

RANGE CONTROL
233.8

FIELD
ELEV
3

GPS
N 35°58.060'
E 126°42.702

- 10° LALD = 10° dive Low Altitude, Low Drag
- 10° LAHD = 10°dive Low Altitude, Hi Drag
- 20° LALD = 20° dive Low Altitude, Low Drag
- 30° DB = 30° Dive Bombing
- 45° HADB = 45° High Altitude Dive bomb
- 45° HARB = 45° High Altitude recovery bombing (when you need to recover above a certain threat altitude.
- STRAFE = Air to Ground Gunnery on the vertical targets

All those events have their own settings in the following table:

Event	Base Alt in thousand of feet AGL (MSL)	Base Distanc e Nm	Base Airspeed (Kcas)	PRA (Planned Release Alt.) AGL (MSL)	MRA (Min Release Alt.) AGL (MSL)	Rel Airsp eed (Kcas)	% BFL (Bomb Fall line)	Fuse Arm	Bomb TOF (time of Flight)	Foul altitude AGL (MSL)
10° LALD	3.0 (3.0)	2.3	375	1.5 (1.5)	1.3 (1.3)	450	55	4.58	5.73	1.0 (1.0)
10° LAHD	2.0 (2.0)	1.8	375	0.6 (0.6)	0.4 (0.4)	450	25	3.11	2.7	0.1 (0.1)
20° LALD	5.0 (5.0)	2.1	350	2.0 (2.0)	1.7 (1.7)	450	39	4.58	4.91	1.0 (1.0)
30° DB	8.0 (8.0)	2.07	350	3.1 (3.1)	2.8 (2.8)	450	39	4.58	5.67	1.5 (1.5)
45° HADB	14.0 (14.0)	2.2	300	7.7 (7.7)	7.2 (7.2)	450	51	4.58	10.3	4.5 (4.5)
45° HARB	20.6 (20.6)	2.7	300	14.2 (14.2)	13.0 (13.0)	0.85/ 415	80	4.58	17.3	10.0 (10.0)
Low angle Strafe	2.1 (2.1)	2.0	400	-	-	450	-	-	-	0.5 (0.5)

Flying an event is simply flying the pattern applying the above parameters. The most important point is the Base turn and the above settings let you know where you should be when turning base. As said before, the trick is to turn Base at the right moment.

Do not allow any error on base, if you are outside parameters, simply declare a dry pass and overfly the target at the Base altitude, keeping your place in the pattern.

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