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LEVEL III

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F-16 AIRCREW TRAINING DEVELOPMENT PROJECT

Contract No. F02604-79-C8875

F-16 TASK ANALYSIS
CRITERION-REFERENCED OBJECTIVE
AND OBJECTIVES HIERARCHY REPORT

VOLUME III

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1.7 Perform combat (c) [Hands-on]

1.7.1 Respond to receipt of target data while airborne [Hands-on]

1.7.1.1 Record target data [Hands-on]

1.7.1.1.1 Authenticate [Hands-on]

1.7.1.2 Analyze target data [Hands-on]

1.7.1.2.1 Determine feasibility [Hands-on]

1.7.1.2.1.1 Determine range requirements [Hands-on]

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- 1.7.1.2.1.2 Determine ordnance requirements [Hands-on]
- 1.7.1.3 Analyze threat data [Hands-on]
- 1.7.1.4 Plan ordnance delivery [Hands-on]
 - 1.7.1.4.1 Determine attack maneuver [Hands-on]
 - 1.7.1.4.2 Select delivery mode/set SCP for desired ordnance/delivery [Hands-on]
- 1.7.1.5 State considerations for responding to receipt of target data while airborne as opposed to during premission planning with no omission. [Academic]
- 1.7.2 Perform fence checks [Hands-on]
 - 1.7.2.1 Perform pre-strike Ops checks (E) [Hands-on]
 - 1.7.2.1.1 Name the items included in a pre-strike ops check in correct order with no omissions. [Academic]
 - 1.7.2.2 Arm conventional ordnance and verify on SCP [Hands-on]
 - 1.7.2.2.1 State the procedure for arming conventional ordnance and verifying on SCP with no omissions (system--weapons/SMS; operate SCP) [Academic]
 - 1.7.2.3 Pre-arm nuclear ordnance [Hands-on]
 - 1.7.2.3.1 State the procedure for pre-arming nuclear ordnance including associated notes, cautions, warnings, critical values, tolerances and limits with no omissions. (System--weapons/SMS; operate SCP.) [Academic]
 - 1.7.2.4 Reset exterior lighting [Hands-on]
 - 1.7.2.4.1 State the considerations for setting exterior lighting during fence check with no omissions. (System--lighting.) [Academic]
 - 1.7.2.5 Set up RWR/EW for combat [Hands-on]
 - 1.7.2.5.1 Given RWR modes, identify the situations where each may or should be employed without error. (System--penetration aids; operate RWR.) [Academic]
 - 1.7.2.6 Set up videotape recorder (VTR) [Hands-on]
 - 1.7.2.6.1 State the steps in the procedure for setting up videotape recorder (VTR) in correct order and with no omissions. [Academic]
 - 1.7.2.7 Arm chaff/flare dispensers [Hands-on]
 - 1.7.2.7.1 State the procedure for setting up chaff/flare dispensing in correct order and with no omissions. (Trivial) (System--penetration aids.) [Academic]
 - 1.7.2.8 Arm training ordnance and verify on SCP (T) [Hands-on]
 - 1.7.2.8.1 State the procedure for arming training ordnance and verifying on SCP, in correct order and with no omissions. (System--weapons/SMS.) [Academic]

1.7.2.9 Check seat survival kit and beacon selector [Hands-on]

1.7.2.9.1 State the considerations for setting seat survival kit selector with no omissions (system--escape). [Academic]

1.7.2.10 Set up/ARM air to air ordnance. [Hands-on]

1.7.2.10.1 State the procedure for AIM-9 missile set up including tactical considerations with no omissions (system--weapons; SMS; operate SCP). [Academic]

1.7.2.11 Set up radar [Hands-on]

1.7.2.11.1 State the considerations for setting up the radar during fence check, with no omissions. (System--Radar; operate radar.) [Academic]

1.7.2.12 Turn on tank inerting [Hands-on]

1.7.2.12.1 State the procedure for tank inerting, with no omissions (trivial) [Academic]

1.7.2.13 Set up selective jettison [Hands-on]

1.7.2.13.1 State the procedure and considerations for setting up selective jettison during fence check with no omissions. [Academic]

1.7.2.14 Check/set NAVAIIS [Hands-on]

1.7.2.15 Set IFF/Emitters [Hands-on]

1.7.2.16 List items that must be set up prior to entering real or simulated combat areas. [Academic]

1.7.2.17 List the items that must be accomplished during a "fence attack" prior to entering a real or simulated combat area (air-to-surface). [Academic]

1.7.3 Rendezvous with support aircraft/assignment [Hands-on]

1.7.3.1 Rendezvous with escort assignment (c) [Hands-on]

1.7.3.2 Rendezvous with FAC [Hands-on]

1.7.3.3 Rendezvous with SCAR aircraft (c) [Hands-on]

1.7.3.4 Rendezvous with Wild Weasel/Hunter-Killer aircraft (c) [Hands-on]

1.7.3.5 Rendezvous with pathfinder [Hands-on]

1.7.3.6 State the tactical considerations for rendezvousing with support aircraft/assignment with no omissions. [Academic]

1.7.4 Perform ingress [Hands-on]

1.7.4.1 Perform medium/high altitude ingress [Hands-on]

1.7.4.1.1 Perform medium/high altitude ingress--day [Hands-on]

1.7.4.1.2 Perform medium/high altitude ingress--night/IMC [Hands-on]

1.7.4.2 Perform low altitude ingress [Hands-on]

1.7.4.2.1 Perform low altitude ingress--nuclear [Hands-on]

1.7.4.2.2 Perform low altitude ingress--conventional [Hands-on]

1.7.4.2.3 State the tactical considerations for low altitude ingress with no omissions. [Academic]

1.7.4.3 Arrive on target at predetermined TOT [Hands-on]

1.7.4.3.1 Describe procedures and state tactical considerations for arriving on target at predetermined TOT with no omissions and without error. [Academic]

1.7.4.4 Perform manned range entry procedures [Hands-on]

1.7.4.4.1 State the procedure for performing manned range entry in accordance with local area directives. [Academic]

1.7.4.5 Perform unmanned range entry procedure (T) [Hands-on]

1.7.4.5.1 State the procedure for performing unmanned range entry in accordance with training restrictions and local directives. [Academic]

1.7.4.6 System workbook--penetration aids system. [Academic]

1.7.4.6.1 Describe the penetration aids system in the F-16A and F-16B aircraft. [Academic]

1.7.4.6.2 List with no omissions and describe without error the components and/or functions of the penetration aids system, including as appropriate the sequence and modes of internal and external operation. [Academic]

1.7.4.6.3 Given a photograph or drawing of the aircraft cockpit, locate and describe the function and manipulation of each control that directly affects the penetration aids system without error. [Academic]

1.7.4.6.4 Given a photograph or drawing of the aircraft cockpit, locate and describe the interpretation of each indicator that monitors the penetration aids system without error. [Academic]

1.7.4.6.5 State the possible modes of penetration aids system degradation, and describe their causes and consequences, without error. [Academic]

1.7.4.6.6 List with no omissions and describe without error any features of the penetration aids system in the F-16B that differ or are in addition to those in the F-16A. [Academic]

1.7.5 Perform air-to-air combat [Hands-on]

1.7.5.1 Perform air-to-air tactical formations [Hands-on]

1.7.5.1.1 Perform two-ship tactical formations [Hands-on]

1.7.5.1.1.1 Fly two-ship formation straight ahead (fluid 2 patrol) [Hands-on]

1.7.5.1.1.1.1 For each two-ship tactical formation, state the correct two-ship formation position including lateral, vertical, and fore-aft separation. [Academic]

1.7.5.1.1.1.2 Describe without error the methods of correcting lateral, vertical, and fore-aft position errors in two-ship tactical formation. [Academic]

1.7.5.1.2.2.4.2 Given a plan view diagram of a four-ship cross turn, indicate the area of maximum vulnerability to attack without error. [Academic]

1.7.5.1.2.2.5 Perform four-ship check turn [Hands-on]

1.7.5.1.2.2.5.1 Describe the steps in the procedure for performing four-ship check turn in correct order with no omissions. [Academic]

1.7.5.1.2.2.5.2 Describe the steps in the procedure for performing four-ship check turns in a comm out environment in correct order with no omissions. [Academic]

1.7.5.1.2.2.6 Perform four-ship weave [Hands-on]

1.7.5.1.2.2.6.1 Describe the steps in the procedure for performing four-ship weave in correct order with no omissions. [Academic]

1.7.5.1.2.2.6.2 Given a plan view diagram of a four-ship weave, indicate the area of maximum vulnerability to stern attack without error. (D) [Academic]

1.7.5.1.2.2.7 Given a tactical scenario and a turn requirement, correctly select the four-ship tactical turn or turns. [Academic]

1.7.5.1.2.3 Given a tactical scenario and a list of four-ship tactical formations, select the appropriate formation. [Academic]

1.7.5.1.3 Perform three-ship tactical formations. [Hands-on]

1.7.5.1.3.1 Fly three-ship formation straight ahead [Hands-on]

1.7.5.1.3.1.1 For each three-ship tactical formation, state the correct three-ship formation position, including lateral, vertical, and fore-aft separation. [Academic]

1.7.5.1.3.1.2 Describe without error the methods for wingmen to use in correcting lateral, vertical, and fore-aft separation errors in three-ship tactical formations. [Academic]

1.7.5.1.3.2 Perform three-ship turns [Hands-on]

1.7.5.1.3.2.1 Perform three-ship delayed 90 deg. turn [Hands-on]

1.7.5.1.3.2.1.1 Describe the steps in the procedure for performing a three-ship delayed 90 deg. turn in correct order with no omissions. [Academic]

1.7.5.1.3.2.1.2 Given normal spacing, state at least two visual cues for second element delayed 90 deg. turn initiation without error. [Academic]

1.7.5.1.3.2.1.3 Describe the steps for performing a three-ship delayed 90 deg. turn in a comm out environment in correct order without omissions. [Academic]

1.7.5.1.3.2.2 Perform three-ship in-place turn [Hands-on]

1.7.5.1.3.2.2.1 Describe the steps in the procedure for performing a three-ship in-place turn, including the effect of deviations from pre-briefed g and airspeed, in correct order with no omissions. [Academic]

1.7.5.1.3.2.2.2 Describe without error the effect on a three-ship in-place turn when the wingmen start from a position other than line abreast. [Academic]

1.7.5.1.3.2.3 Perform three-ship delayed 45 deg turn [Hands-on]

1.7.5.1.3.2.3.1 Describe the steps in the procedure for performing three-ship delayed 45 deg. turn in correct order with no omissions [Academic]

1.7.5.1.3.2.3.2 Given normal spacing state at least two visual cues for second aircraft three-ship delayed 45 deg. turn initiation without error. [Academic]

1.7.5.1.3.2.3.3 Describe the steps for performing a three-ship delayed 45 deg. turn in a comm out environment in correct order without omissions. [Academic]

1.7.5.1.3.2.4 Perform three-ship cross turn [Hands-on]

1.7.5.1.3.2.4.1 Describe the steps in the procedure for performing a three-ship turn with or without a weave in correct order with no omissions. [Academic]

1.7.5.1.3.2.4.2 Given a plan view diagram of a three-ship cross turn, indicate the area of maximum vulnerability to attack without error. [Academic]

1.7.5.1.3.2.5 Perform three-ship check turn [Hands-on]

1.7.5.1.3.2.5.1 Describe the steps in the procedure for performing three-ship check turn in correct order with no omissions. [Academic]

1.7.5.1.3.2.5.2 Describe the steps in the procedure for performing three-ship check turns in a comm out environment in correct order with no omissions. [Academic]

1.7.5.1.3.2.6 Perform three-ship weave [Hands-on]

1.7.5.1.3.2.6.1 Describe the steps in the procedure for performing three-ship weave in correct order with no omissions. [Academic]

1.7.5.1.3.2.6.2 Given a plan view diagram of a three-ship weave, indicate the area of maximum vulnerability to stern attack without error. [Academic]

1.7.5.1.3.2.7 Given a tactical scenario and a turn requirement, correctly select the three-ship tactical turn or turns. [Academic]

1.7.5.1.3.3 Given a tactical scenario and a list of three-ship tactical formations, select the appropriate formation. [Academic]

1.7.5.1.4 Perform 'cover' role [Hands-on]

1.7.5.1.4.1 Describe the procedure for performing 'cover' role in correct order with no omissions. [Academic]

1.7.5.1.4.2 Name the 'cover' role considerations of most importance without error and without omissions. [Academic]

1.7.5.1.4.3 State a representative radio call which would result in assuming cover role. [Academic]

1.7.5.1.5 Perform mixed force formations [Hands-on]

1.7.5.1.5.1 State the special considerations for mixed force formation with no omissions and without error. [Academic]

1.7.5.1.1.2 Perform two-ship turns [Hands-on]

1.7.5.1.1.2.1 Perform two-ship delayed 90 degree turn [Hands-on]

1.7.5.1.1.2.1.1 Describe the steps in the procedure for performing a two-ship delayed 90 degree turn in correct order with no omissions. [Academic]

1.7.5.1.1.2.1.2 Given normal spacing, state at least two visual cues for second aircraft two-ship delayed 90 degree turn initiation without error. [Academic]

1.7.5.1.1.2.1.3 Describe the steps for performing a two-ship delayed 90 degree turn in a comm out environment in correct order without omissions. [Academic]

1.7.5.1.1.2.2 Perform two-ship delayed 45 degree turn [Hands-on]

1.7.5.1.1.2.2.1 Describe the steps in the procedure for performing two-ship delayed 45 degree turn in correct order with no omissions. [Academic]

1.7.5.1.1.2.2.2 Given normal spacing, state at least two visual cues for second aircraft two-ship delayed 45 degree turn initiated without error. [Academic]

1.7.5.1.1.2.2.3 Describe the steps for performing a two-ship delayed 45 degree turn in a comm out environment in correct order without omissions. [Academic]

1.7.5.1.1.2.3 Perform two-ship 180 degree in-place turn (D) [Hands-on]

1.7.5.1.1.2.3.1 Describe the steps in the procedure for performing a two-ship 180 degree in-place turn, including the effect of deviations from prebriefed g and airspeed in correct order with no omissions. (D) [Academic]

1.7.5.1.1.2.3.2 Describe the effect on 180 degree two-ship in-place turn when the wingman starts from a position other than the line abreast without error. (D) [Academic]

1.7.5.1.1.2.3.3 Procedure for comm out in-place turns without omissions. [Academic]

1.7.5.1.1.2.4 Perform two-ship cross turn [Hands-on]

1.7.5.1.1.2.4.1 Describe the steps in the procedure for performing a two-ship cross turn with or without a weave in correct order with no omissions. [Academic]

1.7.5.1.1.2.4.2 Given a plan view diagram of a two-ship cross turn, indicate the area of maximum vulnerability to attack without error. [Academic]

1.7.5.1.1.2.5 Perform two-ship weave [Hands-on]

1.7.5.1.1.2.5.1 Describe the steps in the procedure for performing two-ship weave in correct order with no omissions. [Academic]

1.7.5.1.1.2.5.2 Given a plan view diagram for a two-ship weave, indicate the area of maximum vulnerability to stern attack without error. [Academic]

1.7.5.1.1.2.6 Perform two-ship check turn [Hands-on]

1.7.5.1.1.2.6.1 Describe the steps in the procedure for performing two-ship check turn in correct order with no omissions. [Academic]

1.7.5.1.1.2.6.2 Describe the steps in the procedure for performing two-ship check turns in a comm out environment in correct order with no omissions. [Academic]

1.7.5.1.1.2.7 Given a tactical scenario and a turn requirement, correctly select the appropriate two-ship tactical turn or turns. [Academic]

1.7.5.1.1.3 Given a tactical scenario and a list of two-ship tactical formations, select the appropriate two-ship tactical formation. [Academic]

1.7.5.1.2 Perform four-ship tactical formations [Hands-on]

1.7.5.1.2.1 Fly four-ship formation straight ahead [Hands-on]

1.7.5.1.2.1.1 For each four-ship formation, state the correct four-ship formation position including lateral, vertical, fore-aft separation. [Academic]

1.7.5.1.2.1.2 Describe without error the methods for wingmen to use in correcting lateral, vertical, and fore-aft separation errors in four-ship tactical formations. [Academic]

1.7.5.1.2.2 Perform four-ship turns [Hands-on]

1.7.5.1.2.2.1 Perform four-ship 90 deg. turn [Hands-on]

1.7.5.1.2.2.1.1 Describe the steps in the procedure for performing a four-ship delayed 90 deg. turn in correct order with no omissions. [Academic]

1.7.5.1.2.2.1.2 Given normal spacing, state at least two visual cues for second element delayed 90 deg. turn initiation without error. [Academic]

1.7.5.1.2.2.1.3 Describe the steps for performing four-ship delayed turn in a comm out environment in correct order without omissions. [Academic]

1.7.5.1.2.2.2 Perform four-ship in-place turn (D) [Hands-on]

1.7.5.1.2.2.2.1 Describe the steps in the procedure for performing a four-ship in-place turn, including the effect of deviations from pre-briefed g and airspeed, in correct order with no omissions. [Academic]

1.7.5.1.2.2.2.2 Describe without error the effect on a four-ship in-place turn when the wingmen start from a position other than line abreast. (D) [Academic]

1.7.5.1.2.2.3 Perform four-ship delayed 45 deg. turn [Hands-on]

1.7.5.1.2.2.3.1 Describe the steps in the procedure for performing four-ship delayed 45 deg. turn in correct order with no omissions. [Academic]

1.7.5.1.2.2.3.2 Given normal spacing, state at least two visual cues for second aircraft four-ship delayed 45 deg. turn initiation without error. [Academic]

1.7.5.1.2.2.3.3 Describe the steps for performing a four-ship delayed 45 deg. turn in a comm out environment in correct order without omissions. [Academic]

1.7.5.1.2.2.4 Perform four-ship cross turn [Hands-on]

1.7.5.1.2.2.4.1 Describe the steps in the procedure for performing a four-ship turn with or without a weave in correct order with no omissions (D) [Academic]

1.7.5.1.6 Perform formation lookout [Hands-on]

1.7.5.1.6.1 For a given formation, describe the lookout responsibilities of each formation member. [Academic]

1.7.5.1.6.1.1 Perform formation lookout--four-ship (D) [Hands-on]

1.7.5.1.6.1.2 For a given formation, describe the visual lookout responsibilities of each formation member. [Academic]

1.7.5.1.6.2 Perform formation radar lookout [Hands-on]

1.7.5.1.6.2.1 For a given formation describe the radar lookout responsibilities of each formation member. [Academic]

1.7.5.1.7 Name the varieties of air-to-air tactical formations and identify the situations where each may or should be employed with no omissions and without error. [Academic]

1.7.5.2 Perform tactical intercept [Hands-on]

1.7.5.2.1 Respond to receipt of initial air-to-air target information [Hands-on]

1.7.5.2.1.1 Given initial air-to-air target information, describe the correct response IAW tactical intercept considerations (3-1, Fighter Weapons School texts). [Academic]

1.7.5.2.2 Locate target beyond visual range [Hands-on]

1.7.5.2.2.1 Locate target with EW/electronic aids [Hands-on]

1.7.5.2.2.1.1 Identify given RWR symbols. [Academic]

1.7.5.2.2.1.2 State the steps in the procedure for locating target with EW/electronic aids without error. [Academic]

1.7.5.2.2.2 Locate target with radar [Hands-on]

1.7.5.2.2.2.1 Perform radar search/acquire target [Hands-on]

1.7.5.2.2.2.1.1 State the steps in the procedure for performing air-to-air radar search without error. [Academic]

1.7.5.2.2.2.2 Lock on target [Hands-on]

1.7.5.2.2.2.2.1 Describe the steps in the procedure for locking on target with radar in correct order with no omissions. [Academic]

1.7.5.2.2.2.2.2 Describe considerations for use of radar lock-on IAW 3-1, Fighter Weapons School texts. [Academic]

1.7.5.2.2.2.2.3 Given a tactical scenario, state the critical values, tolerances, and limits which apply to obtaining a radar lock-on without error. [Academic]

1.7.5.2.2.2.3 Determine target heading, altitude, and airspeed [Hands-on]

1.7.5.2.2.2.3.1 Given a photograph or drawing of an RFD display with a locked up target, state target heading, altitude, and airspeed without error. [Academic]

1.7.5.2.2.3.2 Describe the steps in the procedure for determining target heading, altitude, and airspeed without radar lock-on IAW Phase Manual. [Academic]

1.7.5.2.2.3.3 State the associated critical values tolerances and limits for determining target heading, altitude, and airspeed procedure with IAW Phase Manual. [Academic]

1.7.5.2.2.4 Given a photograph or drawing of an air-to-air RED display, identify all targets and state their critical parameters without error. [Academic]

1.7.5.2.2.4.1 Match drawings of RED symbols with their meanings without error. [Academic]

1.7.5.2.3 Relay radar acquisition information [Hands-on]

1.7.5.2.3.1 State the types of radar displayed information to be relayed, and describe the format of the relay message without error. [Academic]

1.7.5.2.4 Locate target with GCI/AWACS [Hands-on]

1.7.5.2.4.1 State the special considerations for locating target beyond visual range or described in 3-1, Fighter Weapons School texts, -34. [Academic]

1.7.5.2.3 Determine attack feasibility [Hands-on]

1.7.5.2.3.1 Given a common tactical scenario, determine attack feasibility IAW current tactical considerations and restrictions. [Academic]

1.7.5.2.4 Plan tactical intercept (BVR) [Hands-on]

1.7.5.2.4.1 Determine type of intercept [Hands-on]

1.7.5.2.4.1.1 Given an appropriate scenario, determine type of intercept current doctrine and regulations. [Academic]

1.7.5.2.4.1.2 Determine type of intercept with no omissions without error. [Academic]

1.7.5.2.4.2 Select weapons to employ in air-to-air scenario [Hands-on]

1.7.5.2.4.2.1 Given a tactical intercept scenario, select weapons to employ IAW 3-1 and Fighter Weapons School texts. [Academic]

1.7.5.2.4.2.1.1 State the considerations impacting weapons selection for tactical intercepts with no omissions and without error. [Academic]

1.7.5.2.4.3 Determine intercept geometry [Hands-on]

1.7.5.2.4.3.1 Determine collision course geometry [Hands-on]

1.7.5.2.4.3.1.1 Given own heading, target heading, radar contact point and co-airspeeds, calculate collision course geometry within aircraft's tactical limitations. [Academic]

1.7.5.2.4.3.2 Determine stern conversion geometry [Hands-on]

1.7.5.2.4.3.2.1 Given own heading, target heading, and radar contact point, calculate

1.7.5.2.4.3.3 Given an appropriate scenario, determine intercept geometry without error. [Academic]

1.7.5.2.4.4 Plan formation intercept tactics [Hands-on]

1.7.5.2.4.4.1 Given a tactical scenario, plan formation intercept tactics IAW 3-1 and Fighter Weapons School texts. [Academic]

1.7.5.2.4.4.1.1 Given a list of formation intercept tactics and tactical scenarios, identify the situations where each intercept tactic may or should be employed IAW 3-1 and Fighter Weapons School texts. [Academic]

1.7.5.2.4.5 Given a common tactical scenario, plan a tactical intercept IAW tactical considerations and restrictions. [Academic]

1.7.5.2.5 Perform single-ship tactical intercept [Hands-on]

1.7.5.2.5.1 Perform collision course intercept [Hands-on]

1.7.5.2.5.1.1 Perform beam collision course intercept [Hands-on]

1.7.5.2.5.1.1.1 Given avionic and visual cues, describe subsequent specific actions to take in performing beam collision course intercept without error. [Academic]

1.7.5.2.5.1.1.1.1 State the procedure for beam collision course intercept and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.1.1.1.2 State the associated critical values, tolerances, and limits for beam collision course intercept procedure without error. [Academic]

1.7.5.2.5.1.2 Perform front quarter collision course intercept [Hands-on]

1.7.5.2.5.1.2.1 Given avionic and visual cues, describe subsequent specific actions to take in performing front quarter collision course intercept without error. [Academic]

1.7.5.2.5.1.2.1.1 State the procedure for front quarter collision course intercept and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.1.2.1.2 State the associated critical values, tolerances, and limits for front quarter collision course intercept procedure without error. [Academic]

1.7.5.2.5.1.3 Perform head-on collision course intercept [Hands-on]

1.7.5.2.5.1.3.1 Given avionic and visual cues, describe subsequent specific actions to take in performing head-on collision course intercept without error, with no omissions. [Academic]

1.7.5.2.5.1.3.1.1 State the procedure for head-on collision course intercept in correct order with no omissions. [Academic]

1.7.5.2.5.1.3.1.2 State the associated critical values, tolerances, and limits for head-on collision course intercept procedure without error. [Academic]

1.7.5.2.5.2 Perform stern conversion intercept [Hands-on]

1.7.5.2.5.2.1 Perform beam quadrant stern conversion intercept. [Hands-on]

1.7.5.2.5.2.1.1 Perform beam quadrant horizontal conversion [Hands-on]

1.7.5.2.5.2.1.1.1 Given avionic and visual cues, describe subsequent specific actions without error to take in performing beam quadrant horizontal conversion [Academic]

1.7.5.2.5.2.1.1.1.1 State the procedure for beam quadrant horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.2.1.2 Perform beam quadrant vertical conversion (C) [Hands-on]

1.7.5.2.5.2.1.2.1 Given avionic and visual cues, describe subsequent specific actions to take in performing beam quadrant vertical conversion without error. [Academic]

1.7.5.2.5.2.1.2.1.1 State the procedure for beam quadrant vertical conversion and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.2.2 Perform front quarter stern conversion intercept [Hands-on]

1.7.5.2.5.2.2.1 Perform front quarter horizontal conversion [Hands-on]

1.7.5.2.5.2.2.1.1 Given avionic and visual cues, describe subsequent specific actions to take on performing front quarter horizontal conversion without error. [Academic]

1.7.5.2.5.2.2.1.1.1 State the procedure for front quarter horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.2.2.2 Perform front quarter vertical conversion [Hands-on]

1.7.5.2.5.2.2.2.1 Given avionic cues and visual cues, describe subsequent specific actions to take in performing front quarter horizontal conversion without error. [Academic]

1.7.5.2.5.2.2.2.1.1 State the procedure for front quarter horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.2.3 Perform head-on stern conversion intercept [Hands-on]

1.7.5.2.5.2.3.1 Perform head-on horizontal conversion [Hands-on]

1.7.5.2.5.2.3.1.1 Given avionic and visual cues, describe subsequent specific actions to take in performing head-on horizontal conversion without error. [Academic]

1.7.5.2.5.2.3.1.1.1 State the procedure for head-on horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.2.3.2 Perform head-on vertical conversion [Hands-on]

1.7.5.2.5.2.3.2.1 Given avionic and visual cues, describe subsequent specific actions to take in performing head-on vertical conversion without error. [Academic]

1.7.5.2.5.2.3.2.1.1 State the procedure for head-on vertical conversion and limits within which it may be performed in correct order with no omissions. [Academic]

1.7.5.2.5.2.4 Perform night/IMC intercept [Hands-on]

1.7.5.2.5.2.4.1 Describe the procedure and expected RED/HUD display for IMC or night stern ID of a nonmaneuvering target without error. [Academic]

1.7.5.2.5.2.4.2 Describe the procedures and expected RED/HUD display for IMCV or night stern ID if an evasive/maneuvering target without error. [Academic]

1.7.5.2.5.2.4.3 State assoc. notes, cautions, warnings, crit. values, tolerances, and limits to include closure rates vs range, desired final target azimuth/elev., radar limits, min. safe range, and wingman position for IMC or night stern ID procedure w/no omissions. [Academic]

1.7.5.2.5.2.4.4 State the special considerations to close to final ID position from roll-out 1-3nm in the stern in IMC or night conditions against hostile or nonhostile targets with no omissions. [Academic]

1.7.5.2.5.2.4.5 Name the day/night interceptor signals and state associated meaning with no omissions without error. [Academic]

1.7.5.2.5.2.4.6 Describe the procedure for overshoot, breakaway and recovery during IMC or night stern without error. [Academic]

1.7.5.2.5.3 Name the varieties of single-ship tactical intercept(s) with no omissions, without error. [Academic]

1.7.5.2.6 Respond to maneuvering bogey (BVR) [Hands-on]

1.7.5.2.6.1 Given a tactical scenario including RED/RHAW indications determine the best response IAW 3-1 and Fighter Weapons School texts. [Academic]

1.7.5.2.7 Perform formation attack [Hands-on]

1.7.5.2.7.1 Perform two-ship fluid attack [Hands-on]

1.7.5.2.7.1.1 Describe the procedure for two-ship sequential attack and name the considerations of most importance with no omissions or errors. [Academic]

1.7.5.2.7.1.2 Describe the procedure for two-ship shooter-cover attack and name the considerations of most importance with no omissions. [Academic]

1.7.5.2.7.1.3 Correctly list in any order the responsibilities of the free fighter in two-ship fluid attack. [Academic]

1.7.5.2.7.1.4 Correctly list in any order the responsibilities of the engaged fighter in two-ship fluid attack [Academic]

1.7.5.2.7.1.5 Correctly list at least four benefits of mutual support in a two-ship fluid attack scenario. [Academic]

1.7.5.2.7.1.6 Correctly state the important considerations in assigning roles of free and engaged fighter in a two-ship fluid attack scenario. [Academic]

1.7.5.2.7.2 Perform two-ship formation counteroffensive maneuvers. [Hands-on]

1.7.5.2.7.2.1 Given a counter offensive scenario including enemy aircraft type, armament, aspect angle, closure, and range, correctly state the best initial move to negate the attack. [Academic]

1.7.5.2.7.2.2 Correctly state the important consideration in assigning roles of free and engaged fighter in a two-ship counteroffensive scenario. [Academic]

1.7.5.2.7.2.3 Describe the procedures and important considerations for the engaged fighter in a two-ship counteroffensive scenario with no omissions or errors. [Academic]

1.7.5.2.7.2.4 Describe the procedure and important considerations for the free fighter in a two-ship counteroffensive scenario with no omissions or errors. [Academic]

1.7.5.2.7.3 Given a tactical scenario including ordnance load, fuel status, and number and type of enemy aircraft determine the best two-ship attack profile IAW 3-1 and Fighter Weapons School texts. [Academic]

1.7.5.2.8 Locate target within visual range [Hands-on]

1.7.5.2.8.1 Perform visual search [Hands-on]

1.7.5.2.8.1.1 Correctly explain at least four important considerations in conducting visual search. [Academic]

1.7.5.2.8.1.1.1 Given an RED presentation of a target, either locked-on or not locked-on, correctly state the appropriate direction of visual search within 30 deg. laterally and vertically. [Academic]

1.7.5.2.8.1.2 Given bull's-eye location, own position, own heading, GCI bull's-eye call, state the area of visual search within 90 deg. [Academic]

1.7.5.2.8.2 ID bogey [Hands-on]

1.7.5.2.8.2.1 Perform hook ID (C) [Hands-on]

1.7.5.2.8.2.1.1 Describe the steps in the procedure for hook ID in correct order with no omissions. [Academic]

1.7.5.2.8.2.1.2 State the associated notes, cautions, warnings, tolerances, critical values and limits for hook ID procedure without error. [Academic]

1.7.5.2.8.2.2 Perform offset ID [Hands-on]

1.7.5.2.8.2.3 Perform frontal VID conversion to stern (vertical) [Hands-on]

1.7.5.2.8.3 Relay visual acquisition information [Hands-on]

1.7.5.2.8.3.1 State the types of visual acquisition information to be relayed with no omissions and describe the format of the message without error. [Academic]

1.7.5.2.9 Respond to maneuvering bogey (WVR) [Hands-on]

1.7.5.2.9.1 Select offensive and counteroffensive maneuvers [Hands-on]

1.7.5.2.9.1.1 Perform offensive BFM [Hands-on]

1.7.5.2.9.1.1.1 Perform acceleration maneuver [Hands-on]

1.7.5.2.9.1.1.1.1 Given own position during an acceleration maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1 [Academic]

1.7.5.2.9.1.1.1.1.1 Correctly state the purpose of the acceleration maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.1.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the acceleration maneuver is appropriate IAW Fighter Weapons texts. [Academic]

1.7.5.2.9.1.1.1.1.3 Describe the steps in performing the acceleration maneuver including all important considerations and at least one defensive counter maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.2 Perform barrel roll maneuver [Hands-on]

1.7.5.2.9.1.1.2.1 Given own position during a barrel roll maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.1.2.1.1 Correctly state the purpose of the barrel roll maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.2.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the barrel roll maneuver is appropriate IAW with Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.2.1.3 Describe the steps in performing the barrel-roll maneuver including all important considerations and at least one defensive counter-maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.3 Perform Immelmann turn [Hands-on]

1.7.5.2.9.1.1.3.1 Given own position during an Immelmann turn maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.1.3.1.1 Correctly state the purpose of the Immelmann turn maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.3.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the Immelmann turn maneuver is appropriate IAW with Fighter weapons School texts. [Academic]

1.7.5.2.9.1.1.3.1.3 Describe the steps in performing the Immelmann turn maneuver including all important considerations and at least one defensive counter-maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.4 Perform pursuit [Hands-on]

1.7.5.2.9.1.1.4.1 Perform lag pursuit. [Hands-on]

1.7.5.2.9.1.1.4.1.1 Given cues, describe the next specific action to take in performing lag pursuit against a target turning into the attack at 4 gs or greater. [Academic]

1.7.5.2.9.1.1.4.1.1.1 Describe the steps in the procedure for lag pursuit in correct order with no omissions. [Academic]

1.7.5.2.9.1.1.4.1.2 Describe the effect of lead, pure, and lag pursuit curves against a target turning at 4 gs or more in terms of resultant angle-off and relative elapsed time to rendezvous. [Academic]

1.7.5.2.9.1.1.4.2 Perform pure pursuit [Hands-on]

1.7.5.2.9.1.1.4.2.1 Given cues, describe next specific action to take in performing pure pursuit against both a target flying straight ahead one turning into the attack at 4 gs or greater IAW Phase Manual. [Academic]

1.7.5.2.9.1.1.4.2.1.1 Describe the steps in the procedure for pure pursuit in correct order with no omissions. [Academic]

1.7.5.2.9.1.1.4.3 Perform lead pursuit [Hands-on]

1.7.5.2.9.1.1.4.3.1 Given cues, describe next specific action to take in performing lead pursuit against a target turning into the attack at 4 gs or greater IAW Phase Manual. [Academic]

1.7.5.2.9.1.1.4.3.1.1 Describe the steps in the procedure for lead pursuit in correct order with no omissions. [Academic]

1.7.5.2.9.1.1.4.4 Given plan view diagrams of target and attacker flight path, label each diagram as either lead, pure, or lag pursuit. [Academic]

1.7.5.2.9.1.1.5 Perform lead turn maneuver [Hands-on]

1.7.5.2.9.1.1.5.1 Given own position during a lead turn maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.1.5.1.1 Correctly state the purpose of the lead turn maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.5.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the lead turn maneuver is appropriate IAW with Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.5.1.3 Describe the steps in performing the lead turn

1.7.5.2.9.1.1.6 Perform lag roll [Hands-on]

1.7.5.2.9.1.1.6.1 Given own position during a lag roll maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.1.6.1.1 Correctly state the purpose of the lag roll maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.6.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the lag roll maneuver is appropriate IAW with Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.6.1.3 Describe the steps in performing the lag roll maneuver including the important considerations and at least one counter-maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.7 Perform high yo-yo [Hands-on]

1.7.5.2.9.1.1.7.1 Given own position during a high yo-yo maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.1.7.1.1 Correctly state the purpose of the high yo-yo maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.7.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the high yo-yo maneuver is appropriate IAW with Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.7.1.3 Describe the steps in performing the high yo-yo maneuver including all important considerations and at least one counter maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.8 Perform quarter plane maneuver [Hands-on]

1.7.5.2.9.1.1.8.1 Given own position during a quarter plane maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.1.8.1.1 Correctly state the purpose of the quarter plane maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.8.1.2 Describe the steps in performing the quarter plane maneuver including all important considerations and at least one counter maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.9 Perform gun tracking [Hands-on]

1.7.5.2.9.1.1.9.1 Given a tactical scenario, describe the control inputs and power adjustment needed to achieve and/or maintain gun tracking parameters IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.9.1.1 Given HUD photographs, identify those in which gun tracking parameters have been achieved IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.9.1.1.1 Describe the following four errors present in a gun tracking situation: parallax, gravity drop, trajectory shift, and kinematic lead; with no errors or omissions, IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.9.1.1.2 Given a drawing of a turning aircraft including all pertinent data, correctly designate the aircraft's plane of motion. [Academic]

1.7.5.2.9.1.1.9.1.2 State the limiting performance parameters and parameter values for gun tracking IAW Phase Manual. [Academic]

1.7.5.2.9.1.1.10 Perform high deflection gunshot [Hands-on]

1.7.5.2.9.1.1.10.1 Given a tactical scenario, describe the control inputs and power adjustments needed to achieve a high deflection gun shot. [Academic]

1.7.5.2.9.1.1.10.1.1 Given tactical scenarios, identify those in which a high deflection gun shot is required. [Academic]

1.7.5.2.9.1.1.10.1.2 State the limiting performance parameters and parameter values for high deflection gunshot IAW Fighter Weapons School texts and aircraft limitations. [Academic]

1.7.5.2.9.1.1.11 Perform butterfly dart pattern (T) (C) [Hands-on]

1.7.5.2.9.1.1.11.1 Given avionic and visual cues, describe subsequent actions to take in performing a butterfly dart pattern IAW Fighter Weapons School texts and Phase Manuals within current 55-16 and 51-50 restrictions. [Academic]

1.7.5.2.9.1.1.11.1.1 State the butterfly dart pattern entry conditions without error. [Academic]

1.7.5.2.9.1.1.11.1.2 Given HUD photographs, identify the correct firing parameters for a standard dart without error. [Academic]

1.7.5.2.9.1.1.12 Perform high angle dart pattern. (T) (C) [Hands-on]

1.7.5.2.9.1.1.12.1 Describe the steps in the procedure for high angle dart pattern (T) in correct order with no omissions. [Academic]

1.7.5.2.9.1.1.12.2 State the associated notes, cautions, warnings, critical values, tolerances and limits for high angle dart pattern (T) procedure without error. [Academic]

1.7.5.2.9.1.1.13 Perform low yo-yo [Hands-on]

1.7.5.2.9.1.1.13.1 Given own position during a low yo-yo maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.1.13.1.1 State the limiting performance parameters and parameter values for low yo-yo. [Academic]

1.7.5.2.9.1.1.13.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the low yo-yo maneuver is appropriate IAW with Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.13.1.3 Describe the steps in performing the low yo-yo maneuver including all important considerations and at least one defensive counter maneuver IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.2 Perform counteroffensive BFM [Hands-on]

1.7.5.2.9.1.2.1 Perform extension maneuver [Hands-on]

1.7.5.2.9.1.2.1.1 Given own position during an extension maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.1.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the extension maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.1.1.1.1 Correctly state the purpose of the extension maneuver IAW the phase Manual. [Academic]

1.7.5.2.9.1.2.1.1.2 Given the Phase Manual describe the steps in performing the extension maneuver including all important considerations and at least one offensive counter maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.2 Perform defensive turn [Hands-on]

1.7.5.2.9.1.2.2.1 Given own position during a defensive turn maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.2.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the defensive turn maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.2.1.1.1 Correctly state the purpose of the defensive turn maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.2.1.2 IAW the Phase Manual, describe the steps in performing the defensive turn maneuver including all important considerations and at least one offensive counter-maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.3 Perform reversal [Hands-on]

1.7.5.2.9.1.2.3.1 Given own position during a reversal maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.3.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the reversal maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.3.1.1.1 Correctly state the purpose of the reversal maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.3.1.2 IAW the Phase Manual, describe the steps in performing the reversal maneuver including all important considerations and at least one offensive counter maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.4 Perform missile break turn [Hands-on]

1.7.5.2.9.1.2.4.1 Given own position during a missile break maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.4.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the missile break maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.4.1.1.1 Correctly state the purpose of the missile break maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.4.1.2 IAW the Phase Manual describe the steps in performing the missile break maneuver including all important considerations and at least one offensive counter-maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.5 Perform gun break turn [Hands-on]

1.7.5.2.9.1.2.5.1 Given own position during a gun break maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.5.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the gun break maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.5.1.1.1 Correctly state the purpose of the gun break maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.5.1.2 IAW the Phase Manual, describe the steps in performing the gun break maneuver including all important considerations and at least one counter-maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.6 Perform scissors [Hands-on]

1.7.5.2.9.1.2.6.1 Perform vertical scissors [Hands-on]

1.7.5.2.9.1.2.6.2 Perform horizontal scissors [Hands-on]

1.7.5.2.9.1.2.6.3 Given own position during a scissors maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.6.3.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the scissors maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.6.3.1.1 Correctly state the purpose of the scissors maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.6.3.2 IAW the Phase Manual, describe the steps in performing the scissors maneuver including the important considerations and at least one offensive counter maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.7 Perform high g roll over top [Hands-on]

1.7.5.2.9.1.2.7.1 Given own position during a high g roll over-the-top maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.7.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the high g roll over-the-top maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.7.1.1.1 Correctly state the purpose of the high g roll over-the-top maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.7.1.2 IAW the Phase Manual describe the steps in performing the high g roll over-the-top maneuver including all important considerations and at least one offensive counter-maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.8 Perform high g roll underneath [Hands-on]

1.7.5.2.9.1.2.8.1 Given own position during a high g roll underneath maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.8.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the high g roll underneath maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.8.1.1.1 Correctly state the purpose of the high g underneath maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.8.1.2 IAW the Phase Manual, describe the steps in performing the high g roll underneath maneuver including all the important considerations and at least one offensive counter-maneuver. Describe these steps in correct order with no omissions [Academic]

1.7.5.2.9.1.2.9 Perform jinkout [Hands-on]

1.7.5.2.9.1.2.9.1 Given own position during a jinkout maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.9.1.2.9.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the jinkout maneuver is appropriate. [Academic]

1.7.5.2.9.1.2.9.1.1.1 Correctly state the purpose of the jinkout maneuver IAW the Phase Manual. [Academic]

1.7.5.2.9.1.2.9.1.2 IAW the Phase Manual, describe the steps in performing the jinkout maneuver including all important considerations and at least offensive counter maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.9.1.2.10 Given a diagram of the basic zone defense as presented in Fighter Weapons School texts, correctly explain all basic considerations and goals of the defender for each zone. [Academic]

1.7.5.2.9.1.2.11 Given an attacker's rear hemisphere position including in or out of IR missile range, in or out of gun range, nose on or off, and attacker's approximate overtake, state whether the defender must turn, extend, or may do either one. [Academic]

1.7.5.2.9.1.3 Given a tactical scenario describing bogey's aircraft type, ordnance, angle off, aspect, energy state, and probable intentions, select offensive and counteroffensive maneuvers IAW Phase Manual, Fighter Weapons School text and 3-1. [Academic]

1.7.5.2.9.1.3.1 Perform vertical scissors [Hands-on]

1.7.5.2.9.1.3.2 Perform horizontal scissors [Hands-on]

1.7.5.2.10 Employ combat energy management [Hands-on]

1.7.5.2.10.1 Given HUD display with energy management symbols present and a list of energy management related statements, correctly match statements to each display IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.10.1.1 Define specific energy (Es) and specific power (Ps) IAW Fighter Weapons School texts. (E) [Academic]

1.7.5.2.10.2 Describe the basic maneuvering characteristics of the F-16 to include energy management and maneuvering energy. [Academic]

1.7.5.2.10.3 Given appropriate maneuver and difference diagrams, select areas of advantage, neutrality, and disadvantage. [Academic]

1.7.5.2.11 Employ weapons [Hands-on]

1.7.5.2.11.1 Perform missile attack [Hands-on]

1.7.5.2.11.1.1 Perform missile attack in AAM mode [Hands-on]

1.7.5.2.11.1.1.1 Perform missile attack in AAM mode with AIM-9J [Hands-on]

1.7.5.2.11.1.1.1.1 Given cues, describe the next specific action to take in performing missile attack in AAM mode with AIM-9J IAW current tactical doctrine and regulations. [Academic]

1.7.5.2.11.1.1.1.1.1 Describe the steps in the procedure for missile attack in AAM mode with AIM-9J in correct order with no omissions. [Academic]

1.7.5.2.11.1.1.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the AAM mode. [Academic]

1.7.5.2.11.1.1.1.1.2 Given a HUD presentation and an audio indication of an armed AIM-9J missile in the AAM mode, state whether or not missile launch parameters have been attained. [Academic]

1.7.5.2.11.1.1.1.1.2.1 Given a HUD presentation, state whether the AAM mode is selected and whether or not the AIM-9J missile is armed. [Academic]

1.7.5.2.11.1.1.1.1.2.2 Given a HUD presentation of the AIM-9J missile in the AAM mode, correctly identify all missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.1.1.1.3 State the special considerations for employing the AIM-9J missile in the AAM mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.1.2 Perform missile attack in AAM mode with AIM-9L. [Hands-on]

1.7.5.2.11.1.1.2.1 Given cues, describe the next specific action to take in performing missile attack in AAM mode with AIM-9L IAW tech order procedures and current tactical doctrine and regulations. [Academic]

1.7.5.2.11.1.1.2.1.1 Describe the steps in the procedure for missile attack in AAM mode with AIM-9L in correct order with no omissions. [Academic]

1.7.5.2.11.1.1.2.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the AAM mode. [Academic]

1.7.5.2.11.1.1.2.1.1.2 Given a HUD presentation and an audio indication of an armed AIM-9L missile in the AAM mode, state whether or not missile launch parameters have been attained. [Academic]

1.7.5.2.11.1.1.2.1.1.2.1 Given a HUD presentation, state whether the AAM mode is selected and whether or not the AIM-9L missile is armed. [Academic]

1.7.5.2.11.1.1.2.1.1.2.2 Given a HUD presentation of the AIM-9L missile in the AAM mode, correctly identify all missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.1.2.1.1.3 State the special considerations for employing the AIM-9L missile in the AAM mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.1.3 State the special considerations for performing missile attack in AIM mode without error. [Academic]

1.7.5.2.11.1.2 Perform missile attack in missile override/dogfight mode [Hands-on]

1.7.5.2.11.1.2.1 Perform missile attack in missile override/dogfight mode with AIM-9J [Hands-on]

1.7.5.2.11.1.2.1.1 Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9J IAW current tactical doctrine, regulations, and tech order procedures. [Academic]

1.7.5.2.11.1.2.1.1.1 Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9J in correct order with no omissions. [Academic]

1.7.5.2.11.1.2.1.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the missile override/dogfight mode. [Academic]

1.7.5.2.11.1.2.1.1.1.2 State a HUD presentation and an audio indication of an armed AIM-9J missile in the missile override/dogfight mode, state whether or not missile launch parameters have been attained. [Academic]

1.7.5.2.11.1.2.1.1.1.2.1 Given a HUD presentation, state whether the missile override/dogfight mode is selected and whether or not the AIM-9J missile is armed. [Academic]

1.7.5.2.11.1.2.1.1.1.2.2 Given a HUD presentation of the AIM-9J missile on the missile override/dogfight mode, correctly identify the various components and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.2.1.1.1.3 State the special considerations for employing the AIM-9J missile in the missile override/dogfight mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.2.2 Perform missile attack in missile override/dogfight mode with AIM [Hands-on]

1.7.5.2.11.1.2.2.1 Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9L IAW current tactical doctrine, regulations, and tech order procedures. [Academic]

1.7.5.2.11.1.2.2.1.1 Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9L in correct order with no omissions. [Academic]

1.7.5.2.11.1.2.2.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9L missile in the missile override/dogfight mode. [Academic]

1.7.5.2.11.1.2.2.1.1.2 Given a HUD presentation and an audio indication of an armed AIM-9L missile in the missile override/dogfight mode, state whether or not missile launch parameters have been attained. [Academic]

1.7.5.2.11.1.2.2.1.1.2.1 Given a HUD presentation, state whether the missile override/dogfight mode is selected and whether or not the AIM-9L missile is armed. [Academic]

1.7.5.2.11.1.2.2.1.1.2.2 Given a HUD presentation of the AIM-9L missile in the missile override/dogfight mode, correctly identify all missile and gun associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.2.2.1.1.3 State the special considerations for employing the AIM-9L missile in the missile override/dogfight mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.2.3 State the special considerations for performing missile attack in missile override/dogfight mode without error. [Academic]

1.7.5.2.11.1.2.4 Given a CFT or other suitable trainer, select on command missile override within 2 seconds without looking. [Academic]

1.7.5.2.11.1.3 Perform missile attack using manual reticle [Hands-on]

1.7.5.2.11.1.3.1 Perform missile attack with AIM-9J using manual reticle. [Hands-on]

1.7.5.2.11.1.3.1.1 Given cues, describe the next specific action to take in performing missile attack with AIM-9J using manual reticle IAW Phase Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.3.1.1.1 Describe the steps in the procedure for missile attack with AIM-9J using manual reticle in correct order with no omissions. [Academic]

1.7.5.2.11.1.3.1.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the missile mode using the manual reticle. [Academic]

1.7.5.2.11.1.3.1.1.1.2 Given a HUD presentation and an audio indication of an armed AIM-9J missile in the missile mode and a manual range wing span setting, state whether or not missile launch parameters have been attained using manual reticle. [Academic]

1.7.5.2.11.1.3.1.1.1.2.1 Given a HUD presentation, state whether the manual reticle mode is selected and whether or not the AIM-9J missile is armed. [Academic]

1.7.5.2.11.1.3.1.1.1.2.2 Given a HUD presentation of the AIM-9J in manual reticle mode, correctly identify the various components and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.3.1.1.1.3 State the special considerations for employing the AIM-9J missile in the manual reticle mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.3.2 Perform missile attack with AIM-9L using manual reticle [Hands-on]

1.7.5.2.11.1.3.2.1 Given cues, describe the next specific action to take in performing missile attack with AIM-9L using manual reticle IAW current doctrine and regulations. [Academic]

1.7.5.2.11.1.3.2.1.1 Describe the steps in the procedure for missile attack with AIM-9L using manual reticle in correct order with no omissions. [Academic]

1.7.5.2.11.1.3.2.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9J missile using the manual reticle mode. [Academic]

1.7.5.2.11.1.3.2.1.1.2 Given a HUD presentation and an audio indication of an armed AIM-9L missile in the manual reticle mode, state whether or not missile launch parameters have been attained. [Academic]

1.7.5.2.11.1.3.2.1.1.2.1 Given a HUD presentation, state whether the manual reticle mode is selected and whether or not the AIM-9L missile is armed. [Academic]

1.7.5.2.11.1.3.2.1.1.2.2 Given a HUD presentation of the AIM-9L missile in the manual reticle mode, correctly identify missile associated symbology and state the value represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.3.2.1.1.3 State the special considerations for employing the AIM-9L missile in the manual reticle mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.3.3 State the special considerations for performing missile attack using manual reticle without error IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.4 Perform missile attack using HUD back-up. [Hands-on]

1.7.5.2.11.1.4.1 Perform missile attack with AIM-9J using HUD back-up. [Hands-on]

1.7.5.2.11.1.4.1.1 Given cues, describe the next specific action to take in performing missile attack with AIM-9J using HUD back-up IAW current doctrine and regulations. [Academic]

1.7.5.2.11.1.4.1.1.1 Describe the steps in the procedure for missile attack with AIM-9J using HUD back-up in correct order with no omissions. [Academic]

1.7.5.2.11.1.4.1.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the HUD back-up mode. [Academic]

1.7.5.2.11.1.4.1.1.1.2 Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up, determine if it is armed or selected. [Academic]

1.7.5.2.11.1.4.1.1.1.2.1 Given a HUD presentation, state whether the HUD back-up mode is selected and whether or not the AIM-9J missile is armed. [Academic]

1.7.5.2.11.1.4.1.1.1.2.2 Given an AIM-9J missile in the HUD presentation, determine if the back-up missile is armed. [Academic]

1.7.5.2.11.1.4.1.1.1.3 State the special considerations for employing the AIM-9J missile in the HUD back-up mode IAW the Avionics Manual and Dash 1. [Academic]

1.7.5.2.11.1.4.2 Perform missile attack with AIM-9L using HUD back-up. [Hands-on]

1.7.5.2.11.1.4.2.1 Given cues, describe the next specific action to take in performing missile attack with AIM-9L using HUD back-up IAW current doctrine and regulations. [Academic]

1.7.5.2.11.1.4.2.1.1 Describe the steps in the procedure for missile attack with AIM-9L using HUD back-up in correct order with no omissions. [Academic]

1.7.5.2.11.1.4.2.1.1.1 State the switchology procedure for selecting, arming, and launching the AIM-9L missile in the HUD back-up mode. [Academic]

1.7.5.2.11.1.4.2.1.1.2 Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up mode, state whether or not missile launch parameters have been attained. [Academic]

1.7.5.2.11.1.4.2.1.1.2.1 Given a HUD presentation, state whether the HUD back-up mode is selected and whether or not the AIM-9L missile is armed. [Academic]

1.7.5.2.11.1.4.2.1.1.2.2 Given a HUD presentation of the AIM-9L missile in the HUD back-up mode, correctly identify missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1. [Academic]

1.7.5.2.11.1.4.2.1.1.3 State the special considerations for employing the AIM-9L missile in the HUD back-up mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.1.4.3 State the special considerations for performing missile attack using HUD back-up without error. [Academic]

1.7.5.2.11.1.5 Name the varieties of missile attack and identify the situations without error where each may or should be employed. [Academic]

1.7.5.2.11.1.6 State the missile launch parameters for both AIM-9J and AIM-9L rules of thumb for range vs altitude and overtake, required separation from competing IR sources, for angle-off/aspect angle, and airspeed IAW T.O. 1F-16A-34-1-1-1. [Academic]

1.7.5.2.11.1.7 State the procedures for initial SMS and audio panel setup for both the AIM-9J and AIM-9L in correct order with no omissions or errors. [Academic]

1.7.5.2.11.1.8 Given a suitable hands-on trainer, actuate the missile launch button within 2 seconds of command. [Academic]

1.7.5.2.11.2 Perform gun attack [Hands-on]

1.7.5.2.11.2.1 Perform gun attack in LCOS mode. [Hands-on]

1.7.5.2.11.2.1.1 Given cues, describe the next specific action to take in performing gun attack in LCOS mode IAW current doctrine and regulations. [Academic]

1.7.5.2.11.2.1.1.1 Describe the steps in the procedure for gun attack in LCOS mode in correct order with no omissions. [Academic]

1.7.5.2.11.2.1.1.1.1 State the switchology procedure for selecting and arming the gun in the LCOS IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.1.1.1.2 Given a HUD presentation of the gun armed in the LCOS mode, state whether or not gun firing parameters have been met. [Academic]

1.7.5.2.11.2.1.1.1.2.1 Given a HUD presentation, state whether the LCOS mode is selected and whether or not the gun is armed. [Academic]

1.7.5.2.11.2.2 Perform gun attack in snapshot mode [Hands-on]

1.7.5.2.11.2.2.1 Given cues, describe the next specific action to take in performing gun attack in snapshot mode IAW current doctrine and regulations. [Academic]

1.7.5.2.11.2.2.1.1 Describe the steps in the procedure for gun attack in snapshot mode in correct order with no omissions. [Academic]

1.7.5.2.11.2.2.1.1.1 State the switchology procedure for selecting and arming the gun in the snapshot mode IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.2.1.1.2 Given a HUD presentation of the gun armed in the snapshot mode, state whether or not gun firing parameters have been met. [Academic]

1.7.5.2.11.2.2.1.1.2.1 Given a HUD presentation, state whether the snapshot mode is selected and whether or not the gun is armed. [Academic]

1.7.5.2.11.2.2.1.1.2.2 Given a HUD presentation of the gun selected in the snapshot mode, correctly identify missile and gun associated symbology of the display and state the values represented IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.2.1.1.3 State the special considerations for employing the gun in the snapshot mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.3 Perform gun attack in dogfight mode. [Hands-on]

1.7.5.2.11.2.3.1 Given cues, describe the next specific action to take in performing gun attack in dogfight mode IAW current doctrine and regulations. [Academic]

1.7.5.2.11.2.3.1.1 Describe the steps in the procedure for gun attack in dogfight mode in correct order with no omissions. [Academic]

1.7.5.2.11.2.3.1.1.1 State the switchology procedure for selecting and arming the gun in the dogfight mode IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.3.1.1.1.1 Given a suitable hands-on trainer, locate the dogfight/missile over switch and select dogfight mode within 2 seconds without looking. [Academic]

1.7.5.2.11.2.3.1.1.2 Given a HUD presentation of the gun armed in the dogfight mode, state whether or not gun firing parameters have been met. [Academic]

1.7.5.2.11.2.3.1.1.2.1 Given a HUD presentation, state whether the dogfight/snapshot mode is selected and whether or not the gun is armed. [Academic]

1.7.5.2.11.2.3.1.1.2.2 Given a HUD presentation of the gun selected in the dogfight mode, correctly identify missile and gun associated symbology and state the values represented IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.3.1.1.3 State the special considerations for employing the gun in the dogfight mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.4 Perform gun attack using stadiametric ranging/manual reticle [Hands-on]

1.7.5.2.11.2.4.1 Given cues, describe the next specific action to take in performing gun attack using stadiametric ranging/manual reticle IAW current doctrine and regulations. [Academic]

1.7.5.2.11.2.4.1.1 Describe the steps in the procedure for gun attack using stadiametric ranging/manual reticle in correct order with no omissions. [Academic]

1.7.5.2.11.2.4.1.1.1 State the switchology procedure for selecting and arming the gun using manual/stadiametric ranging IAW the Avionics Manual and T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.4.1.1.1.1 Describe the condition(s) that will result in manual/stadiametric ranging availability in gun firing IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.4.1.1.1.2 Given a suitable hands-on trainer, set a given target wingspan on control panel within ten feet within 15 seconds. [Academic]

1.7.5.2.11.2.4.1.1.1.3 Given a suitable hands-on trainer, locate and actuate the Manual Range in two seconds without looking. [Academic]

1.7.5.2.11.2.4.1.1.2 Given a HUD presentation of an armed gun manual/stadiametric ranging and wing span setting for the target, state whether or not gun firing parameters have been met. [Academic]

1.7.5.2.11.2.4.1.1.2.1 Given a HUD presentation of the gun selected and manual/stadiametric ranging being employed, correctly identify gun associated symbology and state the values represented IAW T.O. 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.4.1.1.2.1.1 Given a HUD presentation for gun firing using manual/stadiametric ranging and wing span setting, read the range displayed within 500 feet. [Academic]

1.7.5.2.11.2.4.1.1.3 State the special considerations for employing the gun using manual/stadiametric ranging IAW T.O 1F-16A-34-1-1. [Academic]

1.7.5.2.11.2.5 Perform gun attack using HUD back-up. [Hands-on]

1.7.5.2.11.2.5.1 Given cues, describe the next specific action to take in performing gun attack using HUD back-up IAW Phase Manual. [Academic]

1.7.5.2.11.2.5.1.1 Describe the steps in the procedure for gun attack using HUD back-up in correct order with no omissions. [Academic]

1.7.5.2.11.2.5.1.1.1 Describe the conditions that will result in the HUD back-up mode availability and the gun mode that will be used. [Academic]

1.7.5.2.11.2.6 Perform gun attack against nonmaneuvering target. [Hands-on]

1.7.5.2.11.2.7 Perform gun attack against dart (T) [Hands-on]

1.7.5.2.11.2.7.1 Describe the steps in the procedure for gun attack against dart (T) in correct order with no omissions. [Academic]

1.7.5.2.11.2.7.2 State the limiting performance parameters and parameter values for gun attack against dart (T) IAW current tactical doctrine and regulations and the Phase Manual. [Academic]

1.7.5.2.11.2.8 State the varieties of gun attack and identify the situations where each may or should be employed IAW current doctrine and regulations. [Academic]

1.7.5.2.11.2.9 Given a suitable hands-on trainer, find and activate the trigger to the second detent without looking and within 2 seconds. (E) [Academic]

1.7.5.2.12 Perform separation [Hands-on]

1.7.5.2.12.1 Plan separation [Hands-on]

1.7.5.2.12.1.1 Given a tactical scenario, describe the best separation maneuver IAW current tactical doctrine and regulations. [Academic]

1.7.5.2.12.2 Select separation maneuver [Hands-on]

1.7.5.2.12.2.1 Name the varieties of separation maneuvers and identify the situations where each may be employed with no omissions IAW current tactical doctrine and regulations and the Phase Manual. [Academic]

1.7.5.2.12.3 Perform separation maneuver [Hands-on]

1.7.5.2.12.3.1 Perform extension maneuver [Hands-on]

1.7.5.2.12.3.1.1 Given own position during an extension maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRISCM Manual 3-1. [Academic]

1.7.5.2.12.3.1.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the extension maneuver is appropriate. [Academic]

1.7.5.2.12.3.1.1.1.1 Correctly state the purpose of the extension maneuver IAW the Phase Manual. [Academic]

1.7.5.2.12.3.1.1.2 IAW the Phase Manual, describe the steps in performing the extension maneuver including all important considerations and at least one offensive maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.12.3.2 Perform high angle gun or missile separation maneuver. [Hands-on]

1.7.5.2.12.3.2.1 Given own position during a high angle gun or missile separation maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. [Academic]

1.7.5.2.12.3.2.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the high angle gun or missile separation maneuver is appropriate. [Academic]

1.7.5.2.12.3.2.1.1.1 Correctly state the purpose of the high angle gun missile separation maneuver IAW the Phase Manual. [Academic]

1.7.5.2.12.3.2.1.2 IAW the Phase Manual, describe the steps in performing the high angle gun or missile separation maneuver including all important considerations and at least one offensive counter-maneuver in correct order with no omissions. [Academic]

1.7.5.2.12.3.3 Perform jinkout [Hands-on]

1.7.5.2.12.3.4 Perform a high G spiral. [Hands-on]

1.7.5.2.12.3.4.1 Given own position during a high g spiral maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. (D) [Academic]

1.7.5.2.12.3.4.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the high g spiral maneuver is appropriate. (D) [Academic]

1.7.5.2.12.3.4.1.1.1 Correctly state the purpose of the high g spiral maneuver IAW the Phase Manual (D) [Academic]

1.7.5.2.12.3.4.1.2 IAW the Phase Manual describe the steps in performing the high g spiral maneuver including all important considerations and at least one offensive counter-maneuver. Describe these steps in correct order with no omissions. [Academic]

1.7.5.2.12.3.5 Describe the steps and special considerations in performing a given separation maneuver in correct order with no omissions. [Academic]

1.7.5.2.13 Perform tactical intercept in specialized situations. [Hands-on]

1.7.5.2.13.1 Perform tactical intercept using GCI/AWACS. [Hands-on]

1.7.5.2.13.1.1 Given cues, describe next specific action to take in performing tactical intercept using GCI/AWACS IAW current tactical doctrine and regulations. [Academic]

1.7.5.2.13.1.1.1 State the special considerations for tactical intercept using GCI/AWACS without error. [Academic]

1.7.5.2.13.2 Perform tactical intercept on a jamming target or with radar degraded (C) [Hands-on]

1.7.5.2.13.2.1 Given cues, describe next specific action to take in performing tactical intercept on a jamming target or with radar degraded IAW current tactical doctrine and regulations. [Academic]

1.7.5.2.13.2.1.1 State the special considerations for tactical intercept on a jamming target or with radar degraded without error. [Academic]

1.7.5.2.13.3 Perform tactical intercept on a high altitude target (C) [Hands-on]

1.7.5.2.13.4 Perform tactical intercept on low altitude target (C) [Hands-on]

1.7.5.2.13.5 Perform tactical intercept on an orbiting target. (C) [Hands-on]

1.7.5.2.13.5.1 Given cues, describe the next specific action to take in performing tactical intercept on an orbiting target IAW current tactical doctrine and regulations. [Academic]

1.7.5.2.13.5.1.1 State the special considerations for tactical intercept on an orbiting target without error. [Academic]

1.7.5.2.13.6 Perform tactical intercept in a comm jamming environment (C) [Hands-on]

1.7.5.2.13.6.1 Given cues, describe the next specific action to take in performing tactical intercept in comm jamming environment IAW current tactical doctrine and regulations. [Academic]

1.7.5.2.13.6.1.1 State the special considerations for tactical intercept in a comm jamming environment without error. [Academic]

1.7.5.2.13.7 Perform tactical intercept in a multibogey environment [Hands-on]

1.7.5.2.13.7.1 Given cues, describe the next specific action to take in performing tactical intercept in a multibogey environment IAW current tactical doctrine, FMOC texts and regulations. [Academic]

1.7.5.2.13.7.1.1 State the special considerations for tactical intercept in a multibogey environment without error. [Academic]

1.7.5.2.13.8 List formation, planning, and tactics for multibogey environment [Academic]

1.7.5.2.14 Perform air-to-air operations with visibility restricted [Hands-on]

1.7.5.2.14.1 Perform air-to-air operations at night (C) [Hands-on]

1.7.5.2.14.2 Perform air-to-air operations in weather (continuation training) [Hands-on]

1.7.5.2.14.3 State the special considerations for conducting air-to-air operations under conditions of restricted visibility IAW TRICOM Manual 3-1. [Academic]

1.7.5.3 Perform sweep [Hands-on]

1.7.5.3.1 Perform sweep with GCI/AWACS available [Hands-on]

1.7.5.3.1.1 Given cues, describe the next specific action to take in performing sweep with GCI/AWACS available [Academic]

1.7.5.3.1.1.1 Describe the steps in the procedure for sweep with GCI/AWACS available in correct order with no omissions. [Academic]

1.7.5.3.1.1.1.1 List the major planning factors for a Fighter Sweep Mission with GCI/AWACS available IAW TRICOM Manual 3-1, Fighter Weapons School texts, and current directives. [Academic]

1.7.5.3.2 Perform sweep with GCI/AWACS unavailable. [Hands-on]

1.7.5.3.2.1 Given cues, describe the next specific action to take in performing sweep with GCI/AWACS unavailable IAW current tactical doctrine, TWIC texts and regulations. [Academic]

1.7.5.3.2.1.1 Describe the steps in the procedure for sweep with GCI/AWACS unavailable in correct order with no omissions. [Academic]

1.7.5.3.2.1.1.1 List the major planning factors for a Fighter Sweep Mission with (unavailable IAW TRICOM Manual 3-1, Fighter Weapons School texts, and current directives. [Academic]

1.7.5.4 Perform combat air patrol (CAP) [Hands-on]

1.7.5.4.1 Perform roving CAP (C) [Hands-on]

1.7.5.4.1.1 Describe the procedure for roving CAP and name the considerations of most importance with no omissions IAW current doctrine and regulations. [Academic]

1.7.5.4.2 Perform collapsing CAP [Hands-on]

1.7.5.4.3 Perform point CAP (C) [Hands-on]

1.7.5.4.3.1 Perform point weave pattern [Hands-on]

1.7.5.4.3.2 Describe the procedure for point CAP and name the considerations of most importance with no omissions IAW current doctrine and regulations. [Academic]

1.7.5.4.4 Perform barrier CAP (BARCAP) (C) [Hands-on]

1.7.5.4.4.1 Perform triangular BARCAP pattern. (C) [Hands-on]

1.7.5.4.4.1.1 Describe the procedure for triangular BARCAP pattern and name the considerations of most importance with no omissions IAW current tactical doctrine, TWIC texts and regulations. [Academic]

1.7.5.4.4.2 Perform sawtooth BARCAP pattern (C) [Hands-on]

1.7.5.4.4.2.1 Describe the procedure for sawtooth BARCAP pattern and name the considerations of most importance with no omissions IAW current tactical doctrine, TWIC texts and regulations. [Academic]

1.7.5.4.4.3 Describe the procedure for Barrier CAP (BARCAP) and name the considerations of most importance with no omissions IAW current tactical doctrine and regulations. [Academic]

1.7.5.5 Perform air-to-air escort (C) [Hands-on]

1.7.5.5.1 Perform tactical strike force escort (C) [Hands-on]

1.7.5.5.1.1 State the special considerations for tactical strike force escort without error. [Academic]

1.7.5.5.2 Perform reconnaissance escort. (C) [Hands-on]

1.7.5.5.2.1 State the special considerations for reconnaissance escort without error. [Academic]

1.7.5.5.3 Perform bomber/airlift escort (C) [Hands-on]

1.7.5.5.3.1 State the special considerations for bomber/airlift escort without error. [Academic]

1.7.5.5.4 State the special considerations for air-to-air escort without error [Academic]

1.7.5.6 Perform air-to-air operations in degraded situations. [Hands-on]

1.7.5.7 Perform as target (T) [Hands-on]

1.7.6 Perform air-to-surface combat [Hands-on]

1.7.6.1 Perform air-to-surface tactical formations. [Hands-on]

1.7.6.1.1 Perform medium altitude (5,000-20,000 ft.) air-to-surface tactical formations [Hands-on]

1.7.6.1.1.1 Perform two-ship tactical trail formation. (TBD) [Hands-on]

1.7.6.1.1.1.1 Given tactical scenarios, select those for which tactical trail formation is appropriate IAW current doctrine and practices. [Academic]

1.7.6.1.1.1.2 Describe special considerations for two-ship tactical trail to include position, maintaining position, and lookout procedures without omissions. [Academic]

1.7.6.1.1.1.3 State the advantages and disadvantages of tactical trail formation when working with an FAC, under low visibility conditions, and setting up an attack maneuver without omissions. [Academic]

1.7.6.1.1.2 Perform three-ship tactical point formation (fluid three) [Hands-on]

1.7.6.1.1.2.1 Given a tactical scenario and a list of three-ship tactical formations, select the appropriate formation. [Academic]

1.7.6.1.1.3 Perform fluid four-ship formation [Hands-on]

1.7.6.1.1.3.1 Fly four-ship battle spread - straight ahead [Hands-on]

1.7.6.1.1.3.2 Perform four-ship battle spread turns [Hands-on]

1.7.6.1.1.3.2.1 Perform four-ship battle spread delayed 90 deg. turn [Hands-on]

1.7.6.1.1.3.2.2 Perform four-ship battle spread delayed 45 deg. turn [Hands-on]

1.7.6.1.1.3.2.3 Perform four-ship battle spread in-place turns [Hands-on]

1.7.6.1.1.3.3 Given a tactical scenario and a list of four-ship tactical formations, select the appropriate formation. [Academic]

1.7.6.1.1.4 Perform four-ship box formation [Hands-on]

1.7.6.1.1.4.1 Fly four-ship box formation - straight ahead [Hands-on]

1.7.6.1.1.4.2 Perform four-ship box turns [Hands-on]

1.7.6.1.1.4.2.1 Perform four-ship box delayed 90 deg. turn [Hands-on]

1.7.6.1.1.4.2.2 Perform four-ship box delayed 45 deg. turn [Hands-on]

1.7.6.1.1.4.2.3 Perform four-ship battle spread in-place turns [Hands-on]

1.7.6.1.2 Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations. (C) [Hands-on]

1.7.6.1.2.1 Perform fluid two formation at low and very low altitude [Hands-on]

1.7.6.1.2.1.1 State the correct fore, aft and lateral position for flight members in a two formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1. [Academic]

1.7.6.1.2.1.2 Describe visual cues/signals and procedures for comm out turns in a fluid two formation at low altitude IAW current practices and TACM 3-1. [Academic]

1.7.6.1.2.1.3 Given a plane view of the fluid two formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors. [Academic]

1.7.6.1.2.2 Perform three-ship point formation [Hands-on]

1.7.6.1.2.2.1 State the correct fore, aft and lateral position for flight members in a three-ship point formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1. (D) [Academic]

1.7.6.1.2.2.2 Describe visual cues/signals and procedures for comm out turns in a three point formation at low altitude IAW current practices and TACM 3-1. [Academic]

1.7.6.1.2.2.3 State the responsibilities of each flight member in a three-ship point formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1. [Academic]

1.7.6.1.2.2.4 Given a plane view of the three-ship point formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors. [Academic]

1.7.6.1.2.3 Perform four-ship point formation [Hands-on]

1.7.6.1.2.3.1 State the correct fore, aft and lateral position for flight members in a four-ship point formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1. [Academic]

1.7.6.1.2.3.2 Describe visual cues/signals and procedures for comm out turns in a three-ship point formation at low altitude IAW current practices and TACM 3-1. [Academic]

1.7.6.1.2.3.3 State the responsibilities of each flight member in a three-ship point formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1. [Academic]

1.7.6.1.2.3.4 Given a plane view of the four-ship point formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors. [Academic]

1.7.6.1.2.4 Perform wedge formation [Hands-on]

1.7.6.1.2.4.1 State the correct fore, aft, and lateral position for flight members in a wedge formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1. (D) [Academic]

1.7.6.1.2.4.2 Describe visual cues/signals and procedures for comm out turns in a wedge formation at low altitude IAW current practices and TACM 3-1. [Academic]

1.7.6.1.2.4.3 State the responsibilities of each flight member in a wedge formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1. [Academic]

1.7.6.1.2.4.4 Given a plane view of the wedge formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors. [Academic]

1.7.6.1.2.5 Perform offset box formation [Hands-on]

1.7.6.1.2.5.1 State the correct fore, aft and lateral position for flight members in a box/offset box formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1. (D)

1.7.6.1.2.5.2 Describe visual cues/signals and procedures for comm out turns in a box/offset box formation at low altitude IAW current practices and TACM 3-1. [Academic]

1.7.6.1.2.5.2.1 Perform offset box delayed 45 deg. turn [Hands-on]

1.7.6.1.2.5.2.2 Perform offset box delayed 90 degree turn [Hands-on]

1.7.6.1.2.5.2.3 See academic objectives ref. two-ship fluid-two air-to-air turns. [Academic]

1.7.6.1.2.5.3 State the responsibilities of each flight member in a box/offset box formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1. [Academic]

1.7.6.1.2.5.4 Given a plane view of the box/offset box formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors. [Academic]

1.7.6.1.2.6 Given the varieties of low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations, identify the situations where each may or should be employed without error IAW current doctrine. [Academic]

1.7.6.1.2.7 Given a specific formation type, state considerations for flying in that formation at low and very low altitude, IAW T.M., with no omissions. Include reactions to ground and air threats, maintaining ground clearance, performing ve [Academic]

1.7.6.1.3 Perform strike force formations at medium/low altitude (flight lead) [Hands-on]

1.7.6.1.3.1 Perform box alpha formations [Hands-on]

1.7.6.1.3.2 Perform 16 ship plus escort formation [Hands-on]

1.7.6.1.3.3 Perform 20 ship plus escort formation [Hands-on]

1.7.6.1.3.4 Perform 24 ship plus escort formation [Hands-on]

1.7.6.2 Locate target [Hands-on]

1.7.6.2.1 Locate target with flight lead responsible [Academic]

1.7.6.2.1.1 Locate targets of opportunity (armed recce) [Hands-on]

1.7.6.2.1.1.1 Perform route recce [Hands-on]

1.7.6.2.1.1.1.1 Perform route recce formations [Hands-on]

1.7.6.2.1.1.1.1.1 Perform two-ship route recce parallel formation [Hands-on]

1.7.6.2.1.1.1.1.1.1 Describe the position of flight members in a two-ship parallel route recce formation and state the responsibilities of each to include defensive lookout IAW current practices and TACM 3-1. [Academic]

1.7.6.2.1.1.1.1.1.2 Describe techniques for maneuvering to attack targets of opportunity from a two-ship parallel route recce formation including cautions and limitations, and describe procedures for returning to formation after the attack IAW TACM 3-1. [Academic]

1.7.6.2.1.1.1.1.2 Perform two-ship route recce crossing formation [Hands-on]

1.7.6.2.1.1.1.1.2.1 Describe the position of flight members in a two-ship crossing route recce formation and state the responsibilities of each to include defensive lookout IAW current practices and TACM 3-1. [Academic]

1.7.6.2.1.1.1.1.2.2 Describe techniques for maneuvering to attack targets of opportunity from a two-ship crossing route recce formation including cautions and limitations, and describe procedures for returning to the formation after the attack IAW TACM 3-1. [Academic]

1.7.6.2.1.1.1.1.3 Perform four-ship route recce crossing formation [Hands-on]

1.7.6.2.1.1.1.1.3.1 Describe the position of flight members in a four-ship crossing route recce formation and state the responsibilities of each to include defensive lookout IAW current practices and TACM 3-1. [Academic]

1.7.6.2.1.1.1.1.3.2 Describe techniques for maneuvering to attack targets of opportunity from a four-ship crossing route recce formation including cautions and limitations, and describe procedures for

- 1.7.6.2.1.1.1.4 Perform high threat armed recce (sector attack) formation [Hands-on]
- 1.7.6.2.1.1.1.5 Perform three-ship parallel route recce formation at medium altitude [Hands-on]
- 1.7.6.2.1.1.1.6 Perform four-ship parallel route recce formation [Hands-on]
- 1.7.6.2.1.1.1.2 Perform defensive lookout during route recce [Hands-on]
- 1.7.6.2.1.1.1.3 Acquire target during route recce [Hands-on]
- 1.7.6.2.1.1.1.4 Describe the procedure for route recce and name the considerations of most importance without error from TWIC texts, the Phase Manual, FWIC texts, and the Training Manual IAW current doctrine and TACH 3-1. [Academic]
 - 1.7.6.2.1.1.1.4.1 Describe the major considerations for communicating target data to other flight member(s) [Academic]
- 1.7.6.2.1.1.1.5 Given photographs of LDCs in various terrain types, identify the LDC in three out of five cases and designate routes allowing avoidance of inspection of assigned points. [Academic]
- 1.7.6.2.1.1.2 Perform area search [Hands-on]
 - 1.7.6.2.1.1.2.1 State specific considerations including CB for responding to change area assignment while airborne IAW CD/P. [Academic]
 - 1.7.6.2.1.1.2.2 Describe procedure for locating and attacking targets of opportunity in small specified areas (kill zones) IAW current doctrine/practices [Academic]
 - 1.7.6.2.1.1.2.3 Describe procedure and search patterns for locating targets of opportunity in large designated areas IAW CD/P. [Academic]
- 1.7.6.2.1.2 Locate known target (preplanned/immediate) [Hands-on]
 - 1.7.6.2.1.2.1 Locate known target using radar [Hands-on]
 - 1.7.6.2.1.2.1.1 Locate known target using radar under normal conditions. [Hands-on]
 - 1.7.6.2.1.2.1.1.1 Describe the procedure for locating a known target using radar under normal conditions without error. [Academic]
 - 1.7.6.2.1.2.1.1.2 Given a map and a photograph of or drawing of radar returns of a target area compare and identify those returns which indicate specified preplanned air-to-surface targets, correctly at least 4 of 5 times. [Academic]
 - 1.7.6.2.1.2.1.2 Locate known target using radar with jamming/radar degraded [Hands-on]
 - 1.7.6.2.1.2.1.2.1 State the considerations for operating the radar in ground map modes in a jamming/radar degraded environment with no emissions IAW TACH 3-1. [Academic]
 - 1.7.6.2.1.2.1.2.2 Describe the effects of jamming on the radar in ground map modes without error IAW the Phase Manual and TACH 3-1. [Academic]

1.7.6.2.1.2.2 Locate known target visually [Hands-on]

1.7.6.2.1.2.2.1 Locate known target visually using nav references [Hands-on]

1.7.6.2.1.2.2.2 Locate known target visually using ground references [Hands-on]

1.7.6.2.1.2.2.2.1 Describe the major factors involved in premission planning such as photos, sketches, sun angle, attack heading, and target physical characteristics to aid in visual target acquisition. [Academic]

1.7.6.2.1.2.2.3 State considerations from the Phase Manual for locating known targets visually without omissions. [Academic]

1.7.6.2.1.2.3 Locate known target using computed navigation [Hands-on]

1.7.6.2.1.2.3.1 State the considerations from the Phase Manual for locating known targets using computed navigation with no omissions. [Academic]

1.7.6.2.1.2.3.2 Derive weapon delivery profile data, such as pop-up point, from computed navigation data. [Academic]

1.7.6.2.2 Locate target using external agencies [Hands-on]

1.7.6.2.2.1 Locate target using TISL (C) [Hands-on]

1.7.6.2.2.1.1 List specific considerations for using TISL to locate target including appropriate weapons delivery modes IAW current practices and TACH 3-1. [Academic]

1.7.6.2.2.1.2 Describe the procedure for TISL set up and employment without error. [Academic]

1.7.6.2.2.1.3 Given appropriate displays interpret HUD TISL symbology without error (system--weapons) [Academic]

1.7.6.2.2.2 Locate target using beacon (C) [Hands-on]

1.7.6.2.2.2.1 Locate beacon using radar (C) [Hands-on]

1.7.6.2.2.2.1.1 State special considerations for acquiring a beacon return to include terrain masking, range, and effects of low altitude. [Academic]

1.7.6.2.2.2.2 Positively identify beacon (C) [Hands-on]

1.7.6.2.2.2.2.1 Given an RED beacon presentation, correctly identify the beacon code displayed 100 percent of the time. [Academic]

1.7.6.2.2.2.3 Describe the procedure for locating target using radar beacon mode without error [Academic]

1.7.6.2.2.2.4 Given appropriate displays, interpret HUD and radar beacon symbology without error. [Academic]

1.7.6.2.2.2.5 List specific considerations for using beacon to locate target including appropriate weapons delivery modes IAW current practices and TACH 3-1. [Academic]

1.7.6.2.2.2.6 Describe the information format/method of communication employed by ground agency to relay beacon IAW current practices and TACH 3-1. [Academic]

1.7.6.2.2.2.7 Given a suitable hands-on trainer, accomplish preflight set-up of beacon within 2 minutes and airborne mode selection within 20 seconds IAW Dash 34 checklist. [Academic]

1.7.6.2.2.3 Locate target using ASRT (C) [Hands-on]

1.7.6.2.2.3.1 Locate target using ASRT with tone (C) [Hands-on]

1.7.6.2.2.3.1.1 Given recordings of various ASRT tones, describe your appropriate reactions without error. [Academic]

1.7.6.2.2.3.2 Locate target using ASRT with voice. [Hands-on]

1.7.6.2.2.3.3 Locate target using ASRT with TACAN (C) [Hands-on]

1.7.6.2.2.3.4 State the considerations from the Phase Manual for coordinating with ASRT without error. [Academic]

1.7.6.2.2.4 Locate target using SCAR aircraft (C) [Hands-on]

1.7.6.2.2.4.1 Determine coordination procedures with SCAR aircraft from TACM 3-1. (C) [Academic]

1.7.6.2.2.4.1.1 Describe the information format/method of communication employed by SCAR IAW current practices and TACM 3-1. [Academic]

1.7.6.2.2.4.2 Fly formation off SCAR aircraft (C) [Hands-on]

1.7.6.2.2.4.3 Determine target from directions given by SCAR aircraft (C) [Academic]

1.7.6.2.2.4.4 State the considerations from the Phase Manual for working with SCAR aircraft to locate targets with no omissions. [Academic]

1.7.6.2.2.4.5 Describe the method(s) of target identification employed by SCAR IAW current practices and TACM 3-1. [Academic]

1.7.6.2.2.5 Locate target using FAC/FIST [Hands-on]

1.7.6.2.2.5.1 Identify target from FAC/FIST description [Hands-on]

1.7.6.2.2.5.1.1 Describe the method(s) of target identification employed by FAC/FIST IAW current practices and TACM 3-1. [Academic]

1.7.6.2.2.5.1.2 Describe the information format/method of communication employed by FAC/FIST IAW current practices and TACM 3-1. [Academic]

1.7.6.2.2.5.2 Identify friendly positions (T.I.C.) [Hands-on]

1.7.6.2.2.5.2.1 Describe the methods used to identify friendly positions, including procedures used when communications have been compromised, without omission or error. [Academic]

1.7.6.2.2.5.2.2 Given a specific weapon type, state the special considerations for employing specific type weapons in proximity to friendly ground forces. [Academic]

1.7.6.2.2.5.3 Update attack profile [Hands-on]

1.7.6.2.2.5.3.1 Describe various methods used by controllers to adjust weapon aim points between flight members, including distance and direction reference methods, without omission or error. [Academic]

1.7.6.2.2.5.4 State the considerations from the Phase Manual for locating target using FAC/FIST including special considerations with no omissions. [Academic]

1.7.6.2.2.6 Locate target in hunter-killer operation [Hands-on]

1.7.6.2.2.6.1 Fly formation with wild weasel aircraft [Hands-on]

1.7.6.2.2.6.2 Identify target in hunter-killer operations [Hands-on]

1.7.6.2.2.6.2.1 Describe the method(s) of target identification employed by hunter-killer IAW current practices and TACH 3-1. [Academic]

1.7.6.2.2.6.2.2 Describe the information format/method of communication employed by hunter/killer IAW current practices and TACH 3-1. [Academic]

1.7.6.2.2.6.3 Describe the considerations from the Phase Manual for coordinating with wild weasel aircraft during hunter-killer operations without omission or error. [Academic]

1.7.6.2.2.7 Locate target using convoy commander's directions.(D) [Hands-on]

1.7.6.2.2.7.1 Describe the method(s) of target identification employed by ground convoy commander IAW current practices and TACH 3-1. [Academic]

1.7.6.2.2.7.2 Describe the information format/method of communication employed by ground convoy commander IAW current practices and TACH 3-1. [Academic]

1.7.6.2.2.7.3 State the considerations from the Phase Manual for coordinating with convoy commander for locating targets with no omissions. [Academic]

1.7.6.2.2.8 Given a list of target location methods using external agencies, state the role of each and identify the situations where each may or should be employed without error. [Academic]

1.7.6.2.3 Detect target anomalies. [Hands-on]

1.7.6.2.3.1 Detect camouflaged targets. [Hands-on]

1.7.6.2.3.2 Detect mock targets. (C) [Hands-on]

1.7.6.2.3.3 Detect decoy targets (C) [Hands-on]

1.7.6.2.3.4 State the effect of camouflage and decoy targets on target acquisition. [Academic]

1.7.6.3 Perform attack maneuver [Hands-on]

1.7.6.3.1 Perform tactical attack from medium altitude [Hands-on]

1.7.6.3.1.1 Perform tactical attack from medium altitude using cloverleaf attack pattern (C) [Hands-on]

1.7.6.3.1.1.1 Describe the procedure for cloverleaf attack pattern including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.1.1.2 Given a tactical scenario, identify whether a cloverleaf attack pattern is appropriate in accordance with training manual and/or IP judgement. [Academic]

1.7.6.3.1.2 Perform tactical attack from medium altitude using standard box pattern (restricted run-in heading) [Hands-on]

1.7.6.3.1.2.1 Describe the procedure for standard box pattern (restricted run-in heading) including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.1.2.2 Given a tactical scenario identify whether a standard box pattern (restricted run-in heading) is appropriate in accordance with training manual and/or IP judgement. [Academic]

1.7.6.3.1.3 Perform tactical attack from medium altitude using opposing-box pattern (restricted run-in heading) [Hands-on]

1.7.6.3.1.4 Perform tactical attack from medium altitude using reciprocal attack pattern [Hands-on]

1.7.6.3.1.5 Perform tactical attack from medium altitude using circular attack pattern [Hands-on]

1.7.6.3.1.6 Perform tactical attack from medium altitude using floating wheel attack pattern. [Hands-on]

1.7.6.3.1.6.1 Describe the procedure for floating wheel attack pattern including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.1.6.2 Given a tactical scenario, identify whether a floating wheel attack pattern is appropriate in accordance with training manual and or IP judgement. [Academic]

1.7.6.3.1.7 Perform tactical attack from medium altitude using figure eight attack pattern (D) [Hands-on]

1.7.6.3.1.8 Perform tactical attack from medium altitude using noncurvilinear box pattern (E) [Hands-on]

1.7.6.3.1.8.1 Describe the procedure for noncurvilinear box pattern (E) including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.1.9 Given a list of medium altitude attack patterns and a tactical scenario, identify pattern(s) appropriate to that scenario without error. [Academic]

1.7.6.3.2 Perform pop-up attack [Hands-on]

1.7.6.3.2.1 Perform single-ship pop-up attack (E) [Hands-on]

1.7.6.3.2.1.1 Perform direct pop-up attack [Hands-on]

1.7.6.3.2.1.1.1 Describe the procedure for direct pop-up attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.2.1.1.2 Given a tactical scenario, identify whether a direct pop-up attack is appropriate in accordance with training manual and /or IP judgement. [Academic]

1.7.6.3.2.1.2 Perform angle off pop-up attack [Hands-on]

1.7.6.3.2.1.2.1 Perform cruise climb attack (T) [Hands-on]

1.7.6.3.2.1.2.2 Describe the procedure for an angle off pop-up attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.2.1.2.3 Given a tactical scenario, identify whether an angle off pop-up attack is appropriate in accordance with training manual and/or IP judgement. [Academic]

1.7.6.3.2.1.3 Perform indirect pop-up attack [Hands-on]

1.7.6.3.2.1.3.1 Describe the procedure for an indirect pop-up attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.2.1.3.2 Given a tactical scenario, identify whether indirect pop-up attack is appropriate, in accordance with training manual and/or IP judgement. [Academic]

1.7.6.3.2.1.4 State the rules of thumb for deriving parameters for specific types of pop-ups (dive angle, climb angle, angle off, etc.) IAW current practices. [Academic]

1.7.6.3.2.2 Perform multiple pop-up attack [Hands-on]

1.7.6.3.2.2.1 Perform maximum spacing pop-up attack [Hands-on]

1.7.6.3.2.2.1.1 State the considerations for performing maximum spacing pop-up attacks, IAW TACM 3-1. [Academic]

1.7.6.3.2.2.2 Perform minimum spacing pop-up attack [Hands-on]

1.7.6.3.2.2.3 Perform split attack [Hands-on]

1.7.6.3.2.2.3.1 Describe the procedure for a split attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.2.2.3.2 Given a tactical scenario, identify whether a split attack is appropriate, in accordance with training manual and/or IP judgement. [Academic]

1.7.6.3.2.2.4 State the considerations for performing a pop-up attack with more than one aircraft IAW current practices. [Academic]

1.7.6.3.2.3 Given a tactical scenario, identify the type of pop-up attack (indirect, direct, angle off) including specific advantages and disadvantages appropriate to that scenario without error. [Academic]

1.7.6.3.2.3.1 State the considerations for performing minimum spacing pop-up attacks, including tactical advantages, coordination between flight members, and cockpit cues for initiating the pop-up IAW TACM 3-1. [Academic]

1.7.6.3.3 Perform loft/LARD type attack [Hands-on]

1.7.6.3.3.1 Perform over-the-shoulder attack (O) [Hands-on]

1.7.6.3.3.1.1 Given a suitable hands-on trainer, correctly perform an over-the-shoulder delivery IAW current practices. (H) [Hands-on]

1.7.6.3.3.2 Perform toss attack [Hands-on]

1.7.6.3.3.2.1 Describe the procedure for toss attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.3.2.1.1 Given a suitable hands-on trainer, correctly perform a toss delivery IAW current practices. [Academic]

1.7.6.3.3.2.1.1.1 Given a list of low level type attacks and a tactical scenario, identify the type(s) appropriate to that scenario without error. [Academic]

1.7.6.3.3.2.2 Given a tactical scenario, identify whether a toss attack is appropriate IAW training manual and /or IP judgement. [Academic]

1.7.6.3.3.3 Perform loft attack [Hands-on]

1.7.6.3.3.3.1 Given a suitable hands-on trainer, correctly perform a loft delivery IAW current practices. [Academic]

1.7.6.3.3.4 Perform LADD attack [Hands-on]

1.7.6.3.3.4.1 Describe the procedure for a LADD attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.3.4.1.1 Given a suitable hands-on trainer, correctly perform a LADD delivery IAW current practices. [Academic]

1.7.6.3.3.4.2 Given a tactical scenario, identify whether a LADD attack is appropriate in accordance with training manual and /or IP judgement [Academic]

1.7.6.3.4 Perform level/laydown attack [Hands-on]

1.7.6.3.4.1 Describe the procedure for level/laydown attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

1.7.6.3.4.1.1 Given a suitable hands-on trainer, correctly perform a level/laydown delivery IAW current practices. [Academic]

1.7.6.3.4.2 Given a tactical scenario, identify whether a level/laydown attack is appropriate in accordance with training manual and/or IP judgement. [Academic]

1.7.6.3.4.2.1 Given the varieties of attack maneuver (medium altitude TOSS, pop-up, loft/LADD, level/laydown, coordinated), identify the situations where each may or should be employed without error. [Academic]

1.7.6.3.5 Perform coordinated attack with other aircraft/flights [Hands-on]

1.7.6.3.5.1 Perform sequential attack [Hands-on]

1.7.6.3.5.1.1 State the considerations for performing a sequential attack with no omissions. [Academic]

1.7.6.3.5.1.2 Describe and state the purpose of a sequential attack and describe a tactical scenario in which a sequential attack is appropriate IAW Phase Manual, TRICOM Manual 3-1, and/or IP judgement. [Academic]

1.7.6.3.5.1.3 Given a tactical scenario, select attack maneuver(s) appropriate to given target and threat data IAW current practices. [Academic]

1.7.6.3.5.2 Perform offset trail attack [Hands-on]

1.7.6.3.5.2.1 Describe a tactical scenario in which an offset trail attack would be considered effective and appropriate IAW TRICOM Manual 3-1 and current doctrine. [Academic]

1.7.6.3.5.2.2 Describe the procedure for performing an offset trail attack in correct order without error. [Academic]

1.7.6.3.5.2.3 State the responsibilities of each flight member in an offset trail attack without omission or error. [Academic]

1.7.6.3.5.3 Perform weided wing attack [Hands-on]

1.7.6.3.5.4 Perform random attack [Hands-on]

1.7.6.3.5.4.1 Describe a tactical scenario in which a random attack would be considered effective and appropriate IAW TRICOM Manual 3-1 and current doctrine. [Academic]

1.7.6.3.5.4.2 Describe the procedure for performing a random attack without error. [Academic]

1.7.6.3.5.4.3 State the responsibilities of each flight member in a random attack without error. [Academic]

1.7.6.3.5.5 State the considerations for performing coordinated attack with other aircraft/fi with no omissions. [Academic]

1.7.6.3.5.6 State the purposes, advantages, and unique planning factors of the various coordinated attack formations listed in the Phase Manual and TRICOM Manual 3-1 without omission or error. [Academic]

1.7.6.3.6 Perform coordinated attack with artillery/naval gunfire [Hands-on]

1.7.6.3.6.1 Perform coordinated fire support -- adjacent targets-lateral separation [Hands-on]

1.7.6.3.6.2 Perform coordinated fire support on the same target-altitude separation (low angle fire) [Hands-on]

1.7.6.3.6.3 Perform coordinated fire support on the same target-timed separation (high angle fire) [Hands-on]

1.7.6.3.6.4 Perform coordinated fire support on adjacent targets-altitude and lateral separation (high angle fire) [Hands-on]

1.7.6.4 Deliver ordnance (SW--avionics, weapons) [Hands-on]

1.7.6.4.1 Deliver ordnance visually [Hands-on]

1.7.6.4.1.1 Deliver ordnance using electro-optical system (EO) [Hands-on]

1.7.6.4.1.1.1 Deliver Maverick using EO system (EO) [Hands-on]

1.7.6.4.1.1.1.1 Describe the procedure, HUD/RED symbology, and special considerations for delivering Maverick using the EO system without error. [Academic]

1.7.6.4.1.1.1.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate switches in correct order for delivering Maverick using the EO system. [Academic]

1.7.6.4.1.1.2 Perform HOBG using EO system (C) [Hands-on]

1.7.6.4.1.1.2.1 Describe the procedure, HUD/REG symbology, and special considerations for delivering HOBG using the EO system without error. [Academic]

1.7.6.4.1.1.2.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate switches for delivering HOBG using the EO system. [Academic]

1.7.6.4.1.1.3 Deliver ordnance using Pave Penny EO system (C) [Hands-on]

1.7.6.4.1.1.3.1 Describe the procedure, HUD/REG symbology, and special considerations for delivering ordnance using the Pave Penny EO system without error. [Academic]

1.7.6.4.1.1.3.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate switches for delivering ordnance using the Pave Penny EO system. [Academic]

