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VIRTUAL NAVAL AIR OPERATIONS



CARRIER AIR WING FOURTEEN (CVW-14)

AVIATOR MEMBERSHIP RULES & REGULATIONS

Version 1.0

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1.0. JOINING VNAO

1.1. Joining VNAO CVW-14. Welcome to Virtual Naval Air Operations. We are an online, flight simulator hobby group, utilizing Digital Combat Simulator (DCS) World to conduct structure carrier wing combat operations similar to those used by the United States Navy. We pride ourselves on have a selected and qualified group of professional and respectable members, who are able to fly in a structured environment, while having fun in the process.

To join and become an active member within VNAO CVW-14, the following conditions must be met:

- Remain within good personal standing with VNAO
- Complete the VNAO Qualification Process and pass the VNAO Qualification checkride within set standards
- Maintain VNAO and Squadron currency requirements

1.2. VNAO Qualification Process. Completion of the VNAO Qualification Process is an absolute requirement to becoming a member in VNAO, its wings and its squadrons. Performed on a monthly basis, it allows candidates to demonstrate their ability to perform basic aviate, navigate and communicate procedures as it relates to carrier Case I recoveries aboard the aircraft carrier.

- **1.2.1. Requirements To Participate In VNAO Qualification Checkride.** In order to be officially cleared to participate in the VNAO Qualification, candidates must meet the following criteria:
 - o Conducted an introductory interview with a Squadron CO or XO
 - o Have been a member of a VT squadron for a minimum of one month
 - o Passed a Pre-Qualification Checkride with either a Squadron CO or XO of the same airframe type
- **1.2.2. VNAO Qualification Checkride Composition.** In order to pass the VNAO Qualification, cleared candidates will have to perform the following:
 - o Ramp Start from Cold Aircraft. Autostarts are not permitted
 - o Input provided coordinates into aircraft's navigation avionics
 - o Navigate to specified coordinate at assigned altitude
 - o Intercept and perform bearing line rejoin on assigned Tanker
 - o Perform proper aerial refueling procedures and refuel aircraft to specified amount
 - o Parade and Cruise formations
 - o Proper Case I Stack entry and holding procedures
 - o Proper Case I recover procedures to include the overhead break
 - o Six (6) graded carrier traps aboard the aircraft carrier
 - Must complete the 6 passes with a minimal boarding rate of 50% (trap aboard the carrier at least 3 out of 6 passes)
 - Must complete the 6 passes with a minimal total average of 2.5
 - Scores:
 - 4.0 = OK Pass – Safe passes that require minimal or no corrections.
 - 3.0 = Fair Pass – Safe Passes that require small to moderate corrections.
 - 2.5 = Bolter – Safe passes in which aircraft misses all four (4) arresting cables.

- 2.0 = No Grade – Generally unsafe passes usually displaying large deviations, or slow or no correction to deviations. All 1-wire landings are automatically considered No Grade Landings.
 - 1.0 = Cut Pass – Aborted passes due to aircraft being outside safe landing parameters.
 - All associated communication as needed with the following entities:
 - Airport Ground
 - Airport Tower
 - Airport Departure
 - Center
 - Carrier Marshal
 - Carrier Tower
 - Carrier Paddles
 - Carrier Deck
- **1.2.3. VNAO Qualification Checkride Automatic Failures.** A crash (other than for emergency or technical reasons) at any time during the qualification checkride will automatically constitute as a failed check ride.
- **1.2.4. VNAO Qualification Checkride Re-Attempts.** Should a candidate attempt a VNAO Qualification Checkride and not pass, said candidate be allow to re-attempt the qualification after four (4) weeks from failed attempt.

1.3. Training Squadrons. Training (VT) Squadrons are available for those who desire training and guidance in preparation for attempting the VNAO Qualification. The training is self-paced to the individual candidate and is meant to provide training on all things that are required to pass the VNAO Qualification Checkride. The length of time needed to become sufficiently proficient to be VNAO Qualification ready varies with each individual candidate. Factors such as previous experience, learning ability, availability and equipment can all contribute to the about of time required to become ready. The average amount of time needed for most individuals new to DCS or the DCS aircraft that are utilized by VNAO CVW-14 is between 4-6 weeks.

To join a VT Squadron, candidates have to perform the following:

- Express the desire to join a VT Squadron: Express your desire to join a VT to a Squadron Commanding Officer (CO) or Executive Officer (XO) by either Discord message, or verbally through the VNAO TeamSpeak.

