



# STRIKE FIGHTER LEAGUE

WELCOME TO FABULOUS LAS VEGAS

PRECISION Trial

SFL Pilot SPINS

Feb '26



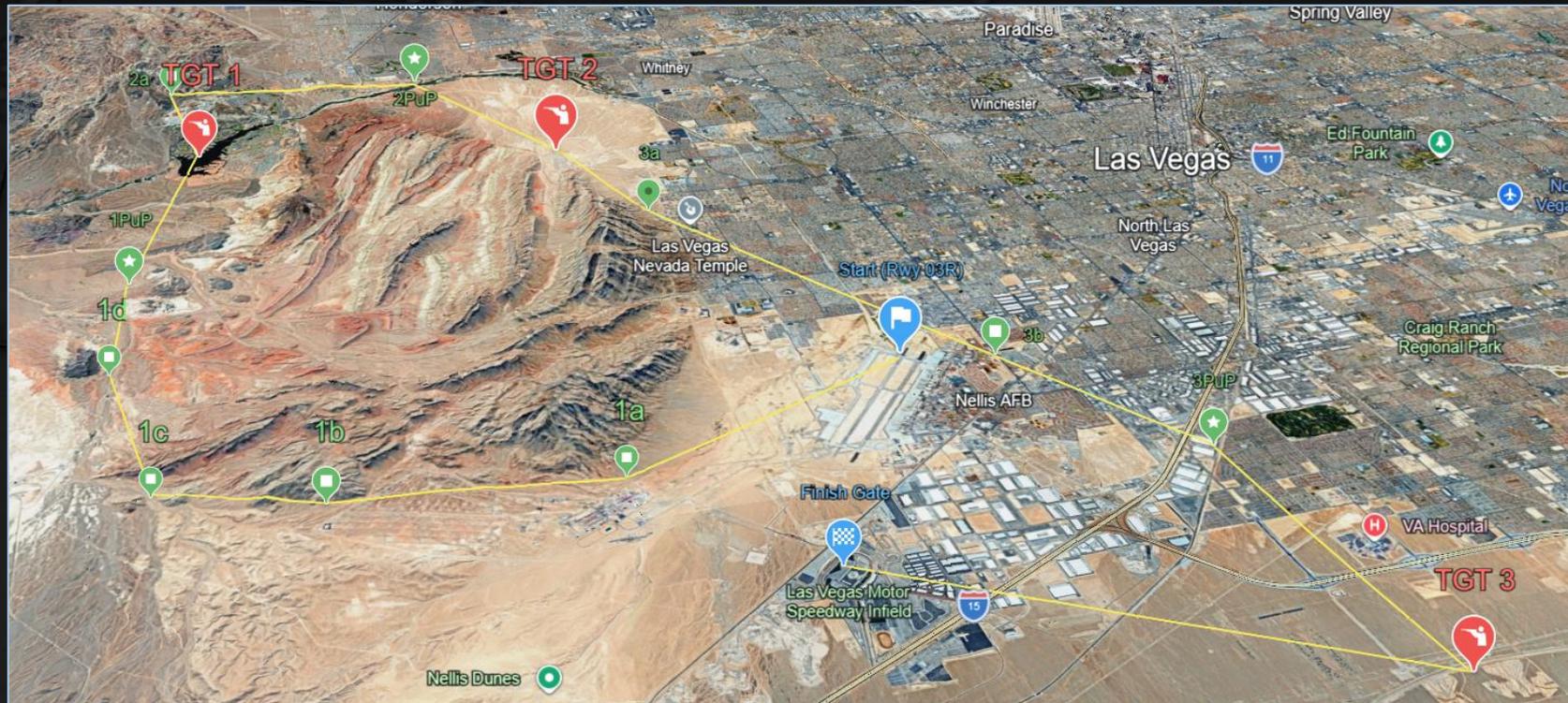
# Mission Overview

- **Course length** 43NM
- **Gates** Multiple precision air gates that funnel you to your target set
  - SFL Pilots must touch each gate or pass through it
  - Miss a gate entirely = time penalty applied
- **Route** Single clockwise low altitude circuit
  - Gates funnel competitors to three target sets
  - Route flown below 31M AGL as fast as possible
- **Targets** Three target areas with specific weapon to target requirements
  - Target area 1 = Mk-82 general purpose (GP) bombs
  - Target area 2 = 2.75" rockets
  - Target area 3 = 20MM strafe
- **Target Sort comm** Specific target dynamically tasked at the commencement of the pop-attack
  - Hornet 1: "Hornet 1, popping."
  - Controller: "Hornet 1, hit the SW Vic."
- **Timing**
  - Starts weight off wheels (Woffw)
  - Stops as A/C flies through the finish gate
  - Stops if the A/C crashes into terrain/gate



