

SisteronGliderRace (V1.0)

Flight created on 02.08.2026

Estimated flight duration 1h

Difficulty level: Easy - Hard

Objective: Fly a race in Sisteron.

Requirement: **5 gliders are strictly required for this flight: DG202-15, DG600-15, DG600-17, DG600-18, DG800S**

Download this aircraft here:

- Official website of Wolfgang Piper www.fs glider.de
- You can also download the 5 gliders directly from my website <https://andi20.ch/p3d/> as a zip package, without having to spend a long time searching for the correct gliders (Courtesy of Wolfgang Piper).

Introduction:

This flight is based on a real gliding competition: World Sailplane Grand Prix Sisteron - France 2014. I have copied the route as accurately as possible, but I have slightly changed the race procedure. You do not fly individually; instead, everyone flies at the same time. This mass start guarantees an interesting race with many overtaking maneuvers.

Important settings before the flight:

You need to adjust a few settings in the "Options":

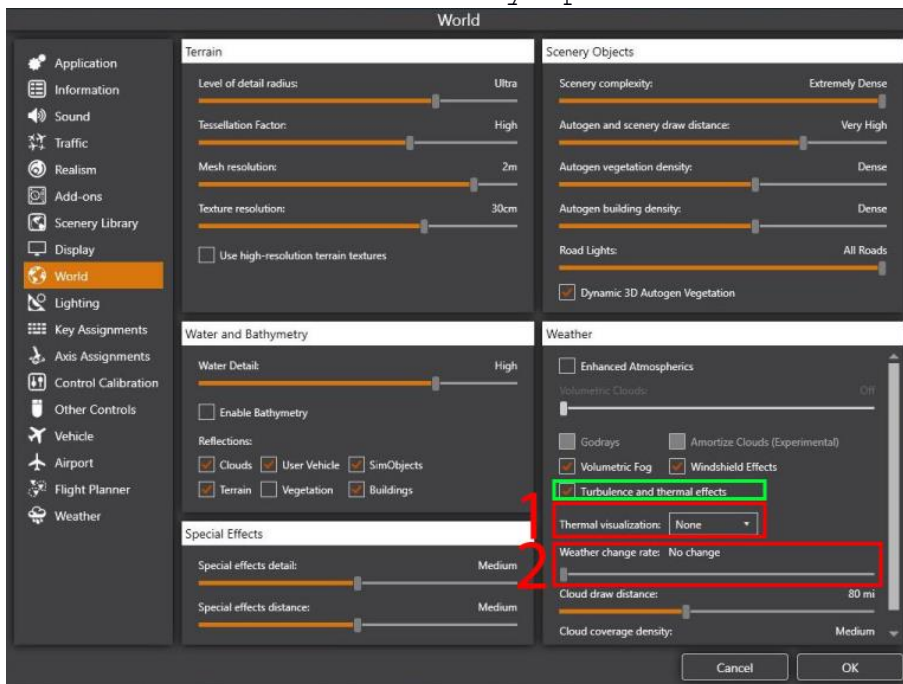
1) I have manually set all thermals for this flight. This also applies to ridge lift, sink, as well as sink over lakes. I have made the thermals visible with circling birds, and you can also display thermals if you fly with "assists".

If "Thermal visualization" is set to "Schematic" in the settings, you will see updraft spirals everywhere, even if there is actually sink at that location. Therefore, set "Thermal visualization" to "None" under World in the Options.

