

# **WarBirds Fighter Racing – Valley Terrain**

**Sunday, August 17th, at 2030 Hours**

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

**WarBirds Cash Prizes!**

**Prizes up to Fourth place teams!**

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**Racing in the Valley Terrain,**

**Dodging Ack and Destroying Targets**

**Race in the plane of your choosing!**

**F4U Corsair**

**P-51D Mustang**

**Hacker Tempest**

**P-38J**

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**Race from LAF 28,**

**Land at GAF 36 to rearm,**

**Land at LAF 57.**

**Please Record Your Flight if you CAN!**

**OBS Studio is FREE Download!**

**[Download | OBS](#)**

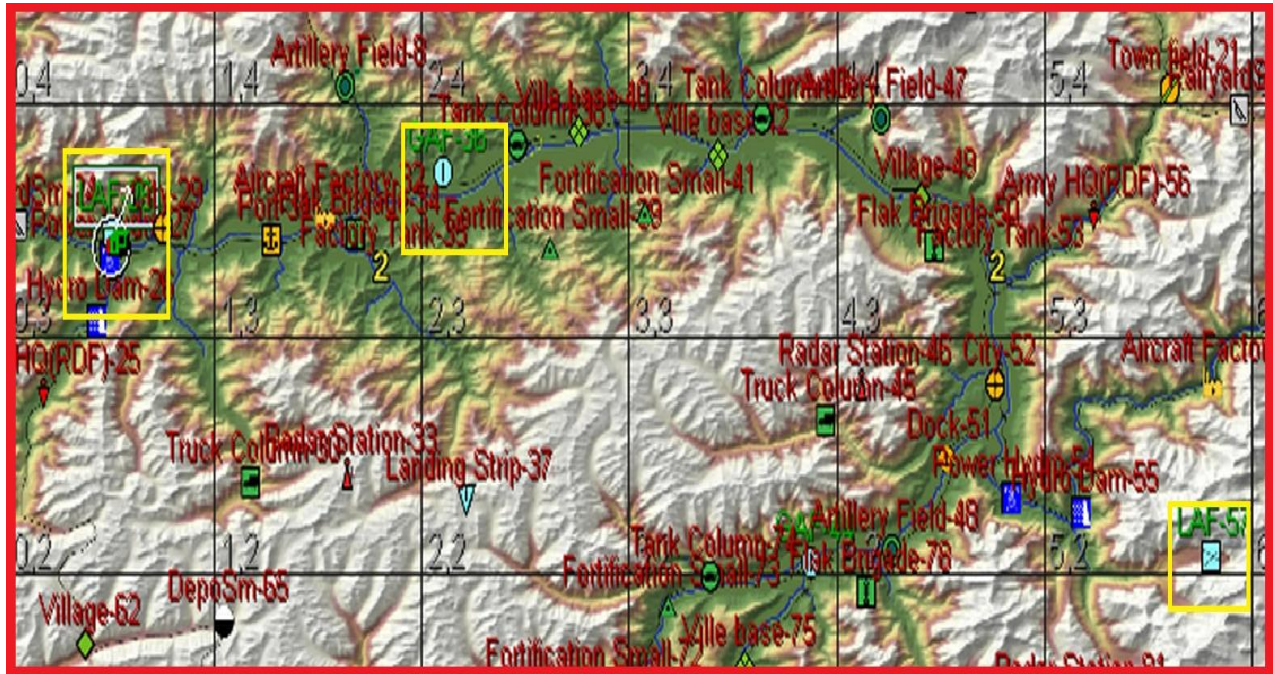
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### **Rules**

- 1) Players race as Green, destroying Red Targets as shown on the Map below.
- 2) Players may choose P-38j, P-51D, Hawker Tempest, or F4-U4 to race.
- 3) Players will have the loadout of the Player's choosing for killing the targets along the route.
- 4) A total of three targets must be destroyed from the enemy target sites along the route on both the forward and return runs.
- 5) It is recommended that players decide which targets to hit as many are harder than others.
- 6) **The More Targets hit the higher the Race Score.**
- 7) Each Player should time themselves and report it.
- 8) Race timing from Start Engines to Stopped/Engine Off from LAF 28 to LAF 57
- 9) Start and Engine off landing posted on Channel 100.
- 10) **Each Player will be tasked with flying two out and then back. Two Legs!**
- 11) Players can retry as many times as they want with there
  - a. Best score counted.

- 12) **Total time is the total time of the two full races.**
- 13) **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 make a video with sound.**
  - b. **Please forward video to customerservice@ient.com.**
  - c. **Recommend OBS software using highest quality possible.**
    - i. **[Download | OBS](#)**
- 14) **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.**
- 15) **Race end for timing will be determined by the Player calling takeoff and landing completely stopped on Channel 100 for each leg.**
- 16) **Should any member not make land safe, they must start over and complete the race to compete. Any crashing player must restart and complete the course for this to be implemented for total scoring**
  - a. **Each Team should use any Recording a. IENT recommends Free Recording System is OBS Studio.**  
**[Download | OBS](#)**
- 17) **All Players must land on runway with gear down successfully. (See scoring below for off the runway or not successfully landing on gear.)**
- 18) **Refuel, Rearm, and Prepare to fly the Return.**

## Race Route below



## Scoring

<b>Place Scoring</b>	<b>1</b>	<b>600</b>
<b>(-40 per place)</b>	<b>2</b>	<b>550</b>
	<b>3</b>	<b>500</b>
	<b>4</b>	<b>450</b>
	<b>5</b>	<b>400</b>
	<b>ETC</b>	

WarBirds Race Scoring					
Times/Mins	Front Run	Back Run		Points	Totals
Example	10.20	9.50			
Totals	20.1		1st Place	600	600
Targets Destroyed	(+25 Each)				
	5	3		200	200
Landings	(+40 Each)				
	2	2			160
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					960

# WarBirds Race Scoring

	Front Run	Back Run		Points	Totals
Times/Mins					
Example	10,2				
Totals	11,4		1st Place	600	600
Targets Destroyed	(+25 Each)				
	5	3		200	200
Landings	(+40 Each)				
	1	1			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