



After a long flight, it may happen that meanwhile the wind has strongly increased; its usually a NW to N wind at 1500m altitude, blowing over Longeane's ridge, gusting more than 30km/h, wich generates such a W to NNW wind on the airfield, gusting more than 40km/h.

This generates strong rotors, severe wind shears & turbulences during the approach: **class 1 and 5 hanggliders must divert** to a safer landing place, much to the south (there are big meadow with laminar flow at La Batie Montsaleon village, but avoid the nearby airfield where it's also very turbulent).

Class 2 hanggliders are not concerned by the tumbling hazard, so its possible for them to safely land on runway 28.

But there are some mistakes not to do:

- 1) The airfield is on a plateau, and on the eastern edge of it, the wind suddenly descending down to the Buech valley generates heavy sink. Should you be beyond the edge of the palteau, you wouldn't for sure be able to fly back to the airfield against the strong wind and through the as strong sinking air. So make a shorter downwind leg so as your **base leg is not beyond the edge of the plateau**, and during the base leg, watch you drift angle so as not to be pushed into the sinking air.
- 2) Due to the rotors, during the **final approach**, you may suddenly encounter very strong rates of descend: the ground could approach so fast that instinctively you may pull on the stick... ERROR! You are going to lose airspeed, and when you will have to start the flare near the ground, through the wind gradient, your glider could not respond and crash due to insuffisient airspeed... So please, first chose a high enough approach speed, then if you encounter strong sink in final, **PUSH ON THE STICK**, to keep that high airspeed for landing; if necessary, you may retract your airbrakes; **BUT KEEP YOUR AIRSPEED.**
- 3) During the **flare**, you may have a lot of excess speed (or not if the wind gradient was strong); the task is then not to be blown upward by a gust; so should you encounter a gust, you just have to **fight** by pushing on the stick in order to **remain very near the ground surface.**