

# 3(F) Squadron Inaugural XXXXXX Competition

## Air to Air Competition

### Sortie 1

2 V 2 PVE (Mig 29 Guns)

1x 9M + Guns

<b>OUTCOME</b>	<b>Points</b>
Both survive and destroy enemy	50
Both survive and destroy 1 enemy	40
Both survive and draw	30
One survives and destroy enemy	20
One survive and destroy 1 enemy	10
One survive and draw	5

### Sortie 2

2 V 2 PVP

1x 9M + Guns

<b>OUTCOME</b>	<b>Points</b>
Both survive and destroy enemy	50
Both survive and destroy 1 enemy	40
Both survive and draw	30
One survives and destroy enemy	20
One survive and destroy 1 enemy	10
One survive and draw	5

### Sortie 3

1 V 1 PVE (Mig 29 Guns)

1x 9M + Guns

<b>OUTCOME</b>	<b>Points</b>
Survive and destroy enemy	50
Survive and draw	30

#### **Sortie 4**

2 V 2 PVE BVR (Mig 29 1x IR + Guns)

1x 120C + 1x 9M + Guns

<b>OUTCOME</b>	<b>Points</b>
Both survive and destroy enemy	50
Both survive and destroy 1 enemy	40
Both survive and draw	30
One survives and destroy enemy	20
One survive and destroy 1 enemy	10
One survive and draw	5

#### **Sortie 5**

1 V 1 PVP League

Guns

<b>OUTCOME</b>	<b>Points</b>
Win	10
Draw	3

## Air to Ground

### Sortie 6

Mk. 82 HADB & LAHD League

Mk. 82 x 2

<b>OUTCOME</b>	<b>Points</b>
Closest	35 x 2
2 <sup>nd</sup>	30 x 2
3 <sup>RD</sup>	25 x 2
And so on	

### Sortie 7

Moving TGT x 2

AGM-65 Maverick x 2

<b>OUTCOME</b>	<b>Points</b>
Both hit in 1 run	50
Both hit in 2 runs	40
1 hit	30

### Sortie 8

GBU

GBU 12 x 1

<b>OUTCOME</b>	<b>Points</b>
Hit	50

### Sortie 9

Vehicle protected by SA-6

1x AGM-88 1x GBU-38

<b>OUTCOME</b>	<b>Points</b>
Both hit	50
1 hit	25

## **Sortie 10**

Tanker Scramble League

<b>OUTCOME</b>	<b>Points</b>
Fastest	50
2 <sup>nd</sup>	40
3 <sup>rd</sup>	30
And so on	

## **Sortie 11**

Confined Landing

X2 Attempts landing in a confined space

<b>OUTCOME</b>	<b>Points</b>
Clean Landing	10
Damaged (able to taxi)	3

Bonus points will be added at the end. Bonus points are procedural in nature.

There is a lot to do and not much time, we may not get through it all depending on time.

In order to keep it balanced it will run 1 A-A then 1 A-G then 1 A-A and so on, not necessarily in sortie order.