



**LLTM**  
LOWLAND TIGER MEET

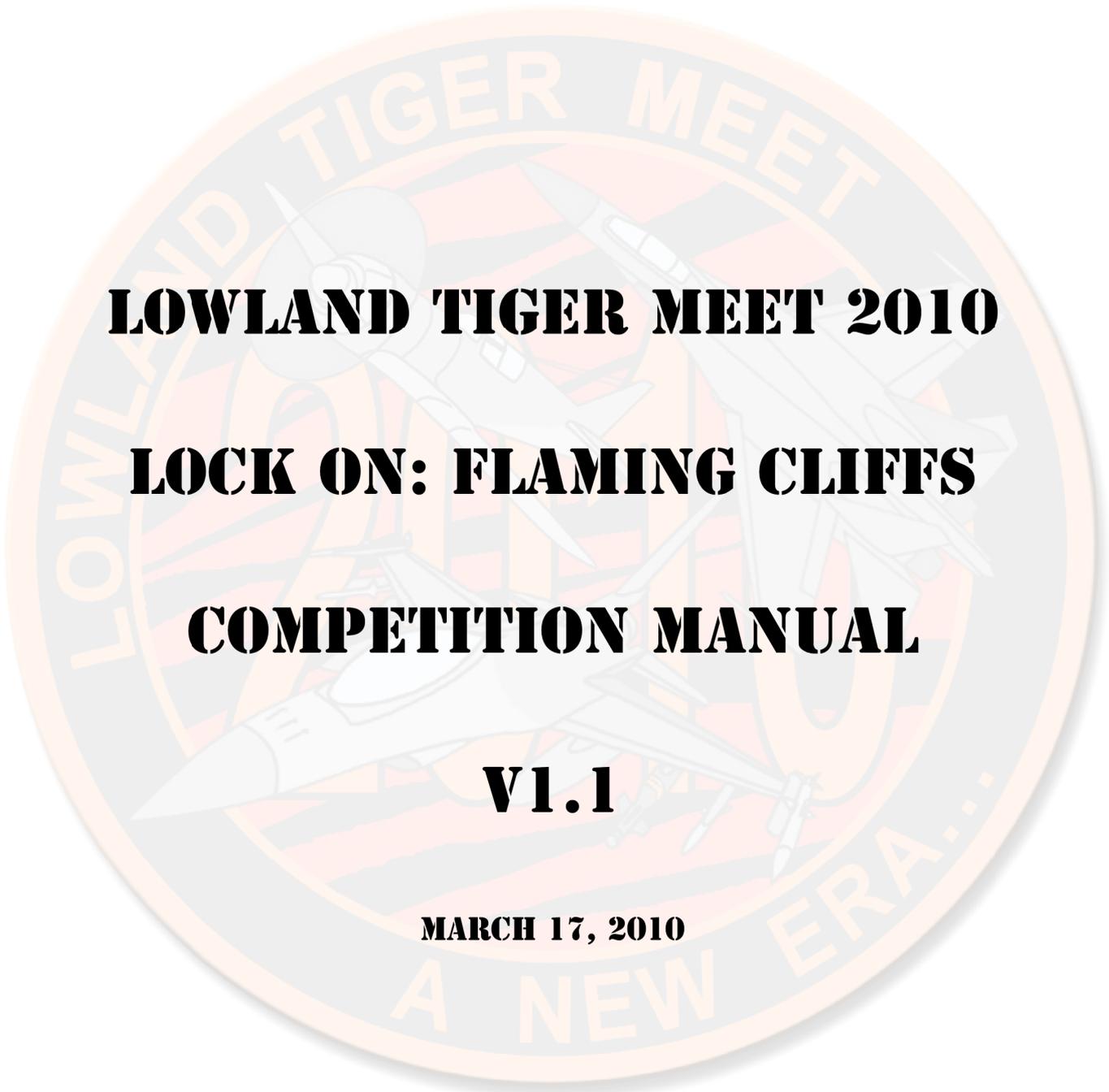
**LOWLAND TIGER MEET 2010**

**LOCK ON: FLAMING CLIFFS**

**COMPETITION MANUAL**

**V1.1**

**MARCH 17, 2010**





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# 1. LOCKON COMPETITION

## 1.1 Event Details

Event Dates: Thursday, Friday, Saturday and Sunday, 08 – 11 April 2010  
Competition Dates: Friday, Saturday and Sunday, 09 – 11 April 2010  
Location: Tobit Software, Ahaus, Germany

## 1.2 About this manual

This manual is your guide for the 2010 Lowland Tiger Meet Lock On Competition. It will give you information about the hard- and software requirements, the mode of competition, the rules and the competition schedule.