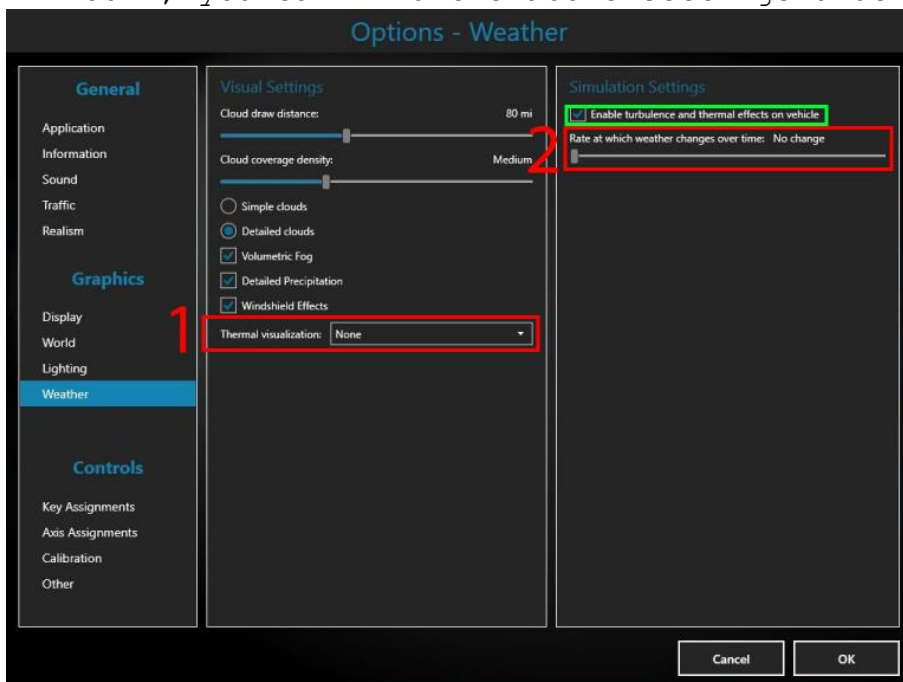
2) Although I have precisely defined the weather and prohibited weather changes, unfortunately this does not work 100% reliably. To ensure that the weather and updrafts remain stable and reliable throughout the entire flight, you should deactivate automatic weather changes in the settings.

So set "Weather change rate" to "No change" under World in the Options.

3) On the same settings page, make sure that "Turbulence and thermal effects" is activated (green frame), otherwise your glider will not be able to use any updrafts.

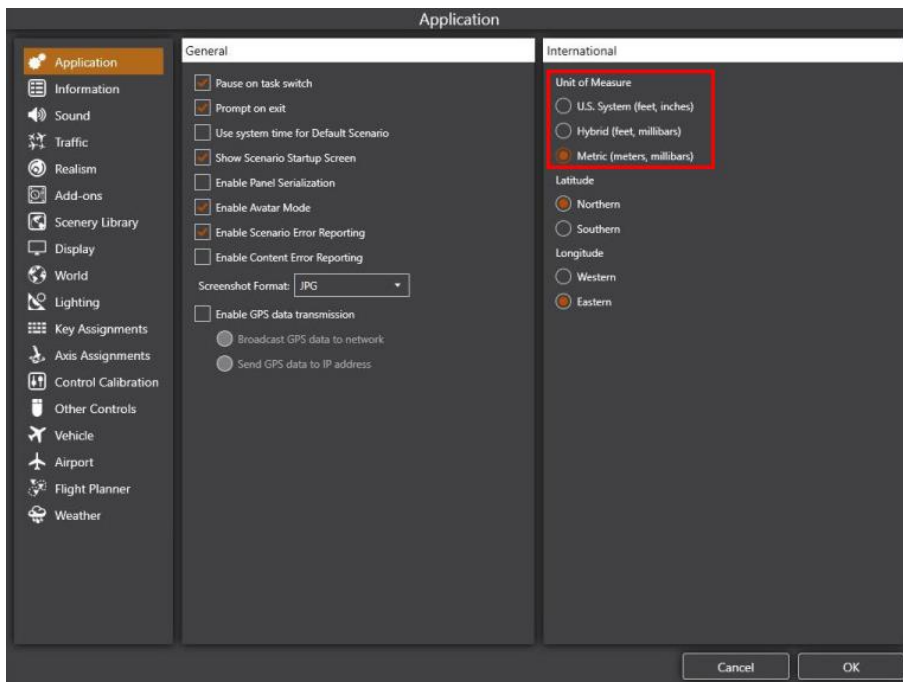


In P3dV4, you can find the above settings under "Weather".



