

56th VFW William Tell 2008 Observers Guide

This guide is for Observers & Teams competing in the 56th VFW William Tell Competition. It is intended to help fly each profile properly and to report & score each accurately. Use this guide as a ready reference and checklist throughout the Competition.

As an observer you can be an invaluable asset to the team flying by being able to make judgment calls on issues that may not be readily apparent in game or in the ACMI and debrief screenshots. As an example you can make judgment calls on whether bandits were shot outside of the established ROE, got past demarcation lines and even make a call on whether or not a team should be able to re-accomplish a profile due to any number of whacky issues. Use your best judgment and be fair, but remember your decisions affect all contestants not just the team you are observing.

Go over the following General and Profile Specific checklist before and during each competition flight you compete in or observe for.

General checklist:

- 1) Before connecting to the host make sure:
 - Firewalls are turned off
 - Spyware software disabled
 - Anti Virus software disabled
 - Automatic Windows updates disabled
 - Instant messaging software shut down (ICQ, MSN & Yahoo messenger ect)
 - Any other program that may connect to the internet disabled/shut down.
 - IP switch is entered in shortcut to Falcon 4 56th OF 4.5. example:
(space)-ip (space) 000.00.000.000
 - Host IP is entered in phone book properly
 - Connection speed is set by host and the desired client connection speed is established and followed. Recommend 100 kbps +
 - Multiplayer critical Config Editor settings are synched up between all pilots flying the Profile
- 2) In “in game” setup make sure padlocking is disabled, labels should be turned off. Outside views are allowed for anyone filming or observing. **Filming should only be done with the team flying’s permission.** For filming views should not be switched often and timing for switching views should be done at times non critical to air combat. Observers use the same caution if you find outside views may be necessary for accurate observation.
- 3) Properly brief the team on Profile objectives & requirements/ROE **prior** to entering the TE.
- 4) Make sure at least 1 person takes an ACMI. The observer and at least 1 pilot from the team are recommended.
- 5) Everyone take screenshots at debrief. Make sure to take one with stats expanded as well!

Profile Checklist

Make sure both yourself and the Team flying have read and understand the objective for the Profile being flown, and any requirements/ROE specific to each Profile.

General

- Be aware of and make sure to brief any radar off requirements until on station steer point if Profile calls for it. **Profiles 1, 2 & 3** have this requirement. You should remind the team of this before getting into the TE, before take off and on the way to station area. In the Profiles that require radars off....once the team gets to the station steer point (usually stpt 4) on time they are allowed to go radar on.
- Double check the in game TE ROE and make sure that labels and padlocking are disabled and all other settings are set to full realism. If they are not reset and re-save TE.
- Remind pilots to check their graphics, controller, keystrokes ect. settings in the in game setup.
- Teams must land safely at home plate or one of 2 authorized alternate airfields. For William Tell home plate is Kangnung AB. The 2 alternates are Mandumi AB and Sokcho AB.

