1. Planes, Planes, and Planes

by Ucaoimhu

So many DC puzzle events over the years have required me to swoop in by plane that I have become something of an expert on the subject. In tribute thereto:

(1) DCPHR: As you "decipher" (i.e., solve) six clues, you'll see that each has *two* solutions, and you must decide which to enter. (Tagging is for the solution you enter.)

(2) Post Hunt: As in the Post Hunt, six (wordplay-only) clues will each yield a *number* leading you to a (1) clue. Enter the *other* solution to that clue as your answer. (Tagging is for the grid entry, not the number itself.)

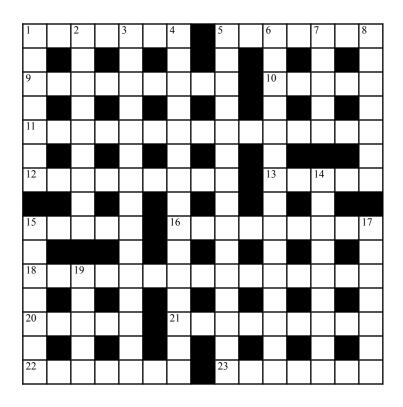
(3) The Famine Game: In each of six clues, two letters must be ruthlessly eliminated before solving; in clue order, these letters will spell a phrase relating to a famous flight (a flight that built upon info from 11 Across and 3 Down). Also, if the *n*th (3) clue's first deleted letter is the *p*th from the start and its second deleted letter is the *q*th from the end, circle the *p*th letter from the start of the *n*th (1) clue and the *q*th letter from the end of the *n*th (2) clue; in clue order, the circled letters will spell out a description of 18 Across and of 6 Down.

(4) Each of the eight remaining clues works normally, but has an answer that is too short for its space; the answer must thus be entered with some (unchecked) squares left blank. Shade in the blank squares in the grid to see (in an arrangement other than a straight line) the name of an expert on planes. (I can also be found within this name, at a location that is described by the two phrases from (3).)

(5) Finally, for each of the (4) clues, note the positions of the blank squares from the start and end of the entry, and high-light the alphanumeric characters in those positions from the start and end of the *clue*. The former will spell out one DC hotspot that I always tried to make it to after each DC puzzle event; the latter will spell out a cryptic clue for a word that denotes another kind of conclusion for an event, and which sounds like a way to bid adieu to one more plane expert.

ACROSS

- 1. Nose of supersonic plane
- 5. Fifty-five cutesy rings
- 9. Waters disheartened those protected by one of the sleuthing Charleses (2 wds.)
- 10. Are getting back to woman in the heart of lyricist community of old
- 11. Dizzy roadie & icemen endeavor to make it less likely for an aviator to be unwell
- 12. Paper remnant in mouths is going along easily (2 wds.)
- 13. Float little sandwiches or excellent Odysseus's tongs



- 15. Feather of a cousin in France one that's about sixscore and thirsty
- 16. Being nervous swain getting crummy lunch (3 wds.)
- 18. Power and force drained lorry blocking more accurate vehicle at Kitty Hawk (3 wds.)
- 20. Interesting, pert mate attends Foggy Bottom
- 21. Ones appareled in parkas one rents around university
- 22. Outside occurrence is visible
- 23. Of importance when experiencing nudity

DOWN

- 1. Storming units do this to Incan mesas
- 2. Scream-inducing writer and jerk like works of Horace or Nash
- 3. Like *Tron* lover reorganizing real roomy office to help Britons steer ships at seal (2 wds.) [NI3]
- 4. Clear up sketchy maid's vast confusion at the midpoint: Put away rice, or ribeye?
- 5. Slugger Cobb has made a journey (2 wds.)
- 6. Old swing-bearer with suits for pilot is Todd (4 wds., abbr.)
- 7. Appalachian Spring composer's III: Items To Start Code That A Program's In (abbr.)
- 8. Frisky setter's what's needed for trial runs
- 14. Say, a summer in Paris supporting ex-scholar who might interpret Exod. 28:6
- 15. The least syllables of words from unclad cultist holding map
- 17. Shapes of doughnuts circling around to hoax sleuth's source
- 19. Mesh that has been viewed in a mirror