

WarBirds Fighter Racing

Sunday, July 28th, at 2030 Hours

Fighters - P-38L, P-51D, or F4-U4

WarBirds Cash Prizes!

Prizes up to Fourth place teams!



Register by email.

CustomerService@IENT.com



**Racing in the Valley Terrain,
Dodging Ack and Destroying Targets**

Heat 1: Start at GAF 36 - End at GAF 44.

Heat 2: Start at GAF 44 - End at GAF 36.

[Rules and Scoring posted on IENT.com.](#)

Rules

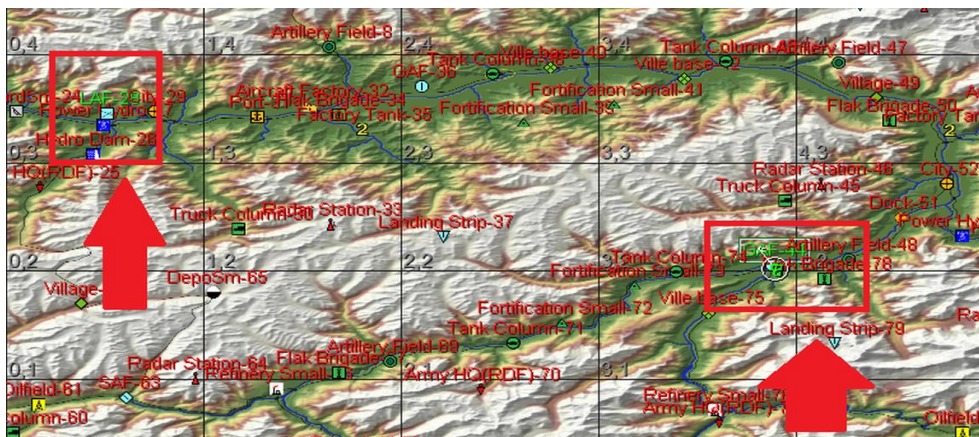
- 1) **Players race as Green, destroying Red Targets as shown in the Map below.**
- 2) **Players may choose P-38L, P-51D, or F4-U4 to race in.**
- 3) **Players will have the loadout of the Player's choosing for killing the targets along the route.**
 - a. **A total of three targets must be destroyed from the enemy target sites along the route on both the forward and return runs.**
 - i. **It is recommended that players decide which targets to hit as some are harder than others.**
 - b. **The More Targets hit the higher the Race Score.**
- 4) **Each Player will be given a start time to fly.**
- 5) **Each Player should time themselves and report it.**
- 6) **Race timing from Start Engines to Stopped/Engine Off at Landing for each leg.**
- 7) **Start and Engine off landing posted on Channel 100.**
- 8) **Each Player will be tasked with flying two approximately 8-minute races.**
- 9) **Players can retry as many times as they want with there best score counted.**
- 10) **Total time is the total time of the two full races.**
- 11) **Other Players may follow the action with other racers by using the .CMEYE command and their Joysticks to fly behind the Racers.**

- a. It would be helpful if you could take a video with sound. Please forward video to customerservice@ient.com.**
- 12) Ack will try to shoot you down while you are destroying targets.**
- 13) Wins will be the fastest total time of both races combined plus targets destroyed, and landings as shown in the chart at the end of this rules section in the picture at the bottom of the rules.**
- 14) Ack is on, so jinking is recommended.**
- 15) Race start time for each team will be announced by the Race Janitors.**
 - a. It has been suggested to let each team do their Race to completion but IENT will launch teams every 5 mins so you may see airplanes coming back the other way, so no one is waiting any length of time to start.**
 - b. Kill shooter will be on and you can collide with another player on the Race Course.**
- 16) Race end for timing will be determined by the Player calling landed and completely stopped on Channel 100.**
- 17) Should any member not make it to landing safely, they must start over and complete the race to compete. The crashing player must restart and complete the course for this to be implemented for total scoring with a 20 second penalty for flying second or however many legs it takes to complete each leg of the race.**

- 18) Each Team should use any Recording software that starts with the times posted by the Race Janitors for Engine Start until the full team is landed and stopped.
 - a. IENT recommends Free Recording System is <https://www.xsplit.com/broadcaster>
- 19) Each player needs to forward a version of the race film from their race with taking off, landed, and stopped to CustomerService@IENT.com if possible.
- 20) All Players must land on runway with gear down successfully. (See scoring below for off the runway or not successfully landing on gear.)
- 21) Refuel, Rearm, and Prepare to fly the Return Route back to GAF 36 with the same requirements.
- 22) All Rule subject to refinements by the Managers!
- 23) Race Route below.

Race Route

Player must kill minimum of two targets along the route for Maximum Points.



Scoring Example

Place Scoring	1	600
(-40 per place)	2	560
	3	520
	4	480
	5	440
	ETC	

WarBirds Race Scoring				
Times/Mins	Front Run	Back Run		Points
Example	10,2			
Totals	11,4		1st Place	600
				600
Targets Destroyed	(+25 Each)			
	5	3		200
				200
Landings	(+40 Each)			
	1	1		80
				80
Other Deductions				
	(Not Landing on Runway = -30)	-15		
	(Not landing with Gear down and not damaged = -20)			
	(Going above the Rim of the Valley be each Player = -100)			
Total Score for the Event for winning team				880