



STRIKE FIGHTER LEAGUE

WELCOME TO FABULOUS LAS VEGAS

The Dogfight Bracket

SFL Pilot SPINS

Mar '26



Mission: Overview

- **Each round in the Dogfight Bracket will be:**
 - **Best of 3 sets** 2x Perch, 1x HABFM
 - 1st set – Higher seed is Attacker
 - 2nd set – Swap roles
 - 3rd set – High Aspect BFM (HABFM) Abeam set



Admin: Overview

- **Map Study**

- Not required

- **Line Up**

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

- **Environmentals**

- CAVU, winds light, sun overhead

- **Fuel**

- F/A-18 will start w 2.2k# (20% fuel)
- F-16 will start w 2.2k# (30% fuel)

- **Comm** Per TechAdmin SOP



Admin: Overview

- **Marshal / Taxi / Takeoff / Departure**

- All sets competitors will spawn airborne at PADS

- **Recovery**

- Not required – an aileron roll post guns kill is encouraged



TacAdmin: Overview

- **Fires**

- 20MM - Full loadout / Slick aircraft

- **Expendables**

- All buckets filled w/ Flares

- **Navigation**

- Not required

- **Comm**

- **Comm 1 (PRI) VHF:** Black 01 (123.4)
 - LIVE BROADCAST and CONTROL
- **Comm 2 (AUX) UHF:** Yellow 02 (246.8)
 - Internal only Admin/TacAdmin
- Competition Control Callsign: **"CLASSIC"**

- **Threats**

- Your bracket opponent

- **Operating Area**

- Nevada Test & Training Range (NTTR)



TacAdmin: Perch Setup

- **Spawn** Competitors will spawn into SFL paused server
 - **Defender** will be straight and level
 - **Attacker** will be at the PADS for Fight's On



TacAdmin: Perch PADS

• Attacker PADS

Position

- 4AA from the Defender

Altitude

- 10k' AGL

Distance

- 3k' slant range

Speed

- 325kts IAS





TacAdmin: Perch PADS

• Defender PADS

Position

- Level w Attacker at 40° AOT

Altitude

- 10k' AGL

Distance

- 3k' slant range

Speed

- 325kts IAS





TacAdmin: Perch Comm

- **Aux (Yellow 02)**

- CLASSIC will assist in fight setup; competitors will be in server pause

- **PRI (Black 01)**

- Once competitors are set...
- **CLASSIC:** *"Attacker call Ready"* **ATTACKER:** *"Ready"*
- **CLASSIC:** *"Defender call Ready"* **DEFENDER:** *"Ready"*
- **CLASSIC:** *"3, 2, 1, Fight's On"*
- At the completion of "one" players will come off freeze



TacAdmin: HABFM PADS

- **PADS**

 - Position

 - Abeam (line abreast)