# Attack Route & Target Sets

- **Start** Weight off wheels - Nellis AFB 03R takeoff
  - Climb no higher than 31M AGL
  - Right turn towards gate 1a around Frenchman Mountain



- **Target Set 1** Lake Las Vegas Flotilla
  - Mk-82 GP Attack
- **Target Set 2** Desert Wash Motor Pool
  - 2.75" Rocket Attack
- **Target Set 3** Flex Strafe Complex
  - 20MM Strafe Attack
- **Finish Gate** Las Vegas Motor Speedway



# Admin: Overview

- **Map Study**

- SFL Pilots are given study time and practice

- **Line Up**

- Eligible aircraft: F/A-18C Hornet | F-16C Fighting Falcon

- **Environmentals**

- CAVU, winds light, sun setting

- **Fuel** Optimum performance

- F/A-18 will start w 8.0k#
- F-16 will start w 4.5k#

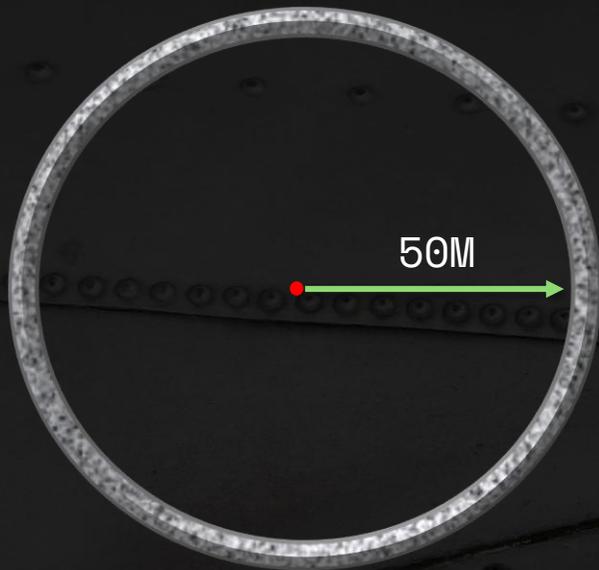
- **Comm** Per TechAdmin SOP



# Admin

- **Waypoint Plan**

- Gate explanation to the right
- Gate picture below



- **Gate Explanation**

- **HDG**

- Perpendicular Gate Orientation
- True HDG drives the Pilot to next gate

- **Centroid**

- LAT / LONG (DD MM.mmm)

- **Dimension**

- 50M radius



# Admin: Start and Finish

- **Marshal / Taxi / Takeoff**

- Cleared for taxi and takeoff once spawned

- **Departure**

- From KLSV 03R execute a right turn to Gate 1a
- Auto-cleared for the SFL Precision Course after takeoff

- **Recovery**

- Finish gate overhead Las Vegas Motor Speedway



# TacAdmin: Overview

- **Fires**

- 20MM - F/A-18: 231rds // F-16: 256rds
- 2 x Mk-82 | parent mounted | BSU-86 fin assembly | FMU-139 electronic fuse
- 14 x 2.75" rockets | 1 x LAU-68 pod per wing (inboard station)

- **Navigation**

- Moving map
- Route gate waypoints
- Target centroid waypoints
- Primarily visual navigation

- **Comm**

- Dynamic Target Tasking on Silver 01 (246.8)

- **Expendables / Extra**

- All buckets filled w/ Flares
  - Flare usage is encouraged but will not be scored for this OTS. *Street cred* only.

