

AAT

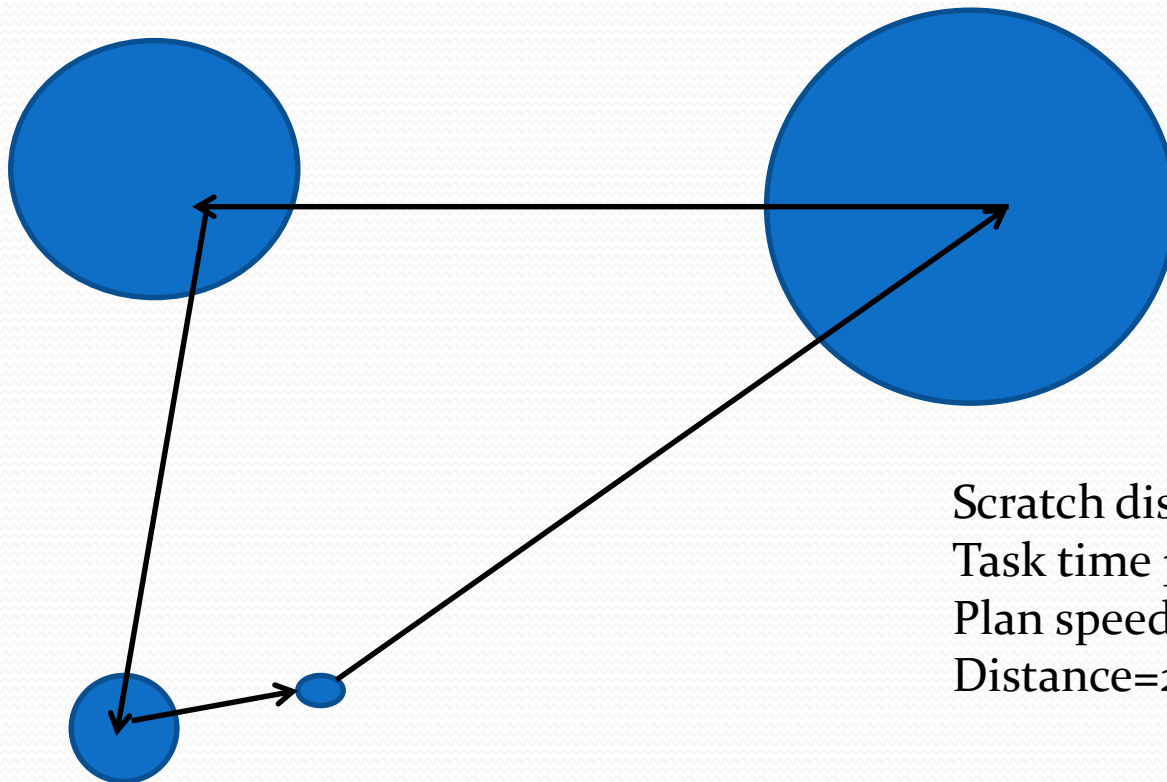
Assigned Area Tasks

Speed Tasks (AST)

Run tasks

The basics

- Fly from your start to a number of turn areas then back home in a given task time



Scratch distance=270km
Task time 3 hours
Plan speed 80kph
Distance=240km

Implications

- If fly task in less than given task time then speed is calculated using the given task time.

So don't come home early.

3 minutes early in a 2 ½ hour task is 2% of the 2 ½ hour task time so is like giving away about 2 kph.

- If fly task in greater than task time then speed is calculated using actual task time.

Choose to go over time if it will increase your average speed.
But choose wisely – want final glide as high proportion of task

Task planning

- Look at forecast and decide speed you will achieve for the day.
 - Forecast
 - Glider performance
 - Pilot experience
 - Use McCready theory
- Use that to calculate distance in given time
- Compare that to scratch distance
- Plan to come home say 10 minutes over time