Profile Specific

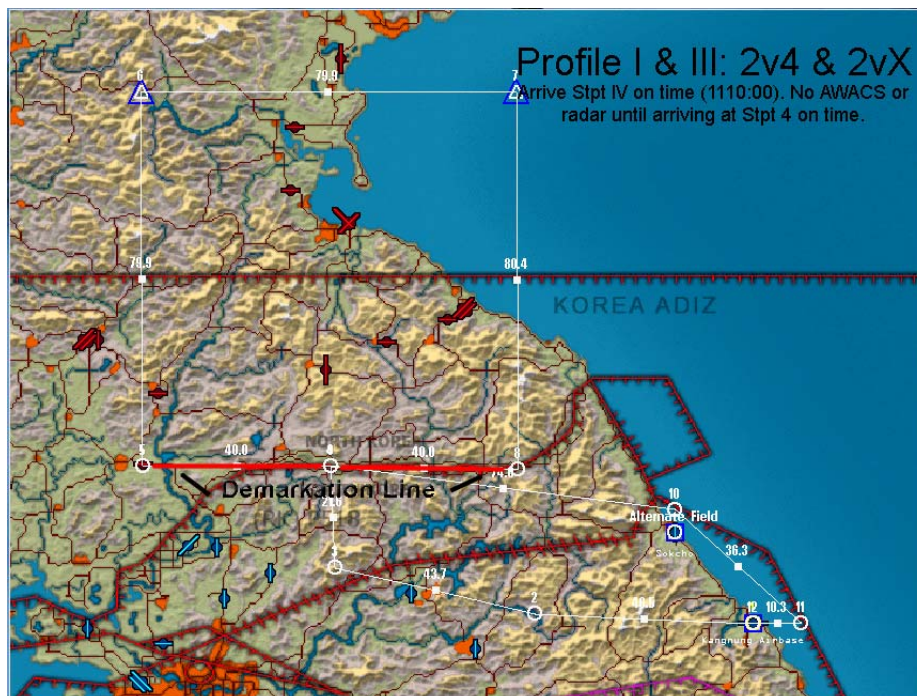
Profile I: 2v4 Lane Defense

Quick Reference Snapshot

- No radar or AWACS calls allowed until at Stpt 4 and on time. TOS (Time On Station) for Stpt 4 is 1110:00.
- Vulnerability time is 20 mins. Stay in AOR until 1130:00
- Destroy targets as quickly as possible. Time to bandits down counts.
- Missile hits count regardless of whether the aircraft is destroyed
- Try to down all bandits and not let any across the Demarkation line

Points:

- + 200 for each kill
- 200 for each time a team member is shot down or does not land
- 200 for each time a friendly is shot down
- + 100 Engagement won without any bandits leaking past CAP demarcation line
- 100 For every bandit that makes it past the demarcation line.
- + 100 quickest time to all targets killed
- + 50 2nd quickest time to all targets killed
- + 25 3rd quickest time to all targets killed



Profile I Detailed Description

Objective: Accomplish element lane defense during a specified vulnerability period. Elements will be tasked with sorting bandits and friendlies, and target using beyond-visual-range (BVR) rules of engagement (ROE) in the minimum amount of time.

Lane defense will be 40 miles to either side of your ingress route to station steerpoint. The demarcation line for defense is at the station steerpoint. The mission will be set up so that your waypoint lines will define the area you're responsible for. AWACS is available. The goal is to not allow anything past the demarcation line and the area of responsibility is the 80 mile corridor (40 miles to each side) extending out 80 miles beyond station steerpoint. Vulnerability period is 20 minutes after you get to CAP area. Follow caret closely up to that point to arrive on time.

Shots made on a bandit inside of the AOR corridor BEFORE he crosses back out of the North, East or West AOR boundaries will count if they hit, even if they do so once the bandit is across the boundary.

Shots made on a bandit BEFORE he crosses INTO the AOR corridor **are not** allowed. You must wait until the bandit is in the corridor to engage.

Hit's are counted whether the bandit go's down or not. Note that even though a hit on a bandit counts whether it's a kill or not, you'll still suffer a penalty for a wounded bandit that makes it across the demarcation line.

Profile II: Element Attack / 2v1

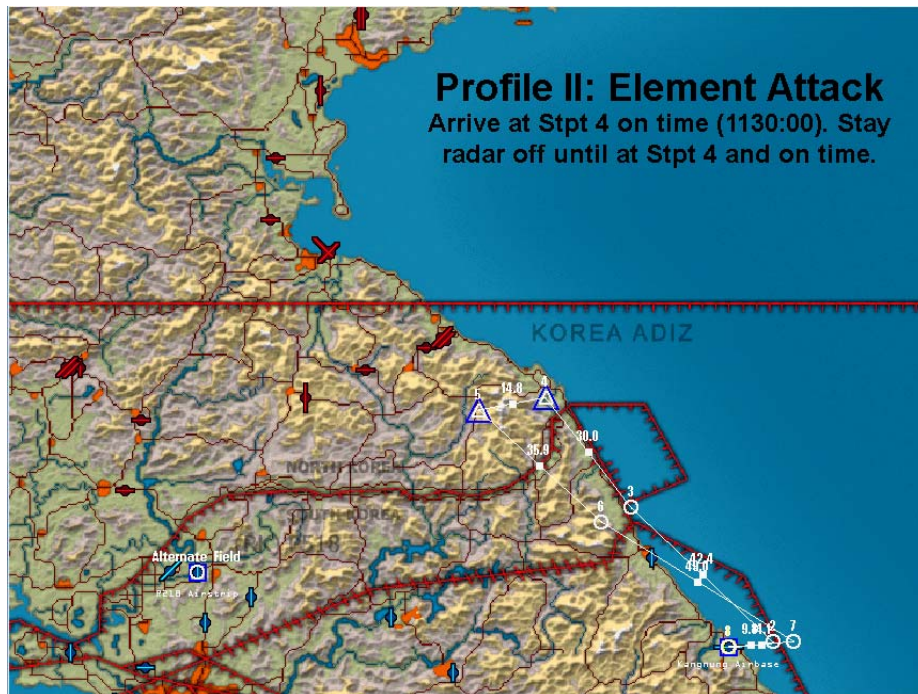
Quick Reference Snapshot

No radar or AWACS calls allowed until at Stpt 4 and on time. TOS (Time On Station) for Stpt 4 is 1130:00.

