STRIKE FIGHTER LEAGUE

WELCOME TO FABULOUS LAS VEGAS

ACCURACY Trial

SFL Pilot SPINS

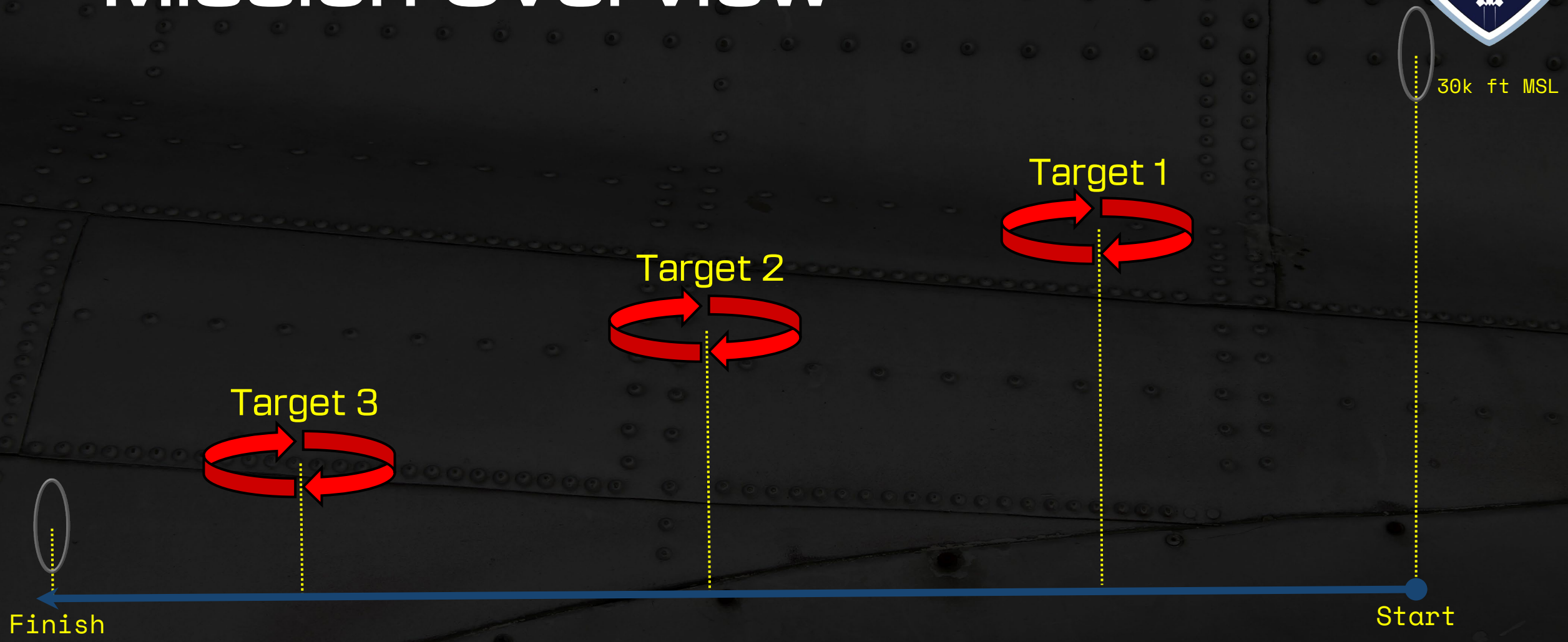
Mar ‘26

Mission Overview

- **Course length** ~18NM
- **Gates** Two Precision Air Gates: Start and Finish
  - SFL Pilots must pass through each gate
  - Miss a gate = time penalty applied
- **Route** Flow through three target areas sequentially decreasing in altitude
- **Targets** Three orbiting aircraft
  - Target Aircraft 1 = Large Frame Aircraft (LFA)
  - Target Aircraft 2 = Medium sized fighter
  - Target Aircraft 3 = Unmanned Aircraft (UA)

- **Timing**
  - Starts passing through the start gate
  - Stops passing through the finish gate
  - Stops if A/C crashes into terrain/gate/aircraft