Please keep the following in mind while participating in the VT Squadron:

- Availability: While preparing for the VNAO Qualification, most candidates are available 1-2 hours a lesson, 2-3 lessons a week.
- Equipment: Although DCS has been designed to be functional with only a mouse and keyboard, most of the operations conducted within VNAO are usually highly dynamic and require more than the minima set by DCS. The following is preferred if planning to join the VT Squadrons:
 - DCS World Open Beta
 - Joystick or Flight stick with included throttle functionality (Hands On Throttle And Stick (HOTAS) setup preferred)

- Adequate Internet Connection to use DCS in multiplayer mode without lag problems
- Although it is not essential, a head tracking system (i.e. Track IR or Virtual Reality (VR) Headset) is highly preferred.

2.0 VNAO MEMBERSHIP

2.1 Active Membership Etiquette. Members of VNAO, CVW-14, and their respective squadron, are expected to display the utmost respect and professionalism participating in VNAO activities and while utilizing VNAO interactive services. These interactive services include, but are not limited to:

- VNAO Discord Server
 - VNAO CVW-14 Discord Server
 - VNAO Squadron Discord Servers
 - VNAO SRS Servers
 - VNAO TeamSpeak Server
 - VNAO DCS Servers
 - VNAO Social Media Services
 - Facebook
 - YouTube
 - Instagram
 - DCS/Flight Simulator-related Forums
- VNAO currently has representatives from many backgrounds to include countries, races, religions, affiliations, ages and lifestyles. Respect and consideration for all are paramount, so while in the interactive areas mentioned above, avoid the following discussion topics:
- Politics
 - Religion
 - Racist or Nationalist ideologies
 - Sexist or Homophobic ideologies
 - Sexually Offensive or Obscene in Nature
- Due to the wide age and maturity spectrum of our members, limit the use of vulgar or offensive language while in public voice or chat rooms.
- Anyone shown to be openly displaying racist, nationalist, sexist, homophobic tendencies or ideologies will be immediately removed from VNAO and any of its services.

2.2 Squadron/VNAO Currency. Currency requirements exist within VNAO to assure adequate participation in Squadron, Wing and Organizational events, and to assure that members remain proficient in both their airframe operational ability, and in squadron/mission operations. Waivers can be granted for currency requirements on a case-by-case basis.

There are two different currency requirements to remain active within VNAO CVW-14

- **2.2.1. Squadron Currency Requirement.** All Squadron members are expected to participate in at least one squadron event every 60 days.
 - Squadron members who have exceeded their 60 day currency requirement will lose their active member status and will be re-assigned as a reserve pilot to their squadron. Squadron members placed in reserve status will lose their assigned MODEX number, which will then be made available for new pilots joining the squadron. Reserve pilots will

not be allowed to participate in Squadron, Wing, VNAO Missions, nor represent VNAO in any external or DCS-Level events or competitions.

- Reserve pilots wishing to be re-assigned back to active status are required to pass a Recertification Qualification. Once the Recertification Qualification is passed, the pilot will be placed back on active status, re-assigned a MODEX number, provided active slots are available within the squadron. If there are no active slots available, this pilot will receive priority choice of the next open active slot once one should become available.

- **2.2.2. VNAO Currency Requirement.** All VNAO members are expected to participate in at least one VNAO or squadron event every 90 days.
 - VNAO members who have exceeded their 90 day currency requirement will lose their membership status as both a VNAO member and a Squadron member.
 - Those former VNAO members who wish to rejoin VNAO after having exceeded their 90 day currency requirement are required to pass the VNAO Qualification Process in its entirety.

- **2.2.3. Currency Waivers.** A six (6) month Currency Waiver can be given on a case-by-case basis provided the following conditions are met:
 - Waiver request is submitted to Squadron CO before currency requirement is exceeded.
 - Reason for waiver must be approved by Squadron CO prior to waiver being upheld.
Examples of reasonable circumstances include:
 - i. Personal, family or medical emergency
 - ii. Job or military deployment
 - iii. Extensive equipment failure or overhaul
 - iv. Home move or relocation

2.3. Additional Airframe Qualifications. All Squadron Members are allowed to earn VNAO Qualifications for airframes others than their primary one.

All members desiring to qualify on additional airframes must perform the following:

- Become fully qualified on current primary airframe
- Express desire to earn additional airframe qualification with CO or XO

2.4. Squadron Transfer Process. VNAO does allow for individuals to transfer from one squadron to another, regardless of airframe or Carrier Air Wing. Becoming a member in more than one squadron at a time is unauthorized.

Those desiring to perform a squadron transfer must complete the following prior to transferring:

- Express desire to transfer to current CO
- Express desire to transfer to gaining CO
- Completed VNAO Qualification in appropriate airframe within the past 30 days.

2.5. Creating New Squadrons. Starting new squadrons can occur within VNAO for two primary reasons. The first and most likely reason results from a current squadron exceeding its membership limit of 12. In this case, a new squadron is created. The second reason is to allow VNAO CVW-14 to provide operations for a new airframe or airframe.

