

The 16-th International Balloon Festival “Sky Fair - 2017”



**небесная
ярмарка
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Rules of "Air Battles over Kungur"

Kungur, Perm region

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INTRODUCTION

"The air Battles over Kungur" is a role-playing game simulating humorous military action involving aircraft, ground troops and the local population.

THE PURPOSE AND OBJECTIVES

The purpose of the game is the creation of attractive and spectacular atmosphere of the event, as one of the fashion events of the Perm region.

The objectives of the event are:

- creation of innovative forms of attracting visitors and tourists to Kungur, as a product of event tourism;
- providing a fun holiday for local population;
- patriotic education of the youth, its involvement in the volunteer movement during preparation and during the event;
- popularization of aviation sports;
- interaction and teamwork between aircraft crews, various aviation sports.

TERMS

Battle Director	BD carries out General management of the game.
Flight Director	FD is responsible for airspace provision and for flights management, according to the instructions on flight operations.
Safety Officer of Battles	SOB is responsible for the safety of Air Battles.
Meteo Officer	MO is responsible for the meteorological provision during the Battles.
“Battle”	The time interval that defines the conduct of hostilities by all army units.
Launch period	The time interval for aircrafts’ take-off.
City territory	The district with a conditional boarder, marked on the map, and with a target situated on its territory (for example, a stadium).
Target	A cross 1×1 m with a colored circle in the center.
Target “Bridge”	All the bridges, besides railway bridges. The borders of target “Bridge” are the side railings and a visual line connecting the end of the railings.
Target “Tank”	A tank T-34 on the Victory Square.
Target “Combat catamaran”	A 6-seater catamaran with a crew of 4 sailors and one military observer.
Target “Admiral”	A cross (10×10 meters), which is laid out near the basket, on the downwind side, after landing of Admiral (pilot with a headdress of Admiral). The cross, after the layout, works for 20 minutes.
Target “Hot air balloon”	Enemy’s hot air balloons are targets, as they are in the air or on the earth.
Target “Special objects”	Targets, that are identified or prepared by local population (decorated roofs, yards, gardens with the symbols or pictures related to the Sky Fair).
Target “Objects of intelligence”	The objects of intelligence are conventional signs, applied to a cloth, the size of 1x1 meter. In addition, for mobility and coordination of military operations, all targets, aircraft, ground enemy units can be the objects of intelligence. "Special Objects" are also the objects of intelligence.
Army Headquarters	AH are the places, where operational tasks are set, the control of combat operations is held, information on the implementation of tasks is collected and processed.
Militia (opolchenije)	Militia is civilians, voluntarily entered into one of the armies and completing the tasks assigned by the Commander of the ground forces.

Army	Army consists of: - aviation, - ground forces, - river fleet.
Army Commander	AC manages the army, he is selected by vote from the pilots. The AC may carry out the duties of the Admiral.
Military observer (passenger)	A neutral person, who is responsible for the monitoring and evaluation of the combat mission.
AVIATION	Aircraft merged into the army of one color.
Admiral	A person, who controls the army aviation.
Aircraft	The crews of hot air balloons, trikes, paragliders.
Aeronautic fleet	AF consists of hot air balloons.
Ultralight aviation division	UAD consists of trikes, paraglides.
Airborne division	AD consists of paratroopers.
Combat marker	CM is a tape, length 1.5 m, with weights on its end (weights – a bag with sand, weighing 70 grams).
Bombing	Combat marker drop is carried out from an aircraft by hand without the use of any auxiliary devices.
Trooping	Paratrooper drop is carried out from the aircraft for the purpose to land paratrooper into the specified target.
Commando (saboteur)	The passenger of the aircraft who performs the task of capturing or destroying ground targets.
“Gastello”	Landing in a target.
“The last chance”	Using pilot’s scarf with weights on the end up to 300 grams as a combat marker.
Duel	The competition of two pilots of hot air balloons, showing their skill of piloting.
GROUND FORCES	Ground units, combined into an army of one color.
Militia division	The militia are the soldiers of the ground army who carry out the tasks of the Army Commander. They have bands of their army’s color.

THE RULES.

1. There are two armies.
2. Each army has three branches:
 - aviation,
 - ground forces,
 - river fleet.
3. AVIATION consists of:
 - aeronautical division,
 - ultralight aviation division,
 - paratrooper division.
4. GROUND FORCES consist of militia divisions.
5. RIVER FLEET consists of catamarans (2 for each army).
6. General management of the game is carried out by the Battle Director.
7. Army Management is carried out by the Commander-in-Chief.
8. Each branch has its own Commander.
9. Before the game, both armies are on the equal footing and their arsenal is following:

№	Military equipment	Amount	The amount of fighters	The amount of ammunition	The amount of military observers
1	Hot air balloons	10	10 - pilots (30 crew members)	40	10
2	Trike	1	1 - pilot	5	-
3	Paramotor	1	1 - pilot	5	-
4	Paratrooper	1	1 - paratrooper	-	-
5	Infantry	10	10 – the militia	10	-
6	Saboteurs	10	10 - passengers	-	-
	TOTAL:	33	60	60	10
	OVERALL OUTCOME:	66	120	120	20

10. The whole city is **divided into areas**. Each area has a target: the Central circle of the stadium.
11. **The territory is considered to be occupied** when the target is struck with a combat marker either from the air or with the help of a saboteur. The marker must cross the circle line of a target by any of its parts.
12. **The bridge is considered to be destroyed** when combat marker is dropped inside the bridge borders. If combat marker touches any part of the bridge design, the bridge is considered destroyed. A military observer fixes this.