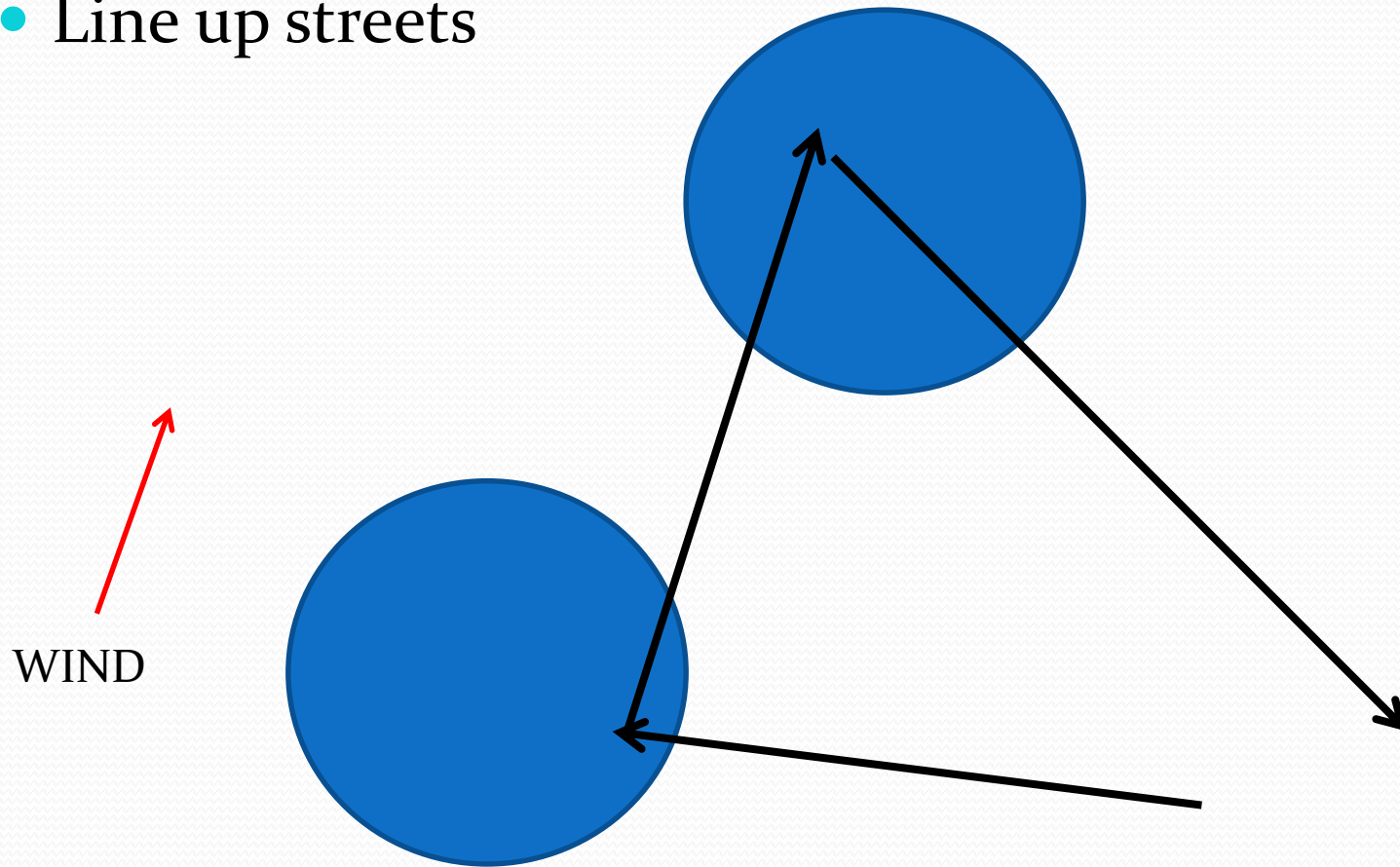
Planning continued

Take into account

- Terrain
- Wind – streeting, wave
- Areas where conditions are better eg sea breeze, higher terrain such as Bunyas