- To start a new squadron due to max member size the following criteria must be met:
 - o Current Squadron must be at 14 members
 - o New squadron CO and XO must be identified (usually done with current squadron is between 10-12 members)
 - o Squadron training curriculum created
 - o New squadron website and Discord must be created
 - o New squadron Liveries must be created

- To start a new squadron of a new airframe/airframe the following criteria must be met:
 - o Airframe/Airframe must be used within post-Korea naval air operations
 - o Petition to create such a squadron must be sent to wing leadership. A minimum of 8 members needed for petition.
 - o New squadron CO and XO must be identified
 - o Squadron qualification and training curricula need to be created
 - o New squadron website and Discord must be created
 - o New squadron Liveries must be created

2.6. Leaving VNAO. If you wish to leave the VNAO organization, contact your CO or XO with your intentions. If able, please be ready to provide your reason or justification to your CO or XO of your intentions to leave.

3.0. VNAO ACTIVITY PARTICIPATION REQUIREMENTS

3.1. Mission Participation. Mission participation is important in VNAO as it builds team cohesion and competency within its ranks. Depending on the type of missions, members may be required to have certain combat-related qualifications to participate. Listed below are the different types of missions along with their combat qualification requirements:

- **3.1.1. VT Training Missions.** VT Training Missions are primarily for those working to pass their VNAO Qualification. Any and everyone are welcomed to attend.
 - o Qualification Requirements: None
- **3.1.2. Squadron Missions.** Squadron Missions are usually hosted at the squadron level. Although other squadrons might be invited to participate, Squadron Missions are meant to build unit cohesion, instill spirit de 'corps, and reinforce training among the squadron. Although no specific combat qualifications are required, all participants are usually already assigned to a combat squadron.
 - o Qualification Requirements: VNAO Qualification
- **3.1.3. Wing Missions.** Wing Missions are usually hosted by one of the two VNAO Carrier Air Wings and usually involve two or more squadrons within the same wing. Due to the participation size and mission complexity, these missions usually require combat-trained and experienced squadron members in order to execute effectively and in a timely manner.
 - o Qualification Requirements: VNAO Qualification, BPI Qualification, TLI Qualification and either SEAD, STRIKE or FIGHTER Qualification.
- **3.1.4. VNAO Missions.** VNAO Missions are usually hosted by VNAO organization itself, and usually involve three or more squadrons across the VNAO organization. Much like the Wing Missions, these missions usually require combat-trained and experienced squadron members in order to execute effectively and in a timely manner.
 - o Qualification Requirements: VNAO Qualification, BPI Qualification, TLI Qualification and either SEAD, STRIKE or FIGHTER Qualification
- **3.1.5. Requalification Missions.** Requalification Missions are intended for those that need to requalify for carrier qualification or to regain airframe qualification. All VNAO members are welcome to attend these events.
 - o Qualification Requirements: VNAO Qualification
- **3.1.6. PVP Tournaments.** Person vs. Person (PVP) Tournaments are meant to provide healthy competition amongst members and guest alike, and also to build cohesion, spirit de 'corps, and introduce potential candidates to the organization. Any and everyone is welcomed to attend these events.
 - o Qualification Requirements: None
- **3.1.7. External to VNAO/DCS-Level Events & Missions.** These are events in which VNAO and its members serve as guests. These events usually include large, highly publicized tournaments and large scale co-op missions. As such, those members that are selected to represent the VNAO organization during these events are expected to be of the highest caliber

that VNAO has to offer in both personal professionalism and combat competency. These members are expected to be fully qualified in their respective airframes with a high level of knowledge and experience in employing their airframe in combat operations.

- Qualification Requirements: VNAO Qualification, BPI Qualification, TLI Qualification, SEAD Qualification, Strike Qualification, Fighter Qualification, Flight Lead Qualification

4.0. VNAO FEEDBACK

4.1. Comments, Complaints, Observations, Recommendations & Suggestions. If there are any comments, complaints, observations, recommendations and/or suggestions to improve any of VNAO's, processes, activities or member experience, please let us know by contacting your CO, XO, CAG or DCAG.

5.0. VNAO ACRONYMS

BPI	Basic Preflight Indoctrination (Combat Training Curriculum)
CAG	Carrier Air Group
CO	Commanding Officer
CVW	Carrier Air Wing
DCAG	Deputy Carrier Air Group
DCS	Digital Combat Simulator
HOTAS	Hands On Stick And Throttle
PVP	Person Vs. Person
SEAD	Suppression of Enemy Air Defenses
TLI	Tactical Lead-In (Combat Training Curriculum)
VNAO	Virtual Naval Air Operations
VR	Virtual Reality
VT	Air Training
XO	Executive Officer