- Destroy targets as quickly as possible. Time to bandits down counts.
- Missile hits count regardless of whether the aircraft is destroyed
- Note that for scoring the AIM-9 & AIM-120 shots are scored separately.

Points:

- + 200 for each kill
- 200 for each time a team member is shot down or does not land
- + 100 quickest individual time to target killed (both AIM-9 and AIM-120 shot, score each separately)
- + 50 2nd quickest individual time to target killed (both AIM-9 and AIM-120 shot, score each separately)
- + 25 3rd quickest individual time to target killed (both AIM-9 and AIM-120 shot, score each separately)
- + 100 quickest team time to all targets killed
- + 50 2nd quickest team time to all targets killed
- + 25 3rd quickest team time to all targets killed



Profile II Detailed Description

Objective: Employ element tactics against 2 targets to live-fire an AIM-120C and an AIM9M shot.

Stay on steerpoint & caret to target steerpoint. Once at the target area and on time your observer will give the "Go" order. Your goal is to find the enemy and employ tactics to achieve the quickest kills possible. You'll only have 1 AIM-120 and 1 AIM-9 so make them count! This is a timed event.

This profile must be flown twice by each team. There are 2 TE's you'll need to use. Hop 1 for the first go-around and HOP 2 for the second. 1 aircraft will be loaded with a single AIM-9M, the other with a single AIM-120. Use element tactics to fire one shot each on the bandits without getting shot yourself. On the second go around swap aircraft/missiles carried. In other words if you fired an AIM-9 the first time around, employ the AIM-120 on the second hop and vice versa.

Score each run separately.

Profile III: 2vX Lane Defense

Quick Reference Snapshot

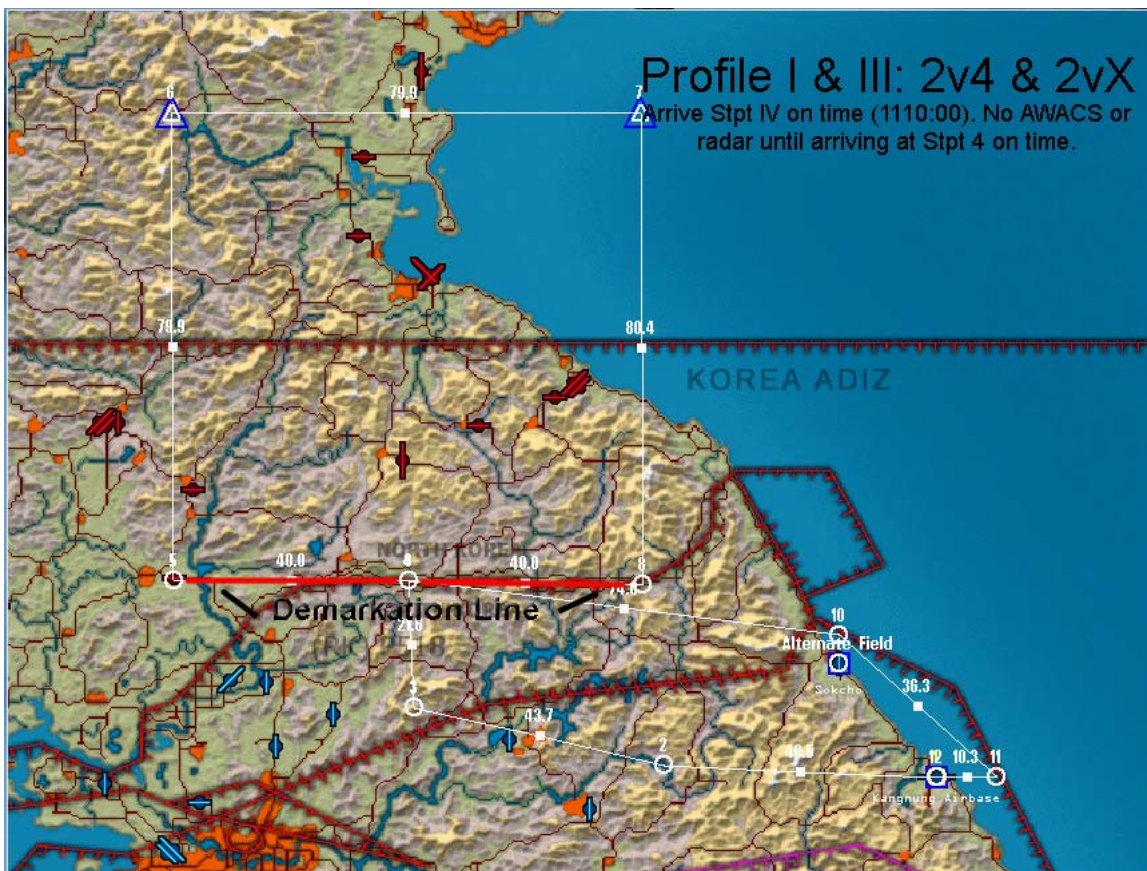
- No radar or AWACS calls allowed until at Stpt 4 and on time. TOS (Time On Station) for Stpt 4 is 1110:00.
- Vulnerability time is 20 mins. Stay in AOR until 1130:00
- Destroy targets as quickly as possible. Time to bandits down counts.
- Missile hits count regardless of whether the aircraft is destroyed
- Try to down all bandits and not let any across the Demarkation line