13. A **saboteur** is a passenger of an aircraft, who must leave the aircraft after landing in the target area, run to the target, attack it with a combat marker and return on board within 3 minutes. After 3 minutes, the aircraft should leave the territory (become airborne).
14. **The destruction of enemy hot air balloons** can be done in the air. In the air enemy aircraft may be destroyed by combat marker, if it hits any part of the aircraft.
15. **The destruction of the tank** is provided by hitting any part of the tank with a combat marker from the air.
16. **The combat catamaran** carries out the task of the transport convoy and is obliged to follow the assigned route, along the central line of the river, without approaching the shores, maintaining a constant speed of movement (the speed of the river current). It is forbidden to give acceleration or braking to the vessel with oars. A combat catamaran can carry out maneuvers of care when infantry is attacking it from the bridges. The battle catamaran has a safety factor with a coefficient of 3 lives (it is indicated by three raised flags of the color of its army), the flag falls on the first hit. After 3 hits, the combat catamaran is considered to be destroyed. A combat catamaran denotes itself by raising a flag of its army's color.
17. **Destruction of the combat catamaran.** The defeat of a combat catamaran is made by a marker when it hits any part of it - if the marker is dropped from the balloon or from the bridge by the ground army, from the paramotors or trikes. The defeat is carried out by the marker when it enters a special capacity installed on the ship. When carrying out this task, hot air balloons have the right to land on ground or on water in anticipation of the enemy. Sailors of combat catamarans can attack aircraft, destroying them by hitting the marker in any part of the aircraft. It is STRICTLY forbidden to sailors to attack paramotors or trikes.
18. **Intelligence** is performing specific aircraft maneuvers for locating and recognizing enemy objects of intelligence.
19. **"Admiral"** in each flight is a target for enemy balloons. After landing "Admiral" should set a cross (10×10 meters) downwind on the ground, which will be the target for defeat. The target "Admiral" works for 20 minutes after setting a cross. The target should be set not later 45 minutes before the end of the flight.
20. **Alarm** is the verification of the united work of the army in bringing the balloons to readiness for take-off. After the Battle Director's command, aerostats must be brought from their initial state (the basket is assembled, the fan is muffled, the envelope is in the bag) to the take-off position. The army, whose envelopes rose above the ground earlier, wins.
21. **"Duel"** – every pilot has the right to call a pilot from the enemy's army to the duel. The duel means that after the launch the pilot, offered the duel, tries, maneuvering, to get away from the pursuer. The task of summoned to a duel is to catch up with the "duelist" and read the cipher on his basket. The time between take-offs is determined by a summoned to a duel in the interval of 3 to 5 minutes. The duelist after take-off, after the set time, opens the cipher.
22. **"Gastello"** is a defeat of the enemy's target by landing on a circle or on a target, set by Battle Director. After performing the "Gastello" aircraft ends the combat sortie.
23. **The headquarters.** Each army has its headquarters, from which the military operations are directed and where the intelligence information is collected.

24. **The militia** are the soldiers of the ground army performing the tasks of the Army Commander. They have bands of the color of their army. Militiamen have the right to destroy an enemy balloon by hitting any part of it with a marker. When the task "Saboteur" is performed, militia fighters do not have the right to attack the balloon after its ground contact for a period of 4 minutes; after the time elapses, the balloon can be attacked, even if it is yet on the ground. Militiamen can bomb enemy catamarans from bridges. The militiaman is not allowed to attack the aerostats while performing the task "Flooding of a combat catamaran". The militia performs its tasks only under the leadership of the senior representative of the Battle Organizers.

GENERAL CONDITIONS FOR COMPLETING THE TASKS.

1. Take-off is permitted only from yours or neutral territory.
2. During the combat, the targets may move from one army to another. At the end of the battle the target belongs to the army, who captured it later.
3. Changes in territories and bridges statuses are declared at the briefing before the combat mission.
4. Attack of ground targets is permitted at a minimum distance of 500 meters from the launch point.
5. In the absence of markers, the pilot can use his scarf as a marker, unrolled, with weights on the end, up to 300 grams (the last chance). In case of a miss attacking balloon is considered to be destroyed and at the next flight it carries out the tasks of Battle Director.
6. During the battle, the crews of hot air balloons can replenish ammunition of combat markers from the earth.

THE BATTLE DIRECTOR FUNCTIONS.