Metric or US system:

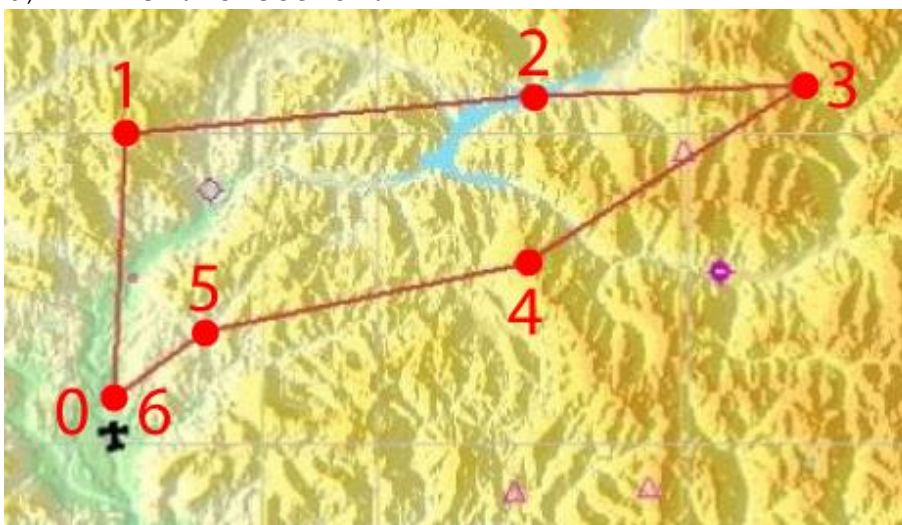
Gliders typically use the metric system (meters, millibars). You can change this under Options/Application:



Of course, you can also leave the setting on US (feet, inches), as all gauges on the gliders are programmed for both systems.

Route:

- 0) Start: You are at about 3700 feet, on approach to Sisteron Airport (LFNS).
- 1) Pic de Bure (there is an observatory on the plateau).
- 2) Lac de Serre-Ponçon (the waypoint is in the middle of the lake, near a bridge).
- 3) Col de Vars (the waypoint is at the mountain pass summit).
- 4) Dormillouse (there is a village on this mountain that is only accessible on foot).
- 5) La Motte-du-Caire (from here, final sprint towards Sisteron).
- 6) Finish: Sisteron.

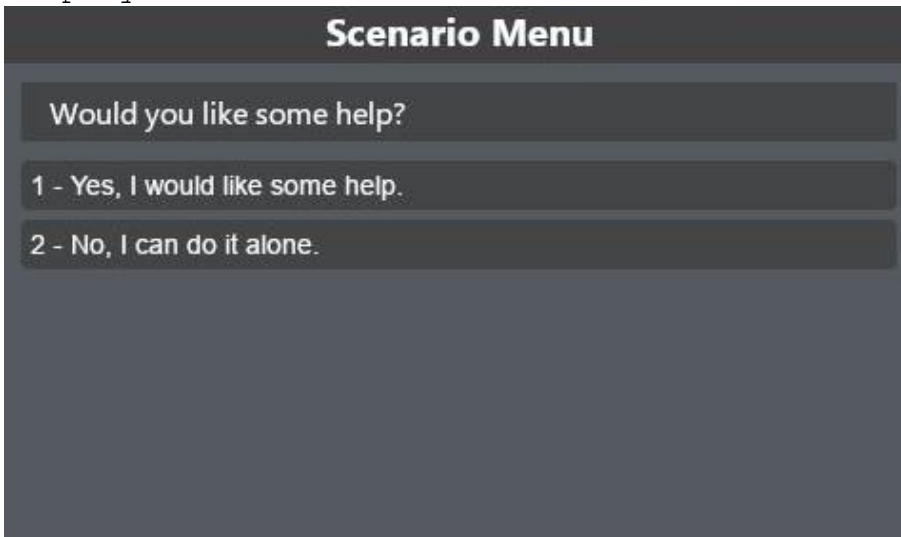


The flight:

1) The flight starts in pause mode.