- **Threats**

- None



# TacAdmin: Coordinates

## • Gates

- 1a-1PuP lead you to TgtSet 1
- 2a-2PuP lead you to TgtSet 2
- 3a-3PuP lead you to TgtSet 3

## • PuP = Pull up Point

- PuP gate orientations provide a 20 degree offset from the target area centroid
- PuP gate ranges provide enough run to target for standard attack profiles

Name	Latitude	Longitude	Waypoint MSL (m)	Hdg True	Gate Centroid MSL (m)
Start (Rwy 03R)	36 13.5352	115 02.5969	557	N/A	N/A
1a	36 14.7353	114 58.9799	593	096°	608
1b	36 14.0435	114 55.8449	628	110°	643
1c	36 14.1772	114 53.5916	575	170°	590
1d	36 12.3485	114 53.5134	498	185°	513
1PuP	36 09.8589	114 53.3926	520	165°	535
Tgt Set 1	36 07.0975	114 54.9085	429	N/A	N/A
2a	36 06.1334	114 53.9206	570	156°	585
2PuP	36 07.1103	114 51.1263	461	320°	477
Tgt Set 2	36 06.8830	114 59.8140	632	N/A	N/A
3a	36 10.2627	114 58.1312	630	328°	645
3b	36 13.7922	115 03.7057	562	328°	577
3PuP	36 15.7686	115 05.0640	599	328°	614
Tgt Set 3	36 18.5877	115 05.4295	714	N/A	N/A
Finish Gate	36 16.5415	115 01.0700	594	132°	609



# TacAdmin: Target Areas

- **Target Set 1**

- Lake Las Vegas
- Mk-82 GP bomb delivery
- 8x boats

- **Target Set 2**

- Mining area west of Frenchman Mountain
- 2.75" rocket delivery
- 8x military vehicles

- **Target Set 3**

- Flex Aerial Gunnery Range
- 20MM strafe gun attack
- 4x military vehicles



# TacAdmin: AMD

- **Acceptable Miss Distance (AMD)**

- The miss distance from the target where the weapon is still scored as a hit

- **Mk-82 GP target**

- 25 meters

- **2.75'' Rocket target**

- Requires direct impact

- **20MM target**

- Requires direct impact

- **Miss**

- Outside AMD for employed weapon



# TacAdmin: Tgt Atk Comm Ex

- **At the PuP**

- **Pilot** *"Hornet 1, popping."*
- **Controller** *"Hornet 1, hit the N/S/E/W Boat/Vic/Aircraft."*

- **Sans Comm**

- **Pilot does not make "popping" call** *No target tasking will be given*



# TacAdmin: Operating Area





# TechAdmin

- Authoritative guidance for server access, client requirements, and Discord flow will be issued in SFL Charter Appendix B. TechAdmin SOP.
- This section will be revised to reflect Appendix B upon release.



# Start: KLSV 03R

- **Initialization**
  - KLSV 03R centerline
- **Timer**
  - Timing will start when WoffW





# Initial Route Overview



# Gate 1a

- HDG 096° True
- Centroid
  - N 36 14.7353
  - W 114 58.9799
  - Elevation: 593M MSL
  - Centroid Elevation: 30M AGL



# Gate 1b

- HDG 110° True
- Centroid
  - N 36 14.0435
  - W 114 55.8449
  - Elevation: 628M MSL
  - Centroid Elevation: 30M AGL





# Gate 1c

- HDG 170° True
- Centroid
  - N 36 14.1772
  - W 114 53.5916
  - Elevation: 575M MSL
  - Centroid Elev: 30M AGL



# Gate 1d

- HDG 185° True
- Centroid
  - N 36 12.3485
  - W 114 53.5134
  - Elevation: 498M MSL
  - Centroid Elevation: 30M AGL



