

SuperVipers SOP and info

Disclaimer: Attempting any acrobatic maneuvers without training may cause severe airframe damage or destruction. For training information please refer to the SuperVipers discord server. The SuperVipers will not be held responsible for

Any damage caused by pilots attempting said maneuvers.

No part of this document was edited, written, or viewed by AI.

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Image credit- "Spade" Prociten

The team-

The SuperVipers are the official demonstration team of the CVW-94 "Vipers", showing both the skills and coordination we train our pilots to have. The SuperVipers work alongside many other teams to make every flight or show A great and memorable experience.

The diamond

- 1- LEAD/BOSS "Compass" Valvryn
- 2- LEFT WING "Gamble" Gery
- 3- RIGHT WING "Spade" Prociten
- 4- SLOT "Vapor" Vix

The solos

- 5- Left outer wing/solo "Tech" Jaxson
- 6- Right outer wing/solo "" SamSarah



Team origination-

Originally created by "Compass" Valvryn as a server for a few friends to chat and plan flights, As the server grew the SuperVipers Flight team was born. The team began as a small 4 ship working completely independently from other teams, wanting to make an original, and unique experience. With unique goals, liveries, and routines, the SuperVipers continued growing and modernizing until becoming the group you see today. Now holding one of the few VtolVR flight schools, the SuperVipers are becoming a great place for new or old pilots to learn, familiarize, and master each airframe.

End-



Team morals and standards-

1. No member may approach other teams regarding a request on behalf of the SuperVipers unless approved
2. Have respect for other teams, no matter how good or bad they may seem
3. Have some basic situational awareness
4. Have respect towards other team members
5. No members may be "grandfathered in", All new members MUST go through basic flight evaluation before flying with the team
6. Give back to the team, Could be a recommendation to improve the team, or even just being on time for practices
7. Respect rules and restrictions given by other servers or events, if there are issues, message your lead/organizer
8. No user may create events under the SuperVipers name without approval
9. You should NEVER use your team livery in ANY combat scenario including simulated or LIVE trainings



Comms and frequency guide-

Freq list-

Diamond freq 115.0

Solos freq 112.0

generic freq 285.3

Morals-

1. No matter the situation, If the livery is worn, morals and restrictions are in place.
2. Keep comms clean, and clear, minimum chatting while flying
3. Think twice before speaking
4. Do not step on others especially your lead(s)

guide-

Set STBY freq as required for quick switching (Lead(s) only)
Only lead should speak on both freq
Both flights announce outbound AND inbounds



Pre-Practice

SOP-

First announcement should be made at least 10 min before expected time

ALL team members should reply stating if the time works or doesn't

If the time doesn't work, reply with your best practice time

Practice times will always be stated as Military EST time

If you do not reply, your position will be filled with a reserve pilot

Pre-Checks-

Check headset status

Check for updates

Ensure all equip works as expected

Ensure WIFI and VtolVR running smoothly

If any checks fail, make it known



Team briefing and debriefing-

Pre-flight briefing-

Announced 5 min before conformed time

Pilots join dedicated channel

Once ALL pilots are present, Training begins

Lead will go over specifics like weather, training focus, and any other variable

This is the time for questions

Once all pilots are ready, enter VR and standby server info

In-game briefing-

Flight performance overview, Go over fuel and other settings

Final questions call

Thumbs up once ready

In-game debriefing-

Start replay

Deep dive into each pilots performance

Mission exit



Flight debrief-

Pilots join

Time to unwind

Less serious comms, questions, and hang out

In game Brief/debrief SOP-

Before hopping in the game, less serious comms are accepted

Time spent in the briefing room should be minimal

Once in game, serious comms only

Discord brief/debrief SOP-

Best time for questions

Unwind time, your lead and other wingmen will judge each other's performance and give tips

Once out of VR all restrictions are raised



SuperVipers routine

- 1 American burst (Delta)
- 2 Trail-diamond clover loop
- 3 Show and review (Delta)
- 4 Inverted break
- 5 Double farvel
- 6 Loop break cross (Delta)
- 7 Split S
- 8 Landing break



SuperVipers routine Breakdown

Delta break out

Smoke- 1,4 white. 2,3 blue. 5,6 red

Inbound:

- Duos join
- At crowd
- 350KTS
- Smoke on

Break:

- Break before show center
- 350KTS 2.5G
- Hold outbound
- Smoke off on call

Rejoin:

- Return to lead
- Call tally
- Lead smoke off
- Join delta

Break Directions

- 1 straight out
- 2 up and left 45° bank
- 3 up then right 45° bank
- 4 up 65°
- 5 90° left
- 6 90° right

End



Trail-diamond clover loop

Inbound:

- Go trail
- At crowd
- 450KTS
- Smoke on

Loop:

- Initial Pull 4G
- At 65° go diamond
- At 90° start a slight right turn
- continue around a half pull until level

End



Show and review (Delta)

Entry 300KTS 200ft AGL

Start 45 line, then bank into the crowd until outbound on the 45 line

End



Inverted break

Inbound:

- Runway
- 400KTS
- Go spread
- Smoke on

Break:

- Break on show center
- 4G
- 400KTS
- Hold outbound

Smoke off

Rejoin

- Return to lead
- Call tally
- Lead smoke off

Break Directions

- 1 up 90°
- 2 up right 45° bank
- 3 up left 45° bank
- 4 straight out
- 5 90° right
- 6 90° left

End



Double farvel

Lead and slot flip inverted then left and right wing bring it in tight for a show in review.



Loop break cross (Delta)

Inbound:

- Duos join
- Runway
- 500KTS
- 700FT+ ASL

Break:

- half pull loop to 90 nose down
- Smoke on and break
- Hold outbound
- Maintain 400KTS

Cross:

- Half Cuban 8 to 600FT ASL
- Hold 400KTS
- Listen and match mile markers (NM)
- Adjust as needed
- Cross at show center
- Smoke off

Rejoin:

- Call tally
- Rejoin Diamond

End



Split S

Initial:

- Inbound behind crowd Split to two groups
 - Group 1 (1 lead 2) group 2 (4 lead 3)
 - Fly out to 6NM then inbound towards the runway opposing directions

Split S:

- Group 1 calls mile markers every .5 (NM pronounced miles)

First cross and initiation-

Cross staggered 1, 4, 2, 3 lead closest to show center Lead calls hit

Pull 1-

- Up to 65 at 3G hold 2 sec
- Invert (2, 3 switch wings, do not follow original path)

Pull 2-

- 4G pull down back towards show center

Cross 2-

- Staggered 1, 4, 2, 3 BUH (Belly up hit)

BUH directions 1,4 canopy towards each other 2, 3 canopy towards each other Return to diamond

End

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Diamond break to land

Inbound:

- Runway
- 300KTS
- 200ft AGL

Break:

- Lead calls breaks
- 2 break
- 4 break
- 1 break
- 3 break
- Hold hold 45 turn until 180 of original heading
- Downwind
- Land in sequence 180KTS
- Taxi to parking

End