## 1.3 Hardware Requirements

Besides a Lock On compatible computer, every participant requires the following:

- a headset with microphone
- a 10 meter network cable

## 1.4 Software Requirements

Every participant has to have the following software installed and working:

- Lock On: Flaming Cliffs version 1.12b
- LomacLeague Mod version 1.12a
- TeamSpeak 3 Client (TeamSpeak 2 as backup)

See appendix for download links

### **Important note:**

Any other Lock On graphic or gameplay mods are subject to admission of the referee in charge. Any mod that could result in an exploit for a tactical advantage like e.g. aircraft or weapon mods, LOD or view angle changes are not allowed. Discovery of use of “unfair” mods during the competition will be regarded as cheating and result in disqualification. Referee decisions are undisputable and will not be discussed.

**Important mods that are allowed:**

- New Lock On Terrain Mod
- Walmis' F-15 3D Model
- 3GO's Su-27 and Su-27P Mod
- All mods by TekaTeka
- Lock On 4Ever

**Important mods that are NOT allowed:**

- SimMod's new A-10 model, due to pylon editing
- LOPE, due to pylon editing

I recommend a clean Lock On install with only the required patch and mod. You can have multiple installations of Lock On side-by-side on your computer, as long as you start them using the *lockon.bat* files located in each installation folder.

## ***1.5 Competition System***

The Lock On Competition is a single-pilot ladder. There will be several independent events, like e.g. a dogfight tournament and a solo flying display competition, but also team missions. Each participant will collect points for his / her performance in every single event.

Those points will be added up for every single pilot to establish an overall competition ladder ranking. This means that the best general or “multi-talented” Lock On pilot will win the competition.

This also means that you do not have to be present on all three days or participate in every single event to win the competition. If you can only attend to for example Saturday and Sunday but score high on those days, you might still be the overall winner.

## **1.6 General Rules**

Below is a summary of the most important rules of the competition. Make sure you know what these rules are, because respecting them is your main contribution to a successful event.

1. Act like an officer and be a gentleman. Don't cheat, follow the rules of the event, respect the referees decisions. Treat your fellow participants with the respect you would like to receive yourself.
2. **DO NOT** take screenshots during combat missions! The only events where you are allowed to take screenshots are the air race and the flying displays. Taking screenshots during any other mission is regarded cheating. Make sure that you save the content of your screenshot folder somewhere else and then empty the folder before a combat mission. If you are accused of “unnatural” warping during combat, the referee will check your screenshot folder. If it's not empty, you will not receive points for this mission. In severe cases, you will be disqualified.
3. The organizers take no responsibility for game or server crashes. If your game or computer crashes once a mission is running, you are dead. If the server crashes, the referee will decide how to proceed under given circumstances.
4. **Have Fun!**

## **1.7 Contact**

If there are any questions or if you would like to share your thoughts on whatever issue concerning the Lock On Competition with me, send an email to the following address:

joekurr@lowlandtigermeet.com

I hope to see you all soon for an exciting weekend!

Best regards,

Bas “Joe Kurr” Weijers

## 2. THE EVENTS

What follows now is a more detailed description of every single event and its rules.

You will receive an additional briefing before each event.

### 2.1 Air Race

The Air Race will be a fun LAN event, but the points you score here will of course count as well for the competition.

All pilots will fly on the same server at the same time. It will be a race across the whole Lock On map from a given departure aerodrome to a given destination. On the way, you will have to pass several checkpoints which are marked either by a bridge you have to fly under, or a goal of two antenna masts or ships you have to pass in between, below their top height. You will have to fly low all the time and sometimes stay inside valleys due to hostile SAM coverage overhead.

The one who passes all checkpoints and lands at the destination first will win and receive the most points. If you leave out checkpoints you will have to start again or receive large time penalties.

The race will start like an old Le-Mans car race with engines off. Once all participants have reported “in cockpit” via in-game chat, the referee will un-pause the game. When the game is un-paused, the race is on and you can spool up your engines and get moving. For organizational reasons, the race will only last for a given time.

This race will be flown in the rugged Su-25A.