Because the glider is already in the air and the race would start immediately as soon as you unpause, the following happens:

2) The flight pauses again immediately after the following menu is displayed:

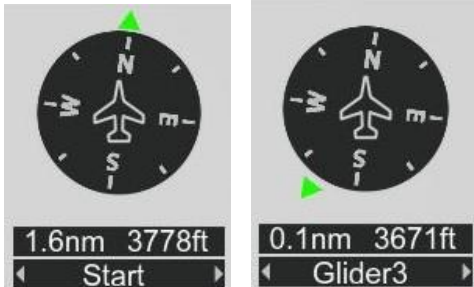


Here you choose whether you want to fly with or without assistance.

So choose 1 or 2, the pause mode remains active.

1 - With assistance:

a) The mission compass is activated.



The mission compass always points to the current/next waypoint. However, you can toggle it so that it points to your competitors (Glider1-5).

Toggling can only be done via keyboard commands, which may still need to be defined in the options.

Look for these 3 entries under Options - Key Assignments and set suitable keyboard shortcuts:

- Scenario compass/pointer (on/off)
(Mission compass on/off, I have defined "K" here)
- Scenario compass objective (next)
(Mission compass next objective, I have defined "shift+K" here)
- Scenario compass objective (previous)
(Mission compass previous objective, I have defined "ctrl+K" here)

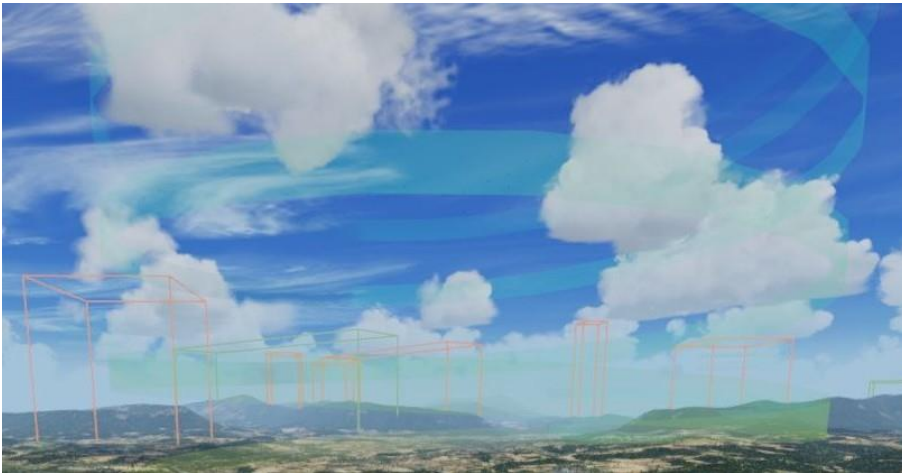
b) If you miss a waypoint, your team will warn you so you can turn around and fly over the WP correctly.

c) Although thermals can be recognized by circling birds, you can

also display the thermals additionally if needed.



Thermals are displayed as spirals, ridge lift as green rectangles, and sink (over lakes or near ridges) as red rectangles.

