

# **Kitsap Arcs Sixth Annual Warbird 28 May 2022**

## ***Pilot Information Sheet***

This event is a Fly-In open to club members and guests flying warbirds of all types. AMA membership is required, turbines are not allowed.

There will be four scored competitive events.

**Formation Flying.** Each team will fly in echelon formation the length of the runway at 50 to 100 feet. They will make three passes the pass with the best score being the final score. For extra points one additional maneuver may be added equal to 50% of the best pass score.



Additional maneuvers for points are: Formation Take Off, Formation Loop, From echelon perform a Five second break on pitch out for landing.

***It is suggested teams form up long before the event and practice.***

**Carrier Landings.** For Naval aircraft equipped with an arresting hook a four wire simulated carrier deck is painted on the runway. There are four arresting wires. Each pilot is given three attempts to make an arrested landing.



Scoring is as follows. The line painted 20 feet in front of wire #1 is the ramp. Touch down prior to that you have crashed. Touch down on either side of the carrier you have crashed. Touch down 20 feet past wire #4 you have crashed. Arrest on wire #1 you earn 1 point, Arrest on wire #2 or #4 you earn 3 points. Arrest on wire #3 you earn 5 points.

Bonus Points: Land on first pass 5 points, Land on second pass 3 points.

The number of times you will get to fly will depend on the number of entries we would like to have each pilot fly two rotations.

**Precision Landings.** For Non-Naval aircraft. The carrier deck is used and scores as such. Land before line 1 after the 20' line you get 1 point. Land between lines 1 and 2 you get 2 points. Land between lines 2 and 3 you get 5 points. Land between 3 and 4 you get 2 points. Land after line 5 before the 20' line you get 1 point.

Bonus Points: Land on first pass 5 points, Land on second pass 3 points.

*The Carrier deck is permanently painted on the runway it is suggested spot landings be practiced. If there is enough interest we can rig the arresting gear for a practice session a week or two before the event.*

**Bombing.** The preferred bombing method will be glide bombing or skip bombing. Each aircraft may carry multiple bombs. Each pilot is allowed three runs at the target if no bombs drop or no bombs hit the ship sortie score is zero.

A torpedo sliding down the runway contacting the ship is scored as a hit.

The target is an 8' long 2' tall plywood warship silhouette. First pass hit is 100 Points, second pass hit 66 points, third pass hit 33 points.

*(Japanese planes diving into the ship will be declared automatic winners)*

The number of sorties you will get to fly will depend on the number of entries we would like to have each pilot fly two rotations.

Since this is an AMA sanctioned event no maiden flights are allowed. However the Sanction does not start 09:30. The airfield is open for flying prior to 09:30

**Must show AMA Card to register.**

07:30-9:30 Open Flying

08:00 Registration

09:45 The Safety meeting and pilots briefing

10:15 Precision Landing Contest

11:00 Bombing

11:30 Lunch and open flying

12:15 Carrier Landing

1:00 Formation Flying