



# APPENDIX B

VERSION 1.0

## TECHADMIN STANDARD OPERATING PROCEDURES

### B.1 PURPOSE

This appendix defines the technical administration standard for Strike Fighter League Online Tournament Series competitor pilots.

Event SPINS remain the controlling source for event-specific configuration, mission construction, scoring mechanics, and tactical administration.

#### B.1.1 OBJECTIVE AND SCOPE

- Standardize the competitor technical path from qualification through live OTS execution
- Define the pilot-owned readiness standard for OTS competition
- Define the communications and control relationship between the competitor pilot and CLASSIC
- Define the DCS-specific standard for the current OTS environment
- Define the authoritative record for runs and sets

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### B.2 QUALIFICATION SUBMISSION AND ADVANCEMENT

#### B.2.1 DESIGN

Qualification submission is the first required step to OTS participation. Qualification exists to identify the eight pilots who will populate the live OTS bracket.

Each registered pilot must complete a qualification in accordance with the published submission instructions, submission window, and file requirements.

#### B.2.2 REQUIRED SUBMISSIONS

Qualification consists of the two Trials events only:

- Speed Trial
- Precision Trial

Accuracy Trial and Dogfight Phase is not part of qualification.

The competitor shall use the official League-published qualification mission files (.miz) for the applicable event set.

The competitor shall upload two qualification air combat maneuvering instrumentation (.acmi), one for each required Trial, in accordance with League instructions.

To generate an ACMI file in DCS, the competitor must have Tacview installed, which is a third-party software package that must be downloaded separately. The free version enables ACMI file generation. Once Tacview is installed, competitors must ensure that DCS is set up for Tacview to generate ACMI files.

### **B.2.3 COMPETITOR TOKEN, SUBMISSION WINDOW, AND DATA STANDARD**

Each registered pilot will be issued a unique OTS competitor token.

That token is the pilot's identifying submission reference for qualification processing and tournament administration. The pilot shall retain it and use it as required throughout qualification upload and verification.

Qualification submissions shall be made only within the published submission window. A pilot is responsible for ensuring that each required ACMI file is uploaded correctly, identified correctly, and associated with the correct competitor token.

Qualification attempts shall be flown only from the official League-published qualification event build mission files (.miz) and mods. A competitor shall not alter, replace, or substitute the official event build.

For qualification, the authoritative submission record shall be the complete Tacview AMCI file (.AMCI) uploaded in accordance with League instructions.

Late, missing, incomplete, corrupt, or misidentified qualification submissions will invalidate the affected attempt.

### **B.2.4 QUALIFICATION DETERMINATION**

Qualification AMCI files (.acmi) will be scored and ranked in accordance with Appendix A and the applicable SPINS.

Only the top eight pilots will qualify for the OTS and populate the live eight-competitor bracket.

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## **B.3 LIVE OTS EXECUTION**

### **B.3.1 STANDARD FLOW**

The standard live OTS competitor flow will be:

1. Notification in the SFL OTS #ready-room channel (Discord)
2. Movement to SFL OTS #excon channel (Discord) when called
3. SRS communications check
4. Pull-forward into the SFL server
5. Spawn and event initialization
6. Event introduction and direction from CLASSIC
7. Start authorization from CLASSIC
8. Event execution
9. Post-run hold and release from CLASSIC as directed

A competitor shall report promptly when called and remain ready to move through that sequence without delay.

### **B.3.2 COMPETITION CONTROL**

The standard SFL Competition Control callsign is CLASSIC.

CLASSIC is the sole pilot-facing control authority during live event participation.

CLASSIC provides event marshalling, event introduction, start authorization, execution control, and immediate technical direction to competitor pilots.

A competitor pilot shall comply promptly with control direction issued by CLASSIC.

### **B.3.3 COMMUNICATIONS STANDARD**

SRS is the required voice platform for OTS participation.

A competitor shall report to the event with a functioning SRS client, working microphone, audible receive, and usable push-to-talk bindings for required radios before entering live execution.

SRS follows the in-cockpit radio state. Competitors shall ensure the correct radio selection, frequency, volume, and transmit control are configured for the applicable event. Where an airframe requires SRS client radio-selection keybinds, those keybinds shall be configured prior to check-in.

BLACK 01: Comm 1 Ch 1 246.8 - primary broadcast and control frequency.

YELLOW 02: Comm 2 Ch 1 123.4 - auxiliary non-broadcast control frequency.

BLUE 03: Comm 1 Ch2 357.0 - backup frequency, not used unless directed by CLASSIC.

Communications discipline shall be exercised at all times. Transmissions should be concise, controlled, and event-appropriate. Nonessential transmissions are not authorized.

