



MASTER PLAN

Exercise summary

IVAO Belux invites you to an exercise in order to practice your tactical helicopter flying with NVGs.

The main principle:

- You take a helicopter, alone or with a copilot
- You join the exercise briefing at the beginning of the event (on Discord)
- The mission commanders sends you a list of targets to find
- You prepare your flight, alone or with your colleague
- You proceed to the exercise area in order to spot as many targets as possible within the given timeframe
- You get out of the area on time, return to base and submit your screenshots for validation

The mission commanders will then make a ranking with all the pilots/teams, depending on how many targets were discovered.



Rules

- Helicopters are mandatory, VTOL like V-22 aircraft are not accepted. Flights will be done in **night time**, using either NVGs or an infrared camera (if not equipped, you can use a spotlight. Targets can be easily found with very low lighting). No time acceleration permitted. Real weather must be used (unless otherwise specified during the briefing). Pilots have to fly at a **maximum altitude of 500ft AGL**.
- A briefing will be given on the official discord HQ SO at <u>1830Z</u> where, after a reminder about these rules, the mission commanders will give you the list of possible targets. Failure to show up **before** the release of the targetlist will result in a penalty. The target folder is a **PDF file** but you will also get a **scenery file** for FSX, P3D and XP11 (no helicopters are available on FS2020).
- As of the release of the target folder, participants will have maximum **one hour** to prepare their flight and get into the zone. Every minute of delay will lead to penalties (see the table below). Don't forget that the way between the airbase and the exercise area is included in that hour.
- Once you enter the exercise area, the mission commanders will start your personal chrono. You have a maximum of **one hour** to find as many targets as possible and get out of the area. Each minute of delay getting out of the area will cost you a penalty. Take into account the way from your last position to the exit obviously.
- When you go out of the area, you will be told the exact time you spent in it. While you are flying back to base, feel free to already send your report. Make sure the staff received it before disconnecting.
- Reports must be done this way:
 - A Word or Wordpad document (DOCX, DOC, RTF, PDF)
 - First page with your name and VID +, if any, the name and VID of your copilot
 - One page per target
 - For each target, the target number and the picture(s).
 - Send the report to xb-specialops@ivao.aero
- Any unclear picture will be refused: try to be precise and accurate.
- The departure field will only be EBFS (Florennes Air Base) for coordination purposes.
 Feel free to ferry your helicopter to Florennes earlier that day if you want to discover the area :-)
- In order to receive SO points (Jet Fighter Award), you have to fly the entire flight, either as a pilot or copilot (based on registration). You have to attend the briefing according to the second rule and you have to remain on the MissionControl frequency at all times during the exercise. For the copilot to be granted the points, he will have to connect as well on the network, in shared cockpit, squawking standby at all times (his position must follow the position of the pilot).
- The following elements (among others) lead to the refusal of the **SO points** (not to confuse with the exercise points for each target found):
 - Not being present 30 minutes after the release of the target list
 - Disconnection before being back to base after the exercise (a temporary disconnection of maximum 5 minutes is allowed, for technical reasons)
 - Any suspicion of cheating



- Failure to remain at all times monitoring the MissionControl frequency and responding to possible questions.
- Missions can be flown alone or together with a copilot who either guides you and takes photos or flies while you're looking for the next target (JoinFS is a recommended tool).
- During the whole exercise, you have to monitor frequency 130.580 Mhz (MissionControl).
- At any moment, the Mission Commanders can ask you to share your screen on Discord, as a matter of control. If unable, you can send a screenshot.
- Do NOT confuse SO points (this event grants you **two** points for the Jet Fighter Award) and the internal points that you can earn and lose by finding targets or not meeting the requirements.
- People with simulators that do not support NVG are allowed to use the helicopter's landing,- or searchlight. The targets will be visible enough to spot with this equipment as well.

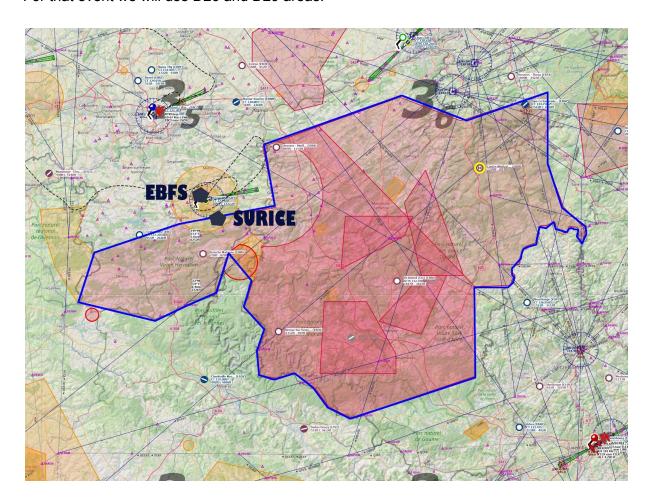
TABLE OF THE POINTS

<u>Item</u>	<u>Points</u>
One target properly discovered	+10
Arriving late in the exercise area or leaving it late	-2/minute
Showing up at the briefing after the release of the target list	-15
Failure to share your screen or a screenshot when asked to do so	-30 or exclusion
Suspicion of cheating	All points removed



Areas

For that event we will use D26 and D29 areas.



EBFS Airbase Information

A) GENERAL OVERVIEW

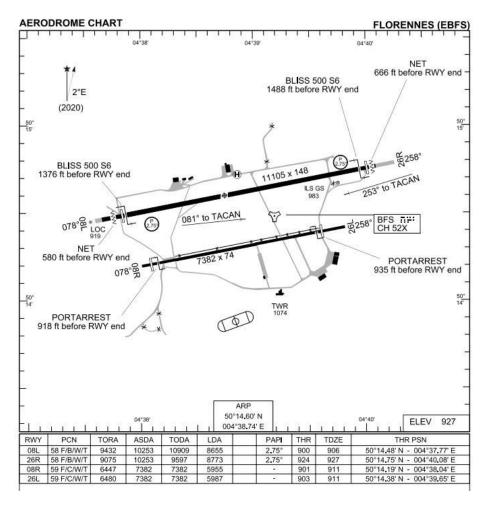
All specific informations can be reachable via https://ops.skeyes.be/html/belgocontrol_static/eaip/eAIP_Main/html/eAIP/EB-AD-2.EBFS-en-GB.html#AD-2.EBFS

B) PARKING SPOTS

Use in priority the main parking and if no spots available the secondary parking. Expect AIR-TAXI from your spot towards runway 26L/08R and a departure towards **SURICE** to leave the CTR and enter the exercise area.









VISUAL APPROACH CHARTS FOR HELICOPTERS

https://ops.skeyes.be/html/belgocontrol_static/eaip/eAIP_Next/graphics/eAIP/EB_AD_2_EB_FS_VAC_04_en_v06.pdf

ATC

- **EBFS_MIL_APP** : 124.380 Mhz (Florennes approach)

Will be responsible for inbound and outbound traffic.

- EBGL_CRC_CTR : 130.580 Mhz (Efflux/Mission control)

Will be responsible for mission coordination and timing in the area.

SCENERIES

X-plane 9/10/11:

https://forums.x-plane.org/index.php?/files/file/33593-ebfs-florennes-air-base/

FSX/P3D:

https://xb.ivao.aero/resources/sceneries