

Contest Protocol

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 on the painted line 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.

After take off you may make one traffic pattern to trim the aircraft if necessary. If you fail to engage the wire on either of your first two attempts and can get airborne prior to reaching the end of the deck you may continue till your third attempt.

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

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 1point. 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.

After take off you may make one traffic pattern to trim the aircraft if necessary
Bonus Points: Land on first pass 5 points, Land on second pass 3 points.

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 target sortie score is zero.

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

The target is a 10' long 2' tall Aircraft Carrier. First pass hit is 100 Points (per bomb), second pass hit 66 points, third pass hit 33 points.

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