If required communications are lost prior to start authorization, the competitor shall not commence execution unless directed by CLASSIC.

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## **B.4 COMPETITION ENVIRONMENT**

## B.4.1 STANDARD

Controlled start conditions preserve parity at the moment start authorization is given. The League defines the initialized condition for each event. The competitor shall preserve and execute from that condition as directed.

A valid competitive attempt requires:

- a League-defined initialized condition
- start authorization from CLASSIC
- continuous technical execution
- a complete recorded ACMI file (authoritative League record)

## B.4.2 DCS IMPLEMENTATION

The current simulation environment for SFL OTS competition is Eagle Dynamics Digital Combat Simulator World.

Live OTS competition is conducted in the SFL-controlled DCS dedicated multiplayer server environment.

Competitor pilots shall operate on the most up-to-date **DCS version** available at 0000 UTC on OTS execution day unless the League publishes a different competition-build requirement.

The official League-published **SFL MODs** for the applicable event will be distributed to the competitors prior to event execution and must be installed.

The official League-published event **mission file (.miz)** for the applicable event is the authoritative build for live execution. A competitor shall not alter, replace, or substitute the official event build.

The official League-published location for the event will dictate the **terrain / map** required. Competitors must install the map prior to event execution.

The currently approved aircraft are:

- F/A-18C Hornet
- F-16C Fighting Falcon

### **B.4.3 PILOT-OWNED READINESS**

In OTS, pilot-owned readiness includes local client stability, internet reliability, audio setup, peripheral function, bindings, display setup, and required-version compliance.

Each competitor shall treat their local competition setup with the same seriousness applied to flight gear and aircraft readiness. Technical capability is part of competitive readiness.

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## **B.5 CLIENT REQUIREMENTS AND PROHIBITED ASSISTANCE**

### **B.5.1 CLIENT READINESS**

Competitors shall report with an event-ready client capable of:

- entering the SFL server
- maintaining required SRS communications
- operating the assigned aircraft without technical instability

### **B.5.2 APPROVED CLIENT-SIDE TOOLS**

No client-side augmentation tools are approved unless expressly published by the League. This includes mods, export scripts, overlays, plugins, and similar augmentation layers.

### **B.5.3 PROHIBITED ASSISTANCE**

- No scripted, macro-driven, or automated execution aid is permitted.
- No AI-enabled assistance tools are permitted.
- No external aid, overlay, plugin, script, or augmentation layer is permitted.
- A competitor shall not use any background process or hardware-software combination that materially automates aircraft execution or substitutes machine assistance for pilot action.

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## **B.6 AUTHORITATIVE RECORD, RUN VALIDITY, AND TECHNICAL DISPOSITIONS**

### **B.6.1 AUTHORITATIVE RECORD**

For live OTS execution, the authoritative record for each run or set is the SFL server-recorded ACMI file (.acmi).

### **B.6.2 VALID RUN**

A Valid Run is an officially authorized attempt that begins from a proper start condition after start authorization from CLASSIC, maintains required technical continuity, and terminates with an authoritative League record sufficient for official disposition.

### **B.6.3 INTERRUPTED RUN**

An Interrupted Run is an officially authorized attempt that is disrupted prior to normal completion by a technical interruption, control intervention, or abnormal condition requiring League disposition.

### **B.6.4 INVALID RUN**

An Invalid Run is an attempt that cannot stand as an official competitive run due to materially non-compliant setup, failed technical continuity, or absence of an authoritative record.

### **B.6.5 CONTINUITY REQUIREMENT**

A valid run depends on uninterrupted technical continuity from start authorization through recorded termination.

A competitor shall not knowingly take action that compromises the integrity of the authoritative record.

### **B.6.6 RESET, RESTART, DISCONNECT, AND DESYNC STANDARD**

Start authorization from CLASSIC governs when a competitor is live.

A technical reset or re-fly is not automatic. It may be granted only when the League determines that the disruption materially affected the run and arose from the SFL-controlled environment or another official condition warranting re-disposition.

If a pilot disconnects or experiences a correctable issue before entering the initialized event state, the pilot may be reintroduced when directed, subject to event flow and timing limits.

If a disconnect, desync, invalid setup, or communications failure occurs after spawn or initialization but before start authorization, the normal disposition shall be hold, reset, or reinitialize when feasible.

Once the competitor has been authorized to begin live execution, the default presumption in OTS shall be pilot ownership of the run unless the League determines that the fault originated in the SFL-controlled environment.

A pilot-side DCS crash after start authorization shall normally stand as a pilot-owned failure absent evidence of server-side causation.

A pilot-side DCS crash before start authorization may be reset if event flow permits.