1.7.6.4.1.2 Deliver ordnance using computed systems (C) [Hands-on]

1.7.6.4.1.2.1 Deliver ordnance using CCIP mode (C) [Hands-on]

1.7.6.4.1.2.1.1 Deliver free-fall munitions using CCIP mode (C) [Hands-on]

1.7.6.4.1.2.1.1.1 Perform low drag attack using CCIP mode [Hands-on]

1.7.6.4.1.2.1.1.2 Perform high drag attack using CCIP mode [Hands-on]

1.7.6.4.1.2.1.1.3 Describe the procedure, HUD/REG symbology, and special considerations for delivering free-fall munitions using CCIP mode without error. [Academic]

1.7.6.4.1.2.1.1.4 Given working representations of the necessary avionics equipment panels, correctly configure and operate switches for delivering free-fall munitions using CCIP mode. [Academic]

1.7.6.4.1.2.1.1.5 State the limiting performance parameters and parameter values for free-fall munitions using CCIP mode without error. [Academic]

1.7.6.4.1.2.1.1.6 Describe differences in the procedure/switchology for CCIP delivery mode with nuclear ordnance without error. [Academic]

1.7.6.4.1.2.1.2 Deliver rockets using CCIP mode (C) [Hands-on]

1.7.6.4.1.2.1.2.1 Describe the procedure, HUD/REG symbology, and special considerations for delivering rockets using CCIP mode without error. [Academic]

1.7.6.4.1.2.1.2.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate switches for delivering rockets using CCIP mode. [Academic]

1.7.6.4.1.2.1.3 Strafe using CCIP mode [Hands-on]

1.7.6.4.1.2.1.3.1 Describe the procedure, HUD/REG symbology, and special considerations for CCIP strafe without error. [Academic]

1.7.6.4.1.2.1.3.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate the switches for CCIP strike without error. [Academic]

1.7.6.4.1.2.2 Deliver ordnance using VIP mode [Hands-on]

1.7.6.4.1.2.2.1 Describe the procedure, HUD/RED symbology, and special considerations for delivering ordnance using the VIP mode without error. [Academic]

1.7.6.4.1.2.2.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate the switches for delivering ordnance using the VIP mode without error. [Academic]

1.7.6.4.1.2.3 Deliver ordnance using VLAD mode [Hands-on]

1.7.6.4.1.2.3.1 Describe the procedure, HUD/RED symbology, and special considerations for delivering ordnance using VLAD mode without error. [Academic]

1.7.6.4.1.2.3.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate the switches for delivering ordnance using VLAD mode. [Academic]

1.7.6.4.1.2.3.3 Describe differences in the procedure/switchology for delivering ordnance using VLAD mode with nuclear ordnance without error. [Academic]

1.7.6.4.1.2.4 Deliver ordnance using DTOS mode [Hands-on]

1.7.6.4.1.2.4.1 Perform high altitude dive bomb attack/DTOS mode [Hands-on]

1.7.6.4.1.2.4.2 Perform dive-bomb attack using DTOS mode [Hands-on]

1.7.6.4.1.2.4.3 Perform low drag attack in DTOS mode [Hands-on]

1.7.6.4.1.2.4.4 Describe the procedure, HUD/RED symbology, and special considerations for delivering ordnance using DTOS mode without error. [Hands-on]

1.7.6.4.1.2.4.5 Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering ordnance using DTOS mode. [Hands-on]

1.7.6.4.1.2.4.6 State the limiting performance parameters and parameter values for delivering ordnance using DTOS mode. [Hands-on]

1.7.6.4.1.3 Deliver ordnance manually [Hands-on]

1.7.6.4.1.3.1 Deliver free-fall munitions manually. [Hands-on]

1.7.6.4.1.3.1.1 Deliver free-fall munitions manually using toss delivery [Hands-on]

1.7.6.4.1.3.1.2 Deliver free-fall munitions manually using LABD delivery. [Hands-on]

1.7.6.4.1.3.1.2.1 Deliver nuclear munitions manually using LABD delivery [Hands-on]

1.7.6.4.1.3.1.2.1.1 Describe the procedure for delivering nuclear munitions manually using LABD attack maneuver without error. [Academic]

1.7.6.4.1.3.1.2.1.2 Describe the procedure for delivering free-fall munitions manually using LASSO attack maneuver, without error. [Academic]

1.7.6.4.1.3.1.3 Deliver free-fall munitions manually using level delivery (VLD) [Hands-on]

1.7.6.4.1.3.1.3.1 Describe the procedure for delivering free-fall munitions manually using level attack maneuver (VLD) without error. [Academic]

1.7.6.4.1.3.1.3.2 Describe procedure for delivering nuclear munitions manually using a level attack maneuver (VLD) without error. [Academic]

1.7.6.4.1.3.1.4 Deliver free-fall munitions manually using dive deliveries [Hands-on]

1.7.6.4.1.3.1.4.1 Describe the procedure for delivering free-fall munitions manually using dive deliveries without error. [Academic]

1.7.6.4.1.3.1.4.2 Describe the rules of thumb for adjusting release altitude for dive angle, airspeed, etc IAW Phase Manual. [Academic]

1.7.6.4.1.3.1.5 Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering free-fall munitions manually. [Hands-on]

1.7.6.4.1.3.2 Deliver rockets manually (C) [Hands-on]

1.7.6.4.1.3.2.1 Describe the procedure and special considerations for delivering rockets manually without error. [Academic]

1.7.6.4.1.3.2.2 Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering rockets manually. [Academic]

1.7.6.4.1.3.3 Strafe using manual pipper [Hands-on]

1.7.6.4.1.3.3.1 Describe the procedure and special considerations for strafing using manual pipper without error. [Academic]

1.7.6.4.1.3.3.2 Given working representations of the necessary avionics equipment panels, correctly configure the switches for strafing using manual pipper. [Academic]

1.7.6.4.1.3.4 Deliver flares manually. [Hands-on]

1.7.6.4.1.3.4.1 Describe the procedure for delivering flares manually without error. [Academic]

1.7.6.4.1.3.4.2 Given working representations of the necessary avionics equipment panels correctly configure the switches for delivering flares manually. [Academic]

1.7.6.4.2 Deliver ordnance using radar [Hands-on]

1.7.6.4.2.1 Deliver ordnance using CCRP mode. [Hands-on]

1.7.6.4.2.1.1 Deliver ordnance using CCRP mode from GAP [Hands-on]

1.7.6.4.2.1.2 Describe the procedure and HUD/RES symbology for delivering ordnance using CCRP mode without error. [Hands-on]

1.7.6.4.2.1.3 Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering ordnance using CCRP mode. [Hands-on]

1.7.6.4.2.1.4 State the limiting performance parameters and parameter values for ordnance using CCRP mode. [Hands-on]

1.7.6.4.2.1.5 Describe differences in the procedure/switchology for using CCRP delivery mode with nuclear ordnance without error. [Hands-on]

1.7.6.4.2.2 Deliver ordnance using RLADD mode [Hands-on]

1.7.6.4.2.2.1 Deliver ordnance using LADD mode from OAP [Hands-on]

1.7.6.4.2.2.2 Describe the procedure and HUD/RED symbology for delivering ordnance using LADD mode without error. [Hands-on]

1.7.6.4.2.2.3 Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering ordnance using RLADD mode. [Hands-on]

1.7.6.4.2.2.4 State the limiting performance parameters and parameter values for ordnance using RLADD mode without error. [Hands-on]

1.7.6.4.2.2.5 Describe differences in the procedure/switchology for using RLADD deliver mode with nuclear ordnance without error. [Hands-on]

1.7.6.4.2.3 Deliver ordnance using Beacon mode. [Hands-on]

1.7.6.4.2.3.1 Describe the procedure and HUD/RED symbology for delivering ordnance using Beacon mode without error. [Academic]

1.7.6.4.2.3.2 Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering ordnance using Beacon mode. [Academic]

1.7.6.4.2.3.3 State the limiting performance parameters and parameter values for ordnance using Beacon mode. [Academic]

1.7.6.5 Perform recovery/escape maneuver [Hands-on]

1.7.6.5.1 Perform recovery/escape maneuver following toss delivery (for attitude recovery) [Hands-on]

1.7.6.5.1.1 Describe the procedure and special considerations for performing recovery/escape maneuver following toss delivery (for attitude recovery) without error. [Academic]

1.7.6.5.2 Perform recovery/escape maneuver following LADD delivery (for safe escape) [Hands-on]

1.7.6.5.2.1 Describe the procedure and special considerations for performing recovery/escape maneuver following LADD delivery (for safe escape) without error. [Academic]

1.7.6.5.3 Perform recovery/escape maneuver following level delivery [Hands-on]

1.7.6.5.3.1 Perform recovery/escape maneuver straight ahead following level delivery [Hands-on]

1.7.6.5.3.1.1 Describe the procedure and special considerations for performing recovery/escape maneuver straight ahead following level delivery without error. [Academic]

1.7.6.5.3.2 Perform recovery/escape maneuver following level delivery using pull off for frag clearance [Hands-on]

1.7.6.5.3.2.1 Describe the procedure and special considerations for performing recovery/escape maneuver following level delivery using pull off for frag clearance without error. [Academic]

1.7.6.5.4 Perform recovery/escape maneuver following dive delivery [Hands-on]

1.7.6.5.4.1 Perform recovery/escape maneuver following dive delivery using pull off for ground clearance. [Hands-on]

1.7.6.5.4.1.1 Describe the procedure and special considerations for performing recovery/escape maneuver following dive delivery using pull off for ground clearance without error. [Academic]

1.7.6.5.4.2 Perform recovery/escape maneuver following dive delivery, using pull off for frag clearance [Hands-on]

1.7.6.5.4.2.1 Describe the procedure and special considerations for performing recovery/escape maneuver following dive delivery using pull off for frag clearance without error. [Academic]

1.7.6.6 Perform bomb damage assessment [Hands-on]

1.7.6.6.1 Describe special considerations for performing bomb damage assessment with and without F/ current practices. [Academic]

1.7.6.7 Perform reattack. [Hands-on]

1.7.6.7.1 Perform delivery error analysis [Hands-on]

1.7.6.7.1.1 Perform manual delivery error analysis [Hands-on]

1.7.6.7.1.1.1 List factors affecting manual delivery accuracy and describe the method of compensating for errors IAW Training Manual. [Academic]

1.7.6.7.1.2 Perform computed delivery error analysis [Hands-on]

1.7.6.7.1.2.1 Describe the method for performing computed delivery error analysis without error. [Academic]

1.7.6.7.1.2.1.1 State the sources of error and their effect during computed leap delivery with no omissions. [Academic]

1.7.6.7.1.2.2 Given initial aim point and impact error data following a computed delivery, state the proper aiming correction for the next pass. [Academic]

1.7.6.7.2 Perform repositioning maneuvers [Hands-on]

1.7.6.7.2.1 Describe factors and special considerations affecting positioning for reattack, IAW accepted practices. [Academic]

1.7.6.7.3 State the major considerations governing the decision to reattack with no omissions. [Hands-on]

1.7.6.8 Perform air-to-surface combat in specialized situations [Hands-on]

1.7.6.8.1 Perform air-to-surface combat with restricted visibility [Hands-on]

1.7.6.8.1.1 Perform air-to-surface combat at night. [Hands-on]

1.7.6.8.1.1.1 Perform air-to-surface combat at night with flares [Hands-on]

1.7.6.8.1.1.1.1 Describe methods used for locating a target at night using computer navigation for initial flare release, IAW the Training Manual. [Academic]

1.7.6.8.1.1.2 Perform air-to-surface combat at night without flares (with ground illumination) [Hands-on]

1.7.6.8.1.1.3 State the special considerations for performing air-to-surface combat at night (with and without flares) with no omissions. [Hands-on]

1.7.6.8.1.2 Perform air-to-surface combat in weather (C) [Hands-on]

1.7.6.8.1.2.1 State the special considerations for performing air-to-surface combat in weather with no omissions. [Academic]

1.7.6.8.1.3 State the special considerations with no omissions for performing air-to-surface combat with restricted visibility. [Hands-on]

1.7.6.8.2 Adjust attack for specific targets [Hands-on]

1.7.6.8.2.1 Perform airfield attack (simulated) [Hands-on]

1.7.6.8.2.1.1 Perform airfield attack against main operating base (simulated) [Hands-on]

1.7.6.8.2.1.2 Perform airfield attack against forward or dispersal operating base. [Hands-on]

1.7.6.8.2.2 Perform attack on ships at sea (C). [Hands-on]

1.7.6.8.2.3 Perform attack against enemy EW/CCI/Tactical Air Control System (TACS) sites (C) [Hands-on]

1.7.6.8.2.4 Perform attack against other specific surface targets [Hands-on]

1.7.6.8.2.5 Describe general conditions for attacking airfields including attack parameters vs weapons impact for breaking IAW TACM 3-1. [Academic]

1.7.6.8.2.6 Describe general considerations for attacking ships at sea including use of specialized radar modes IAW TACM 3-1 and dash 34. [Academic]

1.7.6.8.2.7 Describe special considerations for attacking EW/CCI sites IAW TACM 3-1. [Academic]

1.7.6.8.3 Compensate for ground situation/rules of engagement. [Hands-on]

1.7.6.8.3.1 State the special considerations for compensating for ground situation/rules of engagement with no omissions. [Academic]

1.7.6.8.4 Compensate for type of ordnance (e.g., near friendly forces) [Hands-on]

1.7.6.8.4.1 State the special considerations for compensating for type of ordnance (e.g., near friendly forces) with no omissions. [Academic]

1.7.6.8.5 Compensate for heavyweight condition. [Hands-on]

1.7.6.6.5.1 State the special considerations for compensating for heavyweight condition with no omissions. [Academic]

1.7.6.9 Perform range procedures (T) [Hands-on]

1.7.6.9.1 Perform manned range procedures (T) [Hands-on]

1.7.6.9.1.1 Perform manned range patterns (T) [Hands-on]

1.7.6.9.1.1.1 Describe the procedure and mandatory radio call for performing manned range patterns without error. [Academic]

1.7.6.9.1.2 Perform radar/nuke patterns [Hands-on]

1.7.6.9.1.3 Perform pop-up pattern [Hands-on]

1.7.6.9.2 Perform unmanned range procedures (T) [Hands-on]

1.7.6.9.2.1 Perform unmanned range clearing procedures (T) [Hands-on]

1.7.6.9.2.1.1 Describe the procedure for performing unmanned range entry and clearing without error IAW local procedures. [Academic]

1.7.6.9.3 Perform abnormal/emergency range procedures (T) [Hands-on]

1.7.6.9.3.1 Perform range radio failure procedures (T) [Hands-on]

1.7.6.9.3.1.1 State the procedure for radio failure on the range with no omissions IAW local procedures. [Academic]

1.7.6.9.3.2 Perform range inadvertent release procedures (T) [Hands-on]

1.7.6.9.3.2.1 State the procedure for inadvertent release on and off the range with no omissions IAW local procedures. [Academic]

1.7.6.9.3.3 State the coordinating procedures for emergencies in the range, IAW local procedures. [Academic]

1.7.7 Perform egress [Hands-on]

1.7.7.1 Regain mutual support/rejoin [Hands-on]

1.7.7.1.1 State the considerations for regaining mutual support/rejoin with no omissions. [Academic]

1.7.7.2 Perform post strike Ops check [Hands-on]

1.7.7.2.1 Describe the procedure for performing post strike Ops check without error. [Academic]

1.7.7.3 Perform battle damage check [Hands-on]

1.7.7.3.1 Describe the procedure for performing battle damage check without error. [Academic]

1.7.7.4 Perform range departure (T) [Hands-on]

1.7.7.4.1 Perform manned range departure (T) [Hands-on]

- 1.7.7.4.1.1 Describe the procedure for performing manned range departure without error. [Academic]
- 1.7.7.4.2 Perform unmanned range departure (T) [Hands-on]
 - 1.7.7.4.2.1 Describe the procedure for performing unmanned range departure without error. [Academic]
- 1.7.7.5 State the special considerations for egress with no omissions. [Hands-on]
- 1.7.9 Respond to threat [Hands-on]
 - 1.7.8.1 Respond to immediate threat [Hands-on]
 - 1.7.8.1.1 Identify threat [Hands-on]
 - 1.7.8.1.1.1 Locate threat [Hands-on]
 - 1.7.8.1.1.1.1 Interpret RWR [Hands-on]
 - 1.7.8.1.1.1.1.1 Given a photograph or drawing of the RWR scope and accompanying audio tones, interpret scope presentations and identify threats without error. [Academic]
 - 1.7.8.1.1.1.2 Perform visual search for threat [Hands-on]
 - 1.7.8.1.1.1.2.1 Describe the procedure for performing visual search for threat with error. [Academic]
 - 1.7.8.1.1.1.3 Perform radar search for threat [Hands-on]
 - 1.7.8.1.1.2 Identify AAA [Hands-on]
 - 1.7.8.1.1.2.1 Name the varieties of AAA threat with no omissions. [Academic]
 - 1.7.8.1.1.2.2 Describe the visual and RWR indications of each AAA threat [Academic]
 - 1.7.8.1.1.2.3 State the operating parameters and characteristics of each AAA threat correctly. [Academic]
 - 1.7.8.1.1.3 Identify SAMs [Hands-on]
 - 1.7.8.1.1.3.1 Name the varieties of SAMs with no omissions. [Academic]
 - 1.7.8.1.1.3.2 Describe the visual and RWR indications of all SAMs correctly. [Academic]
 - 1.7.8.1.1.3.3 State the operating parameters and characteristics of each SAM with no omissions. [Academic]
 - 1.7.8.1.1.3.4 State the special considerations for operating in a SAM environment with no omissions. [Academic]
 - 1.7.8.1.1.4 Identify air-to-air threats [Hands-on]
 - 1.7.8.1.1.4.1 Identify enemy aircraft [Hands-on]
 - 1.7.8.1.1.4.1.1 Given a photograph or drawing of a Warsaw-pact military aircraft in any aspect, correctly identify the aircraft and state its operating capabilities, armaments, and RWR indications. [Academic]

1.7.8.1.1.4.1.2 Given a photograph or drawing of a friendly military aircraft in any aspect, correctly identify the aircraft and state its operating capabilities, armaments and RWR indications. [Academic]

1.7.8.1.1.4.1.3 Given a photograph or drawing of a Chinese military aircraft in any aspect, correctly identify the aircraft and state its operating capabilities, armaments and RWR indications. [Academic]

1.7.8.1.1.4.2 Identify air-to-air missiles [Hands-on]

1.7.8.1.1.4.2.1 Name the varieties of Soviet air-to-air missiles and the aircraft on which each is employed with no omissions. [Academic]

1.7.8.1.1.4.2.2 Correctly describe the operating limits and capabilities of each Soviet air-to-air missile. [Academic]

1.7.8.1.1.5 Given visual, radar, RWR, and/or audio indications of a threat, identify the threat correctly. [Hands-on]

1.7.8.1.2 Respond to threat [Hands-on]

1.7.8.1.2.1 Respond to AAA [Hands-on]

1.7.8.1.2.1.1 Perform AAA evasive maneuver (jink) [Hands-on]

1.7.8.1.2.1.1.1 State the considerations for performing AAA evasive maneuver (jink) without error. [Academic]

1.7.8.1.2.1.2 Perform AAA counteroffensive maneuver [Hands-on]

1.7.8.1.2.1.2.1 State the major considerations for performing AAA counteroffensive maneuvers, without error. [Academic]

1.7.8.1.2.1.3 State the special considerations for responding to AAA without error. [Academic]

1.7.8.1.2.2 Respond to SAM [Hands-on]

1.7.8.1.2.2.1 Perform SAM evasive maneuver [Hands-on]

1.7.8.1.2.2.1.1 State the special considerations for maneuvering in response to a specific SAM launch with no omissions. [Academic]

1.7.8.1.2.2.2 Dispense chaff/flares against SAM threat [Hands-on]

1.7.8.1.2.2.2.1 Describe the procedure for dispensing chaff/flares against SAM threats without error. [Academic]

1.7.8.1.2.3 Respond to air-to-air threat [Hands-on]

1.7.8.1.2.3.1 Dispense chaff/flares against air-to-air threat [Hands-on]

1.7.8.1.2.3.1.1 Describe the procedure for dispensing chaff/flares against air-to-air threats without error. [Academic]

1.7.8.1.2.3.2 Perform air-to-air combat [Hands-on]

1.7.8.1.2.4 Jettison ordnance/stores [Hands-on]

1.7.8.1.2.4.1 Describe the steps in the procedures for selecting and emergency jettisoning of ordnance/stores without error. [Academic]

1.7.8.1.2.4.2 Given a scenario, identify whether or not jettisoning is required and, if so, which type is appropriate without error. [Academic]

1.7.8.1.2.5 Employ ECM [Hands-on]

1.7.8.1.2.5.1 TBD CRO BEHAVIOR STATES: Employ ECM [Academic]

1.7.8.1.2.6 Respond to battle damage [Hands-on]

1.7.8.1.2.6.1 State the major considerations for responding to battle damage with no omissions. [Academic]

1.7.8.2 Respond to potential threat [Hands-on]

1.7.8.2.1 Respond to potential AAA threat [Hands-on]

1.7.8.2.2 Respond to potential SAM threat [Hands-on]

1.7.8.2.3 Respond to potential air-to-air threat [Hands-on]

1.7.8.2.4 Respond to combined potential threats. [Hands-on]

1.7.8.2.5 Use jammer support (yours and others') [Hands-on]

1.7.8.2.5.1 State the special considerations for using jammer support (yours and others') with no omissions. [Academic]

1.7.8.3 Systems workbook--penetration aids. [Hands-on]

1.7.8.3.1 Describe the penetration aids in the F-16A and F-16B aircraft. [Hands-on]

1.7.8.3.2 List with no omissions and describe without error the components and/or functions of the penetration aids, including as appropriate the sequence and modes of internal and external operation. [Hands-on]

1.7.8.3.3 Given a photograph or drawing of the aircraft cockpit, locate and describe the function and manipulation of each control that directly affects the penetration aids without error. [Hands-on]

1.7.8.3.4 Given a photograph or drawing of the aircraft cockpit, locate and describe the interpretation of each indicator that monitors the penetration aids without error. [Hands-on]

1.7.8.3.5 State the possible modes of penetration aids degradation, and describe their causes and consequences without error. [Hands-on]

1.7.8.3.6 List with no omissions and describe without error any features of the penetration aids in the F-16B that differ or are in addition to those in the F-16A. [Hands-on]

1.7.9 Coordinate with search and rescue (SAR) effort [Hands-on]

1.7.9.1 State the special considerations for coordinating with search and rescue (SAR) effort with no omissions. [Academic]

1.7.10 Perform tactical communications [Hands-on]

1.7.10.1 Perform tactical communications with controlling agency [Hands-on]

1.7.10.1.1 Perform tactical communications with GCI/AWACS. [Hands-on]

1.7.10.1.1.1 Given radio calls from GCI/AWACS, correctly interpret and verbally respond. [Academic]

1.7.10.1.2 Perform tactical communications with FAC/FIST (including FAC/FIST consent) [Hands-on]

1.7.10.1.2.1 Describe the proper formats for communications with FAC/FIST (including high and low threat). [Academic]

1.7.10.1.2.2 Given a FAC/FIST high threat briefing, interpret information correctly. [Academic]

1.7.10.1.3 Perform tactical communications with ASRT/skyspot (C) [Hands-on]

1.7.10.1.3.1 Describe the proper formats for communications with ASRT/skyspot. [Academic]

1.7.10.2 Respond to comm jamming [Hands-on]

1.7.10.2.1 State the special considerations for responding to comm jamming with no omissions. [Academic]

1.7.10.3 Communicate using secure voice (C) [Hands-on]

1.7.10.3.1 Describe the procedure for communicating using secure voice without error. [Academic]

1.7.10.4 Perform authentication procedures [Hands-on]

1.7.10.4.1 Describe the procedures for authentication without error. [Academic]

1.7.10.4.2 Given necessary equipment, correctly authenticate a communication. [Academic]

1.7.10.5 Perform descriptive and directive commentary [Hands-on]

1.7.10.5.1 Describe the procedures for descriptive and directive commentary without error. [Academic]

1.7.10.6 Perform flight coordination [Hands-on]

1.7.10.6.1 Perform visual flight coordination (comm out) [Hands-on]

1.7.10.6.1.1 Given a description of a signal used during visual flight coordination, correctly interpret the signal [Academic]

1.7.10.6.2 Perform radio flight coordination [Hands-on]

1.7.10.6.2.1 Given an air-to-air radio call, correctly interpret the call. [Academic]

1.7.10.7 Accomplish inflight reports (C) [Hands-on]

1.7.10.7.1 Accomplish flight report (C) [Hands-on]

1.7.10.7.1.1 Describe the content, syntax, and use of the flight report correctly. [Academic]

1.7.10.7.2 Accomplish spot report (C) [Hands-on]

1.7.10.7.2.1 Describe the content, syntax, and use of the spot report correctly. [Academic]

1.7.10.8 Perform normal range radio procedures (T) [Hands-on]

1.7.10.8.1 Describe the communications to be made on the range and state the syntax of each call correctly. [Academic]

1.7.11 Identify and respond to weapons systems malfunctions [Hands-on]

1.7.11.1 Identify and respond to avionics malfunctions [Hands-on]

1.7.11.1.1 Given indications occurring during avionics malfunctions, identify the specific problem and state the correct response without error. [Academic]

1.7.11.1.2 Given an avionics malfunction, describe its effects on your mission without error. [Academic]

1.7.11.2 Identify and respond to ordnance failure to release [Hands-on]

1.7.11.2.1 Given indications occurring during ordnance failure to release, identify the specific problem and state the correct response without error. [Academic]

1.7.11.2.2 Given ordnance failure to release, describe its effects on your mission without error. [Academic]

1.7.11.3 Given indications occurring during weapons systems malfunctions, identify the specific problem and state the correct response, without error. [Hands-on]

1.7.11.4 Given a weapons system malfunction, describe its effects on your mission without error. [Hands-on]

1.7 COMBAT
CRITERION-REFERENCED OBJECTIVES

Tasks Without CROs

1.7.1.1.1
1.7.1.2.1 to 1.7.1.2.1.2
1.7.2.14
1.7.2.15
1.7.1.4
1.7.2.5
1.7.2.6
1.7.3.1
1.7.3.2
1.7.3.3
1.7.3.4
1.7.3.5
1.7.4.1
1.7.4.2.1
1.7.4.2.2
1.7.4.3
1.7.4.4
1.7.4.5
1.7.5.1
1.7.5.1.1
1.7.5.1.1.2
1.7.5.1.3
1.7.5.1.3.2
1.7.5.1.2.2.2
1.7.5.1.6
1.7.5.2
1.7.5.2.1
1.7.5.2.2.1
1.7.5.2.2.2 to 1.7.5.2.2.2.3
1.7.5.2.2.4
1.7.5.2.3
1.7.5.2.4.1
1.7.5.2.4.3
1.7.5.2.4.4
1.7.5.2.5
1.7.5.2.5
1.7.5.2.5.1.1
1.7.5.2.5.1.2
1.7.5.2.5.1.3
1.7.5.2.5.2
1.7.5.2.5.2.1
1.7.5.2.5.2.2
1.7.5.2.5.2.1.1
1.7.5.2.5.2.1.2
1.7.5.2.5.2.1.3
1.7.5.2.5.2.2.1
1.7.5.2.5.2.2.2

Tasks Without CROs (cont.)

1.7.5.2.5.2.2.3
1.7.5.2.5.2.3.1
1.7.5.2.5.2.3.2
1.7.5.2.5.2.3
1.7.5.2.6
1.7.5.2.7
1.7.5.2.7.1
1.7.5.2.7.2
1.7.5.2.7.4
1.7.5.2.8
1.7.5.2.8.1
1.7.5.2.8.2
1.7.5.2.8.2.1
1.7.5.2.8.2.2
1.7.5.2.8.2.3
1.7.5.2.9
1.7.5.2.9.1
1.7.5.2.9.2
1.7.5.1.9.2.4
1.7.5.2.9.2.11
1.7.5.2.9.2.12
1.7.5.2.10
1.7.5.2.11.1.3.2
1.7.5.2.11.1.4.1
1.7.5.2.11.1.4.2
1.7.5.2.11.2.2
1.7.5.2.11.2.3
1.7.5.2.11.2.5
1.7.5.2.11.2.6
1.7.5.5.2.11.2.7
1.7.5.2.12
1.7.5.2.12.1
1.7.5.2.12.3
1.7.5.2.12.3.1
1.7.5.2.12.3.3
1.7.5.2.13
1.7.5.2.13.2
1.7.5.2.13.3
1.7.5.2.13.4
1.7.5.2.13.6
1.7.5.2.13.7
1.7.5.2.13.8
1.7.5.3
1.7.5.3.1
1.7.5.3.2
1.7.5.4 to 1.7.5.4.4.2

Tasks Without CROs (cont.)

1.7.5.5 to 1.7.5.5.2
1.7.5.6
1.7.6.1
1.7.6.1.1
1.7.6.1.1.4
1.7.6.1.1.4.2
1.7.6.1.1.5
1.7.6.1.1.5.2
1.7.6.1.1.6
1.7.6.1.1.6.2
1.7.6.1.2
1.7.6.1.2.5
1.7.5.6.2
1.7.6.1.1.1 to 1.7.6.1.1.3
1.7.6.1.1.4.1
1.7.6.1.1.4.2.1
1.7.6.1.1.4.2.2
1.7.6.1.1.4.2.3
1.7.6.1.1.5.1
1.7.6.1.1.5.2.1
1.7.6.1.1.5.2.2 to 1.7.6.3.1.2.2.1
1.7.6.2
1.7.6.3
1.7.6.3.1
1.7.6.3.1
1.7.6.3.1.1.1
1.7.6.3.1.1.1.1
1.7.6.3.1.2
1.7.6.3.1.2.2
1.7.6.3.2
1.7.6.3.2.2
1.7.6.3.1.2.3
1.7.6.3.2.2.2 to 1.7.6.3.2.4.3
1.7.6.3.2.2
1.7.6.3.2.3
1.7.6.3.2.4
1.7.6.3.2.5
1.7.6.3.2.6
1.7.6.3.3
1.7.6.3.2.5.3 to 1.7.6.4.1.8
1.7.6.4
1.7.6.4.1
1.7.6.4.2
1.7.6.4.2.1
1.7.6.4.2.2
1.7.6.4.3
1.7.6.4.5
1.7.6.4.5.1
1.7.6.4.5.1.1
1.7.6.4.5.1.1.1
1.7.6.4.5.1.2
1.7.6.4.5.2

Tasks Without CROs (cont.)

1.7.6.4.3.2 to 1.7.6.4.5.2.4
1.7.6.5 to 1.7.6.5.1.3.4
1.7.6.6
1.7.6.6.1
1.7.6.6.3
1.7.6.6.4
1.7.6.8
1.7.6.8.1
1.7.6.8.2
1.7.6.9 to 1.7.6.9.2.3
1.7.6.9.3
1.7.6.9.5 to 1.7.6.10.3.2
1.7.7.4 to 1.7.8.1.1
1.7.8.1.1.2 to 1.7.8.1.1.4.2
1.7.8.1.2 to 1.7.8.1.2.3
1.7.8.1.2.1.2
1.7.8.1.2.3.1
1.7.8.1.2.3.2
1.7.8.2 to 1.7.8.2.5
1.7.10.1 to 1.7.10.1.3
1.7.10.1
1.7.10.6
1.7.10.7
1.7.10.8 to 1.7.11.2

TASK NO.: 1.7.1

BEHAVIOR: Respond to receipt of target data while airborne

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.2

BEHAVIOR: Perform fence checks

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.2.1

BEHAVIOR: Perform pre-strike Ops checks (E)

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform fence checks

External environment: N/A

Aids: Wing weapons guide "Fence Check"

Product of previous task: None

Initiation cues: On crossing fence

Systems presenting cues: N/A

STANDARD:

Authority: -1, Phase Manuals, IP judgment

Performance precision: Accurately IAW aid "Fence Check"

Computational accuracy: N/A

TASK NO.: 1.7.2.2

BEHAVIOR: Arm conventional ordnance and verify on SCP

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Perform fence checks

External environment: N/A

Aids: Wing weapons guide - "Fence Check"

Product of previous task: None

Initiation cues: Following prestrike Ops checks

Systems presenting cues: SCP

STANDARD:

Authority: -34

Performance precision: Accurately IAW -34 procedures

Computational accuracy: N/A

TASK NO.: 1.7.2.3

BEHAVIOR: Pre-arm nuclear ordnance

CONDITION:

Agency: Ops

Information source for: Directives

Manuals and pubs: -25 checklist

Information source for: Procedures

Activity: Perform fence checks

External environment: N/A

Aids: Wing weapons guide "Fence Check"

Product of previous task: None

Initiation cues: When authorized/directed

Systems presenting cues: N/A

STANDARD:

Authority: -25

Performance precision: Accurately IAW procedures/directives

Computational accuracy: N/A

TASK NO.: 1.7.2.4

BEHAVIOR: Reset exterior lighting

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform fence checks

External environment: Night or restricted visibility

Aids: Wing weapons guide - "Fence Checks"

Product of previous task: None

Initiation cues: On completing of arming/prearm (NUC)

Systems presenting cues: N/A

STANDARD:

Authority: -1 for switch operation, IP judgment or flight lead direction

Performance precision: Switches set according to direction

Computational accuracy: N/A

TASK NO.: 1.7.2.5

BEHAVIOR: Set up RWR for combat

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Perform fence checks

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Upon completion of "Reset exterior lighting"

Systems presenting cues: None

STANDARD:

Authority: -34

Performance precision: Accurately IAW procedures in -34

Computational accuracy:

TASK NO.: 1.7.2.6

BEHAVIOR: Set up videotape recorder (VTR)

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform fence checks

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: When RWR set up complete

Systems presenting cues: N/A

STANDARD:

Authority: -34

Performance precision: Accurately IAW procedures

Computational accuracy: N/A

TASK NO.: 1.7.2.7

BEHAVIOR: Arm chaff/flare dispensing

CONDITION:

Agency: Ops

Information source for: Dispenser Programmer settings

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Perform fence checks

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Fence check

Systems presenting cues: N/A

STANDARD:

Authority: -34

Performance precision: Accurately IAW procedures to give arm indications within 30 seconds

Computational accuracy: N/A

TASK NO.: 1.7.2.8

BEHAVIOR: Arm training ordnance and verify on SCP (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform fence checks

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.2.9

BEHAVIOR: Check seat survival kit selector

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.2.10

BEHAVIOR: Perform AIM 9 missile set up

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.2.11

BEHAVIOR: Set up radar

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.2.12

BEHAVIOR: Turn on tank inerting

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.2.13

BEHAVIOR: Set up selective jettison

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.3

BEHAVIOR: Rendezvous with support aircraft/assignment

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.4

BEHAVIOR: Perform ingress

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.4.2

BEHAVIOR: Perform low altitude ingress

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform ingress

External environment: Day/VMC

Aids: Map

Product of previous task:

Initiation cues: Fence check; below 500 FT

Systems presenting cues: INS, HUD

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.4.3

BEHAVIOR: Arrive on target at predetermined TOT

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: SA Phase Manual

Information source for: Procedures

Activity: Perform ingress

External environment: N/A

Aids: MAP

Product of previous task: N/A

Initiation cues: N/A

Systems presenting cues: N/A

STANDARD:

Authority: TACR 60-2

Performance precision: ± 2 mine

Computational accuracy: N/A

TASK NO.: 1.7.4.4

BEHAVIOR: Perform manned range entry procedures (T)

CONDITION:

Agency: Range tower

Information source for: Range clearance

Manuals and pubs: 55-16 Ch 8/load sup. to AFR 50-46

Information source for: Regs and procedures

Activity: Perform ingress

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: TOT

Systems presenting cues: Clock

STANDARD:

Authority: N/A

Performance precision:

Computational accuracy:

TASK NO.: 1.7.4.5

BEHAVIOR: Perform unmanned range entry procedures (T)

CONDITION:

Agency:

Information source for: Range clearance

Manuals and pubs: TACR 55-16 Ch 8

Information source for: Procedures

Activity: Perform ingress

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: TOT

Systems presenting cues: Clock

STANDARD:

Authority: N/A

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1

BEHAVIOR: Perform air-to-air tactical formations

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.1

BEHAVIOR: Perform two-ship tactical formations

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.1.1

BEHAVIOR: Fly two-ship formation straight ahead (fluid 2 patrol)

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform two-ship tactical formations

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual signal

Systems presenting cues: Communications

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Maintains +3,000 to -1,000 FT vertical of lead; maintains 4,000 to 7,000 FT horizontal separation; line abreast to +/- 10° fwd/back of lead

Computational accuracy: N/A

TASK NO.: 1.7.5.1.1.2

BEHAVIOR: Perform two-ship turns

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.1.2.1

BEHAVIOR: Perform two-ship delayed 90° turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's directions: radio command/prebriefed visual signal

Systems presenting cues: Communication

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Executes turns on signal; resumes in fluid 2 tactical formation with energy equal to or greater than lead aircraft

Computational accuracy: N/A

TASK NO.: 1.7.5.1.1.2.2

BEHAVIOR: Perform two-ship delayed 45° turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual signal

Systems presenting cues: Communications

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Executes turns on signal; resumes in fluid 2 tactical formation with energy equal to or greater than lead aircraft

Computational accuracy: N/A

TASK NO.: 1.7.5.1.1.2.3

BEHAVIOR: Perform two-ship 180° in-place turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual
signal

Systems presenting cues: Communications

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Executes turns on signal; resumes on new
heading fluid 2 formation position with energy equal to or greater
than lead aircraft

Computational accuracy: N/A

TASK NO.: 1.7.5.1.1.2.4

BEHAVIOR: Perform two-ship cross turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual signal

Systems presenting cues: Communications

STANDARD:

Authority: 3-1/Phase Manual and IP judgment

Performance precision: Executes turns on signal; resumes (on 180° heading) fluid 2 formation with energy equal to or greater than leader

Computational accuracy: N/A

TASK NO.: 1.7.5.1.1.2.5

BEHAVIOR: Perform two-ship weave

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual
signal

Systems presenting cues: Communications

STANDARD:

Authority: Phase Manual and IP judgment

Performance precision: Executes turn on signal; maintains energy;
resumes heading quickly; good lookout throughout

Computational accuracy: N/A

TASK NO.: 1.7.5.1.1.2.6

BEHAVIOR: Perform two-ship check turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: verbal or prebriefed visual signal

Systems presenting cues: Communications

STANDARD:

Authority: Phase Manual and IP judgment

Performance precision: Executes turn on cue; resumes new heading/fluid two formation quickly; good lookout throughout

Computational accuracy: N/A

TASK NO.: 1.7.5.1.2

BEHAVIOR: Perform four-ship tactical formations

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.2.1

BEHAVIOR: Fly four-ship formation straight ahead

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for:

Activity: Perform four-ship tactical formations

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal

Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Alignment according to flight lead briefed parameters

Computational accuracy: N/A

TASK NO.: 1.7.5.1.2.2

BEHAVIOR: Perform four-ship turns

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.2.2.1

BEHAVIOR: Perform four-ship delayed 90° turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform four-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal

Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Executes on cue; resumes in position

Computational accuracy: N/A

TASK NO.: 1.7.5.1.2.2.2

BEHAVIOR: Perform four-ship in-place turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform four-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal

Systems presenting cues: N/A

STANDARD:

Authority: 3-1; Phase Manual; IP judgment

Performance precision: Executes on cue; resumes in position at flight lead's roll-out

Computational accuracy: N/A

TASK NO.: 1.7.5.1.2.2.3

BEHAVIOR: Perform four-ship delayed 45° turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.2.2.4

BEHAVIOR: Perform four-ship cross turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.2.2.5

BEHAVIOR: Perform four-ship check turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.2.2.6

BEHAVIOR: Perform four-ship weave

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.3

BEHAVIOR: Perform three-ship tactical formations

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.3.1

BEHAVIOR: Fly three-ship formation straight ahead

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform three-ship tactical formation

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal (briefed)

Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: IAW alignment parameters briefed by flight lead

Computational accuracy: N/A

TASK NO.: 1.7.5.1.3.2

BEHAVIOR: Perform three-ship turns

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.3.2.1

BEHAVIOR: Perform three-ship delayed 90° turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform three-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal

Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Executes on cue; resumes in position

Computational accuracy: N/A

TASK NO.: 1.7.5.1.3.2.2

BEHAVIOR: Perform three-ship in-place turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform three-ship turns

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.3.2.3

BEHAVIOR: Perform three-ship delayed 45° turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.3.2.4

BEHAVIOR: Perform three-ship cross turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.3.2.5

BEHAVIOR: Perform three-ship check turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.3.2.6

BEHAVIOR: Perform three-ship weave

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.4

BEHAVIOR: Perform "cover" role

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform air-to-air tactical formations

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Other element in four-ship is engaged

Systems presenting cues: N/A

STANDARD:

Authority: 3-1, IP judgment

Performance precision: Maintains relative fluid 2 position

Computational accuracy: N/A

TASK NO.: 1.7.5.1.5

BEHAVIOR: Perform mixed force formations

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform air-to-air tactical formation

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: On flight lead brief/direction/signal

Systems presenting cues: N/A

STANDARD:

Authority: 3-1, IP judgment

Performance precision: Maintains briefed parameters

Computational accuracy: N/A

TASK NO.: 1.7.5.1.6

BEHAVIOR: Perform formation lookout

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.1.6.1

BEHAVIOR: Perform formation visual lookout

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform formation lookout

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: In tactical formation

Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Utilizes good lookout rules; sees threat aircraft before they are in lethal range

Computational accuracy: N/A

TASK NO.: 1.7.5.1.6.2

BEHAVIOR: Perform formation radar lookout

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform formation lookout

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: On flight lead briefed direction - tactical formation

Systems presenting cues: REO

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Sets up radar IAW flight lead instruction; notes and responds to radar targets

Computational accuracy: N/A

TASK NO.: 1.7.5.2.1

BEHAVIOR: Respond to receipt of initial air-to-air target information

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Radio transmission from GCI/AWACS

Systems presenting cues: UHF

STANDARD:

Authority: IP judgment

Performance precision: Accurately determine target's relative position and maneuver accordingly

Computational accuracy:

TASK NO.: 1.7.5.2.2

BEHAVIOR: Locate target beyond visual range

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.2.1

BEHAVIOR: Locate target with EW/electronic aids

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target beyond visual range

External environment:

Aids:

Product of previous task:

Initiation cues: Illumination of threat symbol on RWR scope and
associated tone in headset

Systems presenting cues: Threat warning system

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.2.2

BEHAVIOR: Locate target with radar

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.2.2.1

BEHAVIOR: Perform radar search/acquire target

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target with radar

External environment:

Aids:

Product of previous task:

Initiation cues: Mission assignment or call from GCI/AWACS

Systems presenting cues: UHF

STANDARD:

Authority: IP judgment

Performance precision: Target acquisition

Computational accuracy:

TASK NO.: 1.7.5.2.2.2.2

BEHAVIOR: Lock on target

CONDITION:

Agency: GCI (optional)

Information source for: Target information

Manuals and pubs:

Information source for:

Activity: Locate target with radar

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Target on REO

Systems presenting cues: REO

STANDARD:

Authority: TBD

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.2.2.3

BEHAVIOR: Determine target heading, altitude, and airspeed

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs:

Information source for:

Activity: Locate target with radar

External environment: N/A

Aids: NONE

Product of previous task: 1.7.5.2.2.2.2

Initiation cues: Radar lock-on

Systems presenting cues: REO

STANDARD:

Authority: TBD

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.2.3

BEHAVIOR: Relay radar acquisition information

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target beyond visual range

External environment:

Aids:

Product of previous task:

Initiation cues: Acquisition of target on REO

Systems presenting cues: REO

STANDARD:

Authority: 3-1

Performance precision: IP judgment

Computational accuracy:

TASK NO.: 1.7.5.2.3

BEHAVIOR: Determine attack feasibility

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Target on REO or visually

Systems presenting cues: Radar or eyes

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy:

TASK NO.: 1.7.5.2.4

BEHAVIOR: Plan tactical intercept (BVR)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.4.1

BEHAVIOR: Determine type of intercept

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Plan tactical intercept (BVR)

External environment:

Aids:

Product of previous task:

Initiation cues: Target information from REO

Systems presenting cues: Radar

STANDARD:

Authority:

Performance precision: IP judgment

Computational accuracy:

TASK NO.: 1.7.5.2.4.2

BEHAVIOR: Select weapons to employ in air-to-air scenario

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Plan tactical intercept (BVR)

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Air-to-air weapons/ammo on board aircraft

Systems presenting cues: SMS/HUD (weapons status)

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.5.2.4.3

BEHAVIOR: Determine intercept geometry

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.4.3.1

BEHAVIOR: Determine collision course geometry

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Determine intercept geometry

External environment:

Aids:

Product of previous task:

Initiation cues: Target lock-on information on REO
Systems presenting cues: Radar

STANDARD:

Authority:

Performance precision: IP judgment

Computational accuracy:

TASK NO.: 1.7.5.2.4.3.2

BEHAVIOR: Determine stern conversion geometry

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Determine intercept geometry

External environment:

Aids:

Product of previous task: 1.7.5.2.4.3.1

Initiation cues: Target reaches desired range

Systems presenting cues: REO

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment

TASK NO.: 1.7.5.2.4.4

BEHAVIOR: Plan formation intercept tactics

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Plan tactical intercept (BVR)

External environment:

Aids: Mission briefed tactics

Product of previous task: Target on REO

Initiation cues: REO

Systems presenting cues: IP judgment

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: REO

TASK NO.: 1.7.5.2.5

BEHAVIOR: Perform single-ship tactical intercept

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.5.1.1

BEHAVIOR: Perform beam collision course intercept

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform collision course intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Target on REO

Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment

TASK NO.: 1.7.5.2.5.1.2

BEHAVIOR: Perform front quarter collision course intercept

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform collision course intercept

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.5.1.3

BEHAVIOR: Perform head-on collision course intercept

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform collision course intercept

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.5.2.1.1

BEHAVIOR: Perform beam quadrant horizontal conversion

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform beam quadrant stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Target on REO with approximate 90° HCA

Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision: Ends intercept 1 to 2 NM behind target

Computational accuracy:

TASK NO.: 1.7.5.2.5.2.1.2

BEHAVIOR: Perform beam quadrant vertical conversion

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform beam quadrant stern conversion intercept

External environment: Conditions permitting vertical deployment

Aids:

Product of previous task:

Initiation cues: Target on REO with approximate 90° HCA

Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision: Ends intercept 1 to 2 NM behind target

Computational accuracy:

TASK NO.: 1.7.5.2.5.2.2.1

BEHAVIOR: Perform front quarter horizontal conversion

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform front quarter stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.5.2.2.2

BEHAVIOR: Perform front quarter vertical conversion

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform front quarter stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.5.2.3.1

BEHAVIOR: Perform head-on horizontal conversion

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform head-on stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.5.2.3.2

BEHAVIOR: Perform head-on vertical conversion

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform head-on stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.5.2.4

BEHAVIOR: Perform night/IMC intercept

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.6

BEHAVIOR: Respond to maneuvering bogey (BVR)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept

External environment:

Aids: Target data on REO with lock-on or GCI/AWACS

Product of previous task:

Initiation cues: Target does not follow predirected track on REO

Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.7

BEHAVIOR: Perform formation attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.7.1

BEHAVIOR: Perform two-ship fluid attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform formation attack

External environment: Day VMC

Aids:

Product of previous task:

Initiation cues: Visual contact with a target and in an offensive position

Systems presenting cues: Eyes

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.7.2

BEHAVIOR: Perform two-ship formation counteroffensive maneuvers

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform formation attack

External environment: Day VMC

Aids: RWR

Product of previous task:

Initiation cues: Visual contact with a target and in an offensive position

Systems presenting cues: Eyes

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.8.1

BEHAVIOR: Perform visual search

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target within visual range

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.8.2.1

BEHAVIOR: Perform hook ID

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: ID bogey

External environment:

Aids: GCI/AWACS

Product of previous task:

Initiation cues: Target acquisition and REO

Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.8.3

BEHAVIOR: Relay visual acquisition information

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate bogey within visual range

External environment:

Aids:

Product of previous task:

Initiation cues: Visual contact with bogey

Systems presenting cues: Eyes

STANDARD:

Authority: 3-1

Performance precision: IP judgment

Computational accuracy:

TASK NO.: 1.7.5.2.9.1

BEHAVIOR: Select offensive and counteroffensive maneuvers

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Respond to maneuvering bogey

External environment: Day VMC

Aids:

Product of previous task:

Initiation cues: Visual acquisition with bogey

Systems presenting cues:

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment

TASK NO.: 1.7.5.2.9.2.1

BEHAVIOR: Perform acceleration maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Inadequate closure on bogey (need to accelerate)

Systems presenting cues: HUD or visual

STANDARD:

Authority: IP judgment

Performance precision: Does not get nose too low, does not lose sight, does not lose fight

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.2

BEHAVIOR: Perform barrel roll maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogie which can generate 60-90° angle
off if you remain in the same plane

Systems presenting cues: REO for range or visual

STANDARD:

Authority: IP judgment/visual simulator measurement

Performance precision: Complete maneuver matching flight paths +/-
10°, range .5 to 1.5 miles at 6

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.3

BEHAVIOR: Perform Immelmann turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey who can meet you with greater than 90° aspect

Systems presenting cues: REO for range, HUD

STANDARD:

Authority: IP judgment/visual simulator measurement

Performance precision: Complete maneuver, matching flight paths +/- 10°, range .5 to 1.5 miles at 6 o'clock

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.4

BEHAVIOR: Perform pursuit

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.9.2.4.1

BEHAVIOR: Perform lag pursuit

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform pursuit

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: High energy, 4 g turning bogey at 12 o'clock

Systems presenting cues: REO, HUD

STANDARD:

Authority: IP judgment/visual simulator measurement

Performance precision: Control closure and aspect angle +/- 30 KTS
and +/- 10

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.4.2

BEHAVIOR: Perform pure pursuit

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform pursuit

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g bogey in forward field of view, aspect 0-30°

Systems presenting cues: REO, HUD

STANDARD:

Authority: IP judgment; visual simulator measurement

Performance precision: Closes to weapons envelope

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.4.3

BEHAVIOR: Perform lead pursuit

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform pursuit

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g bogey in forward field of view, aspect 0-30°
Systems presenting cues: REO, HUD

STANDARD:

Authority: IP judgment

Performance precision: Close to maximum weapons range

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.5

BEHAVIOR: Perform lead turn maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform defensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in process of overshooting

Systems presenting cues: Visual

STANDARD:

Authority: IP judgment

Performance precision: Achieves offensive position

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.6

BEHAVIOR: Perform lag roll

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey in forward field of view aspect
20-40°, 50 + KTS closure; range 4-6,000 FT

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Arrives in lag pursuit position or weapon
paramative

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.7

BEHAVIOR: Perform high yo-yo

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey in forward field of view RNG
3-4,000 FT, 0-30° aspect, or more closure

Systems presenting cues: HUD and visual

STANDARD:

Authority: IP judgment

Performance precision: Maintains offensive position

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.8

BEHAVIOR: Perform quarter plane maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey 40-60° aspect angle, 50-100 KTS closure

Systems presenting cues:

STANDARD:

Authority: IP judgment

Performance precision: Maintains offensive position

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.9 .

BEHAVIOR: Perform gun tracking

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Turning bogey within gun attack envelope

Systems presenting cues: HUD

STANDARD:

Authority: IP judgment or computation from visual simulator

Performance precision: Activates gun position and holds for 2-3 seconds

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.10

BEHAVIOR: Perform high deflection gunshot

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Turning bogey, predicted 60-90° heading crossing angle, range 4,000 FT, on nose

Systems presenting cues: HUD

STANDARD:

Authority: IP judgment or computation from visual simulator

Performance precision: Angle off: 60-90°, bullet impact point at firing range not behind bogey

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.2.11

BEHAVIOR: Perform butterfly dart pattern (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform offensive BFM

External environment: VMC and not over an overcast

Aids:

Product of previous task:

Initiation cues: Direction from TOW A/C

Systems presenting cues: VHF

STANDARD:

Authority: IAW MCM 51-50 and TACR 55-16

Performance precision: IAW MCM 51-50 and TACR 55-16

Computational accuracy: IAW MCM 51-50 and TACR 55-16

TASK NO.: 1.7.5.2.9.2.12

BEHAVIOR: Perform high angle dart pattern (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform offensive BFM

External environment: Day VMC and not over an overcast

Aids:

Product of previous task:

Initiation cues: Visual contact with TOW and clearance from TOW

Systems presenting cues: UHF, eyes

STANDARD:

Authority: IAW MCM 51-50 and TACR 55-16

Performance precision: IAW MCM 51-50 and TACR 55-16

Computational accuracy: IAW MSM 51-50 and TACR 55-16

TASK NO.: 1.7.5.2.9.2.13

BEHAVIOR: Perform low yo-yo

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.9.3

BEHAVIOR: Perform counteroffensive BFM

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.9.3.1

BEHAVIOR: Perform extension maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Offensive bogey approaching weapons range

Systems presenting cues: Visual

STANDARD:

Authority: IP judgment

Performance precision: Negates attack by sustaining energy and staying out of attack envelope

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.2

BEHAVIOR: Perform defensive turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Offensive bogie within weapons range attempting to bring weapons to bear

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Negates attack by creating angle off and maintains energy

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.3

BEHAVIOR: Perform reversal

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Offensive bogey overshooting

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Converts to neutral or offensive position

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.4

BEHAVIOR: Perform missile break turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in missile range, fires missile at your aircraft (visual simulation)

Systems presenting cues: (Simulation)

STANDARD:

Authority: IP judgment (computed success by system computer)

Performance precision: Defeats simulated missile

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.5

BEHAVIOR: Perform gun break turn

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in gun firing envelope attacking you (visual simulation)

Systems presenting cues: (Simulation)

STANDARD:

Authority: IP judgment (computed success by system computer)

Performance precision: Defeats gun attack

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.6

BEHAVIOR: Perform scissors

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey attacking you in a slow to moderate overshoot

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Achieves neutral or advantageous position

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.7

BEHAVIOR: Perform high g roll over the top

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in gun attack position on you; your airspeed
250 KIAS+ (estimated)

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.8.

BEHAVIOR: Perform high g roll underneath

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in gun position; your airspeed less than 250
KIAS. (estimated)

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.5.2.9.3.9

BEHAVIOR: Perform jinkout

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in gun tracking position

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Is unpredictable, changes flightpath, turns at max rate

Computational accuracy: N/A

TASK NO.: 1.7.5.2.10

BEHAVIOR: Employ combat energy management

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Need to max maneuver aircraft

Systems presenting cues:

STANDARD:

Authority: IP judgment with HUD film

Performance precision: IP judgment with HUD film

Computational accuracy: IP judgment with HUD film

TASK NO.: 1.7.5.2.11.1

BEHAVIOR: Perform missile attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.1

BEHAVIOR: Perform missile attack in AAM mode

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.1.1

BEHAVIOR: Perform missile attack in AAM mode with AIM 9J

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack in AAM mode

External environment:

Aids:

Product of previous task:

Initiation cues: Target within weapons parameter

Systems presenting cues: HUD

STANDARD:

Authority: IP judgment with HUD film

Performance precision: Launches missile within parameters

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.1.2

BEHAVIOR: Perform missile attack in AAM mode with AIM 9L

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack in AAM mode

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.2

BEHAVIOR: Perform missile attack in missile override/dogfight mode

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.2.1

BEHAVIOR: Perform missile attack in missile override/dogfight mode with
AIM 9J

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack in missile override/dogfight mode

External environment:

Aids:

Product of previous task:

Initiation cues: Target within HUD FOV or 0° to 40° high and SNM
range

Systems presenting cues

STANDARD:

Authority: IP judgment with AIM

Performance precision:

Computational accuracy: Activities launch parameters

TASK NO.: 1.7.5.2.11.1.2.2

BEHAVIOR: Perform missile attack in missile override/dogfight mode with
AIM 9L

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack in missile override/dogfight mode

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.3

BEHAVIOR: Perform missile attack using manual reticle

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.3.1

BEHAVIOR: Perform missile attack with AIM 9J using manual reticle

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack using manual reticle

External environment:

Aids:

Product of previous task:

Initiation cues: Target within launch parameters and HUD out

Systems presenting cues: Visual

STANDARD:

Authority: IP judgement

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.3.2

BEHAVIOR: Perform missile attack with AIM 9L using manual reticle

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack using manual reticle

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.4

BEHAVIOR: Perform missile attack using HUD back-up

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.1.4.1

BEHAVIOR: Perform missile attack with AIM 9J using HUD back-up

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack using HUD back-up

External environment:

Aids:

Product of previous task:

Initiation cues: Visual sighting with target and radar failure

Systems presenting cues: Radar, HUD

STANDARD:

Authority: IP judgement

Performance precision: IP judgement

Computational accuracy: IP judgement

TASK NO.: 1.7.5.2.11.1.4.2

BEHAVIOR: Perform missile attack with AIM 9L using HUD back-up

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack using HUD back-up

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.2

BEHAVIOR: Perform gun attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.2.1

BEHAVIOR: Perform gun attack in LCOS mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform gun attack

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Target in forward field of view (gun range)

Systems presenting cues: HUD, weapons, SMS

STANDARD:

Authority: IP judgment

Performance precision: Armed correctly, documented correctly, fired in parameters

Computational accuracy: N/A

TASK NO.: 1.7.5.2.11.2.2

BEHAVIOR: Perform gun attack in snapshot mode

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform gun attack

External environment:

Aids:

Product of previous task:

Initiation cues: Target in forward filed of view (gun range)

Systems presenting cues: Visual

STANDARD:

Authority: IP judgement

Performance precision: Armed correctly and fired in range

Computational accuracy:

TASK NO.: 1.7.5.2.11.2.3

BEHAVIOR: Perform gun attack in dogfight mode

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform gun attack

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.11.2.4

BEHAVIOR: Perform gun attack using stadiametric ranging/manual reticle

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform gun attack

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Target in forward field of view (gun range)

Systems presenting cues: HUD, weapons, SMS

STANDARD:

Authority: -34

Performance precision: Armed correctly, documented correctly, fir in parameters

Computational accuracy: N/A

TASK NO.: 1.7.5.2.11.2.5

BEHAVIOR: Perform gun attack using HUD back-up

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform gun attack

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy: N/A.

TASK NO.: 1.7.5.2.11.2.7

BEHAVIOR: Perform gun attack against dart (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform gun attack

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.12.1

BEHAVIOR: Plan disengagement

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform disengagement

External environment:

Aids:

Product of previous task:

Initiation cues: Bingo fuel, loss of mutual support, or loss of
offensive potential

Systems presenting cues:

STANDARD:

Authority: IP judgement

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.12.2

BEHAVIOR: Select disengagement maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform disengagement

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Air-to-air engagement

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.5.2.12.3

BEHAVIOR: Perform disengagement maneuver

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.12.3.1

BEHAVIOR: Perform extension maneuver

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.12.3.2

BEHAVIOR: Perform high angle gun or missile separation maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform disengagement maneuver

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Air-to-air target with turning room to set up high angle gun attack

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Firing at target, clean separation

Computational accuracy: N/A

TASK NO.: 1.7.5.2.12.3.4

BEHAVIOR: Perform high g spiral

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform disengagement maneuver

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Air-to-air engagement with bogey at 6 o'clock

Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.5.2.13.1

BEHAVIOR: Perform tactical intercept using GCI/AWACS

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.13.2

BEHAVIOR: Perform tactical intercept on a jamming target or with radar degraded

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.13.5

BEHAVIOR: Perform tactical intercept on an orbiting target

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform tactical intercept in specialized situations

External environment: Day, night, scattered clouds

Aids: None

Product of previous task: None

Initiation cues: Enemy aircraft maintaining geographical position

Systems presenting cues: REO

STANDARD:

Authority: IP judgment

Performance precision: Intercepts target, has tactical advantage when visual

Computational accuracy: N/A

TASK NO.: 1.7.5.2.13.6

BEHAVIOR: Perform tactical intercept in a comm jamming environment

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.2.13.7

BEHAVIOR: Perform tactical intercept in a multibogey environment

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues: Radar contact with bogey or call from GCI/AWACS

Systems presenting cues: REO, UHF

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment

TASK NO.: 1.7.5.3.1

BEHAVIOR: Perform sweep with GCI/AWACS available

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform sweep

External environment:

Aids:

Product of previous task:

Initiation cues: Radar contact with bogey or call from GCI/AWACS

Systems presenting cues: REO, UHF

STANDARD:

Authority: IP judgement

Performance precision: Intercepts bogey and achieves weapons parameters

Computational accuracy:

TASK NO.: 1.7.5.3.2

BEHAVIOR: Perform sweep with GCI/AWACS unavailable

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform sweep

External environment:

Aids:

Product of previous task:

Initiation cues: Radar contact with bogey

Systems presenting cues: REO

STANDARD:

Authority: IP judgement

Performance precision: Intercepts and achieves weapons parameters

Computational accuracy:

TASK NO.: 1.7.5.4.1

BEHAVIOR: Perform roving CAP

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform CAP

External environment:

Aids:

Product of previous task:

Initiation cues: Mission assignment

Systems presenting cues:

STANDARD:

Authority: IP judgement

Performance precision: Detect and intercept attacking targets

Computational accuracy:

TASK NO.: 1.7.5.4.3

BEHAVIOR: Perform point CAP

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform CAP

External environment:

Aids:

Product of previous task:

Initiation cues: Arrival at designated point

Systems presenting cues: FCNP, visual, TACAN

STANDARD:

Authority: IP judgement

Performance precision: Detect and intercept attacking targets

Computational accuracy:

TASK NO.: 1.7.5.4.4

BEHAVIOR: Perform Barrier CAP (BARCAP)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform CAP

External environment:

Aids:

Product of previous task:

Initiation cues: Arrival at assigned area

Systems presenting cues: FCNP, TACAN, visual

STANDARD:

Authority: IP judgement

Performance precision: Detect and intercepts attacking targets

Computational accuracy:

TASK NO.: 1.7.5.4.4.1

BEHAVIOR: Perform triangular BARCAP pattern

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform Barrier CAP

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.4.4.2

BEHAVIOR: Perform sawtooth BARCAP pattern

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform Barrier CAP

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.5

BEHAVIOR: Perform air-to-air escort

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.5.1

BEHAVIOR: Perform tactical strike force escort

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-air escort

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.5.2

BEHAVIOR: Perform reconnaissance escort

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-air escort

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.5.3

BEHAVIOR: Perform bomber/airlift escort

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-air escort

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.5.6

BEHAVIOR: Perform air-to-air operations with visibility restricted

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.1.1

BEHAVIOR: Perform two-ship tactical trail formation (TBD)

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: Conversion Training Manual

Information source for: Procedures

Activity: Perform medium altitude air-to-surface tactical formations

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Radio call from lead

Systems presenting cues: Radio

STANDARD:

Authority: Conversion Training Manual

Performance precision: In position 100% of time

Computational accuracy: N/A

TASK NO.: 1.7.6.1.1.2

BEHAVIOR: Perform three-ship tactical point formation (fluid three)

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: 3-1 and SAT Training Manual

Information source for: Procedures

Activity: Perform medium altitude air-to-surface tactical formations

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Radio call from land

Systems presenting cues: Radio

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy:

TASK NO.: 1.7.6.1.1.3

BEHAVIOR: Perform fluid four-ship formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.1.4

BEHAVIOR: Perform four-ship box formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.2

BEHAVIOR: Perform low altitude (300-500 ft) and very low altitude
(100-300 ft) air-to-surface tactical formations

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.2.1

BEHAVIOR: Perform fluid two formation at low and very low altitude

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.2.2

BEHAVIOR: Perform three-ship point formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.2.3

BEHAVIOR: Perform four-ship point formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.2.4

BEHAVIOR: Perform wedge formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.2.5

BEHAVIOR: Perform offset box formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.1.2.5.2

BEHAVIOR: Perform offset box turns

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.1.1.1

BEHAVIOR: Perform route recce

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.1.1.1.1.1

BEHAVIOR: Perform two-ship route recce parallel formation

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: TACM 3-1

Information source for: Procedures

Activity: Perform route recce formations

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Radio call from lead aircraft

Systems presenting cues: Radio

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.2.1.1.1.2

BEHAVIOR: Perform two-ship route recce crossing formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform route recce formations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.1.1.1.3

BEHAVIOR: Perform four-ship route recce crossing formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform route recce formations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.1.1.2

BEHAVIOR: Perform area search

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate targets of opportunity (armed recce)

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.1.2.1.1

BEHAVIOR: Locate known target using radar under normal conditions

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist (CCRP)

Information source for: Radar procedures

Activity: Locate known target using radar

External environment: N/A

Aids: Available radar predictions and maps of target area

Product of previous task:

Initiation cues: Entering target area

Systems presenting cues: REO

STANDARD:

Authority: -34

Performance precision: Target designator box located in vicinity of target

Computational accuracy: N/A

TASK NO.: 1.7.6.2.1.2.1.2

BEHAVIOR: Locate known target using radar with jamming/radar degraded

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate known target using radar

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.1.2.2

BEHAVIOR: Locate known target visually

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.1.2.2.2

BEHAVIOR: Locate known target visually using ground references

CONDITION:

Agency: FAC, FIST

Information source for: Direction

Manuals and pubs: None

Information source for: N/A

Activity: Locate known target visually

External environment: VMC

Aids: Map

Product of previous task: None

Initiation cues: Entering target area

Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.6.2.1.2.3

BEHAVIOR: Locate known target using computed navigation

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: -3⁴

Information source for: Procedures

Activity: Locate known target (preplanned/immediate)

External environment: N/A

Aids: MAP

Product of previous task: N/A

Initiation cues: N/A

Systems presenting cues: N/A

STANDARD:

Authority: 60-2

Performance precision: Locate target

Computational accuracy: N/A

TASK NO.: 1.7.6.2.2

BEHAVIOR: Locate target using external agencies

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.1

BEHAVIOR: Locate target using TISL

CONDITION:

Agency: FIST, FAC

Information source for: General target area

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Locate target using external agencies

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Entering target area

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy:

TASK NO.: 1.7.6.2.2.2

BEHAVIOR: Locate target using beacon

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.2.1

BEHAVIOR: Locate beacon using radar

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Locate target using beacon

External environment: N/A

Aids: None

Product of previous task:

Initiation cues: Entering target area

Systems presenting cues: REO

STANDARD:

Authority: -34

Performance precision: Target designator box in vicinity of target

Computational accuracy: N/A

TASK NO.: 1.7.6.2.2.2.2

BEHAVIOR: Positively identify beacon

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target using beacon

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.3

BEHAVIOR: Locate target using ASRT

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.3.1

BEHAVIOR: Locate target using ASRT with tone

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target using ASRT

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.4

BEHAVIOR: Locate target using SCAR aircraft

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.4.1

BEHAVIOR: Determine coordination procedures with SCAR aircraft from
TACM 3-1

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target using SCAR aircraft

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.5

BEHAVIOR: Locate target using FAC/FIST

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.5.1

BEHAVIOR: Identify target from FAC/FIST description

CONDITION:

Agency: FAC

Information source for: Directions to target

Manuals and pubs: None

Information source for: N/A

Activity: Locate target using FAC/FIST

External environment: VMC

Aids: Map

Product of previous task: None

Initiation cues: Entering target area

Systems presenting cues: N/A

STANDARD:

Authority: 3-1

Performance precision: Target located within reasonable time

Computational accuracy: N/A

TASK NO.: 1.7.6.2.2.5.2

BEHAVIOR: Identify friendly positions (T.I.C.)

CONDITION:

Agency: FAC

Information source for: Friendly position

Manuals and pubs: None

Information source for: N/A

Activity: Locate target using FAC/FIST

External environment: VMC

Aids: None

Product of previous task:

Initiation cues: Entering target area

Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.6.2.2.5.3

BEHAVIOR: Update attack profile

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target using FAC/FIST

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.6

BEHAVIOR: Locate target in hunter killer operation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

. **Product of previous task:**

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.6.2

BEHAVIOR: Identify target in hunter killer operations

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target in hunter killer operation

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.2.7

BEHAVIOR: Locate target using convoy commander's directions

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Locate target using external agencies

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.2.3

BEHAVIOR: Detect target anomalies

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3

BEHAVIOR: Perform attack maneuver

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.1

BEHAVIOR: Perform tactical attack from medium altitude

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.1.1

BEHAVIOR: Perform tactical attack from medium altitude using cloverleaf
attack pattern

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: TACM 3-1/SAT Training Manual

Information source for: Procedures

Activity: Perform tactical attack from medium altitude

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.6.3.1.2

BEHAVIOR: Perform tactical attack from medium altitude using standard box pattern (restricted run-in heading)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical attack from medium altitude

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.1.6

BEHAVIOR: Perform tactical attack from medium altitude using floating wheel attack pattern

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical attack from medium altitude

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.1.8

BEHAVIOR: Perform tactical attack from medium altitude using
noncurvilinear box pattern (T)

CONDITION:

Agency: Range TWR
Information source for: Clearance/control

Manuals and pubs: SA Training Manual
Information source for: Procedures

Activity: Perform tactical attack from medium altitude

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A
Systems presenting cues: N/A

STANDARD:

Authority: 60-2

Performance precision: Qualification

Computational accuracy: N/A

TASK NO.: 1.7.6.3.2

BEHAVIOR: Perform pop-up attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.2.1

BEHAVIOR: Perform single-ship pop-up attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.2.1.1

BEHAVIOR: Perform direct pop-up attack

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: TACR 55-16

Information source for: Regulations

Activity: Perform single-ship pop-up attack

External environment: VFR

Aids: Map

Product of previous task: None

Initiation cues: Time, DME, visual

Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority: None (not performed)

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.6.3.2.1.2

BEHAVIOR: Perform angle off pop-up attack

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: TACR 55-16

Information source for: Regulations

Activity: Perform single-ship pop-up attack

External environment: VFR

Aids: Map

Product of previous task: None

Initiation cues: Time, DME, visual

Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision: 51-50 qualification

Computational accuracy:

TASK NO.: 1.7.6.3.2.1.3

BEHAVIOR: Perform indirect pop-up attack

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: TACR 55-16

Information source for: Regulations

Activity: Perform single-ship pop-up attack

External environment: VFR

Aids: Map

Product of previous task: Perform angle-off pop-up attack

Initiation cues: Time, DME, visual

Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision: 51-50 qualification

Computational accuracy:

TASK NO.: 1.7.6.3.2.2

BEHAVIOR: Perform multiple pop-up attack

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.2.2.1

BEHAVIOR: Perform maximum spacing pop-up attack

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: TACR 55-16

Information source for: Regulations

Activity: Perform multiple pop-up attack

External environment: VFR

Aids: Map

Product of previous task: Perform angle-off pop-up attack

Initiation cues: TME, DME, visual

Systems presenting cues: Navigation and navigation aides

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.2.2.2

BEHAVIOR: Perform minimum spacing pop-up attack

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: TACR 55-16

Information source for: Regulations

Activity: Perform multiple pop-up attack

External environment: VFR

Aids: Map

Product of previous task: Perform angle-off pop-up attack

Initiation cues: Time, DME, visual

Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.2.2.3 .

BEHAVIOR: Perform split attack

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs:

Information source for:

Activity: Perform multiple pop-up attack

External environment: VFR

Aids: Map

Product of previous task:

Initiation cues: Time, visual, DME

Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision: IAW TACM 51-50

Computational accuracy:

TASK NO.: 1.7.6.3.3

BEHAVIOR: Perform loft/LADD type attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.3.2

BEHAVIOR: Perform toss attack

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: Sat Phase Manual

Information source for: Procedures

Activity: Perform loft/LADD type attack

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.6.3.3.3

BEHAVIOR: Perform loft attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform loft/LADD type attack

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.6.3.3.4

BEHAVIOR: Perform LADD attack

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: -39/SA Training Manual

Information source for: Procedures

Activity: Perform loft/LADD type attack

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Select LADD or SCP

Systems presenting cues: SCP/HUD

STANDARD:

Authority: 60-2

Performance precision: Dual

Computational accuracy: N/A

TASK NO.: 1.7.6.3.4

BEHAVIOR: Perform level/laydown attack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform attack maneuver

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.5

BEHAVIOR: Perform coordinated attack with other aircraft/flights

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.3.5.1

BEHAVIOR: Perform sequential attack

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: TACM 3-1

Information source for: Procedures

Activity: Perform coordinated attack with other flights

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.6.3.5.2

BEHAVIOR: Perform offset trail attack

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: N/A

Information source for: N/A

Activity: Perform coordinated attack with other aircraft within flight

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Visual

Systems presenting cues:

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.6.3.5.4

BEHAVIOR: Perform random attack

CONDITION:

Agency: N/A

Information source for: N/A

Manuals and pubs: N/A

Information source for: N/A

Activity: Perform coordinated attack with other aircraft within flight

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Visual

Systems presenting cues:

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.1.1

BEHAVIOR: Deliver Maverick using EO system

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Procedures

Activity: Deliver ordnance using electro-optical system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.1.2

BEHAVIOR: Deliver HOB0 using EO system

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Procedures

Activity: Deliver ordnance using electro-optical systems

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: None

TASK NO.: 1.7.6.4.1.1.3

BEHAVIOR: Deliver ordnance using Pave Penny EO system

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Procedures

Activity: Deliver ordnance using electro-optical system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.2.1.1

BEHAVIOR: Deliver free-fall munitions using CCIP mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Deliver ordnance using CCIP mode

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: Qualify IAW 55-89 criteria

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.2.1.2

BEHAVIOR: Deliver rockets using CCIP mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Delivery ordance using CCIP mode

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On.final

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: Qualify IAW 55-89 criteria

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.2.1.3

BEHAVIOR: Strafe using CCIP mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Deliver ordnance using CCIP mode

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: 55-39

Performance precision: Qualify IAW 55-89 criteria

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.2.2

BEHAVIOR: Deliver ordnance using VIP mode

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: -34/SAT Training Manual

Information source for: Procedures

Activity: Deliver ordnance using computed system

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: Select VIP mode

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: Qual.

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.2.3

BEHAVIOR: Deliver ordnance using VLADD mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Deliver ordnance using computed system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.2.4

BEHAVIOR: Deliver ordnance using DTOS mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist

Information source for: Procedures

Activity: Deliver ordnance using computed system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: Qualify IAW 55-89 criteria

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.3.1

BEHAVIOR: Deliver free-fall munitions manually

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.4.1.3.1.2

BEHAVIOR: Deliver nuclear munitions manually using LADD delivery

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Deliver free-fall munitions manually

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.4.1.3.1.3

BEHAVIOR: Deliver free-fall munitions manually using level delivery
(VLD)

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Deliver free-fall munitions manually

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD/FCNP

STANDARD:

Authority: 55-89

Performance precision: Deliver ordnance on target within required
parameters

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.3.1.4

BEHAVIOR: Deliver free-fall munitions manually using dive deliveries

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Deliver free-fall munitions manually

External environment: VMC

Aids: None

Product of previous task:

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy:

TASK NO.: 1.7.6.4.1.3.2

BEHAVIOR: Deliver rockets manually

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Deliver ordnance manually

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.4.1.3.3

BEHAVIOR: Strafe using manual pipper

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Deliver ordnance manually

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy:

TASK NO.: 1.7.6.4.1.3.4

BEHAVIOR: Deliver flares manually

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Deliver ordnance manually

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.4.2.1

BEHAVIOR: Deliver ordnance using CCRP mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Procedures

Activity: Delivery ordnance using radar

External environment: N/A

Aids: Radar prediction

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD/FCNP/REO

STANDARD:

Authority: -34, 55-89

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.4.2.2

BEHAVIOR: Deliver ordnance using LADD mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Procedures

Activity: Deliver ordnance using radar

External environment: N/A

Aids: Radar predictions

Product of previous task: None

Initiation cues: On final

Systems presenting cues: HUD

STANDARD:

Authority: -25, 55-89

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.4.2.3

BEHAVIOR: Deliver ordnance using Beacon mode

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Procedures

Activity: Deliver ordnance using radar

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: On final

Systems presenting cues: REO

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.5.1

BEHAVIOR: Perform recovery/escape maneuver following toss delivery (for attitude recovery)

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: SAT Training Manual

Information source for: Procedures

Activity: Perform recovery/escape maneuver

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Flashing FPM indicating bomb release

Systems presenting cues: HUD

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.6.5.2

BEHAVIOR: Perform recovery/escape maneuver following LADD delivery (for
safe escape)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform recovery/escape maneuver

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.5.3.1

BEHAVIOR: Perform recovery/escape maneuver straight ahead following level delivery

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform recovery/escape maneuver following level delivery

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.5.3.2

BEHAVIOR: Perform recovery/escape maneuver following level delivery
using pull off for frag clearance

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform recovery/escape maneuver following level delivery

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.5.4.1

BEHAVIOR: Perform recovery/escape maneuver following dive delivery
using pull off for ground clearance

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform recovery/escape maneuver following dive delivery

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.5.4.2

BEHAVIOR: Perform recovery/escape maneuver following dive delivery
using pull off for frag clearance

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform recovery/escape maneuver following dive delivery

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.6

BEHAVIOR: Perform bomb damage assessment

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-surface combat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.7

BEHAVIOR: Perform reattack

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.7.1.1

BEHAVIOR: Perform manual delivery error analysis

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: SA Training Manual

Information source for: Procedures

Activity: Perform delivery error analysis

External environment: VMC

Aids: NONE

Product of previous task: NONE

Initiation cues: After bomb impact

Systems presenting cues: NONE

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.6.7.1.2

BEHAVIOR: Perform computed delivery error analysis

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: SA Training Manual

Information source for: Procedures

Activity: Perform delivery error analysis

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: After bomb impact

Systems presenting cues: NONE

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.6.7.2

BEHAVIOR: Perform repositioning maneuvers

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform reattack

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.8.1

BEHAVIOR: Perform air-to-surface combat with restricted visibility

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.8.1.1

BEHAVIOR: Perform air-to-surface combat at night

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.8.1.1.1

BEHAVIOR: Perform air-to-surface combat at night with flares

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform air-to-surface combat at night

External environment: Night/VMC

Aids: None

Product of previous task: None

Initiation cues: Entering target area
Systems presenting cues: N/A

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.6.8.1.2

BEHAVIOR: Perform air-to-surface combat in weather

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-surface combat with visibility restricted

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.8.2

BEHAVIOR: Adjust attack for specific targets

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.8.3

BEHAVIOR: Compensate for ground situation/rules of engagement

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-surface combat in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.8.4

BEHAVIOR: Compensate for type of ordnance (e.g., near friendly forces)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-surface combat in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.8.5

BEHAVIOR: Compensate for heavyweight condition

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-surface attack in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.9.1.1

BEHAVIOR: Perform manned range patterns (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform controlled range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.9.2.1

BEHAVIOR: Perform unmanned range clearing procedures (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform uncontrolled range procedures

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.9.3

BEHAVIOR: Perform abnormal/emergency range procedures (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.9.3.1

BEHAVIOR: Perform range radio failure procedures (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform abnormal/emergency range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.6.9.3.2

BEHAVIOR: Perform range inadvertant release procedures (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform abnormal/emergency range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.7

BEHAVIOR: Perform egress

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.7.1

BEHAVIOR: Regain mutual support/rejoin

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform egress

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Recovered from weapons delivery pass

Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.7.2

BEHAVIOR: Perform post strike Ops check

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -1

Information source for: Limitations

Activity: Perform egress

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Out of target area

Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.7.3

BEHAVIOR: Perform battle damage check

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform egress

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Clear of target area

Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.7.4.1

BEHAVIOR: Perform manned range departure (T)

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: TACR 55-16 ch. 8

Information source for: Procedures

Activity: Perform range departure (T)

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: Ordnance expended

Systems presenting cues: NONE

STANDARD:

Authority: TACR 55-16

Performance precision: In accordance with TACR 55-16 ch. 8 procedures

Computational accuracy: N/A

TASK NO.: 1.7.7.4.2

BEHAVIOR: Perform unmanned range departure (T)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform range departure (T)

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8

BEHAVIOR: Respond to threat

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.1

BEHAVIOR: Identify threat

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Respond to immediate threat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy: -

TASK NO.: 1.7.8.1.1.1.1

BEHAVIOR: Interpret RWR

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Operation of RWR

Activity: Locate threat

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Entering threat area

Systems presenting cues: Navigation and navigation aids, TACAN

STANDARD:

Authority: 60-2

Performance precision: Identify threat correctly within 5 seconds

Computational accuracy: N/A

TASK NO.: 1.7.8.1.1.1.2

BEHAVIOR: Perform visual search for threat

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs:

Information source for:

Activity: Locate threat

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Entering threat area

Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A

TASK NO.: 1.7.8.1.1.2

BEHAVIOR: Identify AAA

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Identify threat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.1.3

BEHAVIOR: Identify SAMs (eventually WST)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Identify threat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.1.4.1

BEHAVIOR: Identify enemy aircraft

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Identify air-to-air threat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.1.4.2

BEHAVIOR: Identify air-to-air missiles

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Identify air-to-air threat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.2.1

BEHAVIOR: Respond to AAA

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.2.1.1

BEHAVIOR: Perform AAA evasive maneuver (jink)

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Respond to AAA

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Radio call, RWR strobe, visual

Systems presenting cues: Communications, RWR

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.8.1.2.1.2

BEHAVIOR: Perform AAA counteroffensive maneuver

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Respond to AAA

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.2.2.1

BEHAVIOR: Perform SAM evasive maneuver

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Respond to SAM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Sam acquired visually or on RWR

Systems presenting cues: RWR

STANDARD:

Authority: 60-2

Performance precision: Timely and appropriate evasive action

Computational accuracy: N/A

TASK NO.: 1.7.8.1.2.2.2

BEHAVIOR: Dispense chaff/flares against SAM threat

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Procedures

Activity: Respond to SAM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Operational directive/SAM launch

Systems presenting cues: RWR

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.8.1.2.3.1

BEHAVIOR: Dispense chaff/flares against air-to-air threat

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Respond to air-to-air threat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.8.1.2.4

BEHAVIOR: Jettison ordnance/stores

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: SMS procedures

Activity: Respond to threat

External environment: N/A

Aids: TBD

Product of previous task: None

Initiation cues:

Systems presenting cues: N/A

STANDARD:

Authority: -34

Performance precision: Accurately IAW -34 procedures

Computational accuracy: N/A

TASK NO.: 1.7.8.1.2.5

BEHAVIOR: Employ ECM

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34 checklist

Information source for: ECM switchology

Activity: Respond to threat

External environment: Radar guided threat environment

Aids: None

Product of previous task: None

Initiation cues: Operational directive/threat activity

Systems presenting cues: AN/ALR-69

STANDARD:

Authority: -34

Performance precision: Obtain proper visual indications of operations within 30 seconds

Computational accuracy: N/A

TASK NO.: 1.7.8.1.2.6

BEHAVIOR: Respond to battle damage

CONDITION:

Agency: GCI

Information source for: Nearest emergency base/information

Manuals and pubs: -1

Information source for: Procedures

Activity: Respond to threat

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Detect battle damage

Systems presenting cues: Any aircraft system

STANDARD:

Authority: -1

Performance precision: 100% accuracy

Computational accuracy: N/A

TASK NO.: 1.7.8.2.5

BEHAVIOR: Use jammer support (yours and others')

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Respond to potential threat

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.9

BEHAVIOR: Coordinate with search and rescue (SAR) effort

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs:

Information source for:

Activity: Perform combat

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues:

Systems presenting cues:

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A.

TASK NO.: 1.7.10.1.1

BEHAVIOR: Perform tactical communications with GCI/AWACS

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical communications with controlling agency

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.10.1.2

BEHAVIOR: Perform tactical communications with FAC/FIST (including
FAC/FIST consent)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical communications with controlling agency

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.10.1.3

BEHAVIOR: Perform tactical communications with ASRT/skyspot

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform tactical communications with controlling agency

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.10.2

BEHAVIOR: Respond to comm jamming

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform tactical communications

External environment: N/A

Aids: Frequency card

Product of previous task: None

Initiation cues: Receive comm jamming

Systems presenting cues: Communications

STANDARD:

Authority: 3-1

Performance precision: Respond appropriately to comm jamming
environment

Computational accuracy: N/A

TASK NO.: 1.7.10.3

BEHAVIOR: Communicate using secure voice

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: -34

Information source for: Secure voice procedures

Activity: Perform tactical communications

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: On direction/operational requirements

Systems presenting cues: Secure voice

STANDARD:

Authority: Class -34

Performance precision: Able to select and communicate with 5 seconds of cue

Computational accuracy: N/A

TASK NO.: 1.7.10.4

BEHAVIOR: Perform authentication procedures

CONDITION:

Agency: Directing agency
Information source for: Information

Manuals and pubs: None
Information source for: N/A

Activity: Perform tactical communications

External environment: N/A

Aids: Authentication materials

Product of previous task: None

Initiation cues: Authentication required
Systems presenting cues: Communications

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.10.5

BEHAVIOR: Perform descriptive and directive commentary

CONDITION:

Agency: AWACS/GCI/other aircraft
Information source for: Threat activity

Manuals and pubs: None
Information source for: N/A

Activity: Perform tactical communications

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Radar or visual contact, RWR
Systems presenting cues: REO, RWR

STANDARD:

Authority: 3-1

Performance precision: Transmits appropriate information using
brevity code

Computational accuracy: N/A

TASK NO.: 1.7.10.6.1

BEHAVIOR: Perform visual flight coordination (comm out)

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform flight coordination

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: As briefed

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.10.6.2

BEHAVIOR: Perform radio flight coordination

CONDITION:

Agency: None

Information source for: N/A

Manuals and pubs: None

Information source for: N/A

Activity: Perform flight coordination

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Strikes with more than one aircraft

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A

TASK NO.: 1.7.10.7.1

BEHAVIOR: Accomplish flight report

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Accomplish inflight reports

External environment: N/A

Aids:

Product of previous task: None

Initiation cues: Egressing target area

Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.10.7.2

BEHAVIOR: Accomplish spot report

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Accomplish inflight reports

External environment: N/A

Aids:

Product of previous task: None

Initiation cues: Identified intelligence of immediate importance

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision:

Computational accuracy: N/A

TASK NO.: 1.7.10.8

BEHAVIOR: Perform normal range radio procedures (T)

CONDITION:

Agency: Range tower/range officer
Information source for: Control/clearance

Manuals and pubs: SA Training Manual
Information source for: Procedures

Activity: Perform tactical communications

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A
Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.11

BEHAVIOR: Identify and respond to weapons systems malfunctions

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:

TASK NO.: 1.7.11.1

BEHAVIOR: Identify and respond to avionics malfunctions

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: SA Training Manual

Information source for: Procedures

Activity: Identify and respond to weapons systems malfunctions

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Bad bombs or caution lights

Systems presenting cues: Caution lights

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:

TASK NO.: 1.7.11.2

BEHAVIOR: Identify and respond to ordnance failure to release

CONDITION:

Agency: GCI

Information source for: Jettison area

Manuals and pubs: -34

Information source for: Procedures

Activity: Identify and respond to weapons system malfunctions

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Ordnance hung

Systems presenting cues: SMS

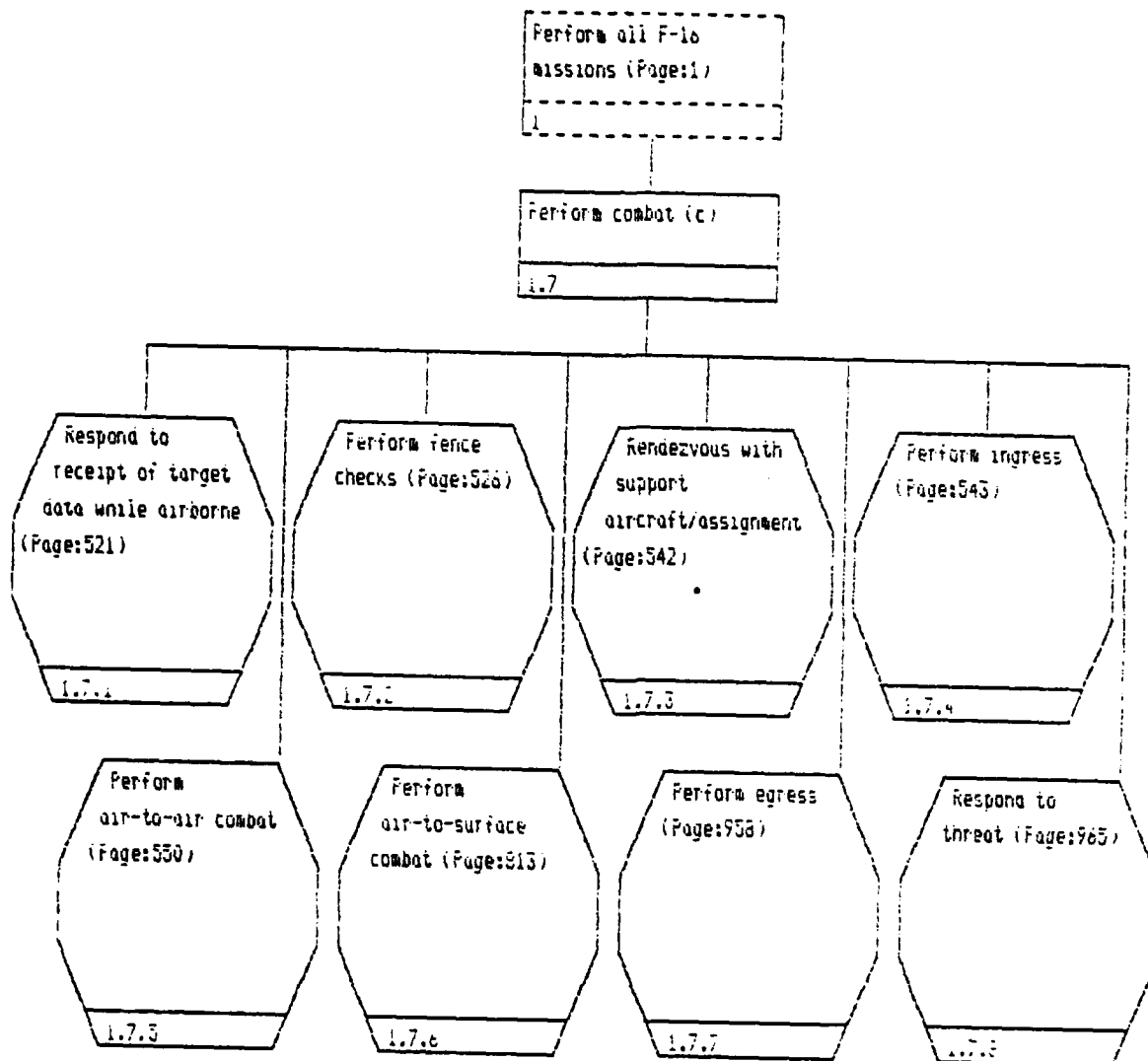
STANDARD:

Authority: N/A

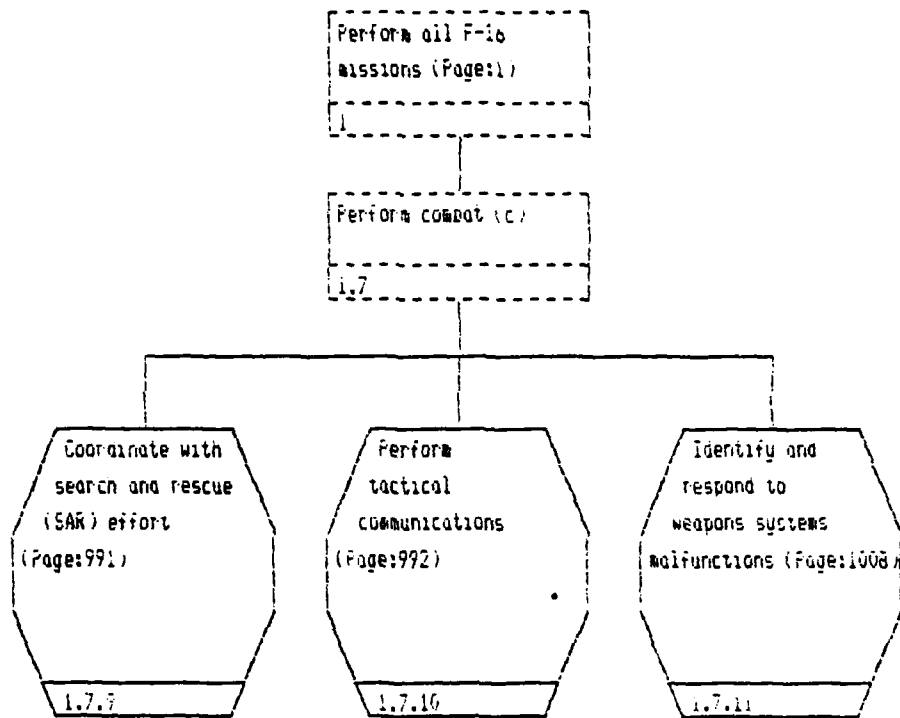
Performance precision: N/A

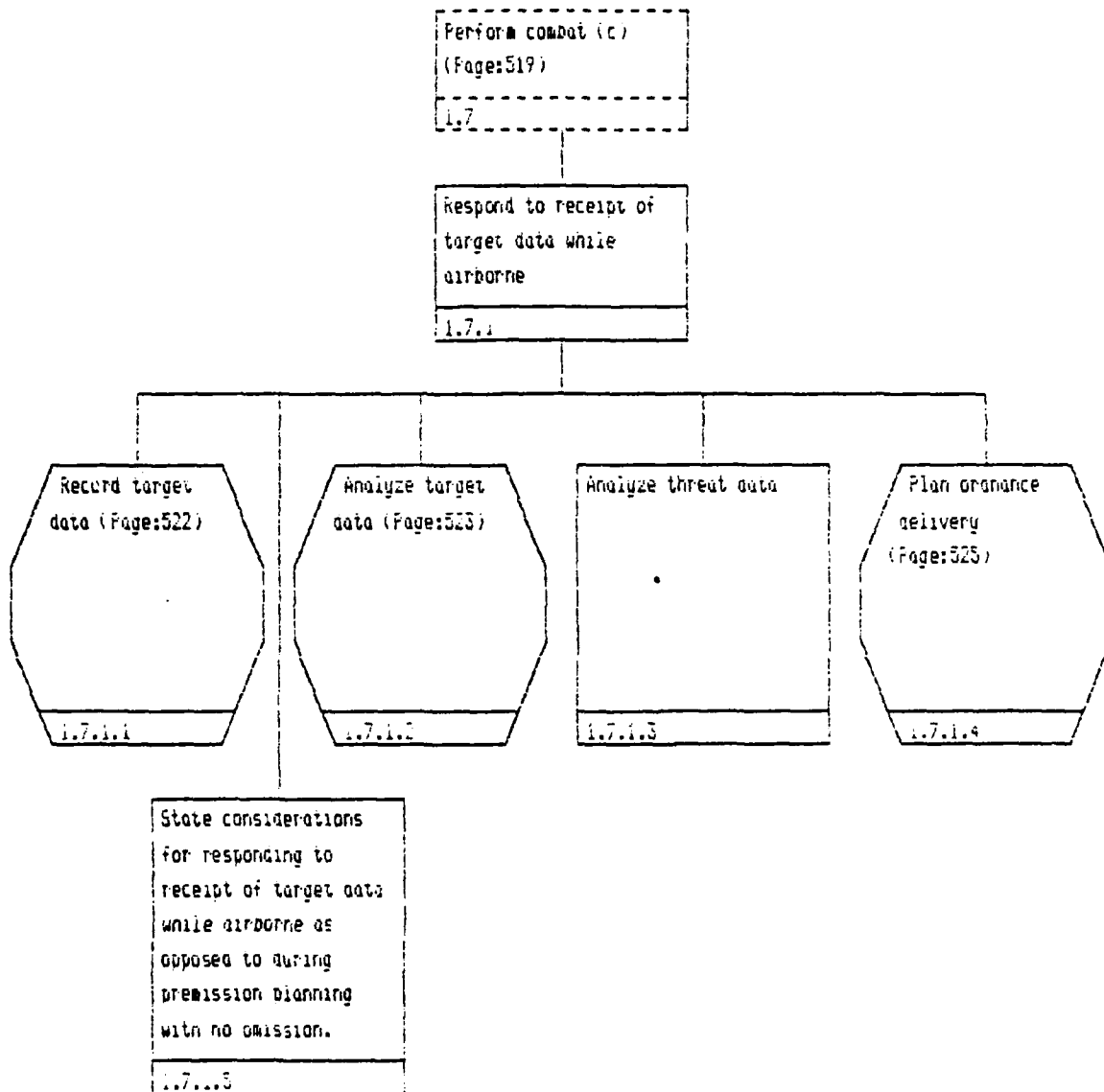
Computational accuracy: N/A

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Respond to receipt of
target data while
airborne (Page:521)

1.7.1

Record target data

1.7.1.1

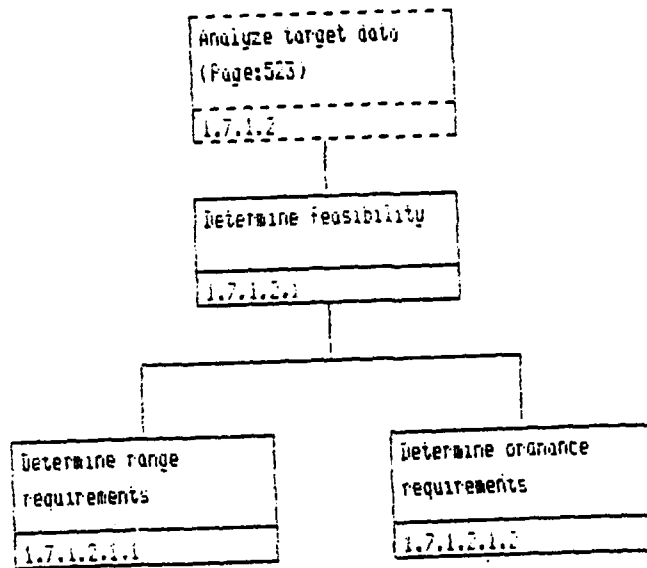
Authenticate

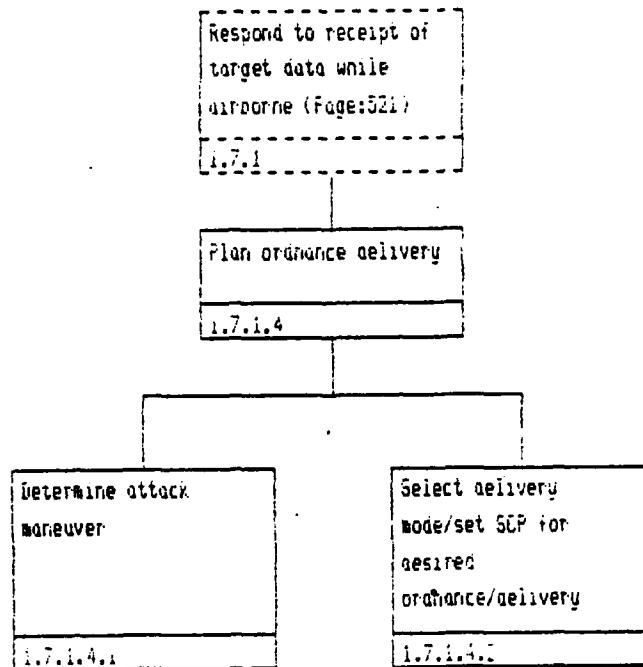
1.7.1.1.1

Respond to receipt of
target data while
airborne (Page:521)
1.7.1

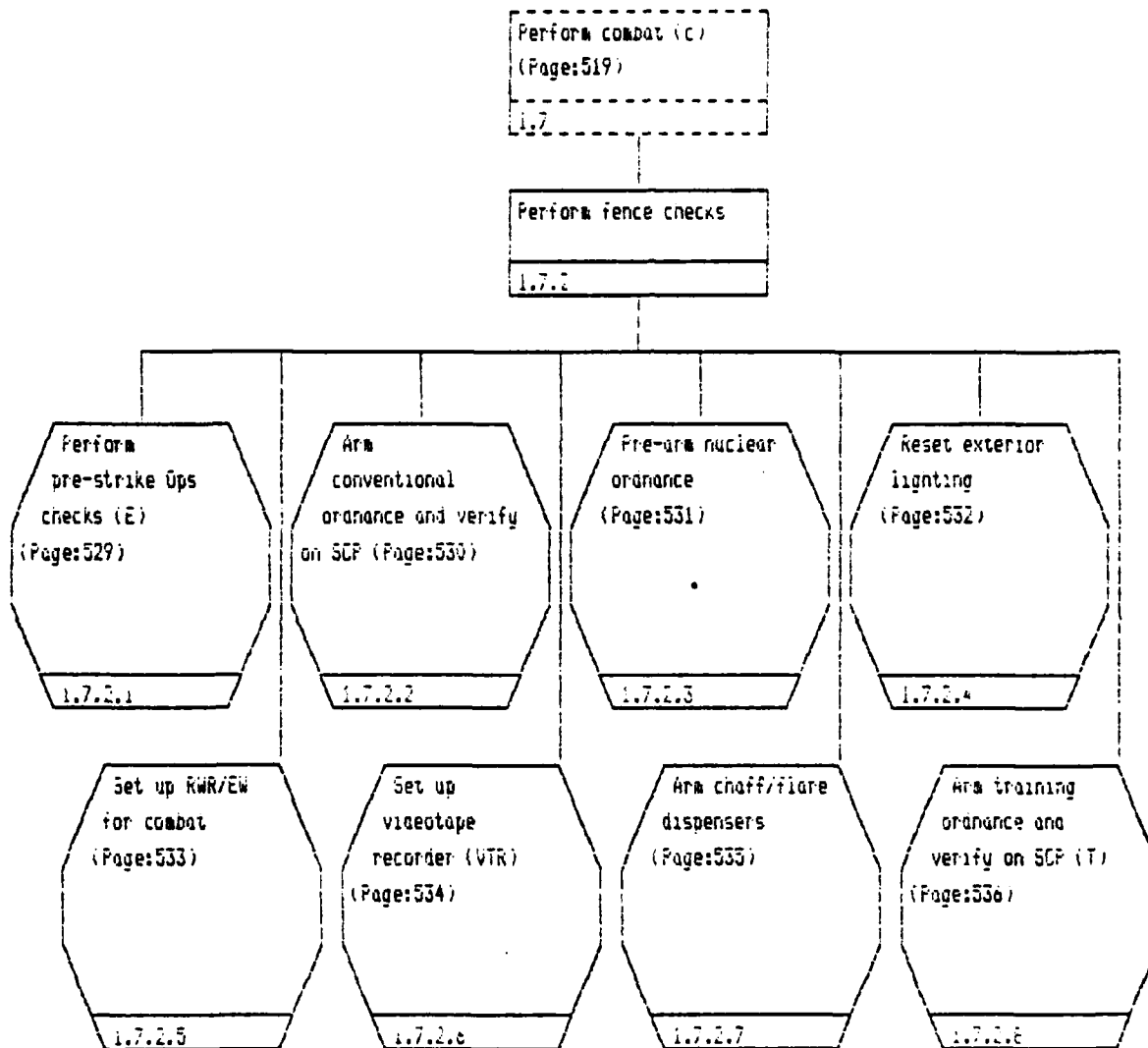
Analyze target data
1.7.1.2

Determine
feasibility
(Page:524)
1.7.1.2.1



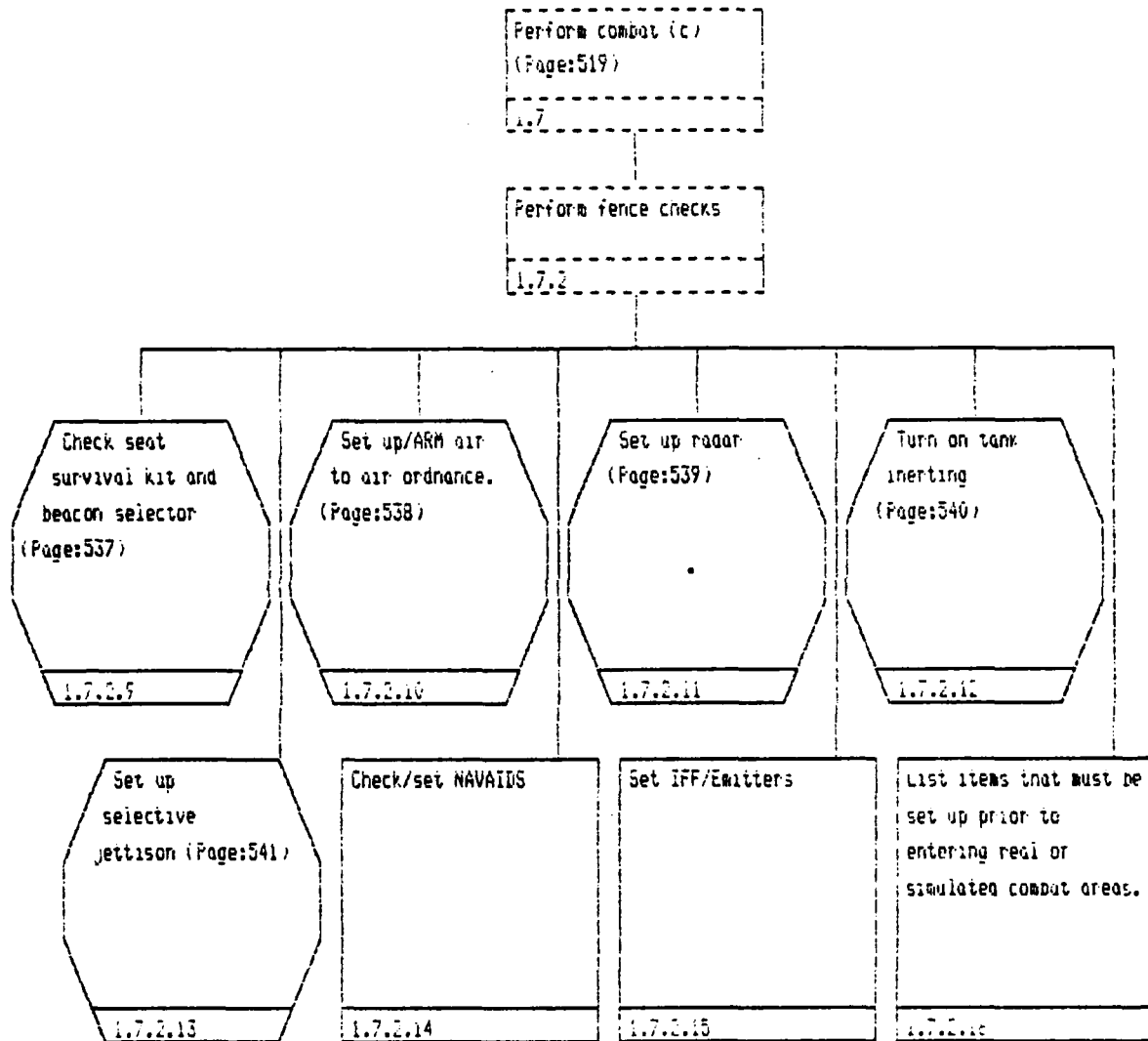


Continued on page: 527



Continued from page: 526

Continued on page: 528



Continued from page: 527

Perform combat (c)
(Page:519)

1.7

Perform fence checks

1.7.2

List the items that
must be accomplished
during a "fence
attack" prior to
entering a real or
simulated combat area
(air-to-surface).