Points:

Since the number of bandits is unknown in this profile, points for each kill will be calculated by dividing the number of total bandit kills possible into 800

- 200 for each time a team member is shot down or does not land
- 200 for each time a friendly is shot down
- + 100 Engagement won without any bandits leaking past CAP demarcation line
- 100 For every bandit that makes it past the demarcation line.

- + 100 quickest team time to all targets killed
- + 50 2nd quickest team time to all targets killed
- + 25 3rd quickest team time to all targets killed



Profile III Detailed Description

Objective: Accomplish element lane defense during a specified vulnerability period. Elements will be tasked with sorting bandits and friendlies, and target using beyond-visual-range (BVR) rules of engagement (ROE) in the minimum amount of time.

Lane defense will be 40 miles to either side of your ingress route to station steerpoint. The demarcation line for defense is at the station steerpoint. The mission will be set up so that your waypoint lines will define the area you're responsible for. AWACS is available. The goal is to not allow anything past the demarcation line and the area of responsibility is the 80 mile corridor (40 miles to each side) extending out 80 miles beyond station steerpoint. Vulnerability period is 20 minutes after you get to CAP area. Follow caret closely up to that point to arrive on time.

For this profile you will NOT know how many bandits you're facing! There will also be friendly aircraft of unknown numbers mixed in. Of course the friendlies are not to be engaged/fired on, and need to be sorted from enemy aircraft.

Shots made on a bandit inside of the AOR corridor BEFORE he crosses back out of the North, East or West AOR boundaries will count if they hit, even if they do so once the bandit is across the boundary.

Shots made on a bandit BEFORE he crosses INTO the AOR corridor **are not** allowed. You must wait until the bandit is in the corridor to engage.

Hit's are counted whether the bandit go's down or not. Note that even though a hit on a bandit counts whether it's a kill or not, you'll still suffer a penalty for a wounded bandit that makes it across the demarcation line.

