

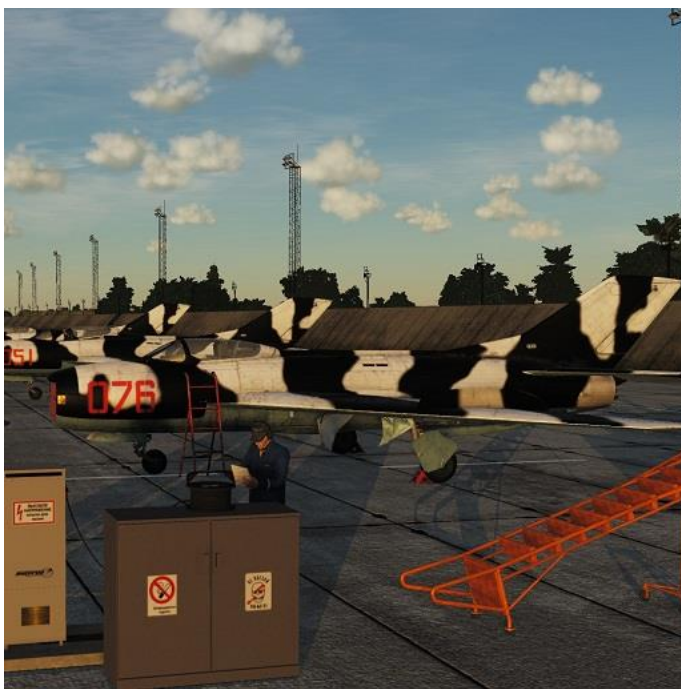
## MiG-19P - M02 – ADF Navigation (VFR)

Edited by Eduardo “Rudel\_Chw” Ahumada

This is the second on a set of MiG-19P Practice Missions set on Caucasus on the first half of 1965.

### Mission 02: May 6th 1965

Today's mission objective is to practice ADF Navigation under VFR conditions, using the MiG-19P starting at the airbase of Anapa-Vityazevo and landing at the airbase of Gelendzhik.



We will tune the ADF radio of Krymsk Inner Beacon (at 803 kHz), to be able to make navigation fixes along the route.

Near the destination, we will make use of Geledzhik ADF (1000 kHz).

Skills to practice are:

- Cold Start & Taxi
- Maintain steady Course.
- Use ADF Navigation Radio.
- Visual Landing.

### Flight Path:

We will use ADF tuned to Krymsk Inner Beacon: 803 kHz  
(Use the FAR ADF preset)

wp1 : Course  $215^{\circ}$  (magnetic) until reaching the coast.

wp2 :  $150^{\circ}$  until "U" beach. ADF at  $267^{\circ}$

wp3 :  $100^{\circ}$  until Novorossiysk Airbase. ADF at  $277^{\circ}$

Change to Gelendzhik ADF : 1000 kHz (use NEAR ADF preset)

wp4 :  $160^{\circ}$  until ADF at  $230^{\circ}$

wp5 :  $30^{\circ}$  land at Gelendzhik



**Weather:**

Clear, with no wind and few clouds. Mission starting time is 6:45

**Comm:**

Radio Preset 1: ATC Anapa

Radio Preset 2: ATC Gelendzhik

**Notes:**

- Maintain an altitude of 1000 meters MSL & 600 Km/h IAS, you will be rated at Wp2 and Wp3
- Be careful of other air traffic on the area.
- Remember to contact ATC of Gelendzhik prior to landing.



## Results Points:

- +10 for each Waypoint reached with less than 1 Km of deviation, except Wp4, which is 2 Km as it's over the Sea.
- +10 each, for reaching Wp2 & Wp3 within specified altitude (1000 mt +/- 100)
- +10 each, for reaching Wp2 & Wp3 within specified speed (600 Km/h IAS +/- 30)
- +10 for a landing with Vertical Speed within 5 m/sec
- +20 for a landing with Vertical Speed within 2 m/sec
- 15 if you damage the plane during landing
- 50 if you crash or eject.

Max possible Results: 100