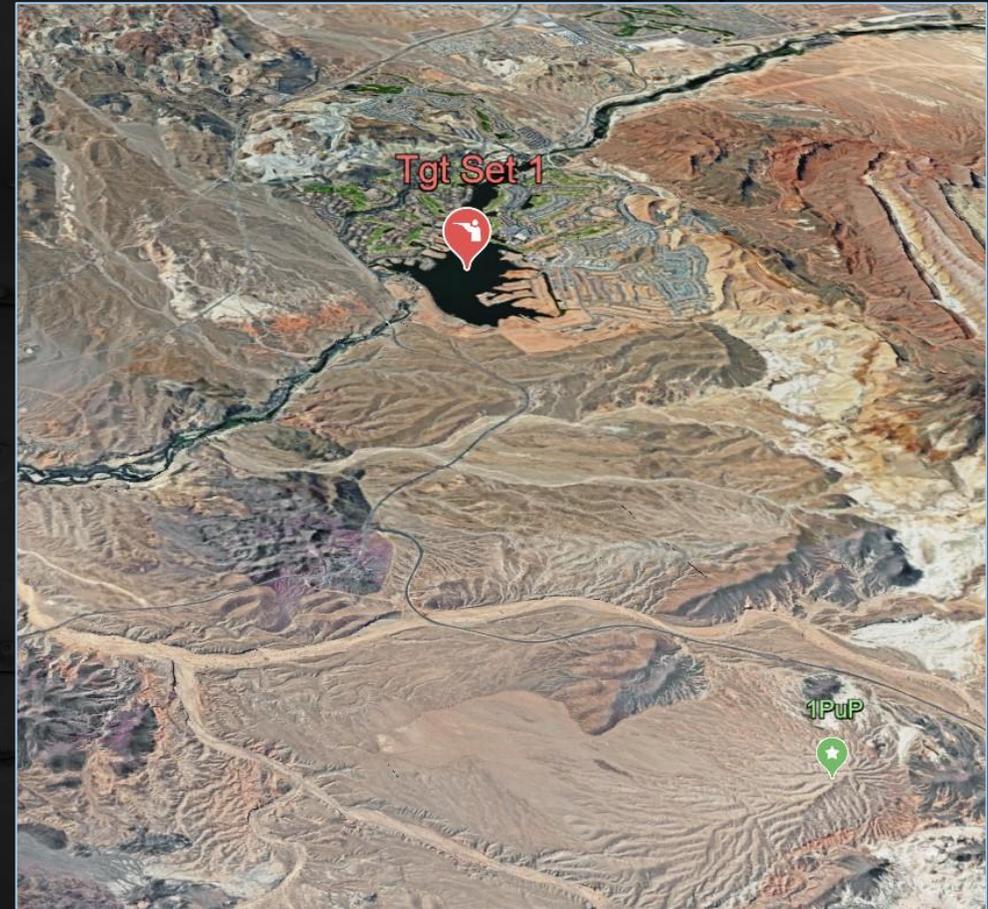
# PuP 1

- HDG 165° True
- Centroid
  - N 36 09.8589
  - W 114 53.3926
  - Elevation: 520M MSL
  - Centroid Elev: 30M AGL