A disruption attributable to the SFL-controlled environment may justify reset, restart, or re-fly as directed by CLASSIC.

If SRS failure occurs

- **Before start authorization** in an event **requiring** active communications: execution shall not begin until directed by CLASSIC
- **After start authorization** in an event **requiring** active communications: the run will be terminated by CLASSIC until SRS problems are resolved

- **After start authorization** in an event **not requiring** active communications: the run will continue unless directed otherwise by CLASSIC

If the authoritative server record fails, corrupts, or does not preserve a usable record, the League may declare the run interrupted, invalid, or eligible for re-fly, depending on event state and the nature of the failure.

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## **B.7 TRIALS EXECUTION STANDARD**

### **B.7.1 GENERAL**

For qualification, the competitor shall complete and upload the required ACMI files (.acmi) during the designated submission window using the issued competitor token.

For live OTS Trials execution, the competitor shall enter the event through the standard OTS flow and execute when authorized by CLASSIC.

Completion of scoring does not release the pilot from control.

### **B.7.2 SPEED TRIAL**

Speed is a runway-start, WoffW-timed event.

CLASSIC will provide introduction and launch instructions on BLACK 01.

No communications are required during live execution unless directed otherwise.

### **B.7.3 ACCURACY TRIAL**

Accuracy is an airborne-start event with a start gate and finish gate.

CLASSIC will provide introduction and start direction on BLACK 01.

No communications are required during live execution unless directed otherwise.

Spawn does not itself authorize execution unless directed by CLASSIC.

## **B.7.4 PRECISION TRIAL**

Precision is a runway-start, WoffW-timed event with active control involvement.

The competitor shall maintain required communications with CLASSIC for event execution.

Where the event requires dynamic target-sort or control interaction, the expectation is that the competitor is able to speak, hear, respond, and comply in real time.

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## **B.8 DOGFIGHT EXECUTION STANDARD**

### **B.8.1 GENERAL**

All dogfight sets are flown from controlled airborne setups. The competitor shall accept the initialized condition and preserve it until start authorization.

### **B.8.2 PILOT EXECUTION STANDARD**

The pilot-facing technical standard for Dogfight is:

- enter the server and spawn as directed
- maintain required communications with CLASSIC
- respond to readiness calls as directed by CLASSIC
- execute only when authorized by CLASSIC via a “Fight’s On”

If a post-start disruption is pilot-owned, the set shall normally stand.

If a post-start disruption is attributable to the SFL-controlled environment, CLASSIC may direct reset, restart, or other official disposition.

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## **B.9 TIMING, REPORTING, AND TROUBLESHOOTING**

The following guidelines are in effect for OTS competition, but competition tempo will be directed by CLASSIC via Discord and SRS:

- Report to #excon (Discord) timeline: T-15
- SRS comm check window: T-5
- “Up and Ready” no later than: T-2
- No-show cutoff: T-5

A technical issue that cannot be resolved within the published allowance may result in reset, resequencing, invalidation, or other official disposition.

## B.10 ACRONYMS AND DEFINITIONS

### **ACMI**

Air Combat Maneuvering Instrumentation file produced by TacView

### **AUTHORITATIVE RECORD**

The official League record used to determine technical truth for a run, set, or submission

### **BLACK 01**

Primary SFL broadcast and control net. Frequency is 123.4 VHF.

### **BLUE 03**

Backup SFL auxiliary non-broadcast control net. Frequency is 357.0 UHF.

### **CLASSIC**

The callsign used by SFL Competition Control

### **CONTROLLED START CONDITION**

The League-defined initialized state from which valid competition begins

### **DCS**

Digital Combat Simulator

### **EXCON**

Exercise control (aka Competition Control). Callsign CLASSIC.

### **INTERRUPTED RUN**

A lawfully initiated attempt disrupted before normal completion and requiring League disposition

### **INVALID RUN**

An attempt that cannot stand as an official run

### **MIZ**

DCS mission file

### **OTS**

Online Tournament Series

### **PADS**

Position, Altitude, Distance, and Speed. The published airborne setup reference for applicable Dogfight events.

### **SPINS**

Special Instructions

### **SRS**

SimpleRadio Standalone

### **START AUTHORIZATION**

The point at which CLASSIC authorizes a competitor to begin live execution

### **TACVIEW**

Universal flight analysis tool that produces ACMI files

### **VALID RUN**

An authorized run that maintains required technical continuity and yields an authoritative official record

### **WoffW**

Weight off wheels

### **YELLOW 02**

Auxiliary non-broadcast control net used as required for event structure. Frequency is 246.8 UHF.

**END OF DOCUMENT (V1.0)**