1.7.2.17

Perform fence checks
(Page:526)

1.7.2

Perform pre-strike ops
checks (E)

1.7.2.1

Note the items included
in a pre-strike ops
check in correct order
with no omissions.

1.7.2.1.1

Perform fence checks
(Page:526)

1.7.2

Arm conventional
ordnance and verify on
SCP

1.7.2.2

State the procedure for
arming conventional
ordnance and verifying
on SCP with no
omissions
(system--weapons/GMS:
operate SCP)

1.7.2.2.1

Perform fence checks

(Page:526)

1.7.2

Pre-arm nuclear ordnance

1.7.2.3

State the procedure for
pre-arming nuclear
ordnance including
associated notes,
cautions, warnings,
critical values,
tolerances and limits
with no omissions.
(System--weapons/ShS:
operate SCP.)

1.7.2.3.1

Perform fence checks
(Page:526)

1.7.2

Reset exterior lighting

1.7.2.4

State the
considerations for
setting exterior
lighting during fence
check with no
omissions.
(System--lighting.)

1.7.2.4.1

Perform fence checks
(Page:526)

1.7.2

Set up RWR/EW for combat

1.7.2.3

Given RWR modes,
identify the situations
where each may or
should be employed
without error. •
(System--penetration
aids; operate RWR.)

1.7.2.3.1

Perform fence checks
(Pages 526)

1.7.2

Set up videotape
recorder (VTR)

1.7.2.6

State the steps in the
procedure for setting
up videotape recorder
(VTR) in correct order
and with no omissions.

1.7.2.6.1

Perform fence checks
(Page:526)

1.7.2

Arm chaff/flare
dispensers

1.7.2.7

State the procedure for
setting up chaff/flare
dispensing in correct
order and with no
omissions. (Trivial)
(System--penetration
aids.)

1.7.2.7.1

Perform fence checks
(Page:536)
1.7.2

Arm training ordnance
and verify on SCP (T)
1.7.2.8

State the procedure for
arming training
ordnance and verifying
on SCP, in correct
order and with no
omissions.
(System--weapons/SMS.)
1.7.2.8.1

Perform fence checks
(Page:526)
1.7.2

Check seat survival kit
and beacon selector
1.7.2.9

State the
considerations for
setting seat survival
kit selector with no
omissions
(system--escape).
1.7.2.9.1

Perform fence checks
(Page:526)

1.7.2

Set up/ARM air to air
ordnance.

1.7.2.10

State the procedure for
AIM-9 missile set up
including tactical
considerations with no
omissions
(system--weapons: SMS;
operate SCP).

1.7.2.10.1

Perform fence checks
(Page: 526)

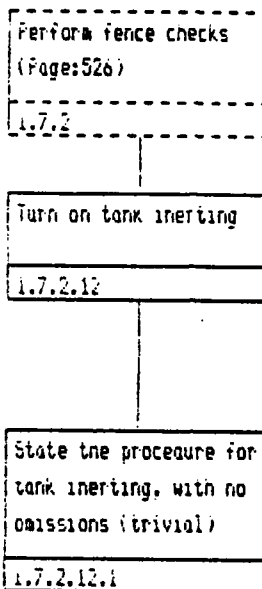
1.7.2

Set up radar

1.7.2.11

State the
considerations for
setting up the radar
during fence check,
with no omissions.
(System--Radar: operate
radar.)

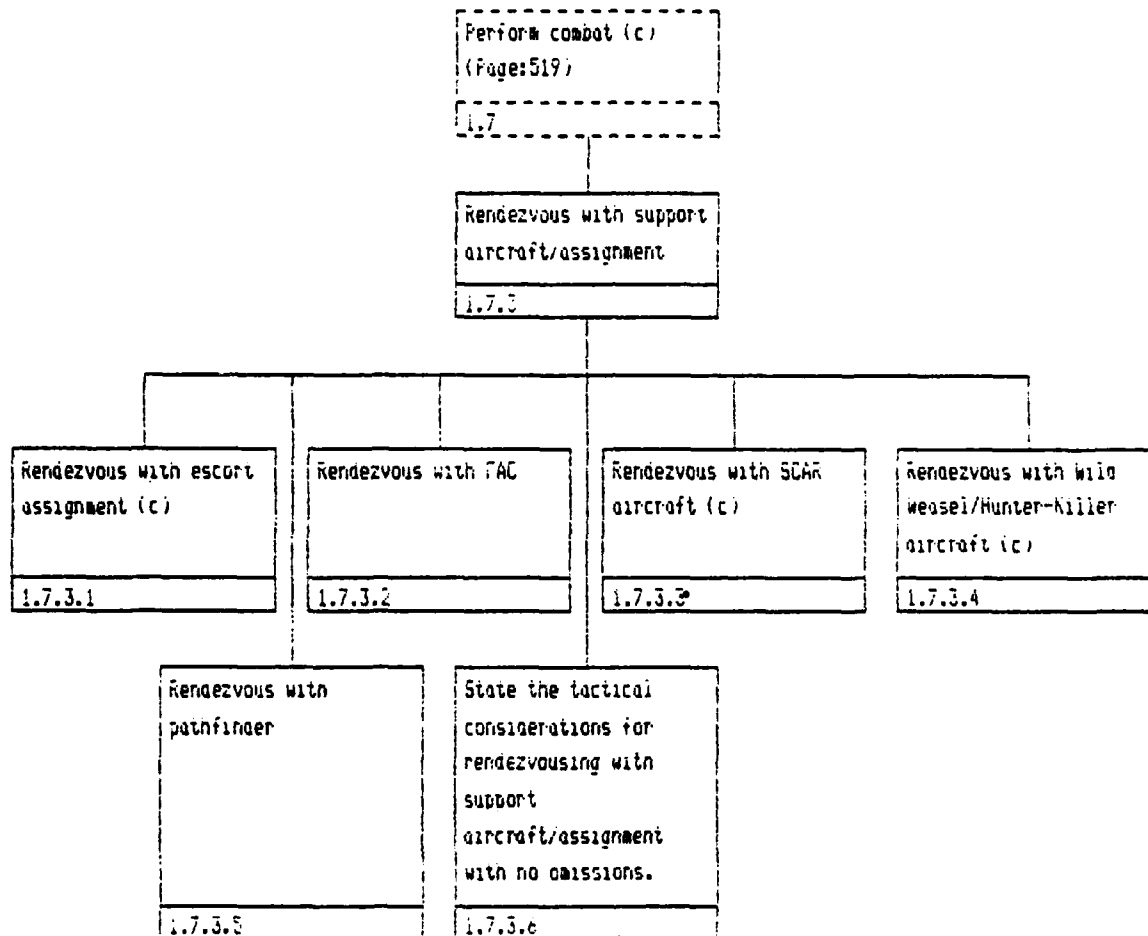
1.7.2.11.1

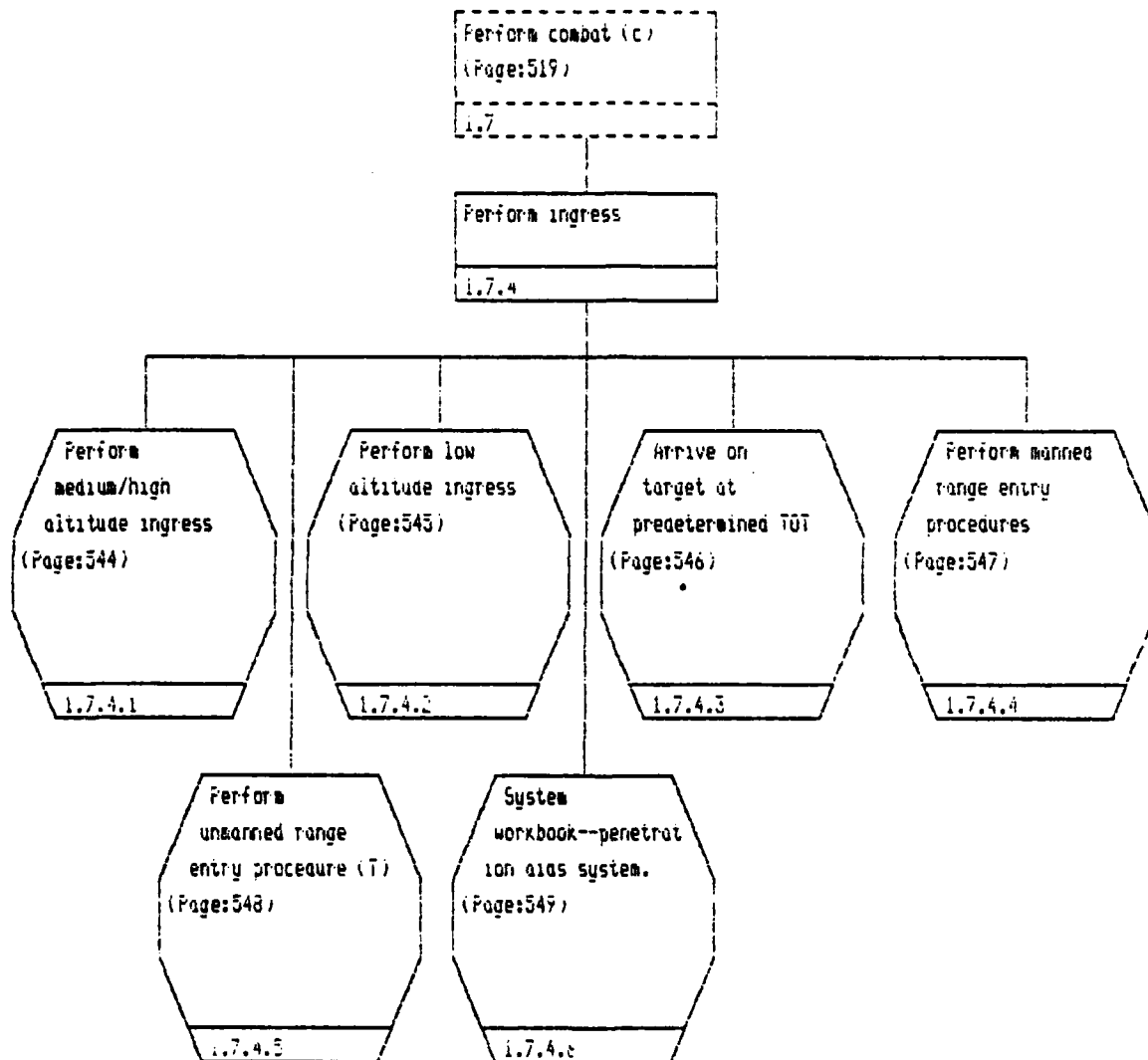


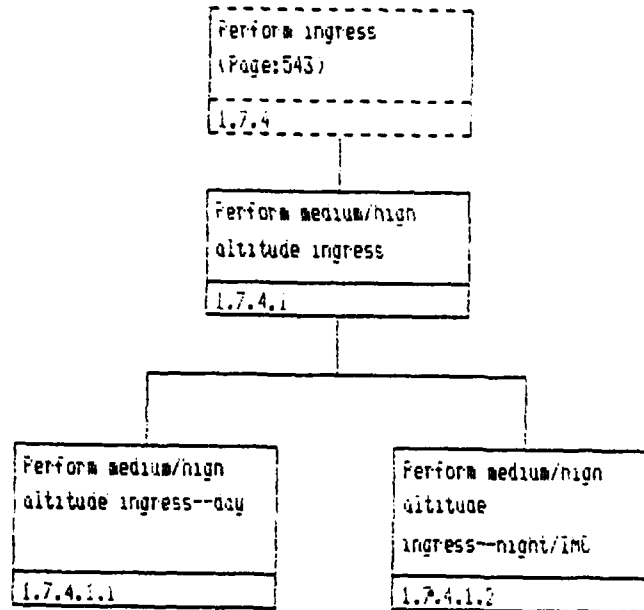
Perform fence checks
(Page:526)
1.7.2

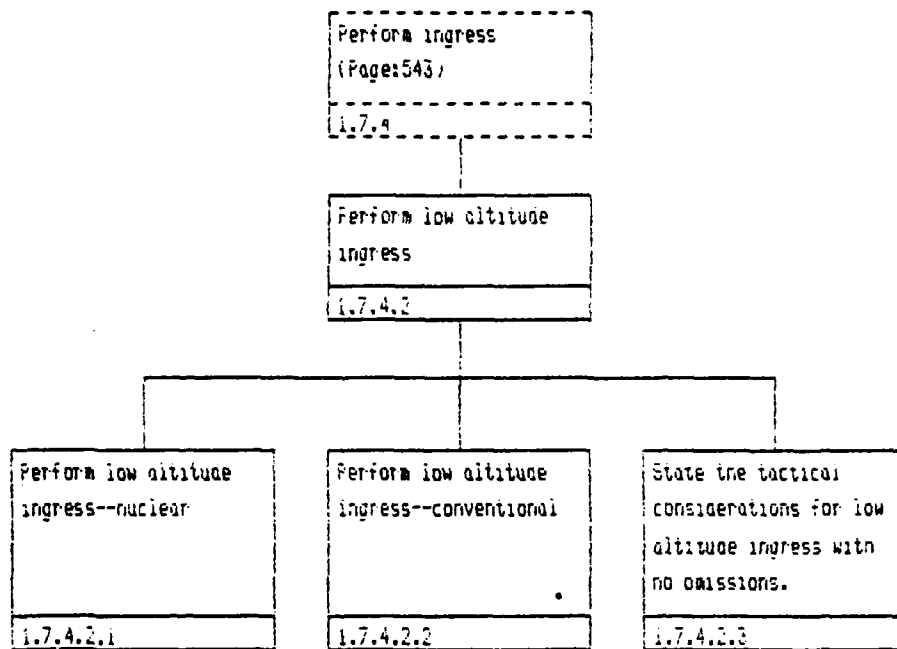
Set up selective
jettison
1.7.2.13

State the procedure and
considerations for
setting up selective
jettison during fence
check with no omissions.
1.7.2.13.1









Perform ingress
(Page:543)

1.7.4

Arrive on target at
predetermined TOT

1.7.4.3

Describe procedures and
state tactical
considerations for
arriving on target at
predetermined TOT with
no omissions and
without error.

1.7.4.3..

Perform ingress
(Page:543)

1.7.4

Perform manned range
entry procedures

1.7.4.4

State the procedure for
performing manned range
entry in accordance
with local area
directives.

1.7.4.4.1

Perform ingress
(Page:543)

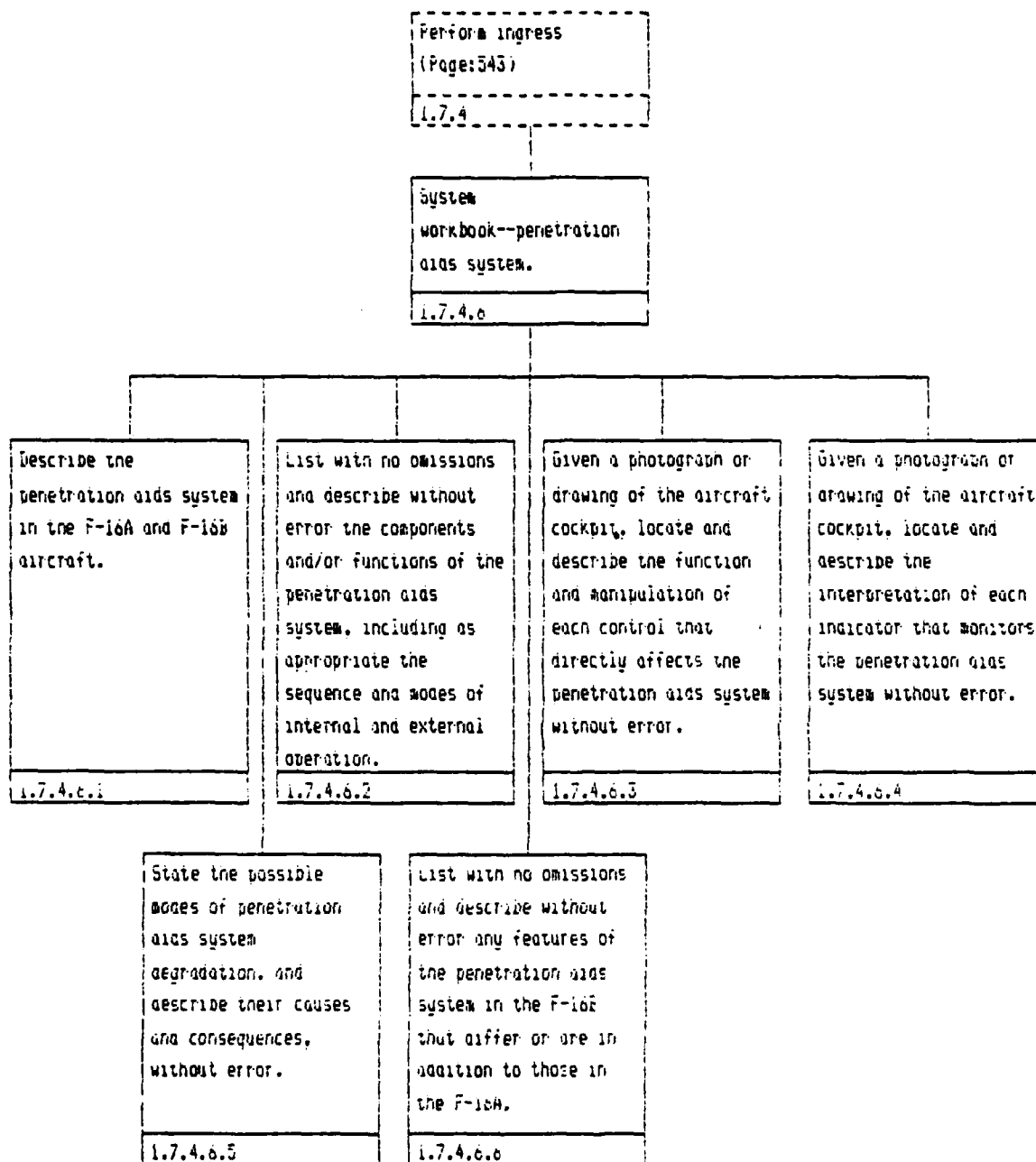
1.7.4

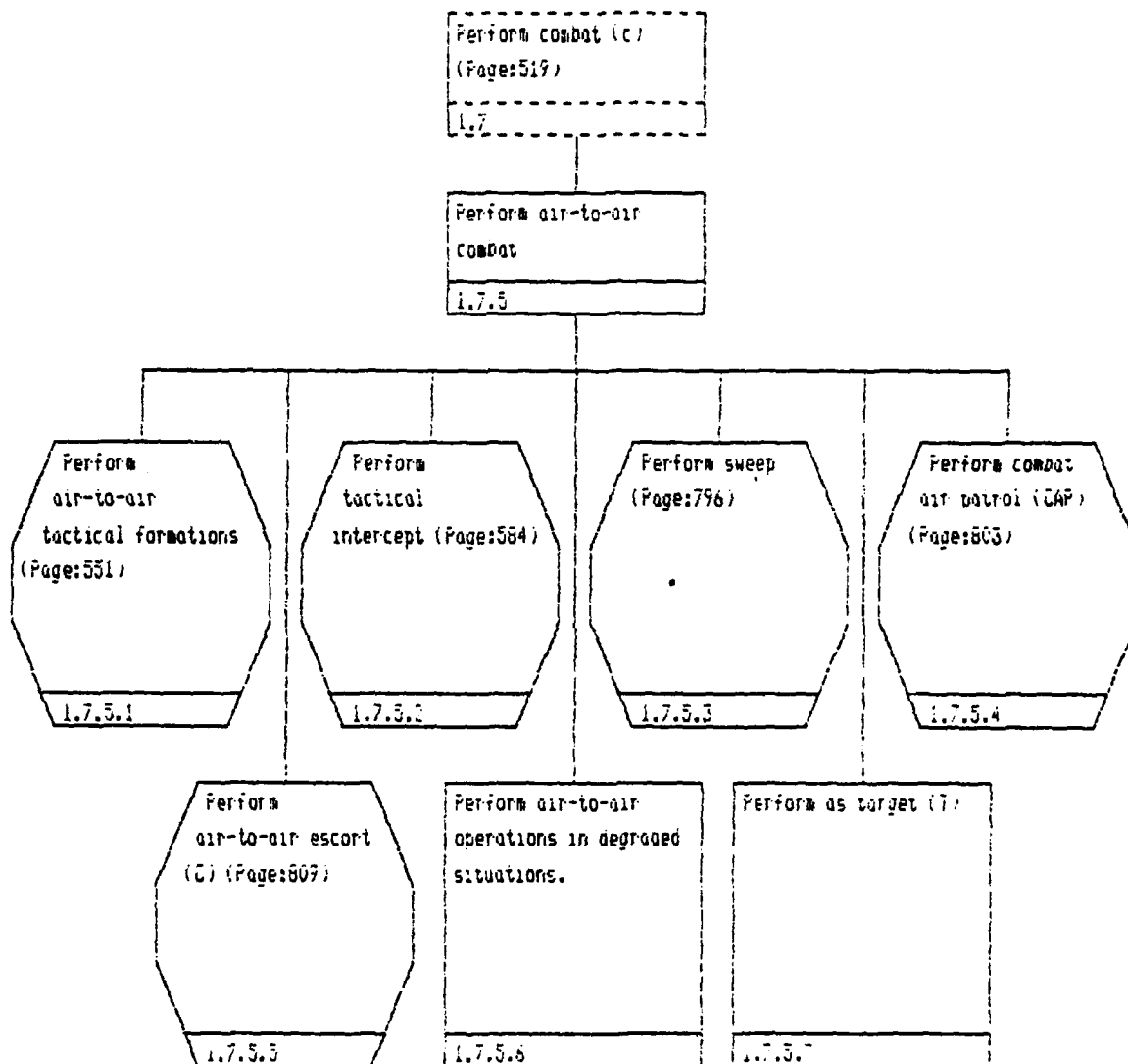
Perform unmanned range
entry procedure (T)

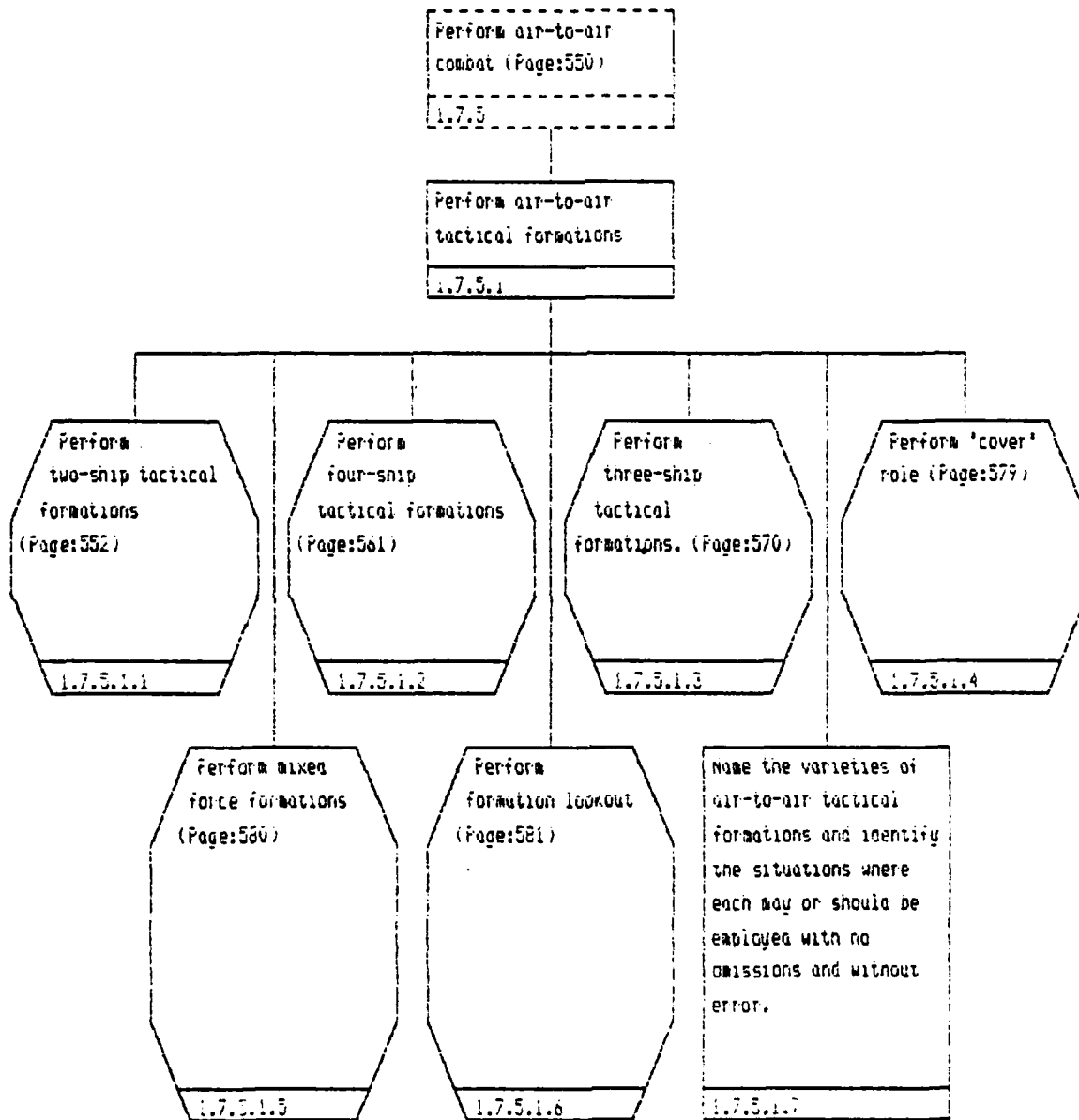
1.7.4.5

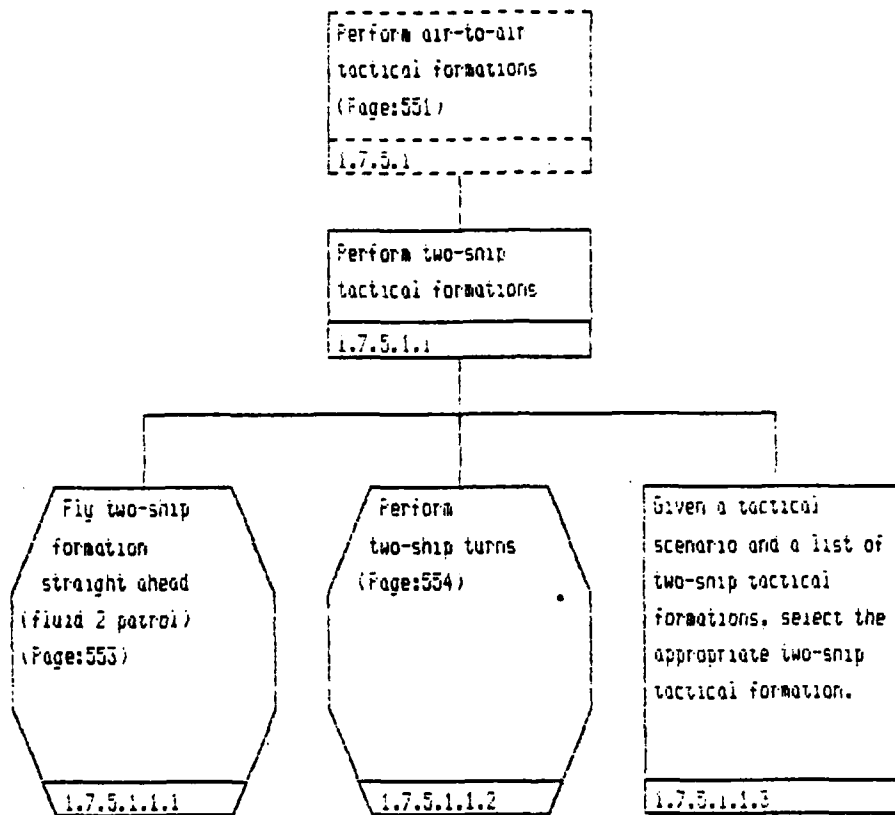
State the procedure for
performing unmanned
range entry in
accordance with
training restrictions
and local directives.

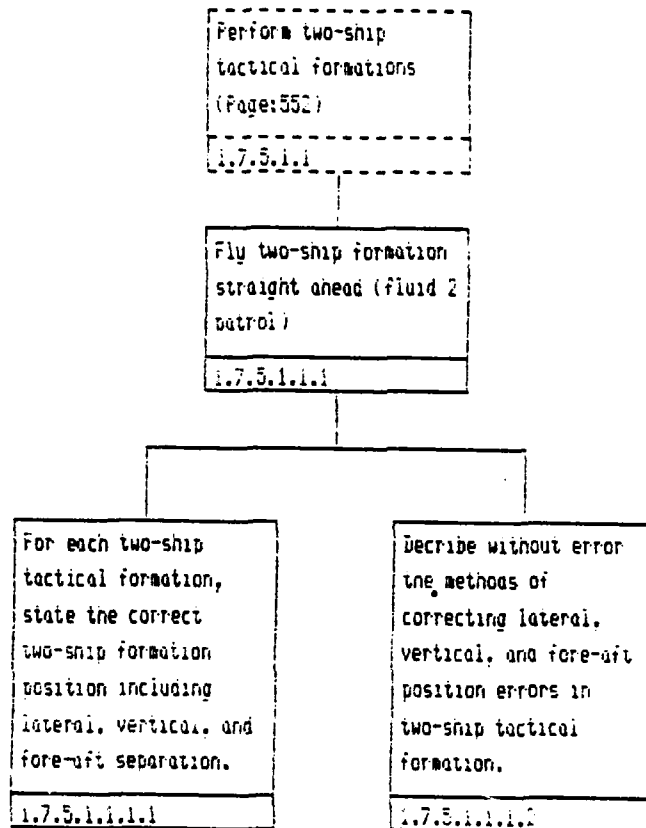
1.7.4.5.1

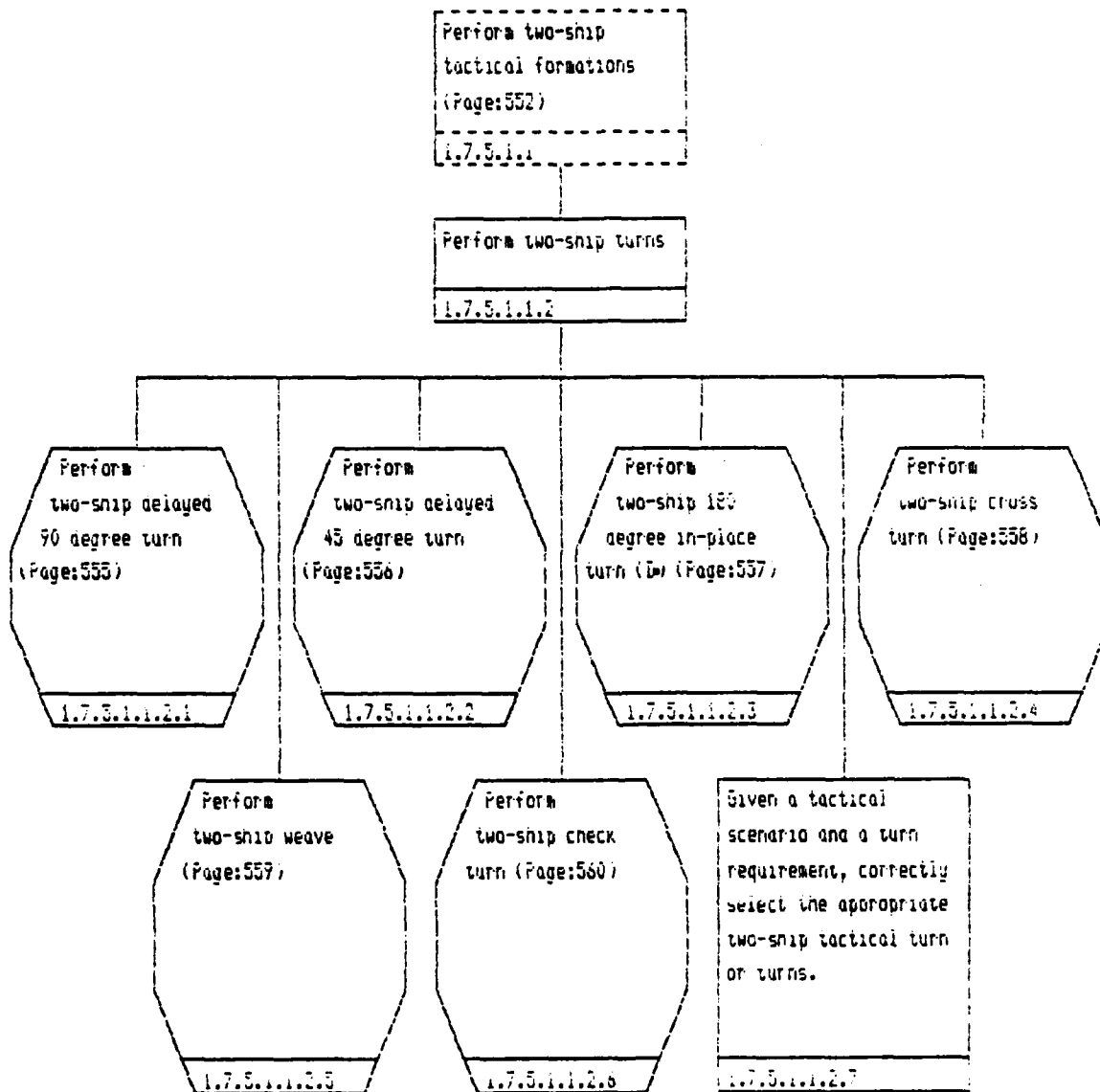


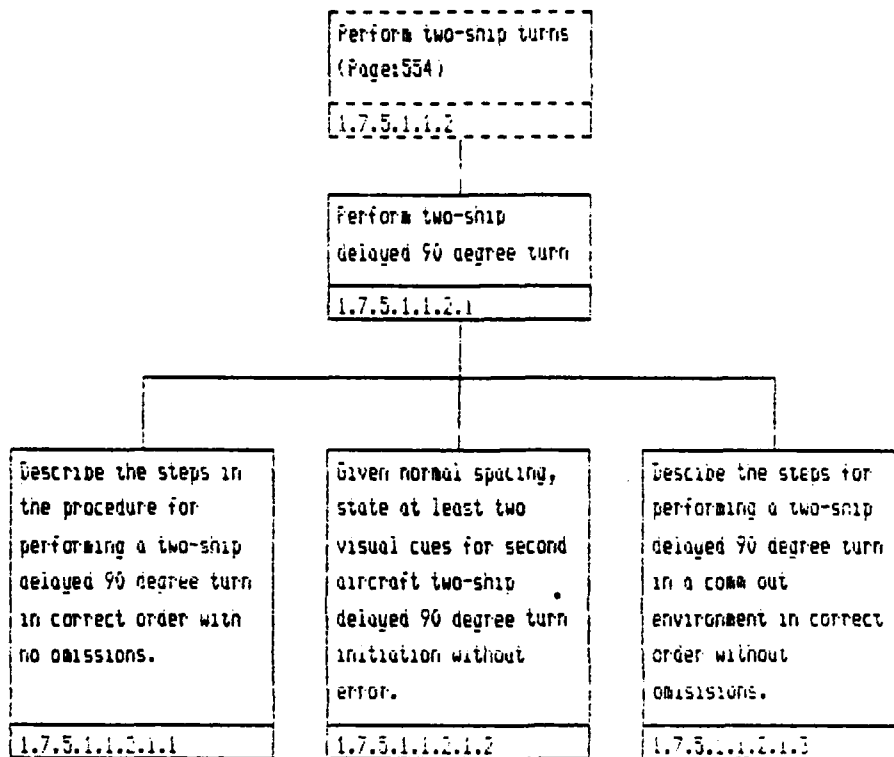


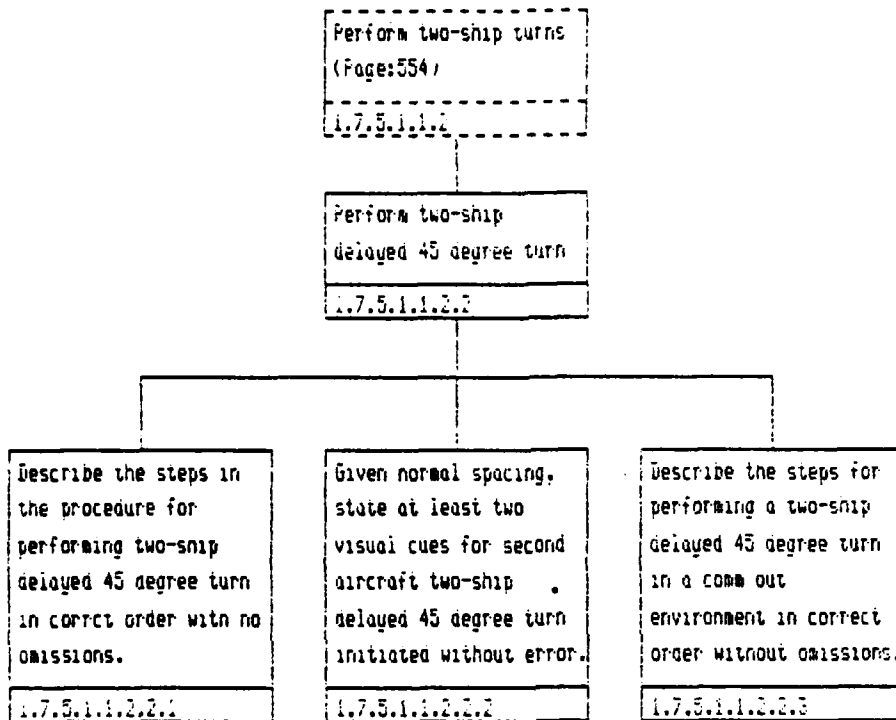


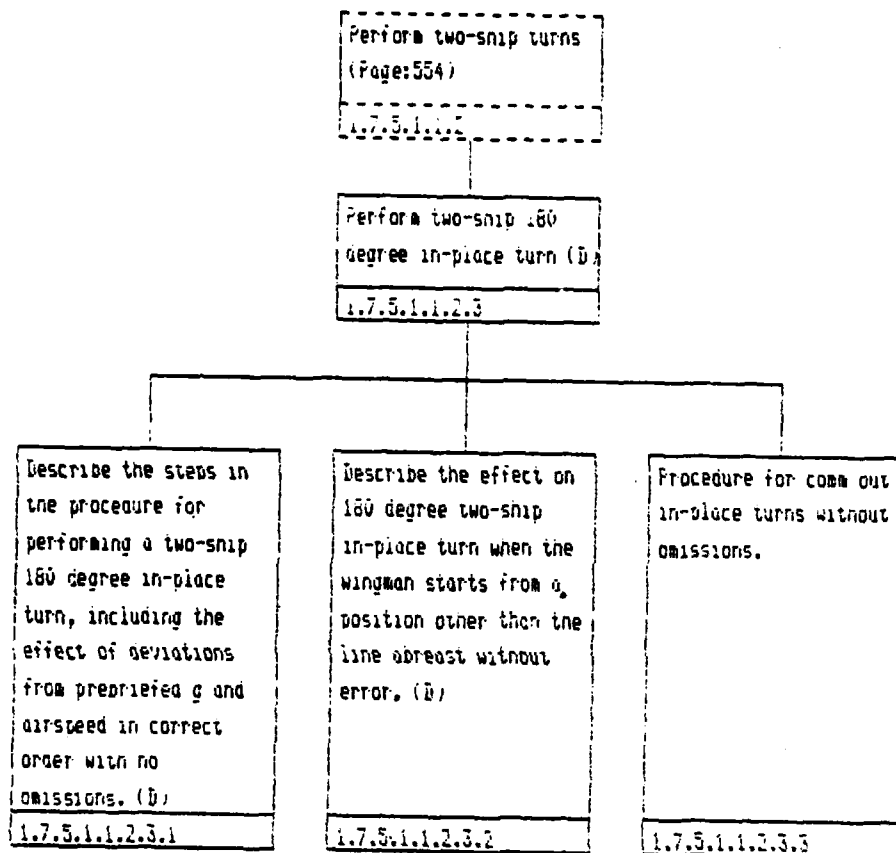










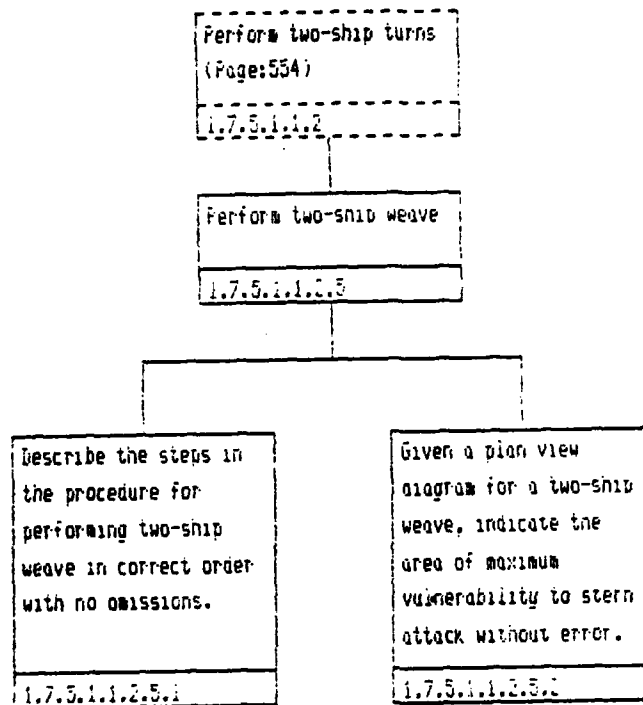


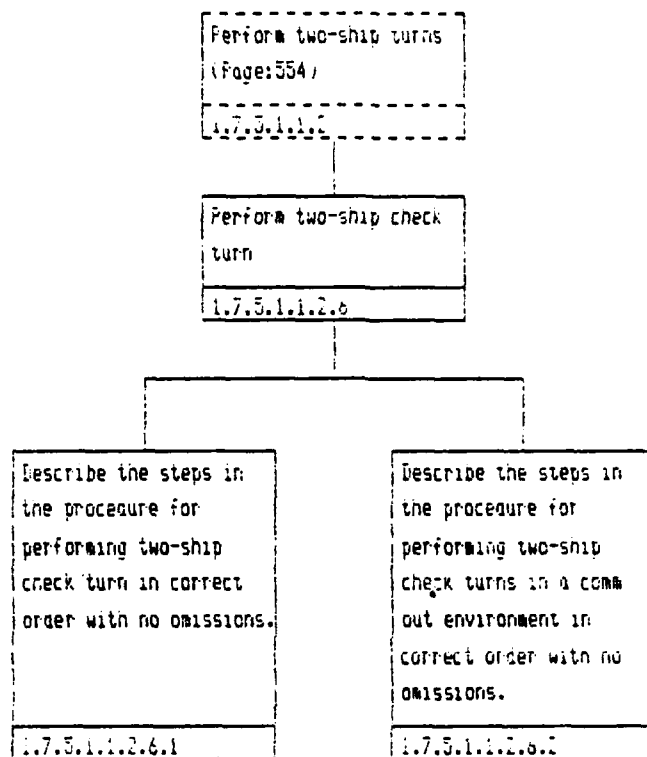
Perform two-ship turns
(Page:554)
1.7.5.1.1.2

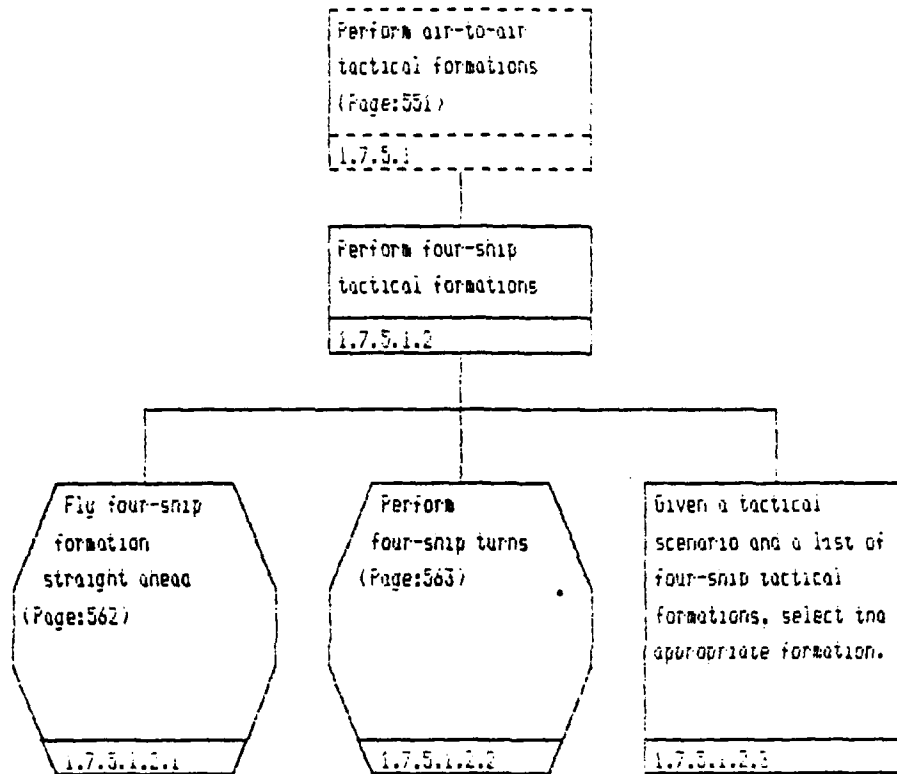
Perform two-ship cross
turn
1.7.5.1.1.2.4

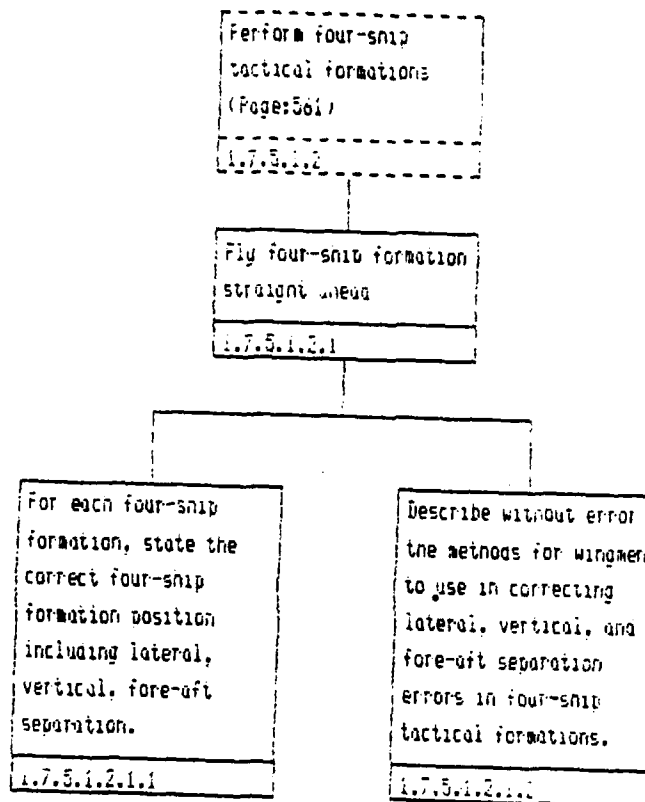
Describe the steps in
the procedure for
performing a two-ship
cross turn with or
without a weave in
correct order with no
omissions.
1.7.5.1.1.2.4.1

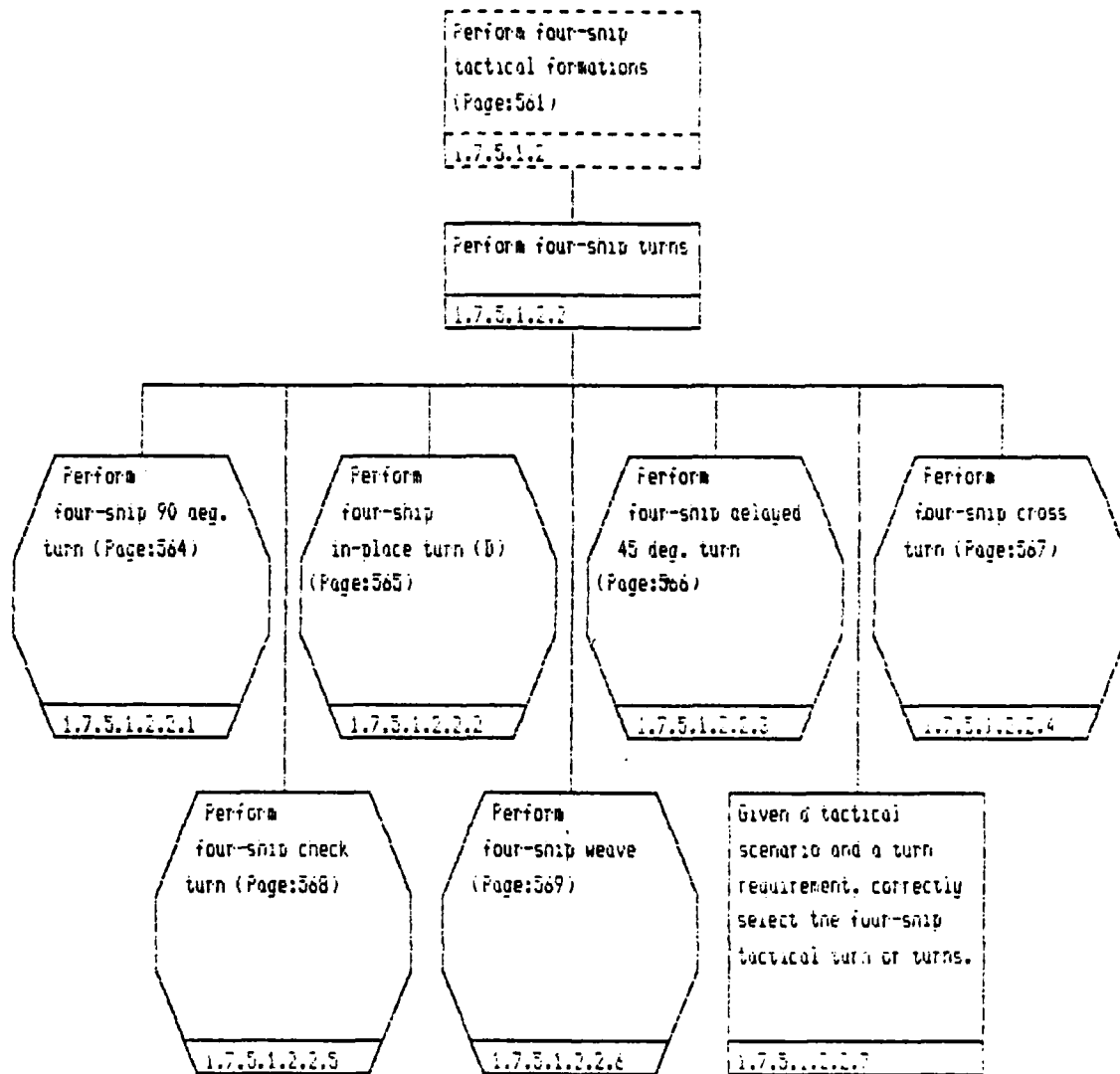
Given a plan view
diagram of a two-ship
cross turn, indicate
the area of maximum
vulnerability to attack
without error.
1.7.5.1.1.2.4.2

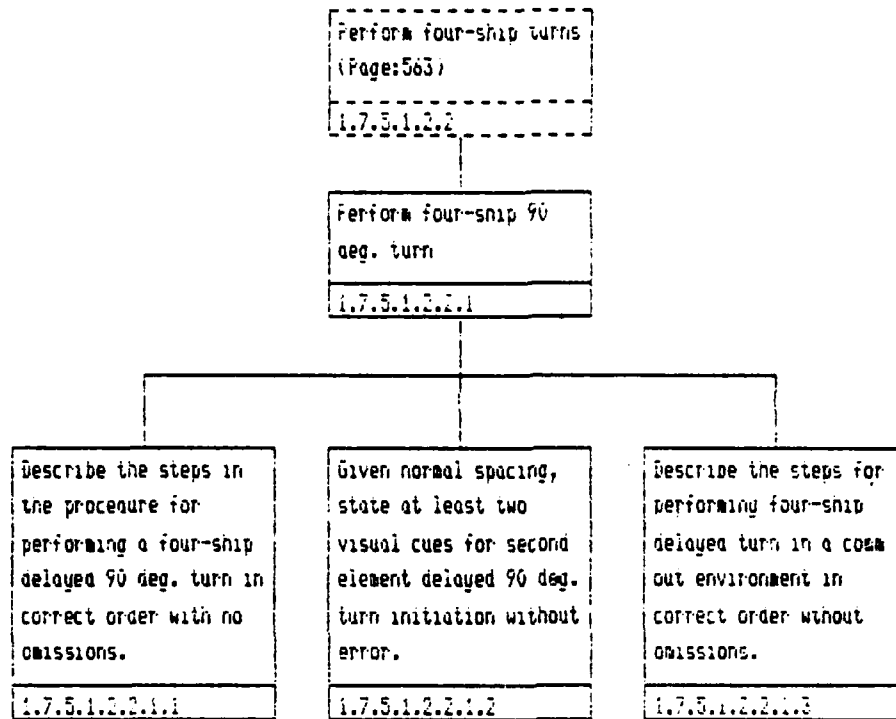


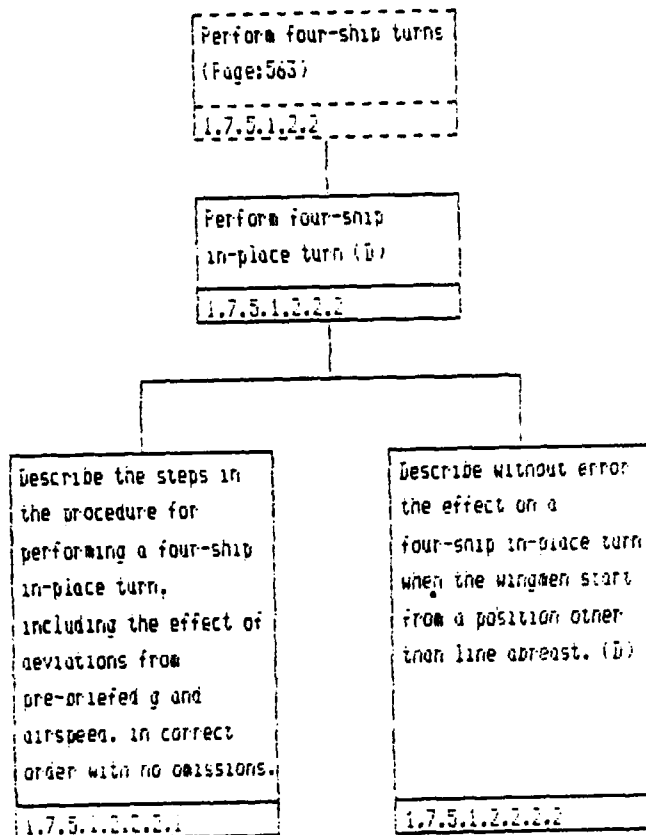












Perform four-ship turns
(Page: 563)

1.7.5.1.2.2

Perform four-ship
delayed 45 deg. turn

1.7.5.1.2.2.3

Describe the steps in
the procedure for
performing four-ship
delayed 45 deg. turn in
correct order with no
omissions.

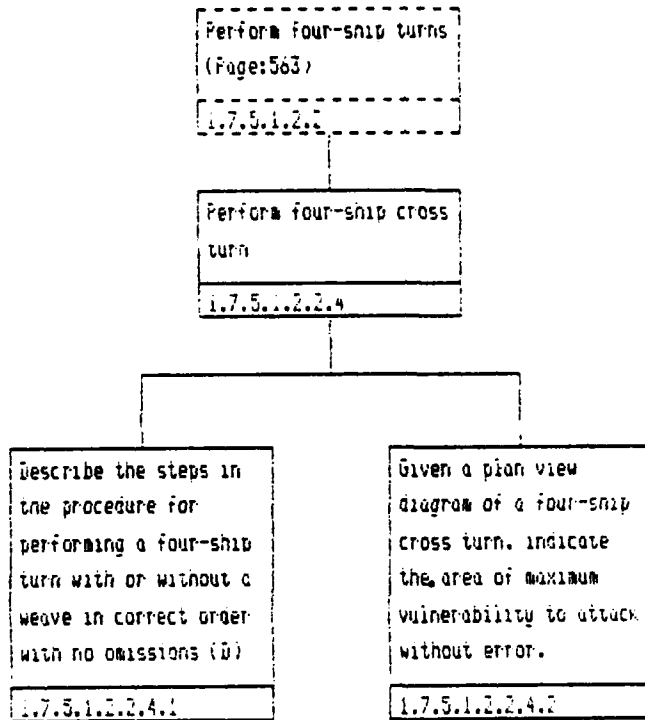
1.7.5.1.2.2.3.1

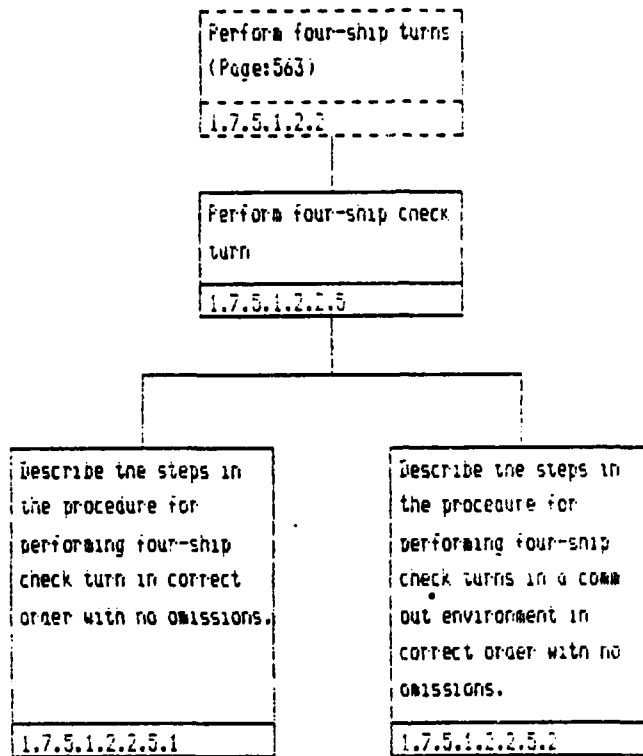
Given normal spacing,
state at least two
visual cues for second
aircraft four-ship
delayed 45 deg. turn
initiation without
error.

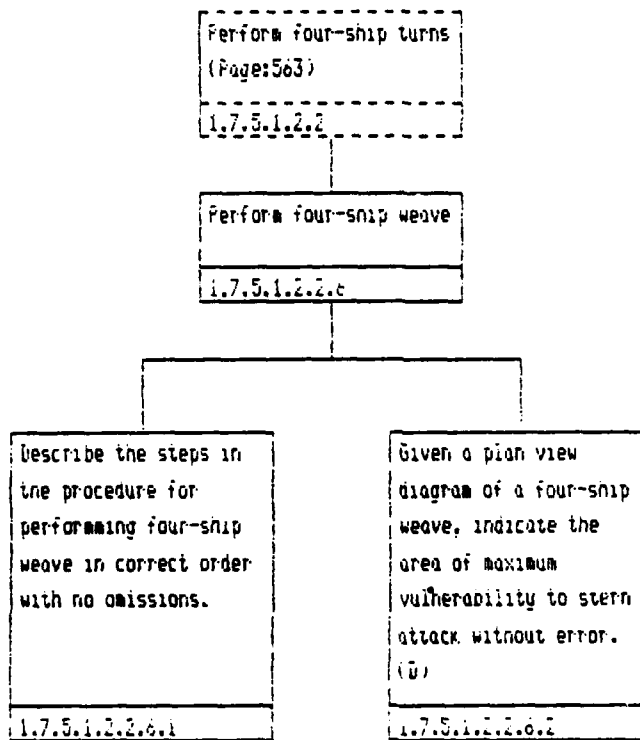
1.7.5.1.2.2.3.2

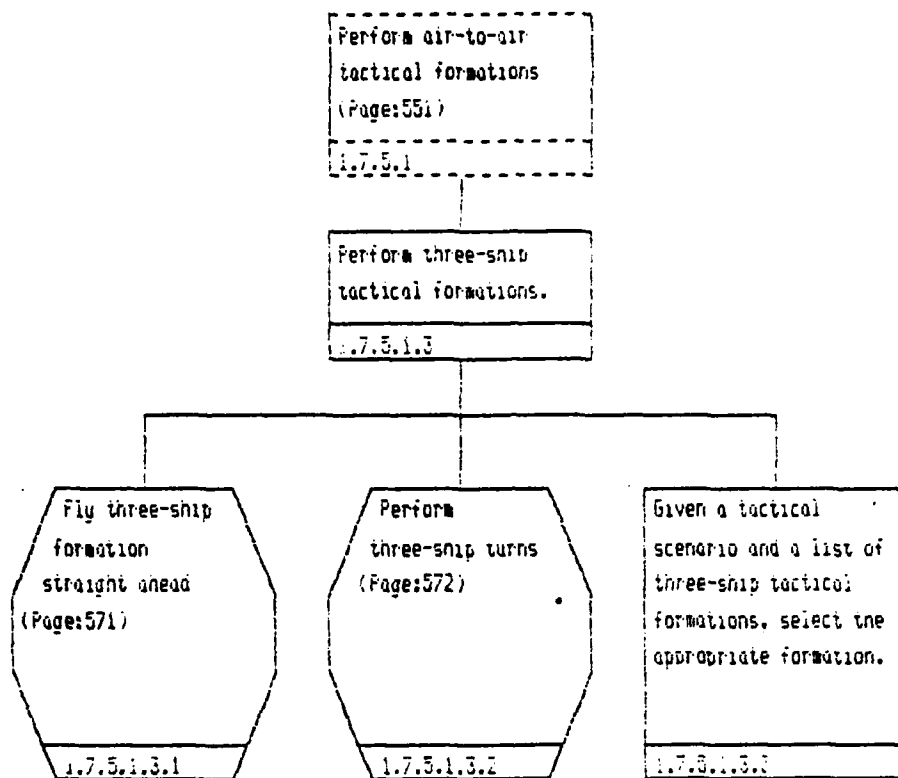
Describe the steps for
performing a four-ship
delayed 45 deg. turn in
a comm out environment
in correct order
without omissions.

1.7.5.1.2.2.3.3









Perform three-ship
tactical formations.
(Page:576)

1.7.5.1.3

Fly three-ship
formation straight ahead

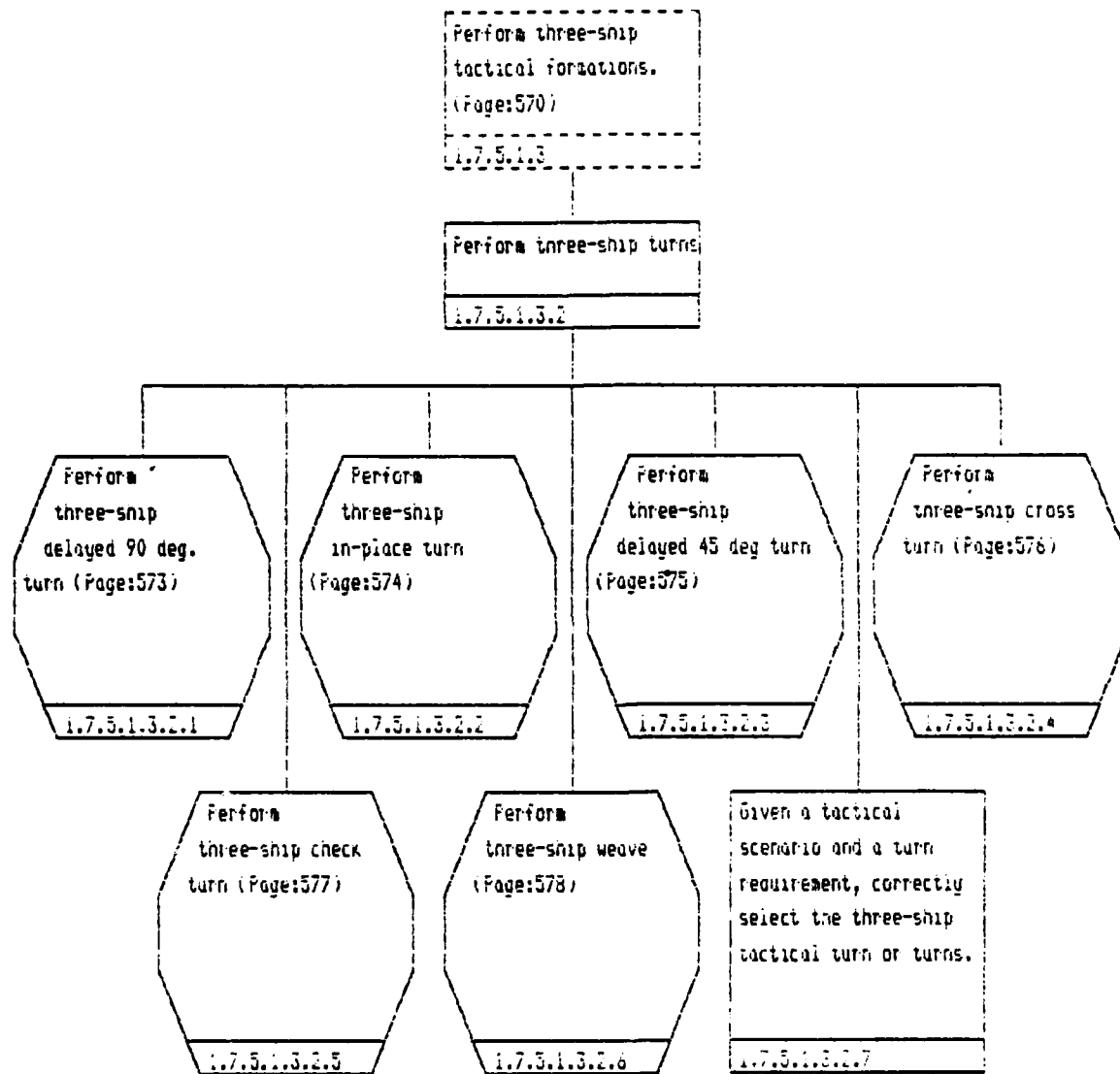
1.7.5.1.3.1

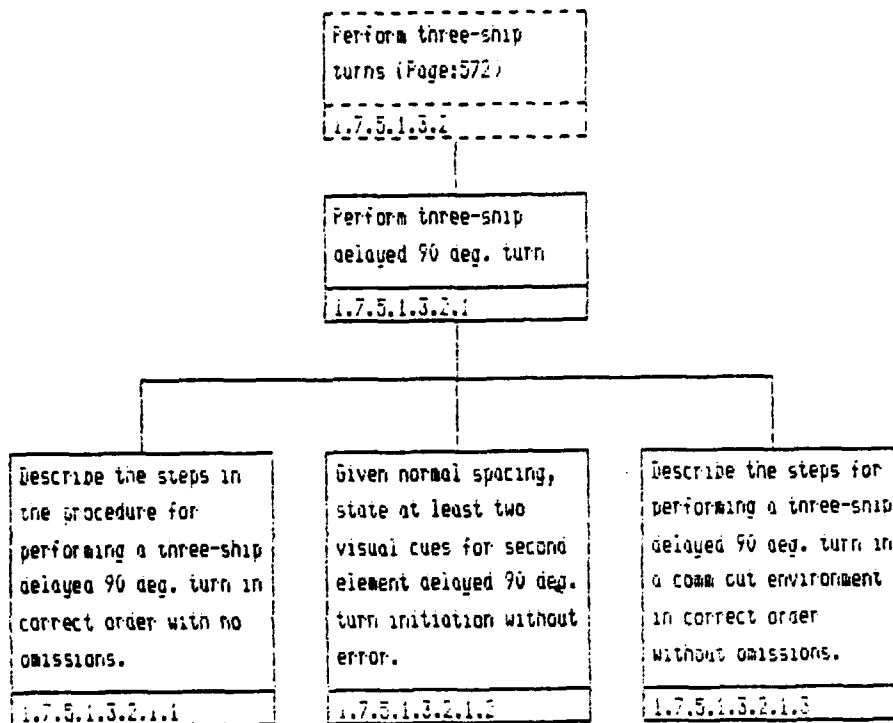
For each three-ship
tactical formation,
state the correct
three-ship formation
position, including
lateral, vertical, and
fore-aft separation.

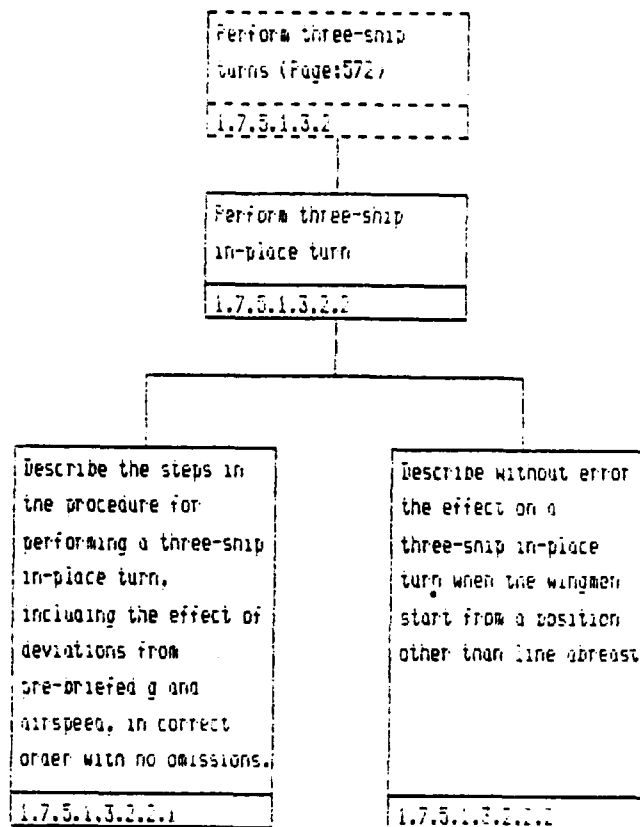
1.7.5.1.3.1.1

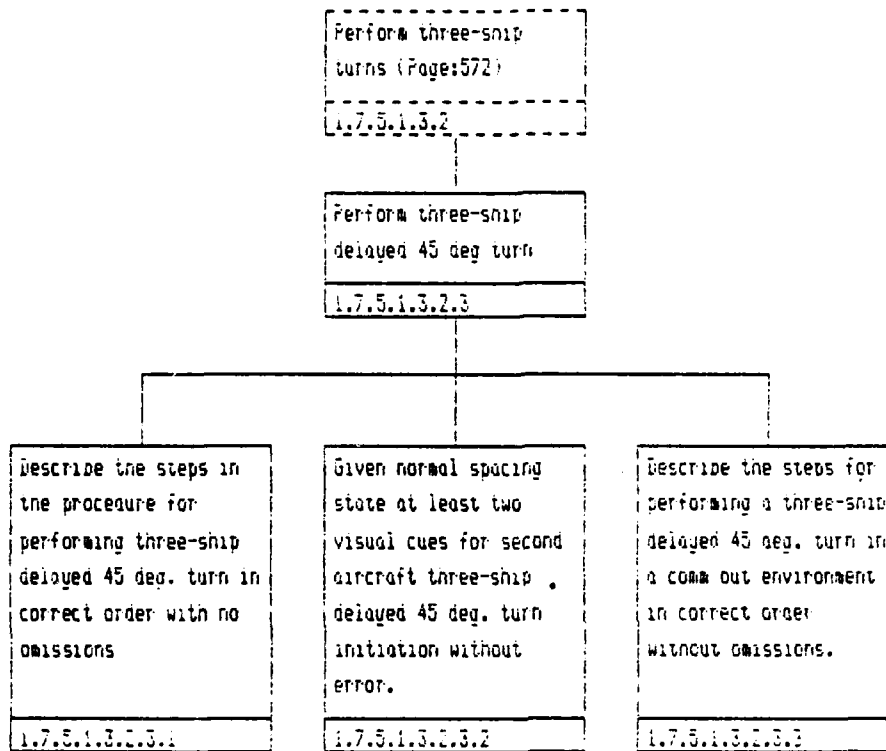
Describe without error
the methods for wingmen
to use in correcting
lateral, vertical, and
fore-aft separation
errors in three-ship
tactical formations.

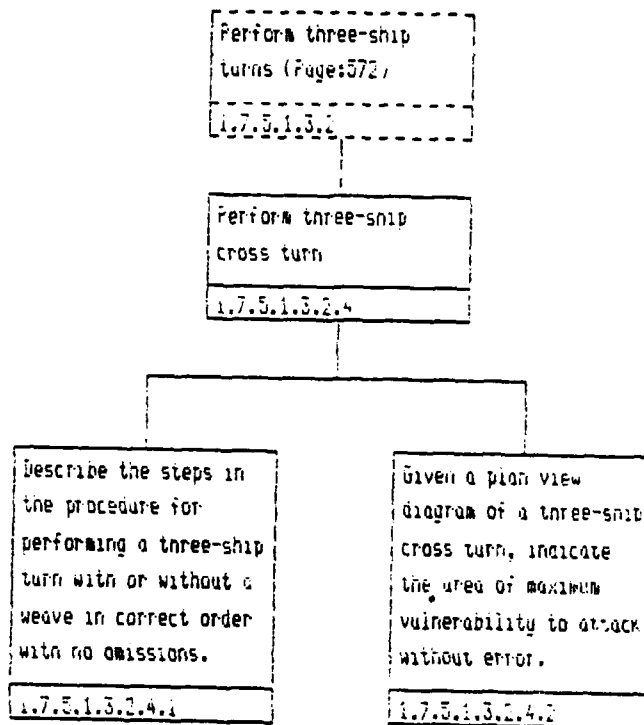
1.7.5.1.3.1.2

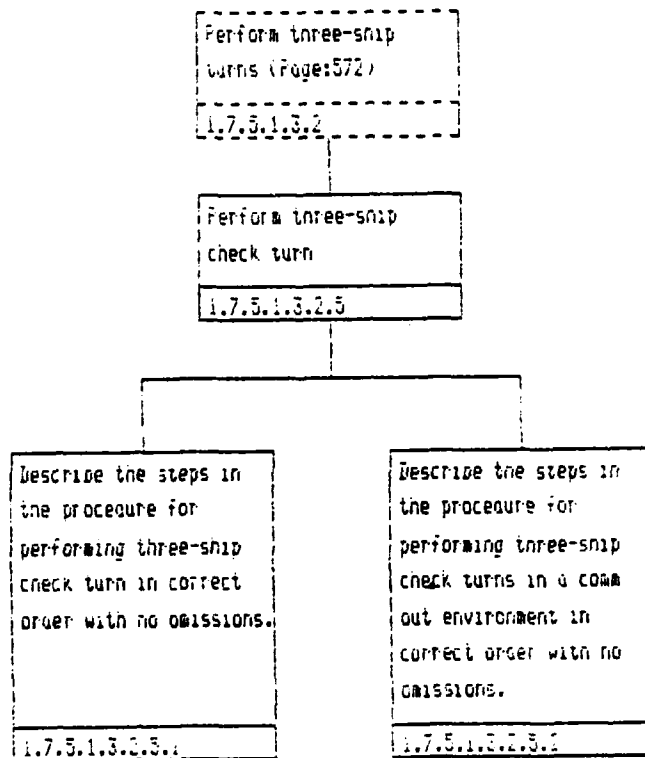


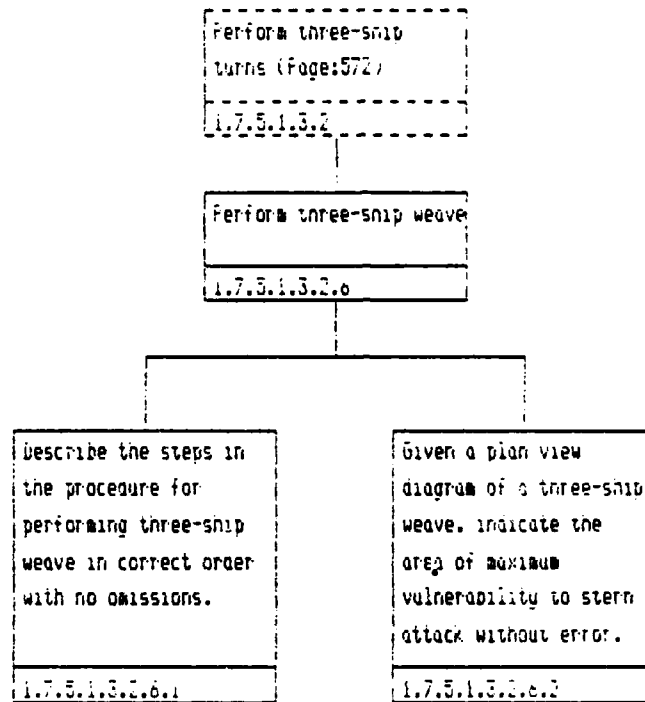


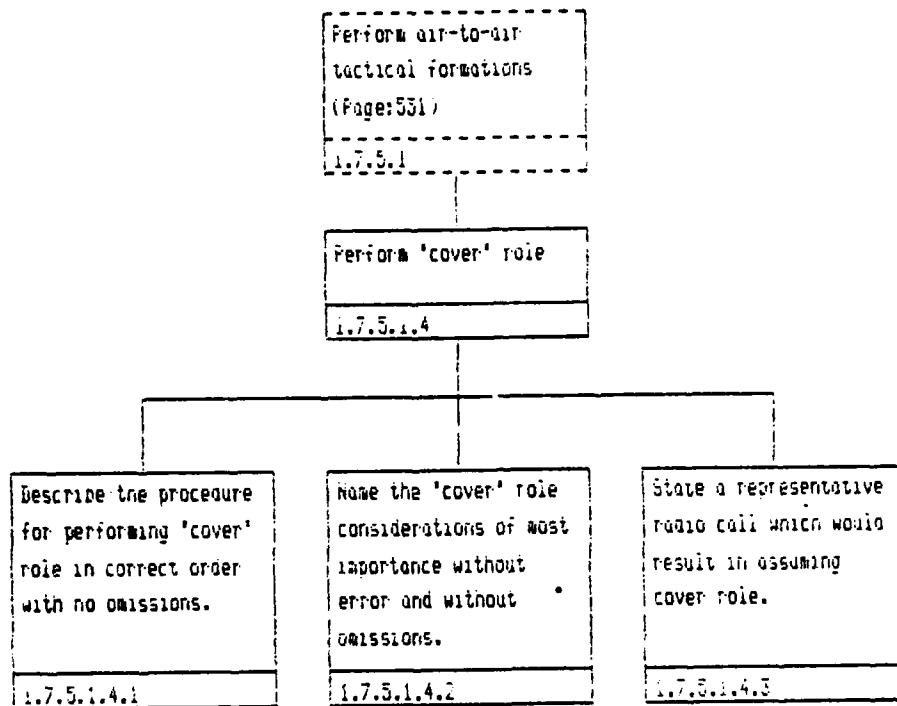












Perform air-to-air
tactical formations
(Page:551)

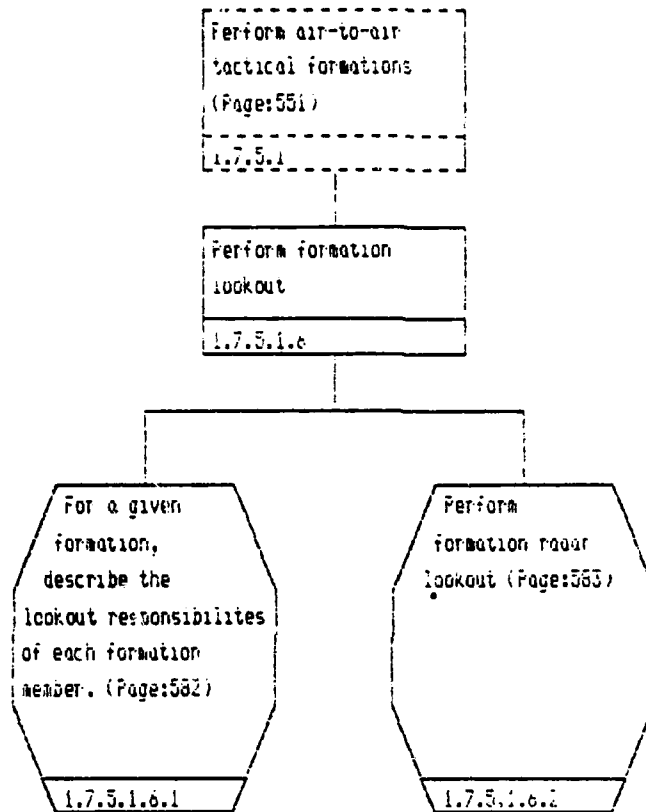
1.7.5.1

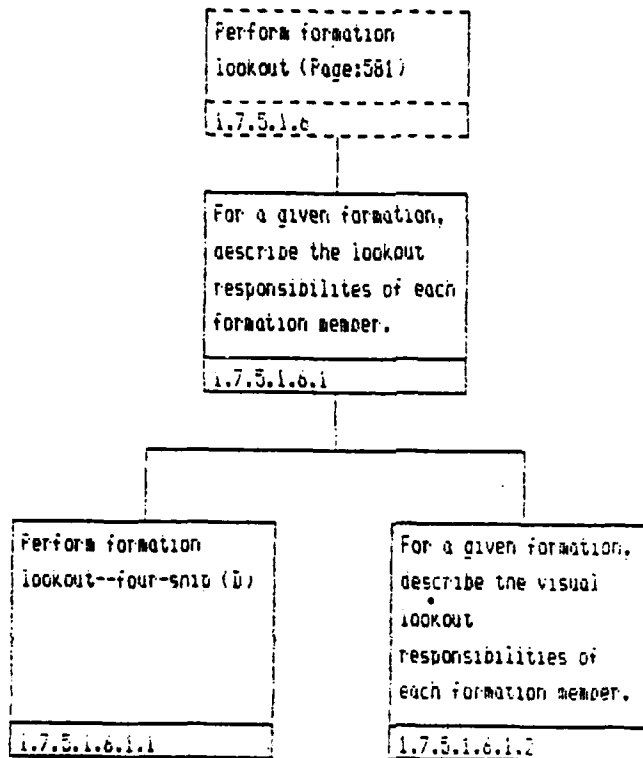
Perform mixed force
formations

1.7.5.1.5

State the special
considerations for
mixed force formation,
with no omissions and
without error.