 - Altitude

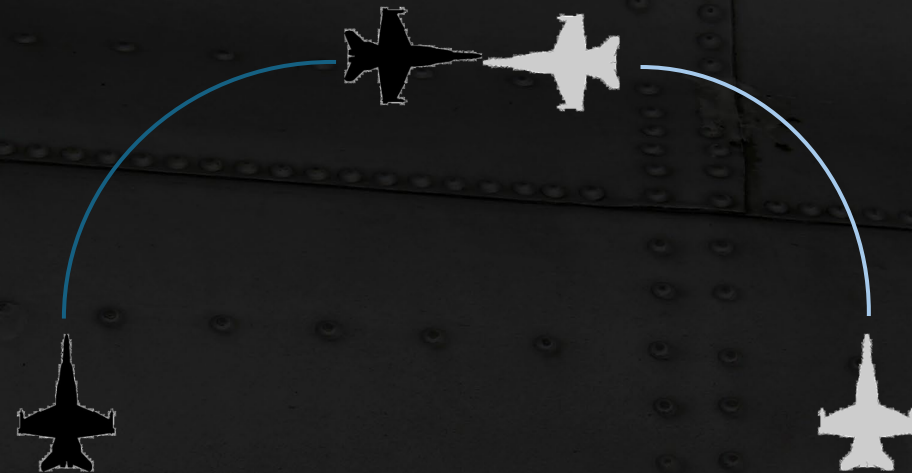
 - 15k' AGL

 - Distance

 - 1.0NM

 - Speed

 - 350kts IAS





TacAdmin: HABFM Comm

- **Aux (Yellow 02)**

- CLASSIC will assist in fight setup; competitors will be in server pause

- **PRI (Black 01)**

- Once competitors are set...
- **CLASSIC:** *“Call Ready Left”* **LEFT FIGHTER:** *“Ready”*
- **CLASSIC:** *“Call Ready Right”* **RIGHT FIGHTER:** *“Ready”*
- **CLASSIC:** *“3, 2, 1, Fight’s On”*
- At the completion of “one” players will come off freeze



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.



Mission: Kill or Be Killed

- **Attacker**

- Maintain the offensive position
- Employ in a Weapons Engagement Zone (WEZ)
- Transition to HABFM if neutralized

- **Defender**

- Defeat the initial weapons employment
- Maneuver to deny a WEZ
- Neutralize the Attacker
- Transition to HABFM

- **HABFM**

- Deny opponent weapons employment opportunities
- Achieve first weapons employment opportunity
- Gain positional advantage
- Employ weapons
- Timely transition to DBFM, if req'd



Scoring

Acronym	Meaning	Definition
S	Unified Impact Score (UIS)	A cumulative, simultaneous, series-based measure of comparative fighter impact across perch and high aspect BFM starting conditions. Higher = better
T_{CZ}	Control-Zone Time	Time in a premium offensive position: <ul style="list-style-type: none"> AOT $\leq 30^\circ$ Range 0-2.5kft
T_{OFF}	Offense Time	Time in a valid offensive state, defined by: <ul style="list-style-type: none"> $\leq 90^\circ$ AOT (on or aft of opposing aircraft's 3/9 line) AON $\leq 45^\circ$ (w/in 45° of nose) Range ≤ 5.0kft
T_{DENY}	Deny Time	Time Defender keeps Attacker outside CZ
R_i	Rounds on Target	Weighted sum of bullet impacts: <ul style="list-style-type: none"> Vital (cockpit/engine/wing-root) $\times 3$ Major (fuselage/inner wing) $\times 2$ Peripheral (outer panels/stores) $\times 1$
T_r	Hit Conversion	Converts R_i to equivalent impact time
W_{DEFEAT}	Weapons Defeated	Number of defeated gun shots ≥ 1.0 s with 2s cooldown
T_D	Defeat Conversion	Converts W_{DEFEAT} to seconds
O_{SHOOT}	Overshoot Forced	Defender forcing the offender in front of their 3/9-line
T_{OS}	Overshoot Conversion	Converts O_{SHOOT} to equivalent impact time
T_{MATCH}	Match Length	<ul style="list-style-type: none"> Perch fight time limit = 90s High-aspect fight time limit = 120s
T_{KILL}	Time-to-Kill	Time elapsed until opponent kill. Kill = gun, CFIT, ejection, fuel mort, or any opponent death condition
T_{BONUS}	Bonus	Bonus impact time awarded for achieving a kill before match expiration



Scoring

How the Score Is Calculated

UIS Formula (per player, per set - cumulative per round/matchup)

$$S = T_{CZ} + T_{OFF} + T_{DENY} + (R_i \times T_r) + (W_{DEFEAT} \times T_D) + (O_{SHOOT} \times T_O) + (T_{BONUS})$$

Kill Bonus

- $T_{BONUS} = T_{MATCH} - T_{KILL}$ when a kill occurs
- $T_{BONUS} = 0$ if no kill occurs within the match time limit



Tie Breakers (if UIS tied)

- Cumulative over the three-set series

1. More Finishes (gun kill > no-kill)

If same...

2. Higher ($R_i \times T_r$)

If same...

3. Higher T_{CZ}

