Designed for supporting multiple competition types

* Move calculator type from navigation task to scorecard.
  + Define scorecard types which are tied to so that a task wizard only shows the subset of scorecards that is valid for the task type
* Create separate new task wizards for each task type.
* Create a separate reactive component for each task type that defines how the map should be drawn.
* Parameterise the contestant rank in order to control how the score is sorted (ascending or descending). This would probably be a property of the scorecard.
* Maybe instead of creating new task wizards for various tasks, have the initial step select the scorecard. Then, based on the calculator type, determine the rest of the steps in the wizard. For the examples listed below, this will mostly consist of skipping waypoint step for certain calculator types.

## Task types:

1. Precision flying GA
   1. Uses existing navigation task wizard and implementation
2. Rally flying GA
   1. Same as Precision flying GA
3. ANR corridor
   1. Separate new task wizard
      1. Route import step is the same
      2. Waypoint step can be skipped
      3. Navigation task form should display only ANR scorecards, together with the typical override corridor width.
   2. Separate calculator that evaluates cross-track distance
      1. No backtracking relative to the current leg
   3. Additional scorecard fields and overrides
      1. Corridor width
   4. Separate route rendering for paper map that shows the corridor.
   5. Separate route rendering in react
4. ANR Prohibited zones
   1. Separate new task wizard
      1. Requires additional support for recognising prohibited polygons. It uses this to pull the waypoints start and finish from a track with two points in a kml, together with a bunch of polygons
      2. Similar to ANR corridor, but without the need for a corridor width
   2. Separate calculator that evaluates the entry into prohibited zones
      1. No backtracking relative to the bearing from start to finish (I think)
   3. Separate route rendering for paper map that shows the start and finish lines and the prohibited zones
   4. Separate route srendering for react
5. Precision flying CIMA
   1. Many of the tasks can be implemented using regular precision calculator with appropriate points. So from our cases it is sufficient to define new scorecards
   2. Endurance
      1. Implement new calculator that simply cares about distance flown from start gate. Points is simply distance.
      2. New route rendering for react that shows the concentric circles at specific distances
   3. Endurance in circle
      1. New calculator that allows a gate to be crossed multiple times. Score is calculated based on the number of times the gate has been passed.
      2. New route rendering for react that simply displays the gate