1.7.5.1.5.1





Perform formation
lookout (Page:551)

1.7.5.1.6

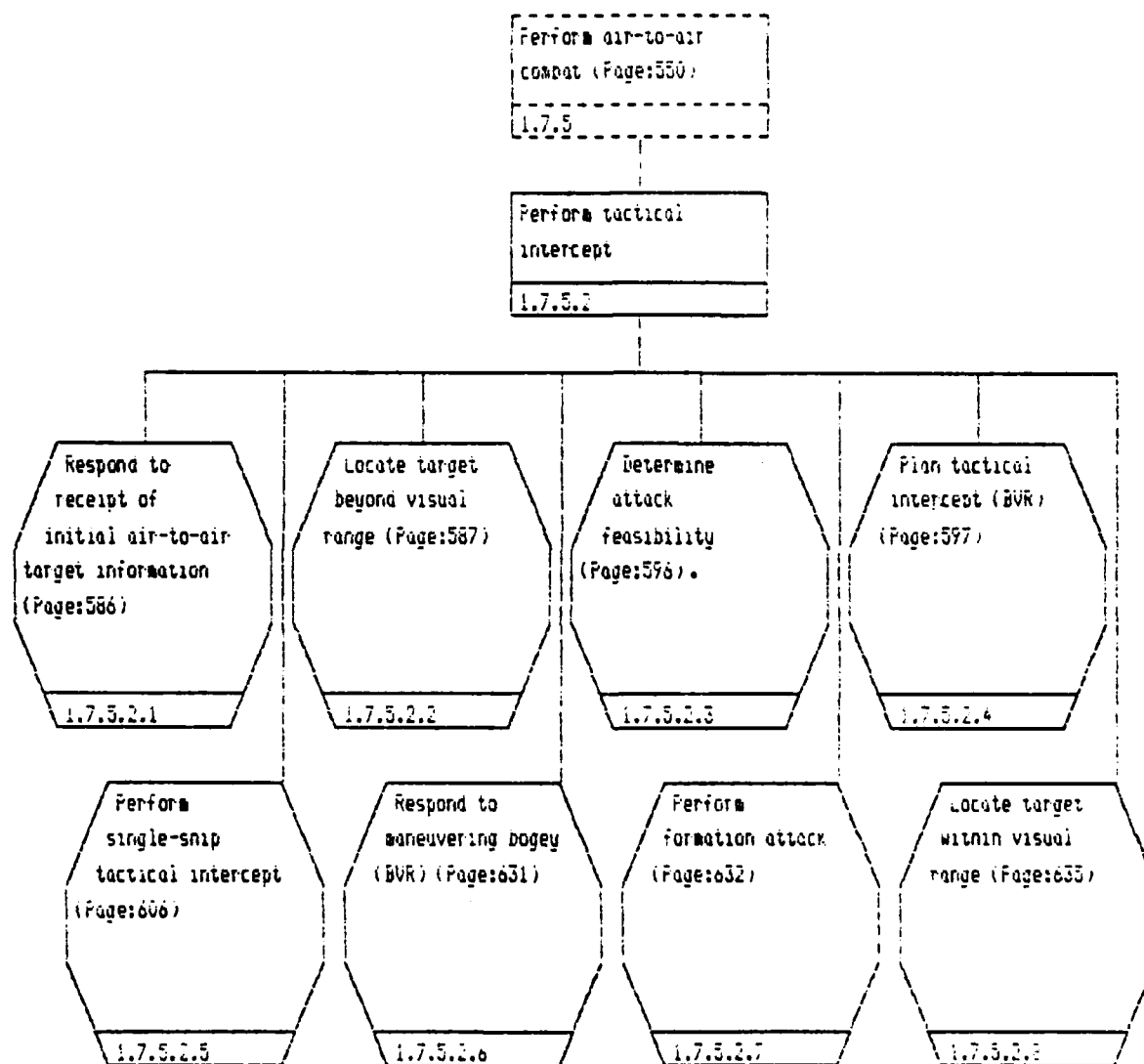
Perform formation radar
lookout

1.7.5.1.6.2

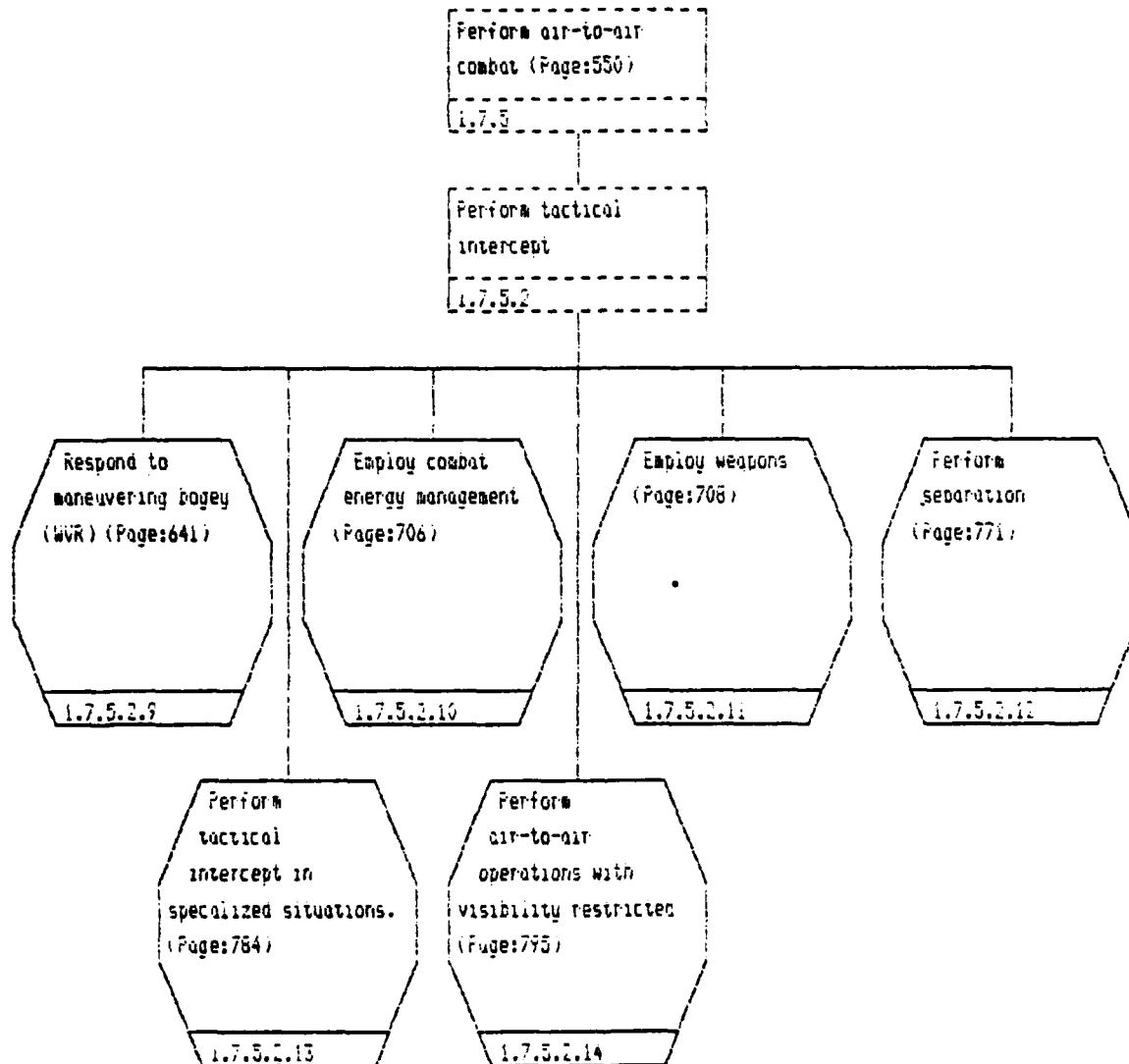
For a given formation
describe the radar
lookout
responsibilities of
each formation member.

1.7.5.1.6.2.1

Continued on page: 585



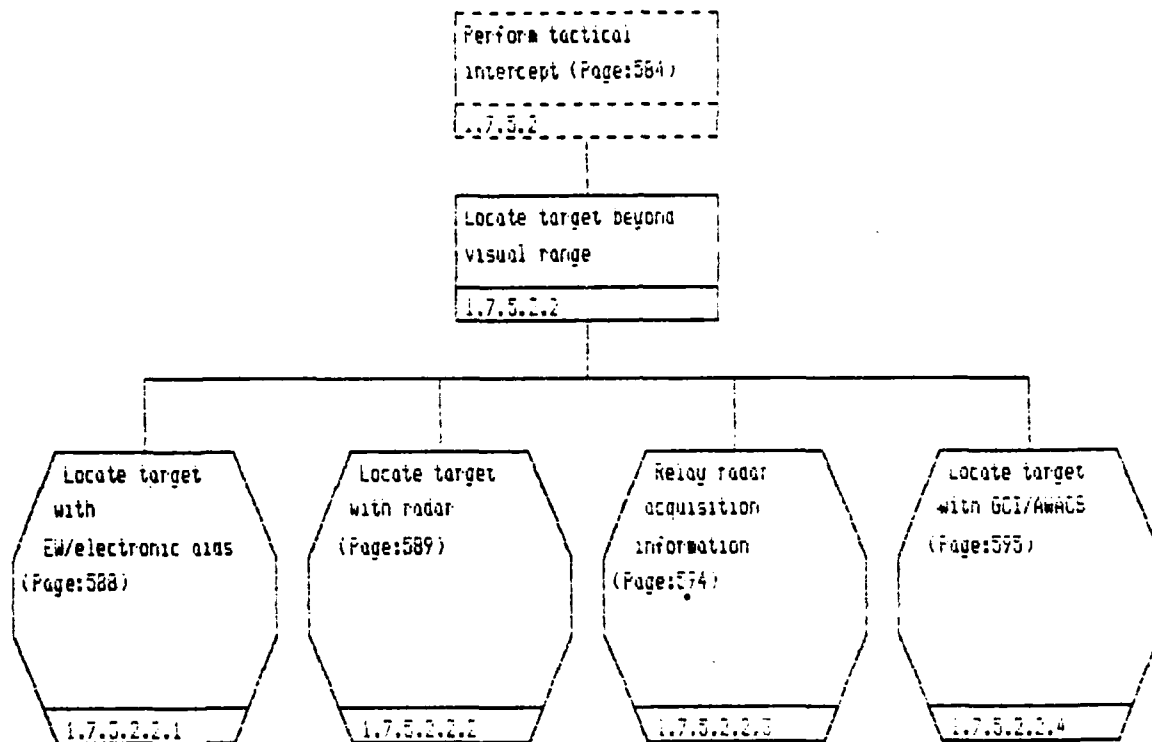
Continued from page: 584

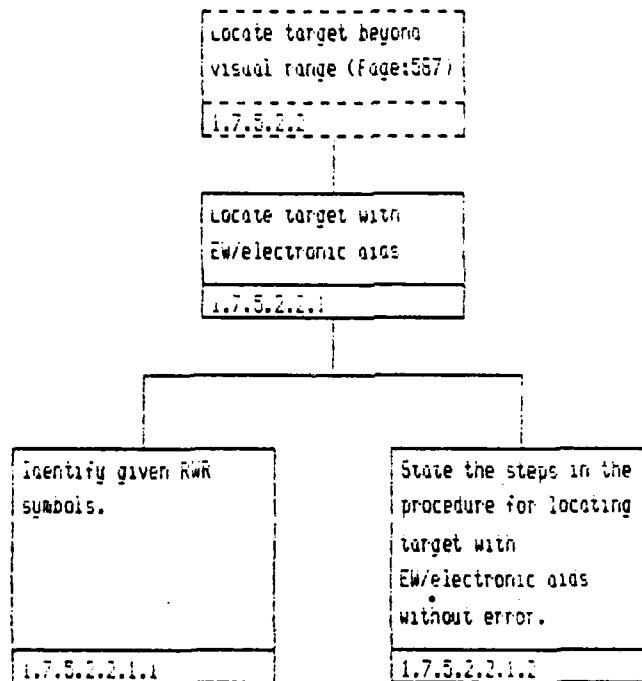


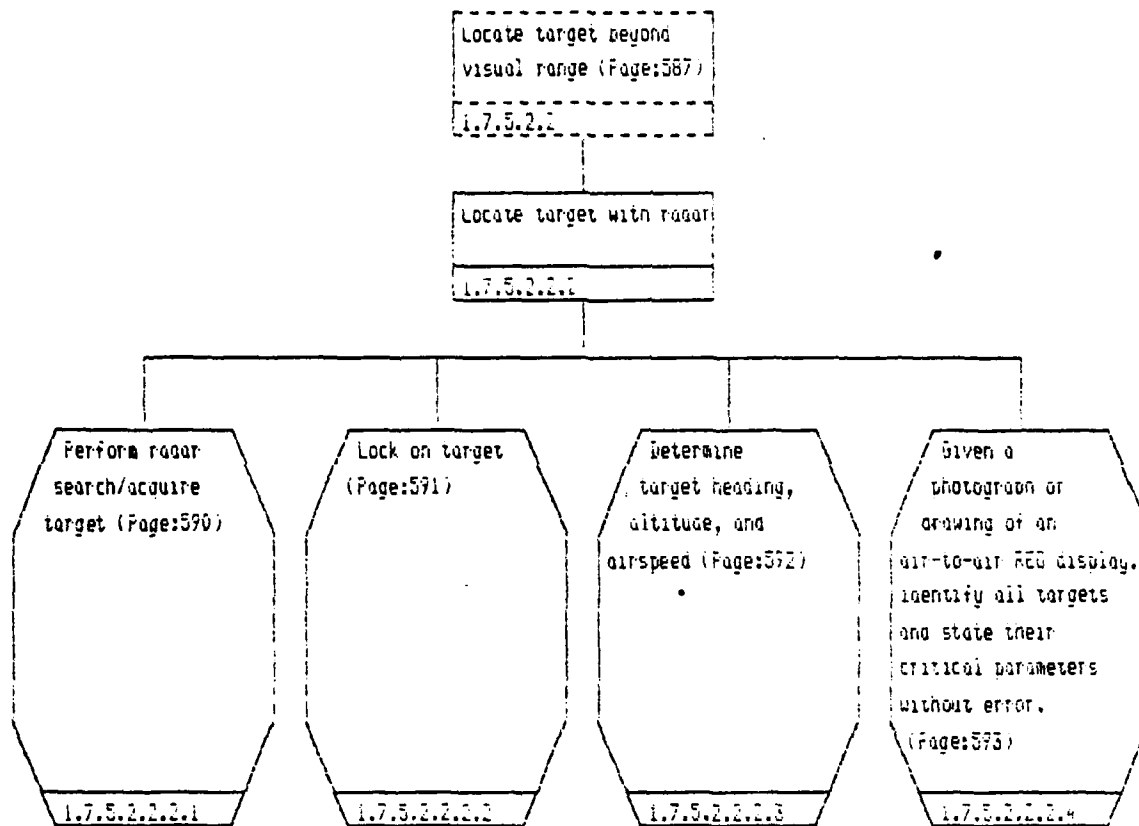
Perform tactical
intercept (Page:584),
1.7.5.2

Respond to receipt of
initial air-to-air
target information
1.7.5.2.1

Given initial
air-to-air target
information, describe
the correct response
IAW current tactical
intercept
considerations (3-1.
Fighter Weapons School
texts).
1.7.5.2.1.1







Locate target with
radar (Page:589)

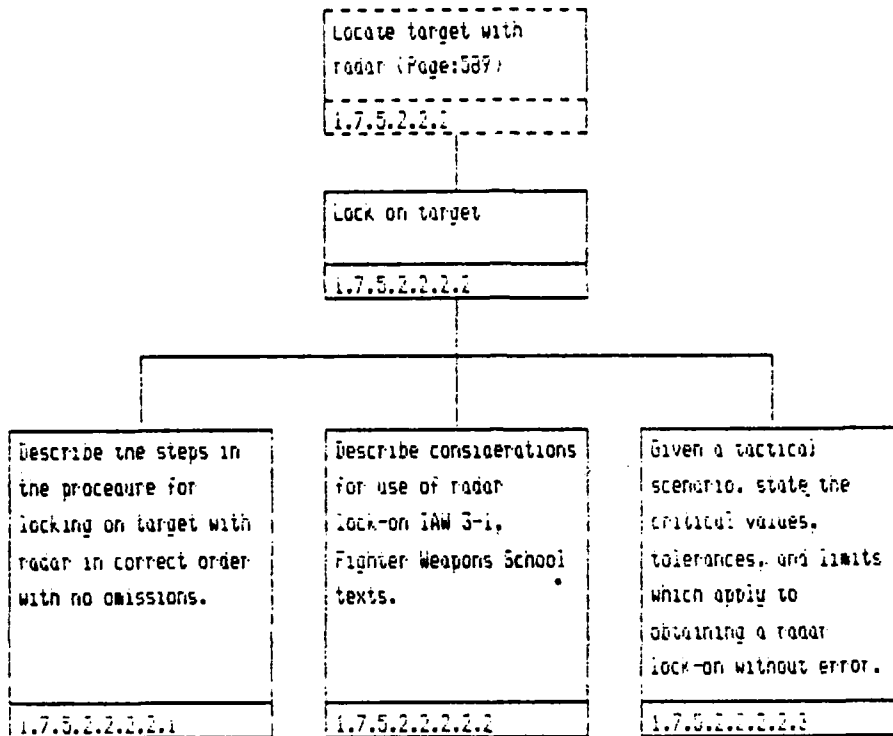
1.7.5.2.2.1

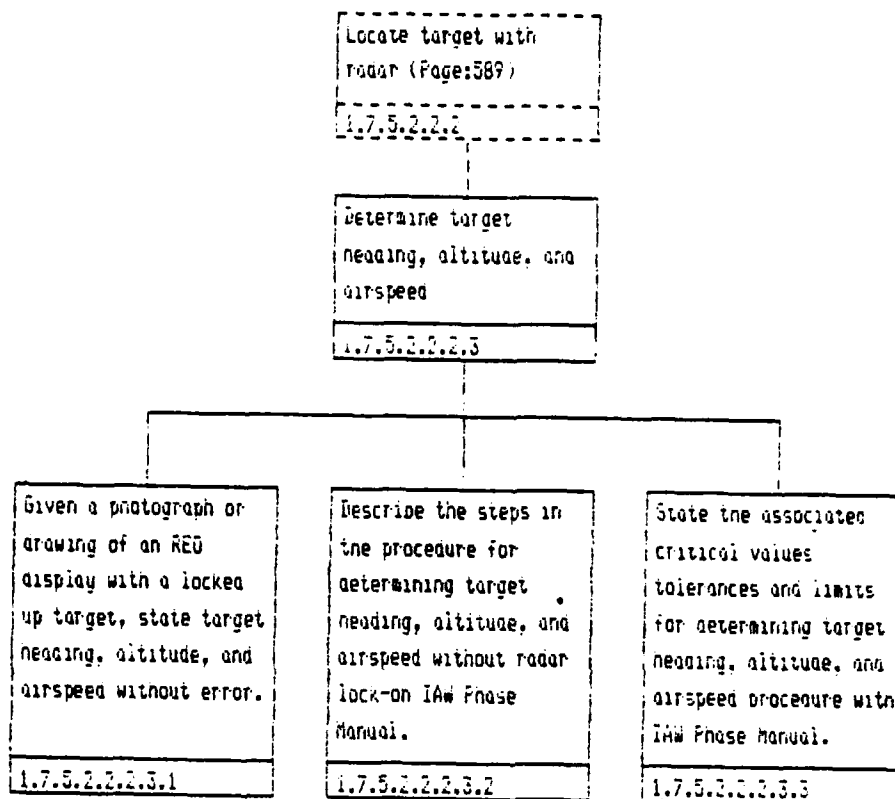
Perform radar
search/acquire target

1.7.5.2.2.2.1

State the steps in the
procedure for
performing air-to-air
radar search without
error.

1.7.5.2.2.2...1





Locate target with
radar (Page:589)

1.7.5.2.2.3

Given a photograph or
drawing of an
air-to-air REU display,
identify all targets
and state their
critical parameters
without error.

1.7.5.2.2.4

Match drawings of REU
symbols with their
meanings without error.

1.7.5.2.2.4.1

Locate target beyond
visual range (Page:567)

1.7.5.2.2

Relay radar acquisition
information

1.7.5.2.2.3

State the types of
radar displayed
information to be
relayed, and describe
the format of the relay
message without error.

1.7.5.2.2.3..

Locate target beyond
visual range (Page:587)

1.7.5.2.3

Locate target with
GCI/AWACS

1.7.5.2.4

State the special
considerations for
locating target beyond
visual range as
described in 3-1,
Fighter Weapons School
texts, -34.

1.7.5.2.4.1

Perform tactical
intercept (Page:584)
1.7.5.2

Determine attack
feasibility
1.7.5.2.3

Given a common tactical
scenario, determine
attack feasibility IAW
current tactical
considerations and
restrictions.
1.7.5.2.3.1

Perform tactical
intercept (Page:584)

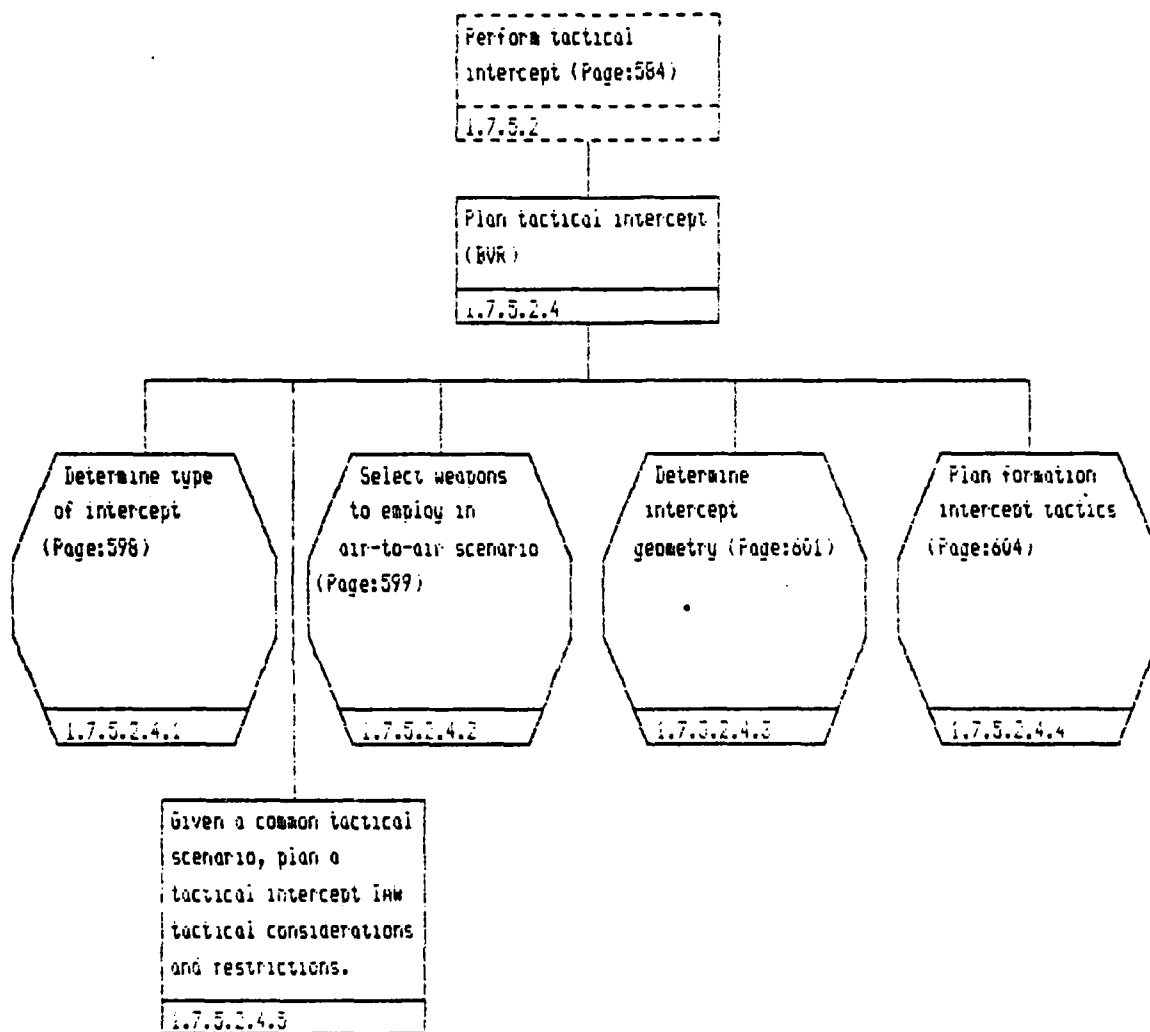
1.7.5.2

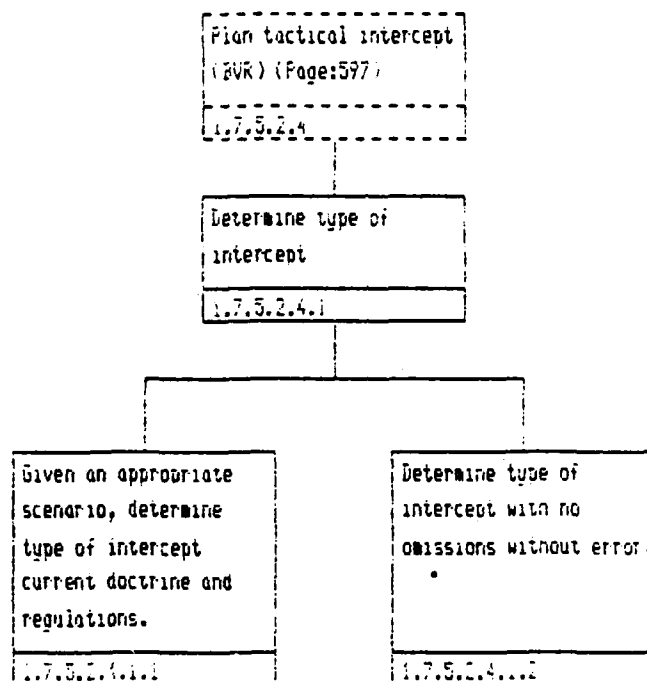
Determine attack
feasibility

1.7.5.2.3

Given a common tactical
scenario, determine
attack feasibility IAW
current tactical
considerations and
restrictions.

1.7.5.2.3.1





Perform ingress
(Page:543)
1.7.4

Perform unmanned range
entry procedure (T)
1.7.4.5

State the procedure for
performing unmanned
range entry in
accordance with
training restrictions
and local directives.
1.7.4.5.1

Plan tactical intercept
(ZVR) (Page:597)
1.7.5.2.4

Select weapons to
employ in air-to-air
scenario
1.7.5.2.4.2

Given a
tactical
intercept scenario,
select weapons to
employ IAW 3-1 and
Fighter Weapons School
texts. (Page:000)
1.7.5.2.4.2.1

Select weapons to
employ in air-to-air
scenario (Page:577)

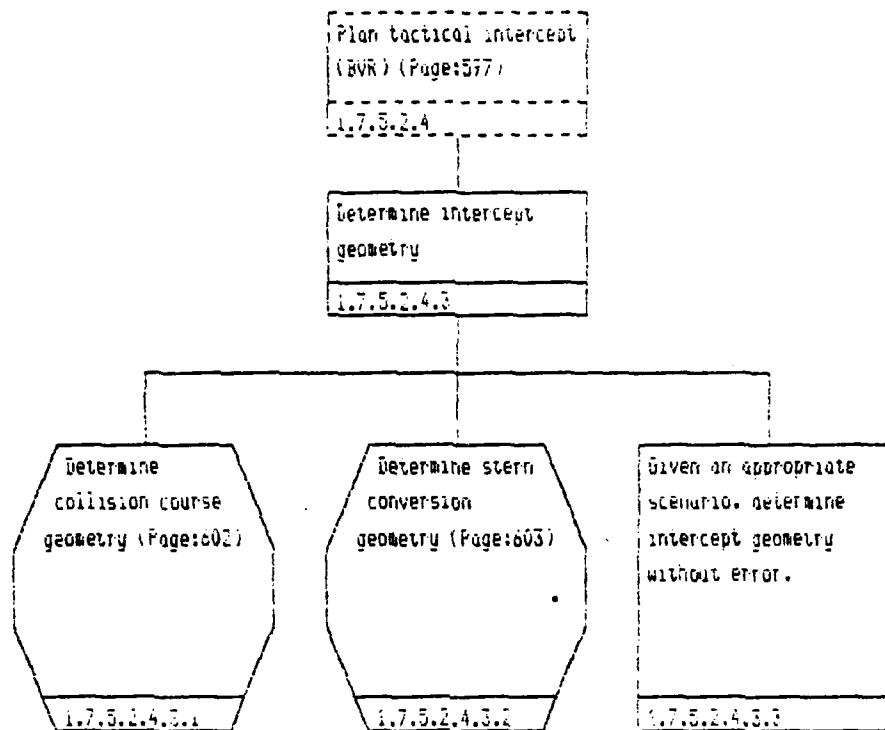
1.7.5.2.4.2

Given a tactical
intercept scenario,
select weapons to
employ IAW 3-1 and
Fighter Weapons School
texts.

1.7.5.2.4.2.1

State the
considerations
impacting weapons
selection for tactical
intercepts with no
omissions and without
error.

1.7.5.2.4.2.1.1



Determine intercept
geometry (Page:601)

1.7.5.2.4.3

Determine collision
course geometry

1.7.5.2.4.3.1

Given our heading,
target heading, radar
contact point and
co-airspeeds, calculate
collision course
geometry within
aircraft's tactical
limitations.

1.7.5.2.4.3.1.1

Determine intercept
geometry (Page:601)

1.7.5.2.4.3

Determine stern
conversion geometry

1.7.5.2.4.3.2

Given own heading,
target heading, and
radar contact point,
calculate stern
conversion geometry
within aircraft's
tactical limitations.

1.7.5.2.4.3.2.1

Plan tactical intercept
(BVR) (Page:597)
1.7.5.2.4

Plan formation
intercept tactics
1.7.5.2.4.4

Given a
tactical
scenario, plan
formation intercept
tactics IAW 3-1 and
Fighter Weapons School
texts. (Page:605)
1.7.5.2.4.4.1

Plan formation
intercept tactics
(Page:604)

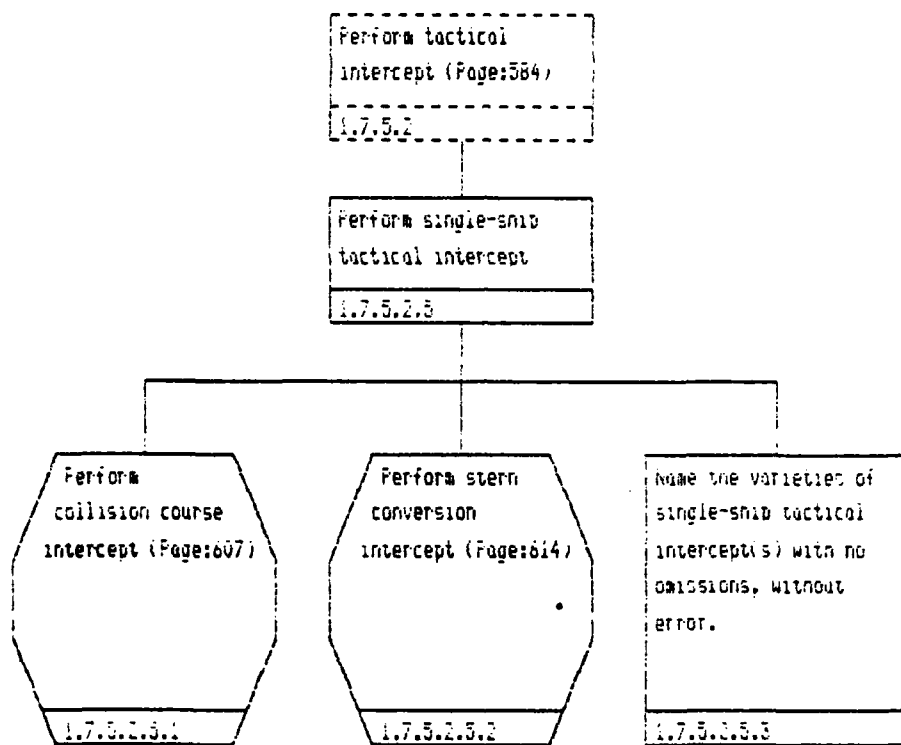
1.7.5.2.4.4

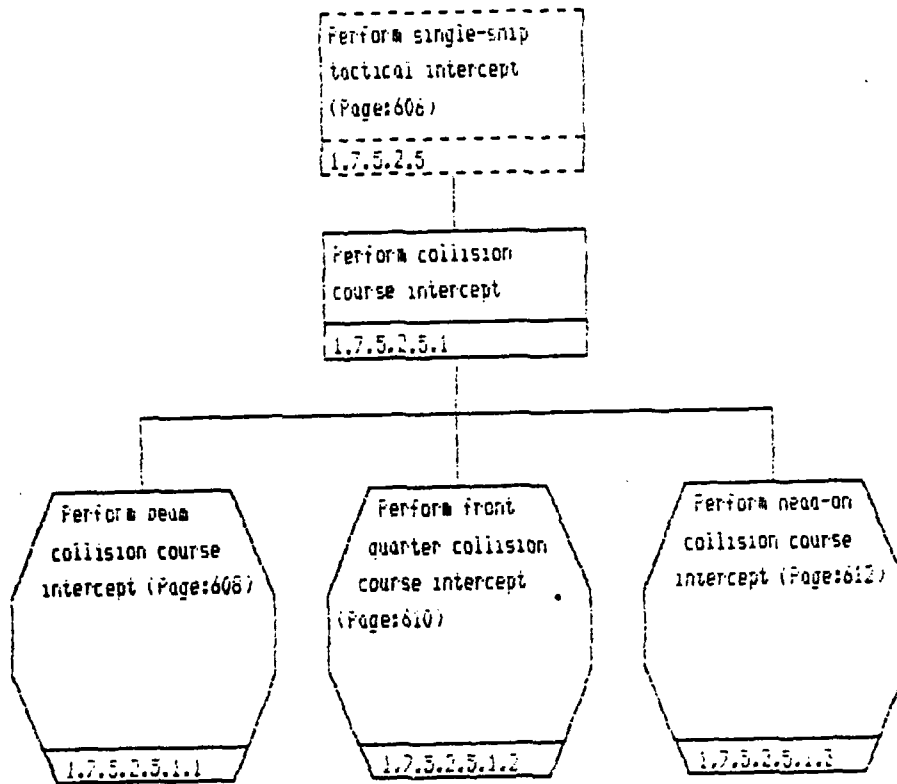
Given a tactical
scenario, plan
formation intercept
tactics IAW 3-1 and
Fighter Weapons School
texts.

1.7.5.2.4.4.1

Given a list of
formation intercept
tactics and tactical
scenarios, identify the
situations where each
intercept tactic may or
should be employed IAW
3-1 and Fighter Weapons
School texts.

1.7.5.2.4.4.1.1





Perform collision
course intercept
(Page:607)
1.7.5.2.5.1

Perform beam collision
course intercept
1.7.5.2.5.1.1

Given avionics
and visual cues,
describe subsequent
specific actions to
take in performing beam
collision course
intercept without
error. (Page:607)
1.7.5.2.5.1.1.1

Perform beam collision
course intercept
(Page:603)
1.7.5.2.5.1.1

Given avionic and
visual cues, describe
subsequent specific
actions to take in
performing beam
collision course
intercept without error.
1.7.5.2.5.1.1.1

State the procedure for
beam collision course
intercept and limits
within which it may be
performed in correct
order with no omissions.
1.7.5.2.5.1.1.1.1

State the associated
critical values
tolerances and limits
for beam collision
course intercept
procedure without error.
1.7.5.2.5.1.1.1.2

Perform collision
course intercept
(Page:607)
1.7.5.2.5.1

Perform front quarter
collision course
intercept
1.7.5.2.5.1.2

Given avionic
and visual cues,
describe subsequent
specific actions to
take in performing
front quarter collision
course intercept
without error.
(Page:611)
1.7.5.2.5.1.2.1

Perform front quarter
collision course
intercept (Page:610)

1.7.5.2.5.1.2

Given avionic and
visual cues, describe
subsequent specific
actions to take in
performing front
quarter collision
course intercept
without error.

1.7.5.2.5.1.2.1

State the procedure for
front quarter collision
course intercept and
limits within which it
may be performed in
correct order with no
omissions.

1.7.5.2.5.1.2.1.1

State the associated
critical values,
tolerances, and limits
for front quarter
collision course
intercept procedure
without

1.7.5.2.5.1.2.1.2

Perform collision
course intercept
(Page:607)

1.7.5.2.5.1

Perform head-on
collision course
intercept

1.7.5.2.5.1.3

Given avionic
and visual cues,
describe subsequent
specific actions to
take in performing
head-on collision
course intercept
without error, with no
omissions. (Page:613)

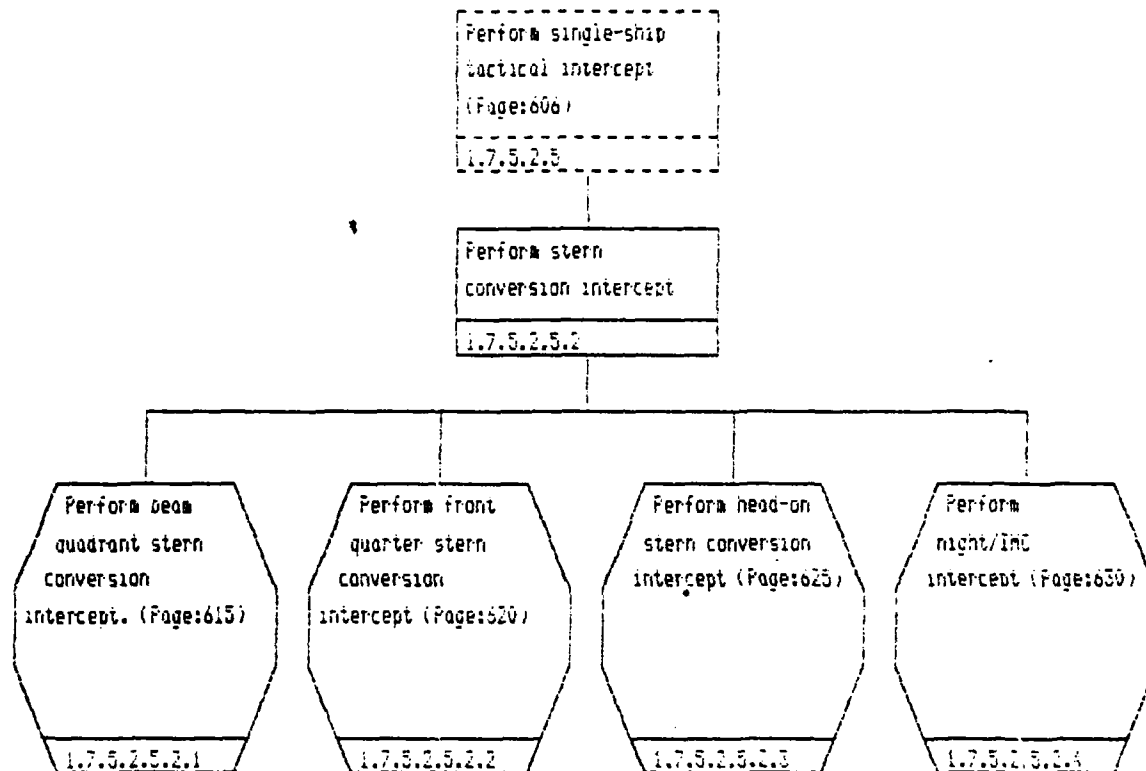
1.7.5.2.5.1.3.1

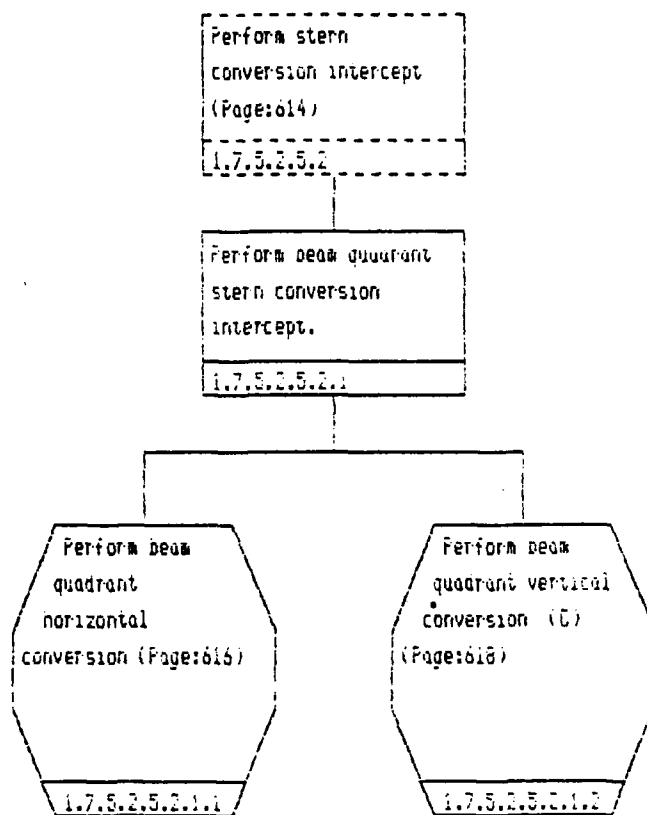
Perform head-on
collision course
intercept (Page:612)
1.7.5.2.5.1.3

Given avionic and
visual cues, describe
subsequent specific
actions to take in
performing head-on
collision course
intercept without
error, with no
omissions.
1.7.5.2.5.1.3.1

State the procedure for
head-on collision
course intercept in
correct order with no
omissions.
1.7.5.2.5.1.3.1.1

State the associated
critical values,
tolerances, and limits
for head-on collision
course intercept
procedure without error.
1.7.5.2.5.1.3.1.2





Perform beam quadrant
stern conversion
intercept. (Page:615)
1.7.5.2.5.2.1

Perform beam quadrant
horizontal conversion
1.7.5.2.5.2.1.1

Given avionic
and visual cues,
describe subsequent
specific actions
without error to take
in performing beam
quadrant horizontal
conversion (Page:617)
1.7.5.2.5.2.1.1.1

Perform beam quadrant
horizontal conversion
(Page:616)

1.7.5.2.5.2.1.1

Given avionic and
visual cues, describe
subsequent specific
actions without error
to take in performing
beam quadrant
horizontal conversion

1.7.5.2.5.2.1.1.1

State the procedure for
beam quadrant
horizontal conversion
and limits within which
it may be performed in
correct order with no
omissions.

1.7.5.2.5.2.1.1.1.1

Perform beam quadrant
stern conversion
intercept. (Page:615)
1.7.5.2.5.2.1

Perform beam quadrant
vertical conversion (C)
1.7.5.2.5.2.1.2

Given avionic
and visual cues,
describe subsequent
specific actions to
take in performing beam
quadrant vertical
conversion without
error. (Page:619)
1.7.5.2.5.2.1.2.1

Perform beam quadrant
vertical conversion
(C) (Page:618)

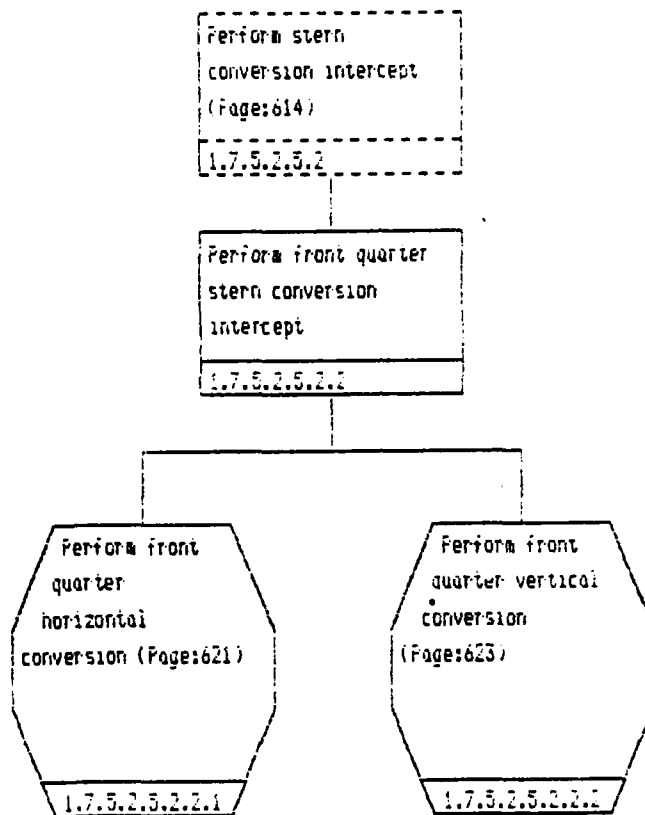
1.7.5.2.5.2.1.2

Given avionic and
visual cues, describe
subsequent specific
actions to take in
performing beam
quadrant vertical
conversion without
error.

1.7.5.2.5.2.1.2.1

State the procedure for
beam quadrant vertical
conversion and limits
within which it may be
performed in correct
order with no omissions.

1.7.5.2.5.2.1.2.1.1



Perform front quarter
stern conversion
intercept (Page:620)

1.7.5.2.5.2.2

Perform front quarter
horizontal conversion

1.7.5.2.5.2.1

Given avionic
and visual cues,
describe subsequent
specific actions to
take on performing
front quarter
horizontal conversion
without error.
(Page:622)

1.7.5.2.5.2.1.

Perform front quarter
horizontal conversion
(Page:621)

1.7.5.2.5.2.2.1

Given avionic and
visual cues, describe
subsequent specific
actions to take on
performing front
quarter horizontal
conversion without
error.

1.7.5.2.5.2.2.1.1

State the procedure for
front quarter
horizontal conversion
and limits within which
it may be performed in
correct order with no
omissions.

1.7.5.2.5.2.2.1.1.1

Perform front quarter
stern conversion
intercept (Page:620)
1.7.5.2.5.2.2

Perform front quarter
vertical conversion
1.7.5.2.5.2.2.2

Given avionic
cues and visual
cues, describe
subsequent specific
actions to take in
performing front
quarter horizontal
conversion without
error. (Page:624)
1.7.5.2.5.2.2.2.

Perform front quarter
vertical conversion
(Page:623)

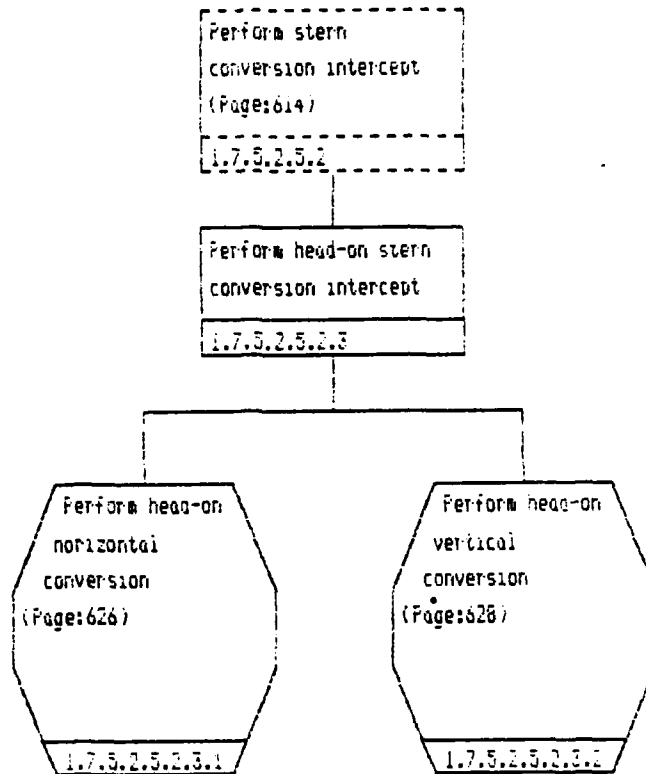
1.7.5.2.5.2.2.3

Given avionic cues and
visual cues, describe
subsequent specific
actions to take in
performing front
quarter horizontal
conversion without
error.

1.7.5.2.5.2.2.1

State the procedure for
front quarter
horizontal conversion
and limits within which
it may be performed in
correct order with no
omissions.

1.7.5.2.5.2.2.1.1



Perform head-on stern
conversion intercept
(Page:625)
1.7.5.2.5.2.3

Perform head-on
horizontal conversion
1.7.5.2.5.2.3.1

Given avionic
and visual cues,
describe subsequent
specific actions to
take in performing
head-on horizontal
conversion without
error. (Page:627)
1.7.5.2.5.2.3.1.1

Perform head-on
horizontal conversion
(Page:626)

1.7.5.2.5.2.3.1

Given avionic and
visual cues, describe
subsequent specific
actions to take in
performing head-on
horizontal conversion
without error.

1.7.5.2.5.2.3.1.1

State the procedure for
head-on horizontal
conversion and limits
within which it may be
performed in correct
order with no omissions.

1.7.5.2.5.2.3.1.1.1

Perform head-on stern
conversion intercept
(Page:625)

1.7.5.2.5.2.3

Perform head-on
vertical conversion

1.7.5.2.5.2.3.1

Given avionic
and visual cues,
describe subsequent
specific actions to
take in performing
head-on vertical
conversion without
error. (Page:629)

1.7.5.2.5.2.3.2.

Perform head-on
vertical conversion
(Page: 628)

1.7.5.2.5.2.3.2

Given avionic and
visual cues, describe
subsequent specific
actions to take in
performing head-on
vertical conversion
without error.

1.7.5.2.5.2.3.2.1

State the procedure for
head-on vertical
conversion and limits
within which it may be
performed in correct
order with no omissions.

1.7.5.2.5.2.3.2.1.1

Perform stern
conversion intercept
(Page:614)

1.7.5.2.5.2

Perform night/IMC
intercept

1.7.5.2.5.2.4

Describe the procedure
and expected RED/HUD
display for IMC or
night stern ID of a
nonmaneuvering target
without error.

1.7.5.2.5.2.4.1

Describe the procedures
and expected RED/HUD
display for IMCV or
night stern ID if an
evasive/maneuvering
target without error.

1.7.5.2.5.2.4.2

State
assoc.notes,cautions,war
nings,crit.values,tolera
nces,and limits to
include closure rates
vs range,desired final
target
azimuth/elev.,radar
limits,min. safe
range,and wingman

1.7.5.2.5.2.4.3

State the specifi
considerations to close
to final ID position
from roll-out 1-3nm in
the stern in IMC or
night conditions
against hostile or
nonhostile targets with
no omissions.

1.7.5.2.5.2.4.4

Name the day/night
interceptor signals and
state associated
meaning with no
omissions without error.

1.7.5.2.5.2.4.5

Describe the procedure
for overshoot,
breakaway and recovery
during IMC or night
stern without error.

1.7.5.2.5.2.4.6

Perform tactical
intercept (Page:524)

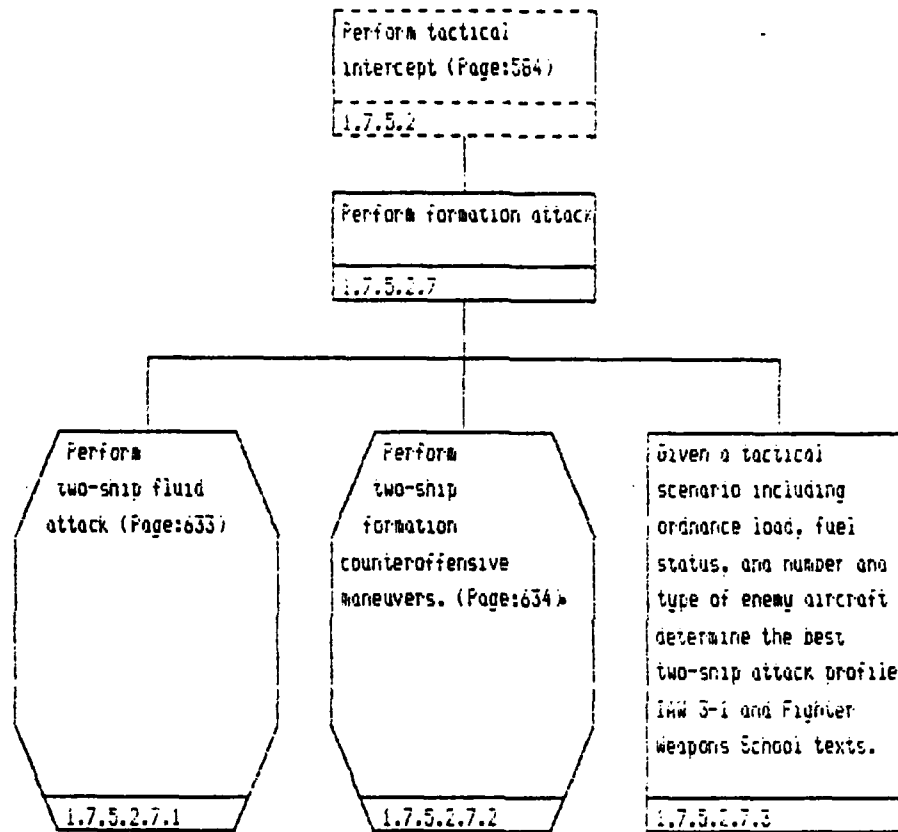
1.7.5.2

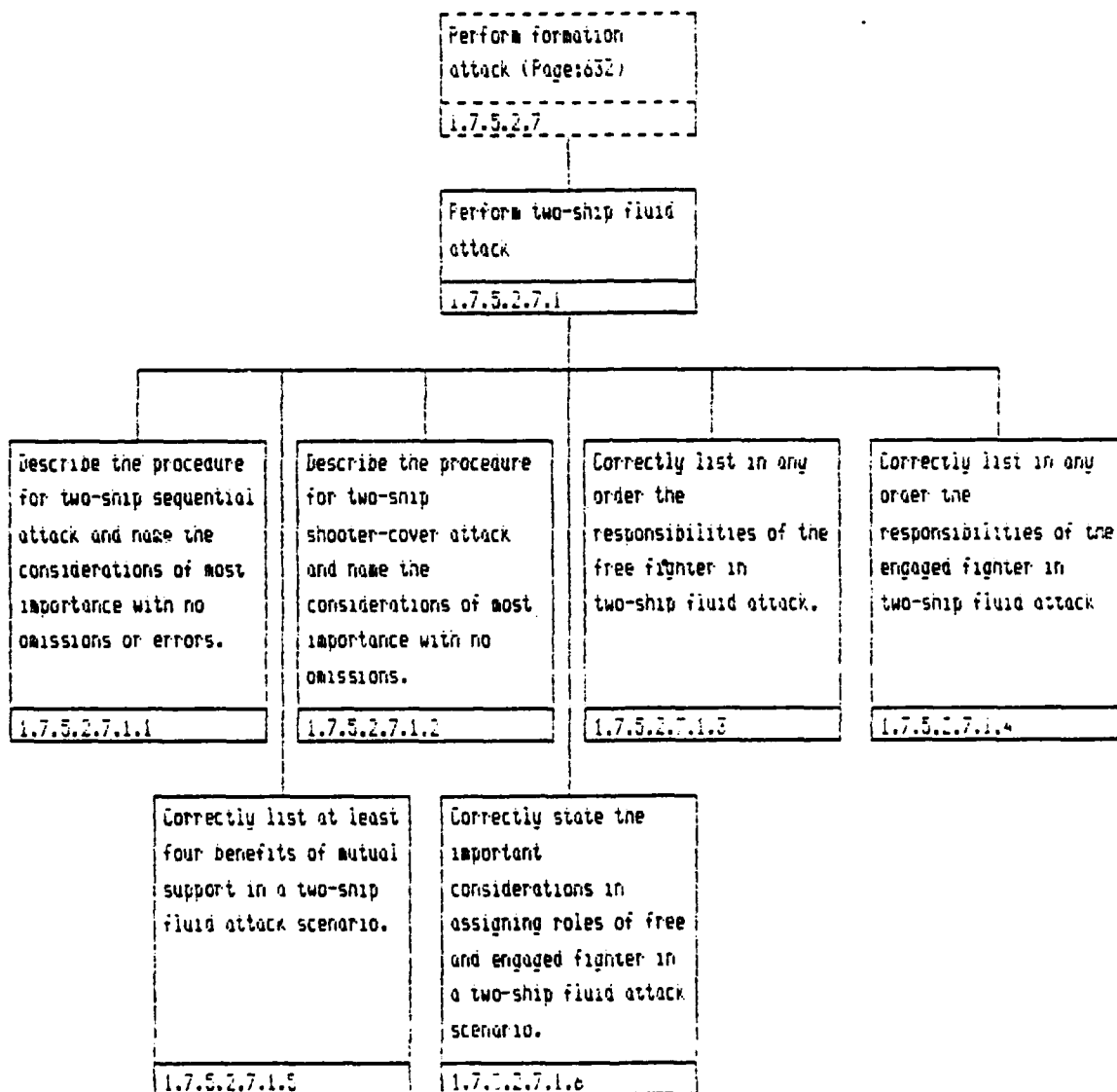
Respond to maneuvering
bogey (BVR)

1.7.5.2.8

Given a tactical
scenario including
RED/RHAW indications
determine the best
response IAW 3-1 and
Fighter Weapons School
texts.

1.7.5.2.8.1





Perform formation
attack (Page:632)

1.7.5.2.7

Perform two-ship
formation
counteroffensive
maneuvers.

1.7.5.2.7.2

Given a counter
offensive scenario
including enemy
aircraft type,
armament, aspect angle,
closure, and range,
correctly state the
best initial move to
negate the attack.

1.7.5.2.7.2.1

Correctly state the
important consideration
in assigning roles of
free and engaged
fighter in a two-ship
counteroffensive
scenario.

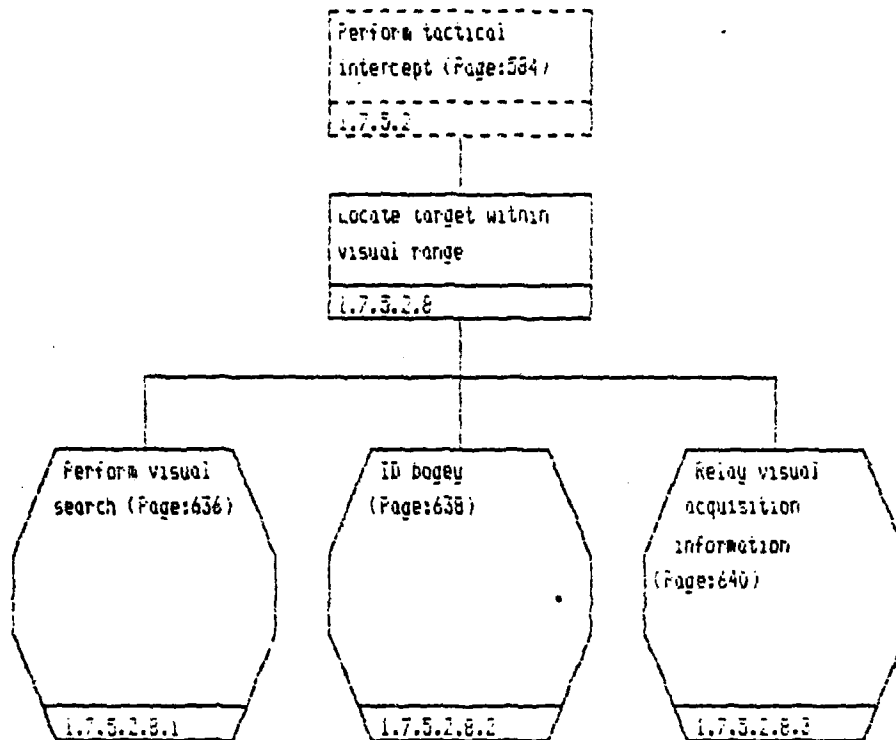
1.7.5.2.7.2.2

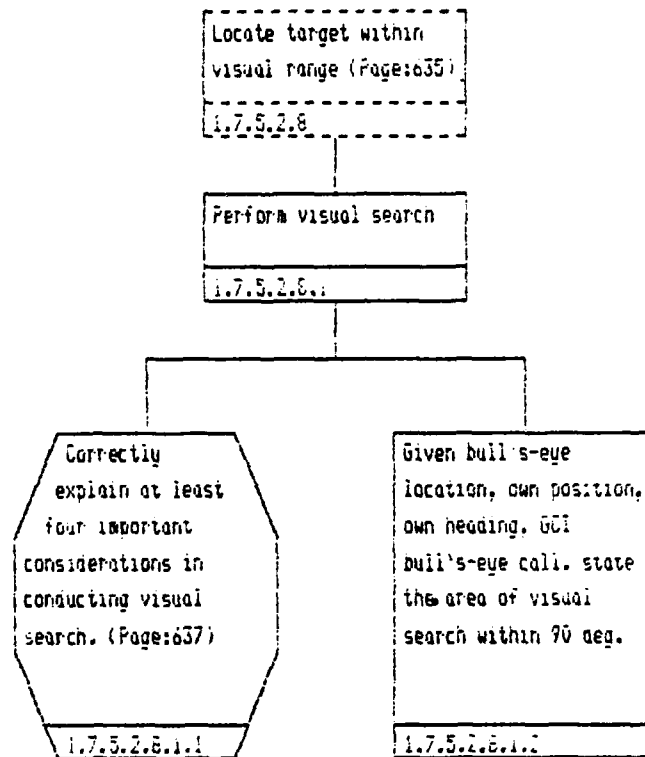
Describe the procedures
and important
considerations for the
engaged fighter in a
two-ship
counteroffensive
scenario with no
omissions or errors.

1.7.5.2.7.2.3

Describe the procedure
and important
considerations for the
free fighter in a
two-ship
counteroffensive
scenario with no
omissions or errors.

1.7.5.2.7.2.4





Perform visual search
(Page: 636)

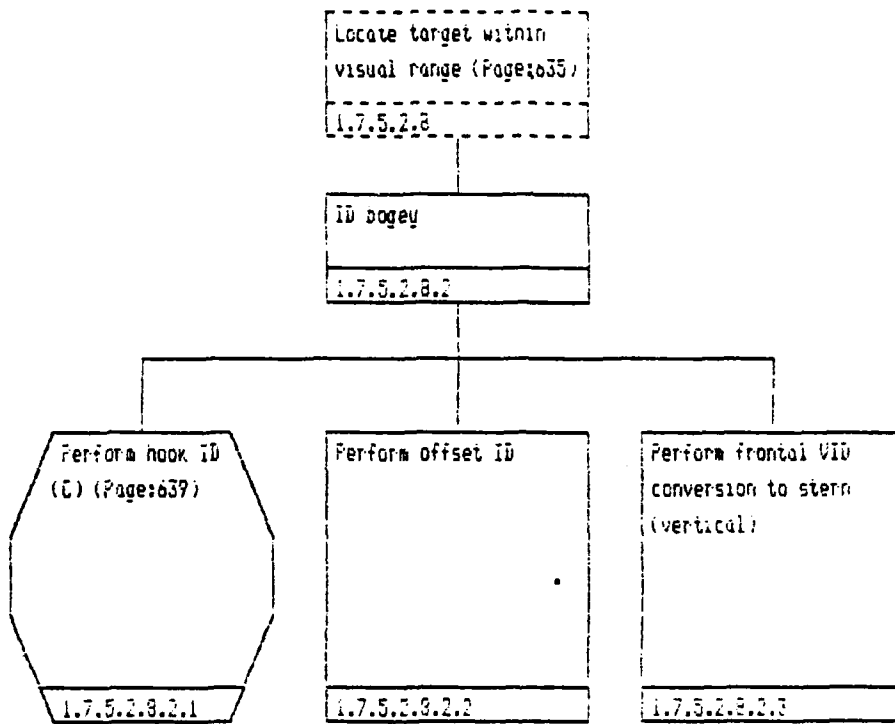
1.7.5.2.8.1

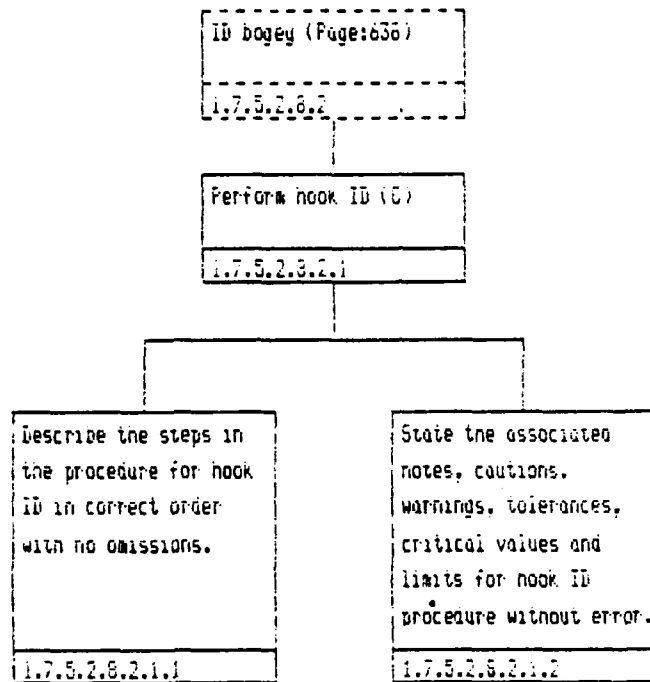
Correctly explain at
least four important
considerations in
conducting visual
search.

1.7.5.2.8.1.1

Given an REO
presentation of a
target, either
locked-on or not
locked-on, correctly
state the appropriate
direction of visual
search within 30 deg.
laterally and
vertically.

1.7.5.2.8.1.1.1





Locate target within
visual range (Page:635)

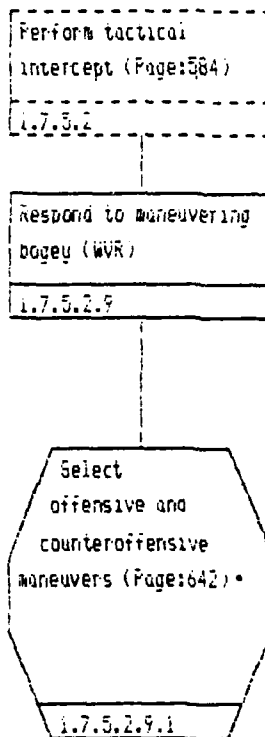
1.7.5.2.6

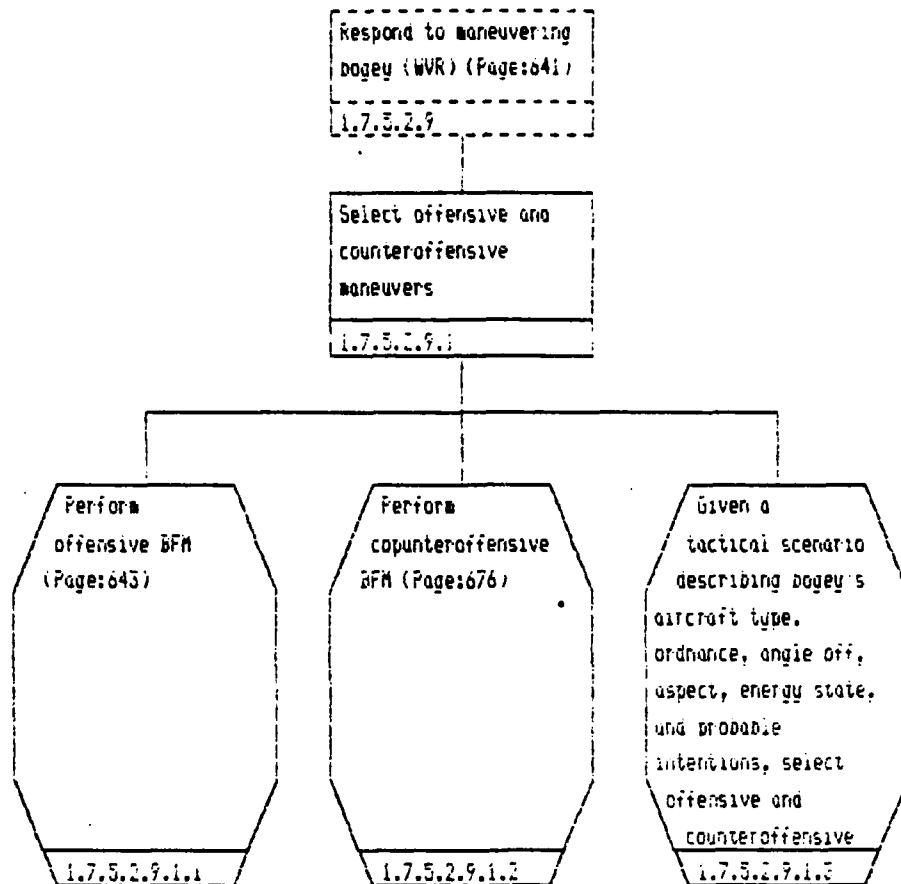
Relay visual
acquisition information

1.7.5.2.8.3

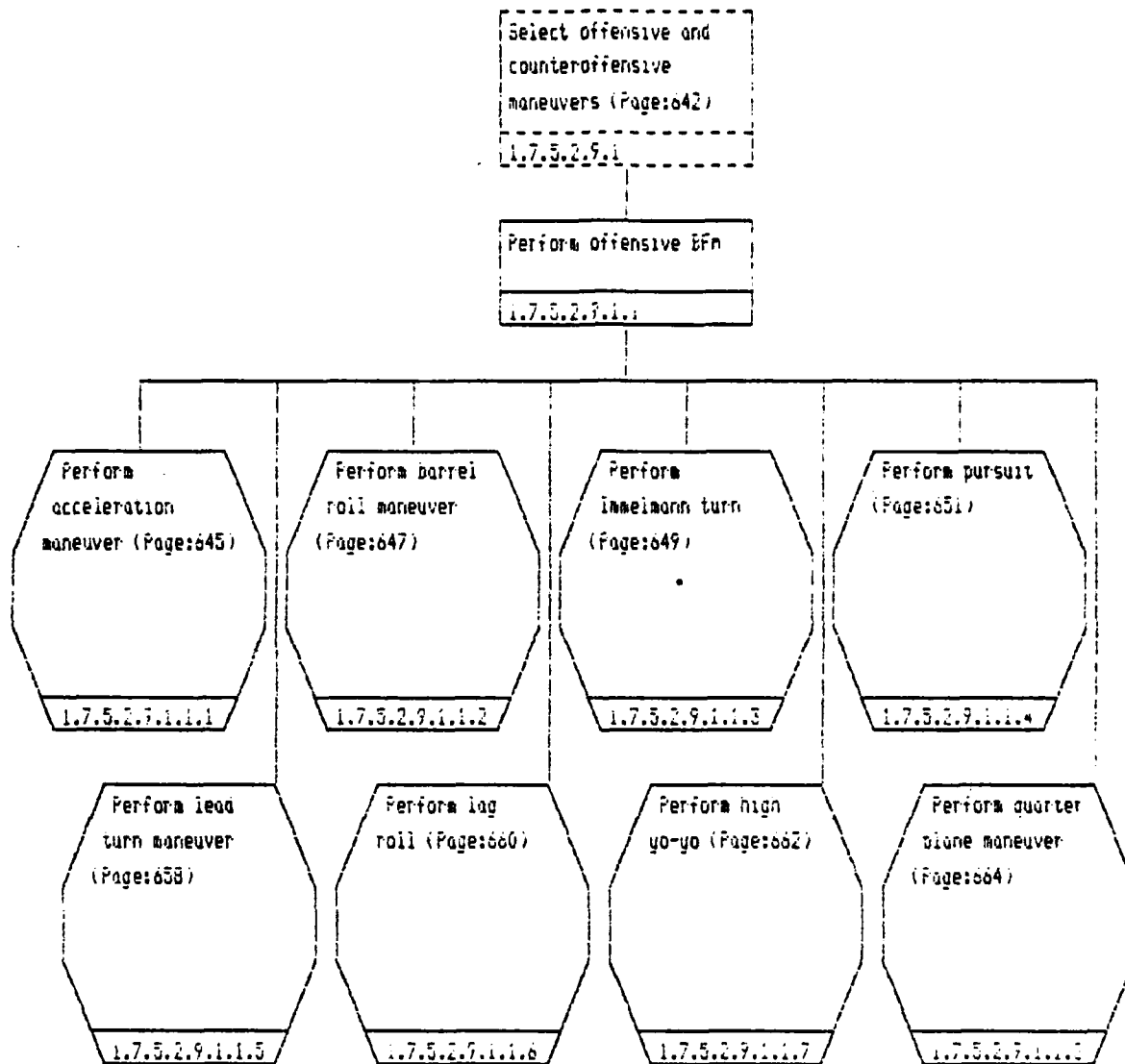
State the types of
visual acquisition
information to be
relayed with no
omissions and describe
the format of the
message without error.

1.7.5.2.8.3.1

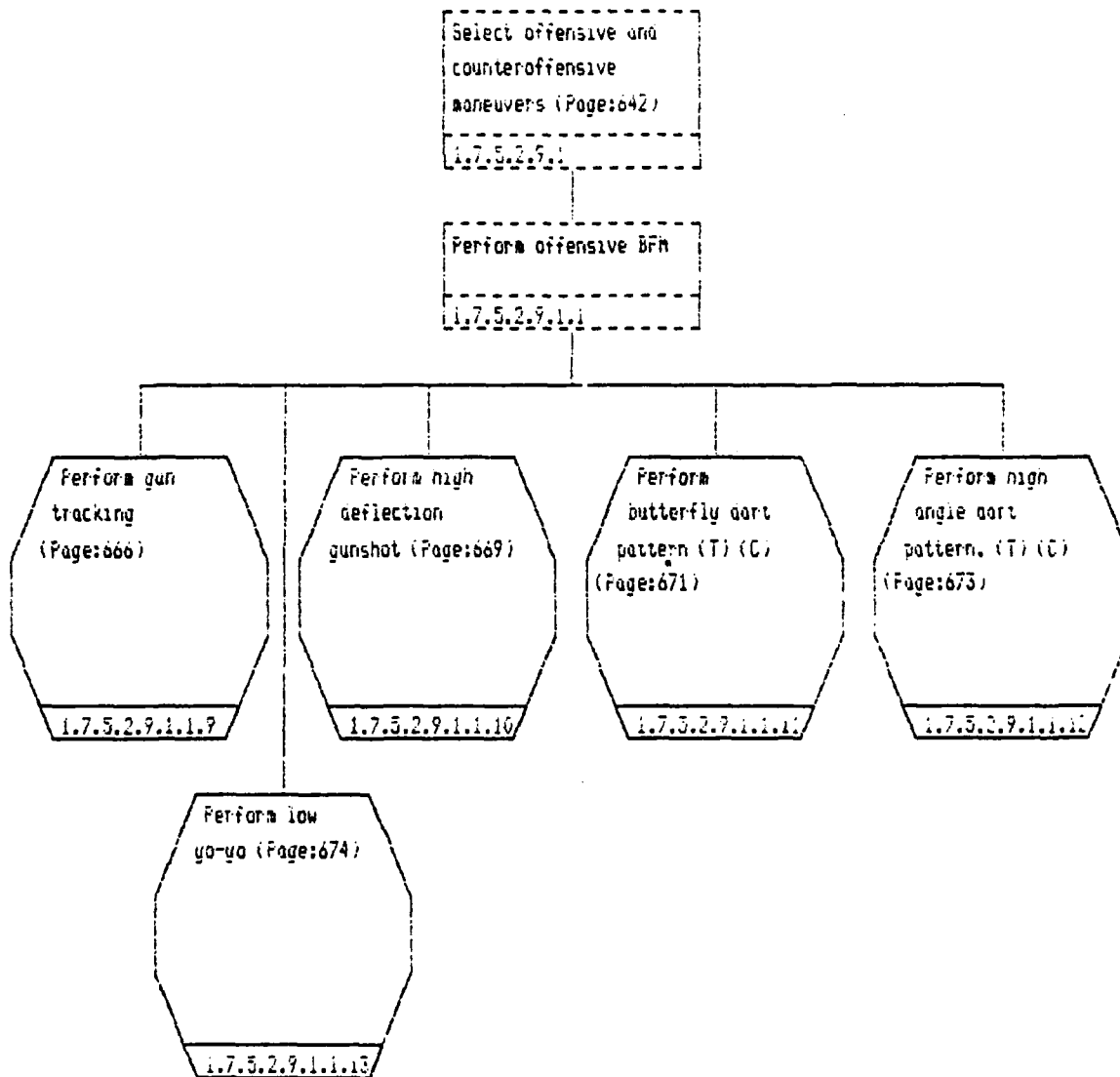




Continued on page: 644



Continued from page: 643



Perform offensive BFM
(Page:643)

1.7.5.2.9.1.1

Perform acceleration
maneuver

1.7.5.2.9.1.1.1

Given own
position during
an acceleration
maneuver and target's
actions and position,
describe subsequent
specific actions to
take IAW the phase
manual, FWIC

Instructional

1.7.5.2.9.1.1.1.1

Perform acceleration
maneuver (Page:645)

1.7.5.2.9.1.1.1

Given own position
during an acceleration
maneuver and target's
actions and position,
describe subsequent
specific actions to
take IAW the phase
manual, FWIC
Instructional texts,
and TRICOM Manual 3-1

1.7.5.2.9.1.1.1.1

Correctly state the
purpose of the
acceleration maneuver
IAW Fighter Weapons
School texts.

1.7.5.2.9.1.1.1.1.1

Given an offensive one
versus one scenario
containing all
pertinent data,
identify those
scenario(s) where the
acceleration maneuver
is appropriate IAW
Fighter Weapons texts.

1.7.5.2.9.1.1.1.1.2

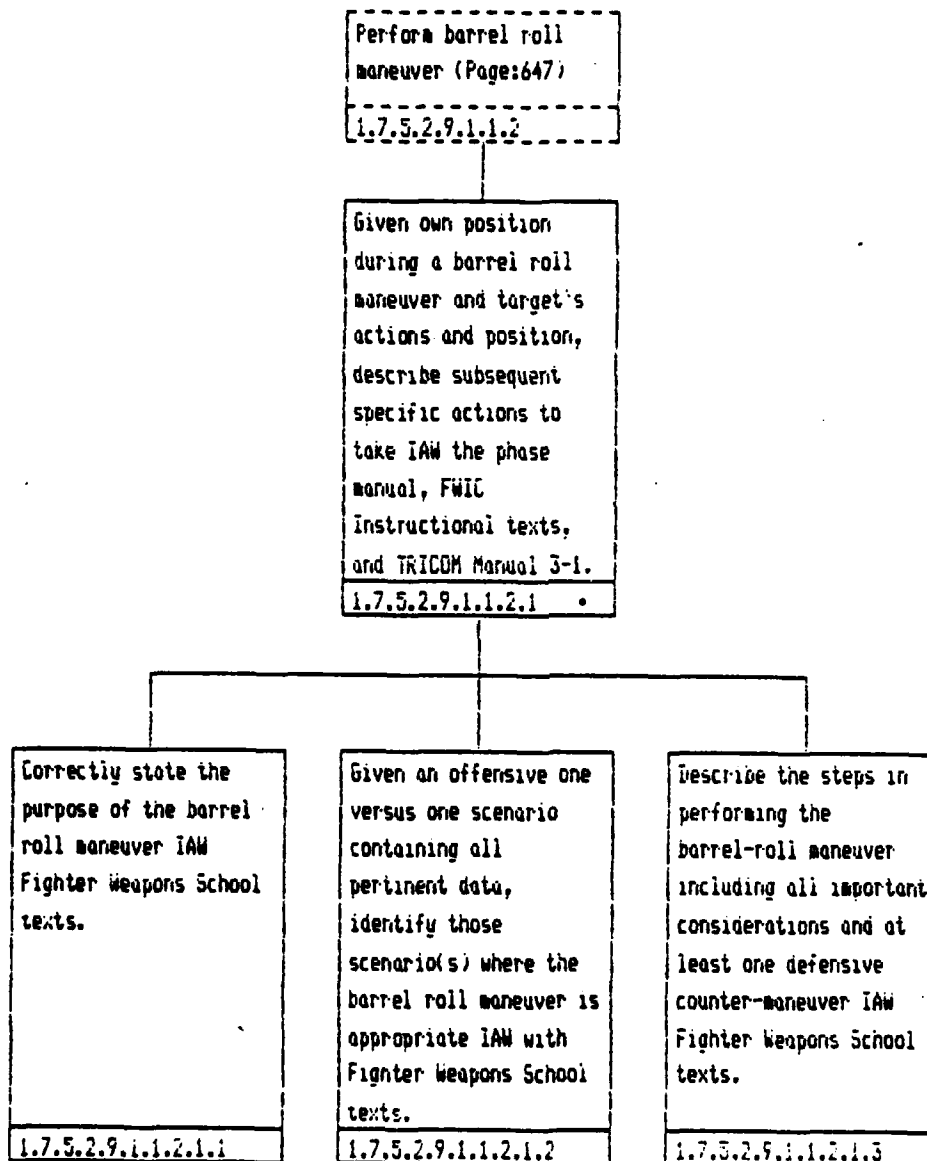
Describe the steps in
performing the
acceleration maneuver
including all important
considerations and at
least one defensive
counter maneuver IAW
Fighter Weapons School
texts.

1.7.5.2.9.1.1.1.1.3

Perform offensive BFH
(Page:643)
1.7.5.2.9.1.1

Perform barrel roll
maneuver
1.7.5.2.9.1.1.2

Given own
position during a
barrel roll
maneuver and target's
actions and position,
describe subsequent
specific actions to
take IAW the phase
manual, FWIC
Instructional
1.7.5.2.9.1.1.2.



Perform offensive BFH
(Page:643)
1.7.5.2.9.1.1

Perform Immeimann turn
1.7.5.2.9.1.1.3

Given own
position during
an Immeimann turn
maneuver and target's
actions and position,
describe subsequent
specific actions to
take IAW the phase
manual, FWIC
Instructional
1.7.5.2.9.1.1.3.

Perform Immelmann turn
(Page:649)

1.7.5.2.9.1.1.3

Given own position during an Immelmann turn maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.1.3.1

Correctly state the purpose of the Immelmann turn maneuver IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.3.1.1

Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the Immelmann turn maneuver is appropriate IAW with Fighter Weapons School texts.

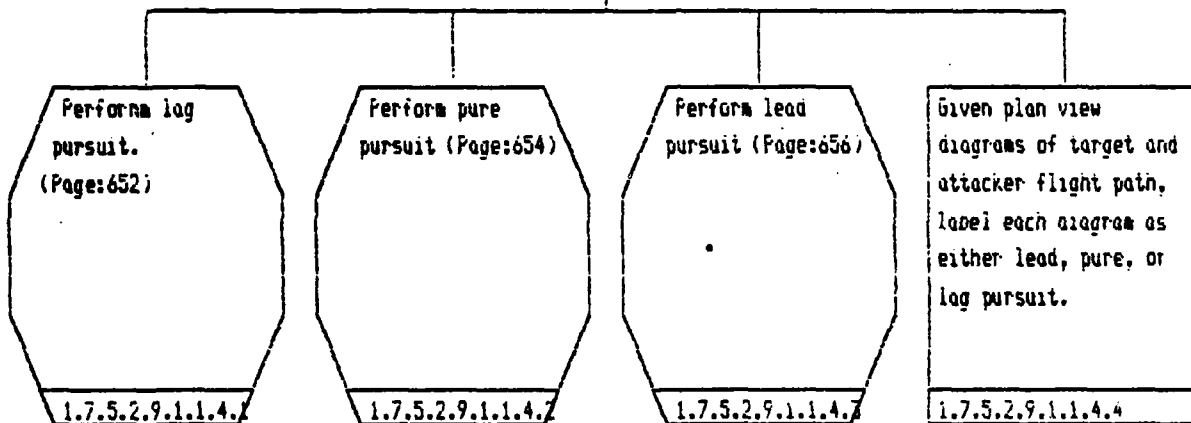
1.7.5.2.9.1.1.3.1.2

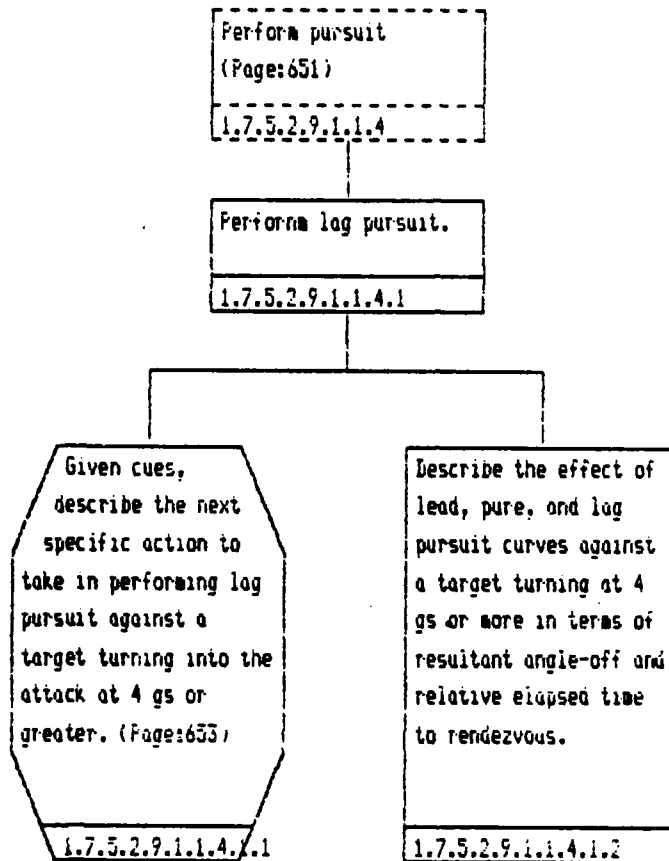
Describe the steps in performing the Immelmann turn maneuver including all important considerations and at least one defensive counter-maneuver IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.3.1.3

Perform offensive BFH
(Page:643)
1.7.5.2.9.1.1

Perform pursuit
1.7.5.2.9.1.1.4





Perform log pursuit.
(Page:652)
1.7.5.2.9.1.1.4.1

Given cues, describe
the next specific
action to take in
performing log pursuit
against a target
turning into the attack
at 4 gs or greater.
1.7.5.2.9.1.1.4.1.1

Describe the steps in
the procedure for log
pursuit in correct
order with no omissions.
1.7.5.2.9.1.1.4.1.1.1

Perform pursuit
(Page:651)
1.7.5.2.9.1.1.4

Perform pure pursuit
1.7.5.2.9.1.1.4.2

Given cues,
describe next
specific action to
take in performing pure
pursuit against both a
target flying straight
ahead and one turning
into the attack at 4 gs
or greater IAW Phase
Manual. (Page:655)
1.7.5.2.9.1.1.4.2.1

Perform pure pursuit
(Page:654)

1.7.5.2.9.1.1.4.2

Given cues, describe
next specific action to
take in performing pure
pursuit against both a
target flying straight
ahead and one turning
into the attack at 4 gs
or greater IAW Phase
Manual.

1.7.5.2.9.1.1.4.2.1

Describe the steps in
the procedure for pure
pursuit in correct
order with no omissions.

1.7.5.2.9.1.1.4.2.1.1

Perform pursuit
(Page:651)
1.7.5.2.9.1.1.4

Perform lead pursuit
1.7.5.2.9.1.1.4.3

Given cues,
describe next
specific action to
take in performing lead
pursuit against a
target turning into the
attack at 4 gs or
greater IAW Phase
Manual. (Page:657)
1.7.5.2.9.1.1.4.2.1

Perform lead pursuit
(Page:656)

1.7.5.2.9.1.1.4.3

Given cues, describe
next specific action to
take in performing lead
pursuit against a
target turning into the
attack at 4 gs or
greater IAW Phase
Manual.

1.7.5.2.9.1.1.4.3.1

Describe the steps in
the procedure for lead
pursuit in correct
order with no omissions.

1.7.5.2.9.1.1.4.3.1.1

Perform offensive BFn
(Page:643)

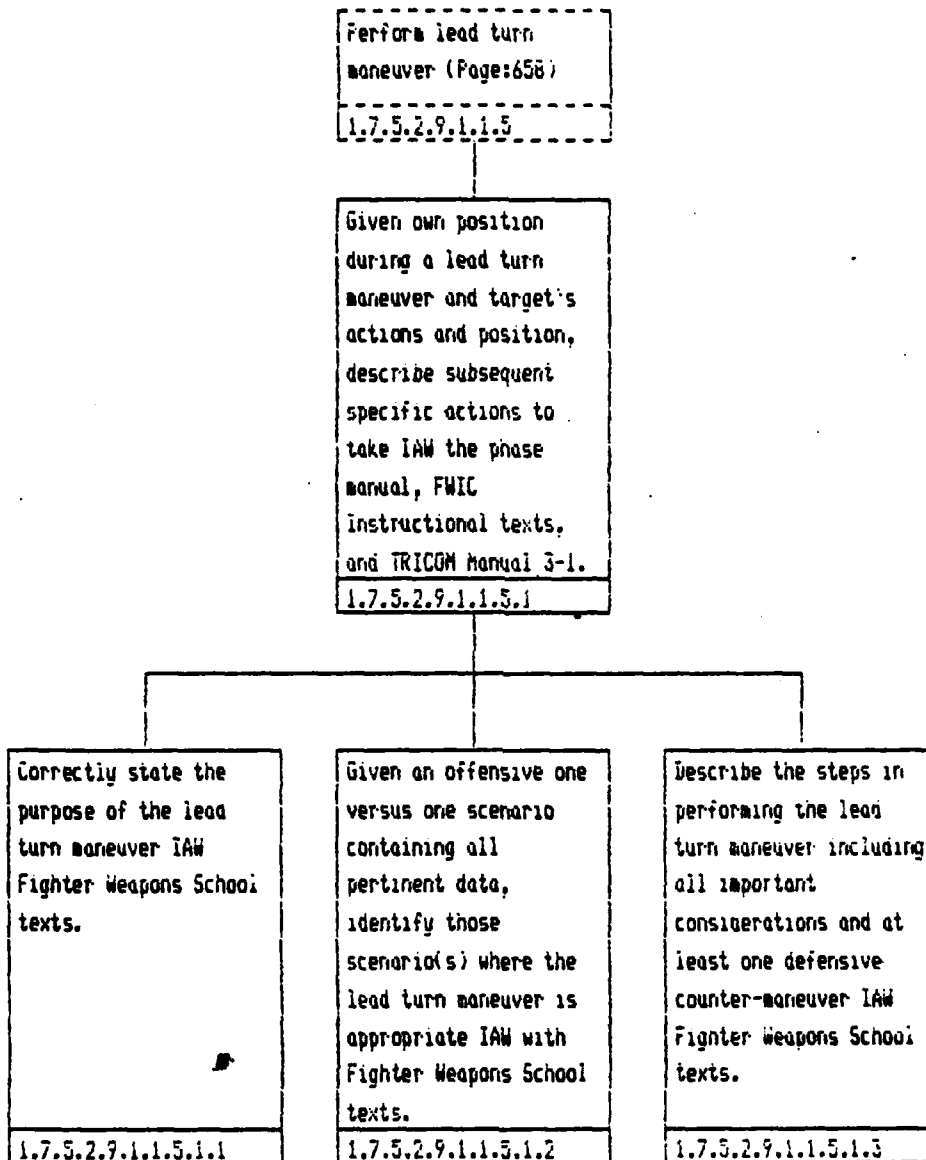
1.7.5.2.9.1.1

Perform lead turn
maneuver

1.7.5.2.9.1.1.5

Given own
position during a
lead turn maneuver
and target's actions
and position, describe
subsequent specific
actions to take IAW the
phase manual, FWIC
Instructional texts,
and TRICOH manual

1.7.5.2.9.1.1.5.



Perform offensive BFH
(Page:643)
1.7.5.2.9.1.1

Perform lag roll
1.7.5.2.9.1.1.6

Given own
position during a
lag roll maneuver
and target's actions
and position, describe
subsequent specific
actions to take IAW the
phase manual, FWIC
Instructional texts,
and TRICOM Manual
1.7.5.2.9.1.1.6.1

Perform lag roll
(Page:660)

1.7.5.2.9.1.1.6

Given own position during a lag roll maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.1.6.1

Correctly state the purpose of the lag roll maneuver IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.6.1.1

Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the lag roll maneuver is appropriate IAW with Fighter Weapons School texts.

1.7.5.2.9.1.1.6.1.2

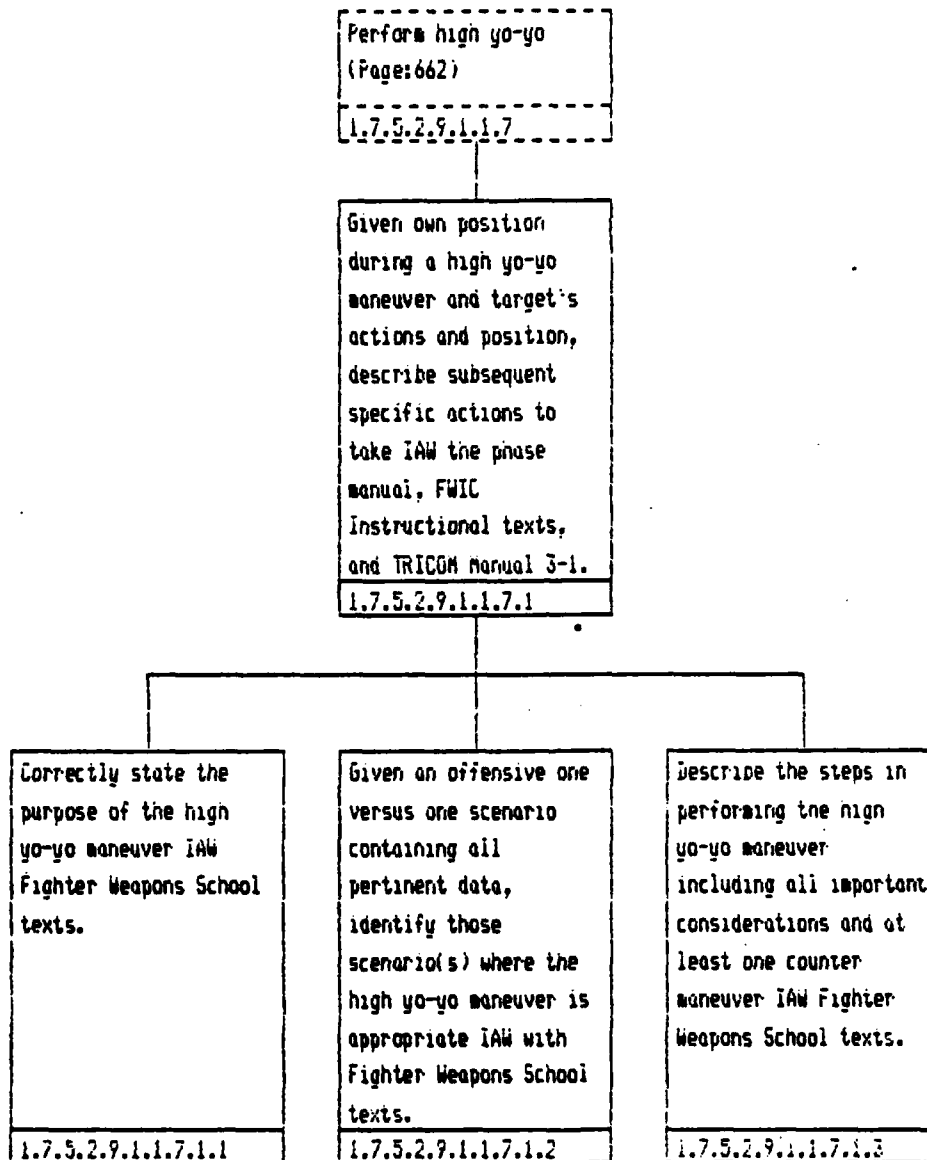
Describe the steps in performing the lag roll maneuver including the important considerations and at least one counter-maneuver IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.6.1.3

Perform offensive 8Fh
(Page:643)
1.7.5.2.9.1.1

Perform high yo-yo
1.7.5.2.9.1.1.7

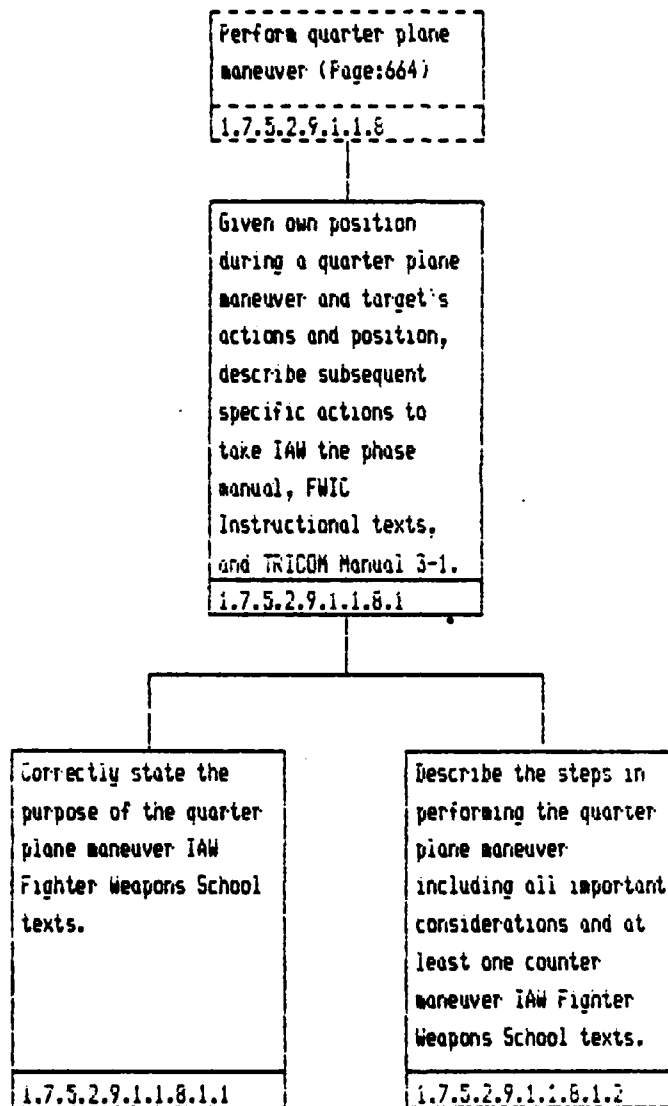
Given own
position during a
high yo-yo maneuver
and target's actions
and position, describe
subsequent specific
actions to take IAW the
phase manual, FWIC
Instructional texts,
and TRICOM Manual
1.7.5.2.9.1.1.7.