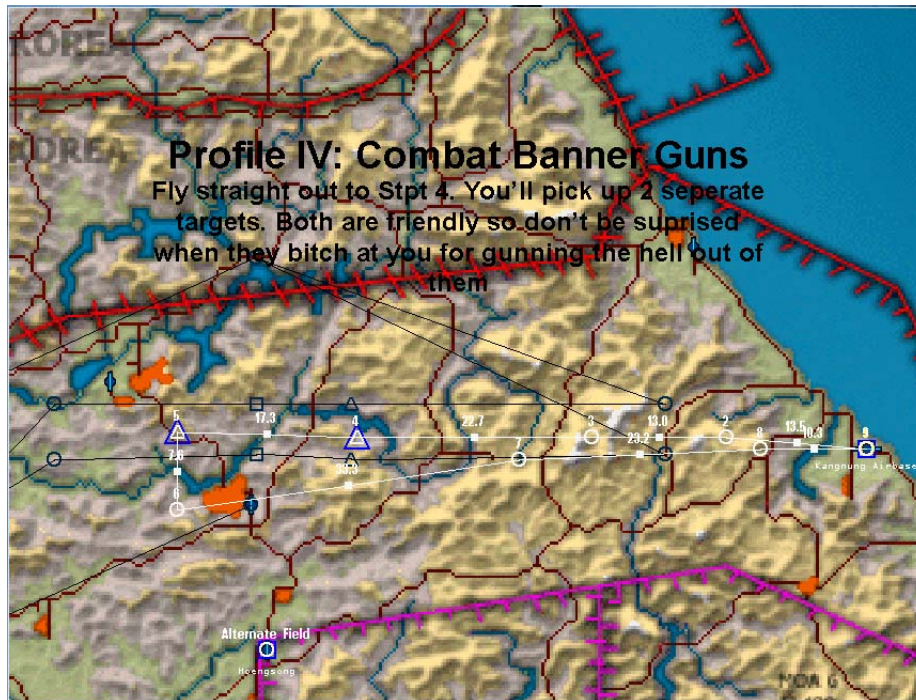
Profile IV: Combat Banner Guns

Quick Reference Snapshot

- Fly to Stpt 4. You'll pick up 2 targets. They are friendlies, but this is who you are supposed to shoot.
- Arriving exactly on time is not an issue in the Profile.
- Each pilot target a different target acft.
- Get to/Stay at around the same flight level as the target approaching front quarter.
- Do not lead turn! Timing will start once the aircraft and target pass wing to wing.
- Turn as/after you are even with the target.
- Time stops when target blows up.

Points:

- + 700 Target Killed
 - + 350 Target Damaged
 - 200 For team members who do not land
-
- + 100 quickest time to kill after merge
 - + 50 2nd quickest time to kill after merge
 - + 25 3rd quickest time to kill after merge
-
- + 100 quickest team time to kill after merge
 - + 50 2nd quickest team time to kill after merge
 - + 25 3rd quickest team time to kill after merge
-
- + 1 for each percentage point of shells on target



Profile IV: Combat Banner Guns Detailed Description

Objective: Intercept and employ sequential gunnery attacks to achieve maximum total hits on the Banner/Target in a limited amount of time.

Follow steerpoints and pick up aerial gunnery targets. This is a timed event. Timing starts at the merge with targets. There is a time limit of 5 mins post merge. After this time limit has passed the profile is finished regardless. Any shots made after the 5 min limit will not count. Each pilot will pick a target each before the merge. At merge turn and employ tactics to achieve a guns kill as quickly as possible. Timing ends for each pilot at the downing of the chosen target. Points will be assessed both for speed and accuracy. 1 point will be scored for each percentage point of shells on target. If your target is not downed the only points awarded will be for shells on target. Make sure to call in "Target Downed" to your observer so he can stop timing.

ACMI tapes will be reviewed for actual merge time and downed call and ACMI will be used to establish actual "downed" time. Downed for this competition is defined as blowed the @\$%# up, in pieces, vaporized. For the merge initially I was thinking it was fine to lead turn, however this is proving to difficult to review and establish accurate merge time. All teams will fly toward the bandit at the same flight level plus or minus a reasonable amount (+/- 50 feet or so), and will **NOT** initiate a turn until even with or past the Bandit at the merge.

Profile V: Operation Nobel Eagle Scenario

Quick Reference Snapshot

- Ramp, Taxi and Target ID as quickly as possible.
- AWACS allowed immediately

Points:

- + 200 Ramp Start Under 5 mins
- + 200 Airborne In Under 7 mins
- + 200 Target Intercept (Radar Contact Under 30 miles) in under 45 mins
- + 200 Positive Target VID
- 200 for each time a team member is shot down or does not land

Bonus Points:

- + 50 for quickest pit to ramp start complete
- + 25 for 2nd quickest ramp start complete
- + 15 for 3rd quickest ramp start complete

- + 50 for quickest team pit to ramp start complete
- + 25 for 2nd quickest team ramp start complete
- + 15 for 3rd quickest team ramp start complete

- + 50 for quickest pit to airborne
- + 25 for 2nd quickest pit to airborne
- + 15 for 3rd quickest pit to airborne