#### 2.1.1 Settings

- Full real
- External views on
- Padlock off
- Permit crash recovery on
- Map view on, only own aircraft visible
- Realistic random aircraft system failures
- No external payload or fuel tanks allowed, internal fuel load is free

## **2.1.2 Rules**

- Since it cannot be helped that your internal gun is loaded, you are allowed to use it to shoot down or vulch other race participants, if the opportunity arises. So watch your own six!
- You can land on all airbases as often as you like for refueling, rearming or repairing.
- You can respawn as often as you like in case you crash, get shot down or run out of fuel. You should keep going again and again, because even if the overall time runs out while you are still in the air, you will receive points according to your position in the participant field. As long as the server is running, the race is on!
- Take off and land on runways only! Taking off from or landing on taxiways or aprons is strictly prohibited and will be punished.

## **2.2 Combat Missions**

The heart of the Lock On Competition is a series of LAN team vs team combat missions. Similar to the real annual NATO Tiger Meet we will form two teams for every mission and then fight it out in a hypothetical war scenario.

The referee will draw two teams at the beginning of each combat briefing, so for every mission you will fly with a new and different group of people. Pilots who arrive late for the team drawing will be assigned to a team by the referee.

Every combat mission will be flown only once to allow for ample briefing / debriefing and free time. All members of the winning team will receive extra points in addition to their individual kill scores.

Each team will have exactly the same selection of aircraft and ground units on their side, therefore you need to have the LomacLeague Mod installed.

A mission starts upon announcement by the referee via in-game chat and voice comms. It ends when all pilots of both sides are either shot down, ejected, crashed, or landed.

### **2.2.1 Settings for all combat missions**

- Full real
- External views off
- Padlock off
- Permit crash recovery off
- Map view off
- Realistic random aircraft system failures
- NO modded or LOPEd loadouts are allowed, weapon & pylon editing is considered cheating

## 2.2.2 Rules for all combat missions

- Free choice of all available aircraft types on both sides
- Once a mission is started, the referee will announce the minutes to go until the mission will be declared “live”. During this time, until the “GO” command is given, all pilots may enter their aircraft, check their connection and comms, leave and reenter the server if necessary, start their engines, taxi and line up on the runway, but NOT take off. Anyone taking off before the “GO” command will be disqualified from this mission.
- Take off and land on runways only. Taking off from or landing on taxiways or aprons is strictly prohibited and will cost you all points of this mission.
- All players must take off from their airbase within 5 minutes from “GO”. After the “GO” command, the mission is “live”. When a pilot has technical problems (PC crash, etc.) after the mission is “live”, he is considered KIA and may not rejoin the current mission. A pilot may only rejoin before the mission has gone “live”.
- No rearming, refueling, repairing or rejoining during a “live” mission. You only get one aircraft, one payload, one fuel-load and one virtual life per mission. Use your assets wisely for the benefit of your team.
- Dead, ejected or landed players have to leave the server within 10 seconds after death / ejection / engine shutdown to prevent use of F11 and external enemy aircraft view while hanging on the chute. You leave the mission when you close the debriefing screen. Failure to leave the mission results in loss of the player's points for this mission.
- DO NOT take screenshots while a mission is “live”

## 2.2.3 Scoring

The referee will determine which team has won a mission by several factors, like the number of enemy targets destroyed, number of own aircraft landed safely, gained aerial or battlefield superiority and other factors if necessary. All players on the winning team will receive extra points in addition to their individual kill scores. If a mission is called a draw, there will be no extra points. While it is vital that you help your team members win the mission, it is also important to protect your own aircraft and your virtual alter ego.

- You will only receive 100% of the points you scored in a mission if you make it back to your airbase in one piece. Bringing home a crippled aircraft is awarded with a 10% bonus.
- If you land on any other friendly airbase for whatever reason, you will receive only 50% of the points you scored.
- If you manage to land your aircraft outside an airbase without crashing, in friendly territory, you will receive only 33% of the points you scored.
- If you lose your aircraft and live, you will receive only 20% of the points you scored. You lose your aircraft in the following cases:
  - Ejecting and / or crashing
  - Landing on enemy territory, either on an enemy airfield or in the field (roads, etc)
- If you die for whatever reason, you will receive only 10% of the points you scored.

## **2.2.4 Combat Mission 1: Mixed SEAD Evening**

In this mission, both teams are tasked with the destruction of enemy air-defenses, whilst providing fighter cover for their own SEAD aircraft.