Perform offensive BFH
(Pages:643)
1.7.5.2.9.1.1

Perform quarter plane
maneuver
1.7.5.2.9.1.1.6

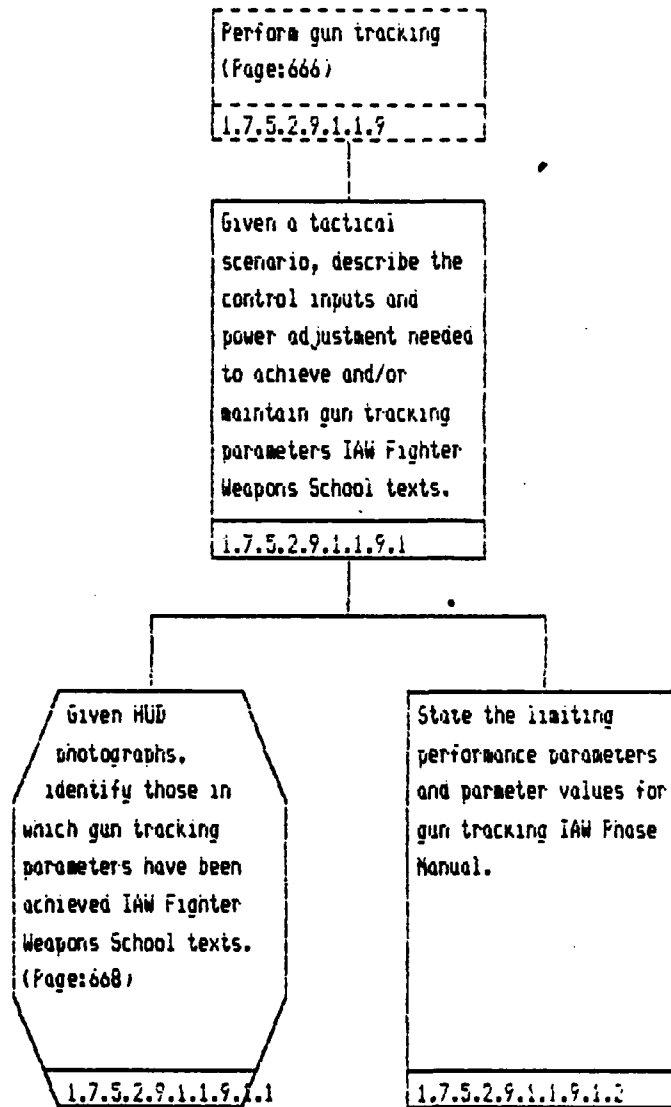
Given own
position during a
quarter plane
maneuver and target's
actions and position,
describe subsequent
specific actions to
take IAW the phase
manual, FWIC
Instructional
1.7.5.2.9.1.1.8.



Perform offensive BFH
(Page:643)
1.7.5.2.9.1.1

Perform gun tracking
1.7.5.2.9.1.1.9

Given a tactical scenario, describe the control inputs and power adjustment needed to achieve and/or maintain gun tracking parameters IAW Fighter Weapons School texts.
(Page:667)
1.7.5.2.9.1.1.9.



Given a tactical scenario, describe the control inputs and power adjustment needed to achieve and/or maintain gun tracking parameters IAW Fighter Weapons School texts.
(Page:667)

1.7.5.2.9.1.1.9.1

Given HUD photographs, identify those in which gun tracking parameters have been achieved IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.9.1.1

Describe the following four errors present in a gun tracking situation: parallax, gravity drop, trajectory shift, and kinematic lead; with no errors or omissions, IAW Fighter weapons School texts.

1.7.5.2.9.1.1.9.1.1.1

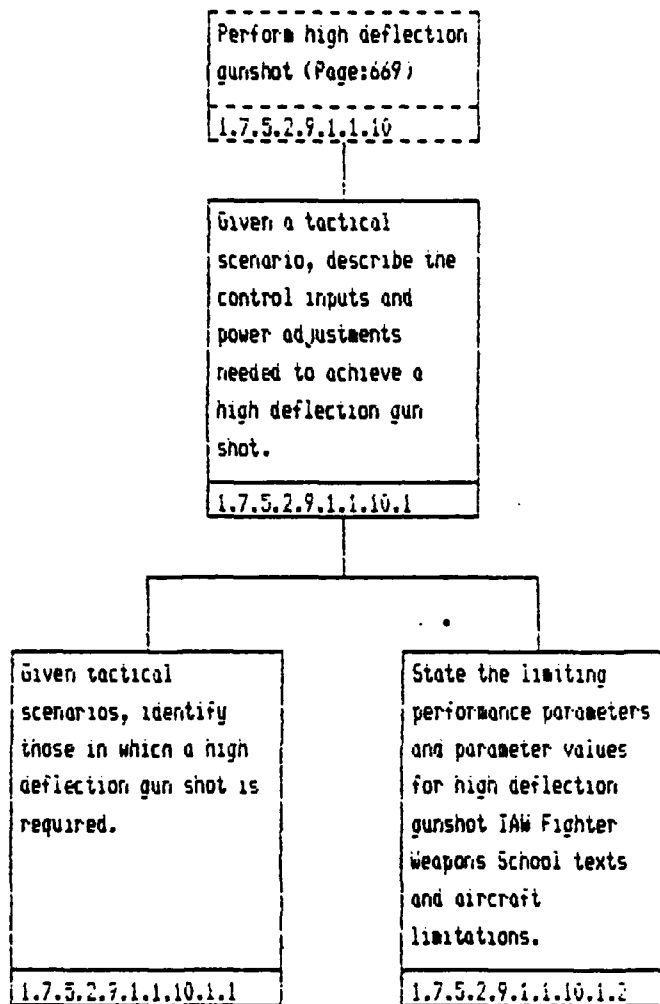
Given a drawing of a turning aircraft including all pertinent data, correctly designate the aircraft's plane of motion.

1.7.5.2.9.1.1.9.1.1.2

Perform offensive BFH
(Page:643)
1.7.5.2.9.1.1

Perform high deflection
gunshot
1.7.5.2.9.1.1.10

Given a
tactical
scenario, describe
the control inputs and
power adjustments
needed to achieve a
high deflection gun
shot. (Page:670)
1.7.5.2.9.1.1.10/1



Perform offensive BFH
(Page:643)
1.7.5.2.9.1.1

Perform butterfly dart
pattern (T) (C)
1.7.5.2.9.1.1.1

Given avionic
and visual cues,
describe subsequent
actions to take in
performing a butterfly
dart pattern IAW
Fighter Weapons School
texts and Phase manuals
within current 55-16
and 51-50
1.7.5.2.9.1.1.1.1

Perform butterfly dart
pattern (T) (C)
(Page:671)
1.7.5.2.9.1.1.11

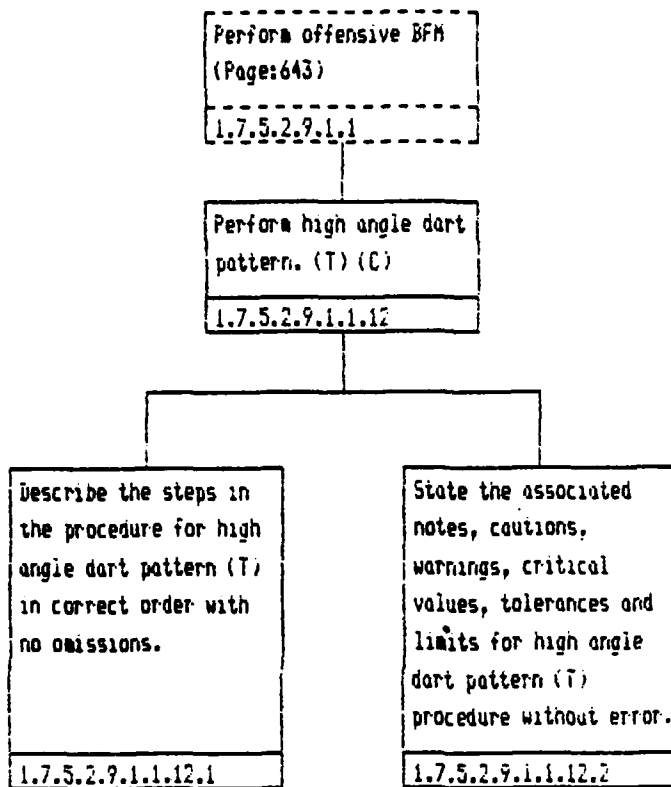
Given avionic and
visual cues, describe
subsequent actions to
take in performing a
butterfly dart pattern
IAW Fighter Weapons
School texts and Phase
Manuals within current
55-16 and 51-50
restrictions.
1.7.5.2.9.1.1.11.1

State the butterfly
dart pattern entry
conditions without
error.

1.7.5.2.9.1.1.11.1.1

Given HUD photographs,
identify the correct
firing parameters for a
standard dart without
error.

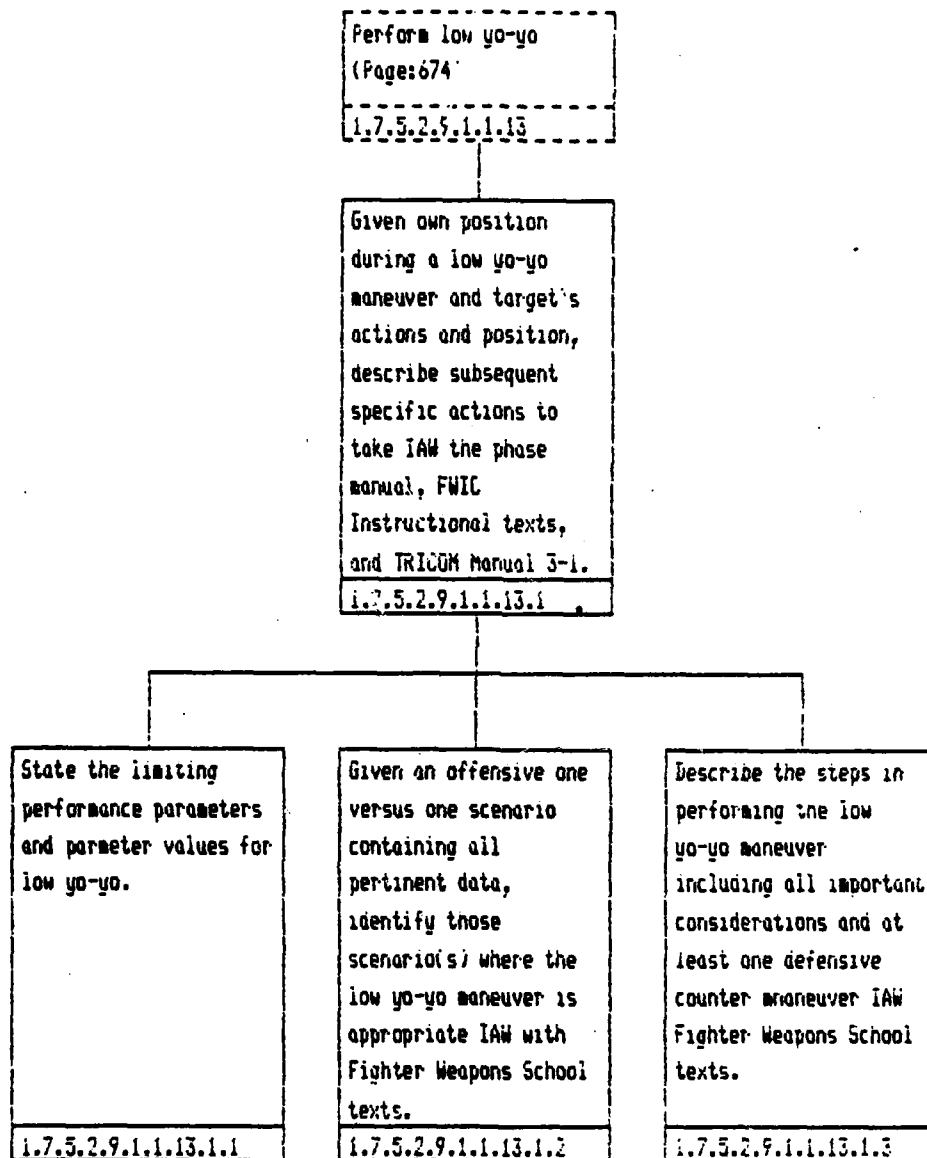
1.7.5.2.9.1.1.11.1.2



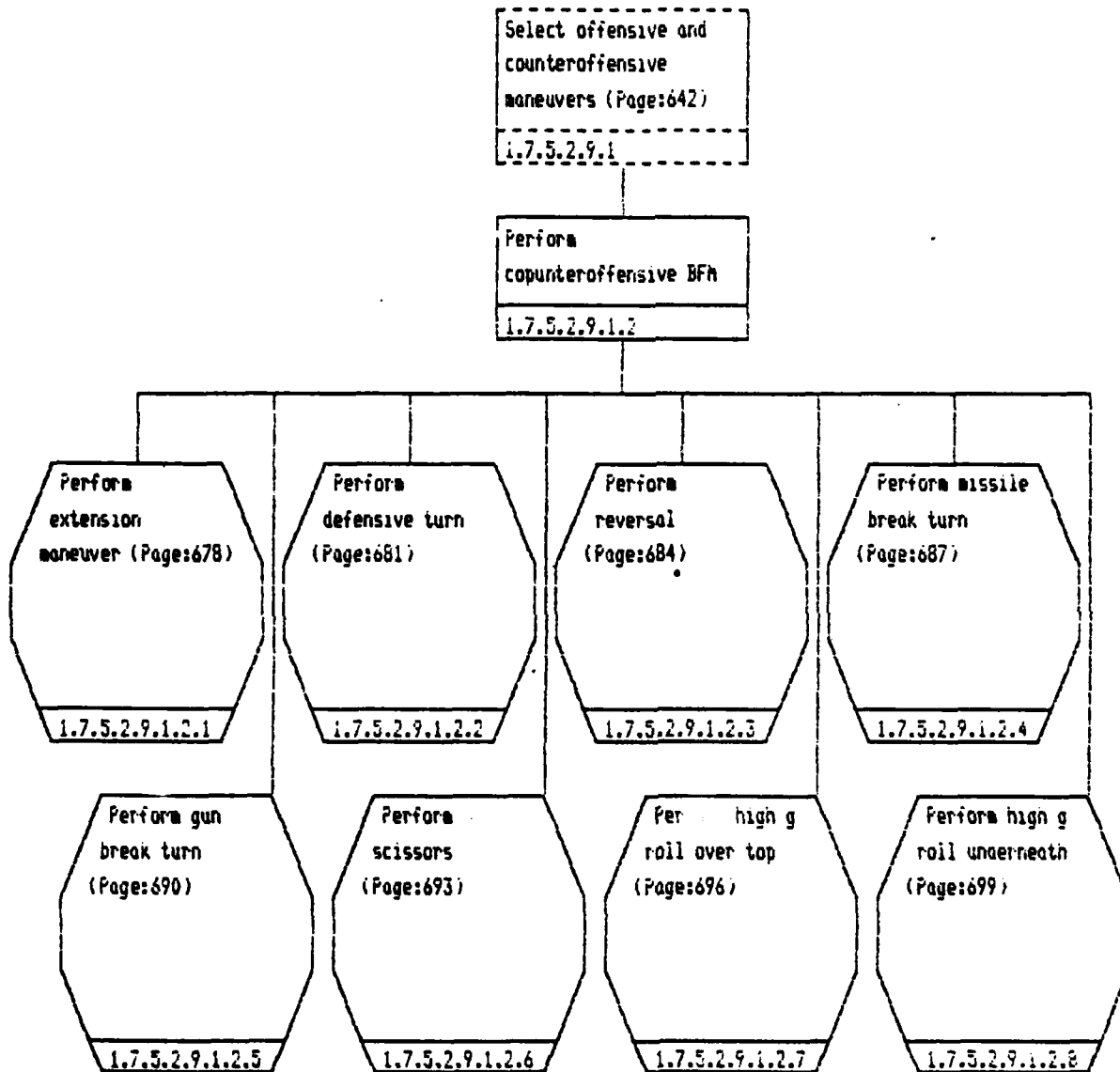
Perform offensive BFM
(Page:643)
1.7.5.2.9.1.1

Perform low yo-yo
1.7.5.2.9.1.1.13

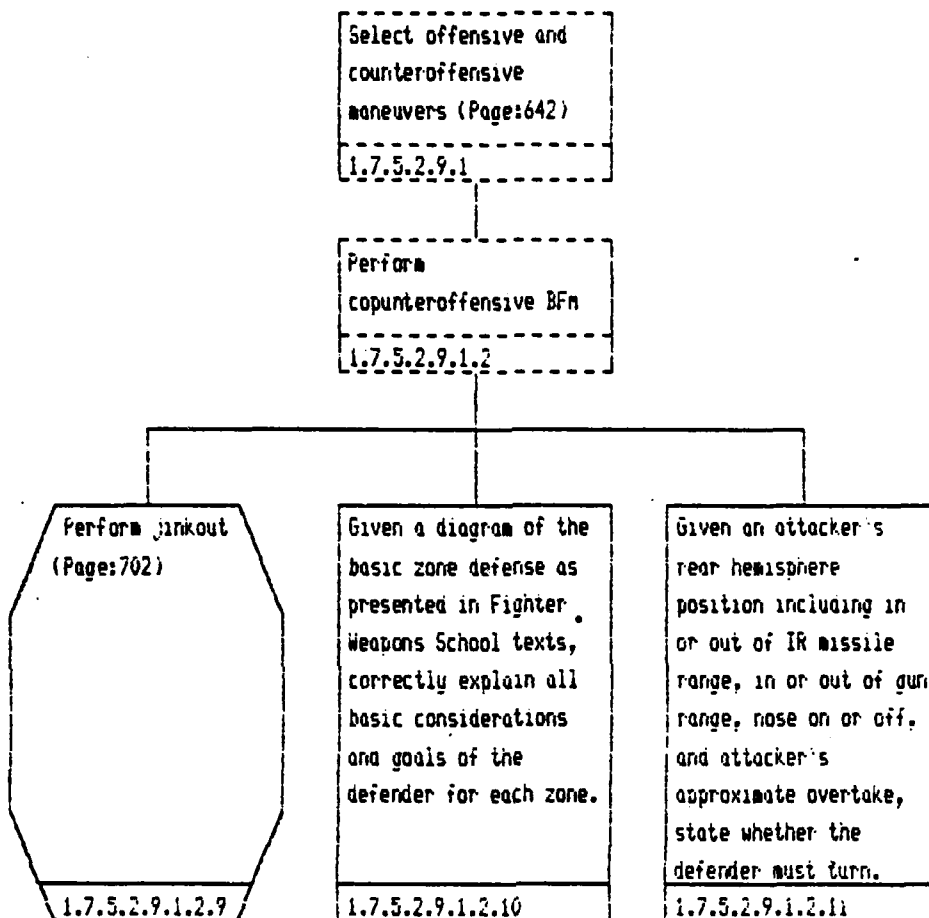
Given own
position during a
low yo-yo maneuver
and target's actions
and position, describe
subsequent specific
actions to take IAW the
phase manual, FWIC
Instructional texts,
and TRICOM Manual
1.7.5.2.9.1.1.13.1



Continued on page: 677



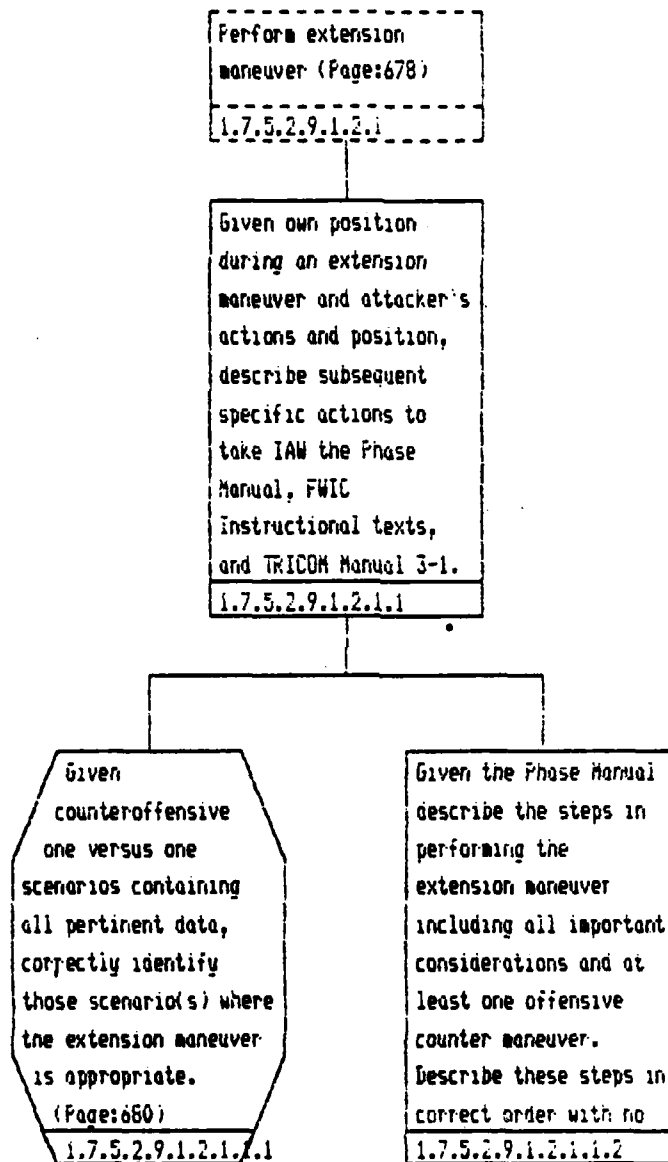
Continued from page: 676



Perform
computeroffensive BFM
(Page:676)
1.7.5.2.9.1.2

Perform extension
maneuver
1.7.5.2.9.1.2.1

Given own
position during
an extension
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional
1.7.5.2.9.1.2.1.1



Given own position
during an extension
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional texts,
and TRICOM Manual 3-1.
1.7.5.2.9.1.2.1.1

Given counteroffensive
one versus one
scenarios containing
all pertinent data, .
correctly identify
those scenario(s) where
the extension maneuver
is appropriate.
1.7.5.2.9.1.2.1.1.1

Correctly state the
purpose of the
extension maneuver IAW
the phase Manual.
1.7.5.2.9.1.2.1.1.1.1

Perform
computeroffensive 3Fh
(Page:676)
1.7.5.2.9.1.2

Perform defensive turn
1.7.5.2.9.1.2.2

Given own
position during a
defensive turn
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional
1.7.5.2.9.1.2.2.

Perform defensive turn
(Page:681)
1.7.5.2.9.1.2.2

Given own position
during a defensive turn
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.
1.7.5.2.9.1.2.2.i

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the defensive turn
maneuver is
appropriate.
1.7.5.2.9.1.2.2.i.1

IAW the Phase Manual,
describe the steps in
performing the
defensive turn maneuver
including all important
considerations and at
least one offensive
counter-maneuver.
Describe these steps in
correct order with no
1.7.5.2.9.1.2.2.i.2

Given own position during a defensive turn maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.2.2.1

Given counteroffensive one versus one scenarios containing all pertinent data, . correctly identify those scenario(s) where the defensive turn maneuver is appropriate.

1.7.5.2.9.1.2.2.1.1

Correctly state the purpose of the defensive turn maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.2.1.1.1

Perform
counteroffensive BFn
(Page:676)
1.7.5.2.9.1.2

Perform reversal
1.7.5.2.9.1.2.3

Given own
position during a
reversal maneuver
and attacker's actions
and position, describe
subsequent specific
actions to take IAW the
Phase Manual, FWIC
Instructional Texts,
and TRICOM Manual
1.7.5.2.9.1.2.3.

Perform reversal
(Page:684)

1.7.5.2.9.1.2.3

Given own position
during a reversal
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.

1.7.5.2.9.1.2.3.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the reversal maneuver
is appropriate.

(Page:686)

1.7.5.2.9.1.2.3.1.1

IAW the Phase Manual,
describe the steps in
performing the reversal
maneuver including all
important
considerations and at
least one offensive
counter maneuver.

Describe these steps in
correct order with no

1.7.5.2.9.1.2.3.1.2

Given own position
during a reversal
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.
1.7.5.2.9.1.2.3.1

Given counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the reversal maneuver
is appropriate.
1.7.5.2.9.1.2.3.1.1

Correctly state the
purpose of the reversal
maneuver IAW the Phase
Manual.
1.7.5.2.9.1.2.3.1.1.1

Perform
counteroffensive BFM
(Page:676)
1.7.5.2.9.1.2

Perform missile break
turn
1.7.5.2.9.1.2.4

Given own
position during a
missile break
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional
1.7.5.2.9.1.2.4.

Perform missile break
turn (Page:687)

1.7.5.2.9.1.2.4

Given own position
during a missile break
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.

1.7.5.2.9.1.2.4.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the missile break
maneuver is
appropriate.

1.7.5.2.9.1.2.4.1.1

IAW the Phase Manual
describe the steps in
performing the missile
break maneuver
including all important
considerations and at
least one offensive
counter-maneuver.
Describe these steps in
correct order with no

1.7.5.2.9.1.2.4.1.2

Given own position
during a missile break
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.
1.7.5.2.9.1.2.4.1

Given counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenarios, where
the missile break
maneuver is appropriate.

1.7.5.2.9.1.2.4.1.1

Correctly state the
purpose of the missile
break maneuver IAW the
Phase Manual.

1.7.5.2.9.1.2.4.1.1.1

Perform
counteroffensive BFN
(Page:676)
1.7.5.2.9.1.2

Perform gun break turn
1.7.5.2.9.1.2.5

Given own
position during a
gun break maneuver,
and attacker's actions
and position, describe
subsequent specific
actions to take IAW the
Phase Manual, FWIC
Instructional Texts,
and TRICOM Manual
1.7.5.2.9.1.2.5.1

Perform gun break turn
(Page:690)

1.7.5.2.9.1.2.5

Given own position
during a gun break
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.

1.7.5.2.9.1.2.5.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the gun break maneuver
is appropriate.

(Page:692)

1.7.5.2.9.1.2.5.1.1

IAW the Phase Manual,
describe the steps in
performing the gun
break maneuver
including all important
considerations and at
least one
counter-maneuver.
Describe these steps in
correct order with no

1.7.5.2.9.1.2.5.1.2

Given own position during a gun break maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

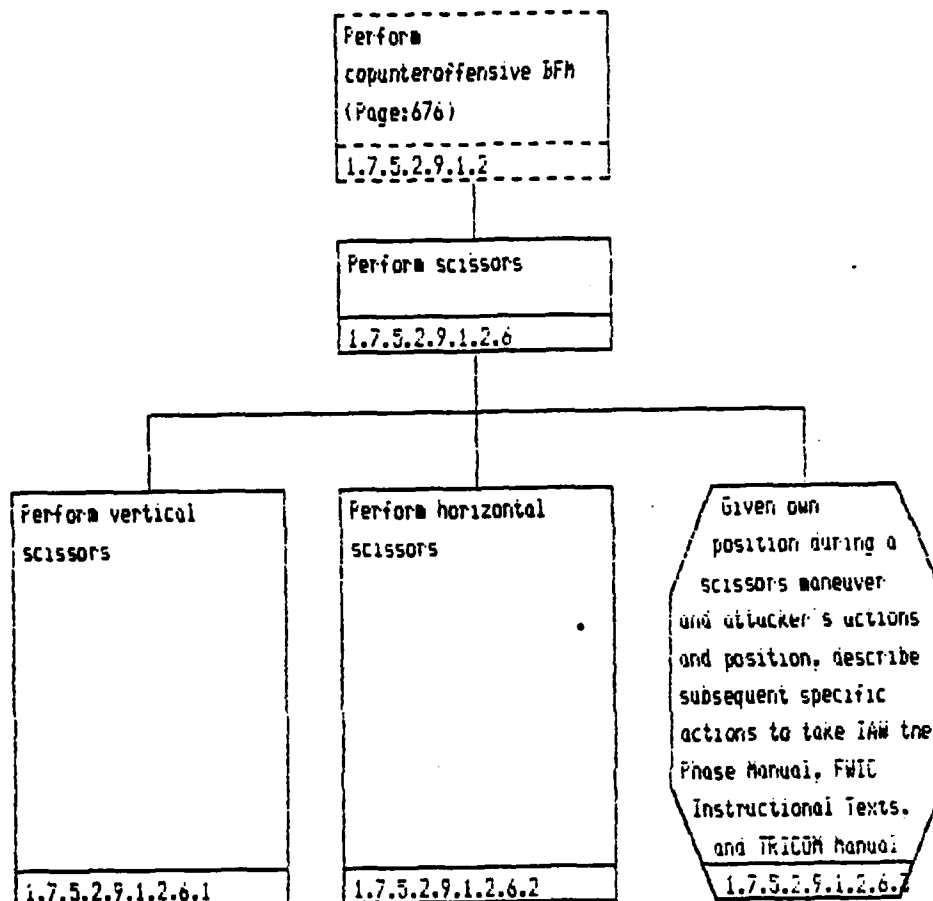
1.7.5.2.9.1.2.5.1

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the gun break maneuver is appropriate.

1.7.5.2.9.1.2.5.1.1

Correctly state the purpose of the gun break maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.5.1.1.1



Perform scissors
(Page:693)
1.7.5.2.9.1.2.6

Given own position
during a scissors
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.
1.7.5.2.9.1.2.6.3

Given
counteroffensive
one versus one
scenarios containing
all pertinent data.
correctly identify
those scenarios) where
the scissors maneuver
is appropriate.
(Page:695)
1.7.5.2.9.1.2.6.3.1

IAW the Phase Manual,
describe the steps in
performing the scissors
maneuver including the
important
considerations and at
least one offensive
counter maneuver.
Describe these steps in
correct order with no
1.7.5.2.9.1.2.6.3.2

Given own position during a scissors maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.
1.7.5.2.9.1.2.6.3

Given counteroffensive one versus one scenarios containing all pertinent data, • correctly identify those scenario(s) where the scissors maneuver is appropriate.

1.7.5.2.9.1.2.6.3.1

Correctly state the purpose of the scissors maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.6.3.1.1

Perform
counteroffensive BFH
(Page:676)
1.7.5.2.9.1.2

Perform high g roll
over top
1.7.5.2.9.1.2.7

Given own
position during a
high g roll
over-the-top maneuver
and attacker's actions
and position, describe
subsequent specific
actions to take IAW the
Phase Manual, FWIC
Instructional
1.7.5.2.9.1.2.7.

Perform high g roll
over top (Page:696)
1.7.5.2.9.1.2.7

Given own position
during a high g roll
over-the-top maneuver
and attacker's actions
and position, describe
subsequent specific
actions to take IAW the
Phase Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.
1.7.5.2.9.1.2.7.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the high g roll
over-the-top maneuver
is appropriate.
1.7.5.2.9.1.2.7.1

IAW the Phase manual
describe the steps in
performing the high g
roll over-the-top
maneuver including all
important
considerations and at
least one offensive
counter-maneuver.
Describe these steps in
1.7.5.2.9.1.2.7.1.2

Given own position during a high g roll over-the-top maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.2.7.1

Given counteroffensive one versus one scenarios containing all pertinent data, • correctly identify those scenario(s) where the high g roll over-the-top maneuver is appropriate.

1.7.5.2.9.1.2.7.1.1

Correctly state the purpose of the high g roll over-the-top maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.7.1.1.1

Perform
counteroffensive BFH
(Page:676)
1.7.5.2.9.1.2

Perform high g roll
underneath

1.7.5.2.9.1.2.8

Given own
position during a
high g roll
underneath maneuver and
attacker's actions and
position, describe
subsequent specific
actions to take IAW the
Phase Manual, FWIC
Instructional
1.7.5.2.9.1.2.8.1

Perform high g roll
underneath (Page:699)
1.7.5.2.9.1.2.6

Given own position
during a high g roll
underneath maneuver and
attacker's actions and
position, describe
subsequent specific
actions to take IAW the
Phase Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.
1.7.5.2.9.1.2.8.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the high g roll
underneath maneuver
is appropriate.
1.7.5.2.9.1.2.8.1.1

IAW the Phase Manual,
describe the steps in
performing the high g
roll underneath
maneuver including all
the important
considerations and at
least one offensive
counter-maneuver.
Describe these steps in
1.7.5.2.9.1.2.8.1.2

Given own position during a high g roll underneath maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.2.8.1

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the high g roll underneath maneuver is appropriate.

1.7.5.2.9.1.2.8.1.1

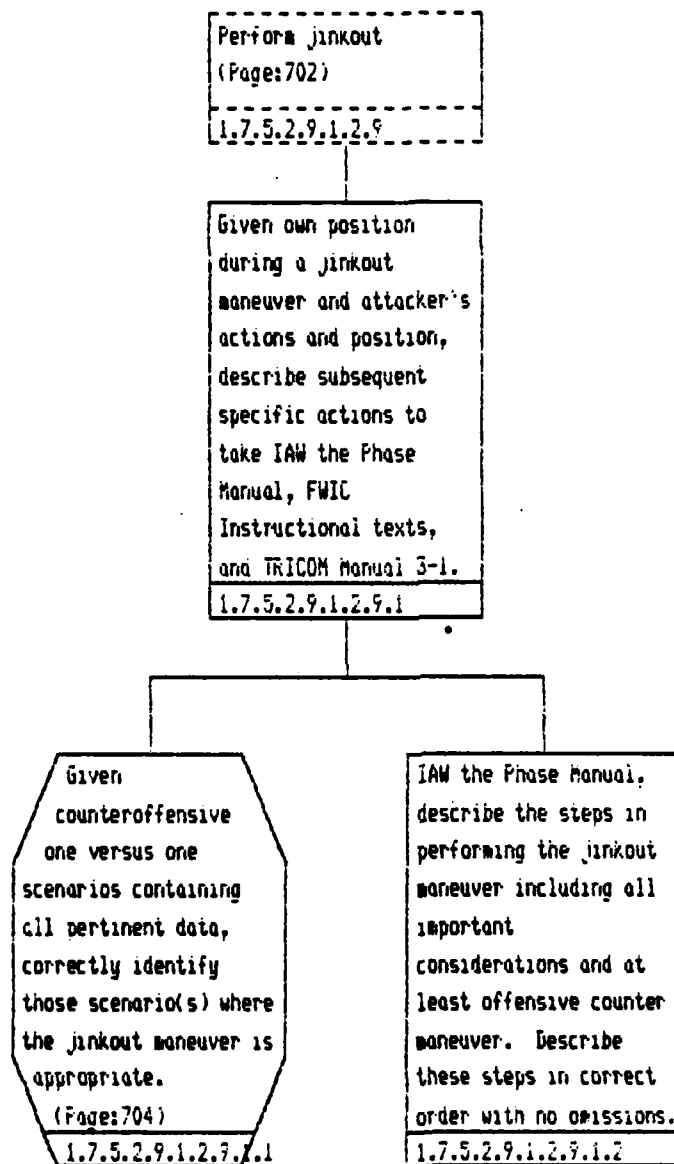
Correctly state the purpose of the high g roll underneath maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.8.1.1.1

Perform
counteroffensive BFH
(Page: 676)
1.7.5.2.9.1.2

Perform jinkout
1.7.5.2.9.1.2.9

Given own
position during a
jinkout maneuver
and attacker's actions
and position, describe
subsequent specific
actions to take IAW the
Phase Manual, FWIC
Instructional texts,
and TRICOM Manual
1.7.5.2.9.1.2.9.



Given own position during a jinkout maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional texts, and TRICOM Manual 3-1.

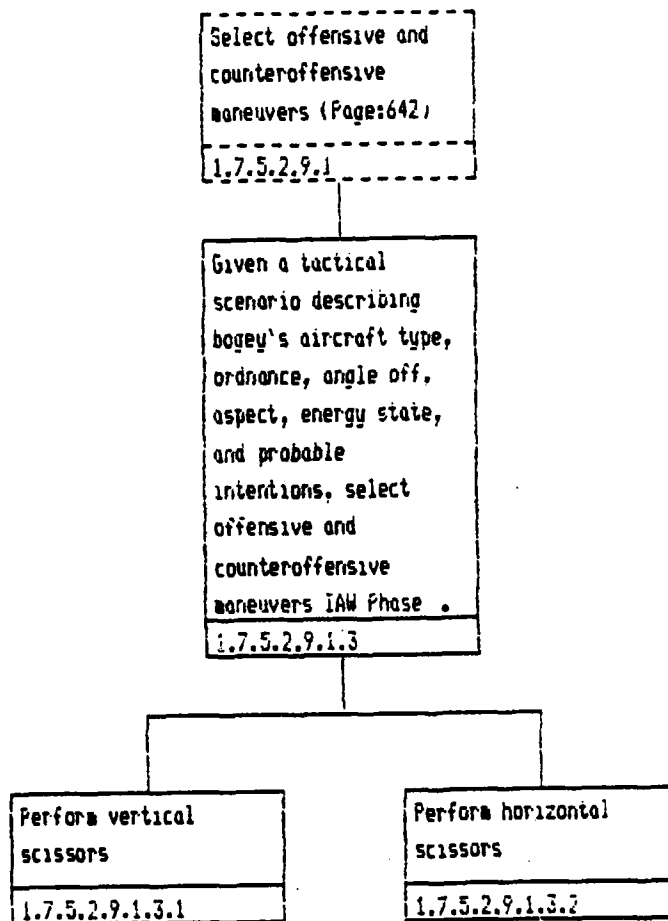
1.7.5.2.9.1.2.9.1

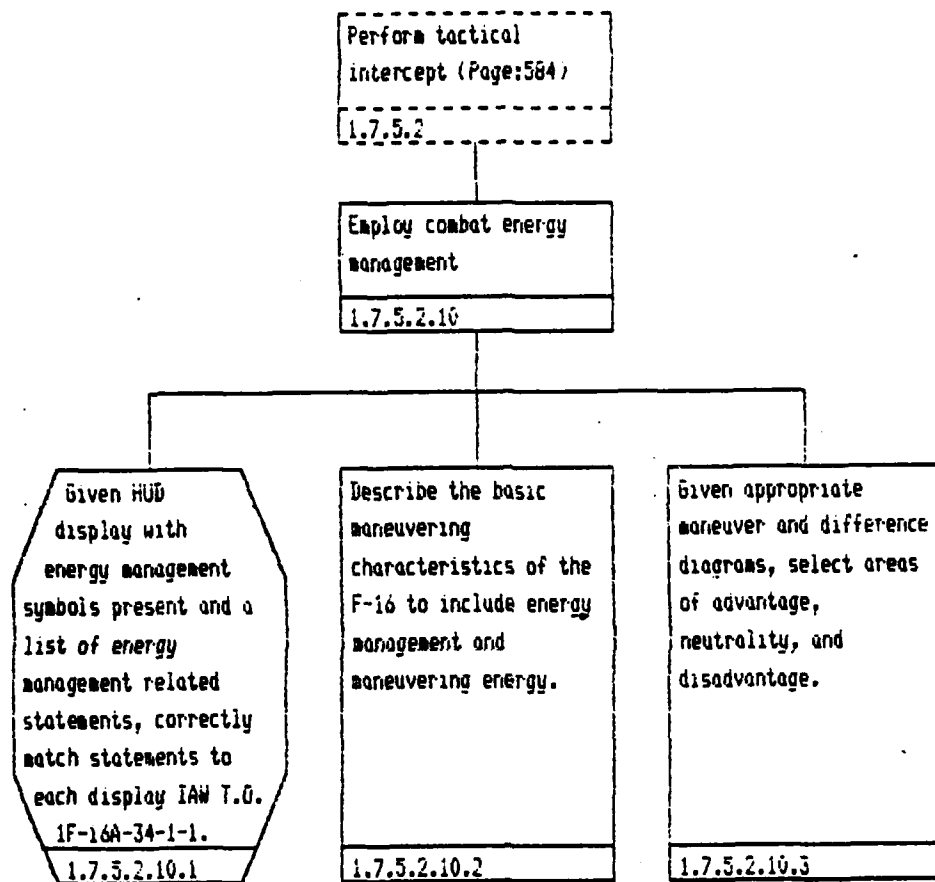
Given counteroffensive one versus one scenarios containing all pertinent data, • correctly identify those scenario(s) where the jinkout maneuver is appropriate.

1.7.5.2.9.1.2.9.1.1

Correctly state the purpose of the jinkout maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.9.1.1.1





Employ combat energy
management (Page:706)

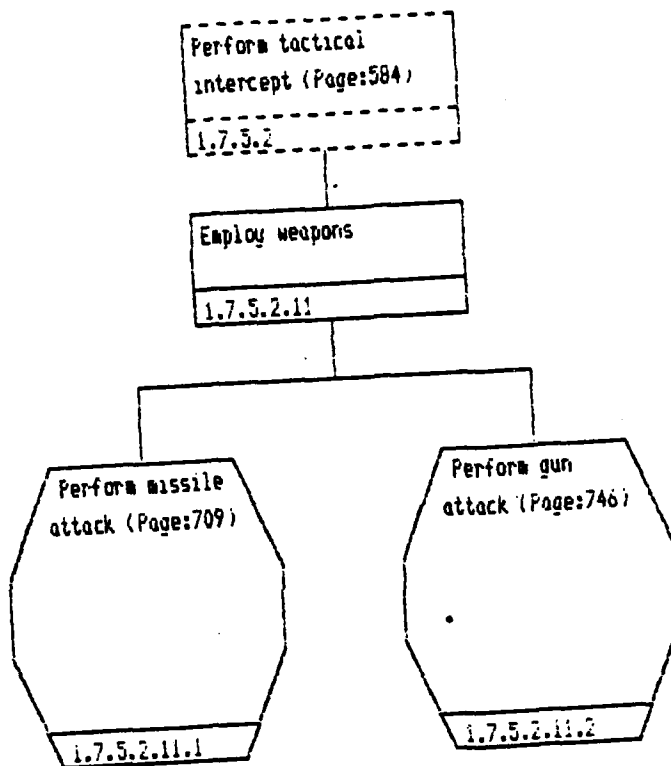
1.7.5.2.10

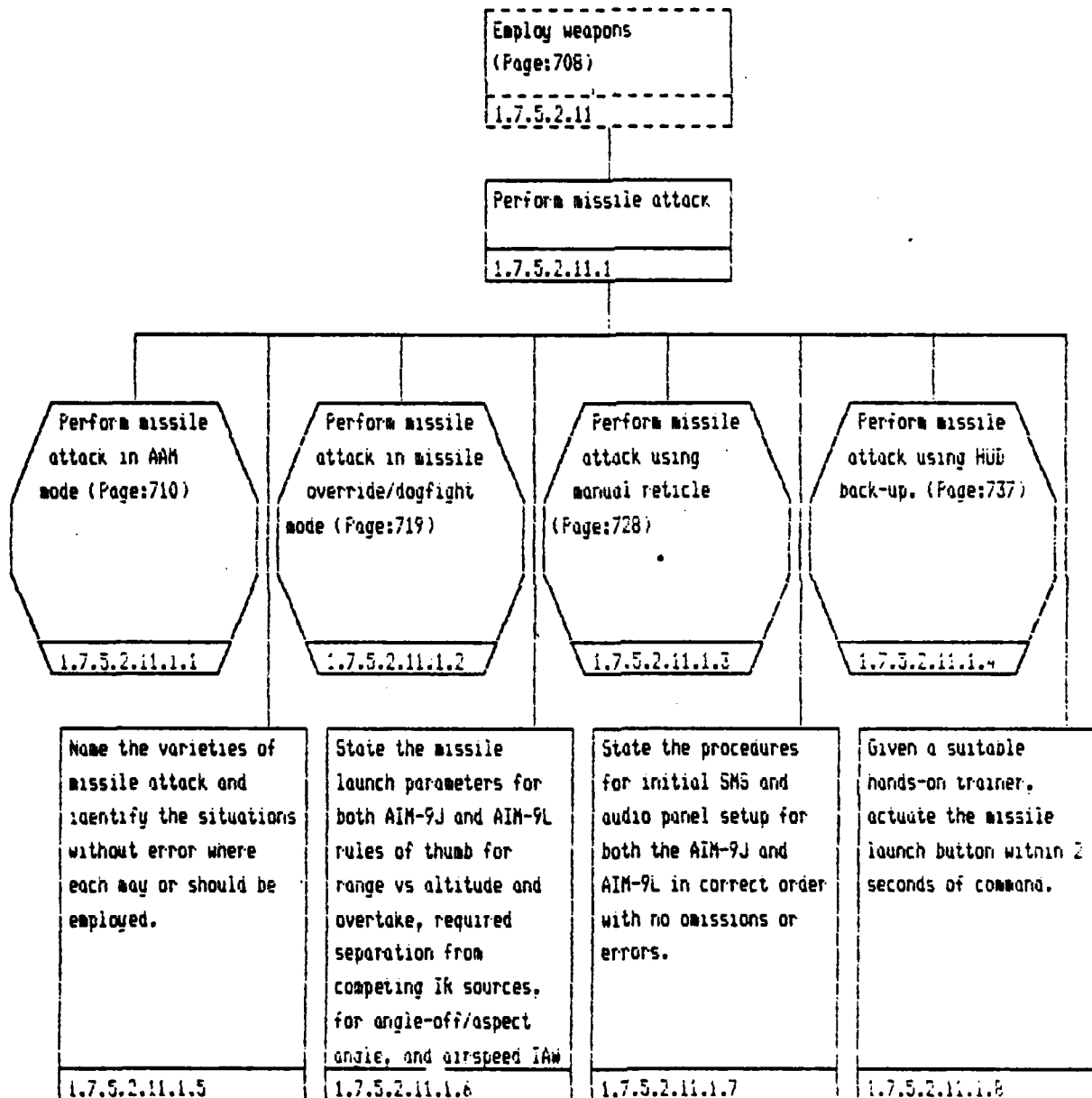
Given HUD display with
energy management
symbols present and a
list of energy
management related
statements, correctly
match statements to
each display IAW T.O.
IF-16A-34-1-1.

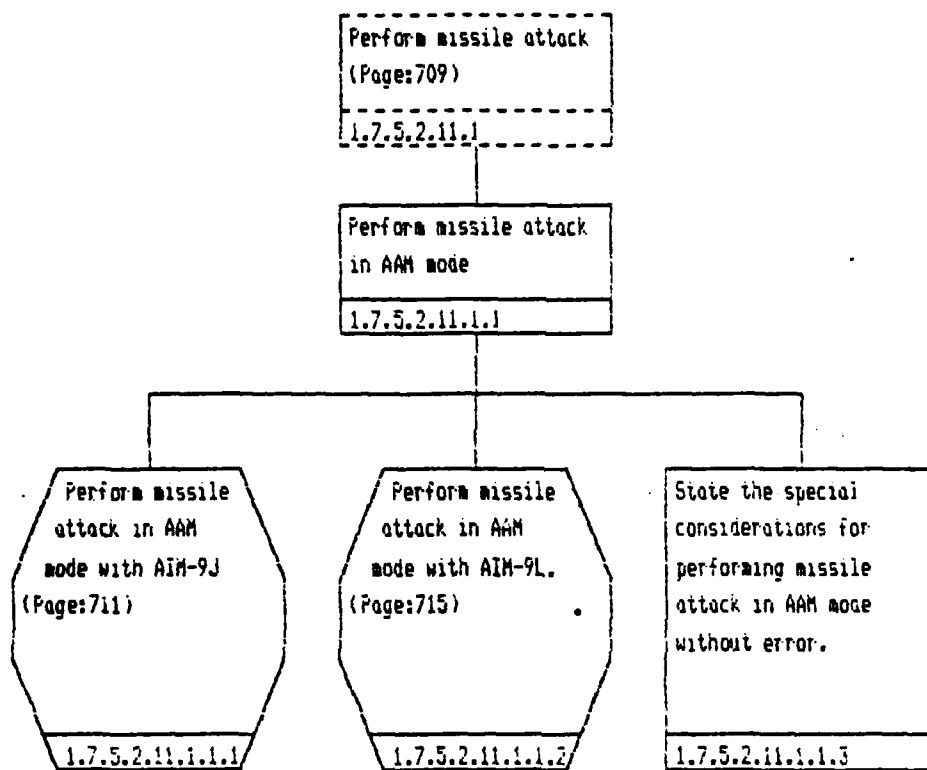
1.7.5.2.10.1

Define specific energy
(Es) and specific power
(Ps) IAW Fighter
Weapons School texts.
(E)

1.7.5.2.10.1.1







Perform missile attack
in AAM mode (Page:710)

1.7.5.2.11.1.1

Perform missile attack
in AAM mode with AIM-9J

1.7.5.2.11.1.1.1

Given cues,
describe the next
specific action to
take in performing
missile attack in AAM
mode with AIM-9J IAW
current tactical
doctrine and
regulations.

(Page:712)

1.7.5.2.11.1.1.1.1

Perform missile attack
in AAM mode with AIM-9J
(Page:711)

1.7.5.2.11.1.1.1

Given cues, describe
the next specific
action to take in
performing missile
attack in AAM mode with
AIM-9J IAW current
tactical doctrine and
regulations.

1.7.5.2.11.1.1.1.1

Describe the
steps in the
procedure for
missile attack in AAM
mode with AIM-9J in
correct order with no
omissions. (Page:713)

1.7.5.2.11.1.1.1.1.1

Given cues, describe the next specific action to take in performing missile attack in AAM mode with AIM-9J IAW current tactical doctrine and regulations. (Page:712)

1.7.5.2.11.1.1.1.1

Describe the steps in the procedure for missile attack in AAM mode with AIM-9J in correct order with no omissions.

1.7.5.2.11.1.1.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the AAM mode.

1.7.5.2.11.1.1.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the AAM mode, state whether or not missile launch parameters have been attained. (Page:714)

1.7.5.2.11.1.1.1.1.2

State the special considerations for employing the AIM-9J missile in the AAM mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.1.1.1.3

Describe the steps in the procedure for missile attack in AAM mode with AIM-9J in correct order with no omissions. (Page:713)

1.7.5.2.11.1.1.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the AAM mode, state whether or not missile launch parameters have been attained.

1.7.5.2.11.1.1.1.1.2

Given a HUD presentation, state whether the AAM mode is selected and whether or not the AIM-9J missile is armed.

1.7.5.2.11.1.1.1.1.2.1

Given a HUD presentation of the AIM-9J missile in the AAM mode, correctly identify all missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.1.1.1.2.2

Perform missile attack
in AAM mode (Page:710)
1.7.5.2.11.1.1

Perform missile attack
in AAM mode with AIM-9L.
1.7.5.2.11.1.1.2

Given cues,
describe the next
specific action to
take in performing
missile attack in AAM
mode with AIM-9L IAW
tech order procedures
and current tactical
doctrine and
regulations.
1.7.5.2.11.1.1.2.1

Perform missile attack
in AAM mode with
AIM-9L. (Page:715)
1.7.5.2.11.1.1.2

Given cues, describe
the next specific
action to take in
performing missile
attack in AAM mode with
AIM-9L IAW tech order
procedures and current
tactical doctrine and
regulations.
1.7.5.2.11.1.1.2.1

Describe the
steps in the
procedure for
missile attack in AAM
mode with AIM-9L in
correct order with no
omissions. (Page:717)
1.7.5.2.11.1.1.2.1.1

Given cues, describe the next specific action to take in performing missile attack in AAM mode with AIM-9L IAW tech order procedures and current tactical doctrine and regulations. (Page:716)

1.7.5.2.11.1.1.2.1

Describe the steps in the procedure for missile attack in AAM mode with AIM-9L in correct order with no omissions.

1.7.5.2.11.1.1.2.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the AAM mode.

1.7.5.2.11.1.1.2.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the AAM mode, state whether or not missile launch parameters have been attained. (Page:718)

1.7.5.2.11.1.1.2.1.1.2

State the special considerations for employing the AIM-9L missile in the AAM mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.1.2.1.1.3

Describe the steps in the procedure for missile attack in AAM mode with AIM-9L in correct order with no omissions. (Page:717)

1.7.5.2.11.1.1.2.1.1

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the AAM mode, state whether or not missile launch parameters have been attained.

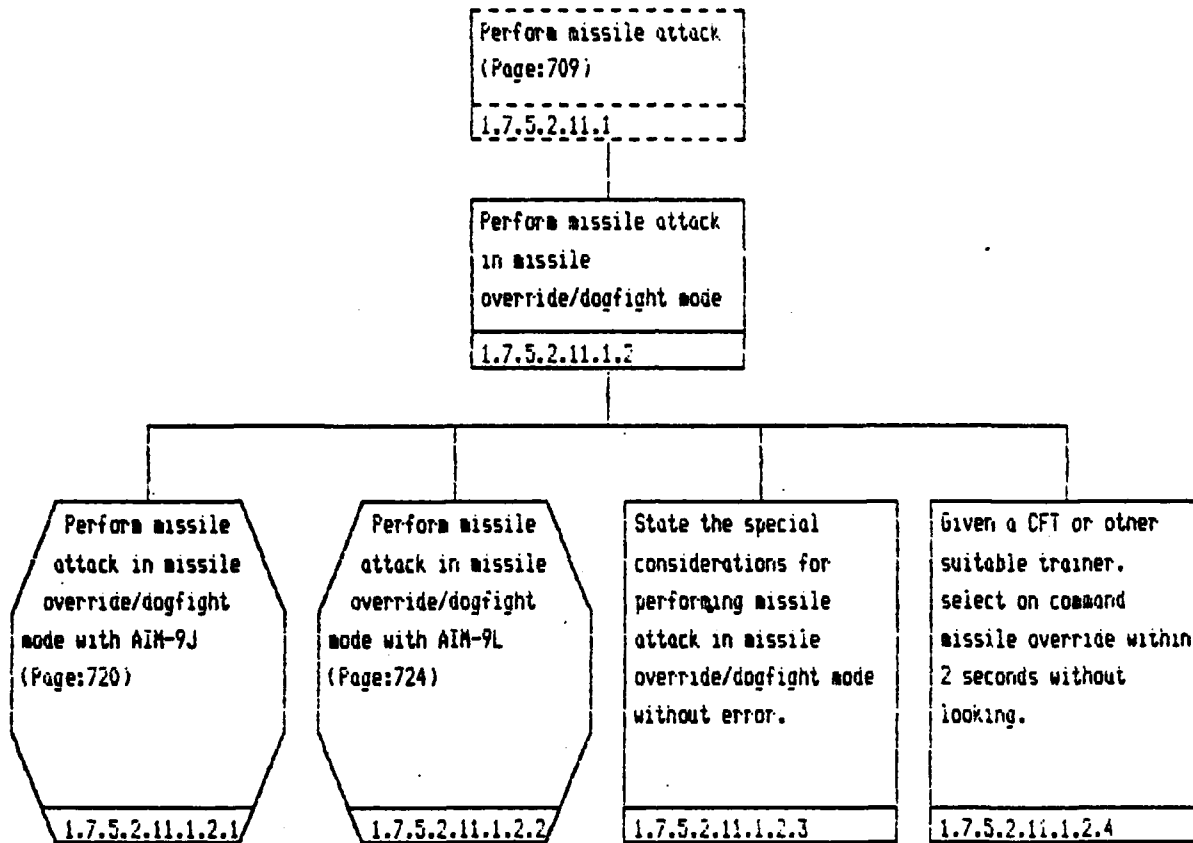
1.7.5.2.11.1.1.2.1.2

Given a HUD presentation, state whether the AAM mode is selected and whether or not the AIM-9L missile is armed.

1.7.5.2.11.1.1.2.1.2.1

Given a HUD presentation of the AIM-9L missile in the AAM mode, correctly identify all missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.1.2.1.2.2



Perform missile attack
in missile
override/dogfight mode
(Page:719)

1.7.5.2.11.1.2

Perform missile attack
in missile
override/dogfight mode
with AIM-9J

1.7.5.2.11.1.2.1

Given cues,
describe the next
specific action to
take in performing
missile attack in
missile
override/dogfight mode
with AIM-9J IAW current
tactical doctrine,
regulations, and

1.7.5.2.11.1.2.1.1

Perform missile attack
in missile
override/dogfight mode
with AIM-9J (Page:720)

1.7.5.2.11.1.2.i

Given cues, describe
the next specific
action to take in
performing missile
attack in missile
override/dogfight mode
with AIM-9J IAW current
tactical doctrine,
regulations, and tech
order procedures.

1.7.5.2.11.1.2.1.1

Describe the
steps in the
procedure for
missile attack in
missile
override/dogfight mode
with AIM-9J in correct
order with no
omissions. (Page:722)

1.7.5.2.11.1.2.1.1.1

Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9J IAW current tactical doctrine, regulations, and tech order procedures.

1.7.5.2.11.1.2.1.1

Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9J in correct order with no omissions.

1.7.5.2.11.1.2.1.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the missile override/dogfight mode.

1.7.5.2.11.1.2.1.1.1.1

State a HUD presentation and on audio indication of an armed AIM-9J missile in the missile override/dogfight mode, state whether or not missile launch parameters have been attained.

1.7.5.2.11.1.2.1.1.1.2

State the special considerations for employing the AIM-9J missile in the missile override/dogfight mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.2.1.1.1.3

Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9J in correct order with no omissions. (Page:722)

1.7.5.2.11.1.2.1.1.1

State a HUD presentation and an audio indication of an armed AIM-9J missile in the missile override/dogfight mode, state whether or not missile launch parameters have been attained.

1.7.5.2.11.1.2.1.1.2

Given a HUD presentation, state whether the missile override/dogfight mode is selected and whether or not the AIM-9J missile is armed.

1.7.5.2.11.1.2.1.1.2.1

Given a HUD presentation of the AIM-9J missile on the missile override/dogfight mode, correctly identify the various components and state the values represented IAW the Avionics Manual and

1.7.5.2.11.1.2.1.1.2.2

Perform missile attack
in missile
override/dogfight mode
(Page:719)

1.7.5.2.11.1.2

Perform missile attack
in missile
override/dogfight mode
with AIM-9L

1.7.5.2.11.1.2.2

Given cues,
describe the next
specific action to
take in performing
missile attack in
missile
override/dogfight mode
with AIM-9L IAW current
tactical doctrine,
regulations, and

1.7.5.2.11.1.2.2.1

perform missile attack
in missile
override/dogfight mode
with AIM-9L (Page:724)

1.7.5.2.11.1.2.2

Given cues, describe
the next specific
action to take in
performing missile
attack in missile
override/dogfight mode
with AIM-9L IAW current
tactical doctrine,
regulations, and tech
order procedures.

1.7.5.2.11.1.2.2.1

Describe the
steps in the
procedure for
missile attack in
missile
override/dogfight mode
with AIM-9L in correct
order with no
omissions. (Page:726)

1.7.5.2.11.1.2.2.1.1

Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9L IAW current tactical doctrine, regulations, and tech order procedures.

1.7.5.2.11.1.2.7.1

Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9L in correct order with no omissions.

1.7.5.2.11.1.2.2.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9L missile in the missile override/dogfight mode.

1.7.5.2.11.1.2.2.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the missile override/dogfight mode, state whether or not missile launch parameters have been attained.

1.7.5.2.11.1.2.2.1.1.2

State the special considerations for employing the AIM-9L missile in the missile override/dogfight mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.2.2.1.1.3

Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9L in correct order with no omissions. (Page:726)

1.7.5.2.11.1.2.2.1.1

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the missile override/dogfight mode, state whether or not missile launch parameters have been attained.

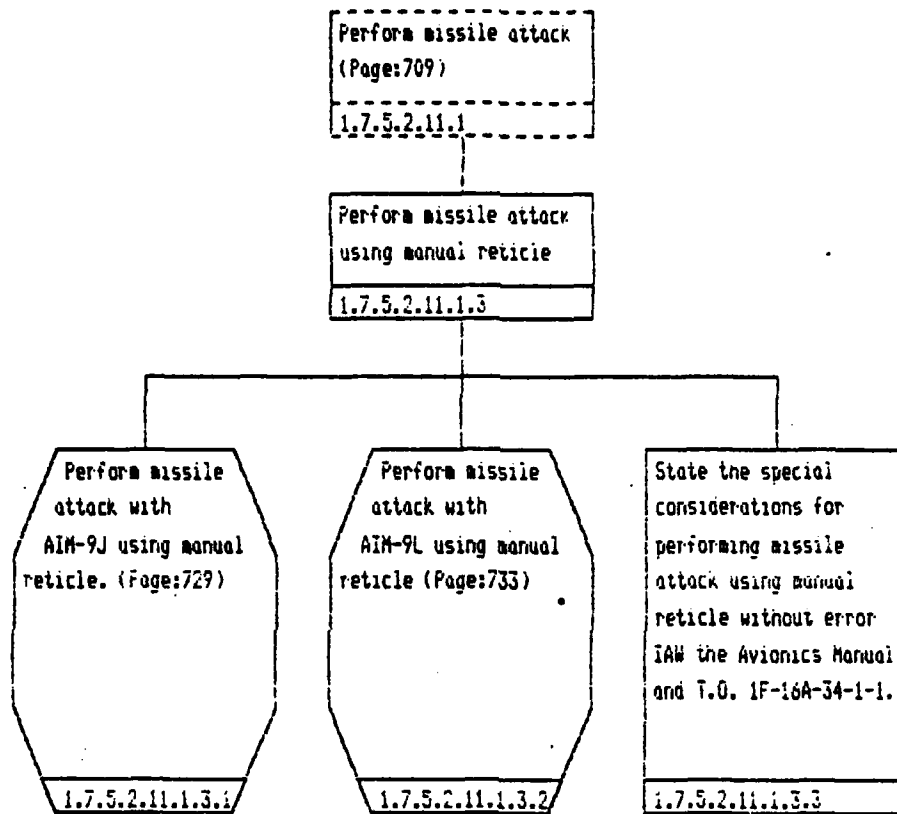
1.7.5.2.11.1.2.2.1.1.2

Given a HUD presentation, state whether the missile override/dogfight mode is selected and whether or not the AIM-9L missile is armed.

1.7.5.2.11.1.2.2.1.1.2.1

Given a HUD presentation of the AIM-9L missile in the missile override/dogfight mode, correctly identify all missile and gun associated symbology and state the values represented IAW the

1.7.5.2.11.1.2.2.1.1.2.2



Perform missile attack
using manual reticle
(Page:728)

1.7.5.2.11.1.3

Perform missile attack
with AIM-9J using
manual reticle.

1.7.5.2.11.1.3.1

Given cues,
describe the next
specific action to
take in performing
missile attack with
AIM-9J using manual
reticle IAW Phase
Manual and T.O.
1F-16A-34-1-1.
(Page:730)
1.7.5.2.11.1.3.1.1

Perform missile attack
with AIM-9J using
manual reticle.
(Page:729)

1.7.5.2.11.1.3.1

Given cues, describe
the next specific
action to take in
performing missile
attack with AIM-9J
using manual reticle
IAW Phase Manual and
T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.3.1.1 .

Describe the
steps in the
procedure for
missile attack with
AIM-9J using manual
reticle in correct
order with no
omissions. (Page:731)

1.7.5.2.11.1.3.1.1.1

Given cues, describe the next specific action to take in performing missile attack with AIM-9J using manual reticle IAW Phase Manual and T.O. 1F-16A-34-1-1. (Page:730)

1.7.5.2.11.1.3.1.1

Describe the steps in the procedure for missile attack with AIM-9J using manual . reticle in correct order with no omissions.

1.7.5.2.11.1.3.1.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the missile mode using the manual reticle.

1.7.5.2.11.1.3.1.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the missile mode and a manual range wing span setting, state whether or not missile launch parameters have

1.7.5.2.11.1.3.1.1.1.2

State the special considerations for employing the AIM-9J missile in the manual reticle mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.3.1.1.1.3

Describe the steps in the procedure for missile attack with AIM-9J using manual reticle in correct order with no omissions. (Page:731)

1.7.5.2.11.1.3.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the missile mode and a manual range wing span setting, state whether or not missile launch parameters have been attained using manual

1.7.5.2.11.1.3.1.1.2

Given a HUD presentation, state whether the manual reticle mode is selected and whether or not the AIM-9J missile is armed.

1.7.5.2.11.1.3.1.1.2.1

Given a HUD presentation of the AIM-9J in manual reticle mode, correctly identify the various components and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-i.

1.7.5.2.11.1.3.1.1.2.2

Perform missile attack
using manual reticle
(Page:728)
1.7.5.2.11.1.3

Perform missile attack
with AIM-9L using
manual reticle
1.7.5.2.11.1.3.2

Given cues,
describe the next
specific action to
take in performing
missile attack with
AIM-9L using manual
reticle IAW current
doctrine and
regulations.
(Page:734)
1.7.5.2.11.1.3.2.1

Perform missile attack
with AIM-9L using
manual reticle
(Page:733)

1.7.5.2.11.1.3.2

Given cues, describe
the next specific
action to take in
performing missile
attack with AIM-9L
using manual reticle
IAW current doctrine
and regulations.

1.7.5.2.11.1.3.2.1 .

Describe the
steps in the
procedure for
missile attack with
AIM-9L using manual
reticle in correct
order with no
omissions. (Page:735)

1.7.5.2.11.1.3.2/1.1

Given cues, describe the next specific action to take in performing missile attack with AIM-9L using manual reticle IAW current doctrine and regulations.
(Page:734)

1.7.5.2.11.1.3.2.1

Describe the steps in the procedure for missile attack with AIM-9L using manual reticle in correct order with no omissions.

1.7.5.2.11.1.3.2.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9J missile using the manual reticle mode.

1.7.5.2.11.1.3.2.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the manual reticle mode, state whether or not missile launch parameters have been attained.
(Page:736)

1.7.5.2.11.1.3.2.1.1.2

State the special considerations for employing the AIM-9L missile in the manual reticle mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.3.2.1.1.3

Describe the steps in the procedure for missile attack with AIM-9L using manual reticle in correct order with no omissions. (Page:735)

1.7.5.2.11.1.3.2.1.1

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the manual reticle mode, state whether or not missile launch parameters have been attained.

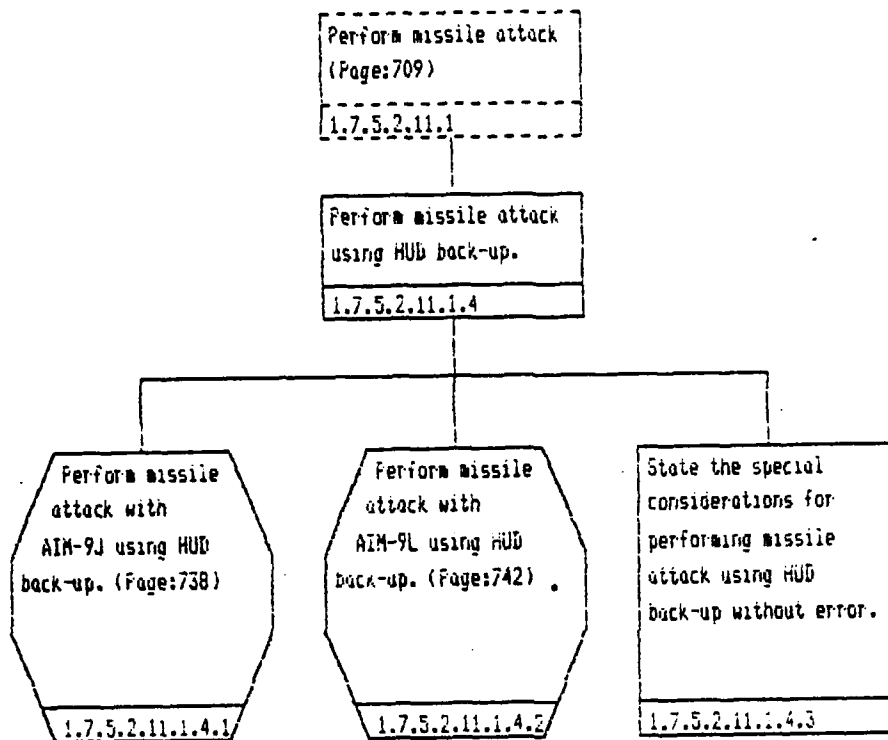
1.7.5.2.11.1.3.2.1.2

Given a HUD presentation, state whether the manual reticle mode is selected and whether or not the AIM-9L missile is armed.

1.7.5.2.11.1.3.2.1.2.1

Given a HUD presentation of the AIM-9L missile in the manual reticle mode, correctly identify missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.3.2.1.2.2



Perform missile attack
using HUD back-up.

(Page:737)

1.7.5.2.11.1.4

Perform missile attack
with AIM-9J using HUD
back-up.

1.7.5.2.11.1.4.1

Given cues,
describe the next •
specific action to
take in performing
missile attack with
AIM-9J using HUD
back-up IAW current
doctrine and
regulations.

(Page:739)

1.7.5.2.11.1.4.1.1

Perform missile attack
with AIM-9J using HUD
back-up. (Page:738)

1.7.5.2.11.1.4.1

Given cues, describe
the next specific
action to take in
performing missile
attack with AIM-9J
using HUD back-up IAW
current doctrine and
regulations.

1.7.5.2.11.1.4.1.1

Describe the
steps in the
procedure for
missile attack with
AIM-9J using HUD
back-up in correct
order with no
omissions. (Page:740)

1.7.5.2.11.1.4.1.1.1

Given cues, describe the next specific action to take in performing missile attack with AIM-9J using HUD back-up IAW current doctrine and regulations. (Page:739)

1.7.5.2.11.1.4.1.1

Describe the steps in the procedure for missile attack with AIM-9J using HUD back-up in correct order with no omissions.

1.7.5.2.11.1.4.1.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9J missile in the HUD back-up mode.

1.7.5.2.11.1.4.1.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up, determine if it is armed or selected. (Page:741)

1.7.5.2.11.1.4.1.1.1.2

State the special considerations for employing the AIM-9J missile in the HUD back-up mode IAW the Avionics Manual and Dash 1.

1.7.5.2.11.1.4.1.1.1.3

Describe the steps in the procedure for missile attack with AIM-9J using HUD back-up in correct order with no omissions. (Page:740)

1.7.5.2.11.1.4.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up, determine if it is armed or selected.

1.7.5.2.11.1.4.1.1.2

Given a HUD presentation, state whether the HUD back-up mode is selected and whether or not the AIM-9J missile is armed.

1.7.5.2.11.1.4.1.1.2.1

Given an AIM-9J missile in the HUD presentation, determine if the back-up missile is armed.

1.7.5.2.11.1.4.1.1.2.2

Perform missile attack
using HUD back-up.
(Page:737)
1.7.5.2.11.1.4

Perform missile attack
with AIM-9L using HUD
back-up.
1.7.5.2.11.1.4.2

Given cues,
describe the next
specific action to
take in performing
missile attack with
AIM-9L using HUD
back-up IAW current
doctrine and
regulations.
(Page:743)
1.7.5.2.11.1.4.2.1

Perform missile attack
with AIM-9L using HUD
back-up. (Page:742)

1.7.5.2.11.1.4.2

Given cues, describe
the next specific
action to take in
performing missile
attack with AIM-9L
using HUD back-up IAW
current doctrine and
regulations.

1.7.5.2.11.1.4.2.1

Describe the
steps in the
procedure for
missile attack with
AIM-9L using HUD
back-up in correct
order with no
omissions. (Page:744)

1.7.5.2.11.1.4.2.1.1

Given cues, describe the next specific action to take in performing missile attack with AIM-9L using HUD back-up IAW current doctrine and regulations. (Page:743)

1.7.5.2.11.1.4.2.1

Describe the steps in the procedure for missile attack with AIM-9L using HUD back-up in correct order with no omissions.

1.7.5.2.11.1.4.2.1.1

State the switchology procedure for selecting, arming, and launching the AIM-9L missile in the HUD back-up mode.

1.7.5.2.11.1.4.2.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up mode, state whether or not missile launch parameters have been attained. (Page:745)

1.7.5.2.11.1.4.2.1.1.2

State the special considerations for employing the AIM-9L missile in the HUD back-up mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.4.2.1.1.3

Describe the steps in the procedure for missile attack with AIM-9L using HUD back-up in correct order with no omissions. (Page:744)

1.7.5.2.11.1.4.2.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up mode, state whether or not missile launch parameters have been attained.

1.7.5.2.11.1.4.2.1.1.2

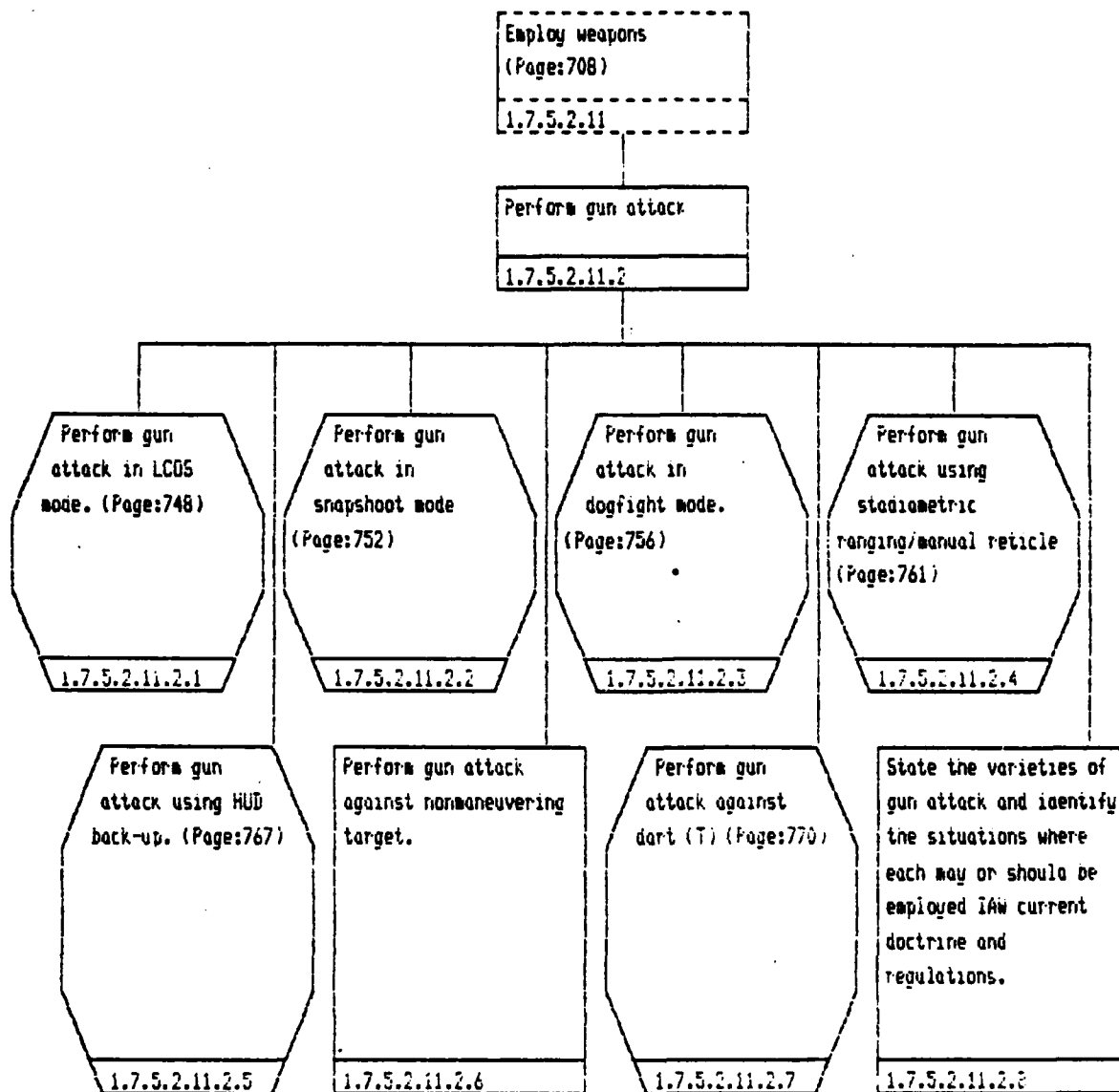
Given a HUD presentation, state whether the HUD back-up mode is selected and whether or not the AIM-9L missile is armed.

1.7.5.2.11.1.4.2.1.1.2.1

Given a HUD presentation of the AIM-9L missile in the HUD back-up mode, correctly identify missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.1.4.2.1.1.2.2

Continued on page: 747



Continued from page: 746

Page: 747

Employ weapons
(Page: 708)

1.7.5.2.11

Perform gun attack

1.7.5.2.11.2

Given a suitable
hands-on trainer, find
and activate the
trigger to the second
detent without looking
and within 2 seconds.
(E)

1.7.5.2.11.2.9

Perform gun attack
(Page:746)
1.7.5.2.11.2

Perform gun attack in
LCOS mode.
1.7.5.2.11.2.1

Given cues,
describe the next
specific action to
take in performing gun
attack in LCOS mode IAW
current doctrine and
regulations. (Page:749)
1.7.5.2.11.2.1.1

Perform gun attack in
LCOS mode. (Page:748)

1.7.5.2.11.2.1

Given cues, describe
the next specific
action to take in
performing gun attack
in LCOS mode IAW
current doctrine and
regulations.

1.7.5.2.11.2.1.1

Describe the
steps in the
procedure for gun
attack in LCOS mode in
correct order with no
omissions. (Page:750)

1.7.5.2.11.2.1.1.1

Given cues, describe
the next specific
action to take in
performing gun attack
in LCOS mode IAW
current doctrine and
regulations. (Page:749)

1.7.5.2.11.2.1.1

Describe the steps in
the procedure for gun
attack in LCOS mode in
correct order with no
omissions.

1.7.5.2.11.2.1.1.1

State the switchology
procedure for selecting
and arming the gun in
the LCOS IAW T.O.
IF-16A-34-1-1.

1.7.5.2.11.2.1.1.1.1

Given a HUD
presentation of
the gun armed in
the LCOS mode, state
whether or not gun
firing parameters have
been met. (Page:751)

1.7.5.2.11.2.1.1.1.2

Describe the steps in the procedure for gun attack in LCOS mode in correct order with no omissions. (Page:750)

1.7.5.2.11.2.1.1.1

Given a HUD presentation of the gun armed in the LCOS mode, state whether or not gun firing parameters have been met.

1.7.5.2.11.2.1.1.2

Given a HUD presentation, state whether the LCOS mode is selected and whether or not the gun is armed.

1.7.5.2.11.2.1.1.2.1

Perform gun attack
(Page:746)
1.7.5.2.11.2

Perform gun attack in
snapshot mode
1.7.5.2.11.2.2

Given cues,
describe the next
specific action to
take in performing gun
attack in snapshot
mode IAW current
doctrine and
regulations. (Page:753)
1.7.5.2.11.2.2.1

Perform gun attack in
snapshot mode
(Page:752)

1.7.5.2.11.2.2

Given cues, describe
the next specific
action to take in
performing gun attack
in snapshot mode IAW
current doctrine and
regulations.

1.7.5.2.11.2.2.1

Describe the
steps in the
procedure for gun
attack in snapshot
mode in correct order
with no omissions.
(Page:754)

1.7.5.2.11.2.2.1.1

Given cues, describe the next specific action to take in performing gun attack in snapshot mode IAW current doctrine and regulations. (Page:753)

1.7.5.2.11.2.2.1

Describe the steps in the procedure for gun attack in snapshot mode in correct order with no omissions.

1.7.5.2.11.2.2.1.1 •

State the switchology procedure for selecting and arming the gun in the snapshot mode IAW T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.2.1.1.1

Given a HUD presentation of the gun armed in the snapshot mode, state whether or not gun firing parameters have been met (Page:755)

1.7.5.2.11.2.2.1.1.2

State the special considerations for employing the gun in the snapshot mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.2.1.1.3

Describe the steps in the procedure for gun attack in snapshot mode in correct order with no omissions.
(Page:754)
1.7.5.2.11.2.2.1.1

Given a HUD presentation of the gun armed in the snapshot mode, state whether or not gun firing parameters have been met.
1.7.5.2.11.2.2.1.1.1

Given a HUD presentation, state whether the snapshot mode is selected and whether or not the gun is armed.
1.7.5.2.11.2.2.1.1.2.1

Given a HUD presentation of the gun selected in the snapshot mode, correctly identify missile and gun associated symbology of the display and state the values represented IAW T.O. 1F-16A-34-1-1.
1.7.5.2.11.2.2.1.1.2.2

Perform gun attack
(Page:746)
1.7.5.2.11.2

Perform gun attack in
dogfight mode.
1.7.5.2.11.2.3

Given cues,
describe the next
specific action to
take in performing gun
attack in dogfight mode
IAW current doctrine
and regulations.
(Page:757)
1.7.5.2.11.2.3.1

Perform a gun attack in
dogfight mode.
(Page:756)
1.7.5.2.11.2.3

Given cues, describe
the next specific
action to take in
performing gun attack
in dogfight mode IAW
current doctrine and
regulations.
1.7.5.2.11.2.3.1

Describe the
steps in the
procedure for gun
attack in dogfight mode
in correct order with
no omissions. (Page:758)
1.7.5.2.11.2.3.1.1

Given cues, describe the next specific action to take in performing gun attack in dogfight mode IAW current doctrine and regulations. (Page:757)

1.7.5.2.11.2.3.1

Describe the steps in the procedure for gun attack in dogfight mode in correct order with no omissions.

1.7.5.2.11.2.3.1.1 •

State the switchology procedure for selecting and arming gun in the dogfight mode IAW T.O. 1F-16A-34-1-1. (Page:759)

1.7.5.2.11.2.3.1.1.1

Given a HUD presentation of the gun armed in the dogfight mode, state whether or not gun firing parameters have been met. (Page:760)

1.7.5.2.11.2.3.1.1.2

State the special considerations for employing the gun in the dogfight mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.3.1.1.3

Describe the steps in
the procedure for gun
attack in dogfight mode
in correct order with
no omissions. (Page:758)

1.7.5.2.11.2.3.1.1

State the switchology
procedure for selecting
and arming the gun in
the dogfight mode IAW
T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.3.1.1.i

Given a suitable
hands-on trainer,
locate the
dogfight/missile over
switch and select
dogfight mode within 2
seconds without looking.

1.7.5.2.11.2.3.1.1.1

Describe the steps in the procedure for gun attack in dogfight mode in correct order with no omissions. (Page: 758)

1.7.5.2.11.2.3.1.1

Given a HUD presentation of the gun armed in the dogfight mode, state whether or not gun firing parameters have been met.

1.7.5.2.11.2.3.1.1.2*

Given a HUD presentation, state whether the dogfight/snapshoot mode is selected and whether or not the gun is armed.

1.7.5.2.11.2.3.1.1.2.1

Given a HUD presentation of the gun selected in the dogfight mode, correctly identify missile and gun associated symbology and state the values represented IAW T.O. IF-16A-34-1-1.

1.7.5.2.11.2.3.1.1.2.2

Perform gun attack
(Page:746)

1.7.5.2.11.2

Perform gun attack
using stadiametric
ranging/manual reticle

1.7.5.2.11.2.4

Given cues,
describe the next
specific action to
take in performing gun
attack using
stadiametric
ranging/manual reticle
IAW current doctrine
and regulations.

(Page:762)

1.7.5.2.11.2.4.1

Perform gun attack
using stadiametric
ranging/manual reticle
(Page:761)

1.7.5.2.11.2.4

Given cues, describe
the next specific
action to take in
performing gun attack
using stadiametric
ranging/manual reticle
IAW current doctrine
and regulations.

1.7.5.2.11.2.4.1 •

Describe the
steps in the
procedure for gun
attack using
stadiametric
ranging/manual reticle
in correct order with
no omissions. (Page:763)

1.7.5.2.11.2.4.1/1

Given cues, describe the next specific action to take in performing gun attack using stadiametric ranging/manual reticle IAW current doctrine and regulations.
(Page:762)

1.7.5.2.11.2.4.i

Describe the steps in the procedure for gun attack using stadiametric ranging/manual reticle in correct order with no omissions.

1.7.5.2.11.2.4.i.1

State the switchology procedure for selecting and arming the gun using manual/stadiametric ranging IAW the Avionics Manual and T.O. 1F-16A-34-1-1.
(Page:764)

1.7.5.2.11.2.4.i.1.1

Given a HUD presentation of an armed gun manual/stadiametric ranging and wing span setting for the target, state whether or not gun firing parameters have been met.
(Page:765)

1.7.5.2.11.2.4.i.1.2

State the special considerations for employing the gun using manual/stadiametric ranging IAW T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.4.i.1.3

Describe the steps in the procedure for gun attack using stadiametric ranging/manual reticle in correct order with no omissions. (Page:763)

1.7.5.2.11.2.4.1.1

State the switchology procedure for selecting and arming the gun using manual/stadiametric ranging IAW the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.4.1.1.1

Describe the conditions that will result in manual/stadiametric ranging availability in gun firing IAW T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.4.1.1.1.1

Given a suitable hands-on trainer, set a given target wingspan on control panel within ten feet within 15 seconds.

1.7.5.2.11.2.4.1.1.1.2

Given a suitable hands-on trainer, locate and actuate the Manual Range in two seconds without looking.

1.7.5.2.11.2.4.1.1.1.3

Describe the steps in the procedure for gun attack using stadiametric ranging/manual reticle in correct order with no omissions. (Page:763)

1.7.5.2.11.2.4.1.1

Given a HUD presentation of an armed gun manual/stadiametric ranging and wing span setting for the target, state whether or not gun firing parameters have been met.

1.7.5.2.11.2.4.1.1.2

Given a HUD presentation of the gun selected and manual/stadiametric ranging being employed, correctly identify gun associated symbology and state the values represented IAW T.O

1F-16A-34-1-1.

1.7.5.2.11.2.4.1.1.2.1

Given a HUD
presentation of an
armed gun
manual/stadiametric
ranging and wing span
setting for the target,
state whether or not
gun firing parameters
have been met.

(Page:765)

1.7.5.2.11.2.4.1.1.2

Given a HUD
presentation of the gun
selected and
manual/stadiametric
ranging being employed,
correctly identify gun
associated symbology
and state the values
represented IAW T.O
1F-16A-34-1-1.

1.7.5.2.11.2.4.1.1.2.1

Given a HUD
presentation for gun
firing using
manual/stadiametric
ranging and wing span
setting, read the range
displayed within 500
feet.

1.7.5.2.11.2.4.1.1.2.1.1

Perform gun attack
(Page:746)
1.7.5.2.11.2

Perform gun attack
using HUD back-up.
1.7.5.2.11.2.5

Given cues,
describe the next
specific action to
take in performing gun
attack using HUD
back-up IAW Phase
Manual. (Page:768)
1.7.5.2.11.2.5.1

Perform gun attack
using HUD back-up.
(Page:767)

1.7.5.2.11.2.5

Given cues, describe
the next specific
action to take in
performing gun attack
using HUD back-up IAW
Phase Manual.

1.7.5.2.11.2.5.1

Describe the
steps in the
procedure for gun
attack using HUD
back-up in correct
order with no
omissions. (Page:769)

1.7.5.2.11.2.5.1.1

Given cues, describe
the next specific
action to take in
performing gun attack
using HUD back-up IAW
Phase Manual. (Page:768)

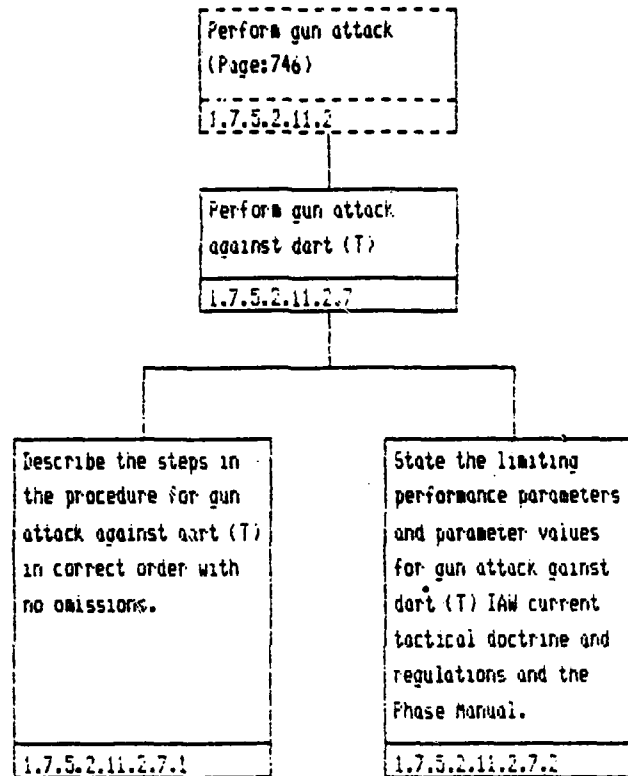
1.7.5.2.11.2.5.1

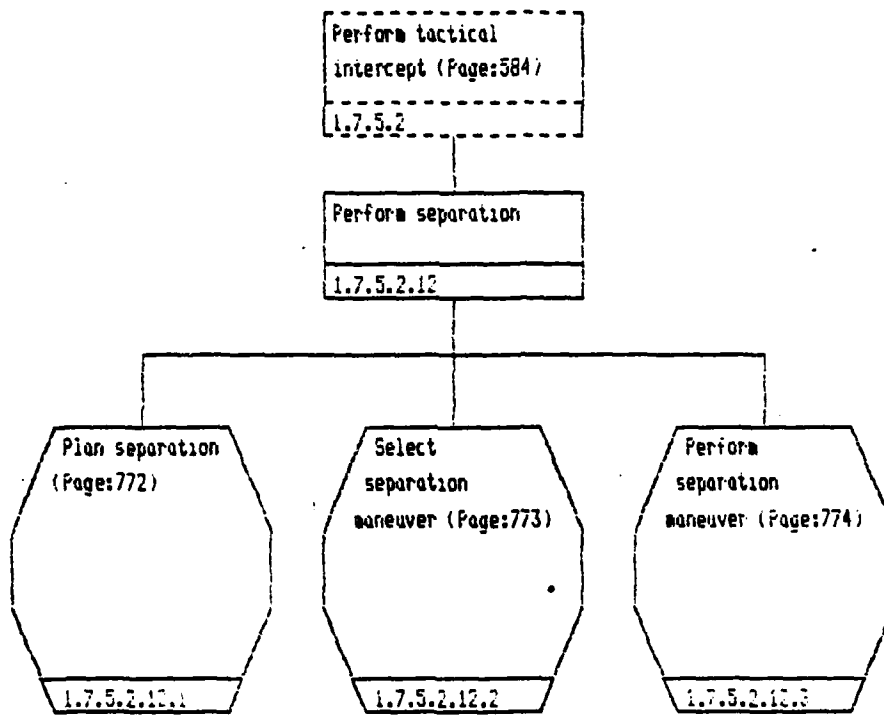
Describe the steps in
the procedure for gun
attack using HUD
back-up in correct
order with no omissions.

1.7.5.2.11.2.5.1.1

Describe the conditions
that will result in the
HUD back-up mode
availability and the
gun mode that will be
used.

1.7.5.2.11.2.5.1.1.1





Perform separation
(Page: 771)
1.7.5.2.12

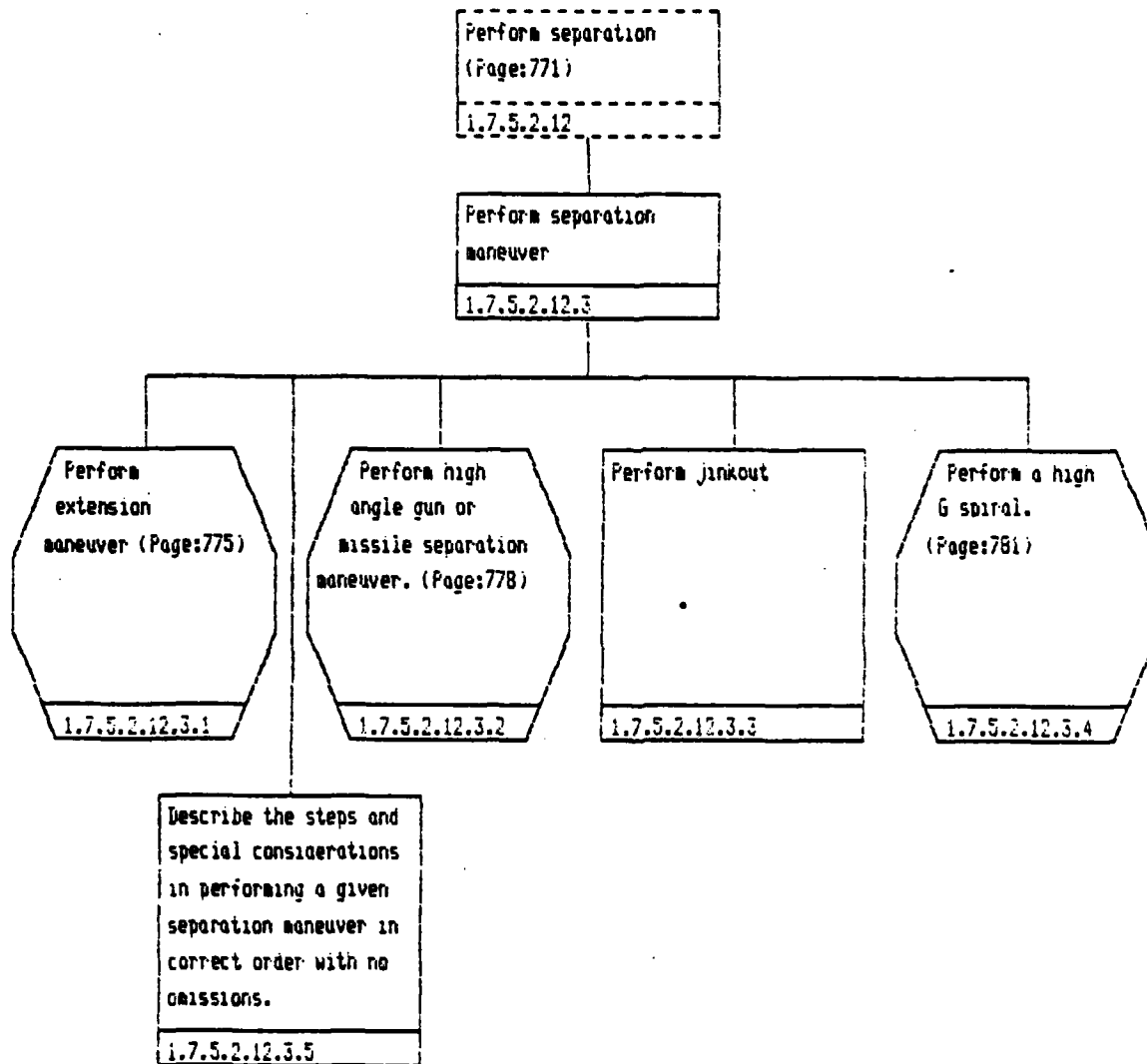
Plan separation
1.7.5.2.12.1

Given a tactical
scenario, describe the
best separation
maneuver IAW current
tactical doctrine and
regulations.
1.7.5.2.12.1.1

Perform separation
(Page:771)
1.7.5.2.12

Select separation
maneuver
1.7.5.2.12.2

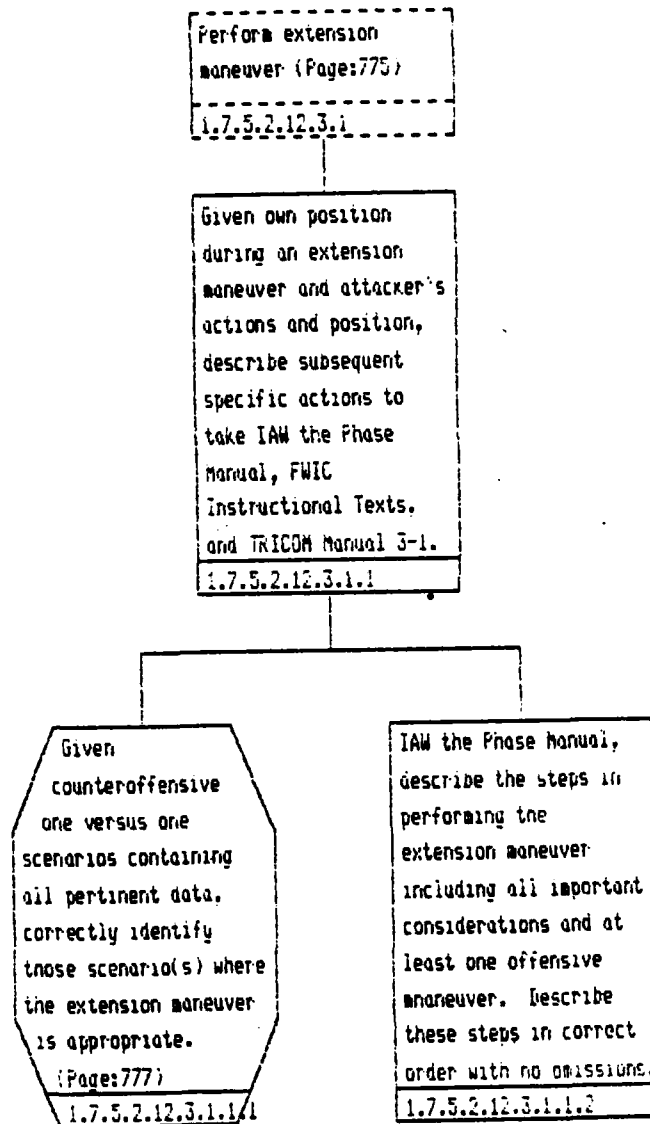
Name the varieties of
separation maneuvers
and identify the
situations where each
may be employed with no
omissions IAW current
tactical doctrine and
regulations and the
Phase Manual.
1.7.5.2.12.2.1



Perform separation
maneuver (Page:774)
1.7.5.2.12.3

Perform extension
maneuver
1.7.5.2.12.3.1

Given own
position during
an extension
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional
1.7.5.2.12.3.1.1



Given own position during an extension maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.12.3.1.1

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the extension maneuver is appropriate.

