## Type: Polygon with 7 points

Task distance: $\mathbf{0 . 0 k m}$

| Style | Code | Points | Dis. | Crs. |
| :--- | :--- | :--- | :--- | :--- |
| Start | NHL | North Hill |  |  |
| 1.Point | NHL | North Hill | 0.0 km | $0^{\circ}$ |
| 2.Point | NHL | North Hill | 0.0 km | $0^{\circ}$ |
| 3.Point | NHL | North Hill | 0.0 km | $0^{\circ}$ |
| 4.Point | NHL | North Hill | 0.0 km | $0^{\circ}$ |
| 5.Point | NHL | North Hill | 0.0 km | $0^{\circ}$ |
| 6.Point | NHL | North Hill | 0.0 km | $0^{\circ}$ |
| 7.Point | NHL | North Hill | 0.0 km | $0^{\circ}$ |
| Finish | NHL | 0.0 km | $0^{\circ}$ |  |



Start - North Hill
Circles of increasing diameter10, 20, 30k and so on, centred on North Hill.
From the start zone, fly out to any circle. Then return to any other inner circle or return to North Hill to land. Having returned to an inner circle, you may then fly out to any other circle and repeat as many times as you like.
You will only score once for each outer circle turned, failure to reach a circle will score as the next smallest circle.
Inner circles may be used multiple times.
Finish - North Hill
Scoring - 1 point per km, (no TP bonus)
No OLC distance
Coastal crossings and Height bonuses as normal
Land back Bonus - 20\% added to their distance score.
A glider which starts its engine outside the start zone and motors back to NHL will incur a penalty of $10 \%$ deducted from their distance score.
Examples:-

1) Start - fly to the 40 k circle score 40 points, return to the 20 k circle add 20 points, then fly out the 60 k circle add 40 points return and land back at NHL add 60 points and gain land back bonus.
2) As above but land out between 10 and 20 k circle whilst returning from 60 k circle score 40 points