1. Holds a General briefing on the rules and conditions of the game, on safety and security measures.
2. Holds a briefing on adherence to the rules and safety measures.
3. Defines the boundaries of the city's territory and targets.
4. Determines the timeframe of the battle, the launching period for all aircrafts.
5. Defines the location of the targets.
6. Coordinates the Commanders' actions and resolves disputed issues.

THE ARMY COMMANDERS FUNCTIONS.

1. Defines the strategy and tactics of military operations of his army.
2. Holds a briefing on adherence to the rules and safety measures.
3. Sets the task for each battle to the air crews and ground forces.
 - allocates time, the launch area, flight routes and sets a combat mission for aircrafts;
 - defines the interaction between the aeronautical fleet and an ultralight aviation division;
 - defines the crews and paratroopers to carry out the trooping;
 - identifies areas and time intervals of the Intelligence Department operation;
 - determines the launch time, launch site and a route for river fleet;
 - sets the tasks to militias.
4. Carries out the analysis of the fighting after each battle.

SAFETY MEASURES AVIATION

1. All pilots participating in the "Air Battles" should have accumulated at least 40 hours as pilot-in-command of aerostats.
2. General management of an ultralight aviation is provided by Flight Director, who must check safe approaches to the hot air balloons.
3. The minimum height above the city for ultralight aircraft is 100 meters.
4. Before a flight over the city every pilot should mark prohibited zones and major power lines on the map. For pilots of ultralight aircraft, there should be defined **areas for emergency landing**.
5. It is forbidden to fly over the "RED" prohibited zone.
6. All pilots must strictly keep the height of the flights over the "Yellow" prohibited zones.
7. Blue prohibited zone is a restricted airspace and include a lower altitude limit which a competitor shall not fly ABOVE.
8. Flights of ultralight aircrafts are performed strictly according to the routes defined by the FLIGHT DIRECTOR, with restrictions of minimum safe altitudes.
9. Vertical descent rate when approaching the target must not be more than 1.5 m/s.
10. At a low altitude, it is necessary to warn people about the performance of the bombing by voice.
11. When the saboteur is disembarked, take into account the unloading of the aircraft.
12. When dropping the paratrooper, it must be borne in mind that when the paratrooper is disembarked, the vertical speed of the descent must be 3 m/s and a height of not less than 1100 meters.
13. When several aerostats are simultaneously approaching the target and during the maneuvers in the air through enemy balloons, responsibility for NOT COLLISION is borne by that balloon that is higher.
14. **IT IS STRICTLY FORBIDDEN TO ATTACK BY MARKERS THE COMBAT AIRCRAFTS WITH AIR PROPELLERS.**
15. During the aircraft interaction in the air, THE RESPONSIBILITY FOR SAFETY is borne by that aircraft, which has a larger horizontal speed.

EVALUATION OF THE RESULTS.

1. Evaluation of the performance of military operations is carried out by military observers (passengers).
2. At each briefing, each pilot is assigned a military observer (passenger), who is given a vest, a tablet with a pencil and a report sheet.
3. An explanatory briefing on the rules of refereeing and security measures is preliminarily held with all observers.
4. Each aircraft during the flight must have military observer (appointed passenger).
5. Military observers must fix the time and place of launch, intermediate landings and landing at the completion of the flight.
6. During the attacks on air, ground and river targets a military observer records the fact of defeat, time and place of attack.
7. During the task "Duel" the observer carries out the destruction of the enemy balloon by reading the cipher without the use of any optics.
8. Military observers fill and submit flight reports to commanders.
9. Pilot is responsible for the delivery of the report, vest and tablet.
10. The commanders sum up the total combat sortie.

SCORING

№		Points
1	Bridge capture	2
2	Special object capture by a saboteur	1
3	Destroying balloon-target	2
4	Territory capture (the bombing)	2
5	Territory capture (“Gastello”)	1
6	Territory capture by a saboteur	1
7	Alarm – army winner	2
8	Territory capture by a paratrooper	4
11	Special object capture with a marker from balloon	4
12	Duel	3
13	Tank capture	4
14	Catamaran flooding	4
15	Intelligence: - according to the number of correctly identified symbols on the territory of intelligence.	1

If some pilots have an equal number of points, priority is given to the participant who carried out more complex tasks.

AWARDS.

The medal is awarded to the pilot who scored 4 points.

Military awards:

Hero (heroine) of the Battles – the main reward, which is given to the best pilot among men and women.

Hero of Kungur – is awarded to the pilot, who performed the maximum number of tasks in one flight.

Sky Knight – is awarded to the pilot, who is determined by the enemy's army.

Fire Knight – is awarded to the pilot, who is determined by the enemy's army.

The Courage on Water Award - is awarded for a greater number of sunken water targets.

The Courage on Ground Award – is awarded for a greater number of destroyed ground targets.

The Courage in the Air Award – is awarded for a greater number of destroyed air targets.

The Purple Heart – is for the public favorite.

PENALTIES:

There is a penalty of 4 points for the violation of the airspace.