- + 50 for quickest team pit to airborne
- + 25 for 2nd quickest team pit to airborne
- + 15 for 3rd quickest team pit to airborne

- + 50 for quickest acft ID
- + 25 for 2nd quickest acft ID
- + 15 for 3rd quickest acft ID

- + 50 for quickest team acft ID
- + 25 for 2nd quickest team acft ID
- + 15 for 3rd quickest team acft ID

Profile V: Operation Nobel Eagle Scenario Detailed Description

Profile Description: Elements will ramp start two combat loaded aircraft. The team will be graded on how fast they go from ramp start begin to rolling, to take off and then successful intercept. Timing will stop when the element intercepts the unknown aircraft/adversary and VID's. At VID pilots will report the adversary's physical or aircraft model description to their team observer. For non-fighter type aircraft a general description of type is sufficient. In this case pilots would ID as a tanker, AWACS, cargo, or bomber aircraft. For fighter type aircraft the basic model must be called out/ID'd.

In this case pilots must ID aircraft as MiG-29, MiG-23, Su-25, F-15 etc. For any of the Su-27 family of aircraft (Su-27, Su-35, Su-37 etc), IDing as Su-27 is acceptable. This is also true of any aircraft that has similar variants.

The goal for scoring is to time each pilots ramp start time, time from in the pit to in the air, time from in the pit to target intercept (defined as radar contact/lock within 30 miles) and total time from in the pit to actual target VID (Visual ID). The teams time will be the slowest timed pilot in each phase.

To facilitate this, timing for the first phase will not begin until everyone is in the pit. DO NOT begin your ramp start until all flight members call in the pit and the observer clears you to begin. Setting of any switches IS NOT allowed until the Observer clears you to begin. Ramp start timing begins at the observers direction and ends when you begin taxi. Consider "in pit" time as the same as when the ramp start begins. The in pit clock is a good reference to start timing for observers. I recommend starting on the minute. To get the time for the ramp as exact as possible the ACMI needs to be started immediately as the observer calls begin for the ramp start. Once you're cleared to start your first action needs to be starting the ACMI recording and then continue with the ramp start.

MAKE SURE you call out taxi when ramp start is complete and you begin rolling. No cutting across grass areas is allowed. Stay on the taxiways. ACMI will be reviewed for precise timing for when your jet starts rolling, but the call is important for the observer to get a good WAG on your time and be able to compare to the ACMI.

Taxi and call out "Airborne" when your wheels break ground. The next timing phase ends when you have radar contact with the target within 30 miles. The final timing phase will end once you have acquired and **VISUALLY ID** the target. You must call in the physical or aircraft model description of the target to your observer to complete this profile. To get correct timing from ACMI you need to snap roll when you've ID'd the target BEFOR/AS you are calling in to the observer. Please do not forget to do this. Again, once you have ID'd the target **snap roll** and call in. Your snap roll will be assed on ACMI for time and compared to the actual call to the observer for final scoring. If you are not the first team member to visually ID the target, proceed and call in the description WHEN YOU ARE WITHIN VISUAL RANGE and have made the ID yourself. Remember that this is based on integrity. Please actually fly in and get a visual on the target before calling in. Also keep the target ID to yourself. You don't want other teams to know this before they fly this profile for obvious reasons.

Teams will need to set up an **individual** whisper key to the Observer for this profile. That's from yourself to the Observer only, not your wingman. This will allow each pilot to make his own ID of the target on their own. Observers will note the target ID by each pilot. If the ID is incorrect no points will be awarded/added to the pilots/teams overall score.

Profile VI: Tie Breaker Profile

This profile will only be flown in the event of a tied score for Top Gun and or Top Team.

1v1 or 2v2 vs tied competitors. Loadout: 2 AIM-120B, 2 AIM-9M, Full Guns, Jammers.

No labels, no outside views, No padlocking. 3 Full rounds using point scoring as detailed.

Engagements will be flown in a custom TE within a 100 x 100 mile engagement area. Once in the area Teams are NOT allowed to leave the boundaries until the engagement is finished. If a team or team member does leave the area the engagement being flown is automatically forfeit.

Points:

+ 100 for each kill

- 50 each time a team member is shot down, either by the opposing team or teammate

+ 25 Engagement won

+ 25 Engagement won with neither team member shot down

+ 100 Entire Match won with neither team member shot down