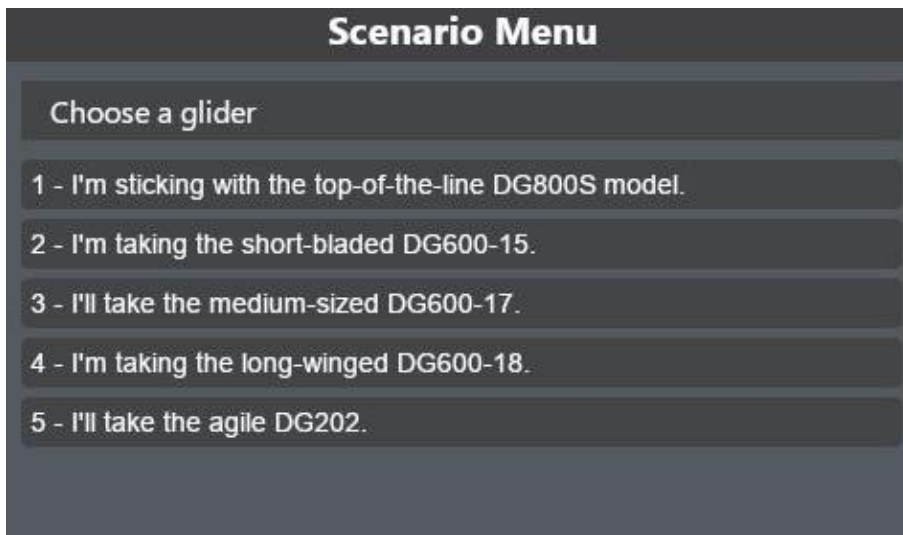


The display is activated by turning on the panel light. There is no corresponding switch in the gliders. So if you do not have a "switch panel" with a corresponding hardware switch, use the keyboard shortcut shift+L.

2 - Without assistance:

- a) The mission compass is deactivated. You must fly to the waypoints using the GPS.
- b) If you miss a waypoint, nobody will warn you. However, you will be disqualified at the finish line if you did not fly to a waypoint correctly.
- c) Thermals can only be recognized by circling birds.

3) Next, you can choose one of the 5 gliders:

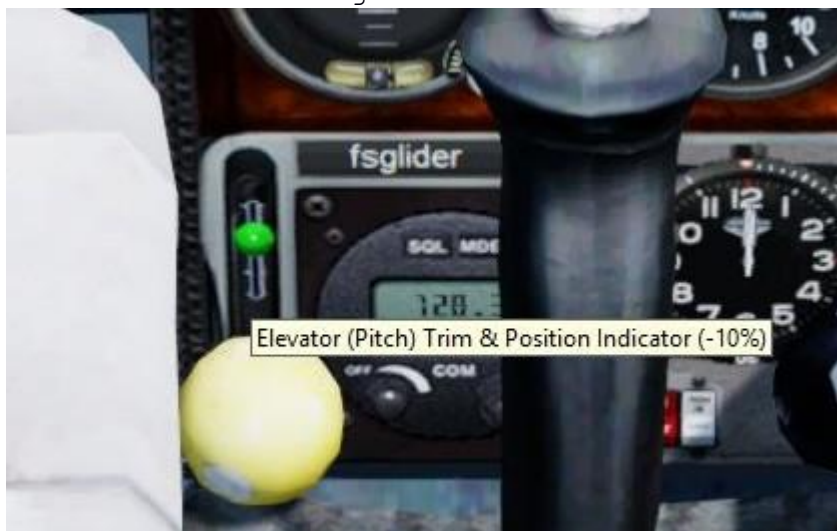


The pause mode remains active even after choosing the glider because you now need to adjust the trim.

Reason:

- The trim is currently set for level flight at 70-80 knots, but only for the DG800S glider (trim -10%). When switching to another glider, this trim is reset to 0%.
- For the DG600-15 glider, the trim for level flight must be set to -30%. If you do not do this, the glider will immediately climb steeply like a rocket upon starting.
- A text display shows the recommended trim for the respective glider.

The trim can be adjusted with the mouse wheel while in pause mode.



Move the mouse over the green knob and turn the mouse wheel.

4) When everything is set, unpause the flight and the race begins.



5) Pay attention to the GPS; only this display shows whether you have correctly approached a waypoint. If the distance is less than 0.3, the display switches to the next waypoint.