As it's getting dark, both teams elect one player who does not fly, but will act as a GCI controller using a radar client software that will be provided at the event. This player will give the pilots of his team tactical advice via voice comms, based on information he gets from his SAM radars.

The SEAD flight's main target will be the SAM sites of the opposing team. Taking them out will blind the enemy GCI controller, making it more difficult for him to guide his aircraft.

Since the GCI controller does not fly and therefore cannot score kills, he will receive the same amount of points as the best pilot in his team.

Winning conditions include:

- Destroying more enemy air-defense targets than the other team
- Shooting down more enemy planes than the other team
- Gaining air superiority over the front while the other team has to retreat due to lack of fuel or weapons until all enemy fighters have landed.
- Landing at least one own aircraft on a friendly airbase, otherwise the round will be called a draw.

Extra points will be awarded to the team who completely blinds the other GCI controller.

## **2.2.5 Combat Mission 2: 1980'ies BVR Daytime**

In this mission, two teams take the available fighter aircraft of their choice to the skies against each other to gain air superiority over the front lines of the war scenario.

Winning conditions include:

- Shooting down more enemy planes than losing own aircraft
- Landing at least one own aircraft on a friendly airbase, otherwise the round will be called a draw.
- Gaining air superiority over the front while the other team has to retreat due to lack of fuel or weapons until all enemy fighters have landed.

Special rule for this mission: No active radar missiles and no R-27ER/ET/EM allowed.

## 2.2.6 Combat Mission 3: CAS

This mission features exclusively close-air-support aircraft. Both teams are tasked with destroying enemy ground combat vehicles, short-range air defenses and installations. At the same time, pilots will have to keep a sharp lookout for enemy CAS aircraft and AI helicopters in order to protect own ground units from being destroyed.

Winning conditions include:

- Destroying more enemy ground targets than the other team
- Shooting down more enemy planes / helicopters than the other team
- Landing at least one own aircraft on a friendly airbase, otherwise the round will be called a draw.
- Gaining air superiority over the front while the other team has to retreat due to lack of fuel or weapons until all enemy aircraft have landed.

Special rule for this mission: No anti-radiation missiles may be packed in the loadout.

## 2.2.7 Combat Mission 4: BVR Night

In this fighter-aircraft-only, beyond-visual-range engagement, two teams battle it out in pitch-black night. Instrument flying skills will be required to use your aircraft efficiently.

The clou: Each team will elect one player who does not fly but will act as a GCI controller using a radar client software that will be provided at the event. This player will give his team's pilots target information and tactical advice via voice comms.

Since he cannot score kills himself, he will receive the same amount of points as the best fighter pilot in his team.

Winning conditions are the same as in 2.2.5 Combat Mission 2: BVR Daytime.

There are no weapons restrictions for this mission.

## 2.2.8 Additional Notes

The combat missions are designed to reward a cooperative, teamwork-oriented spirit and a well organized, disciplined team. Lone Wolves that go out hunting on their own will be easily shot down and will not help to win the mission, thus gaining less points themselves. You will have ample time before a mission to organize your team tactically and make up a plan. Get to know your team members and their individual strengths and use them to your team's overall advantage. Fly in formations and support each other. Use the communication means available to you. It might be wise for some missions to elect a "team captain" or "mission commander" who keeps a tactical overview or helps quicken organizational matters.

## **2.3 Dogfight Tournament**

In this event, we will find out the best Lock On dogfighter of this year's LLTM. Of course, the ranking and kills you score here will bring you points for the overall competition, but the title of “Dogfight Champion” is a special honor that is well worth striving for!

This tournament of guns-only dogfight will be held as a classic knockout system. The loser of a match is out, the winner advances to the next round. Initial pairings will be drawn by the referee during the briefing.

Matches will be flown as a single round, meaning there is only one sortie, the pilot who shoots down his opponent and lands on his homebase wins the match.

One of the two pilots of a pairing hosts the match mission for his opponent in the LAN.

There will be separate voice comms channels for every pairing.

The finals will be hosted by the referee, other pilots may join as spectators, and maybe there will be an opportunity to put the final match onto the big screen, but no promises on that part...

### **2.3.1 Mission File**

The mission file to be hosted for all matches is labeled *LL=1V1=GUNZ=ONLY=EAST===DAY==.mis* and will be automatically installed by the LomacLeague mod.