# PuP 1 to TgtSet 1



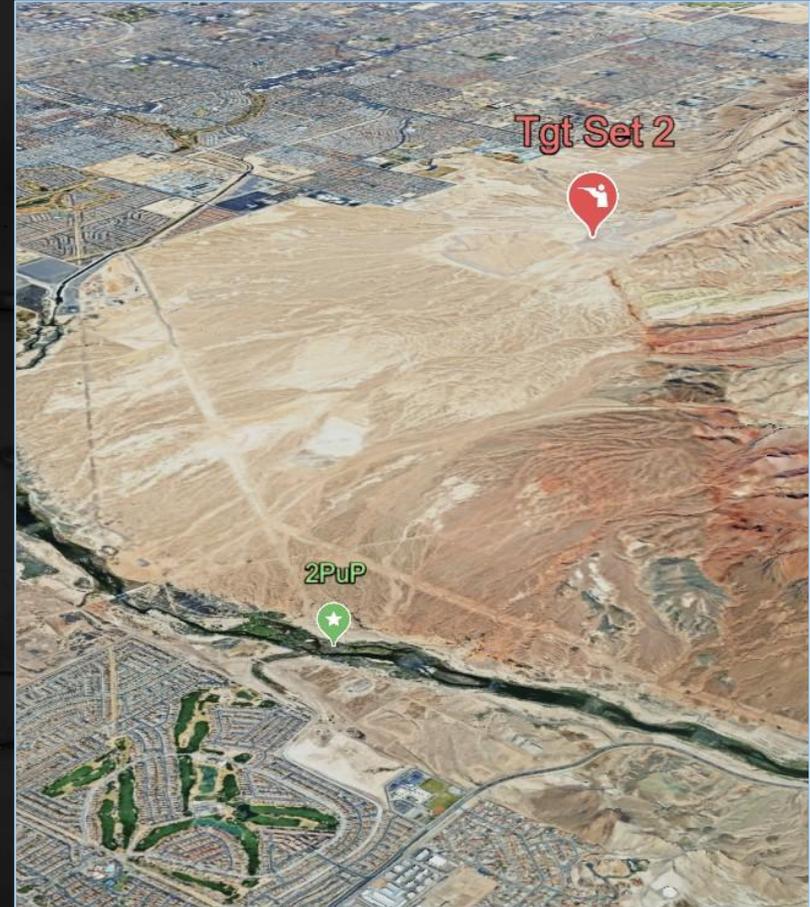
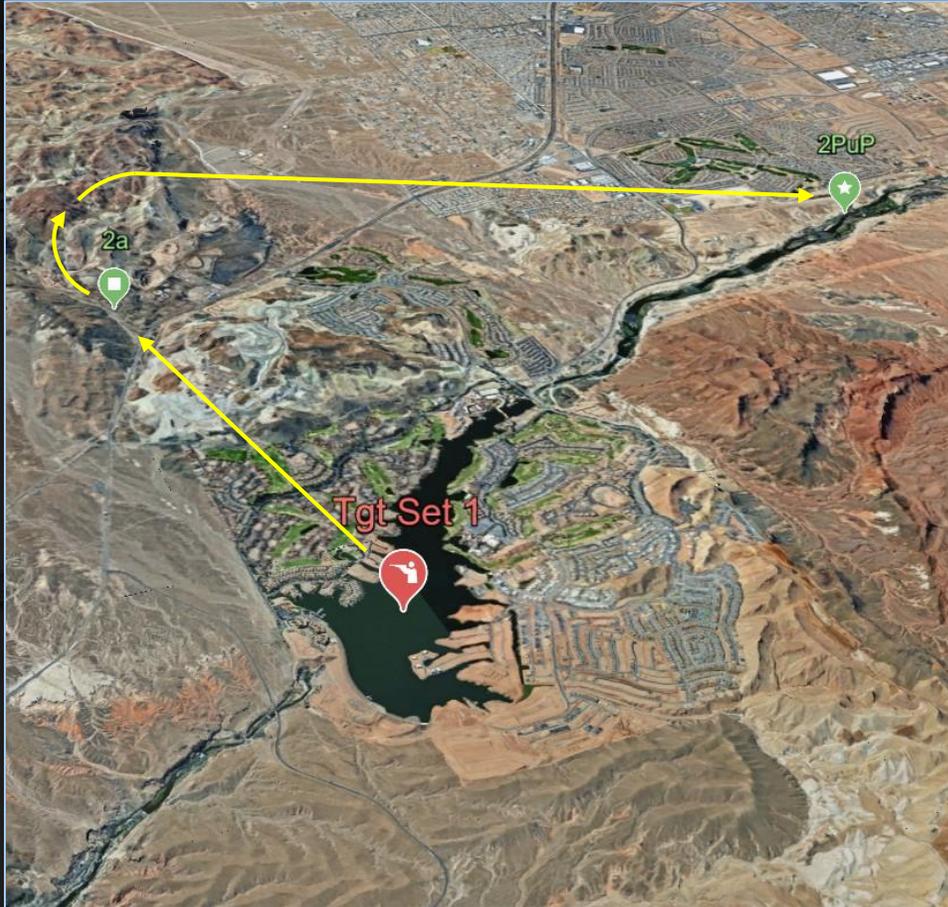
# Gate 2a

- HDG 156° True
- Centroid
  - N 36 06.1334
  - W 114 53.9206
  - Elevation: 570M MSL
  - Centroid Elevation: 30M AGL



