

RESTRICTIONS

RANGE CONTROL
233.8

GPS
N 37°08.128'
E 130°20.589

FIELD
ELEV
2854

- 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 Distance Nm	Base Airspeed (Kcas)	PRA (Planned Release Alt.) AGL (MSL)	MRA (Min Release Alt.) AGL (MSL)	Rel Airspee d (Kcas)	% BFL (Bomb Fall line)	Fuse Arm	Bomb TOF (time of Flight)	Foul altitude AGL (MSL)
10° LALD	3.0 (5.8)	2.3	375	1.5 (4.3)	1.3 (4.1)	450	55	4.58	5.73	1.0 (3.8)
10° LAHD	2.0 (4.8)	1.8	375	0.6 (3.1)	0.4 (3.2)	450	25	3.11	2.7	0.1 (2.9)
20° LALD	5.0 (7.8)	2.1	350	2.0 (4.8)	1.7 (4.5)	450	39	4.58	4.91	1.0 (3.8)
30° DB	8.0 (10.8)	2.0	350	3.1 (5.9)	2.8 (5.6)	450	39	4.58	5.67	1.5 (4.3)
45° HADB	14.0 (16.8)	2.2	300	7.7 (10.5)	7.2 (10)	450	51	4.58	10.3	4.5 (6.3)
45° HARB	20.6 (23.4)	2.7	300	14.2 (17)	13.0 (15.8)	0.85/4 15	80	4.58	17.3	10.0 (12.8)
Low angle Strafe	2.1 (4.9)	2.0	400	-	-	450	-	-	-	0.5 (3.3)

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.

- Base Altitude is the altitude where you should be before turning base. It's in thousands of feet and be aware it is AGL, the range is 2854 feet elevation, so a base Alt of 3.0 is actually 3000+2854 = 5854feet. In the table above, the first altitude is AGL, the second one takes Kotar elevation into account (MSL) remember to be on Kotar local altimeter setting.
- Base distance is the horizontal range from the target where you should start to turn base. As seen above, the best way to gauge that distance is visually but you van also trick the system by using the CCRP base distance to target. Make sure the steerpoint of interest is the target, select CCRP and check base distance to target in the HUD given in the bottom right of the HUD.

RESTRICTIONS