

3(F) Squadron Inaugural XXXXXX Competition

Air to Air Competition

Sortie 1

2 V 2 PVE (Mig 29 Guns)

1x 9M + Guns

OUTCOME	Points
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

OUTCOME	Points
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

OUTCOME	Points
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

OUTCOME	Points
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

OUTCOME	Points
Win	10
Draw	3

Air to Ground

Sortie 6

Mk. 82 HADB & LAHD League

Mk. 82 x 2

OUTCOME	Points
Closest	35 x 2
2 nd	30 x 2
3 RD	25 x 2
And so on	

Sortie 7

Moving TGT x 2

AGM-65 Maverick x 2

OUTCOME	Points
Both hit in 1 run	50
Both hit in 2 runs	40
1 hit	30

Sortie 8

GBU

GBU 12 x 1

OUTCOME	Points
Hit	50

Sortie 9

Vehicle protected by SA-6

1x AGM-88 1x GBU-38

OUTCOME	Points
Both hit	50
1 hit	25

Sortie 10

Tanker Scramble League

OUTCOME	Points
Fastest	50
2 nd	40
3 rd	30
And so on	

Sortie 11

Confined Landing

X2 Attempts landing in a confined space

OUTCOME	Points
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.