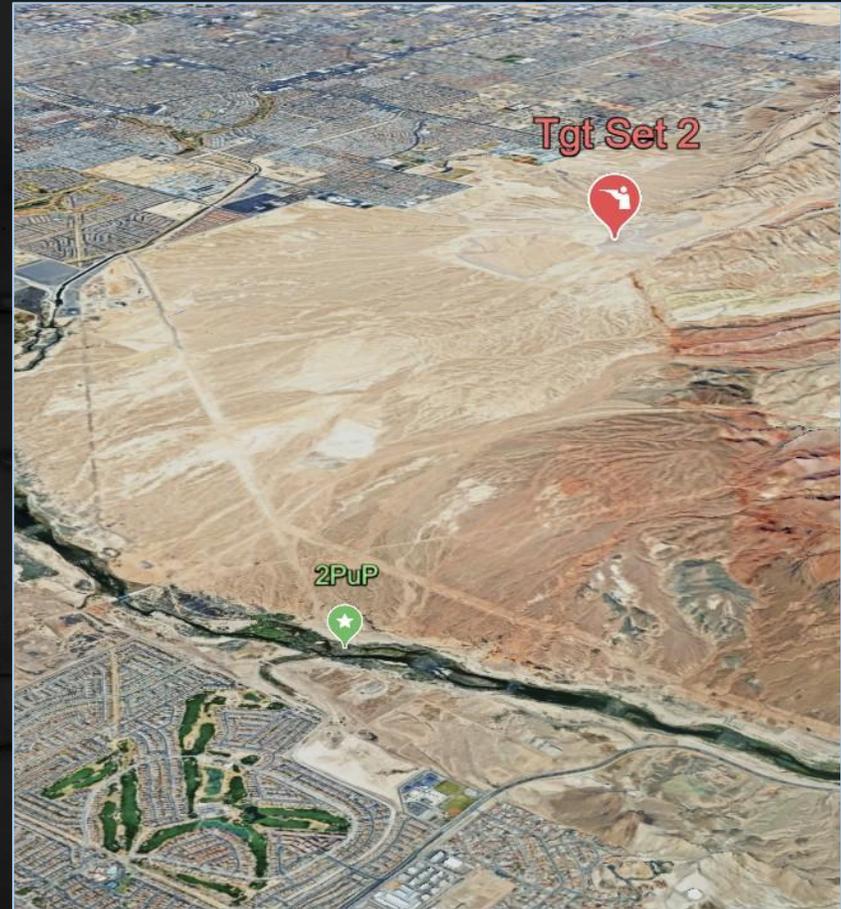


# TgtSet 1 to TgtSet 2





# PuP 2 to TgtSet 2



# PuP 2

- HDG 320° True
- Centroid
  - N 36 07.1103
  - W 114 51.1263
  - Elevation: 461M MSL
  - Centroid Elev: 30M AGL





