The 185th VFS 2v2 Round Robin Competition Rules

Team Rules

1.   The 185th VFS 2v2 competition will be a round robin format (all teams fly against all others once).

2.   Teams will consist of any 2 pilots from the 185th roster as shown on the web-site. One person will be the nominated Team Captain.

3.   Any team member who is removed from active 185th membership during the period of the competition will no longer be eligible to compete in the 2v2 competition.

4.   Should any participant be permanently removed from a team during the period of the competition (for whatever reason) then a replacement member from the active roster will need to be found within 7 days or the team will be disqualified.

5.   Members may only fly for one team in any round.

6.   Changes to teams will normally only be authorised where a team member has been permanently removed from the competition.

7.   Once the closing date for entries has passed, any changes to teams must be approved by the XO. His word is final.

8.   The winning team will have the highest points total after all matches are flown. Ties will be decided by highest Kill difference (kills minus losses).If still tied then the best head to head result will be used and if there is still no clear winner, the XO will toss a coin to decide.

Timings

9.   Entries for the inaugural 185th VFS 2v2 competition will begin from 17 March 2009.

10.   Deadline for receipt of team entries will be 28 March 2009.

11.   The competition will last for (number of entered teams-1) weeks.

12.   The first matches will be flown week commencing Sunday 29 March 2009.

13.   1 match will be flown per week, the fixture list to be published in advance by the XO[1].

14.   Weeks will run from the end of the Official TE on Sunday to the beginning of the next Official TE the following Sunday.

15.   Responsibility to agree a mutually convenient match day and time will reside with the teams. Failure to fly a fixture within the designated week will result in both teams receiving a nil score for that fixture.

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[1] The team listed first in each fixture will be the "home team" and will defend first.

16.   Default match time will be Tuesday evenings from 2000hrs UK time; however the matches may also take place at anytime during the week by mutual agreement of the teams.

17.   Weekly league table and results will be posted to the website by the XO.

Scenario

18.   Matches will be strictly 1 hour in length, 30 minutes flown as attackers, 30 minutes flown as defenders. Overall result of the match will be the combined score from both missions.

19.   Defenders will fly DPRK F16-52Ds from Choongwong airbase. Loadout will be fixed at 4x AIM-9P for each aircraft but fuel tanks may be added if required.

20.   Attackers will fly US F16-MLUs from a choice of 4 possible starting airfields (see picture below), all approximately 15-20 minutes flying time from Choongwong. This gives replay ability to the scenario as the defenders will never be sure from which direction the attack will take place.

21.   Attackers air-to-air loadout will be a maximum of 2x AIM-9M and up to 6xAIM-9P (TBC)[2]. They will also need to carry at least one rack of freefall bombs[3] capable of destroying the designated target building at Choongwong. No standoff weapons will be allowed so the attackers will have to overfly the target airfield at least once within the 30 minutes time limit. Additional fuel tanks may be added as required.

22.   There will be a different target building at Choongwong each week. Attackers are free to choose whether to load one or both aircraft with AG ordinance.
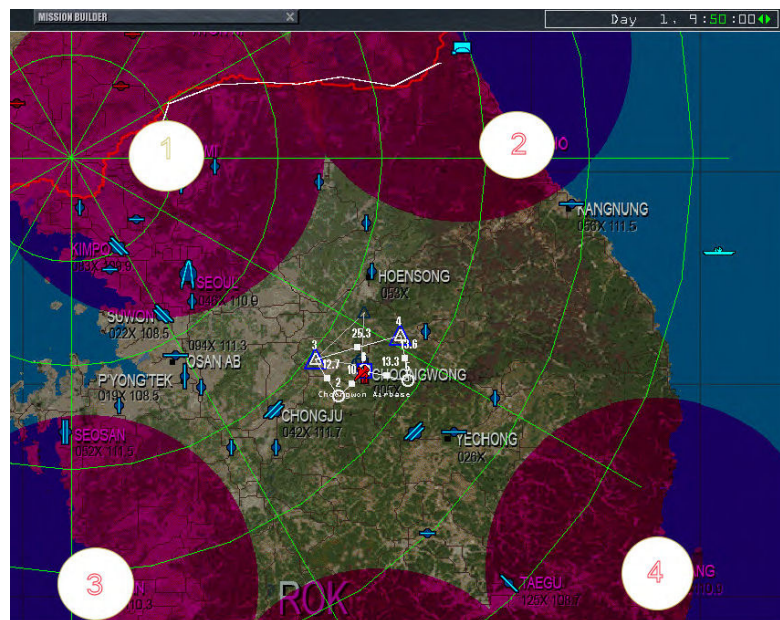
1   Mandumi
2   Kanyung
3   Kinsan
4   Pohang

Choice of 4 Starting Airfields for Attackers

23.   Attackers will have the benefit of a ring of Patriot missile batteries and a carrier groups to create a safe area. Defenders who fly into the Patriot kill zones and are shot down will credit a kill to the attackers.