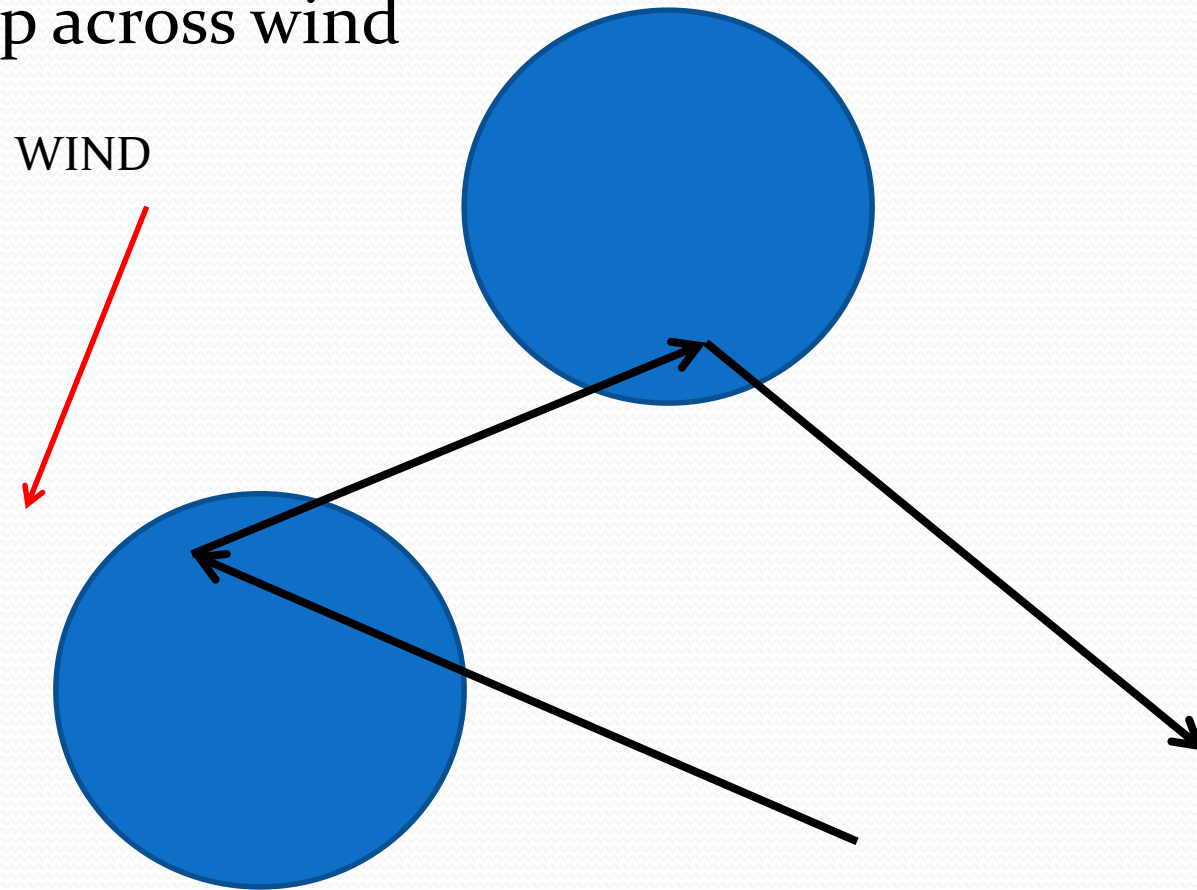
In-flight strategies

- Line up streets



In-flight strategies

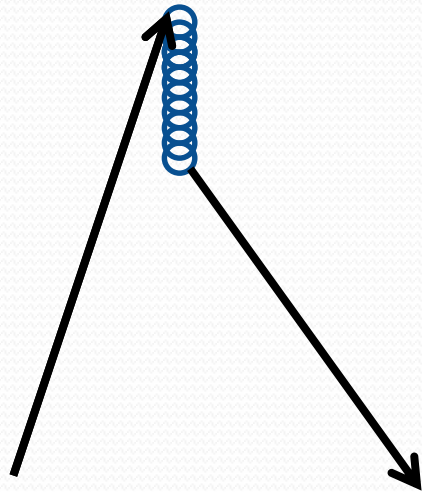
- Line up across wind



In-flight strategies

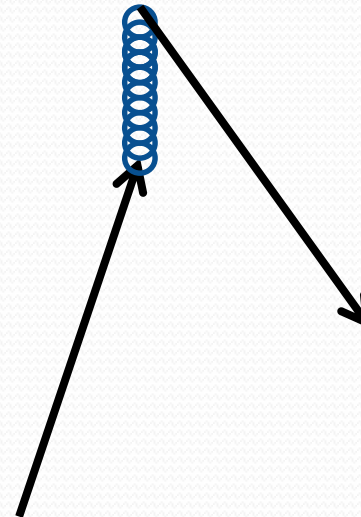
- Turn at top of climb

WIND



INTO WIND TURN LOW

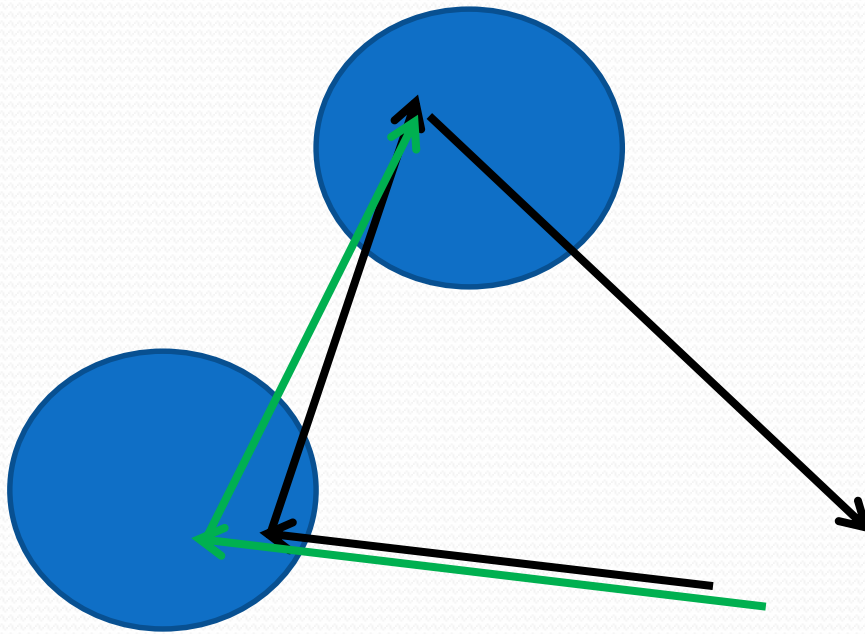
WIND



WITH WIND TURN HIGH

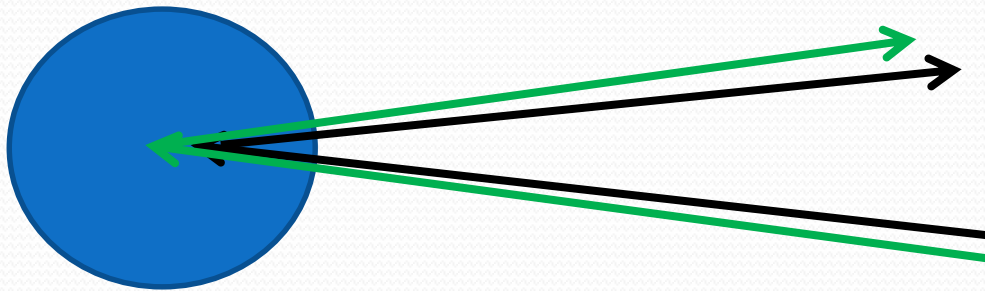
In-flight strategies

- Turn earlier or later than others to leave or join them



In-flight strategies

- Go a couple of km further than competitor



How to decide when to turn for home

- Use flight instrument
 - Oudie, WinPilot, X/C Soar.....
 - Must specify McCready, average speed etc.
- Use chart – see next
- Reality check with
 - 1-2 km/minute on task
 - 3km/minute on final glide
- LOOK OUT THE WINDOW

AAT table

	Distance to go		
	weak	medium	strong
	80	100	120
Time to go (min)			
30	40	50	60
45	60	75	90
60	80	100	120
75	100	125	150
90	120	150	180
105	140	175	210
120	160	200	240
135	180	225	270
150	200	250	300
165	220	275	330
180	240	300	360

	Time to go		
	weak	medium	strong
	80	100	120
Dist to go (km)			
50	38	30	25
75	56	45	38
100	75	60	50
125	94	75	63
150	113	90	75
175	131	105	88
200	150	120	100
225	169	135	113
250	188	150	125
275	206	165	138
300	225	180	150

Common errors

- Don't fly arc without a reason. Use virtual turnpoint or point on horizon.
- Turning too early in first sector
- Flying point to point without considering terrain and conditions

Key points

- Task planning with in-flight adjustments
- Be disciplined about in-flight decisions
- Don't come home early
- Do come home – not outland