# TgtSet 2 to TgtSet 3



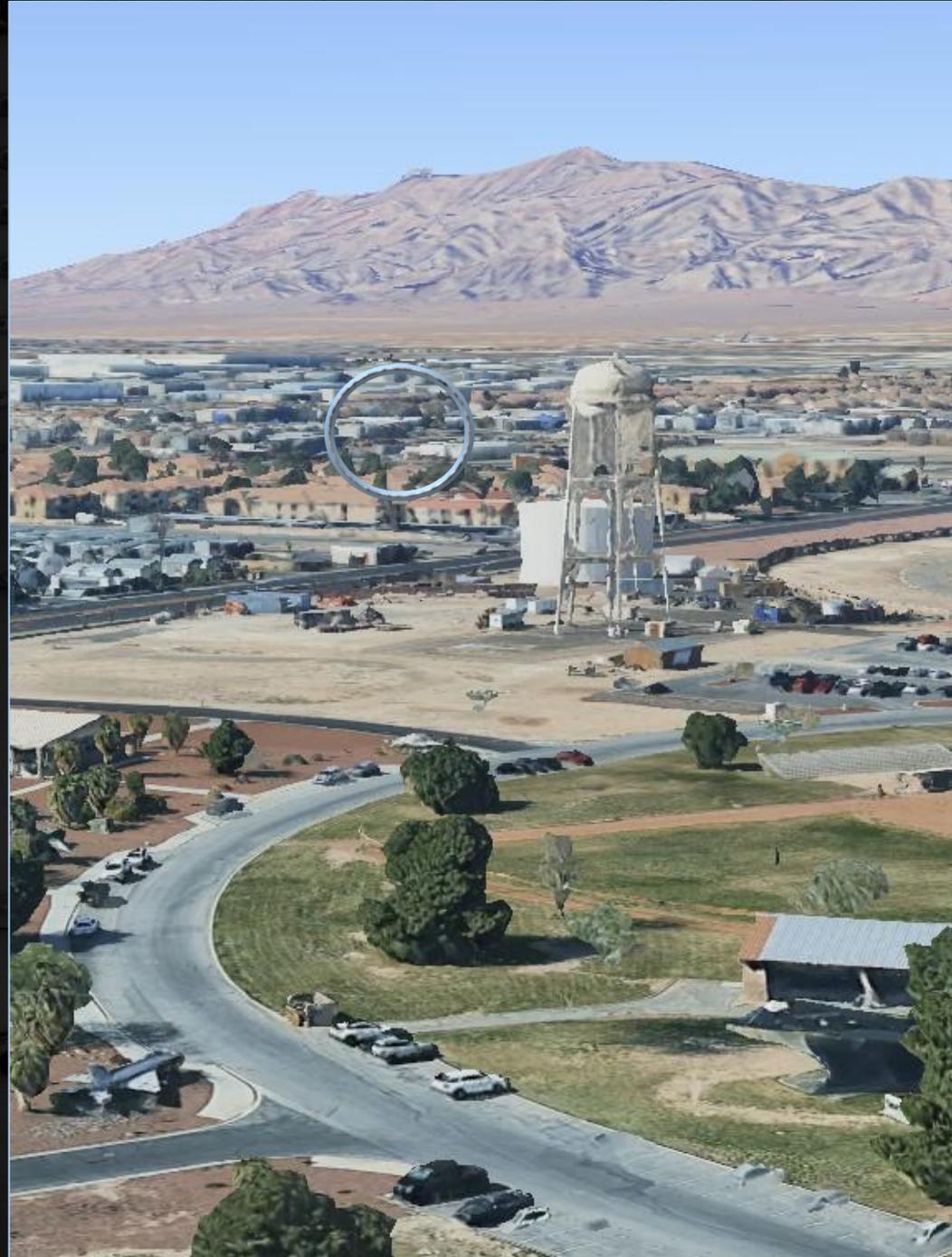
# Gate 3a

- HDG 328° True
- Centroid
  - N 36 10.2627
  - W 114 58.1312
  - Elevation: 630M MSL
  - Centroid Elevation: 30M AGL



# Gate 3b

- HDG 328° True
- Centroid
  - N 36 13.7922
  - W 115 03.7057
  - Elevation: 562M MSL
  - Centroid Elevation: 30M AGL



# PuP 3

- HDG: 328° True
- Centroid
  - N 36 15.7686
  - W 115 05.0640
  - Elevation: 599M MSL
  - Centroid Elevation: 30M AGL





# PuP 3 to TgtSet 3





# TgtSet 3: Flexible Aerial Gunnery School

Historic Flexible Aerial Gunnery School  
Historical Codeword "Flex"