The GPS map switches to the next waypoint much earlier, but that doesn't apply.



Your opponents fly Glider1-5, you control Glider6.

After the race, you have to land in Sisteron.

Operate the water ballast lever, use the spoilers to slow down, set the flaps to L (or L2 depending on the glider, for landing setting), extend the landing gear, and land.

In P3dV4, Sisteron Airport does not exist, so in P3dV4 the mission ends right after crossing the finish line.

Info about the gliders:

The 5 gliders are all in the same performance class:

Glider	Glide ratio	at km/h	Min. sink rate	at km/h
DG202	1:42.5	110	0.6	75
DG600-15	1:46	120	0.65	95
DG600-17	1:49	110	0.5	80
DG600-18	1:50	110	0.49	75
DG800S	1:52	110	0.47	75

Sure, the DG800S is the strongest and the DG202 is the weakest glider.

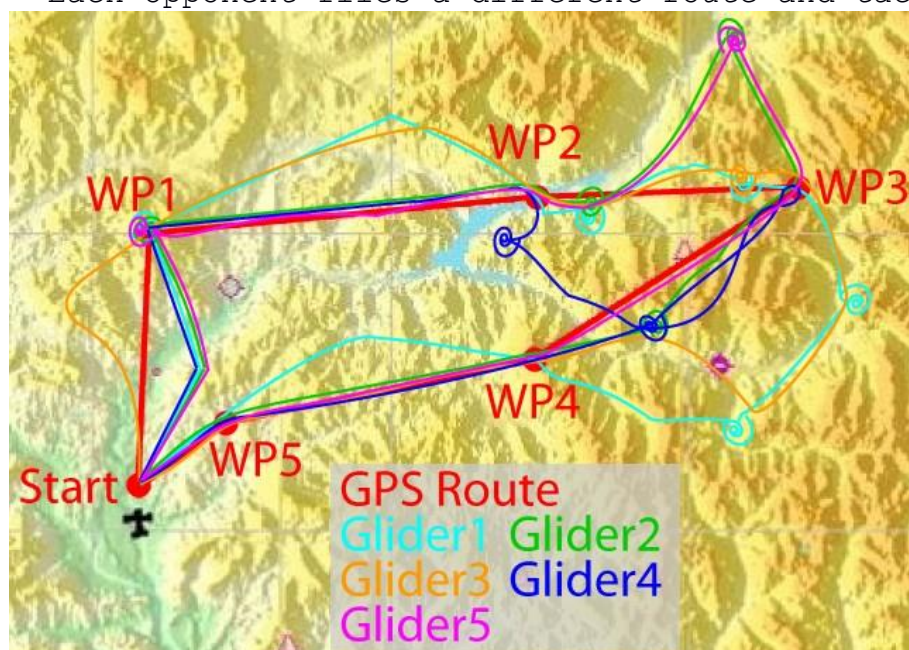
Nevertheless, the DG202 has a chance thanks to its short wings: In small thermals, the DG202 can fly tighter circles and thus make better use of the lift.

Just try out all the gliders...

Info about the AI opponents:

- There are 2 flight variants for each of the 5 AI opponents; at the start, one variant is selected at random.

- Each opponent flies a different route and tactic:



Glider1 (DG202)

Tactic: Climb at 50 knots to max. altitude, to the next WP at 140 knots, to WP1 right, to WP2 left ridge at 120-140 knots, to WP3 directly over mountain, to WP4 left around mountains, to WP5 right around mountains.

Times: 01:02:01.0 | Disqualified

Glider2 (DG600-15):

Tactic: Climb at 60 knots, not max. altitude, to the next WP at 100 knots, to WP1 right, to WP2 direct, to WP3 ridge, to WP4 direct, might miss WP4 and have to turn around, to WP5 direct.