1.7.5.2.12.3.1.1.1

Correctly state the purpose of the extension maneuver IAW the Phase Manual.

1.7.5.2.12.3.1.1.1.1

Perform separation
maneuver (Page:774)
1.7.5.2.12.3

Perform high angle gun
or missile separation
maneuver.
1.7.5.2.12.3.2

Given own
position during a
high angle gun or
missile separation
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
1.7.5.2.12.3.2.1

Perform high angle gun
or missile separation
maneuver. (Page:778)

1.7.5.2.12.3.2

Given own position
during a high angle gun
or missile separation
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts.

1.7.5.2.12.3.2.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the high angle gun or
missile separation
maneuver is

1.7.5.2.12.3.2.1.1

IAW the Phase Manual,
describe the steps in
performing the high
angle gun or missile
separation maneuver
including all important
considerations and at
least one offensive
counter-maneuver in
correct order with no

1.7.5.2.12.3.2.1.2

Given own position
during a high angle gun
or missile separation
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual.FWIC
Instructional Texts,
1.7.5.2.12.3.2.1

Given counteroffensive
one versus one
scenarios containing
all pertinent data, *
correctly identify
those scenario(s) where
the high angle gun or
missile separation
maneuver is appropriate.
1.7.5.2.12.3.2.1.1

Correctly state the
purpose of the high
angle gun or missile
separation maneuver IAW
Manual.
1.7.5.2.12.3.2.1.1.1

Perform separation
maneuver (Page:774)

1.7.5.2.12.3

Perform a high G spiral.

1.7.5.2.12.3.4

Given own
position during a
high g spiral
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
manual, FWIC

Instructional

1.7.5.2.12.3.4.1

Perform a high G
spiral. (Page:781)

1.7.5.2.12.3.4

Given own position
during a high g spiral
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FWIC
Instructional Texts,
and TRICOM Manual 3-1.

1.7.5.2.12.3.4.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the high g spiral
maneuver is
appropriate. (D)

1.7.5.2.12.3.4.1.1

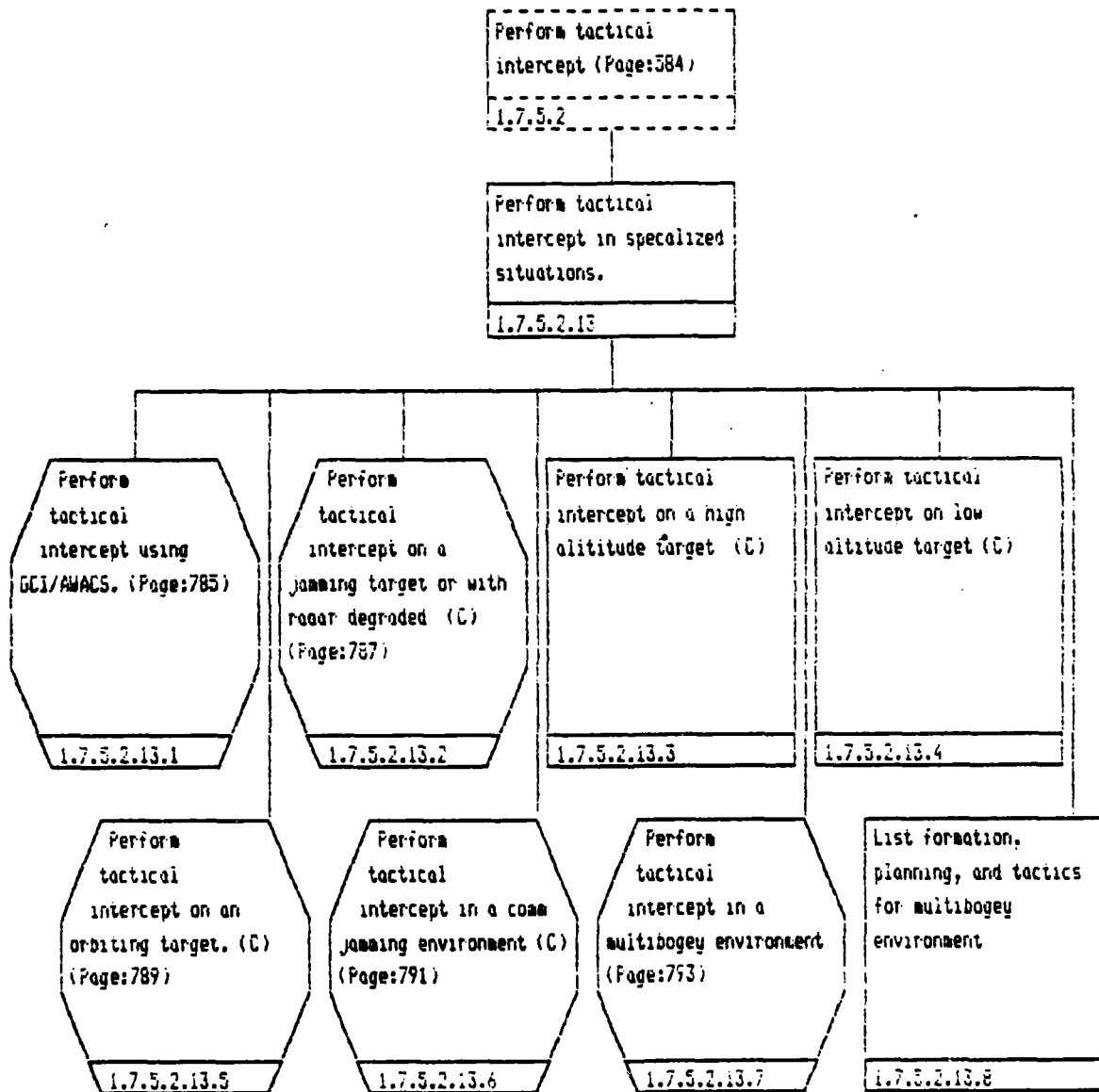
IAW the Phase Manual
describe the steps in
performing the high g
spiral maneuver
including all important
considerations and at
least one offensive
counter-maneuver.
Describe these steps in
correct order with nu

1.7.5.2.12.3.4.1.2

Given own position during a high g spiral maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.
1.7.5.2.12.3.4.1

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the high g spiral maneuver is appropriate. (D)
1.7.5.2.12.3.4.1.1

Correctly state the purpose of the high g spiral maneuver IAW the Phase Manual (D)
1.7.5.2.12.3.4.1.1.1



Perform tactical
intercept in specialized
situations. (Page:784)

1.7.5.2.13

Perform tactical
intercept using
GCI/AWACS.

1.7.5.2.13.1

Given cues,
describe next
specific action to
take in performing
tactical intercept
using GCI/AWACS IAW
current tactical
doctrine and
regulations.

(Page:786)

1.7.5.2.13.1.1

Perform tactical
intercept using
GCI/AWACS. (Page:785)

1.7.5.2.13.1

Given cues, describe
next specific action to
take in performing
tactical intercept
using GCI/AWACS IAW
current tactical
doctrine and
regulations.

1.7.5.2.13.1.1

State the special
considerations for
tactical intercept
using GCI/AWACS without
error.

1.7.5.2.13.1.1.1

Perform tactical
intercept in specialized
situations. (Page:784)
1.7.5.2.13

Perform tactical
intercept on a jamming
target or with radar
degraded (C)
1.7.5.2.13.2

Given cues,
describe next
specific action to
take in performing
tactical intercept on a
jamming target or with
radar degraded IAW
current tactical
doctrine and
regulations.
1.7.5.2.13.2.1

Perform tactical
intercept on a jamming
target or with radar
degraded (C) (Page:787)

1.7.5.2.13.2

Given cues, describe
next specific action to
take in performing
tactical intercept on a
jamming target or with
radar degraded. IAW
current tactical
doctrine and
regulations.

1.7.5.2.13.2.1

State the special
considerations for
tactical intercept on a
jamming target or with
radar degraded without
error.

1.7.5.2.13.2.1.1

Perform tactical
intercept in specialized
situations. (Page:784)
1.7.5.2.13

Perform tactical
intercept on an
orbiting target. (C)
1.7.5.2.13.5

Given cues,
describe the next
specific action to
take in performing
tactical intercept on
an orbiting target IAW
current tactical
doctrine and
regulations.
(Page:790)
1.7.5.2.13.5.1

Perform tactical
intercept on an
orbiting target. (C)
(Page:789)

1.7.5.2.13.5

Given cues, describe
the next specific
action to take in
performing tactical
intercept on an
orbiting target IAW
current tactical
doctrine and
regulations.

1.7.5.2.13.5.1

State the special
considerations for
tactical intercept on
an orbiting target
without error.

1.7.5.2.13.5.1.1

Perform tactical
intercept in specialized
situations. (Page:784)

1.7.5.2.13

Perform tactical
intercept in a comm
jamming environment (C)

1.7.5.2.13.6

Given cues,
describe the next
specific action to
take in performing
tactical intercept in
comm jamming
environment IAW current
tactical doctrine and
regulations.

(Page:792)

1.7.5.2.13.6.1

Perform tactical
intercept in a comm
jamming environment (C)
(Page:791)

1.7.5.2.13.6

Given cues, describe
the next specific
action to take in
performing tactical
intercept in comm
jamming environment IAW
current tactical
doctrine and
regulations. •

1.7.5.2.13.6.1

State the special
considerations for
tactical intercept in a
comm jamming
environment without
error.

1.7.5.2.13.6.1.1

Perform tactical
intercept in specialized
situations. (Page:784)
1.7.5.2.13

Perform tactical
intercept in a
multibogey environment
1.7.5.2.13.7

Given cues,
describe the next .
specific action to
take in performing
tactical intercept in a
multibogey environment
IAW current tactical
doctrine, FWOC texts
and regulations.
(Page:794)
1.7.5.2.13.7.1

Perform tactical
intercept in a
multibogey environment
(Page:793)

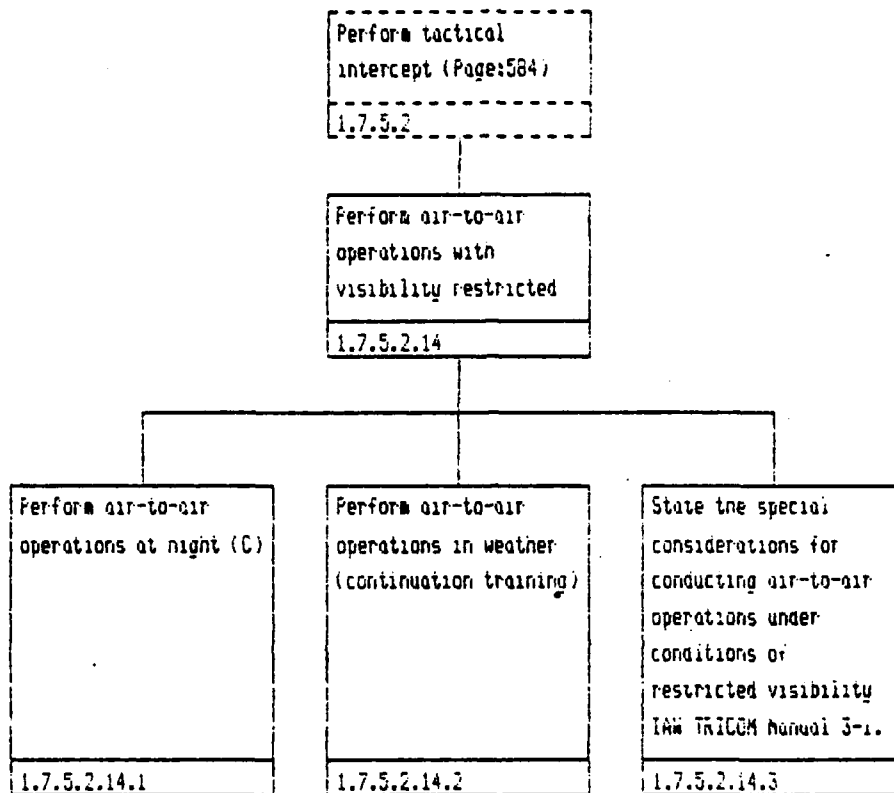
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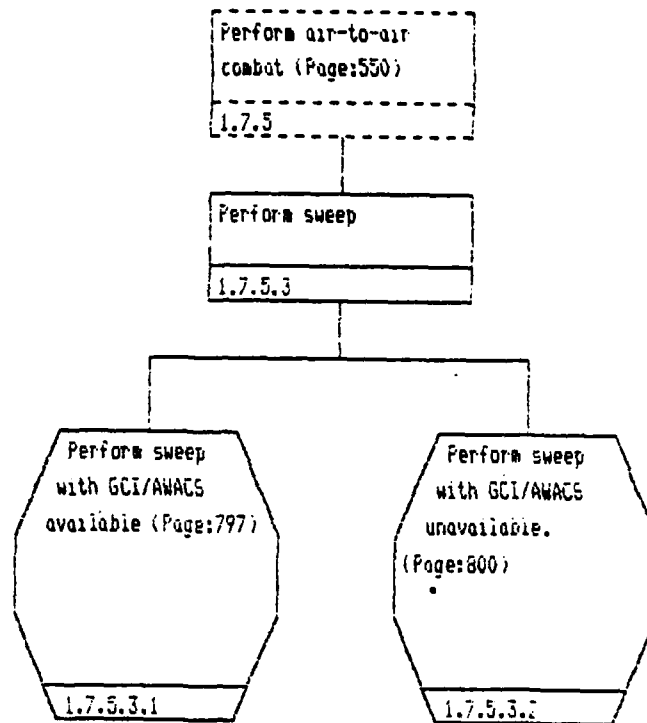
Given cues, describe
the next specific
action to take in
performing tactical
intercept in a
multibogey environment
IAW current tactical
doctrine, FMGC texts
and regulations.

1.7.5.2.13.7.1

State the special
considerations for
tactical intercept in a
multibogey environment
without error.

1.7.5.2.13.7.1.1





Perform sweep (Page:796)

1.7.5.3

Perform sweep with
GCI/AWACS available

1.7.5.3.1

Given cues,
describe the next
specific action to
take in performing
sweep with GCI/AWACS *
available (Page:798)

1.7.5.3.1.1

Perform sweep with
GCI/AWACS available
(Page:797)

1.7.5.3.1

Given cues, describe
the next specific
action to take in
performing sweep with
GCI/AWACS available

1.7.5.3.1.1

Describe the
steps in the
procedure for sweep
with GCI/AWACS
available in correct
order with no
omissions. (Page:799)

1.7.5.3.1.1.1

Given cues, describe
the next specific
action to take in
performing sweep with
GCI/AWACS available
(Page:798)

1.7.5.3.1.1

Describe the steps in
the procedure for sweep
with GCI/AWACS
available in correct
order with no omissions.

1.7.5.3.1.1

List the major planning
factors for a Fighter
Sweep Mission with
GCI/AWACS available IAW
TRICOM Manual 3-1,
Fighter Weapons School
texts, and current
directives.

1.7.5.3.1.1.1

Perform sweep (Page:796)

1.7.5.3

Perform sweep with
GCI/AWACS unavailable.

1.7.5.3.2

Given cues,
describe the next
specific action to
take in performing
sweep with GCI/AWACS •
unavailable IAW current
tactical doctrine, TWIC
texts and regulations.
(Page:801)

1.7.5.3.2.1

Perform sweep with
GCI/AMACS unavailable.
(Page:800)

1.7.5.3.2

Given cues, describe
the next specific
action to take in
performing sweep with
GCI/AMACS unavailable
IAM current tactical
doctrine, TWIC texts
and regulations.

1.7.5.3.2.1

Describe the
steps in the
procedure for sweep
with GCI/AMACS
unavailable in correct
order with no
omissions. (Page:802)

1.7.5.3.2.1.1

Given cues, describe
the next specific
action to take in
performing sweep with
GCI/AWACS unavailable
IAW current tactical
doctrine, TWIC texts
and regulations.
(Page:801)

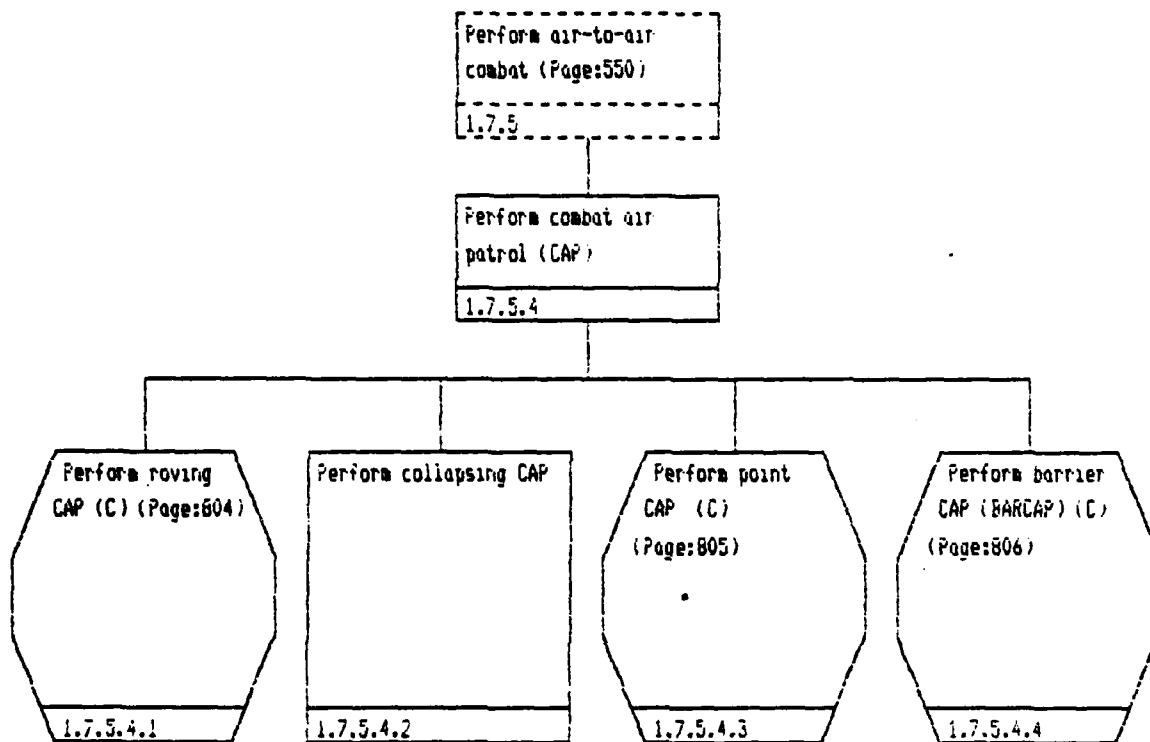
1.7.5.3.2.1

Describe the steps in
the procedure for sweep
with GCI/AWACS
unavailable in correct
order with no omissions.

1.7.5.3.2.1.1

List the major planning
factors for a Fighter
Sweep Mission with GCI
unavailable IAW TRICOM
Manual J-1, Fighter
Weapons School texts,
and current directives.

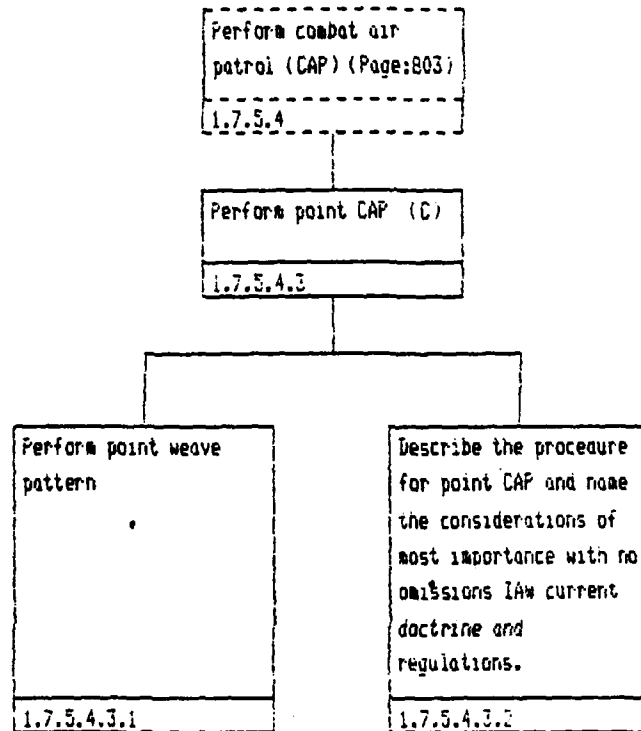
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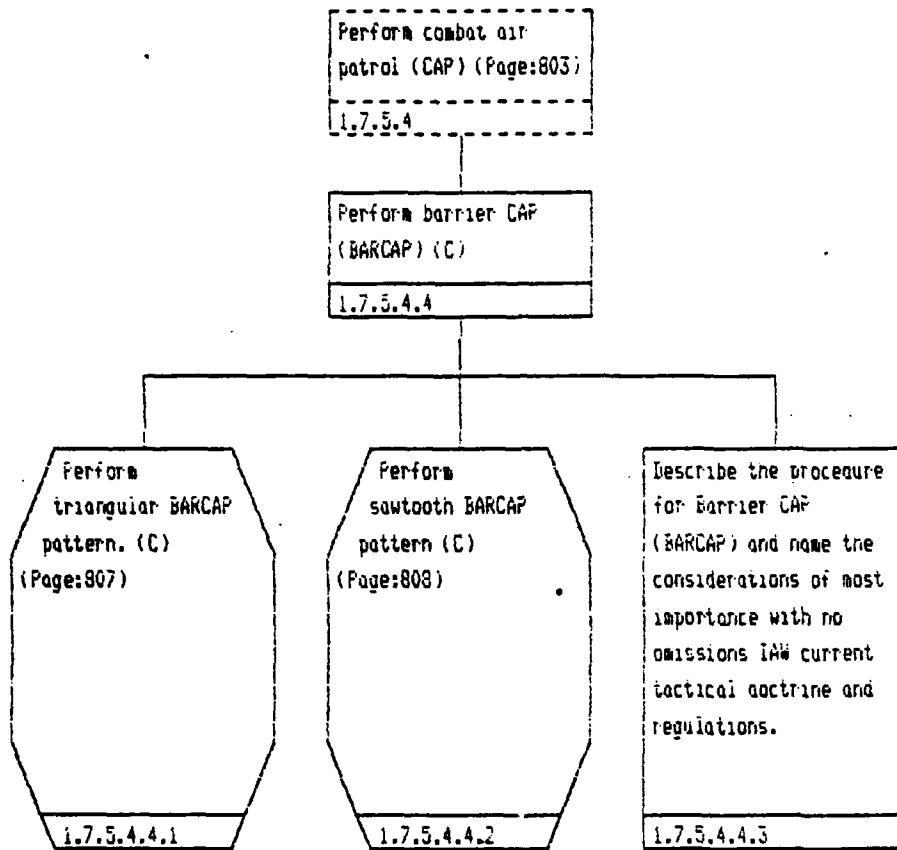


Perform combat air
patrol (CAP) (Page:803)
1.7.5.4

Perform roving CAP (C)
1.7.5.4.1

Describe the procedure
for roving CAP and name
the considerations of
most importance with no
omissions IAW current
doctrine and
regulations.
1.7.5.4.1.1





Perform barrier CAP
(BARCAP) (C) (Page:606)

1.7.5.4.4

Perform triangular
BARCAP pattern. (C)

1.7.5.4.4.1

Describe the procedure
for triangular BARCAP
pattern and name the
considerations of most
importance with no
omissions IAW current
tactical doctrine, FWIC
texts and regulations.

1.7.5.4.4.1.1

Perform barrier CAP
(BARCAP) (C) (Page:806)

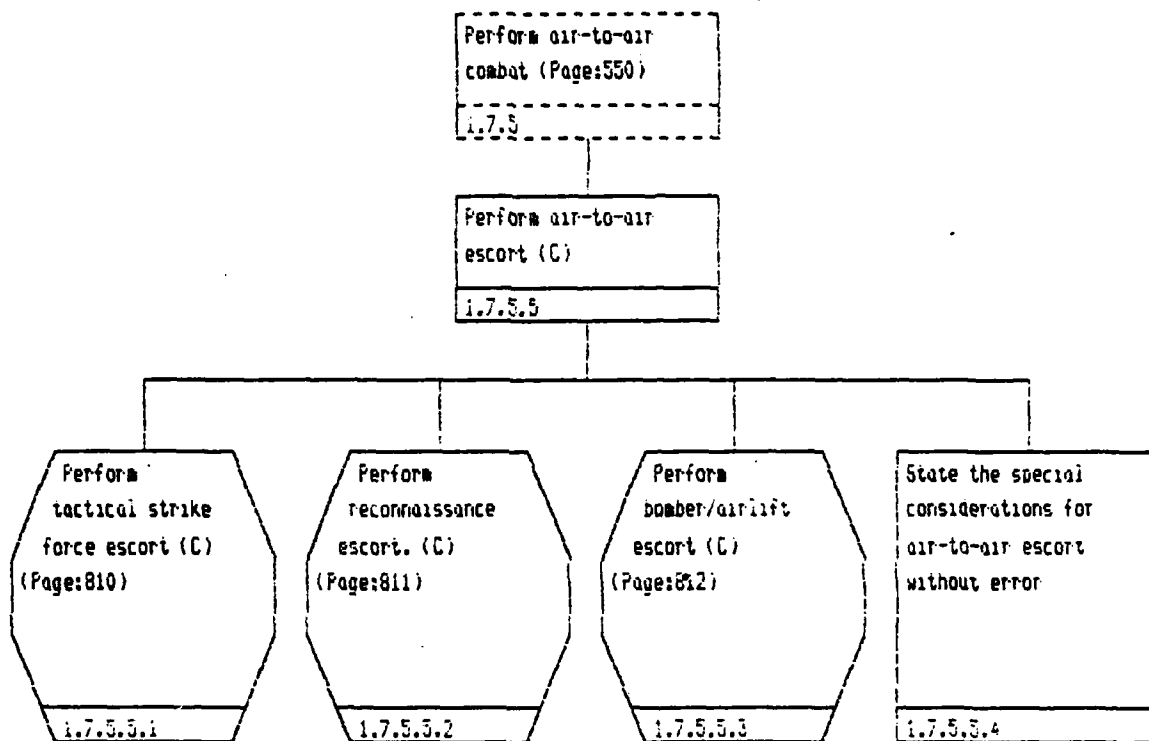
1.7.5.4.4

Perform sawtooth BARCAP
pattern (C)

1.7.5.4.4.2

Describe the procedure
for sawtooth BARCAP
pattern and name the
considerations of most
importance with no
omissions IAW current
tactical doctrine, TWIC
texts and regulations.

1.7.5.4.4.2.i



Perform air-to-air
escort (C) (Page:809)
1.7.5.5

Perform tactical strike
force escort (C)
1.7.5.5.1

State the special
considerations for
tactical strike force
escort without error.
1.7.5.5.1.1

Perform air-to-air
escort (C) (Page:807)
1.7.5.5

Perform reconnaissance
escort. (C)
1.7.5.5.2

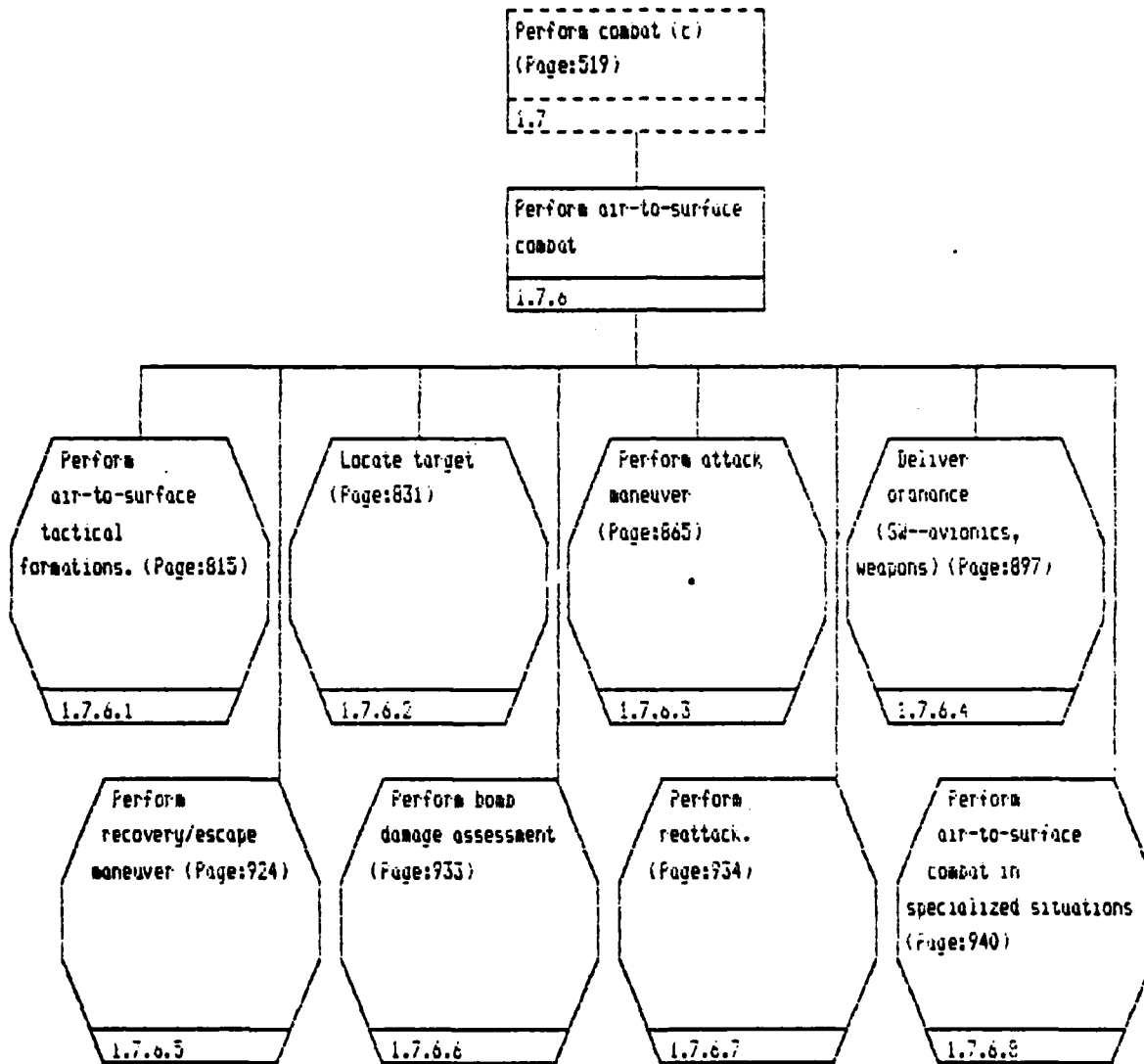
State the special
considerations for
reconnaissance escort
without error.
1.7.5.5.2.1

Perform air-to-air
escort (C) (Page:609)
1.7.5.5

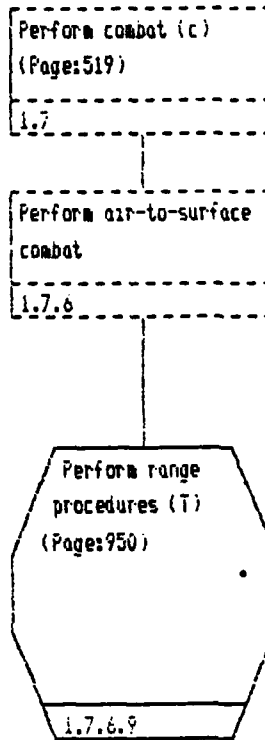
Perform bomber/airlift
escort (C)
1.7.5.5.3

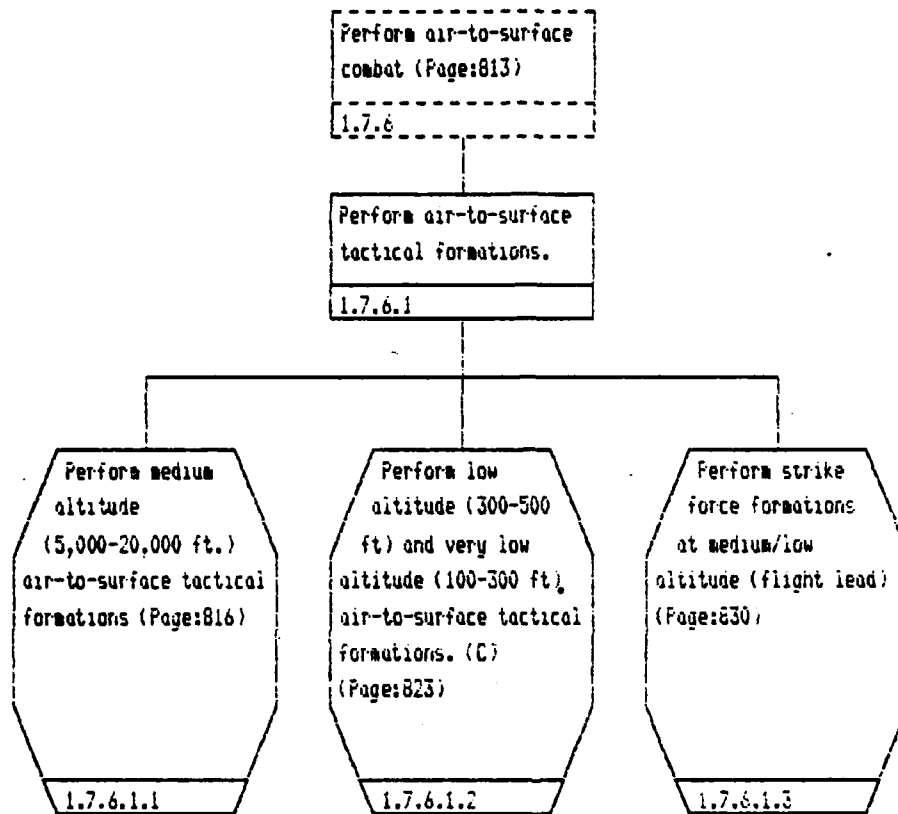
State the special
considerations for
bomber/airlift escort
without error.
1.7.5.5.3.1

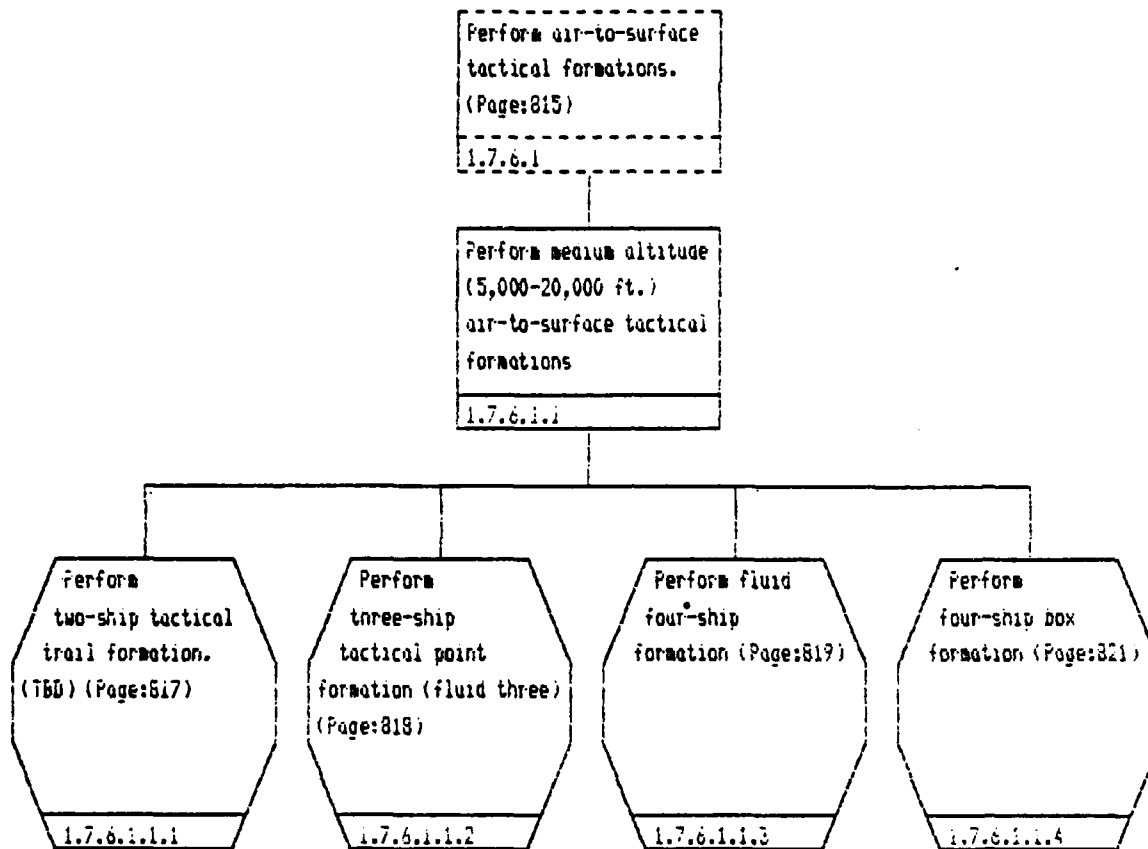
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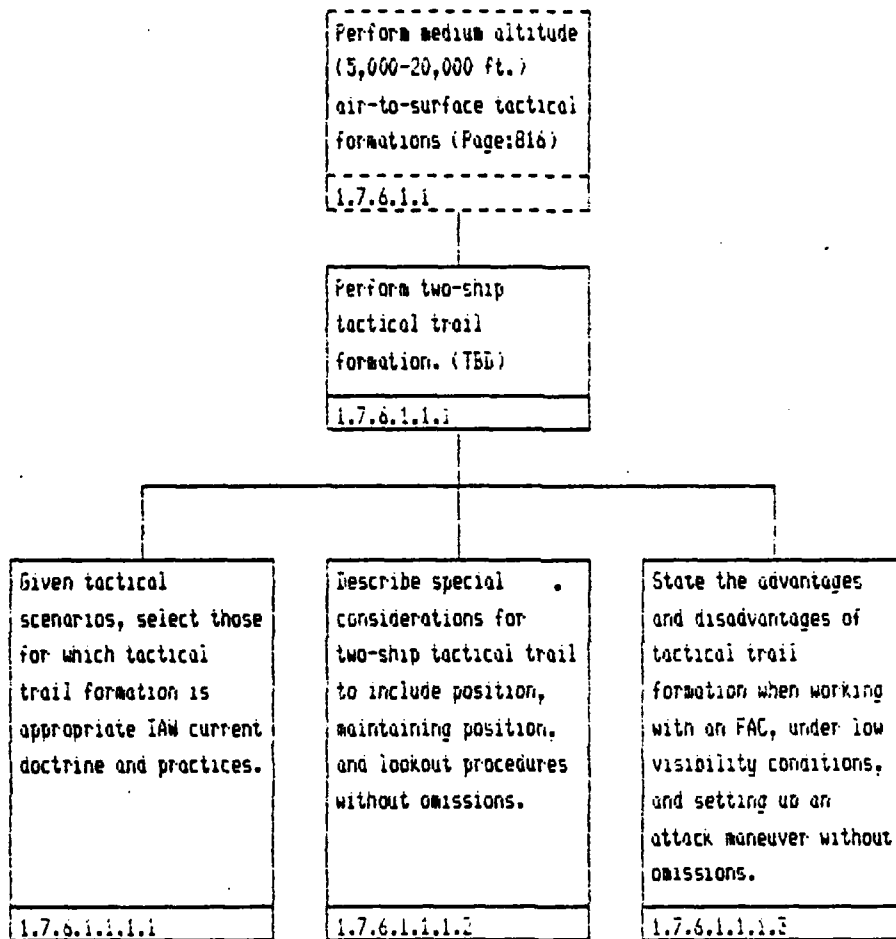


Continued from page: 813









Perform medium altitude
(5,000-20,000 ft.)
air-to-surface tactical
formations (Page:816)

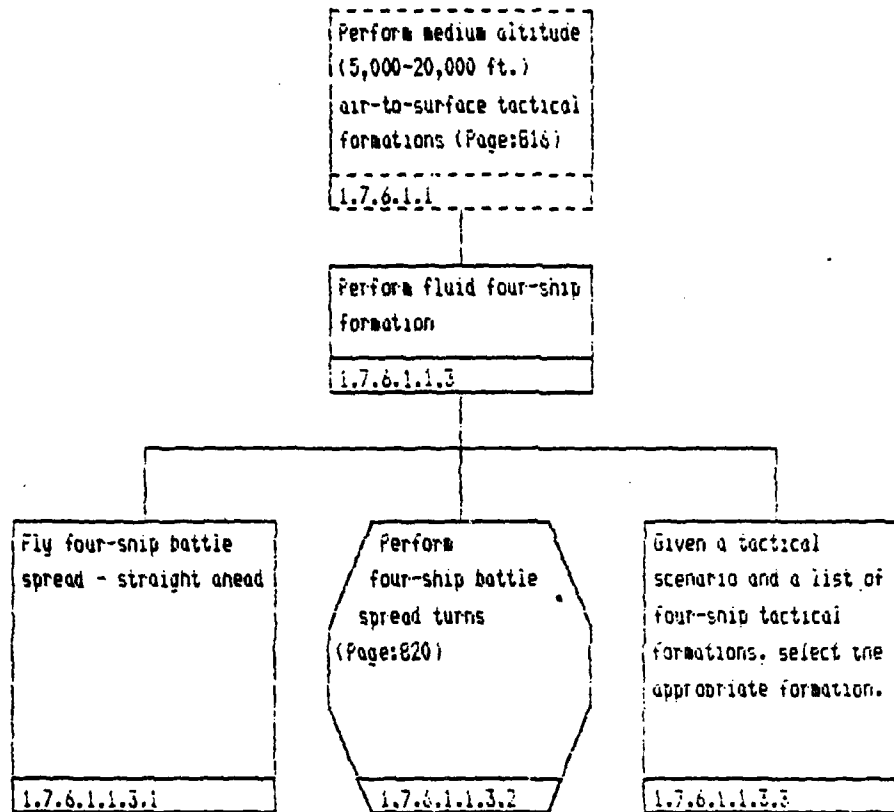
1.7.6.1.1

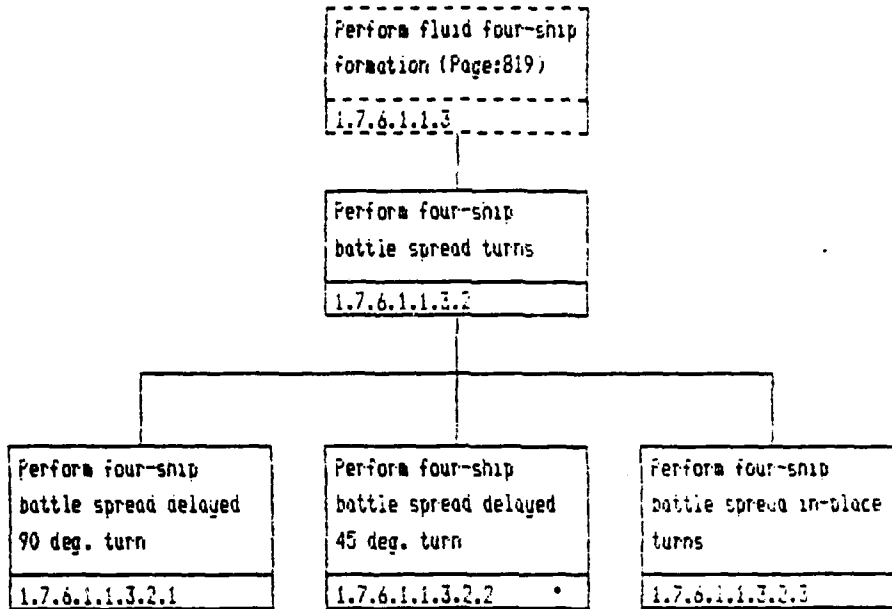
Perform three-ship
tactical point
formation (fluid three)

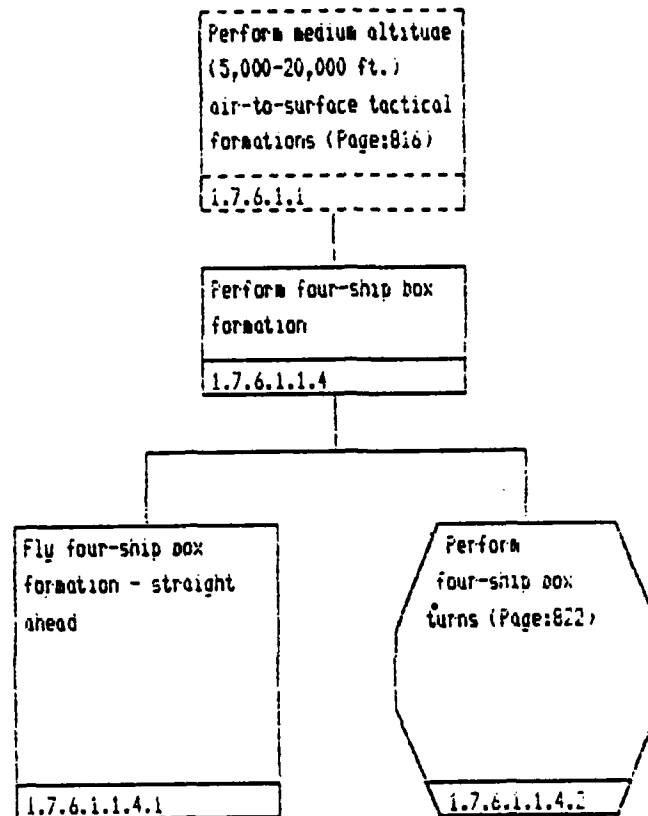
1.7.6.1.1.2

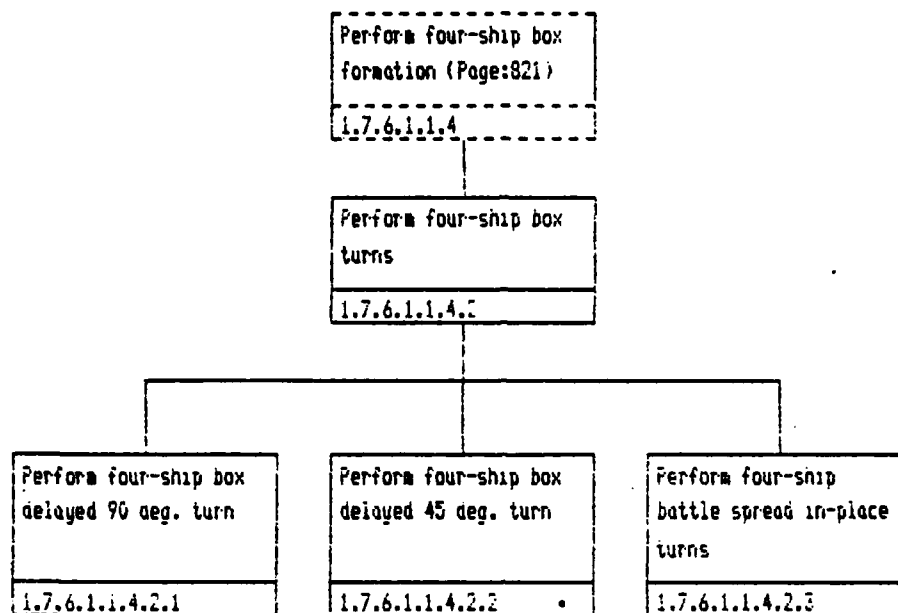
Given a tactical
scenario and a list of
three-ship tactical
formations, select the
appropriate formation.

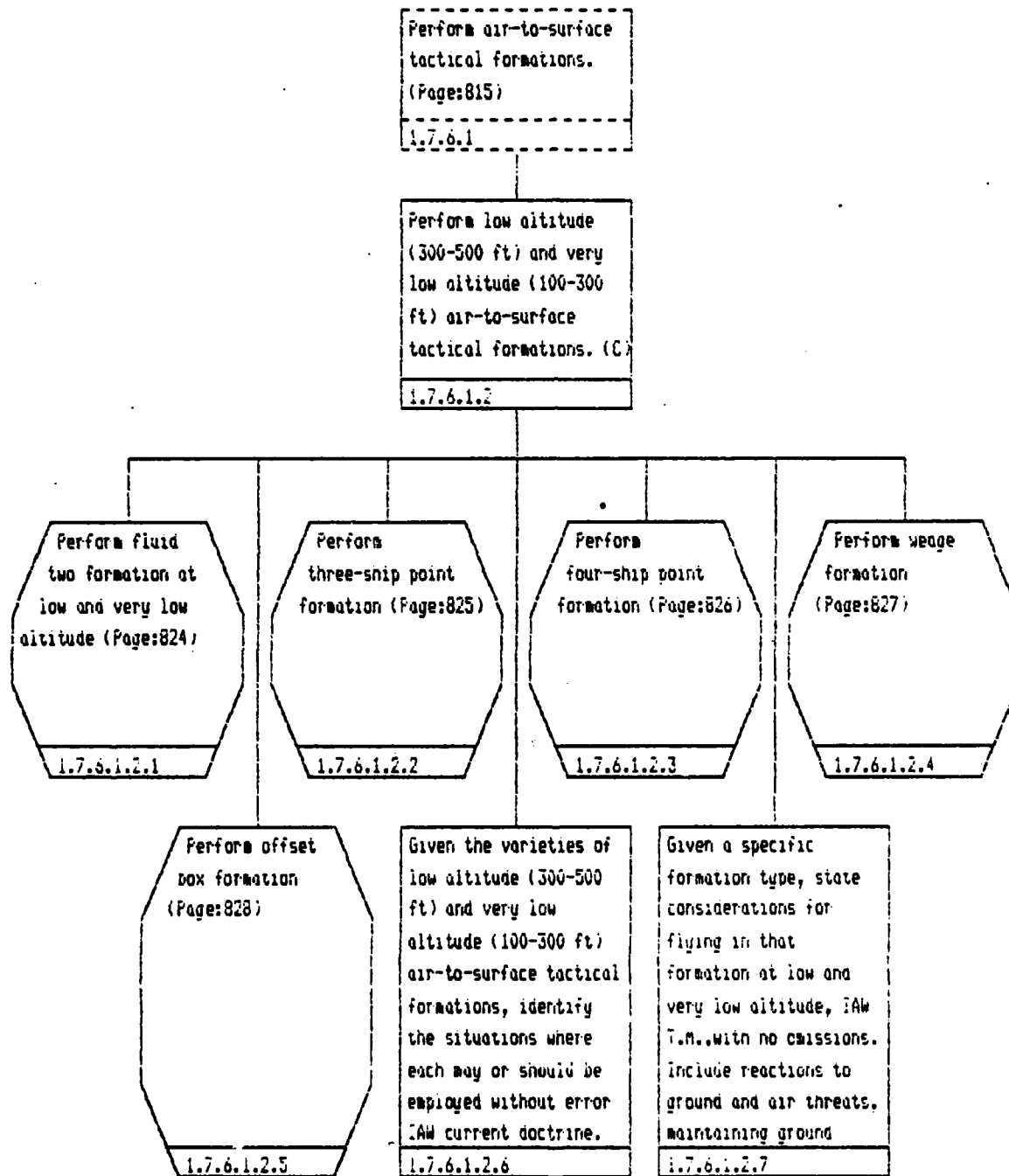
1.7.6.1.1.2.1











Perform low altitude
(300-500 ft) and very
low altitude (100-300
ft) air-to-surface
tactical formations.
(C) (Page:823)

1.7.6.1.2

Perform fluid two
formation at low and
very low altitude

1.7.6.1.2.1

State the correct fore,
aft and lateral
position for flight
members in a fluid two
formation at low
altitude and describe
methods for maintaining
position IAW current
practices and TACH 3-1.

1.7.6.1.2.1.1

Describe visual
cues/signals and
procedures for comm out
turns in a fluid two
formation at low
altitude IAW current
practices and TACH 3-1.

1.7.6.1.2.1.2

Given a plane view of
the fluid two
formation, describe
specific areas of
lookout
responsibilities and
identify areas of
highest vulnerability
without omissions or
errors.

1.7.6.1.2.1.3

Perform low altitude
(300-500 ft) and very
low altitude (100-300
ft) air-to-surface
tactical formations.
(C) (Page:823)

1.7.6.1.2

Perform three-ship
point formation

1.7.6.1.2.2

State the correct fore,
aft and lateral
position for flight
members in a three-ship
point formation at low
altitude and describe
methods for maintaining
position IAW current
practices and TACH 3-1.

(D)

1.7.6.1.2.2.1

Describe visual
cues/signals and
procedures for comm out
turns in a three-ship
point formation at low
altitude IAW current
practices and TACH 3-1.

1.7.6.1.2.2.2

State the
responsibilities of
each flight member in a
three-ship point
formation at low
altitude to include
lookout, navigation,
and communication IAW
current doctrine and
TACH 3-1.

1.7.6.1.2.2.3

Given a plane view of
the three-ship point
formation, describe
specific areas of
lookout
responsibilities and
identify areas of
highest vulnerability
without omissions or
errors.

1.7.6.1.2.2.4

Perform low altitude
(300-500 ft) and very
low altitude (100-300
ft) air-to-surface
tactical formations.
(C) (Page:823)

1.7.6.1.2

Perform four-ship point
formation

1.7.6.1.2.3

State the correct fore,
aft and lateral
position for flight
members in a four-ship
point formation at low
altitude and describe
methods for maintaining
position IAW current
practices and TACH 3-1.

1.7.6.1.2.3.1

Describe visual
cues/signals and
procedures for comm out
turns in a three-ship
point formation at low
altitude IAW current
practices and TACH 3-1.

1.7.6.1.2.3.2

State the
responsibilities of
each flight member in a
three-ship point
formation at low
altitude to include
lookout, navigation,
and communication IAW
current doctrine and
TACH 3-1.

1.7.6.1.2.3.3

Given a plane view of
the four-ship point
formation, describe
specific areas of
lookout
responsibilities and
identify areas of
highest vulnerability
without omissions or
errors.

1.7.6.1.2.3.4

Perform low altitude
(300-500 ft) and very
low altitude (100-300
ft) air-to-surface
tactical formations.
(C) (Page:823)
1.7.6.1.2

Perform wedge formation
1.7.6.1.2.4

State the correct fore,
aft, and lateral
position for flight
members in a wedge
formation at low
altitude and describe
methods for maintaining
position IAW current
practices and TACH 3-1.
(D)
1.7.6.1.2.4.1

Describe visual
cues/signals and
procedures for comm out
turns in a wedge
formation at low
altitude IAW current
practices and TACH 3-1.
1.7.6.1.2.4.2

State the
responsibilities of
each flight member in a
wedge formation at low
altitude to include
lookout, navigation,
and communication IAW
current doctrine and
TACH 3-1.
1.7.6.1.2.4.3

Given a plane view of
the wedge formation,
describe specific areas
of lookout
responsibilities and
identify areas of
highest vulnerability
without omissions or
errors.
1.7.6.1.2.4.4

Perform low altitude
(300-500 ft) and very
low altitude (100-300
ft) air-to-surface
tactical formations.
(C) (Page:823)

1.7.6.1.2

Perform offset box
formation

1.7.6.1.2.5

State the correct fore,
aft and lateral
position for flight
members in a box/offset
box formation at low
altitude and describe
methods for maintaining
position IAW current
practices and TACH 3-1.
(D)

1.7.6.1.2.5.1

Describe visual
cues/signals and
procedures for com-
out turns in a
box/offset box
formation at low
altitude IAW current
practices and TACH 3-1.
(Page:829)

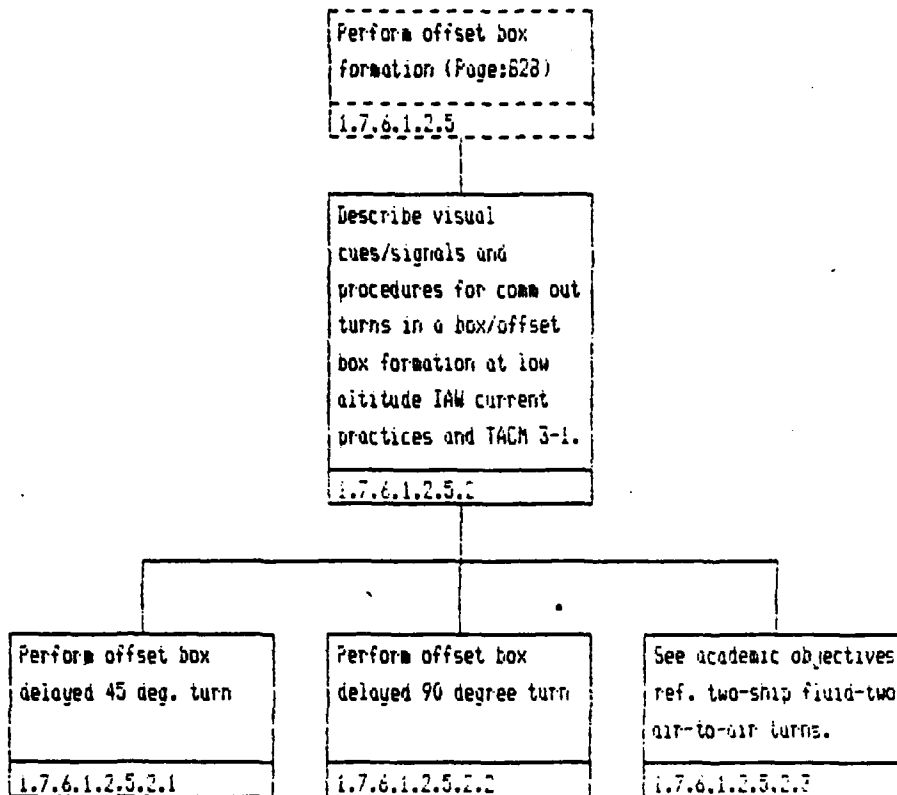
1.7.6.1.2.5.2

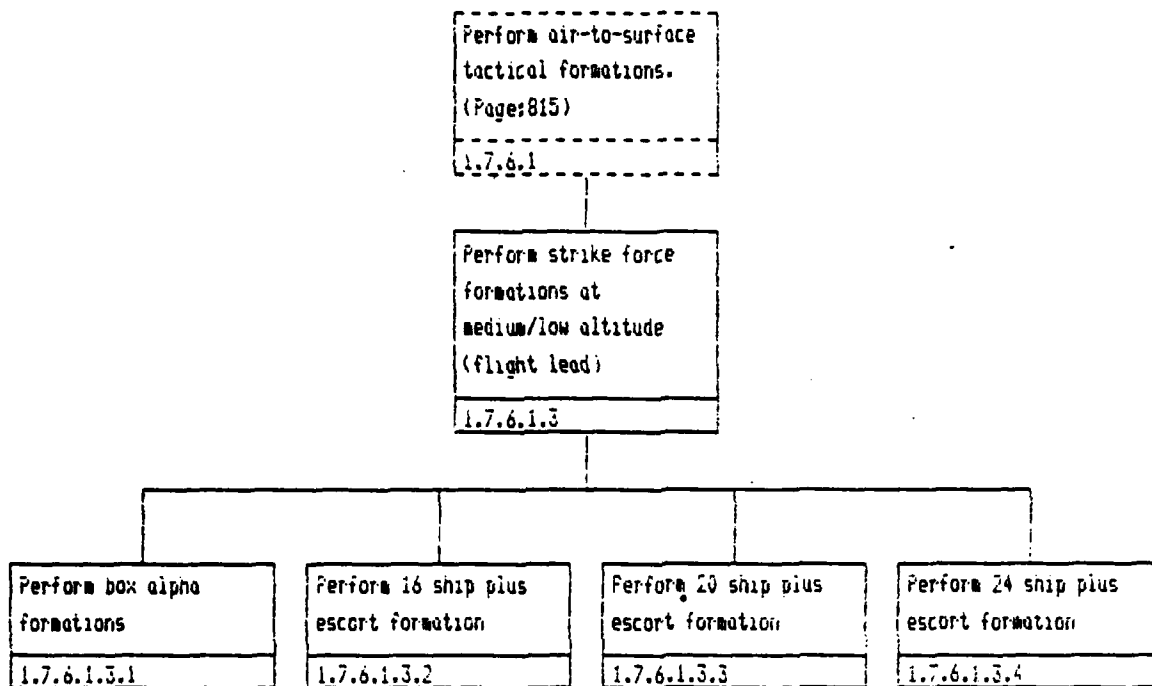
State the
responsibilities of
each flight member in a
box/offset box
formation at low
altitude to include
lookout, navigation,
and communication IAW
current doctrine and
TACH 3-1.

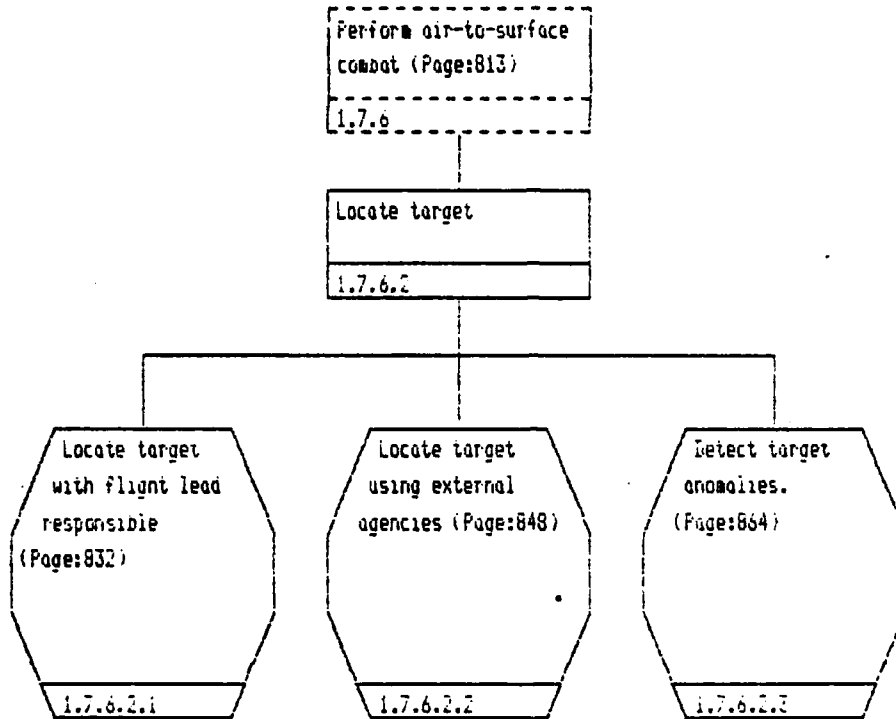
1.7.6.1.2.5.3

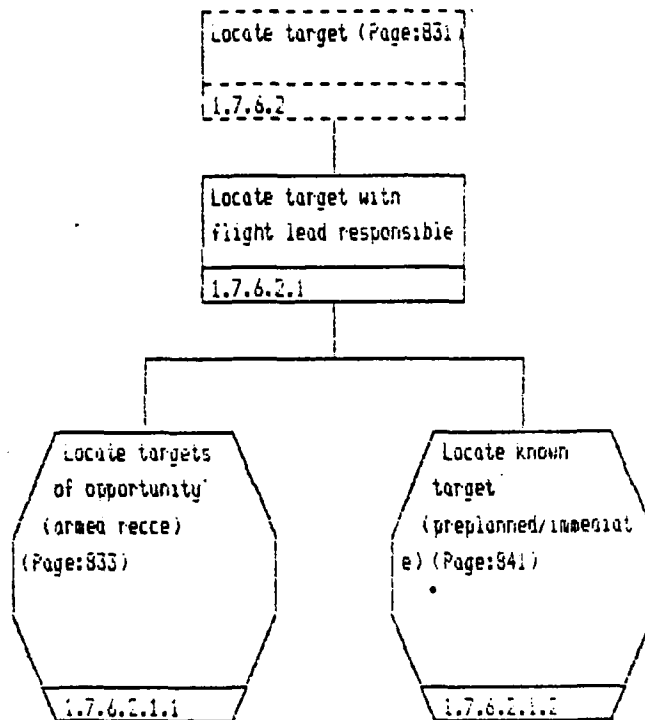
Given a plane view of
the box/offset box
formation, describe
specific areas of
lookout
responsibilities and
identify areas of
highest vulnerability
without omissions or
errors.

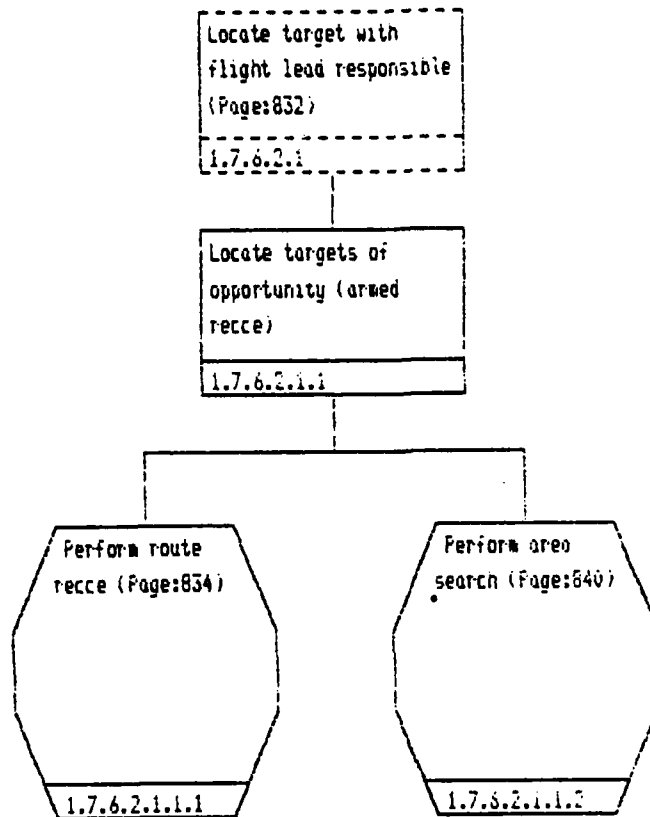
1.7.6.1.2.5.4

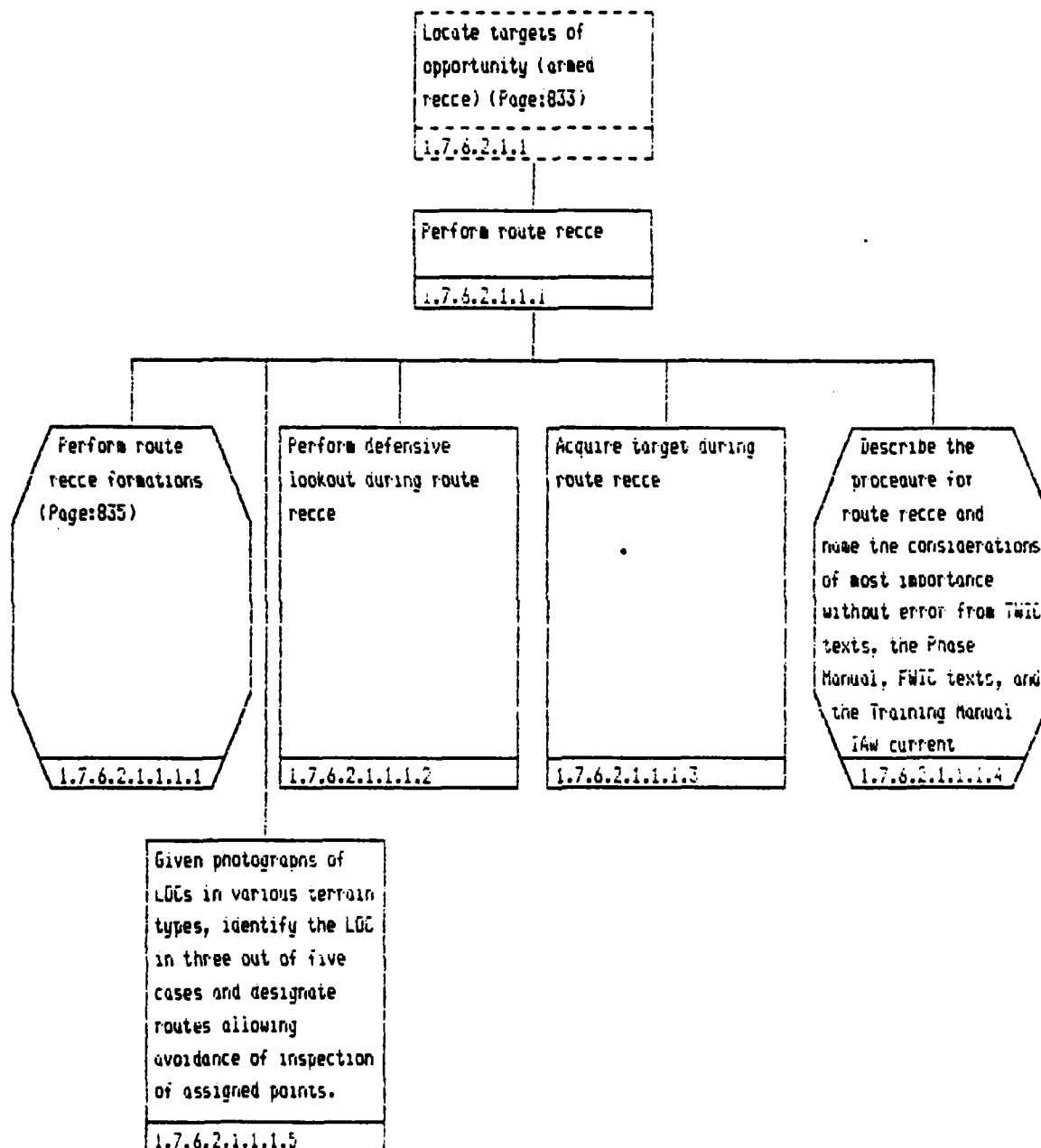


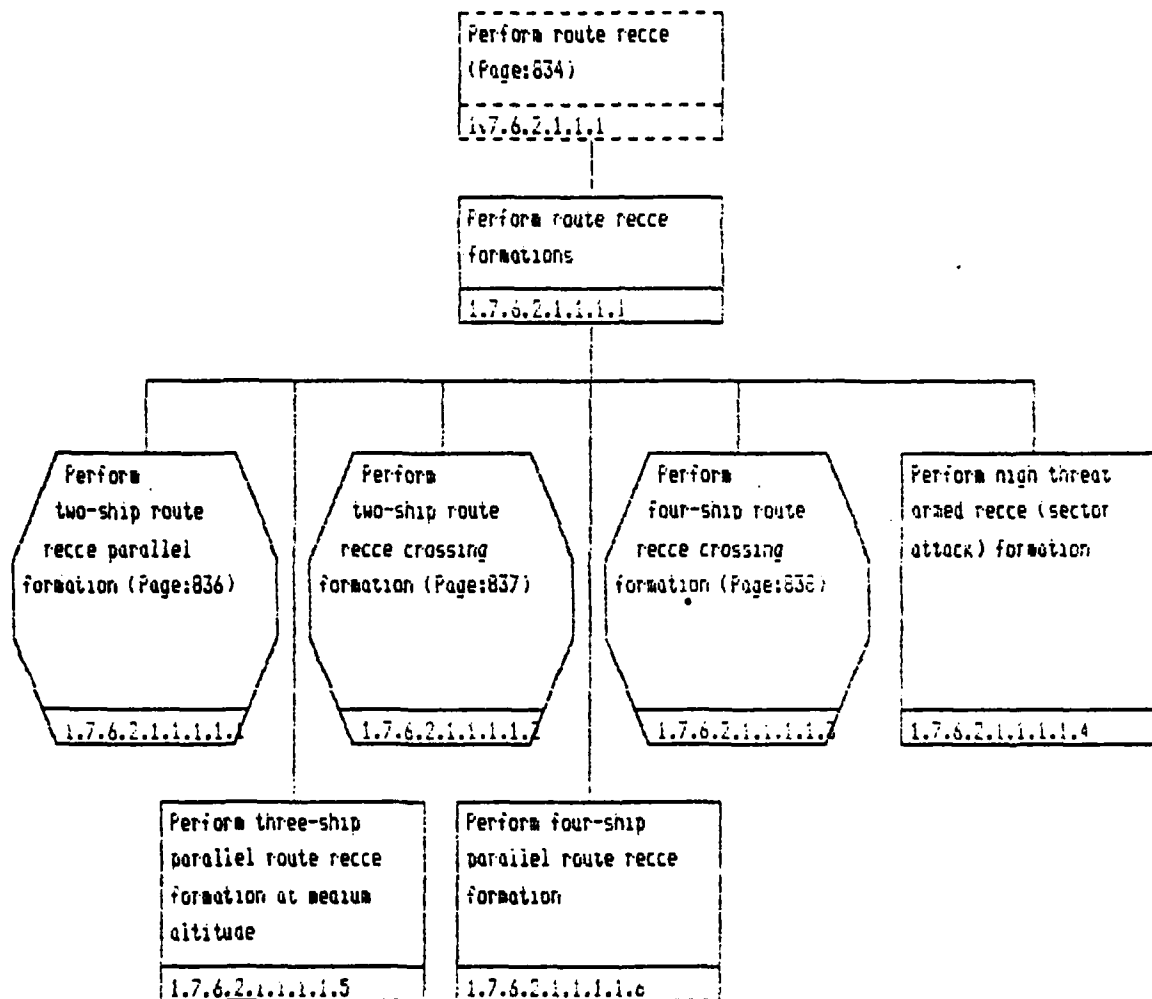










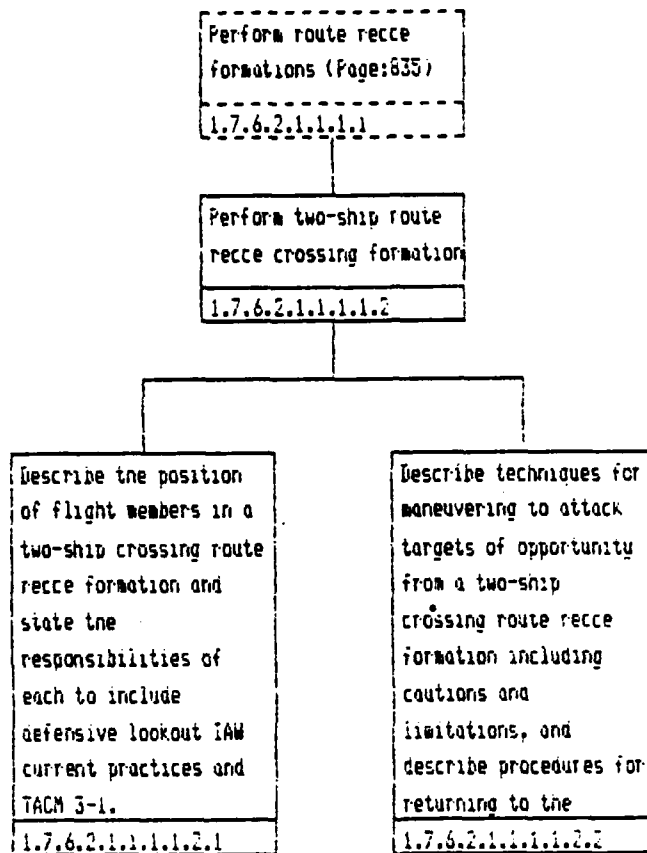


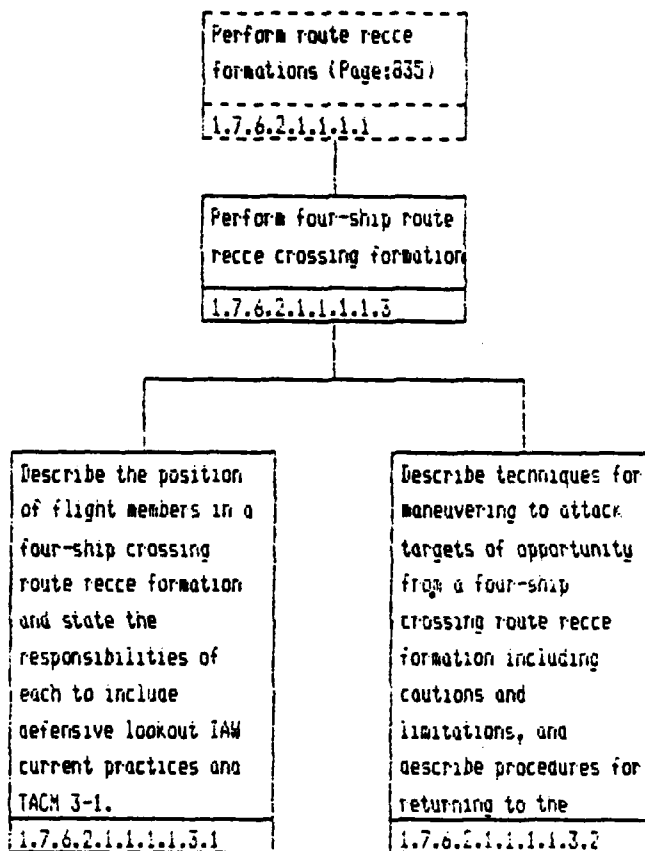
Perform route recce
formations (Page:835)
1.7.6.2.1.1.1.1

Perform two-ship route
recce parallel formation
1.7.6.2.1.1.1.1.1

Describe the position
of flight members in a
two-ship parallel route
recce formation and
state the
responsibilities of
each to include
defensive lockout IAW
current practices and
TACH 3-1.
1.7.6.2.1.1.1.1.1.1

Describe techniques for
maneuvering to attack
targets of opportunity
from a two-ship
parallel route recce
formation including
cautions and
limitations, and
describe procedures for
returning to the
1.7.6.2.1.1.1.1.1.2





Perform route recce
(Page: 834)

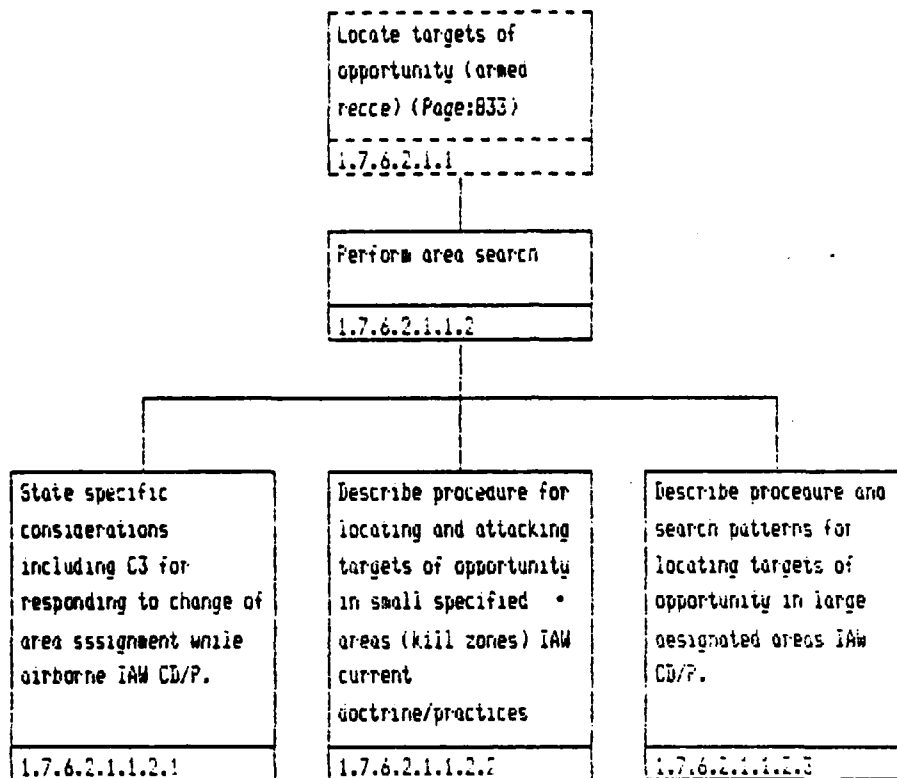
1.7.6.2.1.1.1

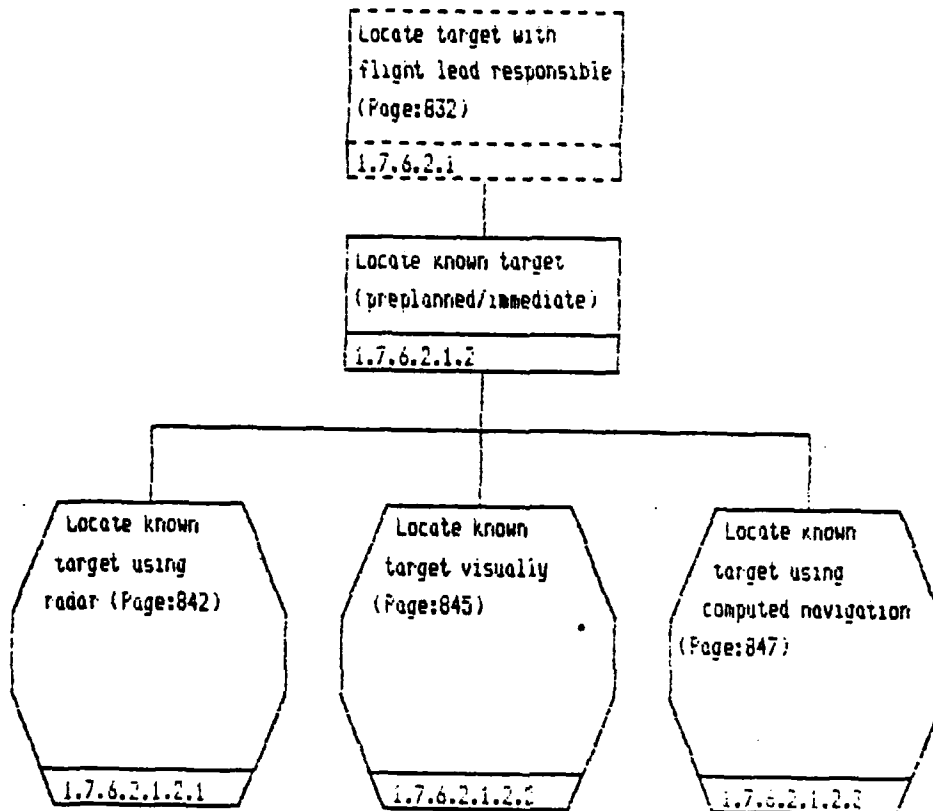
Describe the procedure
for route recce and
name the considerations
of most importance
without error from TWIC
texts, the Phase
Manual, FWIC texts, and
the Training Manual IAW
current doctrine and
TACH 3-1.

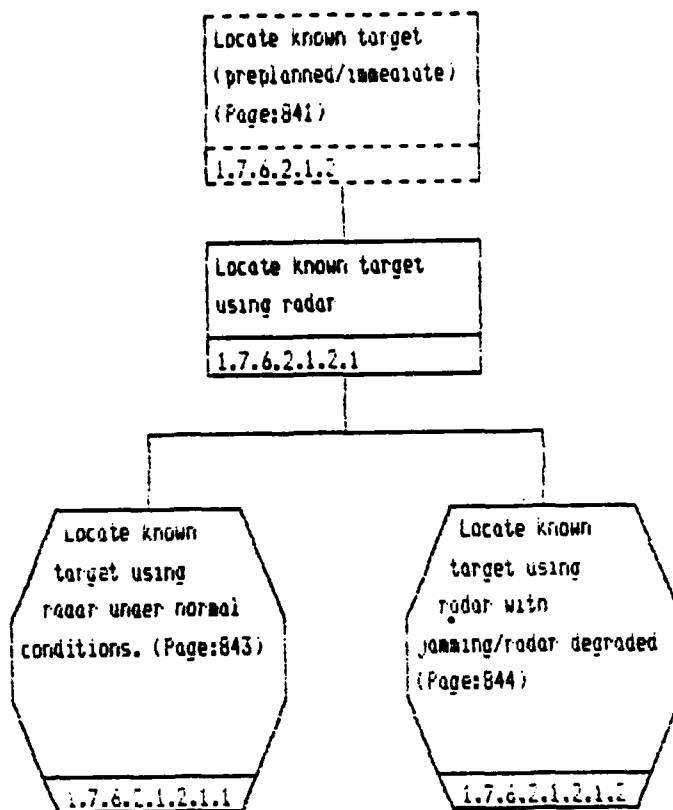
1.7.6.2.1.1.1.4

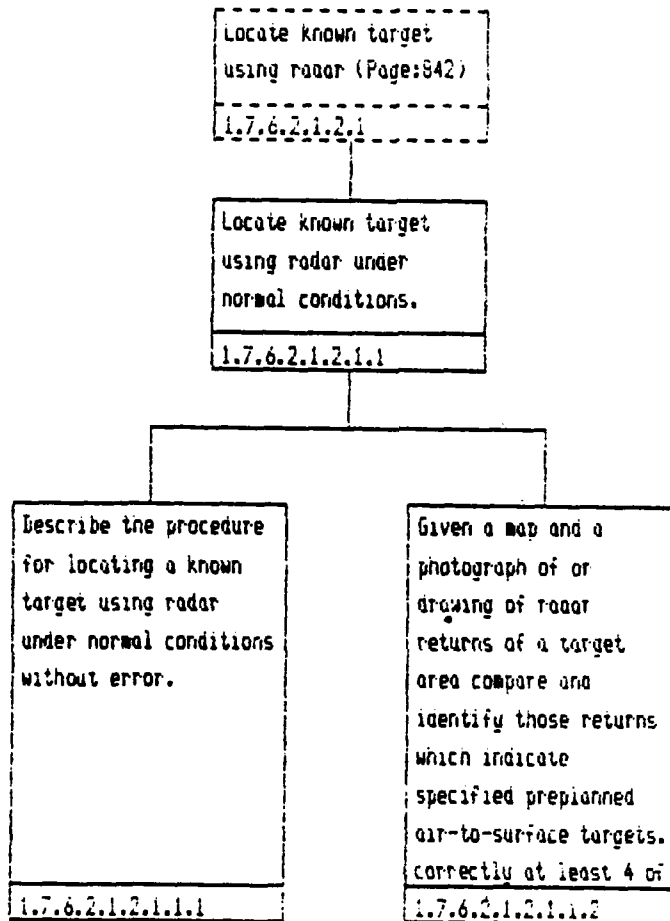
Describe the major
considerations for
communicating target
data to other flight
member(s)

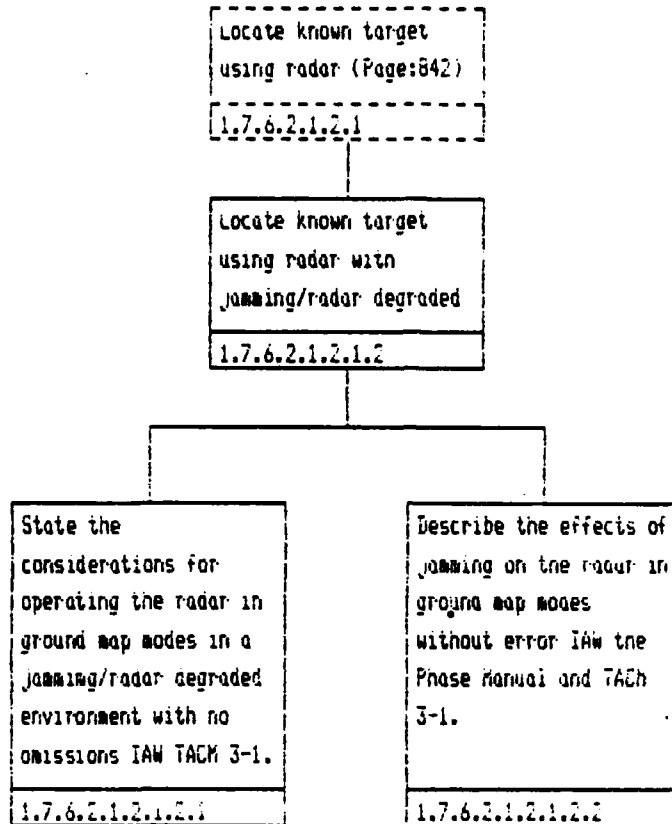
1.7.6.2.1.1.1.4.1

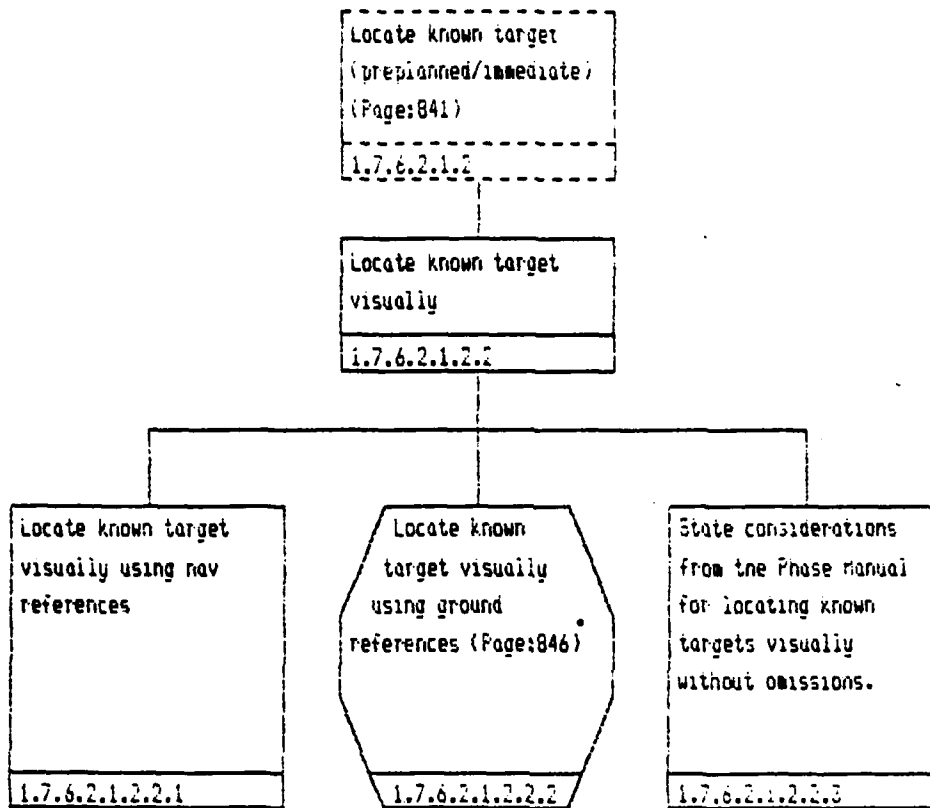












Locate known target
visually (Page:845)

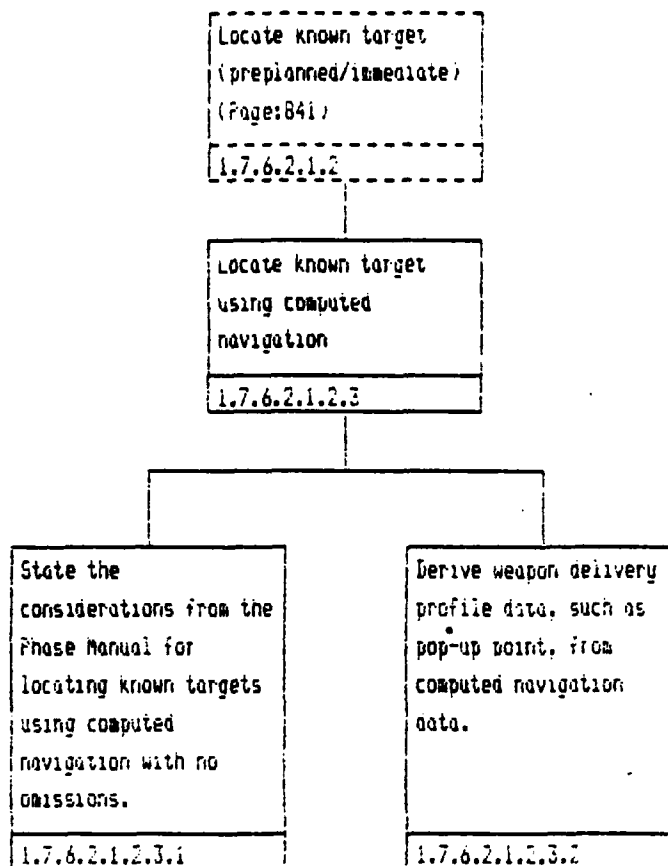
1.7.6.2.1.2.2

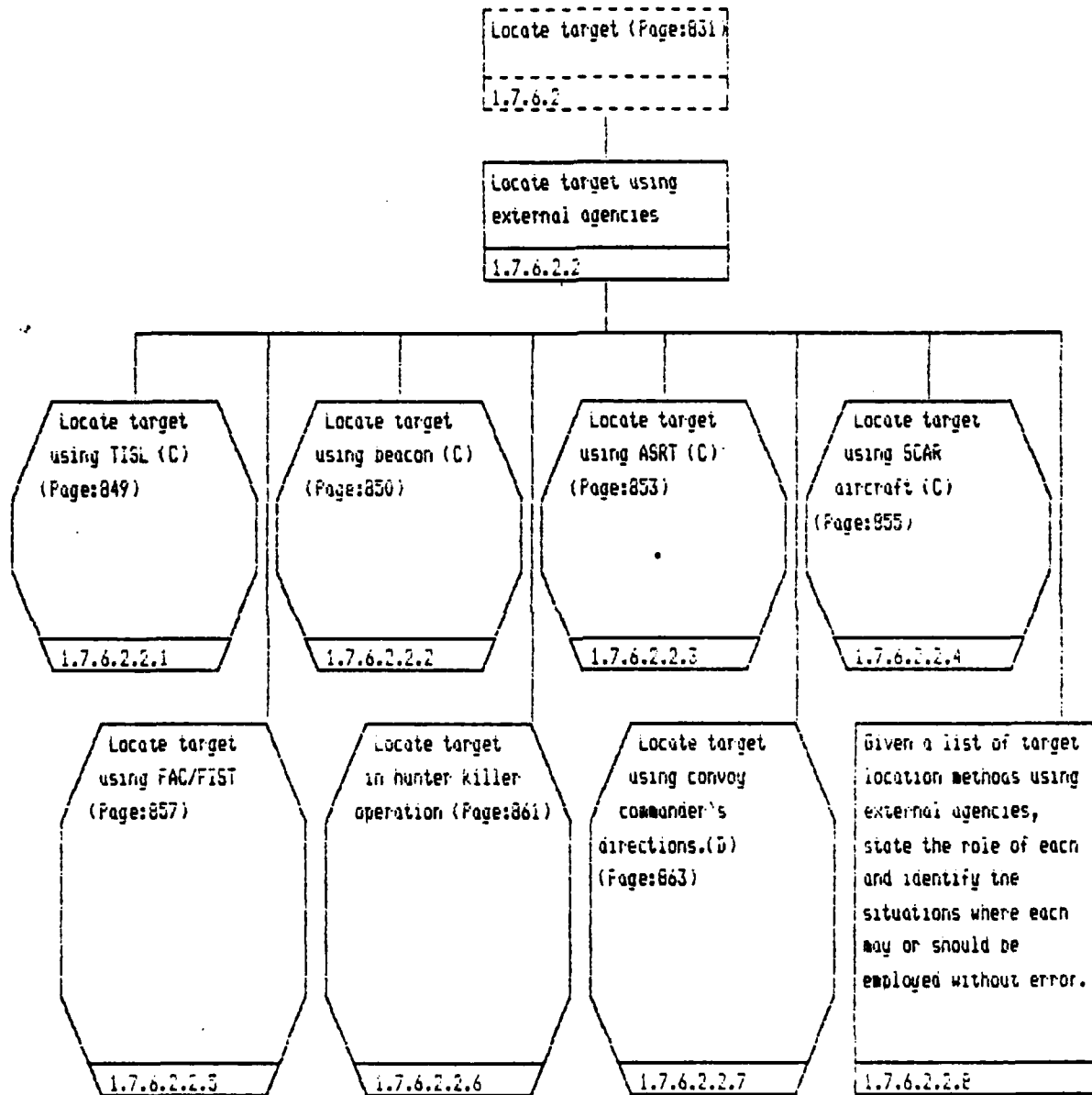
Locate known target
visually using ground
references

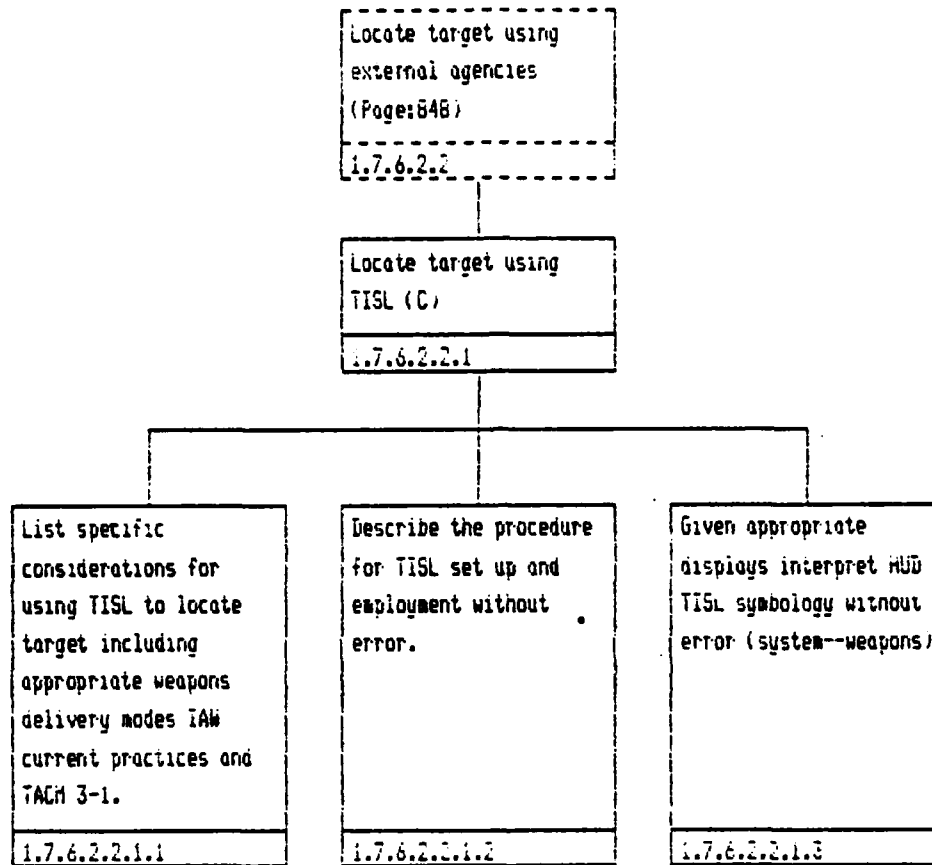
1.7.6.2.1.2.2.1

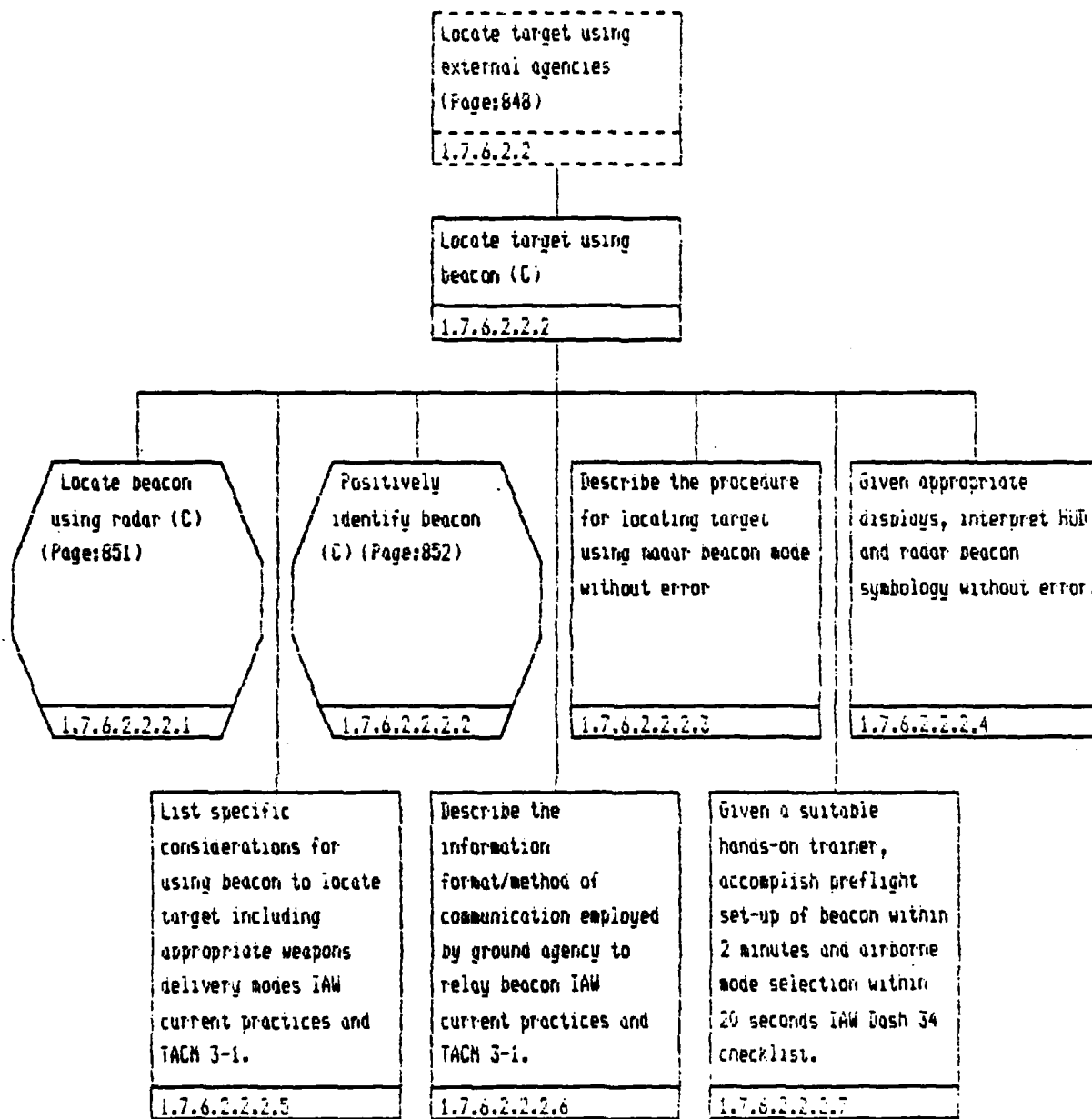
Describe the major
factors involved in
premission planning
such as photos,
sketches, sun angle,
attack heading, and
target physical
characteristics to aid
in visual target
acquisition.