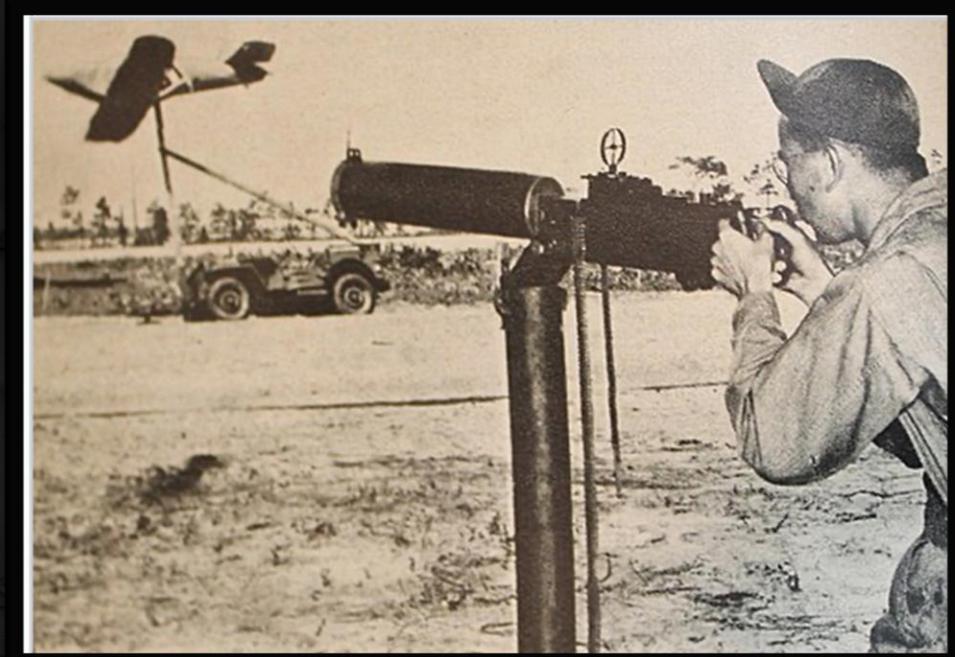
TgtSet 3 Centroid





# TgtSet 3: Flexible Aerial Gunnery School

Historical Codeword "Flex"





# TgtSet 3 to Finish Gate



# Finish Gate

- HDG 132° True
- Centroid
  - N 36 16.5415
  - W 115 01.0700
  - Elevation: 594M MSL
  - Centroid Elevation: 30M AGL





# Scoring

Acronym	Meaning	Definition
RT	Raw Time	(secs) Time from WoffW to finish gate. CFIT/crash = RT stops at crash time.
MG	Missed Gates	Number of gates missed or crashed into
TAMaxALT	Time above Maximum Altitude	(sec) Time aircraft is above MaxALT
AMD	Acceptable Miss Distance	Mk-82 = 25M 2.75" and 20MM = 0M (skin on skin)
UOP	Unexpended Ordnance Penalty	Mk-82 = 125 seconds each 2.75" = 17.85 seconds each
MRP	Miss Rate Penalty	(sec) % of 20MM outside AMD * 100
URP	Unexpended Rounds Penalty	(sec) % of 20MM remaining * 100
TMD	Total Miss Distance	(M) The sum of the miss distances for Mk-82 and 2.75" impacts outside AMD
MaxALT	Maximum Altitude	31M AGL
k	Conversion	1 second per meter

$$\text{Total Score Time (sec)} = \text{RT} + 60(\text{MG}) + \text{TAMaxALT} + \text{UOP} + \text{MRP} + \text{URP} + (\text{k} * \text{TMD})$$



# Scoring

## MRP — Miss Rate Penalty

- **Definition** (sec) Penalty based on the fraction of fired 20mm rounds that land outside AMD

$$\text{MRP} = 100 \cdot \left( \frac{R_{\text{miss}}}{R_{\text{fired}}} \right)$$

Where:

- $R_{\text{start}}$  = Rounds at takeoff |  $R_{\text{remain}}$  = Rounds at mission end |  $R_{\text{fired}} = R_{\text{start}} - R_{\text{remain}}$
- $R_{\text{miss}}$  = number of fired 20mm rounds with impact "not a hit"

## URP — Unexpended Rounds Penalty

- **Definition** (sec) Penalty based on fraction of starting 20MM rounds remaining at finish gate

$$\text{URP} = 100 \cdot \left( \frac{R_{\text{remain}}}{R_{\text{start}}} \right)$$

## UOP — Unexpended Ordnance Penalty

- **Definition** (sec) Time penalty for bombs/rockets remaining at finish gate (20MM excluded; scored via URP).

$$\text{UOP} = 125 \cdot B_{\text{remain}} + 17.85 \cdot RKT_{\text{remain}}$$



# Scoring

## Cleared Gate Definition

A gate is cleared only when the aircraft passes fully through the gate without contacting any part of it. A gate that is contacted (“crashed”), skipped, or remains after a CFIT is counted as a Missed Gate (MG)

## Missed Gate Penalty

Each missed gate adds a 60-second penalty to the SFL pilot’s Total Score Time

## Winchester Incentive

Unexpended ordnance contributes to UOP per piece of ordnance remaining at finish