### **2.3.2 Settings**

- Full real
- External views on
- Padlock on
- Permit crash recovery off
- Map view off
- No external payload or fuel tanks allowed, internal fuel load is free

### 2.3.3 Rules

- Free choice of all available aircraft types on both sides
- Once both players are in-game and in takeoff position on the runway and both players have agreed they are ready, one player may call “GO” via in-game chat or voice comms. After the “GO” command, the match is “live”. When a pilot has technical problems (PC crash, etc) after the match is “live”, he is considered KIA and loses the match. A pilot may only rejoin before the match has gone “live”.
- Players may only land at their home airbase (the airbase they took off from). Landing on other aerodromes than your home base or outside landings (even if successful) will be counted as aircraft loss for you and kill for the other pilot.
- Take off and land on runways only. Taking off from or landing on taxiways or aprons is strictly prohibited and will be counted as a crash and instant kill for the other pilot.
- Rearming, refueling and repairing at the home base is allowed
- Vulching is allowed
- Once you have shot down your enemy or he has crashed for whatever reason, you have to land at your home base to claim the victory. Su-33 pilots have to land on the carrier to claim their victory. Failure to land your own aircraft safely will result in a draw and the match has to be flown again. Exception from this rule is a game or PC crash or a disconnect by your opponent. In this case you do not need to land to win the round.
- If both players crash in mid-air or a mutual shoot-down occurs, the match is called a draw and has to be flown again.
- You may allow other clients to join your match as spectators at your own risk.
- DO NOT take screenshots while a round is “live”
- DO NOT drop chaff or especially flares while a match is “live”. Your enemy does not have missiles, so there is no reason to drop anything. Dropping flares while he has you in his gun sight will cause lag and is therefore considered cheating. If you see your opponent dropping flares, you are allowed to take a screenshot to prove it and exit the mission. Contact the referee, he will grant you the victory of the respective match and disqualify your opponent.

Players can check the in-game debriefing, record tracks or TacView files to make sure rules have been followed. If problems arise, save proff data to support your case and contact the referee.

## **2.4 Solo Aerobatics Displays**

Already an LLTM Lock On Competition classic, the solo aerobatic flying displays return as one of the highlights of the competition. In the proven mode, you will be given the whole weekend during freeflight periods to invent and practice a maximum 8-minute solo display in the aircraft of your choice. The displays will be presented as the last event of the competition on Sunday. Your performance will be evaluated by a group of judges who grade your display's creativity, precision and style. You will receive points for the overall competition according to the ranking of your display. The display mission will be hosted by the referee. Please advise in due time what aircraft type you want to fly and provide any custom skin you want to use. Skins will only be implemented if time permits and skin slots are available.

### **2.4.1 Settings**

- Realistic, except for: G effects reduced
- External views on
- Padlock on
- Permit crash recovery on
- Map view on
- Unlimited ammo (for flares)
- Only smoke pods as external payload allowed, internal fuel load is free

### **2.4.2 Rules**

- Stay inside the display box at all times  
Each time you leave the box, your score will be reduced by 20%
- If you fly over the crowd area, you will be called to land, and lose all points for the airshow
- Follow the instructions by the airshow director at all times

## **3. COMPETITION SCHEDULE**

Below you will find a rough planning showing key events in the Lockon competition, such as which missions will be flown on which days. A more detailed time schedule will be published later.

### ***3.1 Friday, April 9<sup>th</sup>, 2010***

- Build-up, Freeflight
- General Lock On Competition Briefing
- Air Race
- Combat mission 1: Mixed SEAD Evening
- Dogfight Tournament

### ***3.2 Saturday, April 10<sup>th</sup>, 2010***

- Combat Mission 2: 1980'ies BVR Daytime
- Combat Mission 3: CAS
- Combat Mission 3: BVR Night
- Free Time, A-10C checkrides

### ***3.3 Sunday, April 11<sup>th</sup>, 2010***

- Solo Aerobatics Displays
- Closing Ceremony

## **APPENDIX: DOWNLOAD LINKS**

### **LomacLeague Mod V1.12a:**

<http://www.virtual-jabog32.de/index.php?section=downloads&subcat=24&file=361&lang=en>

### **TeamSpeak 3 Client:**

<http://www.teamspeak.com/?page=downloads>

### **Mission Log:**

<http://www.virtual-jabog32.de/index.php?section=downloads&subcat=37&file=475&lang=en>

### **Map:**

<http://www.virtual-jabog32.de/index.php?section=downloads&subcat=37&file=158&lang=en>