a 2 warning system will be in place before any penalty is issued for : <ul style="list-style-type: none"> - Poor circuit discipline - Infringing No fly zone (NFZ) which are briefed - Ignoring marshals - Any other behaviour with causes concern or impacts upon the safety of others Resulting in : <ul style="list-style-type: none"> - 1st warning - 2nd warning - Penalty issue 20%,50% 100%, disqualification: at the discretion of the competition director. Depending upon minor or major offence/s 	- 20% => -100%