Mission Overview

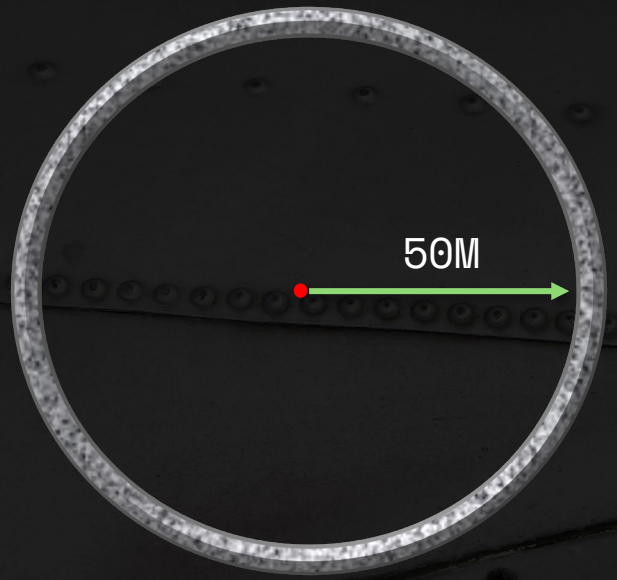


Admin: Overview

- **Map Study**
  - As required
- **Line Up**
  - Eligible aircraft: F/A-18C Hornet | F-16C Fighting Falcon
- **Environmentals**
  - CAVU, winds light, sun setting, cons probable
- **Fuel**
  - 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
- **Centroid**
  - LAT / LONG (DD MM.mmm)
- **Dimension**
  - 50M radius

Admin: Start and Finish

- **Marshal / Taxi / Takeoff / Departure**
  - Pilots will spawn airborne 2.1NM SE of Start Gate @ 30k’ MSL
- **Recovery**
  - Finish gate overhead Vegas Blvd

TacAdmin: Overview

- **Fires**
  - 20MM – F/A-18: 462 (80%) | F-16: 460 (90%)
- **Navigation**
  - Primarily visual navigation
- **Comm**
  - None required
- **Expendables / Extra**
  - All buckets filled w/ Flares
- **Threats**
  - None – A/C orbiting are for Aerial Gunnery, they will not engage