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[2] These may be split between the two aircraft as desired up to a total of 2x AIM-9M and 6x AIM-9P.
[3] Any loadout mixture of BLU-107, BSU-49, BSU-50, MK-82 or MK-84.

Scoring

24. Attackers: Destroying designated building – 10 points
                                Damaging designated building – 5 points
                                No damage to designated building – 0 points

25. Defenders: Both attackers destroyed – 10 points
                                One attacker destroyed – 5 points
                                No attackers destroyed – 0 points

26. Teams will fly two missions per match, once as attackers and once as defenders. Combined score from both missions will decide the match outcome. Match outcome may be Win, Loss or Draw. Highest Kill difference (kills minus losses) will be used to rank teams on identical points in the league standings. Highest winning match score possible will therefore be 20-0 but this would require high level of skill to win both the attacking and defending sessions against the same opponents.

Procedure for Each Match

27. Participants to meet at the agreed date and time on the squadron TeamSpeak server.

28. Host to be chosen and the game started to first chat lobby. **Theatre is Standard Korea. All clients are to connect at a maximum setting of 128 kb/s upload and 256 kb/s download unless everyone agrees to different speeds.**

29. All participants to be confirmed in first chat.

30. The host will setup the Rules of Engagement as per normal 185th settings except for **External Views, which must be disabled**.

31. The clock time upon entry is 09.50hrs; this allows 9 minutes of planning and set up time.

32. **Defenders will enter the game first choosing the DPRK side**. Only one mission is available, which is the DCA flight taking off at 10.00 hours. Waypoints may be changed as desired.

33. Once both Defenders have entered the game they will confirm in and **leave the clock running.**

34. **Attackers will then move to their own private channel on TeamSpeak and enter the game on the USA side and leave the clock running**.

35. Once in the game, the Attackers Team Captain will click on the Add Package icon on the right hand side of the planning map, then click on Choongwong as the target. This will bring up the add package dialogue, select new then edit the OCA flight that appears to show 2 aircraft (not the default 4) then choose the airbase to fly from by **picking one of the 4 available squadrons from the drop down menu**. **Before exiting the dialogue, make sure you unlock the TOT waypoint then set the takeoff time to 09.59 exactly**. Exit the dialogue and your newly created flight should appear in the roster for you to join. Edit the waypoints and loadout as desired. Remember the clock will still be running and both Flights must commit to taxi by 0957.

36. All missions will terminate at exactly 1030 unless agreed earlier by mutual consent of both teams. No kills are allowable after that time and **the host should exit the mission as soon as the clock passes 10:30 game time regardless of the situation.**

37.   In all cases, all 4 players should agree the outcome/score of each mission before the host exits. Screenshots of mission debriefs should be saved. ACMI recordings are also required.

38.   **Between each mission everyone must return to desktop to avoid any technical issues.**

39.   One technical restart (either in the mission planner or 3D world) will be allowed by each side per **MATCH** but must be called PRIOR to any engagements taking place. A 2nd technical problem by the same side in the same match will result in an automatic loss of that mission with victory awarded to the other side by a margin of 10-0. Note that no Air-to-Air kills will be awarded in this case.

40.   Once the match is complete both Team Captains must send an email to the XO detailing the outcome of both missions in the match, the agreed scores, the ACMI and the Air-to-Air kills for each team.

41.   Where there is any dispute about an outcome then the XO will have the final decision.

42.   All results must be received by the XO during the week in which the match is supposed to be played (see Rule 14).

43.   Failure to submit or submitting late results will be result in a nil score being recorded for that week.

44.   It is the responsibility of each Team Captain to ensure their team scores are received by the XO before the deadline.

<u>Etiquette</u>

45.   If both attackers are shot down/crash prior to bombing the target they should immediately contact the defenders and concede.

46.   If both defenders are shot down/crash then they should immediately contact the attackers and offer the match, respecting the need to allow the attackers any remaining time to attack the target if this has not already been done.

47.   Should the attackers manage to make it back inside the Patriot/Carrier SAM coverage and the defenders make the decision not to continue pursuit, then the defenders should contact the attackers and offer to stop the mission at the point. There is no requirement to let the clock run to 30 minutes. If both teams do not agree to end the mission then the clock must be run until the 30 minutes are up.

48.   Attackers must make every effort to destroy the designated target. If a team is reported to the XO for not attacking in order to avoid any chance of being shot down then the XO will review the evidence (ACMI). If he finds against the attackers they will forfeit the mission and the defenders will be awarded 10 points (but no Air-to-Air kills).

49.   This competition should be conducted at all times in a gentlemanly manner in the best traditions of the 185th.

Good luck and may the best team win.

PJC
XO
185th VFS