1.7.6.2.1.2.2.2.1









Locate target using
beacon (C) (Page:850)

1.7.6.2.2.2

Locate beacon using
radar (C)

1.7.6.2.2.2.1

State special
considerations for
acquiring a beacon
return to include •
terrain masking, range,
and effects of low
altitude.

1.7.6.2.2.2.1.1

Locate target using
beacon (C) (Page:850)

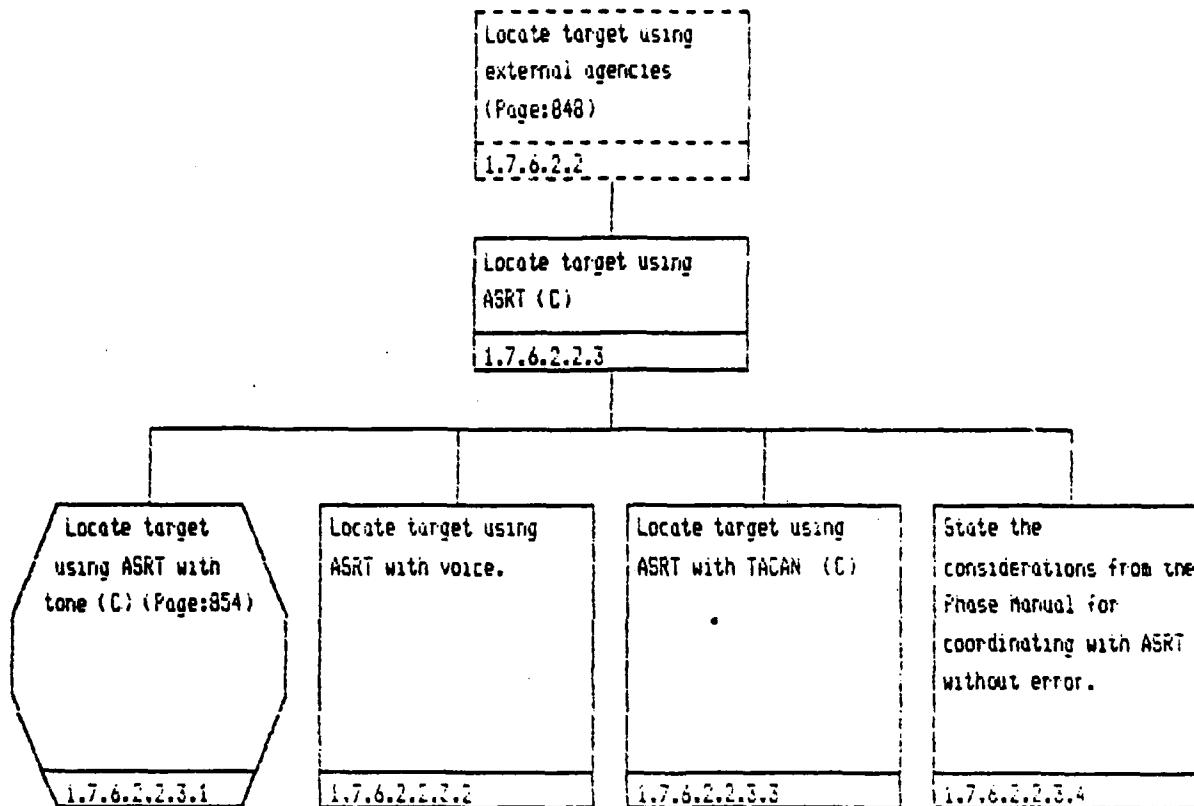
1.7.6.2.2.2

Positively identify
beacon (C)

1.7.6.2.2.2.2

Given an REG beacon
presentation, correctly
identify the beacon
code displayed 100
percent of the time.

1.7.6.2.2.2.2.1



Locate target using
ASRT (C) (Page:853)

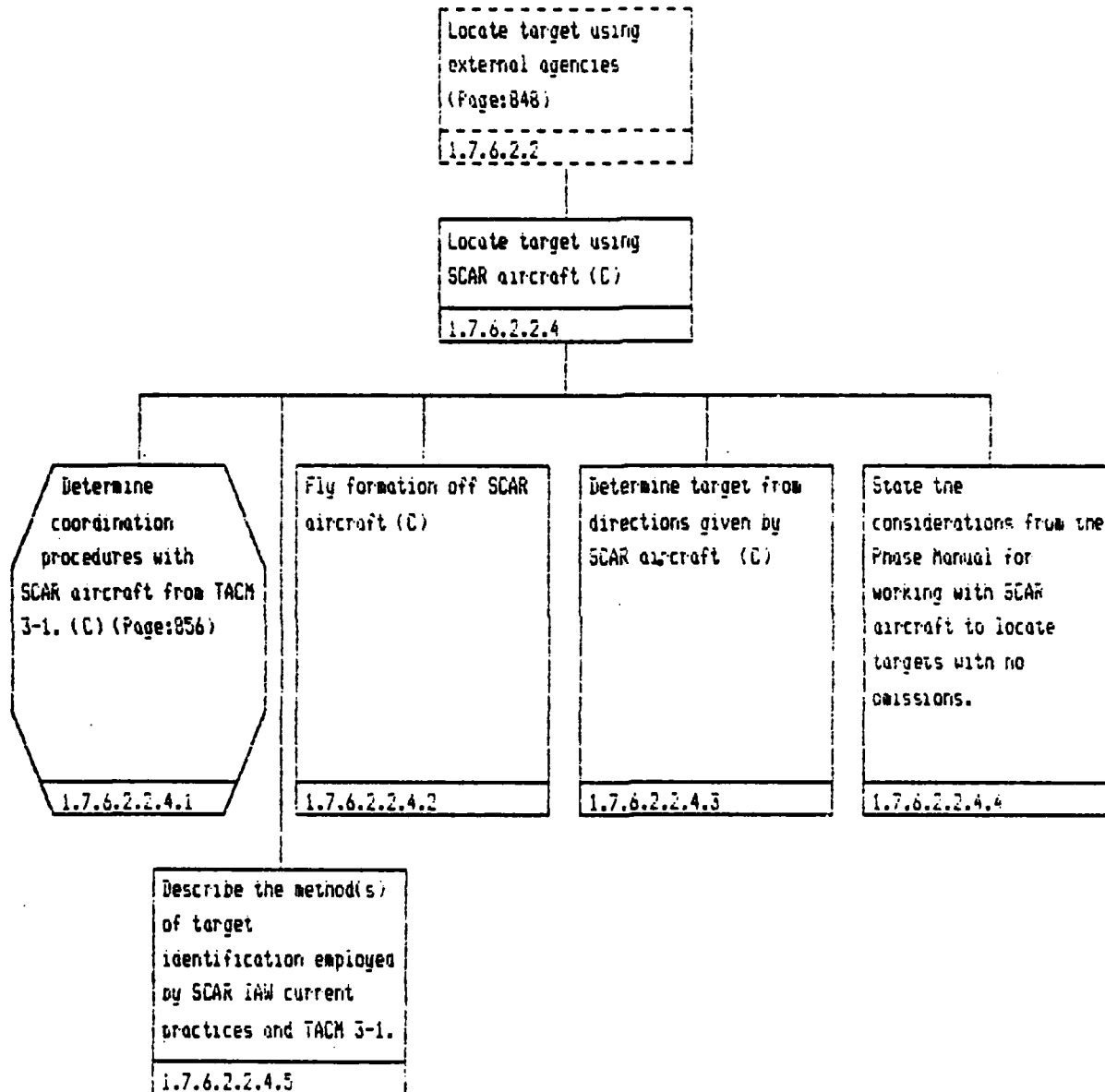
1.7.6.2.2.3

Locate target using
ASRT with tone (C)

1.7.6.2.2.3.1

Given recordings of
various ASRT tones,
describe your
appropriate reactions
without error.

1.7.6.2.2.3.1.1



Locate target using
SCAR aircraft (C)
(Page:855)

1.7.6.2.2.4

Determine coordination
procedures with SCAR
aircraft from TACH 3-1.
(C)

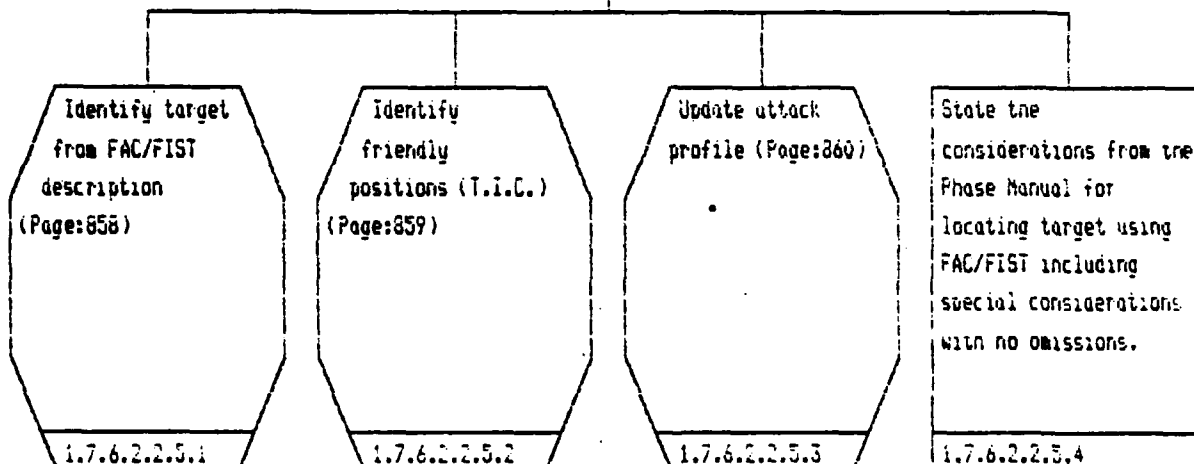
1.7.6.2.2.4.1

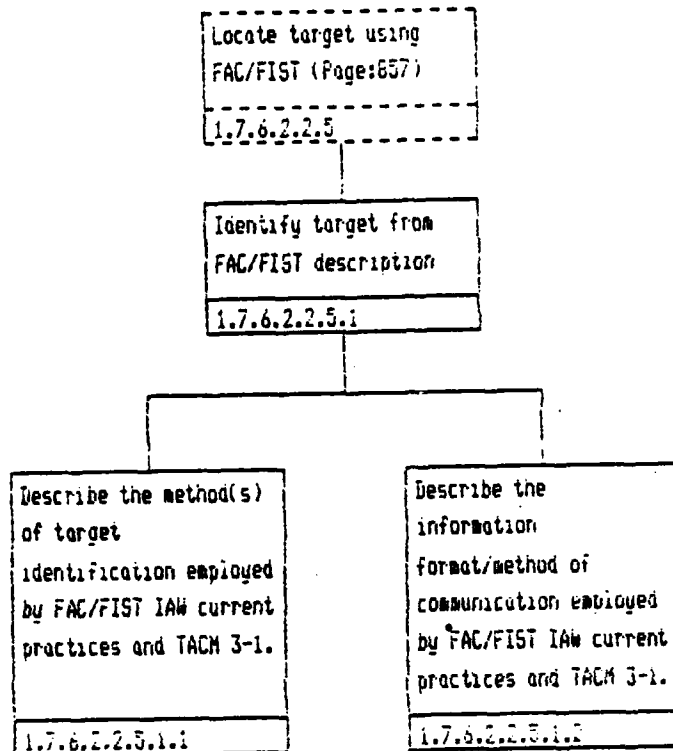
Describe the
information
format/method of
communication employed
by SCAR IAW current
practices and TACH 3-1.

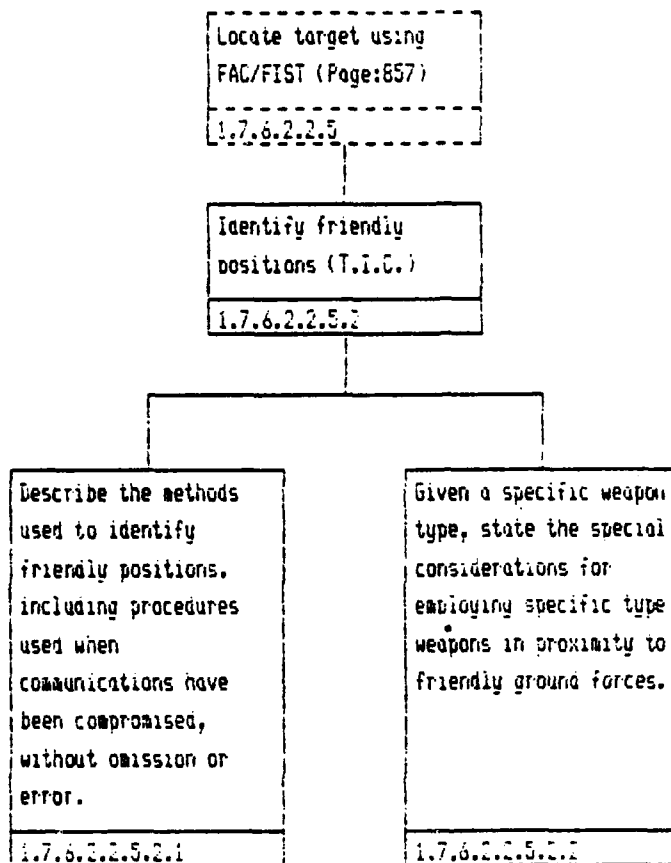
1.7.6.2.2.4.1.1

Locate target using
external agencies
(Page:848)
1.7.6.2.2

Locate target using
FAC/FIST
1.7.6.2.2.5







Locate target using
FAC/FIST (Page:857)

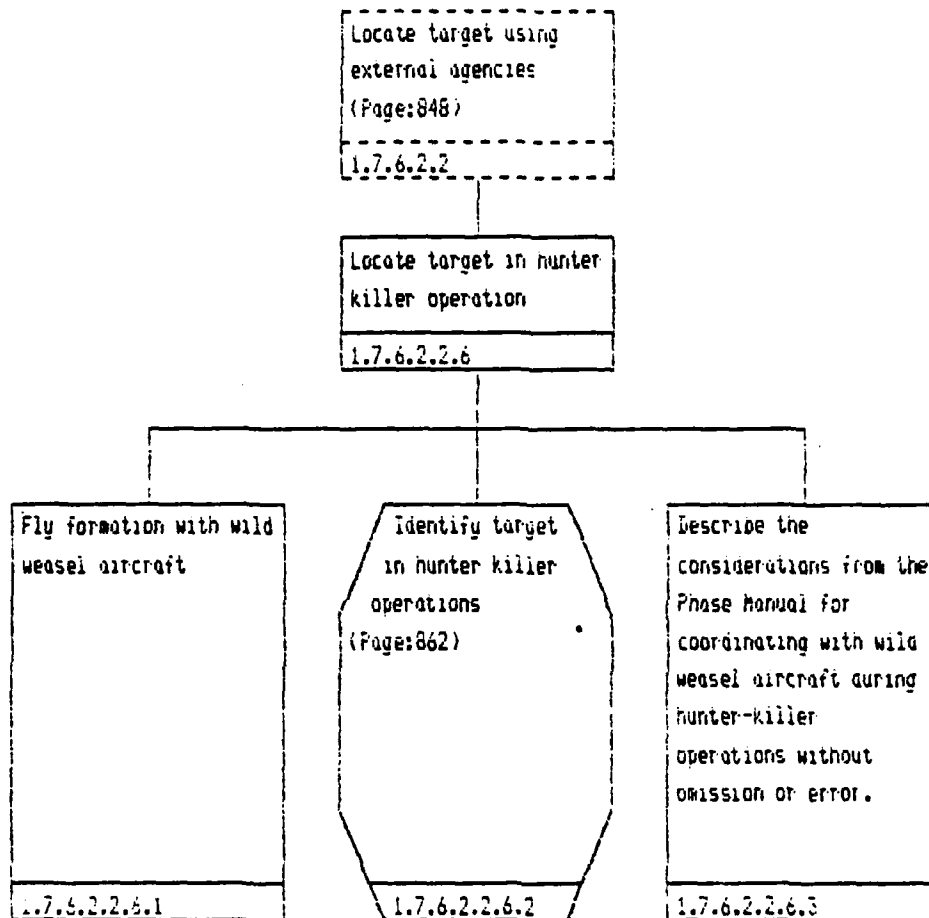
1.7.6.2.2.5

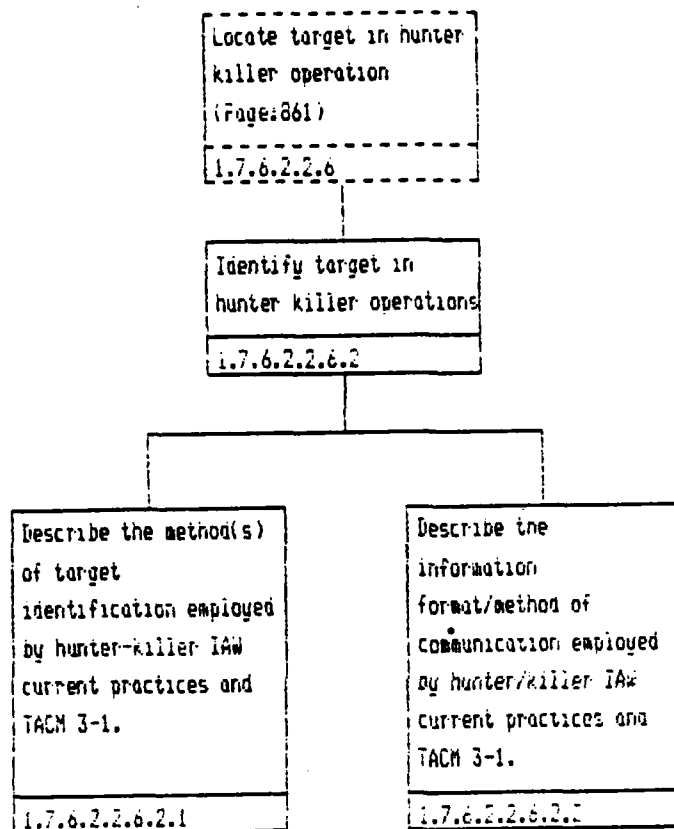
Update attack profile

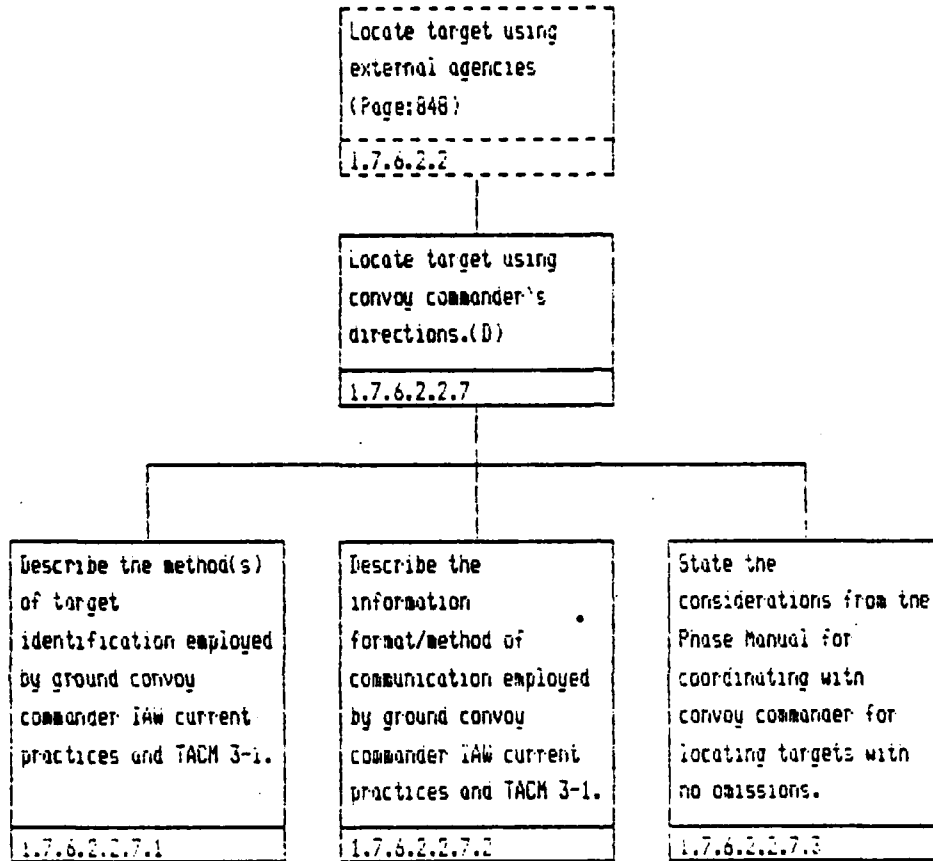
1.7.6.2.2.5.3

Describe various
methods used by
controllers to adjust
weapon aim points
between flight members,
including distance and
direction reference
methods, without
omission or error.

1.7.6.2.2.5.3.1







Locate target (Page:831)

1.7.6.2

Detect target anomalies.

1.7.6.2.3

Detect camouflaged
targets.

1.7.6.2.3.1

Detect mock targets. (C)

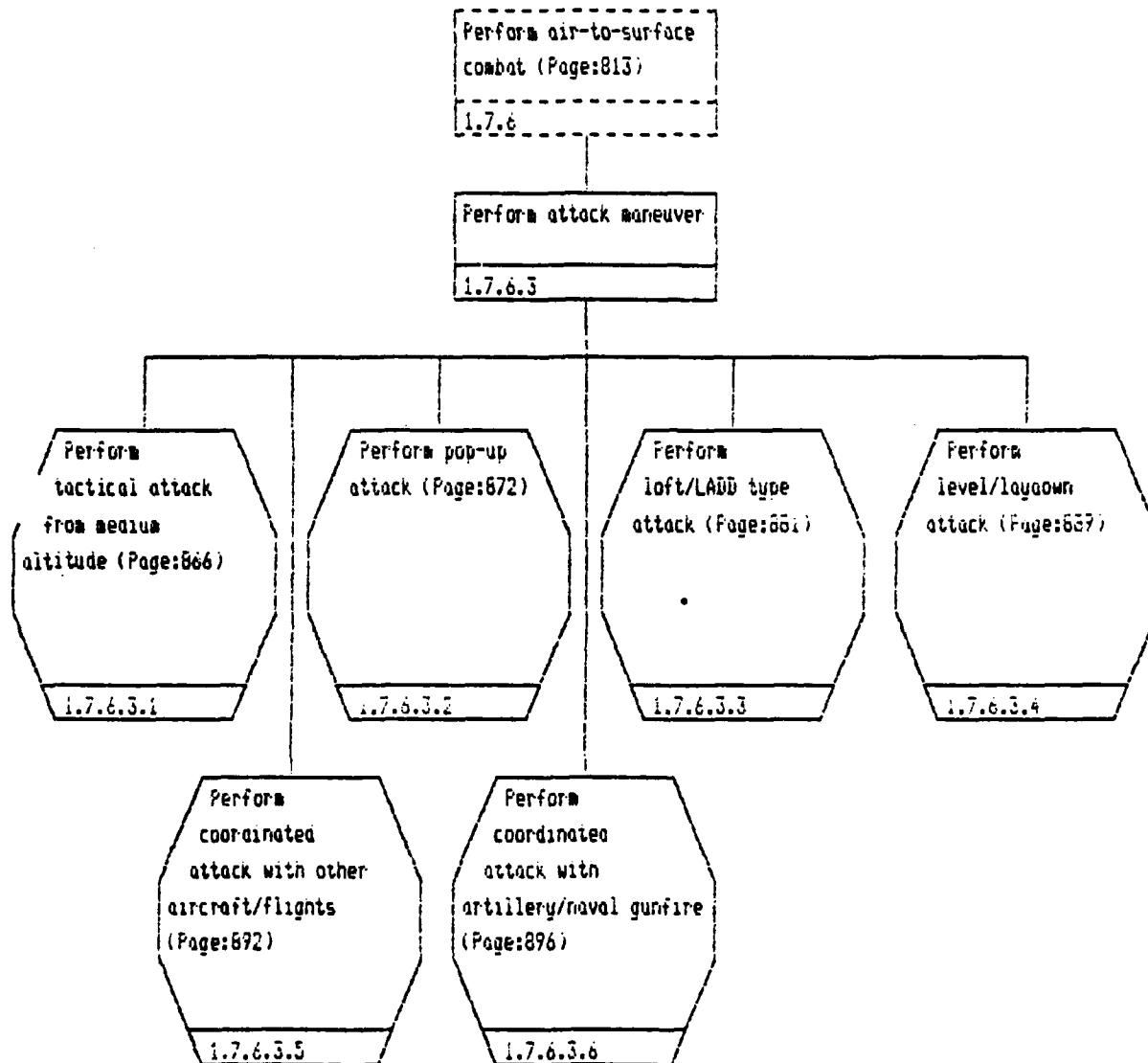
1.7.6.2.3.2

Detect decoy targets
(C)

1.7.6.2.3.3

State the effect of
camouflage and decoy
targets on target
acquisition.

1.7.6.2.3.4



Continued on page: 867

Perform attack maneuver
(Page:865)
1.7.6.3

Perform tactical attack
from medium altitude
1.7.6.3.1

Perform tactical attack
from medium
altitude using
cloverleaf attack
pattern (C) (Page:868)
1.7.6.3.1.1

Perform tactical attack
from medium
altitude using standard
box pattern (restricted
run-in heading)
(Page:869)
1.7.6.3.1.2

Perform tactical attack
from medium altitude
using opposing-box
pattern (restricted
run-in heading)
1.7.6.3.1.3

Perform tactical attack
from medium altitude
using reciprocal attack
pattern
1.7.6.3.1.4

Perform tactical attack
from medium altitude
using circular attack
pattern
1.7.6.3.1.5

Perform tactical attack
from medium
altitude using floating
wheel attack pattern
(Page:870)
1.7.6.3.1.6

Perform tactical attack
from medium altitude
using figure eight
attack pattern (C)
1.7.6.3.1.7

Perform tactical attack
from medium
altitude using
noncurvilinear box
pattern (D) (Page:871)
1.7.6.3.1.8

Continued from page: 866

Perform attack maneuver
(Page:865)

1.7.6.3

Perform tactical attack
from medium altitude

1.7.6.3.1

Given a list of medium
altitude attack
patterns and a tactical
scenario, identify the
pattern(s) appropriate
to that scenario
without error.

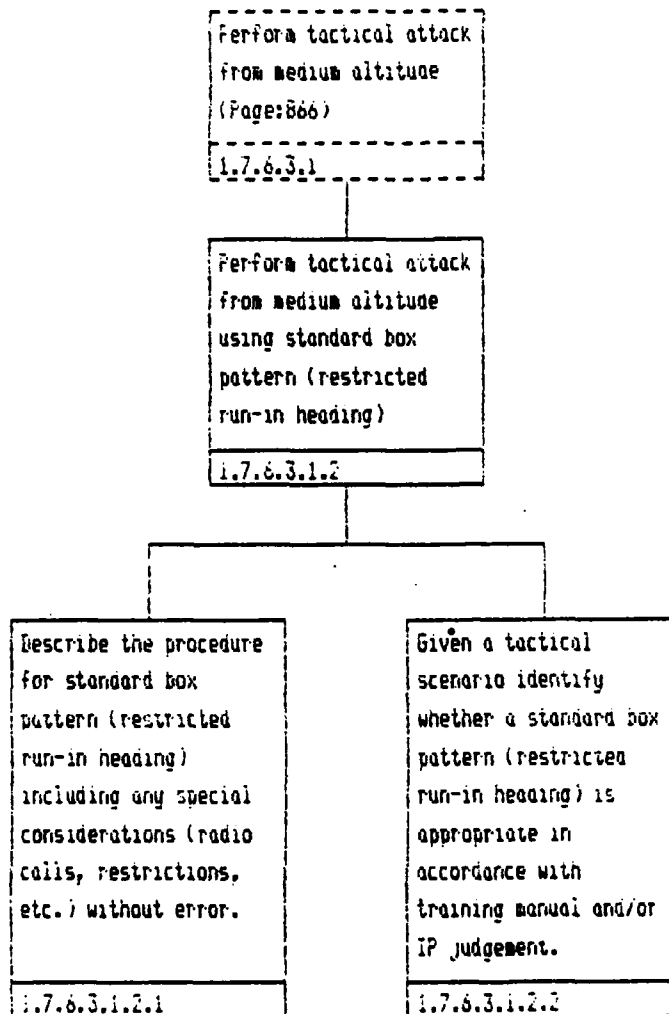
1.7.6.3.1.5

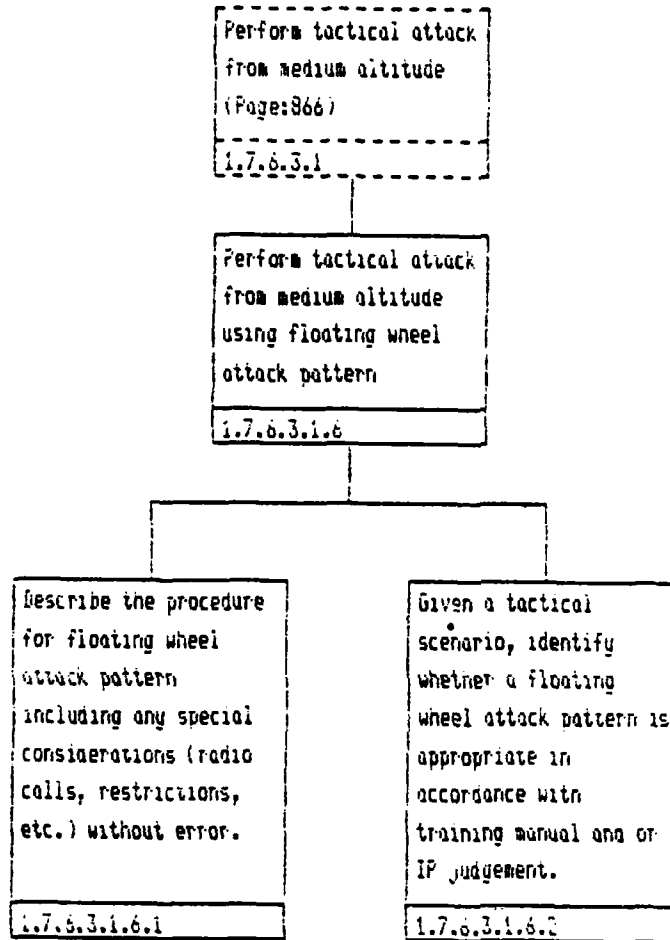
Perform tactical attack
from medium altitude
(Page:866)
1.7.6.3.1

Perform tactical attack
from medium altitude
using cloverleaf attack
pattern (C)
1.7.6.3.1.1

Describe the procedure
for cloverleaf attack
pattern including any
special considerations
(radio calls,
restrictions, etc.)
without error.
1.7.6.3.1.1.1

Given a tactical
scenario, identify
whether a cloverleaf
attack pattern is
appropriate in
accordance with
training manual and/or
IP judgement.
1.7.6.3.1.1.2





Perform tactical attack
from medium altitude
(Page:866)

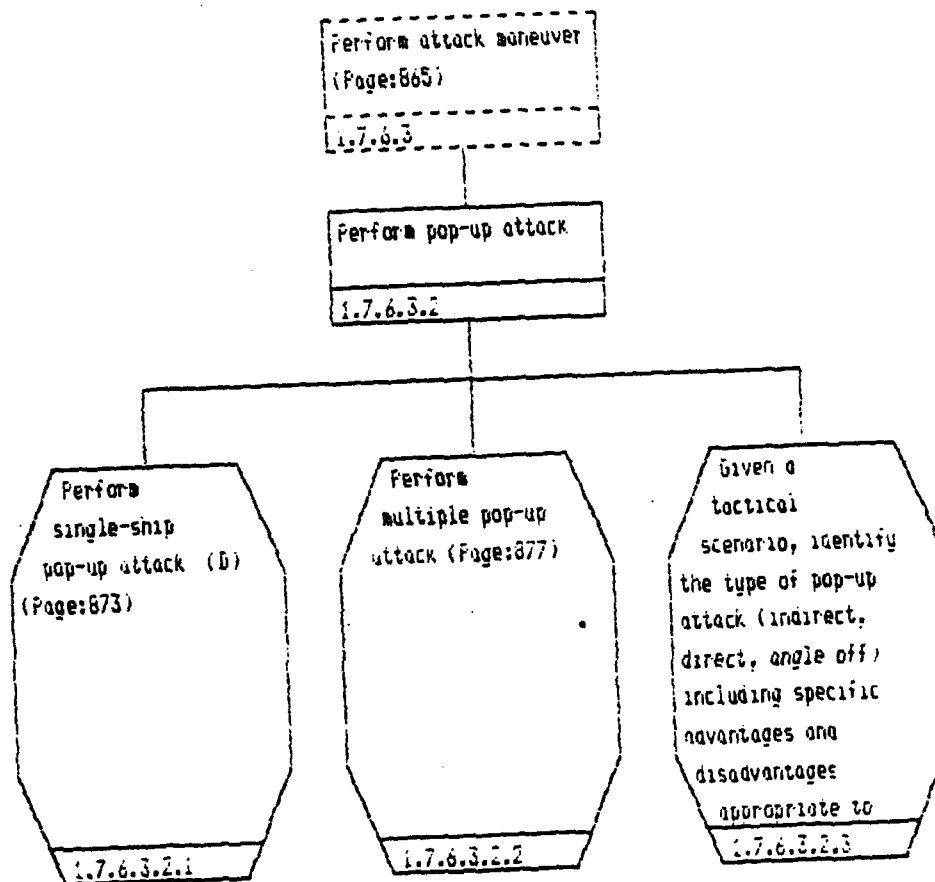
1.7.6.3.1

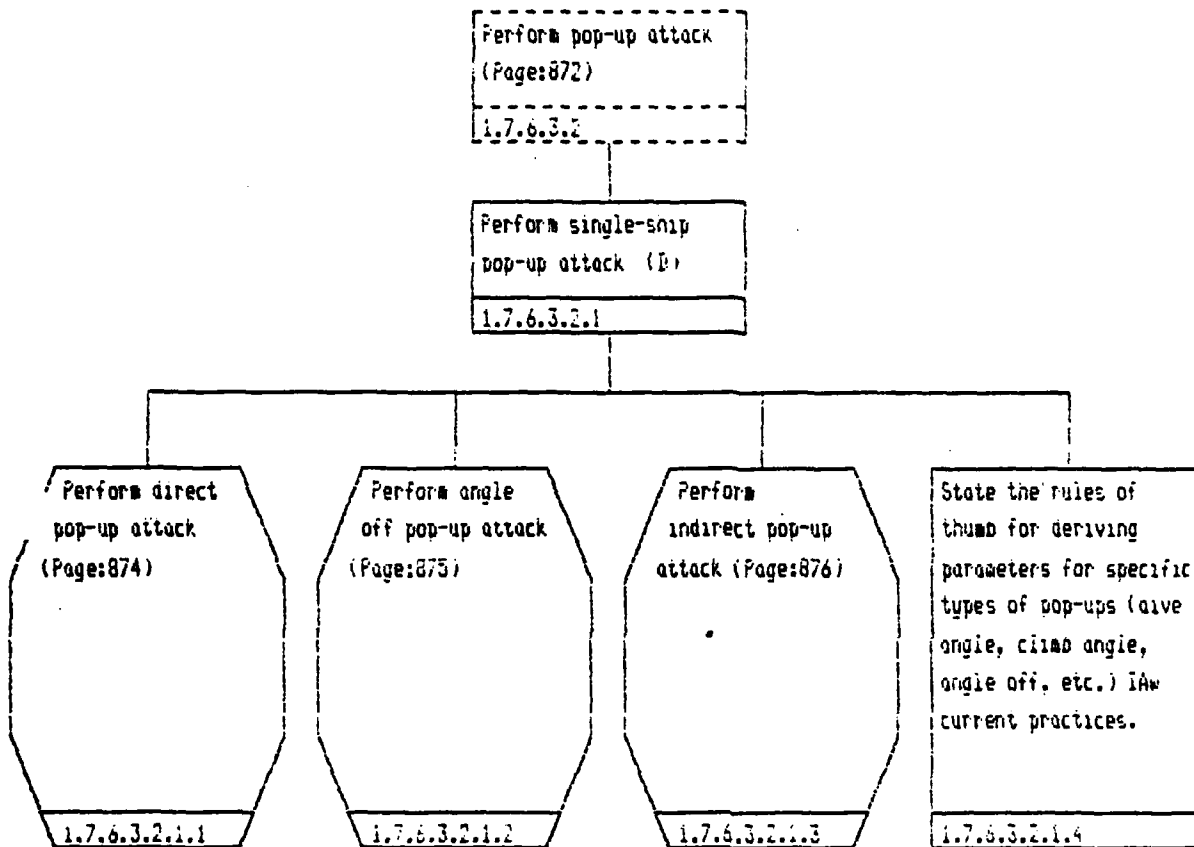
Perform tactical attack
from medium altitude
using noncurvilinear
box pattern (D)

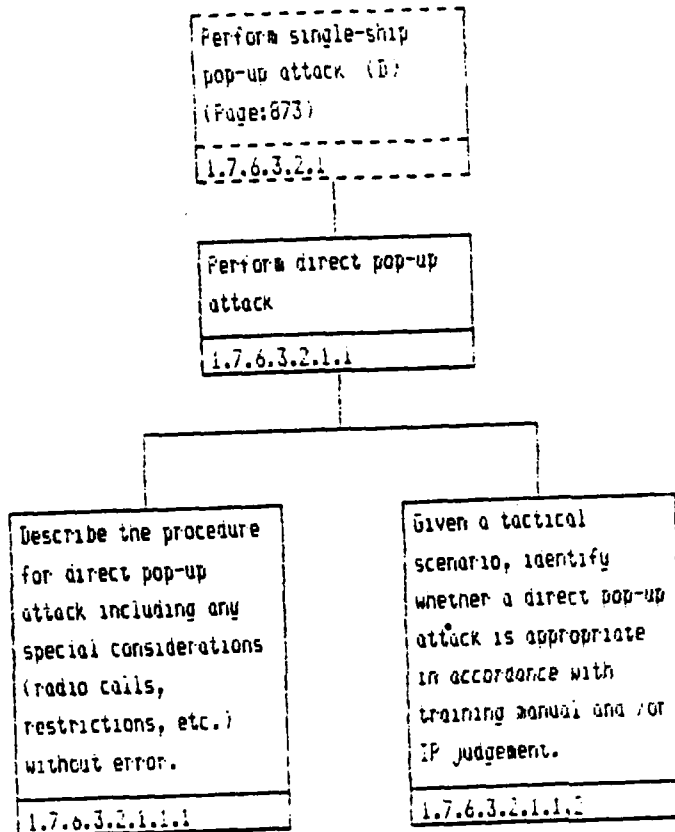
1.7.6.3.1.8

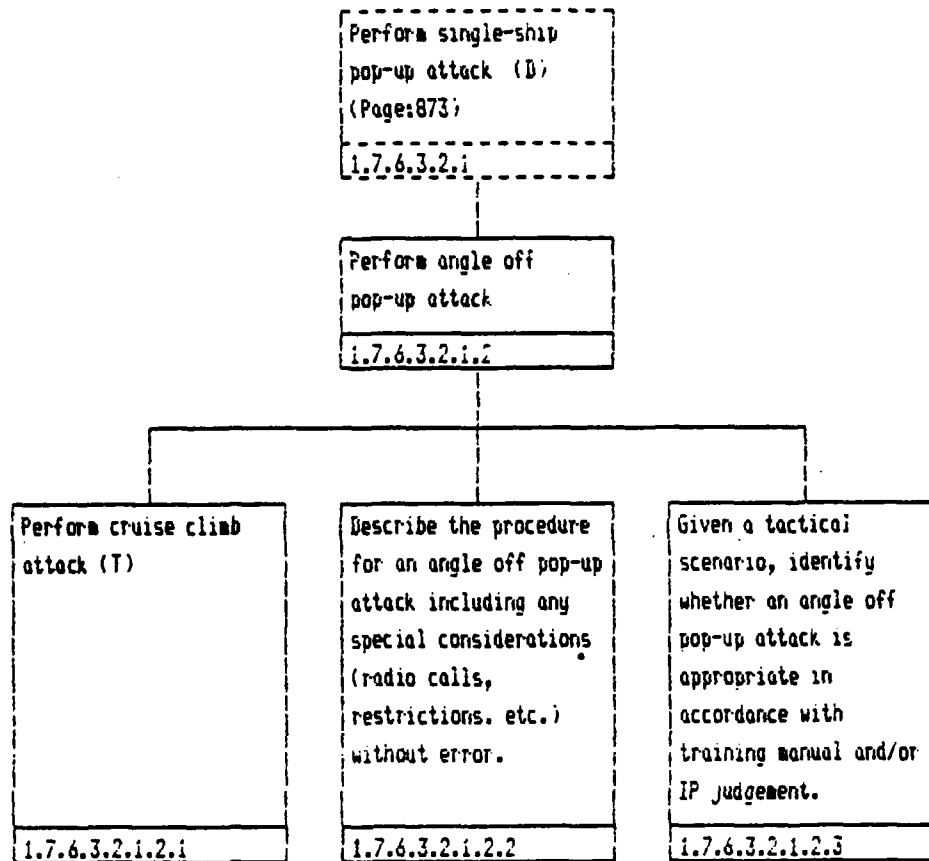
Describe the procedure
for noncurvilinear box
pattern (T) including
any special
considerations (radio
calls, restrictions,
etc.) without error.

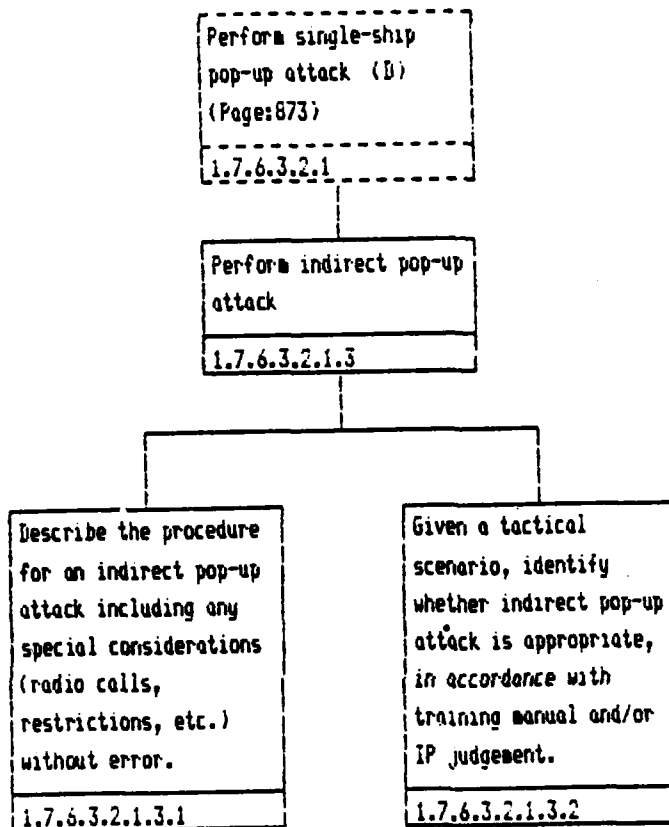
1.7.6.3.1.8.1

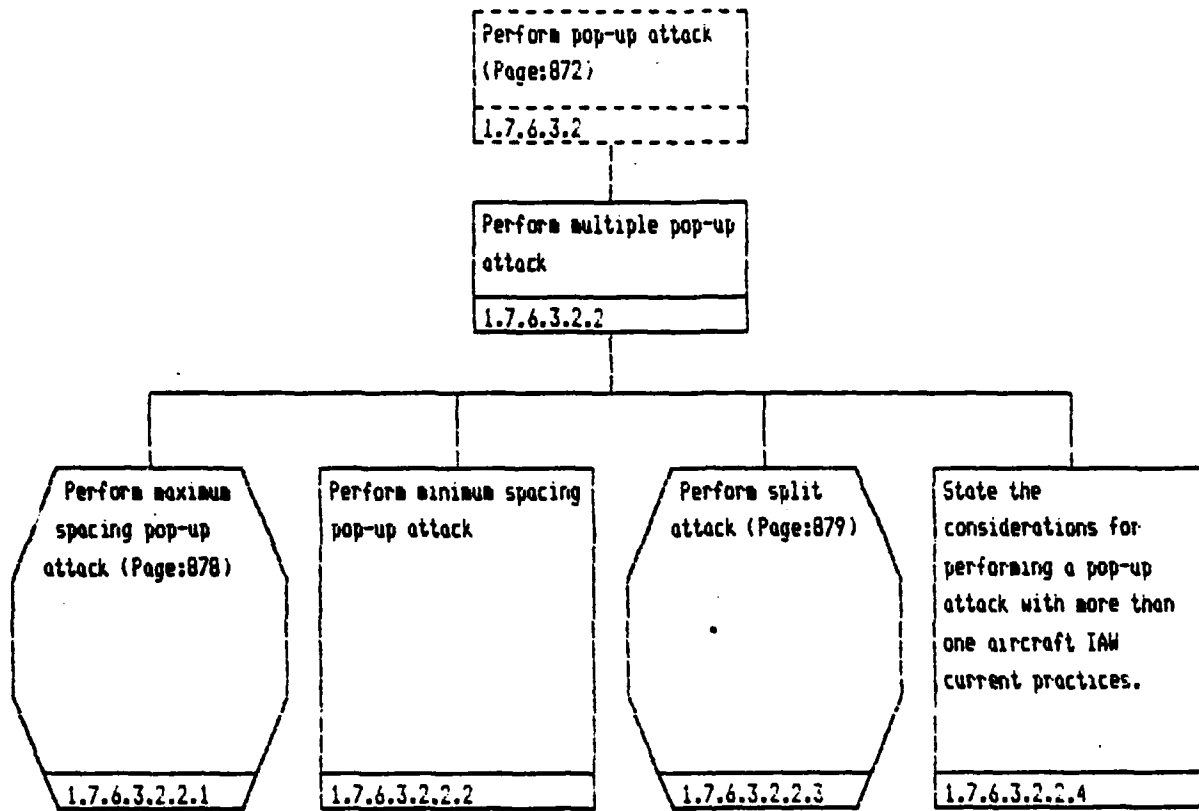








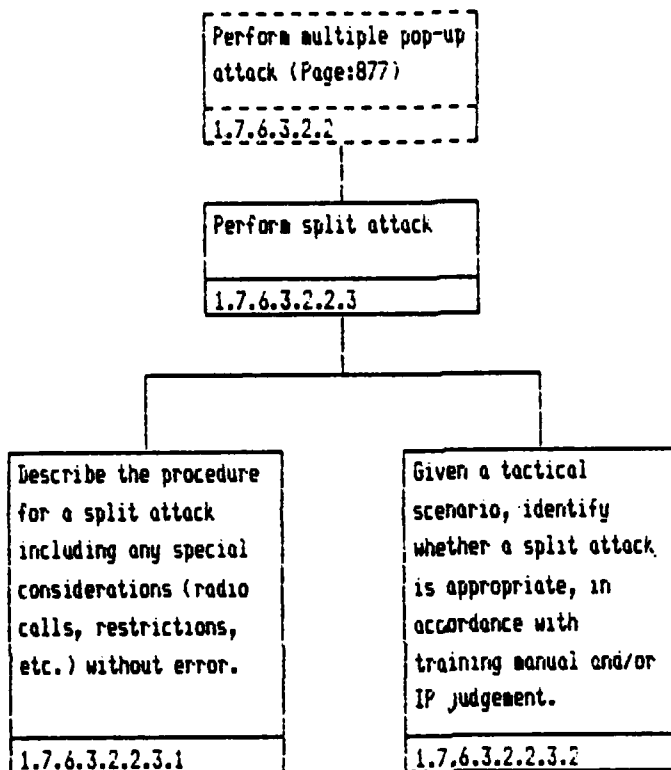




Perform multiple pop-up
attack (Page:877)
1.7.6.3.2.2

Perform maximum spacing
pop-up attack
1.7.6.3.2.2.1

State the
considerations for
performing maximum
spacing pop-up attacks,
IAW TACH 3-1.
1.7.6.3.2.2.1.1



Perform pop-up attack
(Page:872)

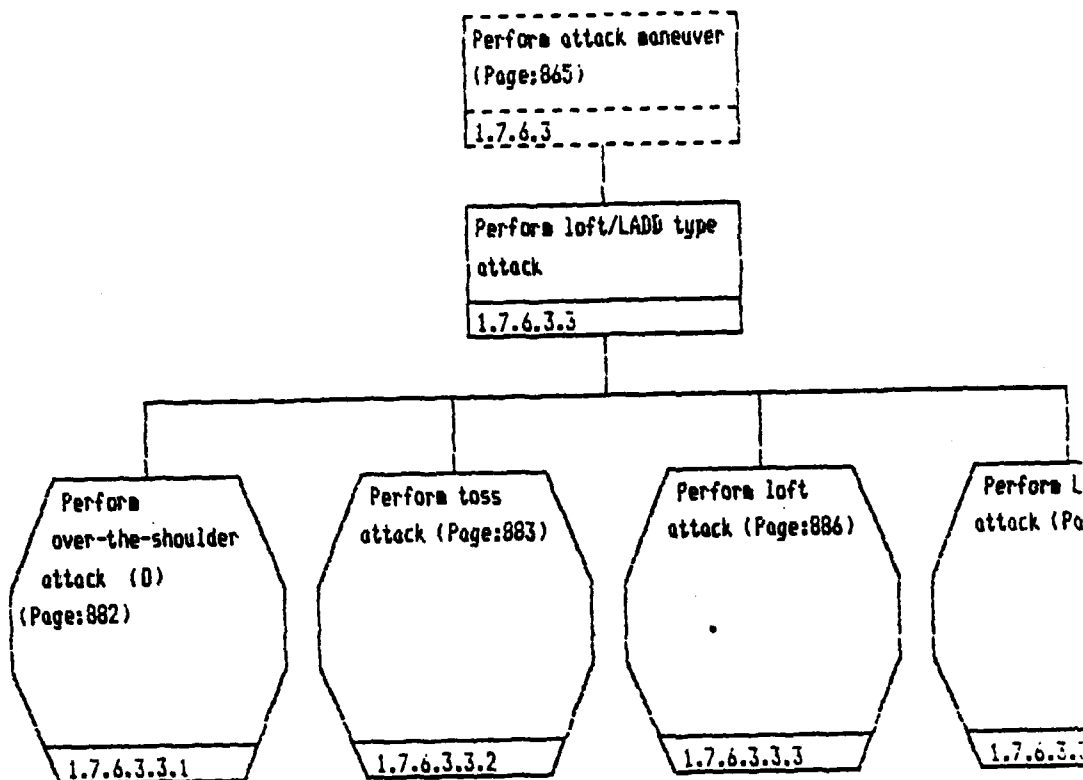
1.7.6.3.2

Given a tactical scenario, identify the type of pop-up attack (indirect, direct, angle off) including specific advantages and disadvantages appropriate to that scenario without error.

1.7.6.3.2.3

State the considerations for performing minimum spacing pop-up attacks, including tactical advantages, coordination between flight members, and cockpit cues for initiating the pop-up

1.7.6.3.2.3.1



Perform loft/LADD type
attack (Page:881)

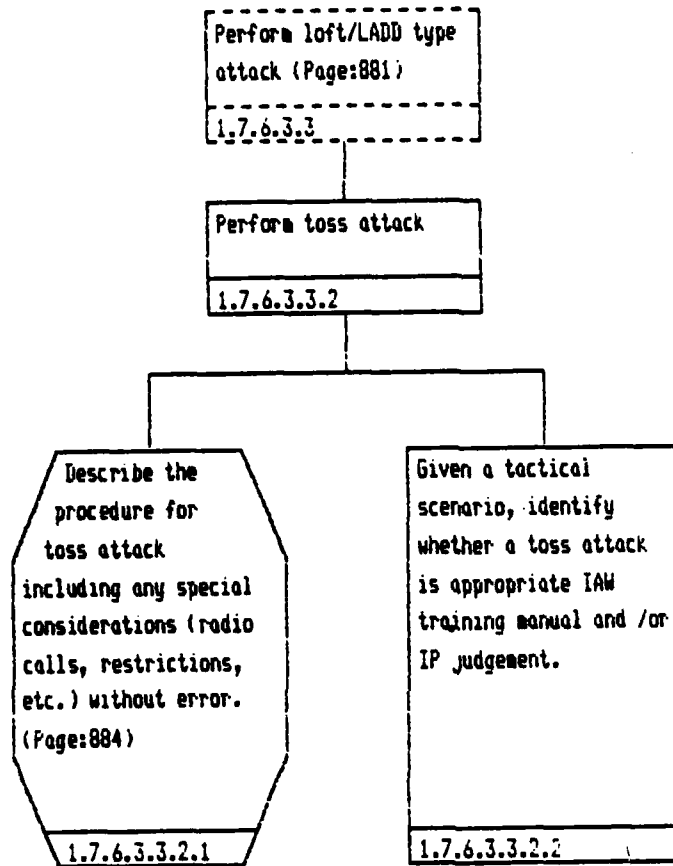
1.7.6.3.3

Perform
over-the-shoulder
attack (O)

1.7.6.3.3.1

Given a suitable
hands-on trainer,
correctly perform an
over-the-shoulder
delivery IAW current
practices. (H)

1.7.6.3.3.1.1



Perform toss attack
(Page:883)

1.7.6.3.3.2

Describe the procedure
for toss attack
including any special
considerations (radio
calls, restrictions,
etc.) without error.

1.7.6.3.3.2.i

Given a
suitable hands-on
trainer, correctly
perform a toss delivery
IAW current practices.
(Page:885)

1.7.6.3.3.2.1.1

Describe the procedure
for toss attack
including any special
considerations (radio
calls, restrictions,
etc.) without error.
(Page:884)

1.7.6.3.3.2.1

Given a suitable
hands-on trainer,
correctly perform a
toss delivery IAW
current practices.

1.7.6.3.3.2.1.1

Given a list of low
level type attacks and
a tactical scenario,
identify the type(s)
appropriate to that
scenario without error.

1.7.6.3.3.2.1.1.1

Perform loft/LADD type
attack (Page:881)

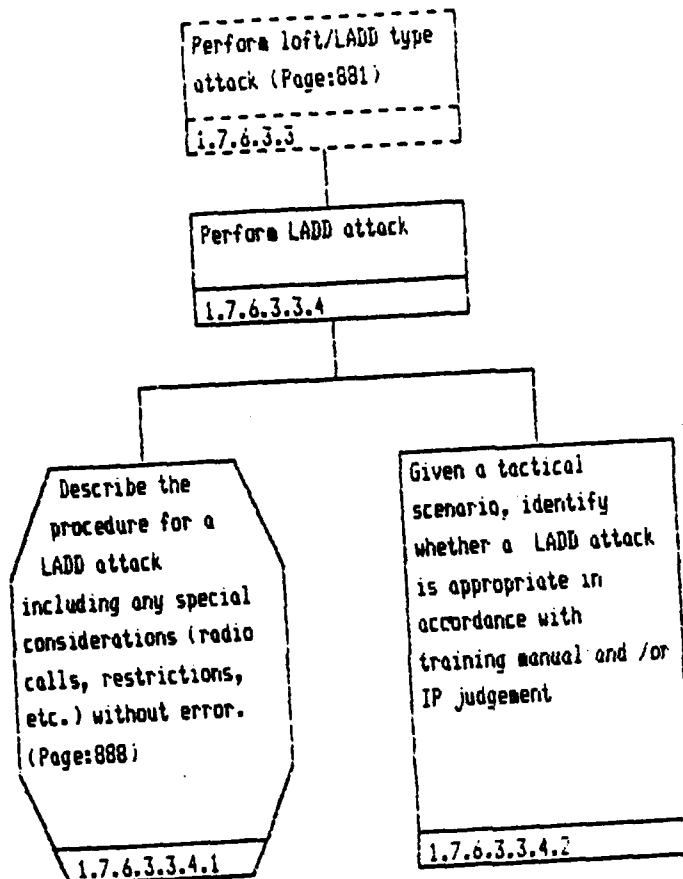
1.7.6.3.3

Perform loft attack

1.7.6.3.3.3

Given a suitable
hands-on trainer,
correctly perform a
loft delivery IAW
current practices. .

1.7.6.3.3.3.1



Perform LADD attack
(Page:887)

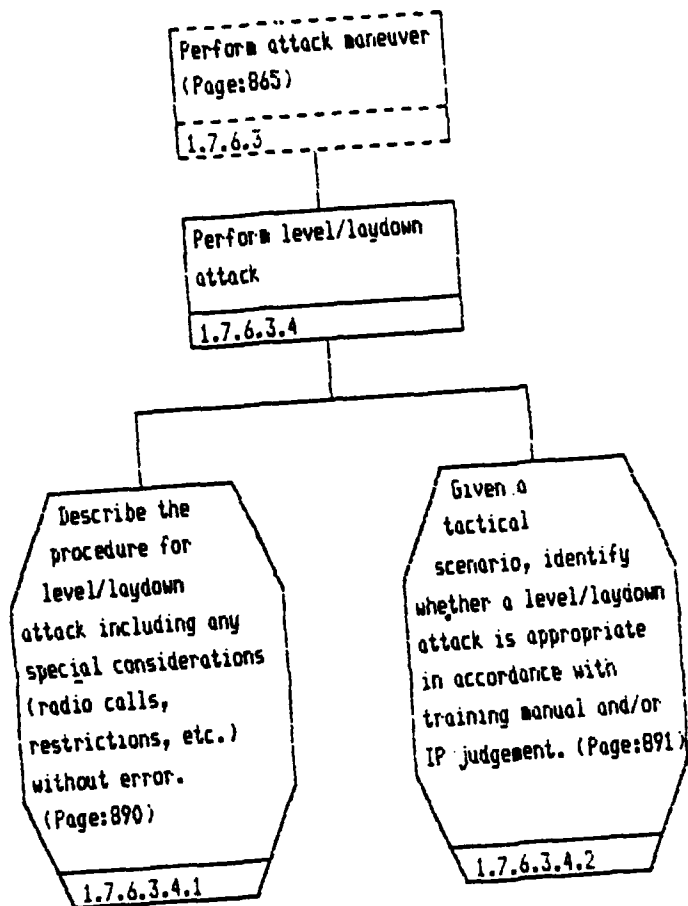
1.7.6.3.3.4

Describe the procedure
for a LADD attack
including any special
considerations (radio
calls, restrictions,
etc.) without error.

1.7.6.3.3.4.1

Given a suitable
hands-on trainer,
correctly perform a
LADD delivery IAW
current practices.

1.7.6.3.3.4.1.1



Perform level/laydown
attack (Page:889)
1.7.6.3.4

Describe the procedure
for level/laydown
attack including any
special considerations
(radio calls,
restrictions, etc.)
without error.
1.7.6.3.4.1

Given a suitable
hands-on trainer,
correctly perform a
level/laydown delivery
IAW current practices.
1.7.6.3.4.1.1

Perform level/laydown
attack (Page:889)

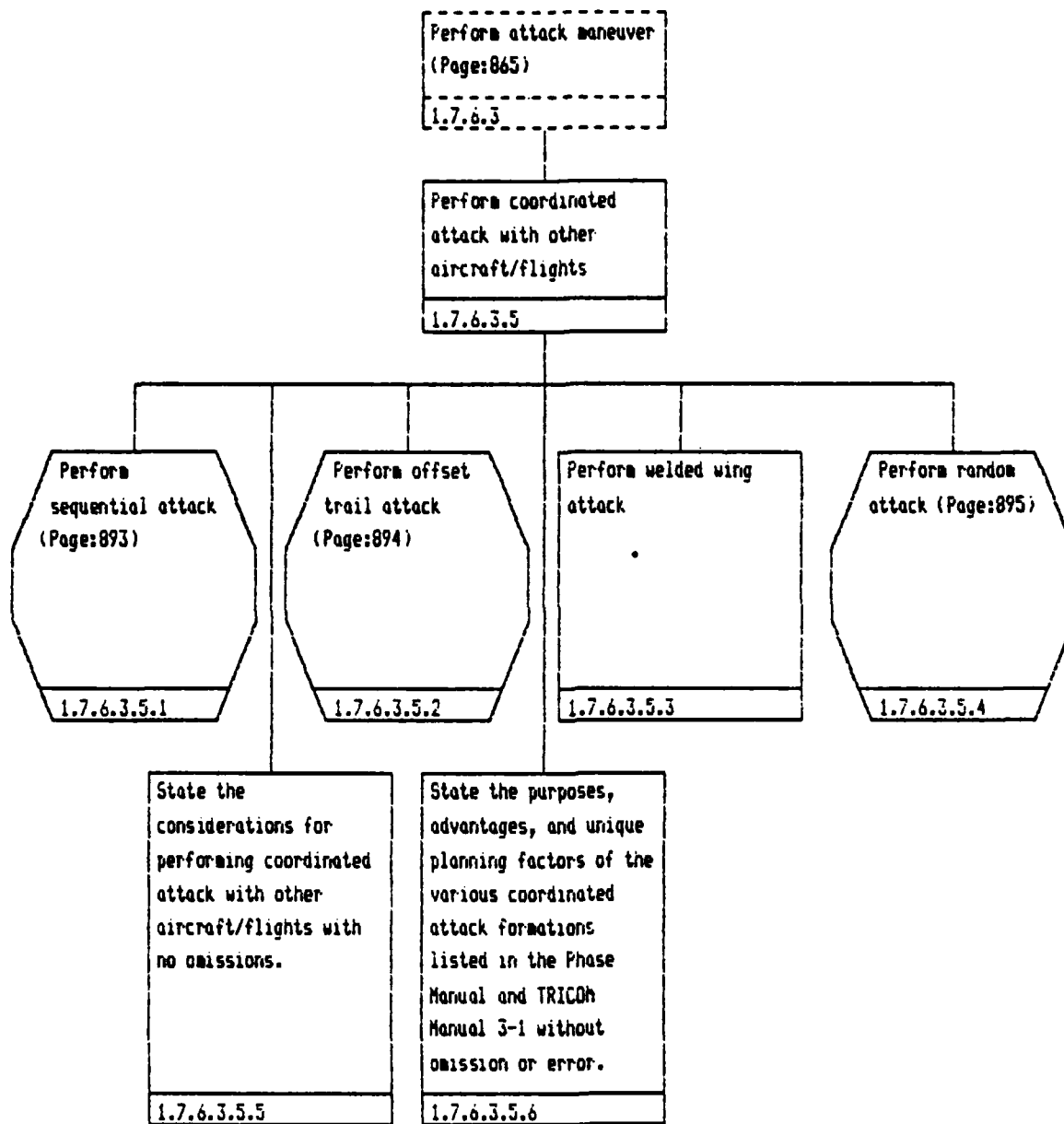
1.7.6.3.4

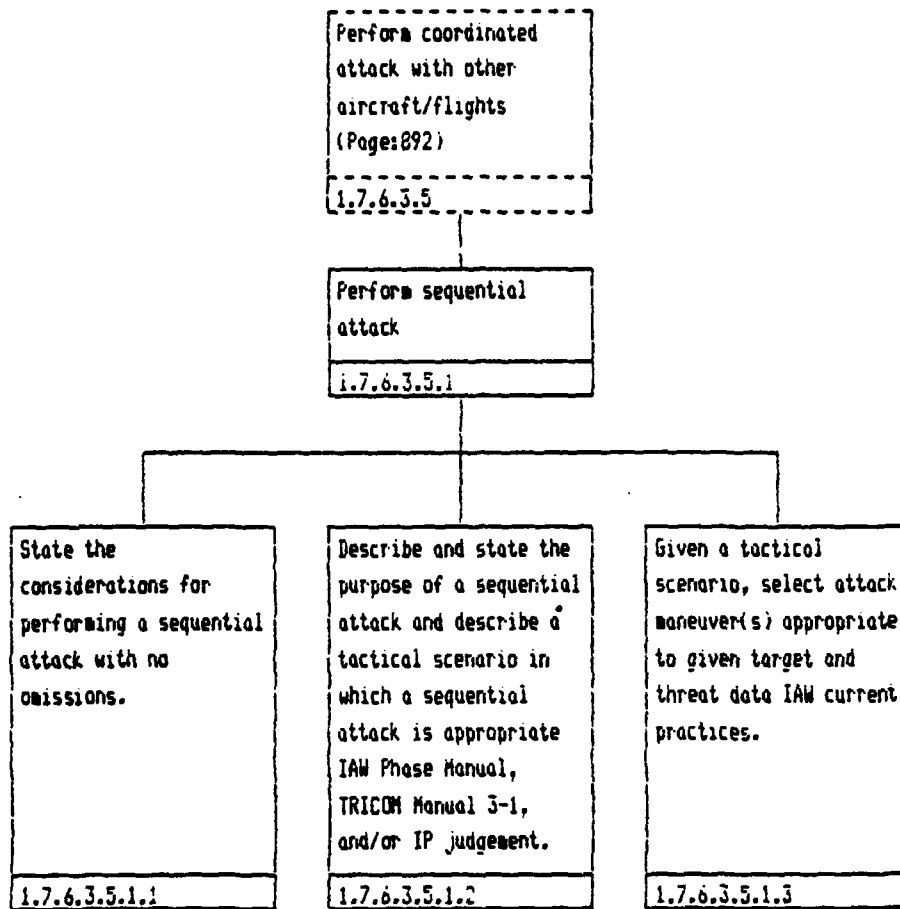
Given a tactical
scenario, identify
whether a level/laydown
attack is appropriate
in accordance with
training manual and/or
JP judgement.

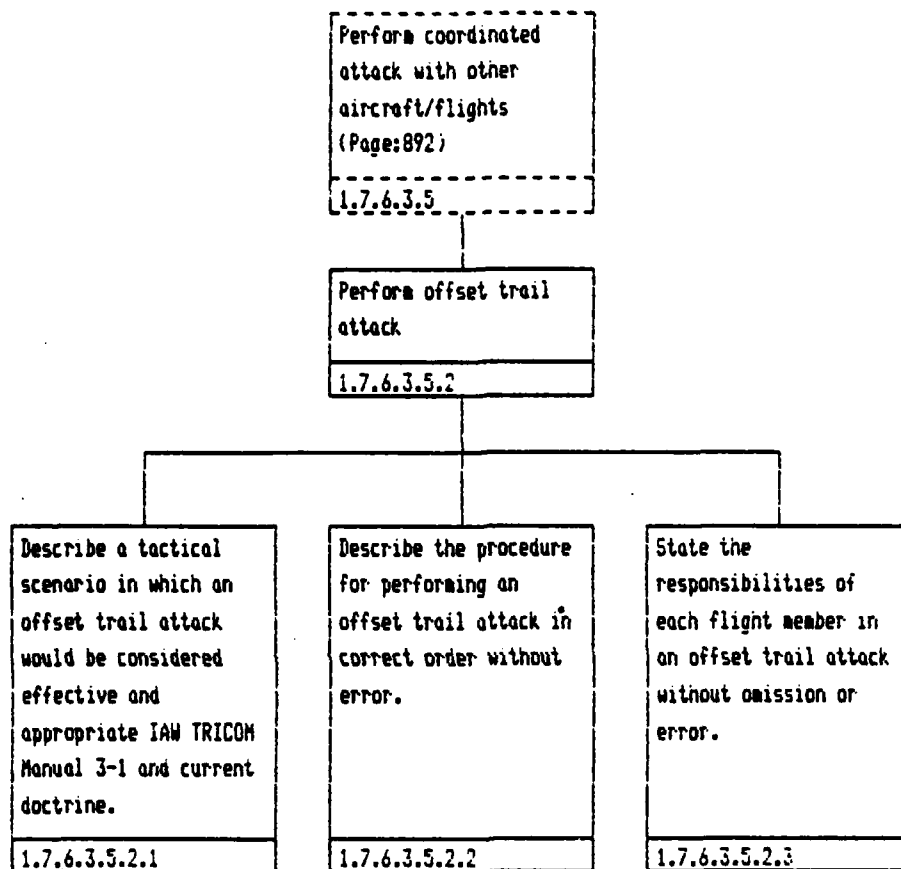
1.7.6.3.4.2

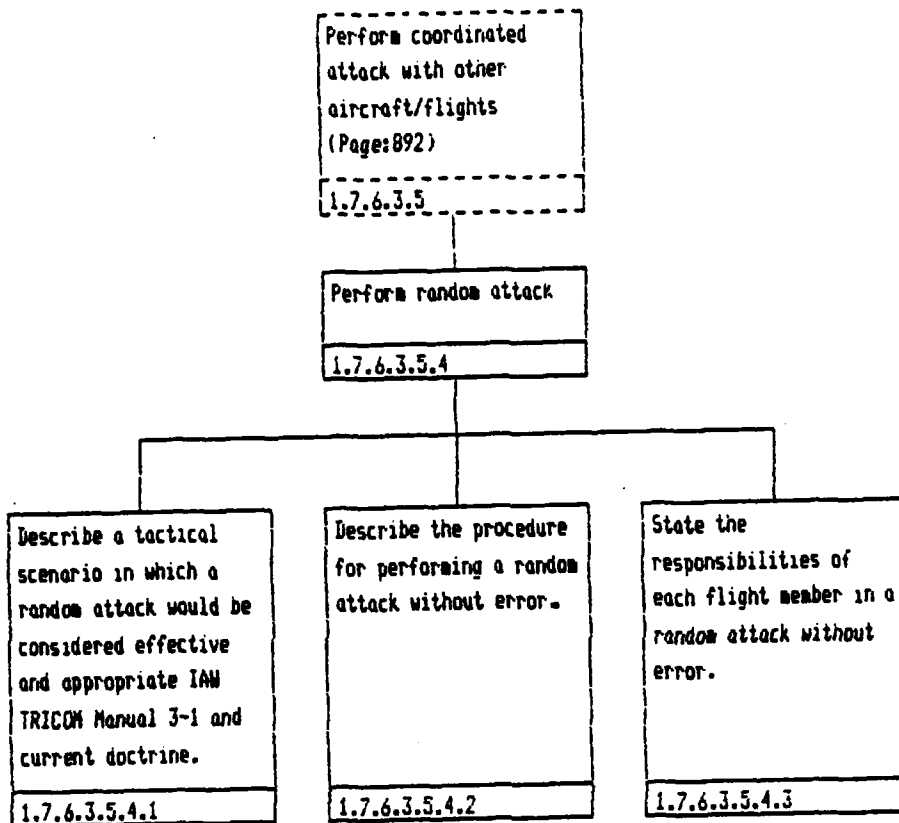
Given the varieties of
attack maneuver (medium
altitude TOSS, pop-up,
loft/LADD,
level/laydown,
coordinated), identify
the situations where
each may or should be
employed without error.