Times: 00:59:22.0 | 01:02:28.0

Glider3 (DG600-17):

Tactic: Climb at 60 knots, not max. altitude, to the next WP at 80 knots, to WP1 left ridge, to WP2 left ridge, to WP3 directly over mountain, to WP4 left around mountains, to WP5 direct.

Times: 01:01:40.0 | Disqualified

Glider4 (DG600-18):

Tactic: Climb at 60 knots, to the next WP at 80 knots, without circling to WP1 right, without circling to WP2 direct, to WP3 right around mountains, to WP4 direct, to WP5 direct.

Times: 00:59:36.0 | Disqualified

Glider5 (DG800S):

Tactic: Climb at 60-80 knots, not max. altitude, to the next WP at 80-100 knots, circling only if necessary, to WP1 right, to WP2 direct, to WP3 ridge, to WP4 direct, to WP5 direct.

Times: 01:00:06.0 | 01:02:35.0

Glider6 (that's you):

You can read your time on the timer.

You can beat these times with any glider, even the weakest one (DG202).

Here is my personal best with the DG202:



Info about the gliders:

The instruments are practically identical in all gliders.

Cockpit:



- 1) Main instruments (see further below)
- 2) Flap lever
- 3) Spoiler lever (for braking during the landing approach)
- 4) Elevator trim (display in degrees)
- 5) Landing gear lever
- 6) Water ballast lever (for dumping water ballast when there is a lack of lift or for landing.)
- 7) GPS map (activate the red-marked switch so that the map rotates in the direction of flight.)



Main instruments:



- 1) Airspeed Indicator
- 2) GPS
- 3) Altimeter
- 4) Digital Variometer
- 5) TE Variometer with MacCready ring
- 6) Wind indicator
- 7) Elevator trim (display in percent)
- 8) Attitude Indicator
- 9) Netto Variometer (Vertical Speed)
- 10) Flap display -2 | -1 | 0 | +1 | +2 | T (T=Thermal) | L1 (L=Landing) | L2 (Not identical for every glider.)
- 11) Water ballast display (Mouse click toggles between percentage and weight.)

Details on individual instruments:

1) Airspeed Indicator

A mouse click on the instrument displays a red marker. This shows the recommended speed (here 150 km/h).

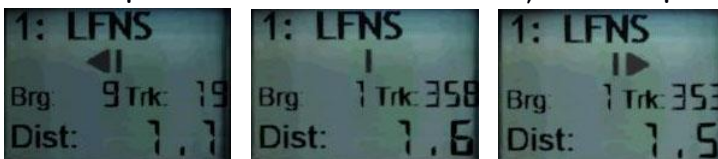


2) GPS

Only this instrument reliably shows whether you have successfully flown to a waypoint.



The display also helps you to fly exactly to the WP.
 With | you are exactly on course.
 With <| correct to the left, with |> correct to the right.



If the deviation is larger, the display looks like this:



4) Digital Variometer

It works either as a speed-to-fly indicator (STF=SpeedToFly) or as a total energy variometer (TE), toggleable with the switch on the right.

-270: Expected arrival altitude at the WP displayed on the GPS.

3: MacCready value. This is the value of the expected average climb, adjustable with the knob on the left.

-0.3: Average climb (or sink) during the last 30 seconds.

The knob on the right turns the vario audio on/off.



6) Wind indicator

The blue arrow shows the wind direction relative to the glider.



This display is only permanently installed in the DG202; for the other gliders, you can display the panel via the menu "Vehicle/InstrumentPanel/RelWind".

Vehicle	Navigation	World	Options	Views
Select...				
Instrument Panel	▶	☐	Main Panel	
Kneeboard	▶	☐	GPS	
Fuel and Payload...		☐	Map	
☐ Failures...		☐	Timer	
		☐	Faden	
		☐	RelWind	
		☐	Panel Manager	

I hope you enjoyed this flight, if so please give feedback to p3d@andi20.ch . Also send error messages (spelling mistakes, wrong information, etc.) to p3d@andi20.ch, I appreciate any feedback.