TacAdmin: Coordinates

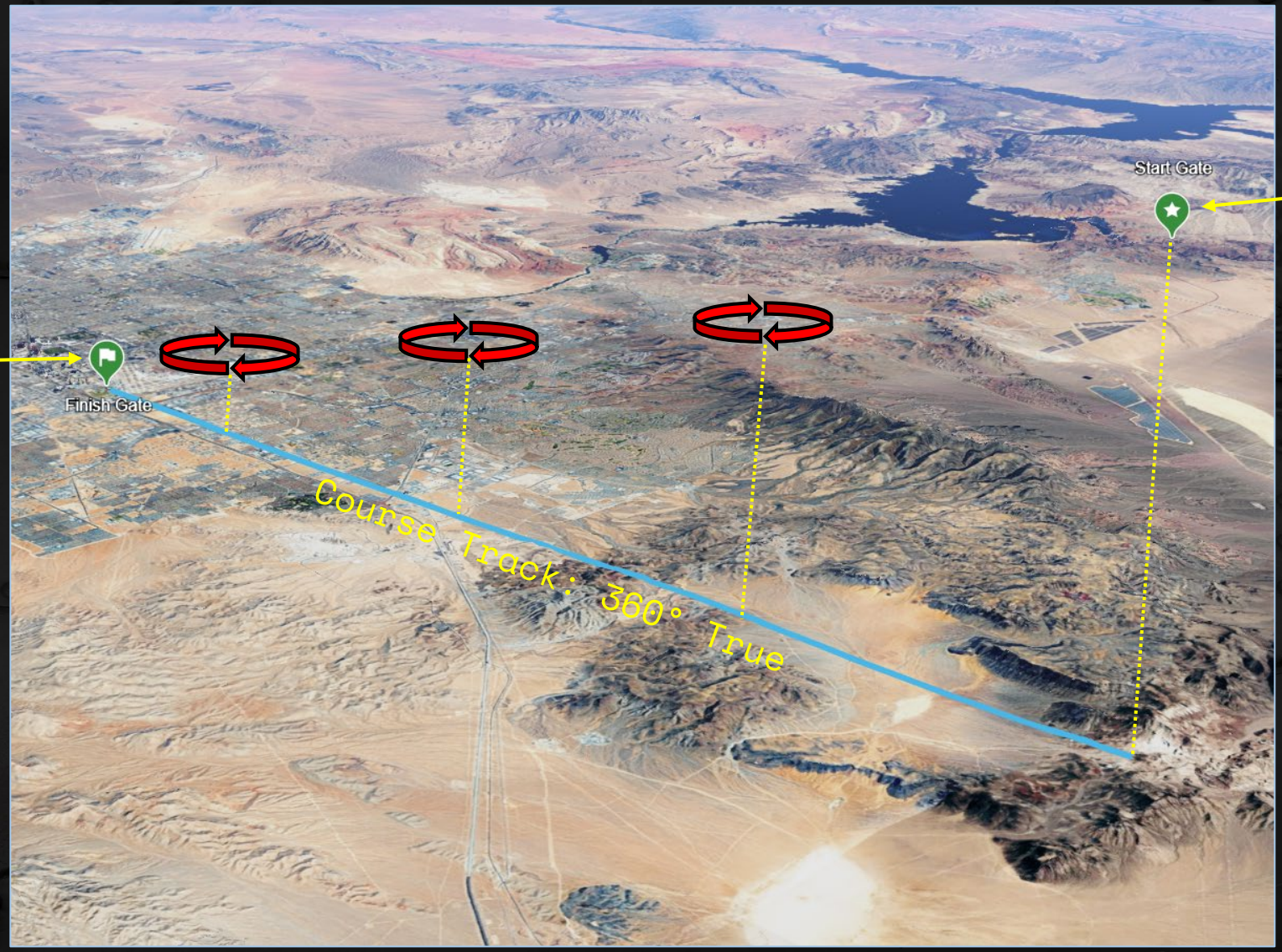
- **Gates**

Name	Latitude	Longitude	Waypoint MSL (ft)	Hdg True	Gate Centroid MSL (ft)
Start Gate	35°46'52.38"	115°10'25.98"	3371	360°	30,000
Finish Gate	36°04'55.39"	115°10'22.00"	2174	359°	100

TacAdmin: Target Aircraft

- **Target 1**
  - LFA in orbit
- **Target 2**
  - Medium sized fighter in orbit
- **Target 3**
  - UA in orbit

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 Gate

- Fighters will spawn 90° off from start gate (track West)
  - 2.1NM offset SE
- Course Track is 360° True
- Time starts passing thru the gate

Finish Gate

- HDG: 359 True

- Centroid
  - N 36 04.928
  - W 115 10.367
  - Elevation: 3,371ft
  - Centroid Elevation: 100ft AGL

Scoring

Acronym	Meaning	Definition
RT	Raw Time	Time (secs) from aircraft piercing Start Gate plane to aircraft piercing Finish Gate plane. If a crash occurs, RT stops at crash time.
MG	Missed Gates	Gates skipped, contacted, or remaining after crash
MT	Missed Target	Targets still airborne when aircraft crosses the Finish Gate or crashes
SRB	Saved Rounds Bonus	Efficiency bonus based on remaining ammunition

Total Score Time (sec) = RT + (60*MG) + (90*MT) - SRB

Scoring

Cleared Gate Definition

A gate is cleared when the entire aircraft passes through the gate plane without contacting the gate structure. A gate that is contacted, skipped, or remains after a crash is counted as a Missed Gate (MG).

Missed Gate Penalty

Each missed gate adds a 60-second penalty to Total Score Time

Missed Target Penalty A target is considered *SPLASHED* when the DCS damage model removes the aircraft from flight or the target crashes. Each remaining target flying when the aircraft pierces the finish gate or crashes adds a 90-second penalty to Total Score Time.

Scoring

Saved Round Bonus

An efficiency bonus of up to 10 seconds is available when all three targets are *SPLASHED*

- Bonus based on fraction of starting 20MM rounds remaining at finish gate

$$\text{SRB} = 10 \cdot \left(\frac{R_{remain}}{R_{start}} \right)$$

Where:

- R_{start} = 20MM rounds at mission start
- R_{remain} = 20MM rounds at mission end


STRIKE
SFL