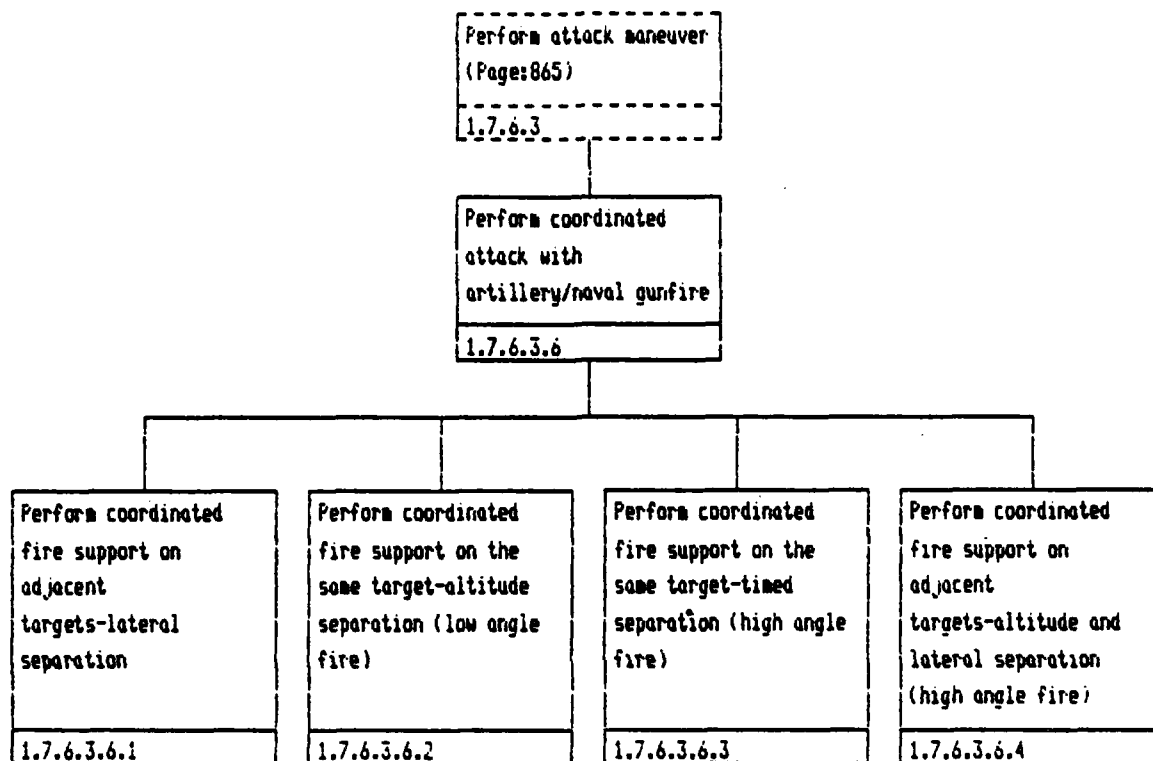
1.7.6.3.4.2.1

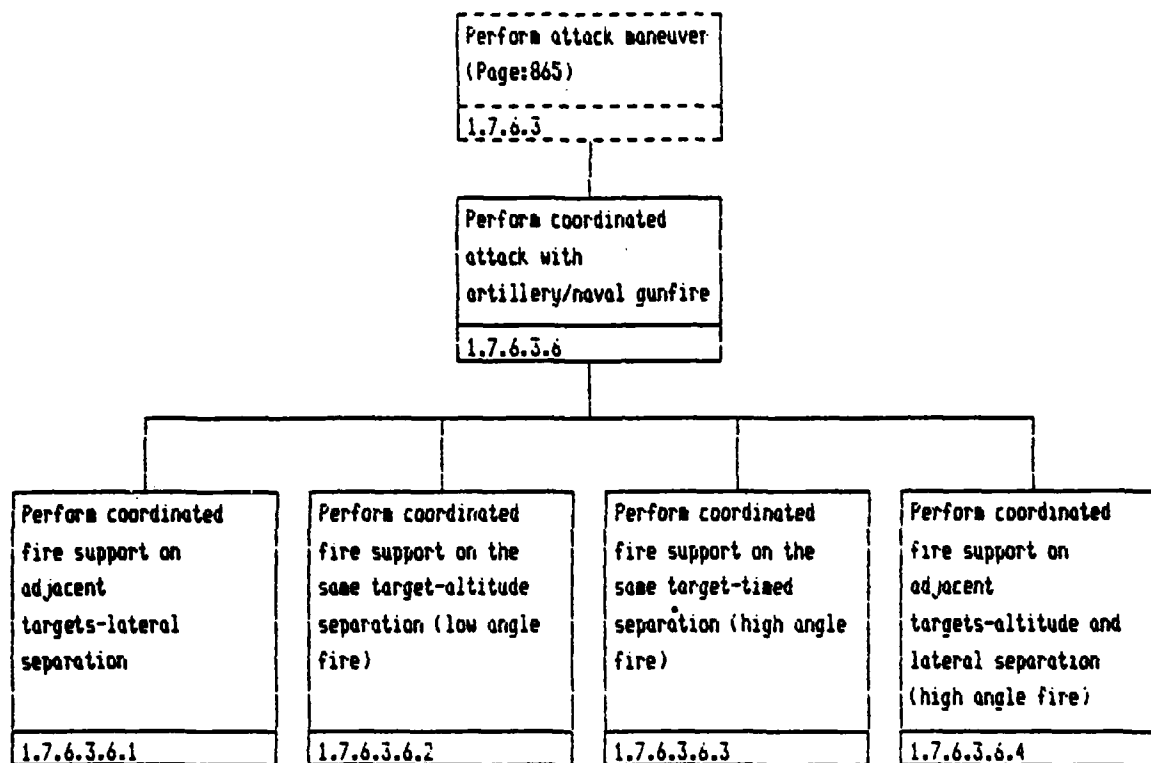


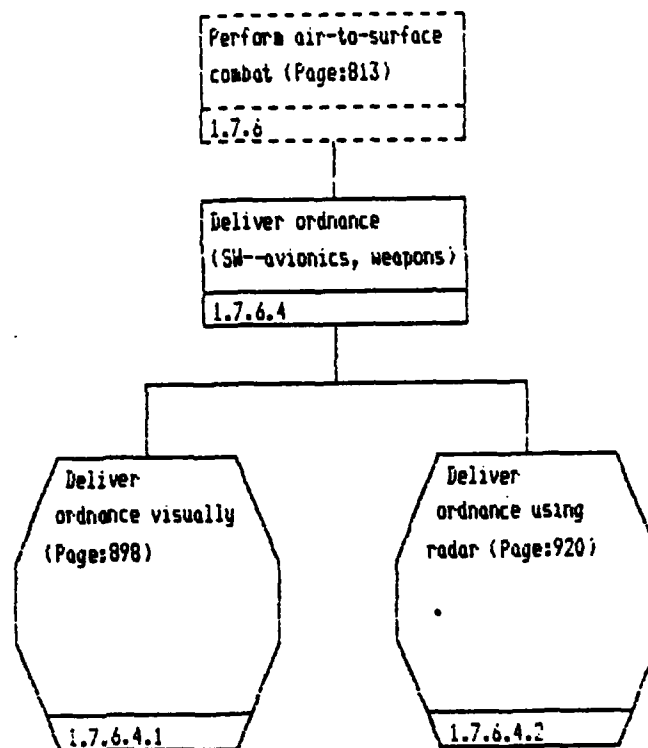


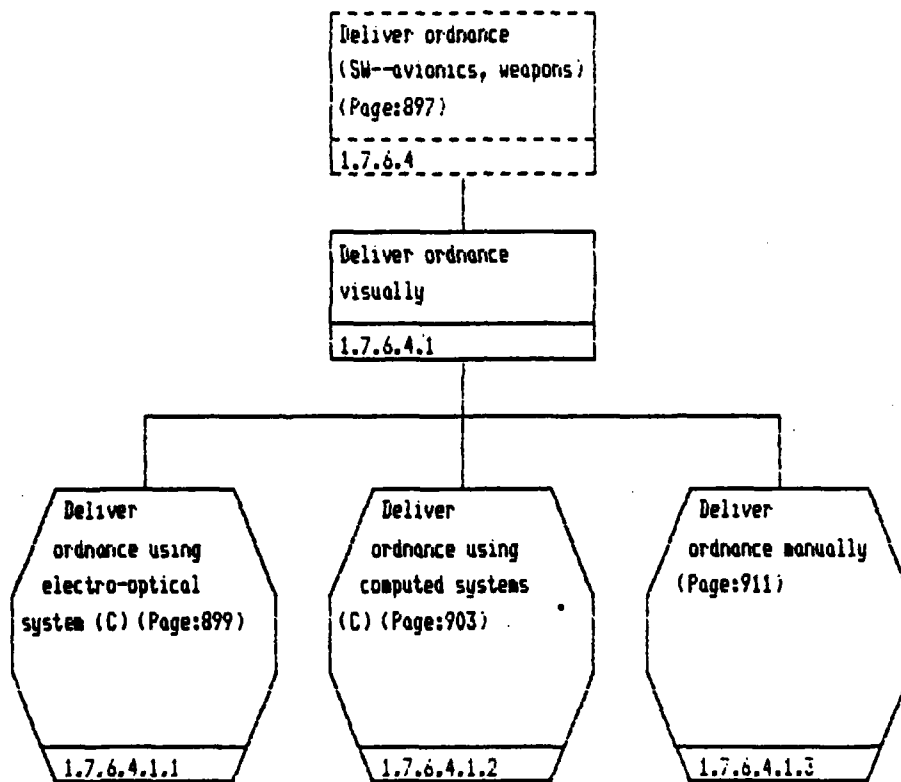


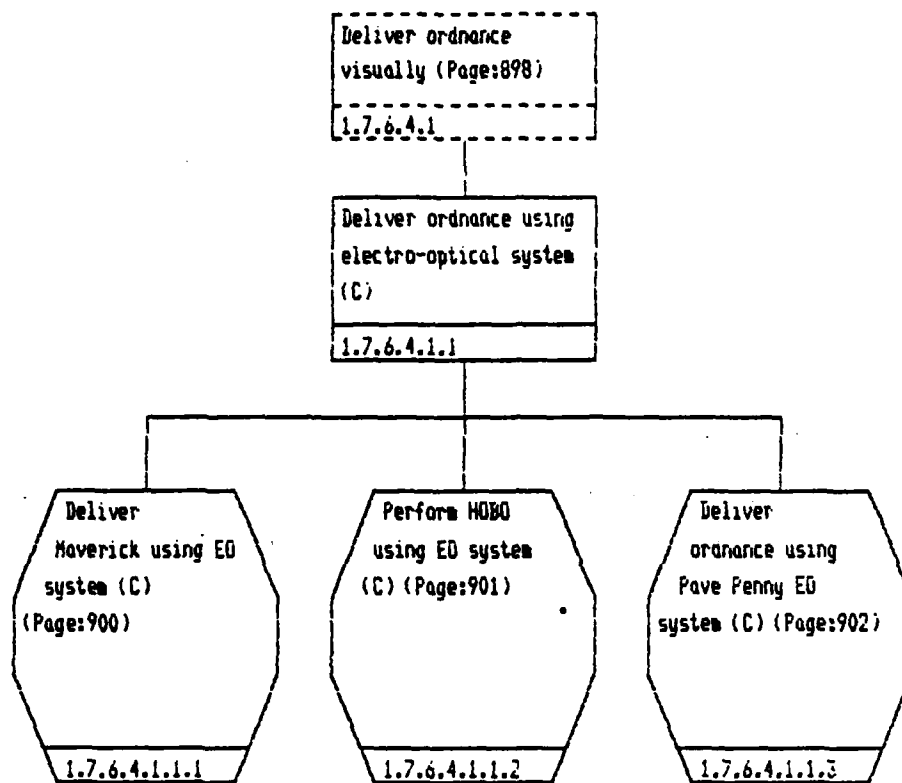


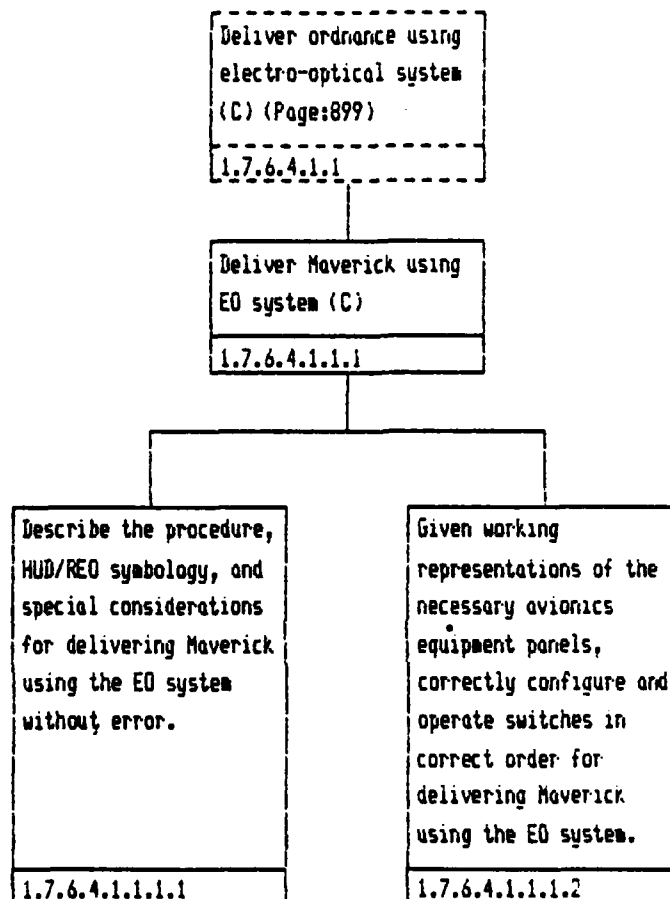


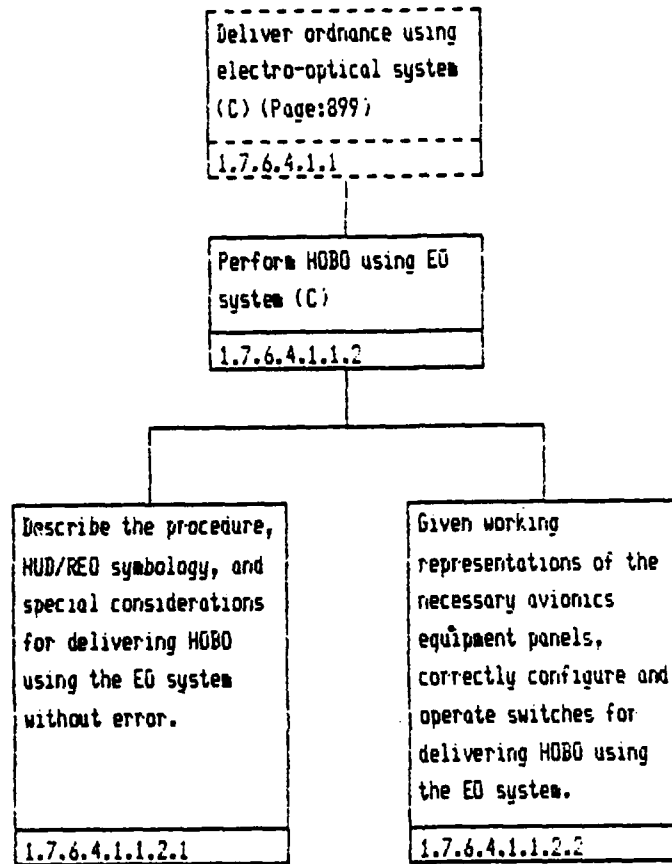


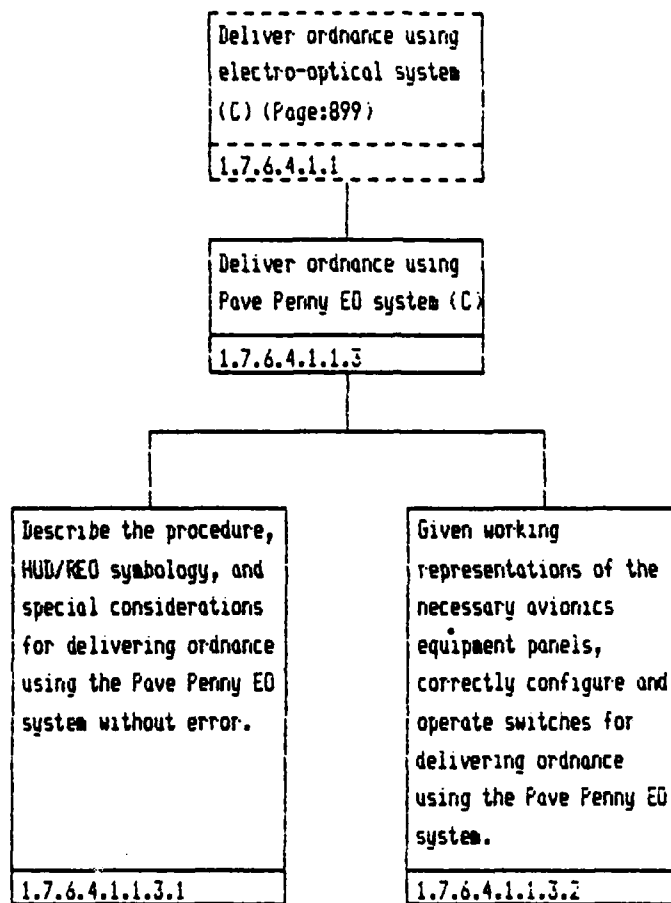


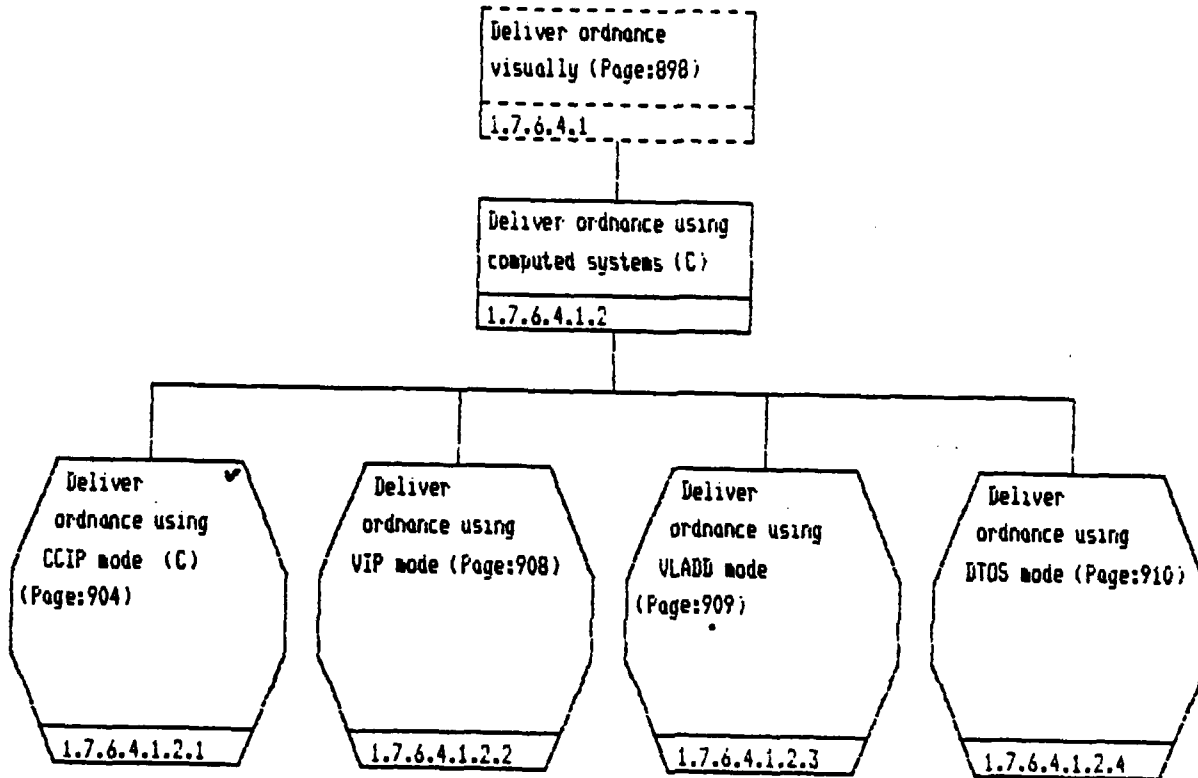


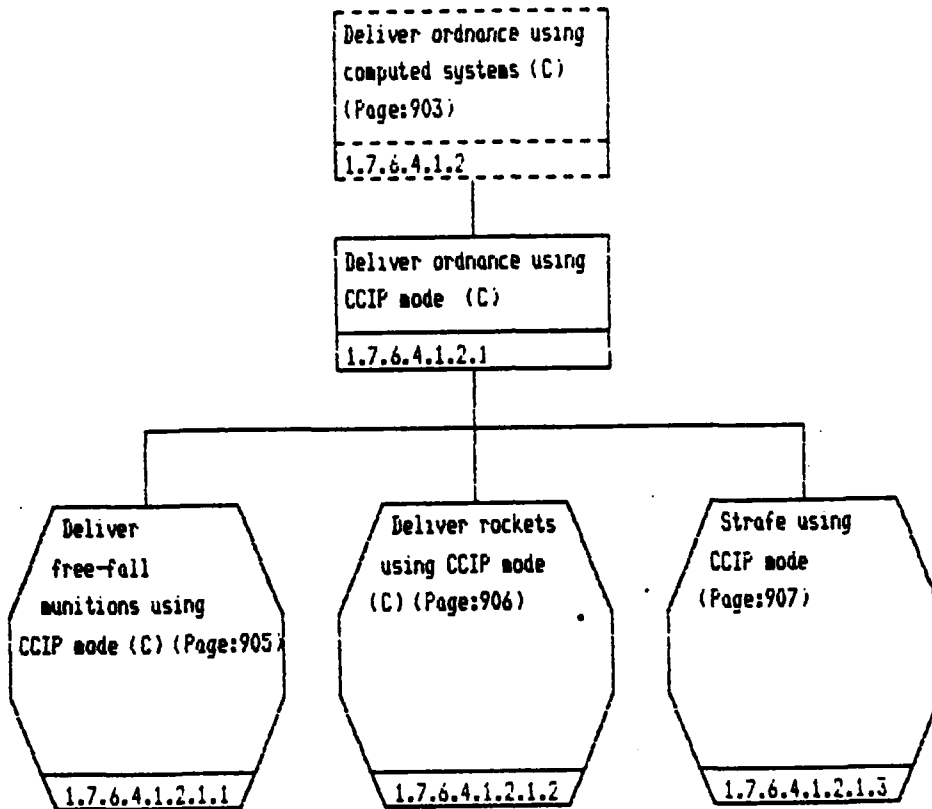


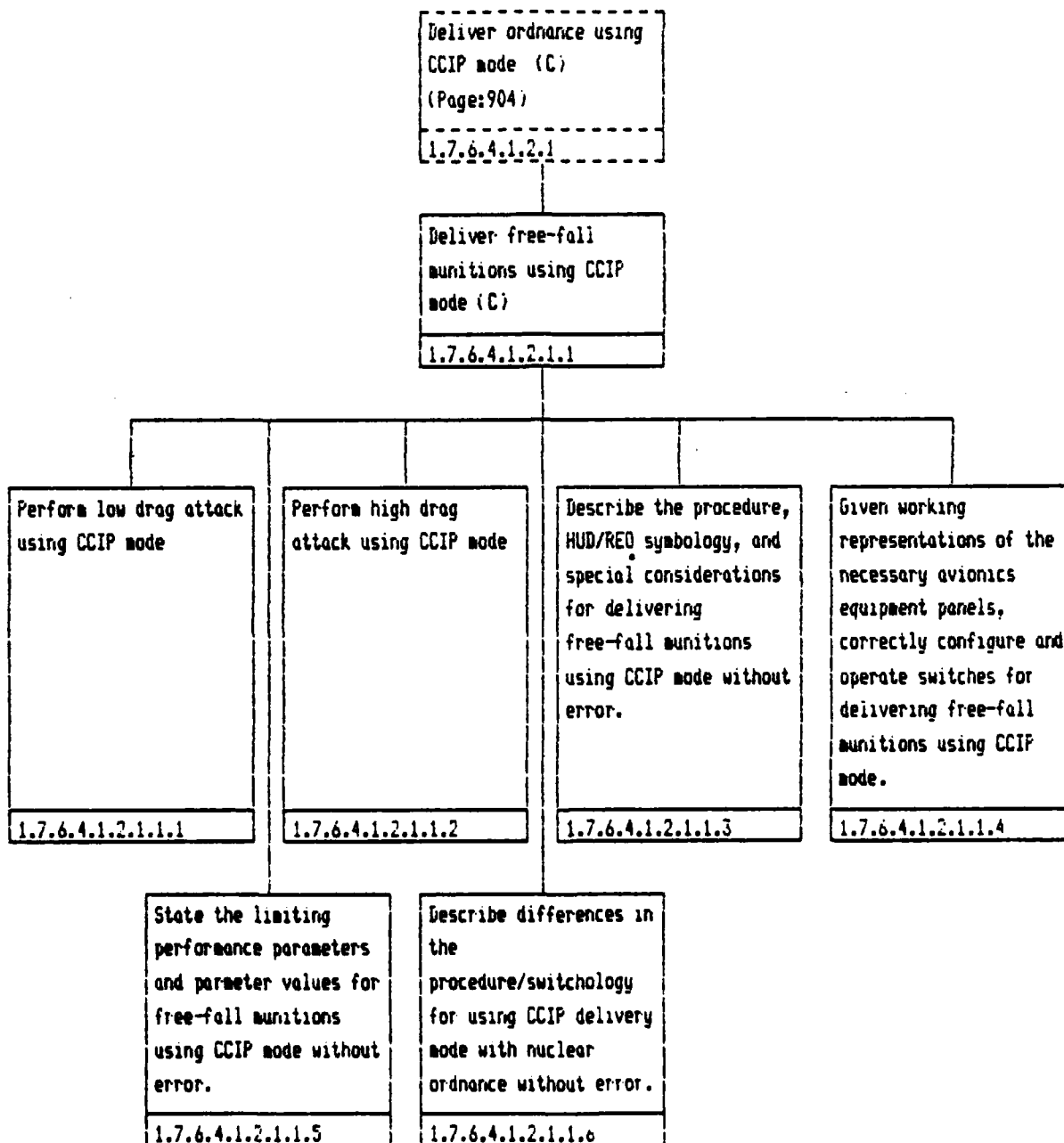


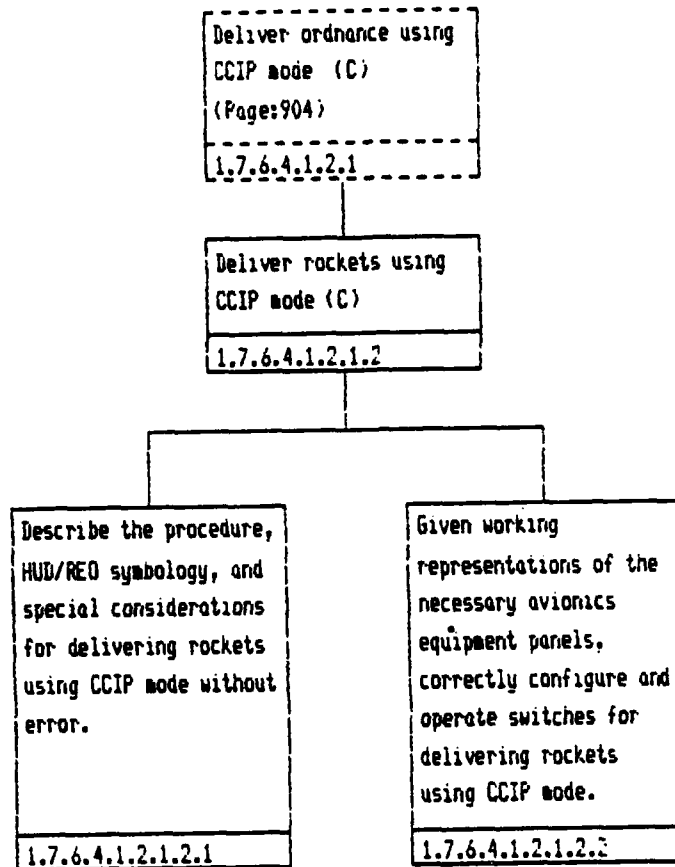


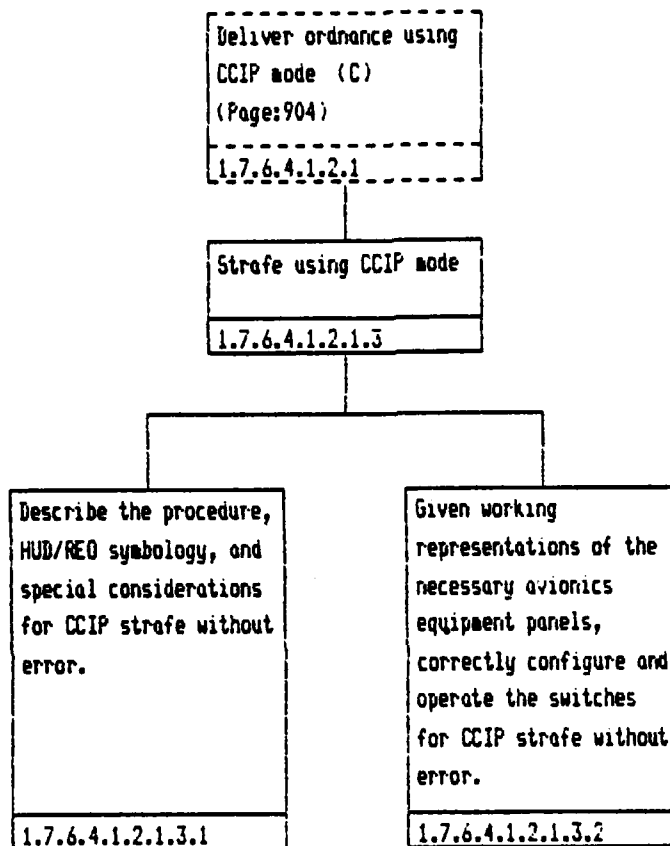


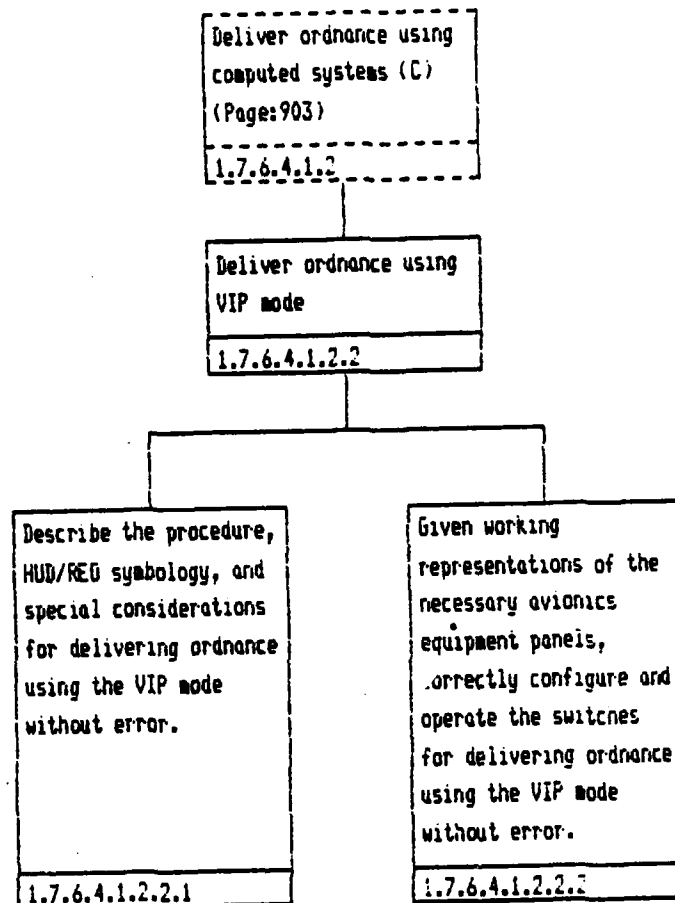


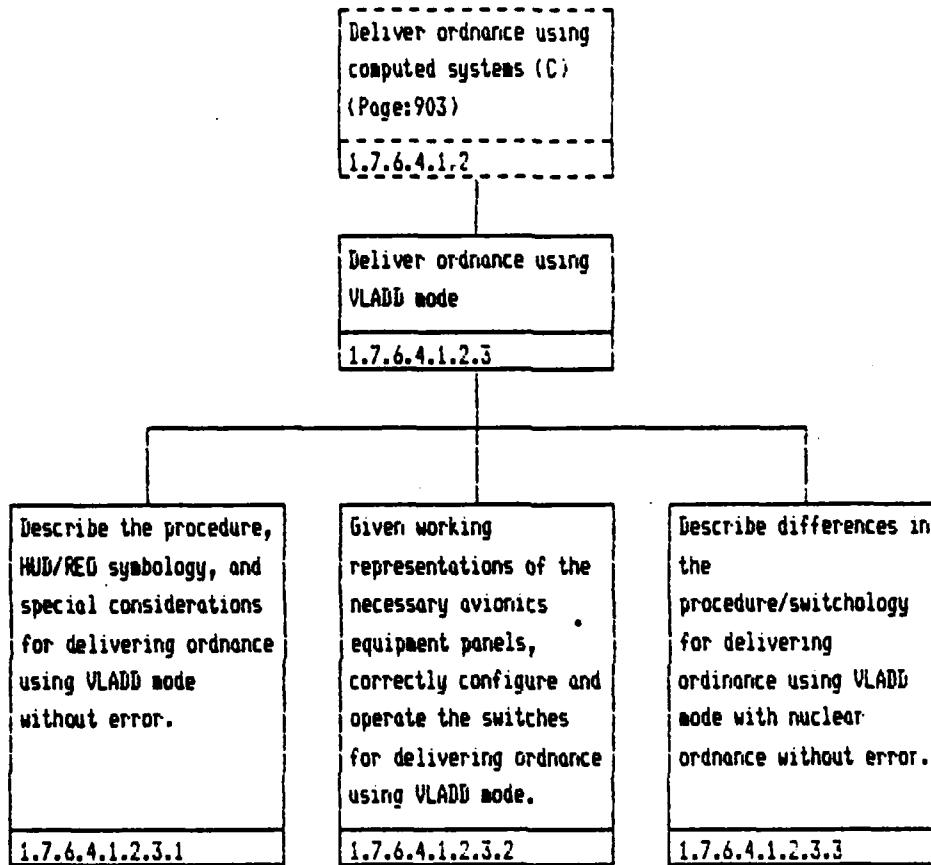


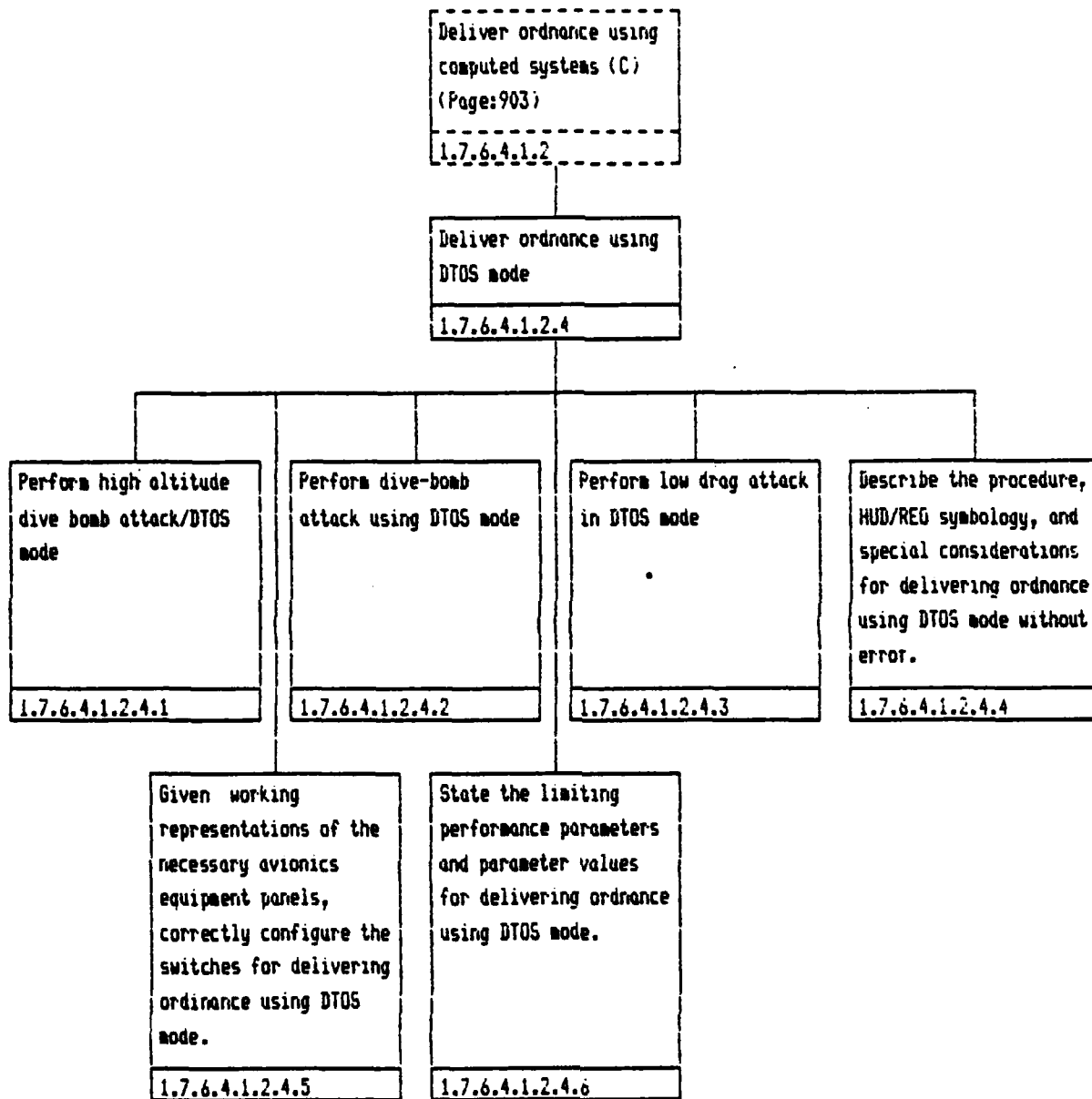


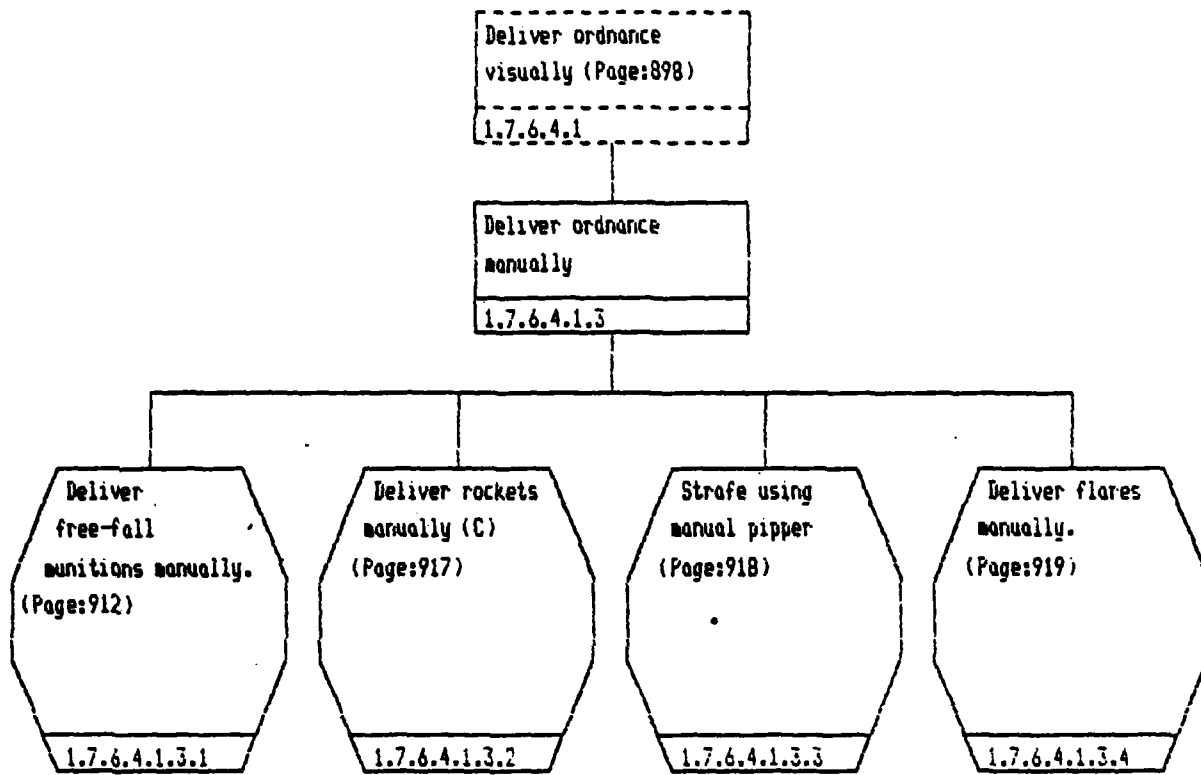


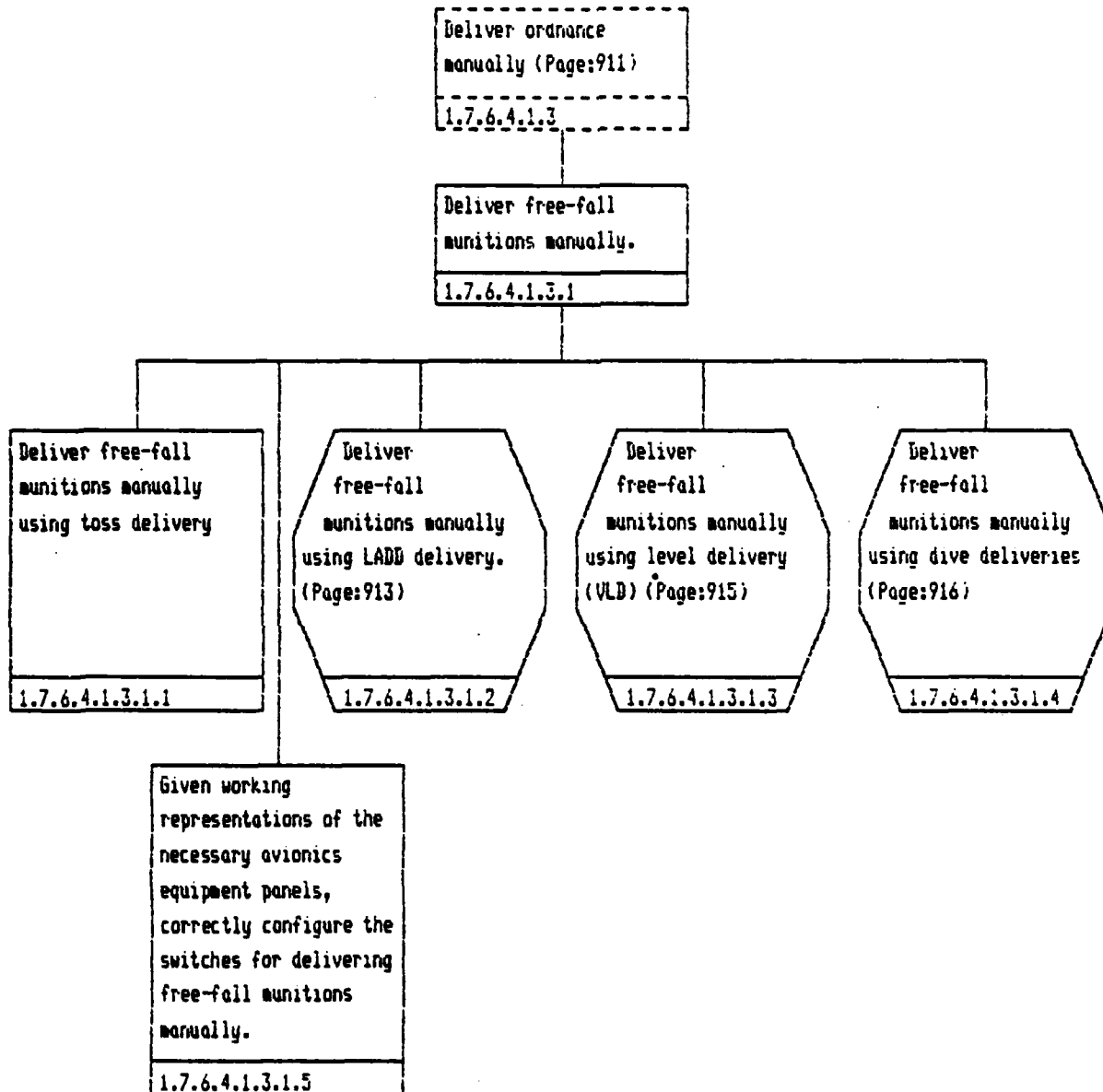








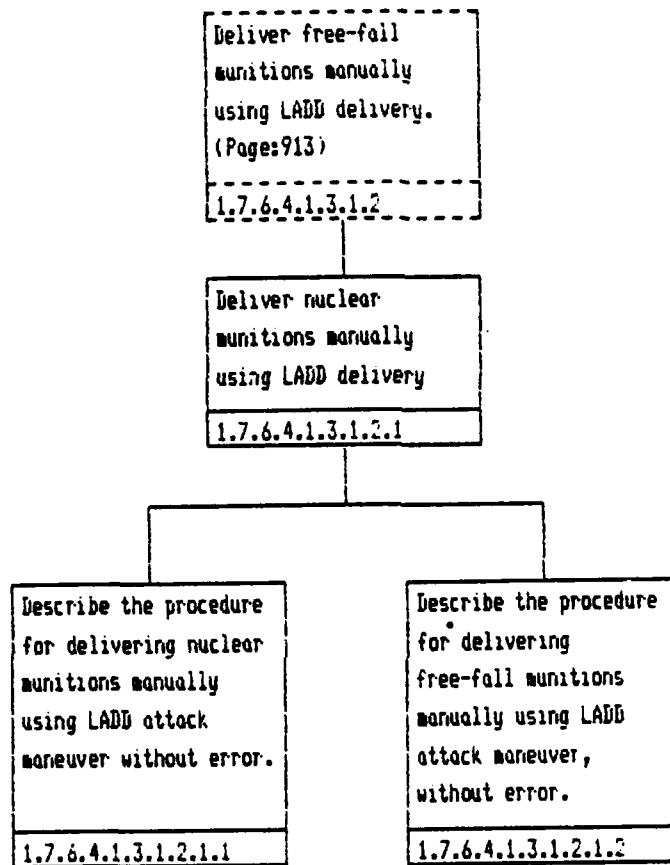


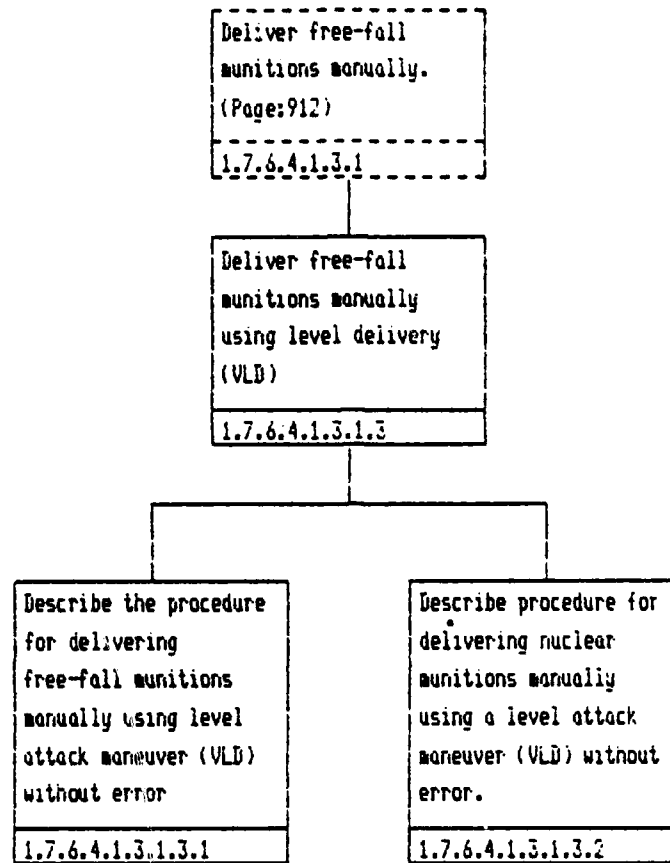


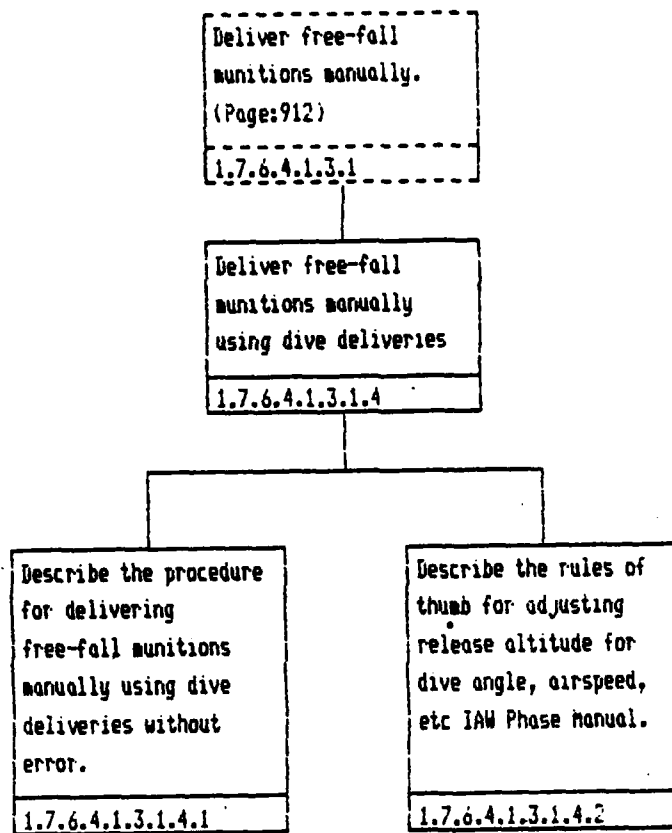
Deliver free-fall
munitions manually.
(Page:912)
1.7.6.4.1.3.1

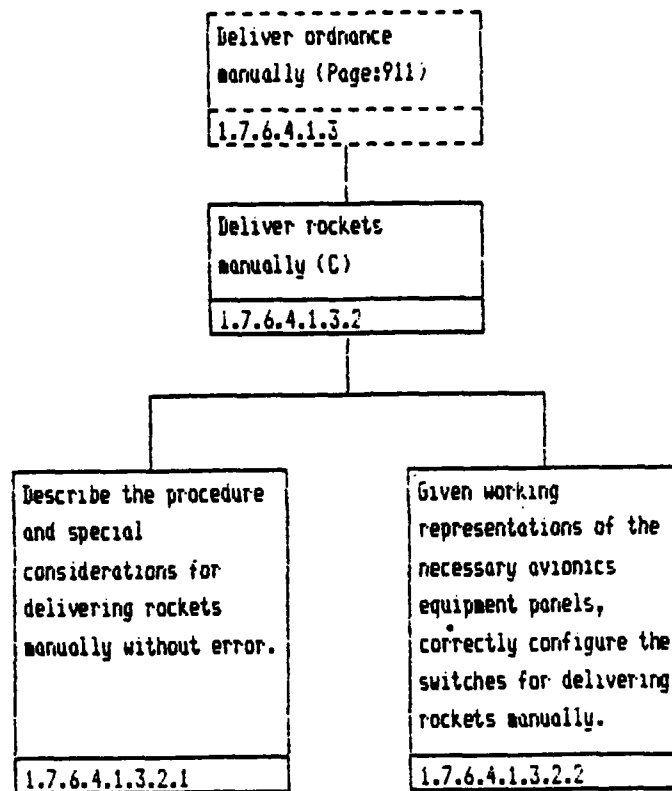
Deliver free-fall
munitions manually
using LADD delivery.
1.7.6.4.1.3.1.2

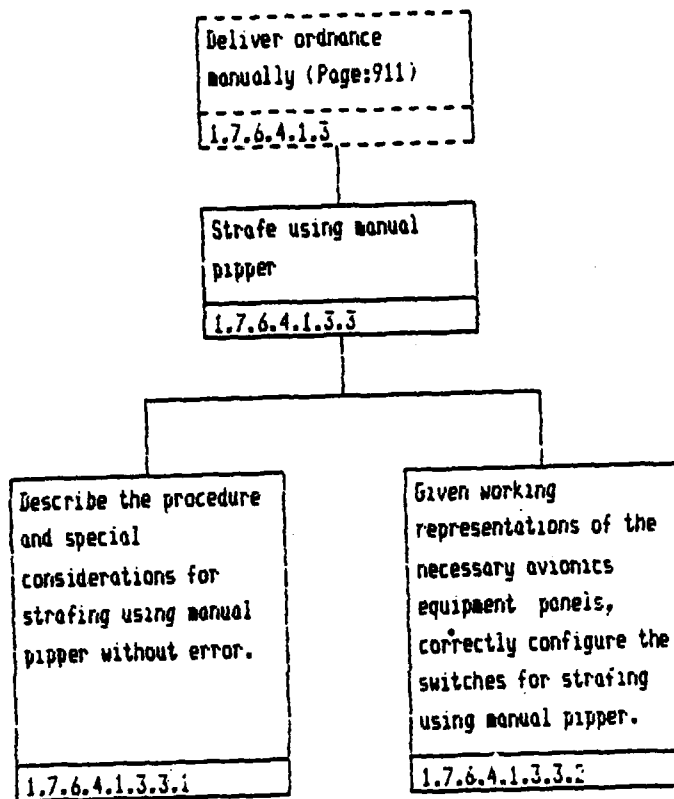
Deliver nuclear
munitions
manually using LADD
delivery (Page:914)
1.7.6.4.1.3.1.2.

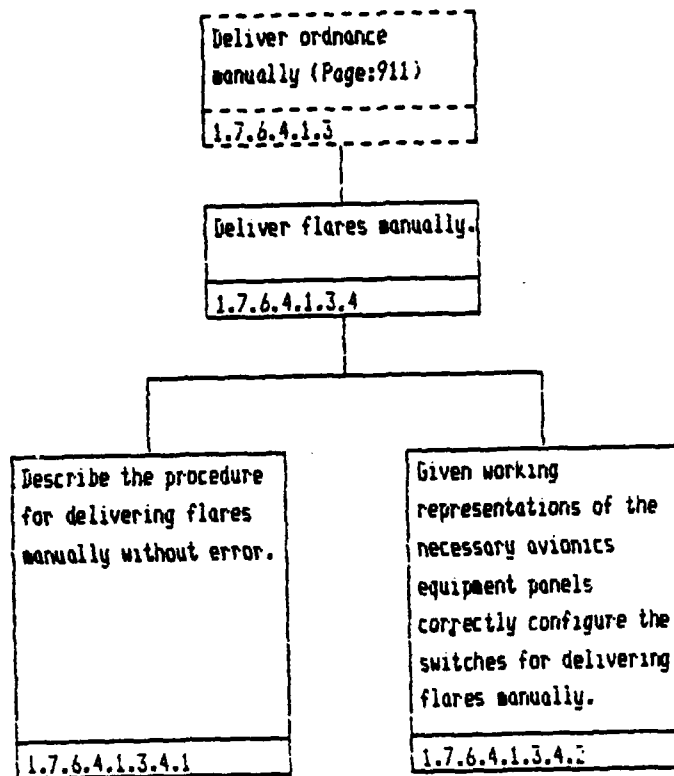


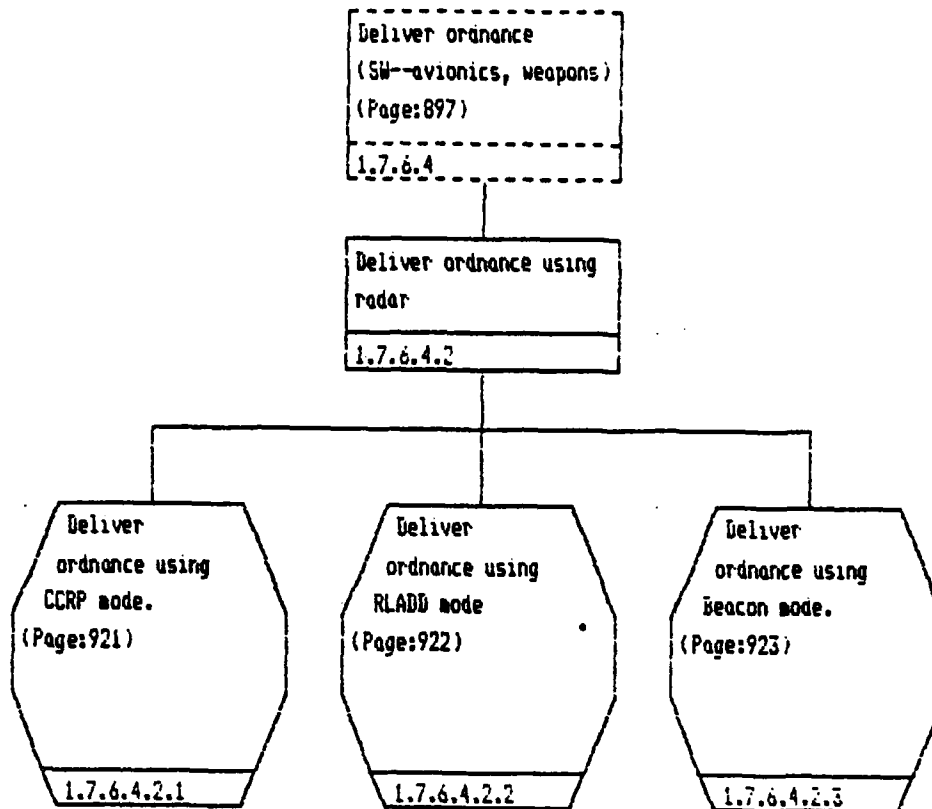


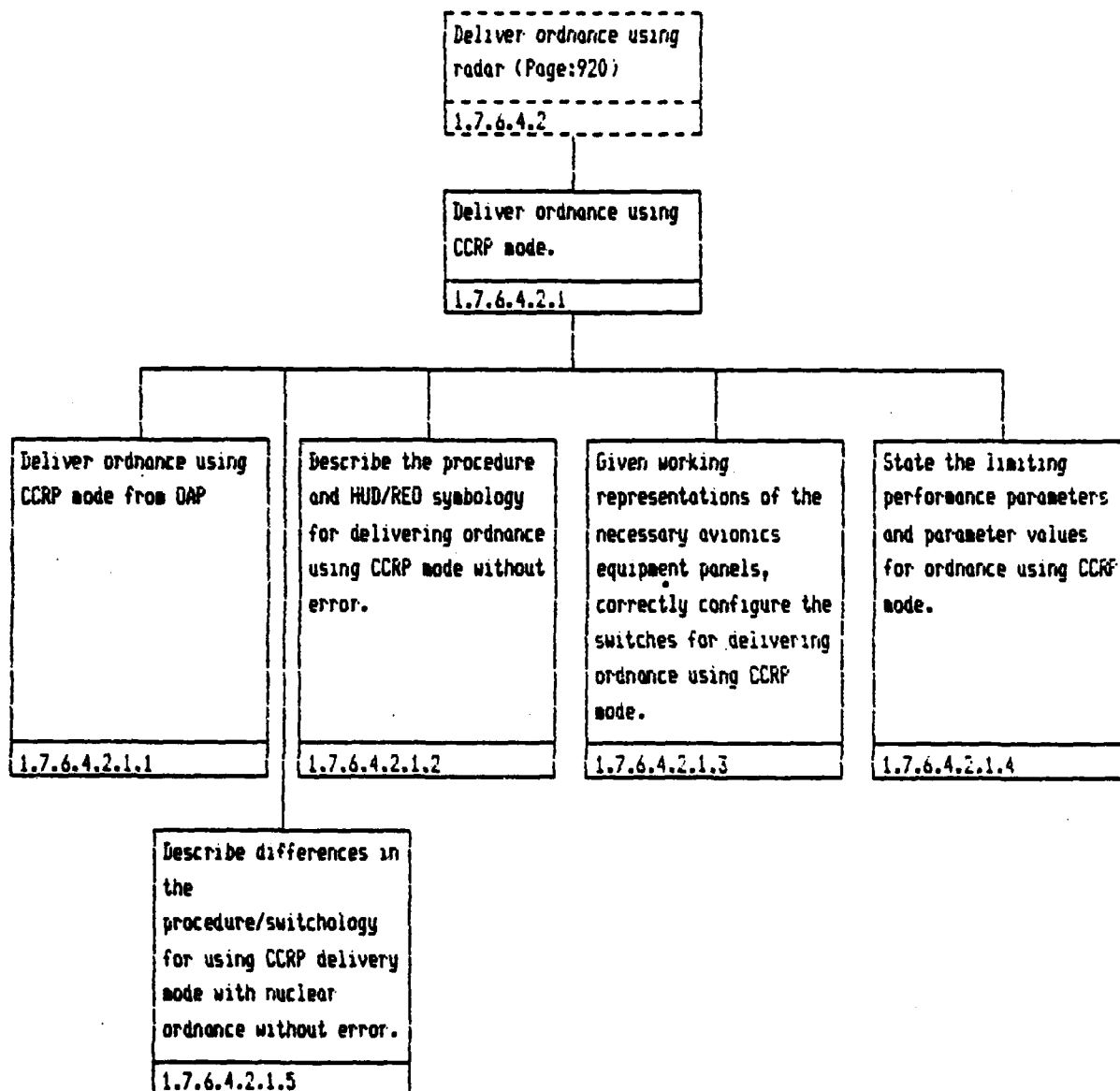


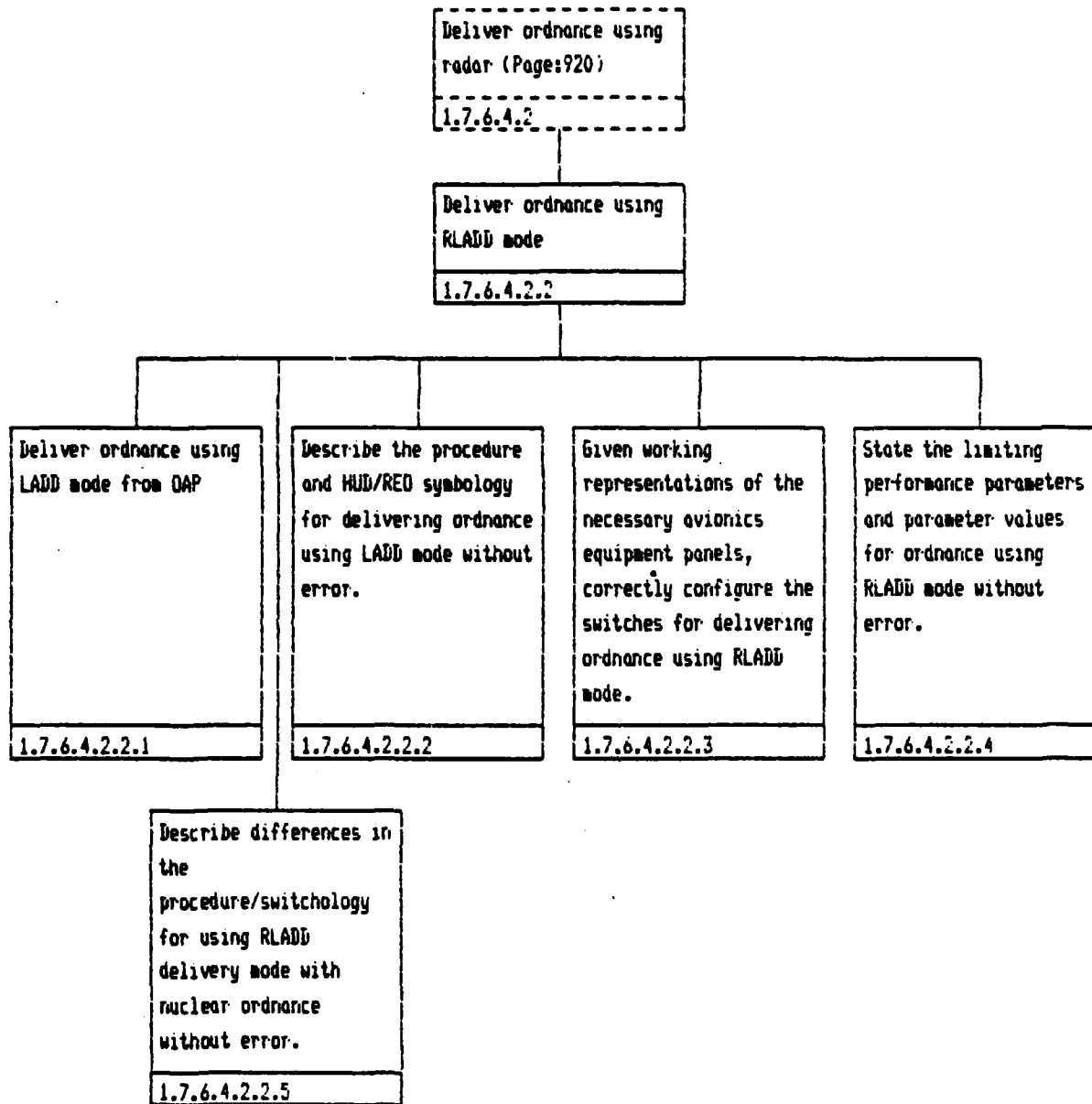


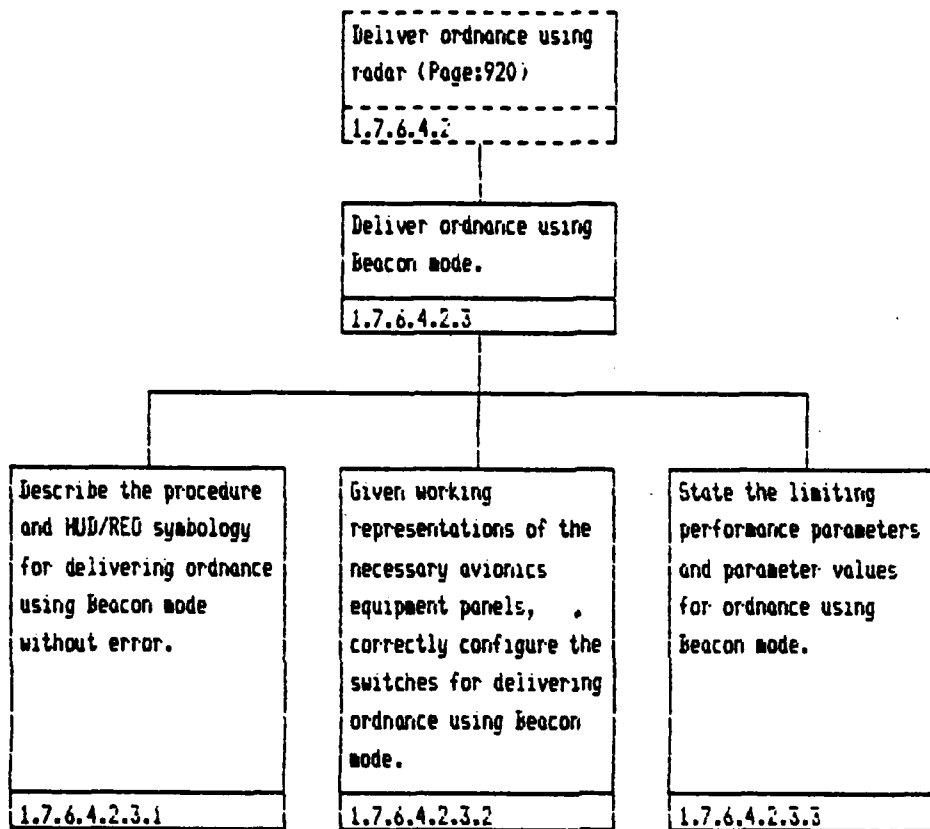


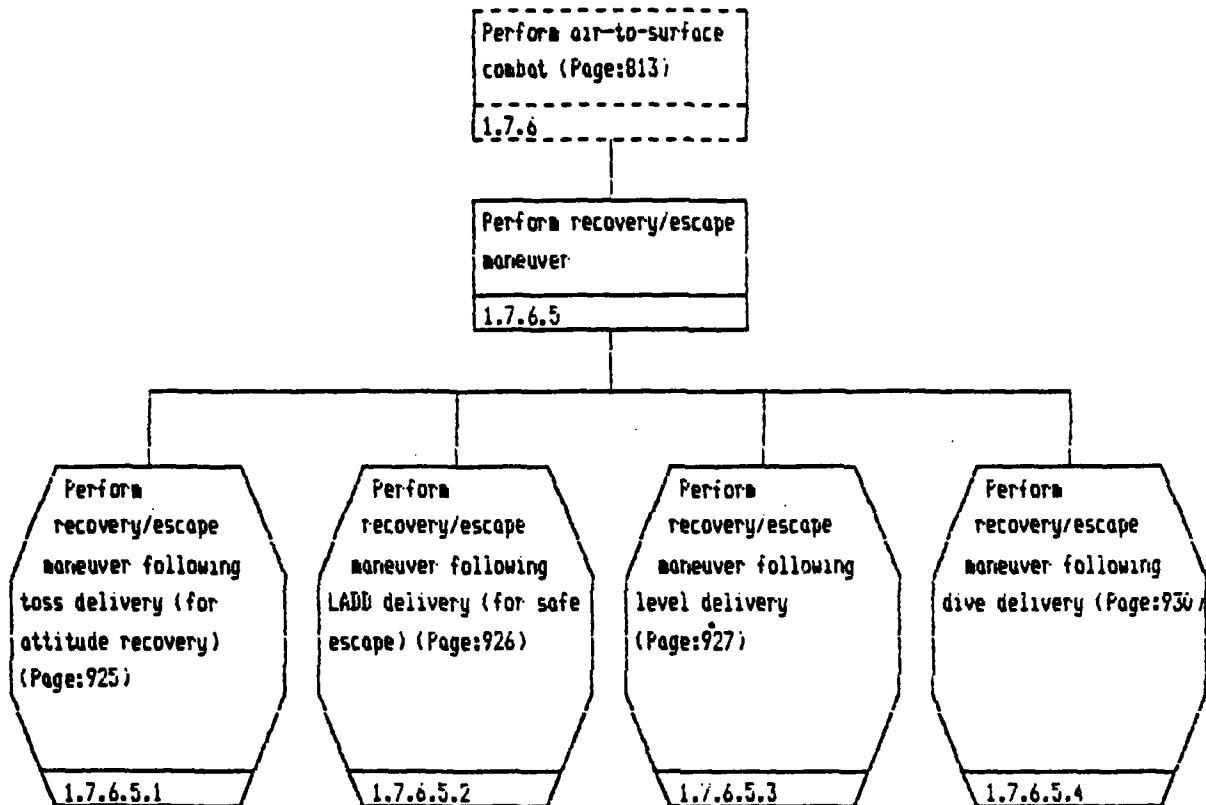












Perform recovery/escape
maneuver (Page:924)

1.7.6.5

Perform recovery/escape
maneuver following toss
delivery (for attitude
recovery)

1.7.6.5.1

Describe the procedure
and special
considerations for
performing
recovery/escape
maneuver following toss
delivery (for attitude
recovery) without error.

1.7.6.5.1.1

Perform recovery/escape
maneuver (Page:924)

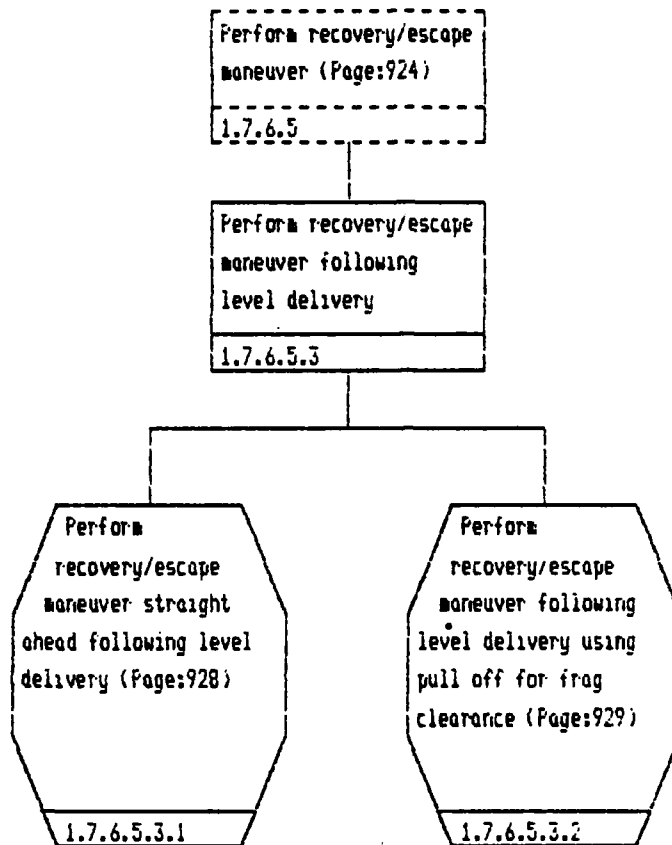
1.7.6.5

Perform recovery/escape
maneuver following LADD
delivery (for safe
escape)

1.7.6.5.2

Describe the procedure
and special
considerations for
performing
recovery/escape
maneuver following LADD
delivery (for safe
escape) without error.

1.7.6.5.2.1



Perform recovery/escape
maneuver following
level delivery
(Page:927)

1.7.6.5.3

Perform recovery/escape
maneuver straight ahead
following level delivery

1.7.6.5.3.1

Describe the procedure
and special
considerations for
performing
recovery/escape
maneuver straight ahead
following level
delivery without error.

1.7.6.5.3.1.1

Perform recovery/escape
maneuver following
level delivery
(Page:927)

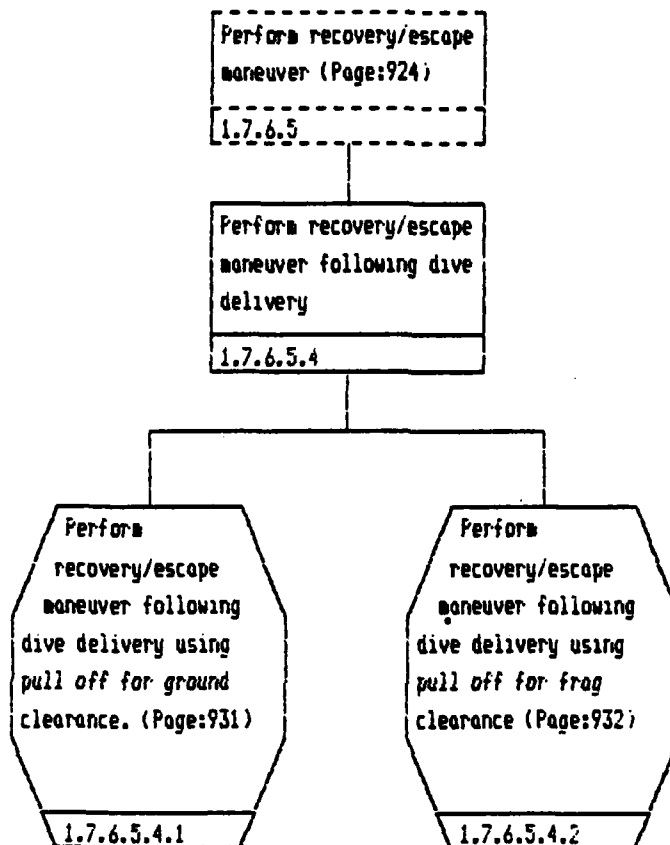
1.7.6.5.3

Perform recovery/escape
maneuver following
level delivery using
pull off for frag
clearance

1.7.6.5.3.2

Describe the procedure
and special
considerations for
performing
recovery/escape
maneuver following
level delivery using
pull off for frag
clearance without error.

1.7.6.5.3.2.1



Perform recovery/escape
maneuver following dive
delivery (Page:930)

1.7.6.5.4

Perform recovery/escape
maneuver following dive
delivery using pull off
for ground clearance.

1.7.6.5.4.1

Describe the procedure
and special
considerations for
performing
recovery/escape
maneuver following dive
delivery using pull off
for ground clearance
without error.

1.7.6.5.4.1.1

Perform recovery/escape
maneuver following dive
delivery (Page:930)

1.7.6.5.4

Perform recovery/escape
maneuver following dive
delivery using pull off
for frag clearance

1.7.6.5.4.2

Describe the procedure
and special
considerations for
performing
recovery/escape
maneuver following dive
delivery using pull off
for frag clearance
without error.

1.7.6.5.4.2.1

Perform air-to-surface
combat (Page:813)

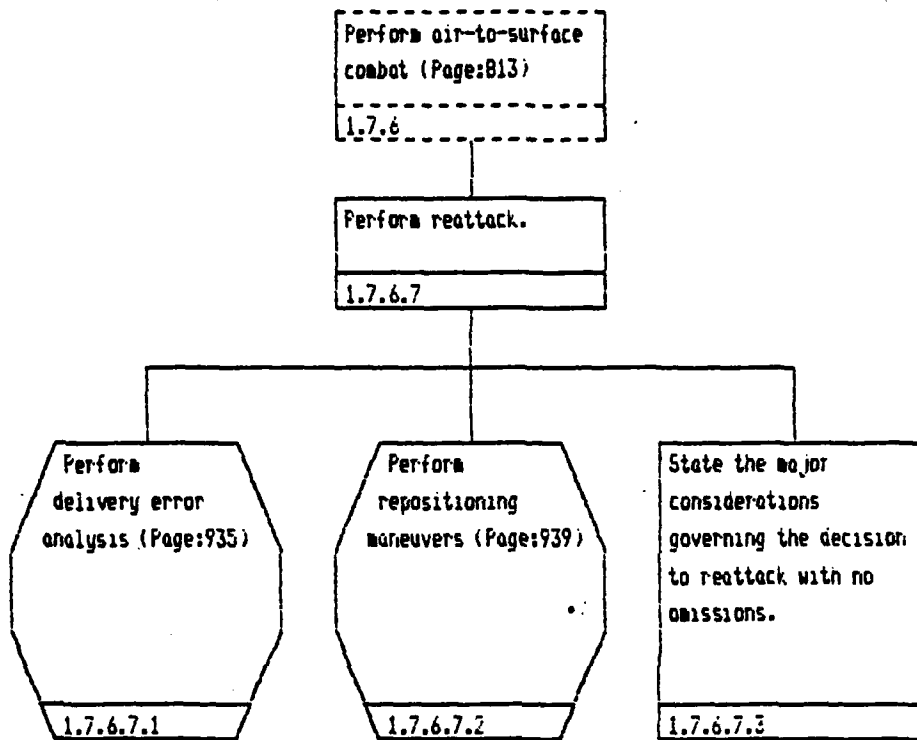
1.7.6

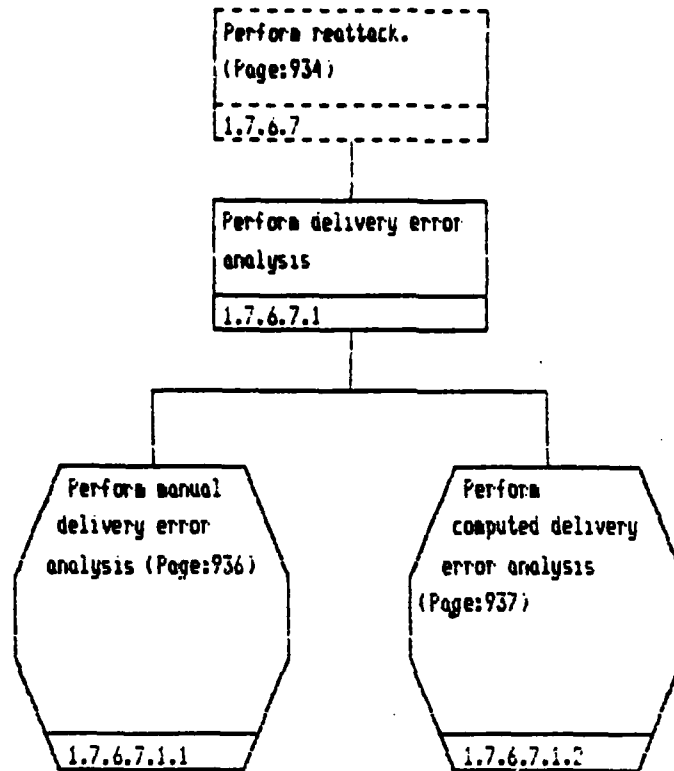
Perform bomb damage
assessment

1.7.6.6

Describe special
considerations for
performing bomb damage
assessment with and
without FAC IAW current
practices.

1.7.6.6.1

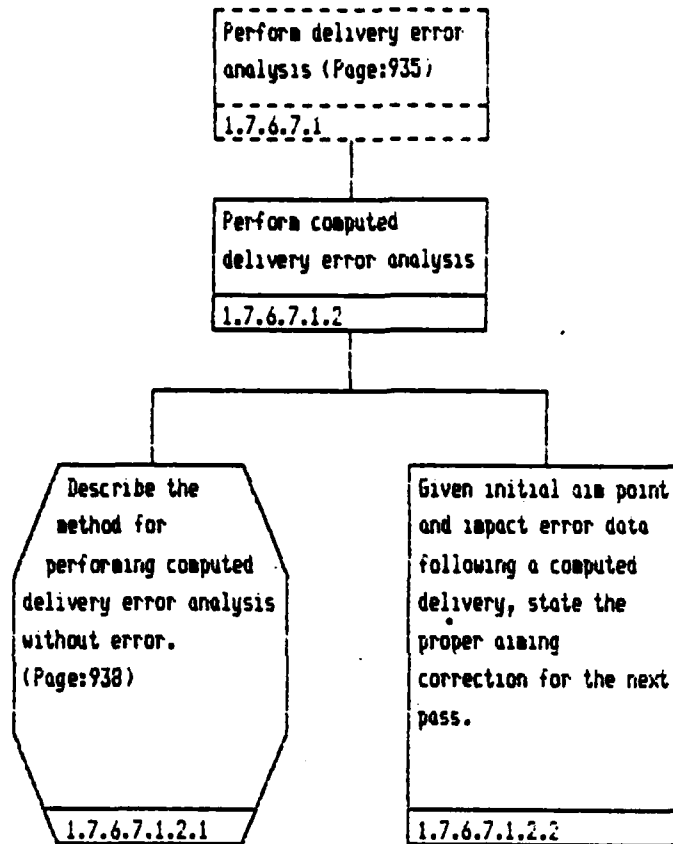




Perform delivery error
analysis (Page:935)
1.7.6.7.1

Perform manual delivery
error analysis
1.7.6.7.1.1

List factors affecting
manual delivery
accuracy and describe
the method of
compensating for errors
IAW Training Manual.
1.7.6.7.1.1.1



Perform computed
delivery error analysis
(Page:937)
1.7.6.7.1.2

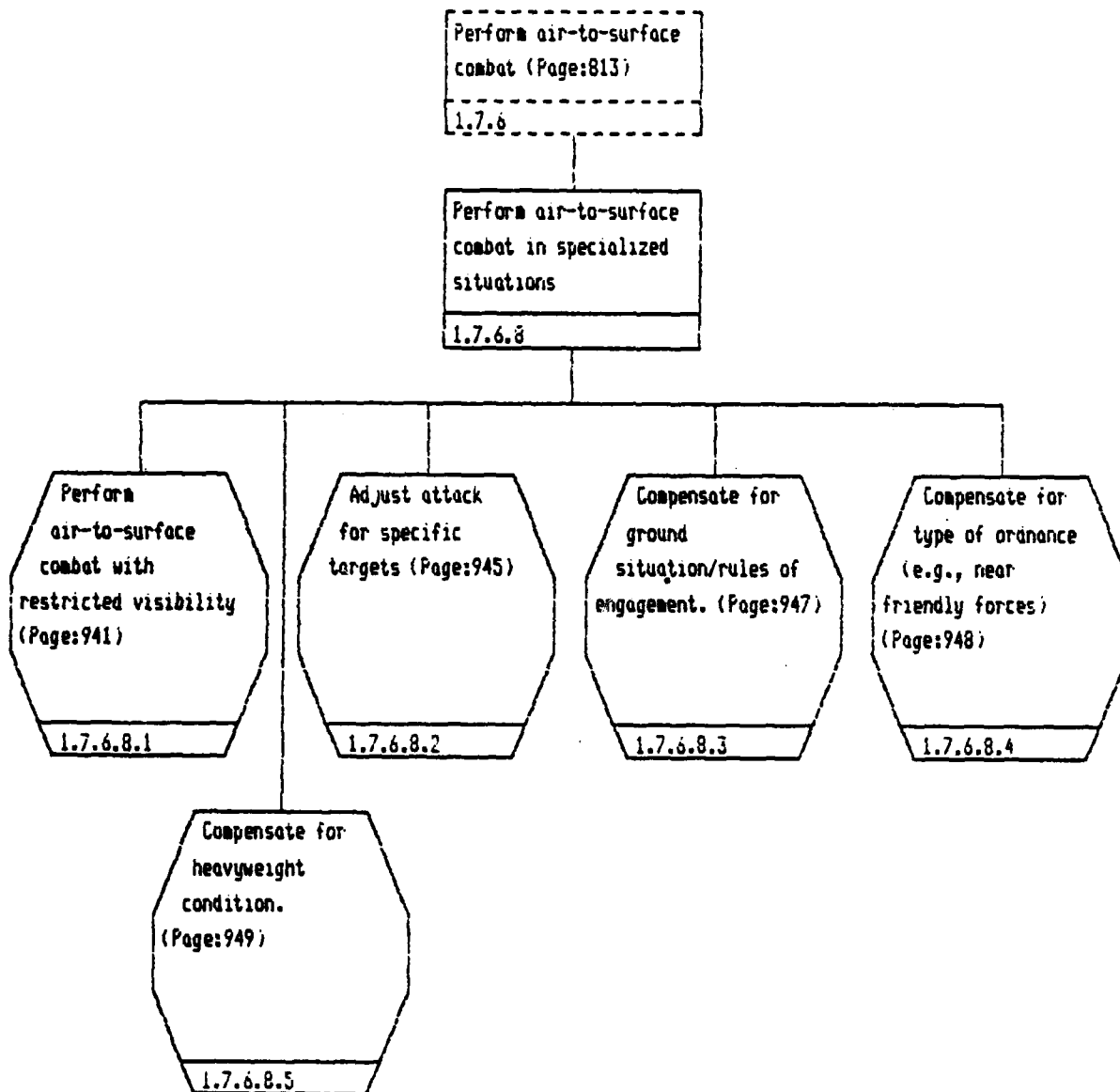
Describe the method for
performing computed
delivery error analysis
without error.
1.7.6.7.1.2.1

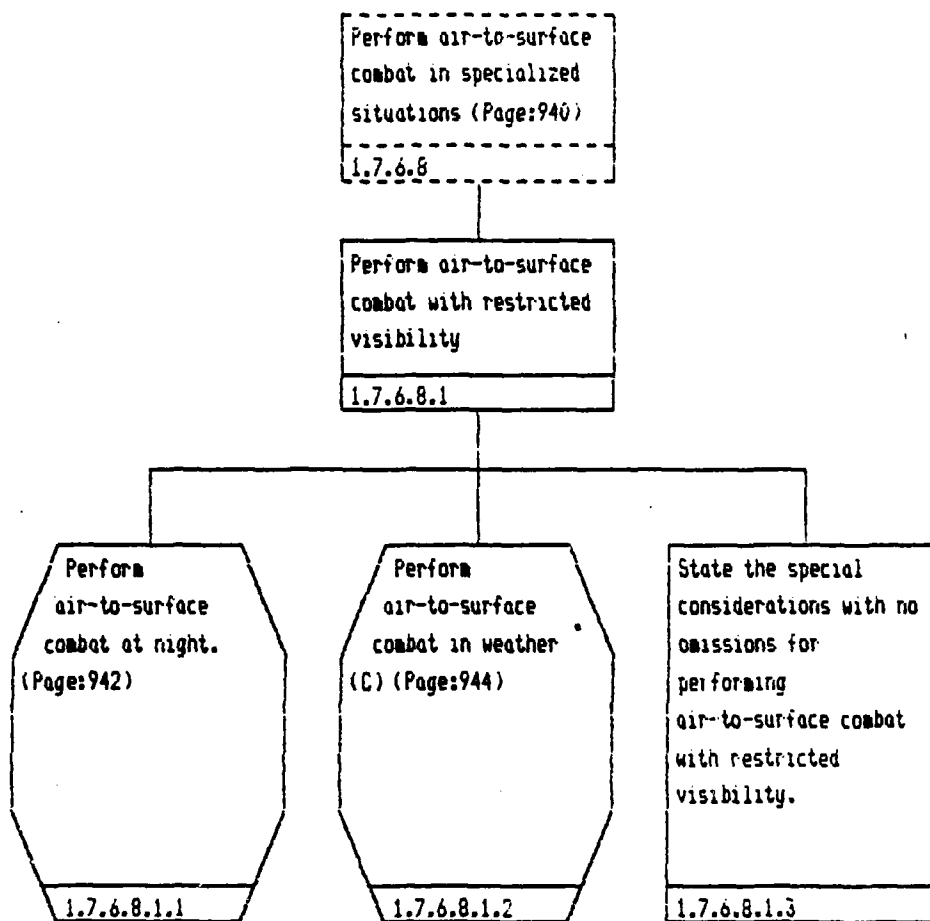
State the sources of
error and their effect
during computed weapons
delivery with no
omissions.
1.7.6.7.1.2.1.1

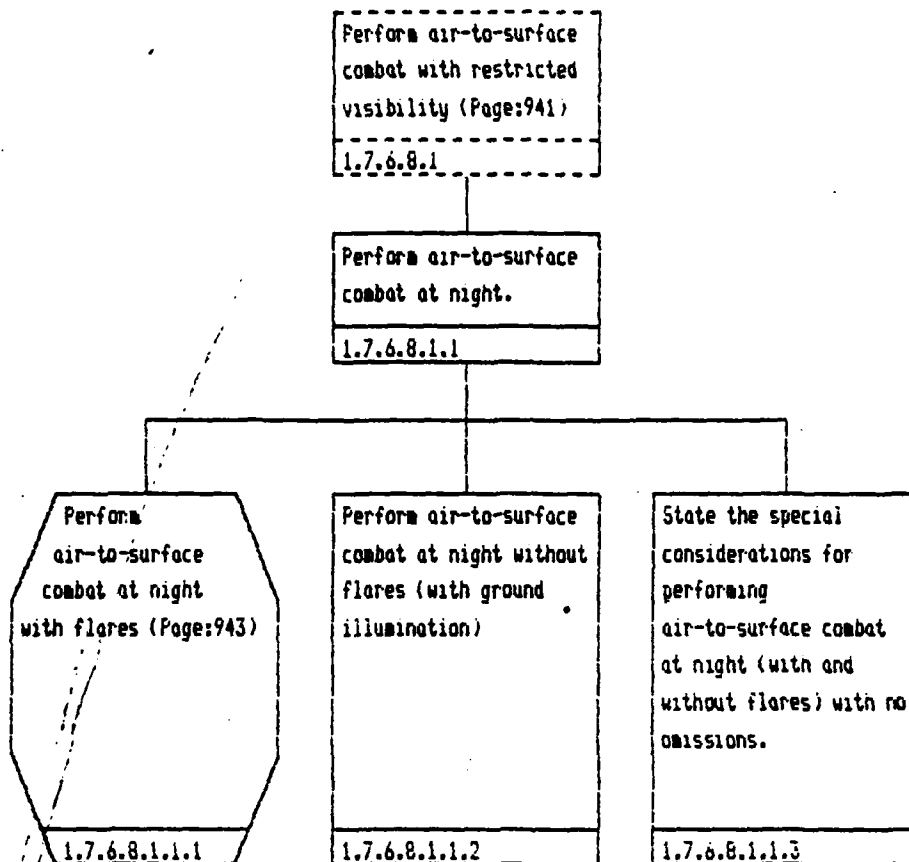
Perform reattack.
(Page:934)
1.7.6.7

Perform repositioning
maneuvers
1.7.6.7.2

Describe factors and
special considerations
affecting positioning
for reattack, IAW
accepted practices.
1.7.6.7.2.1







Perform air-to-surface
combat at night.

(Page:942)

1.7.6.8.1.1

Perform air-to-surface
combat at night with
flares

1.7.6.8.1.1.1

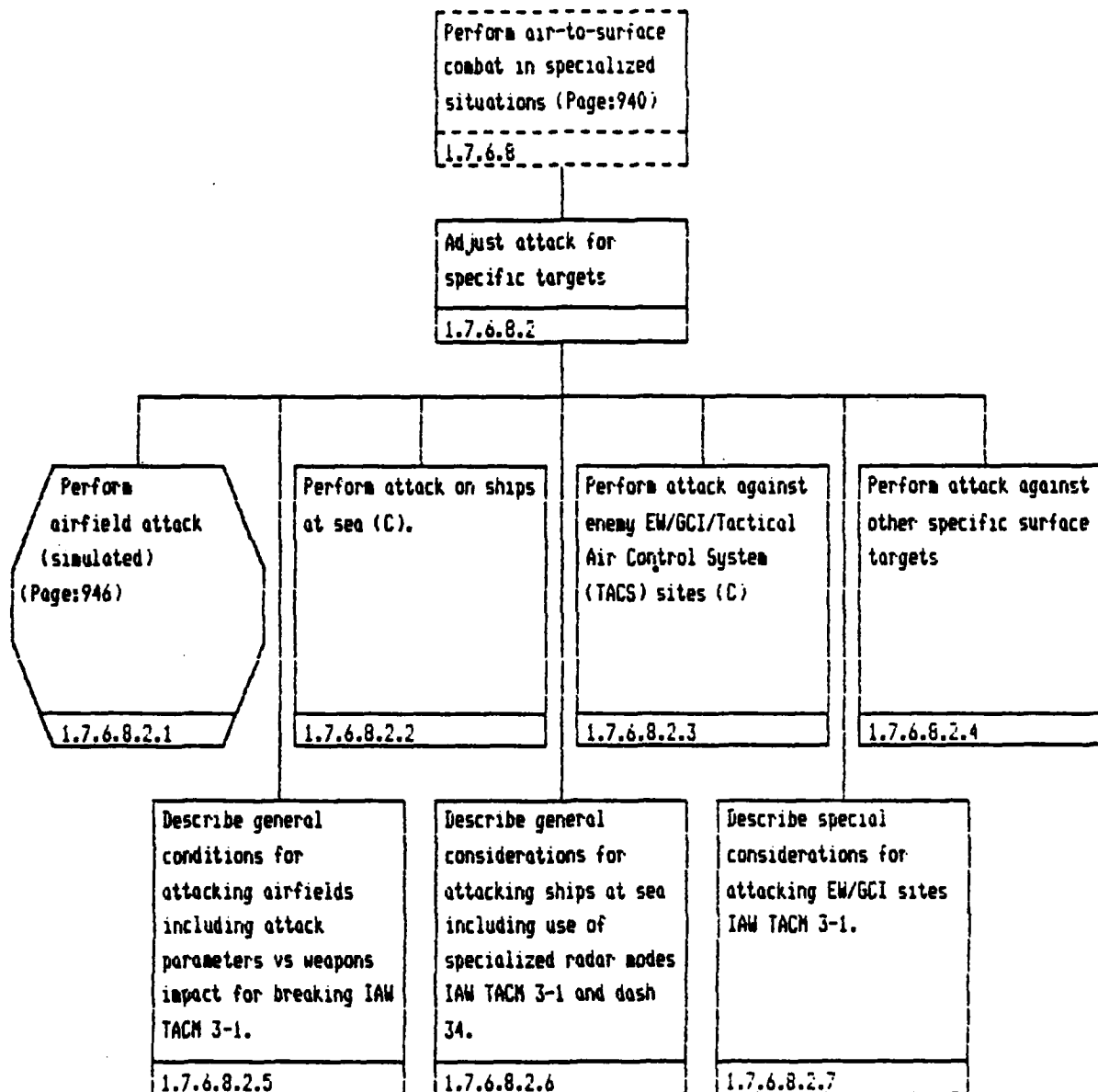
Describe methods used
for locating a target
at night using computed
navigation for initial
flare release, IAW the
Training Manual.

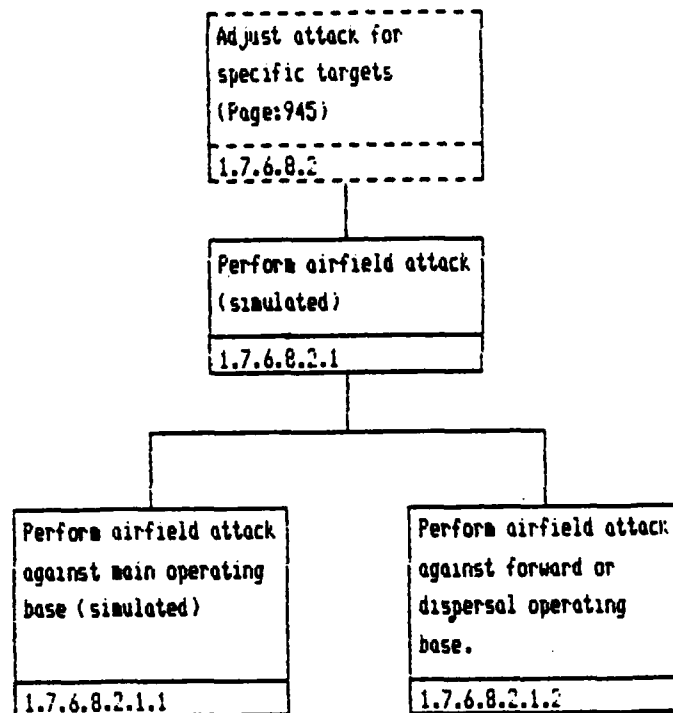
1.7.6.8.1.1.1.1

Perform air-to-surface
combat with restricted
visibility (Page:941)
1.7.6.8.1

Perform air-to-surface
combat in weather (C)
1.7.6.8.1.2

State the special
considerations for
performing
air-to-surface combat
in weather with no
omissions.
1.7.6.8.1.2.1





Perform air-to-surface
combat in specialized
situations (Page:940)

1.7.6.8

Compensate for ground
situation/rules of
engagement.

1.7.6.8.3

State the special
considerations for
compensating for ground
situation/rules of
engagement with no
omissions.

1.7.6.8.3.1

Perform air-to-surface
combat in specialized
situations (Page:940)

1.7.6.8

Compensate for type of
ordnance (e.g., near
friendly forces)

1.7.6.8.4

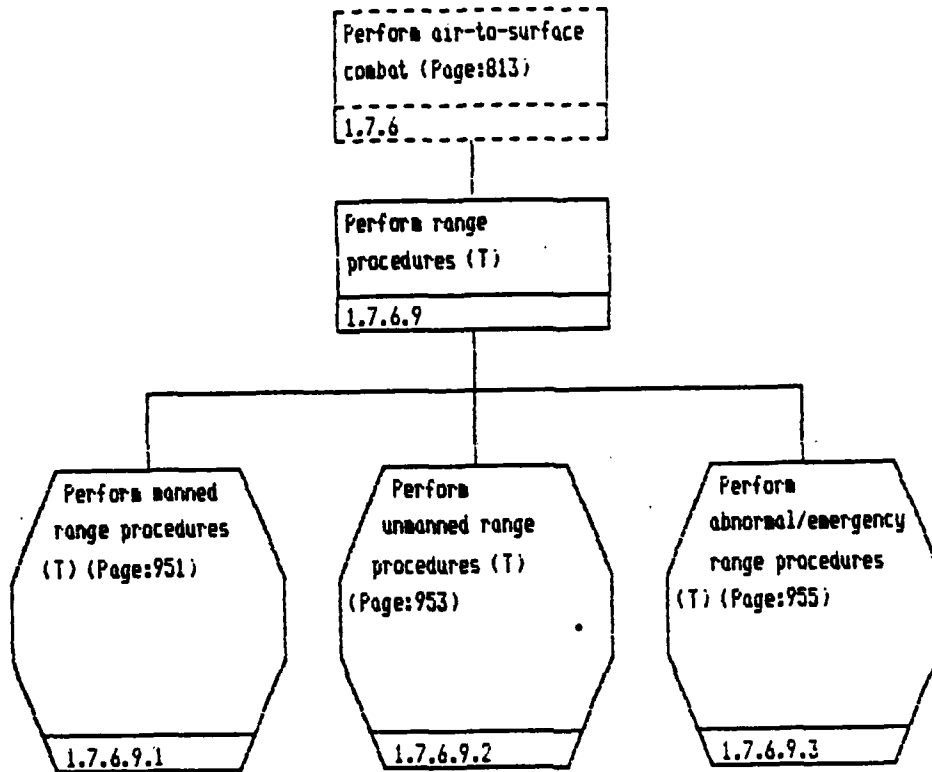
State the special
considerations for
compensating for type
of ordnance (e.g., near
friendly forces) with
no omissions.

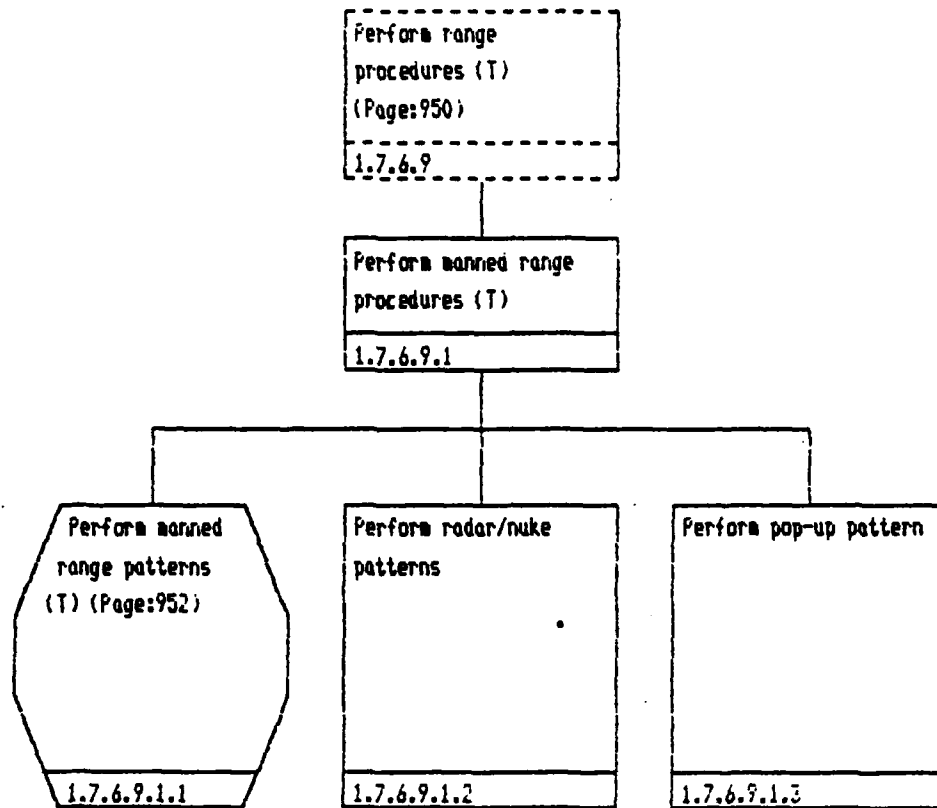
1.7.6.8.4.1

Perform air-to-surface
combat in specialized
situations (Page:940)
1.7.6.8

Compensate for
heavyweight condition.
1.7.6.8.5

State the special
considerations for
compensating for
heavyweight condition
with no omissions.
1.7.6.8.5.1

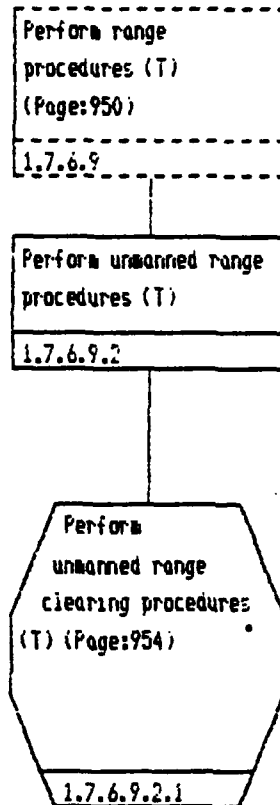




Perform manned range
procedures (T)
(Page:951)
1.7.6.9.1

Perform manned range
patterns (T)
1.7.6.9.1.1

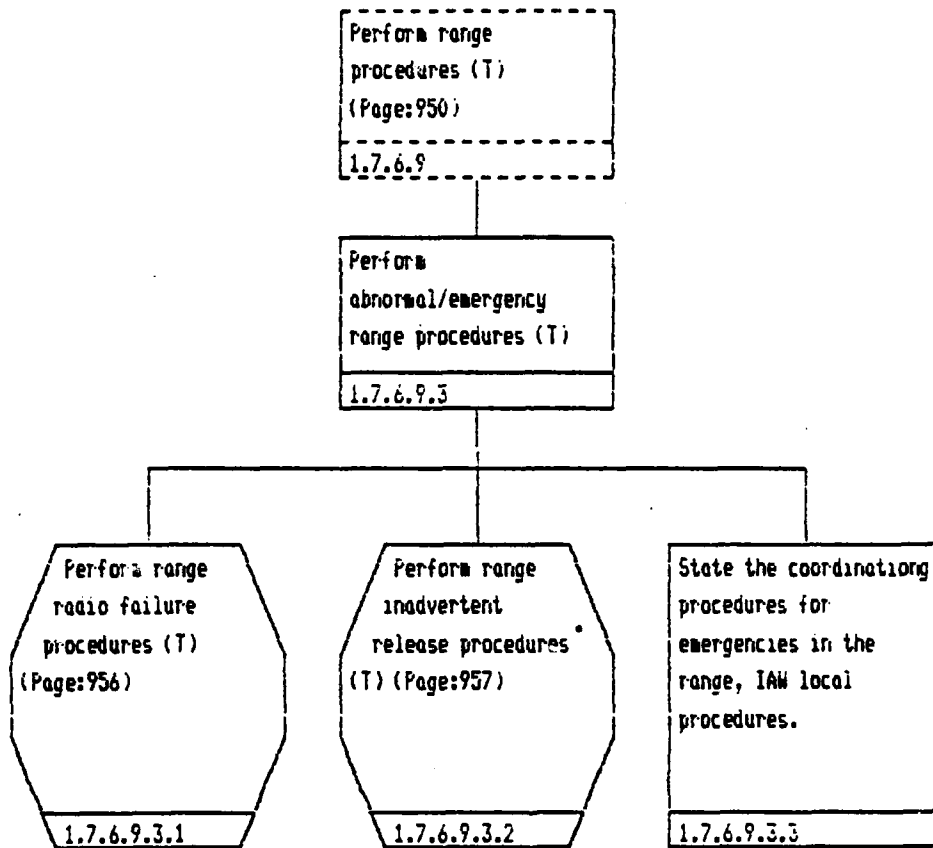
Describe the procedure
and mandatory radio
call for performing
manned range patterns
without error.
1.7.6.9.1.1.1



Perform unmanned range
procedures (T)
(Page:953)
1.7.6.9.2

Perform unmanned range
clearing procedures (T)
1.7.6.9.2.1

Describe the procedure
for performing unmanned
range entry and
clearing without error
IAW local procedures.
1.7.6.9.2.1.1



Perform
abnormal/emergency
range procedures (T)
(Page:955)
1.7.6.9.3

Perform range radio
failure procedures (T)
1.7.6.9.3.1

State the procedure for
radio failure on the
range with no omissions
IAW local procedures.
1.7.6.9.3.1.1

Perform
abnormal/emergency
range procedures (T)
(Page:955)

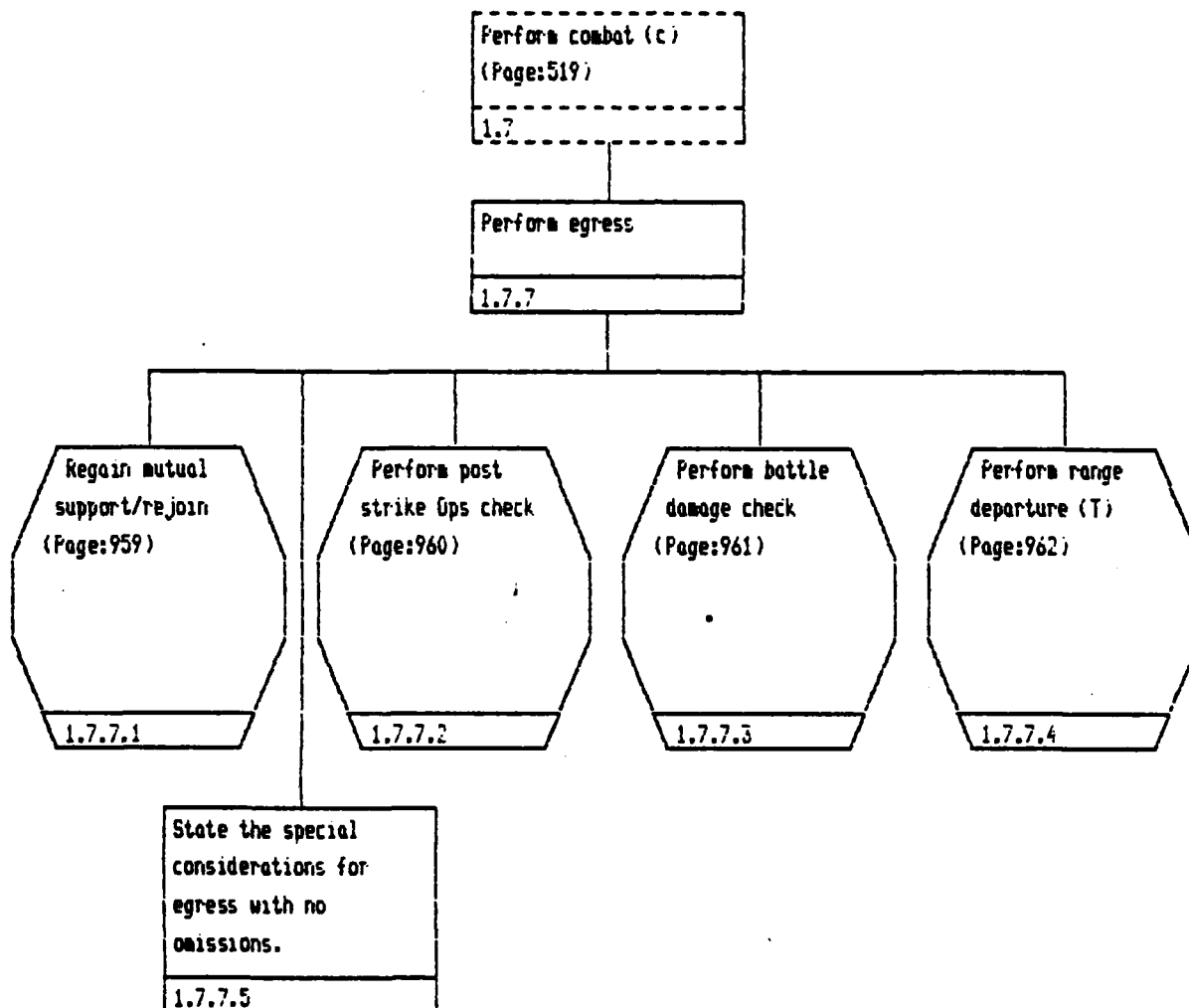
1.7.6.9.3

Perform range
inadvertent release
procedures (T)

1.7.6.9.3.2

State the procedure for
inadvertent release on
and off the range with
no omissions IAW local
procedures.

1.7.6.9.3.2.1



Perform egress
(Page:958)
1.7.7

Regain mutual
support/rejoin
1.7.7.1

State the
considerations for
regaining mutual
support/rejoin with no
omissions.
1.7.7.1.1

Perform egress
(Page:958)
1.7.7

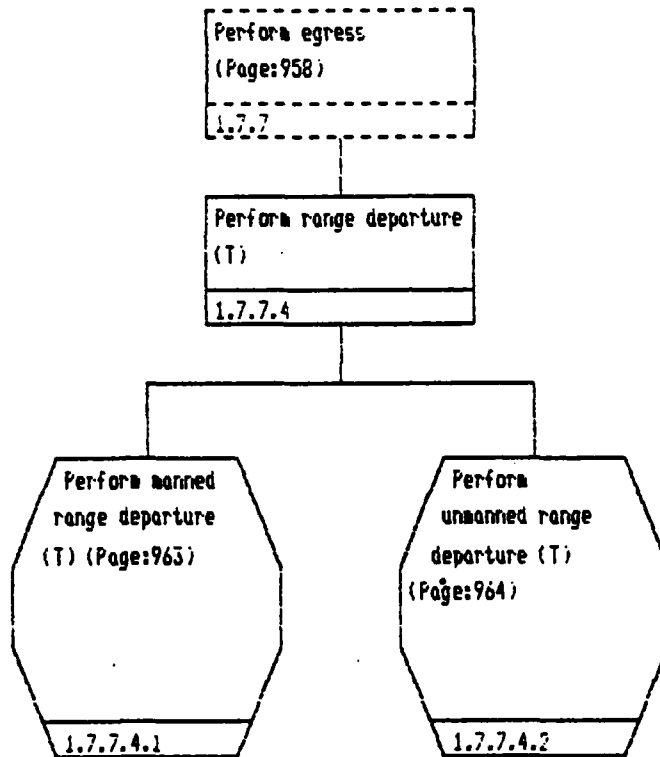
Perform post strike Ops
check
1.7.7.2

Describe the procedure
for performing post
strike Ops check
without error.
1.7.7.2.1

Perform egress
(Page:958)
1.7.7

Perform battle damage
check
1.7.7.3

Describe the procedure
for performing battle
damage check without
error.
1.7.7.3.1



Perform range departure
(T) (Page:962)
1.7.7.4

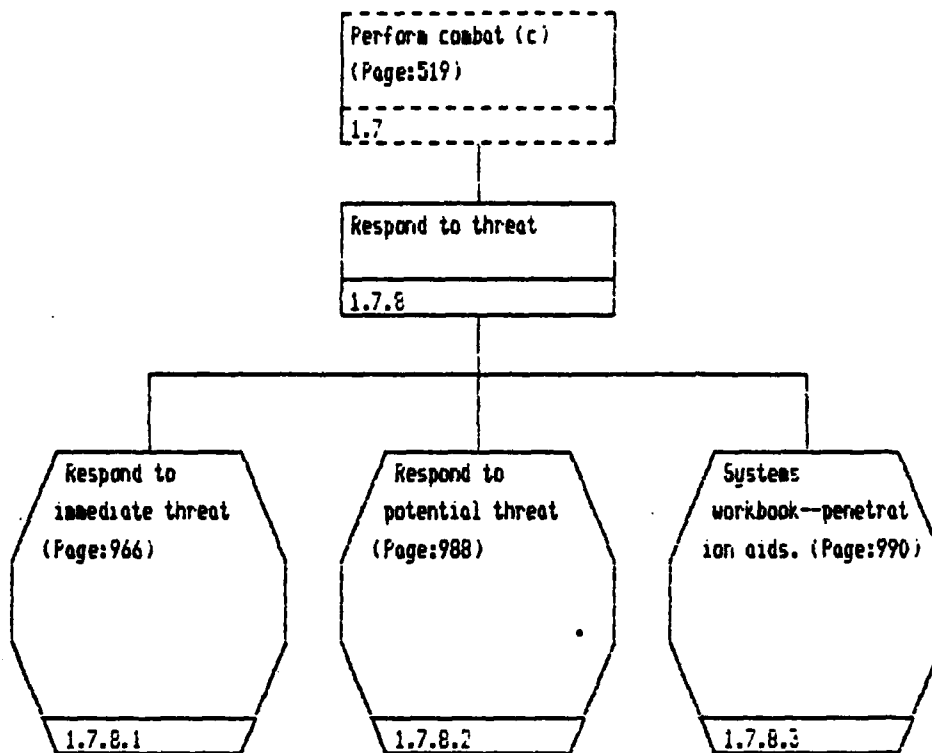
Perform manned range
departure (T)
1.7.7.4.1

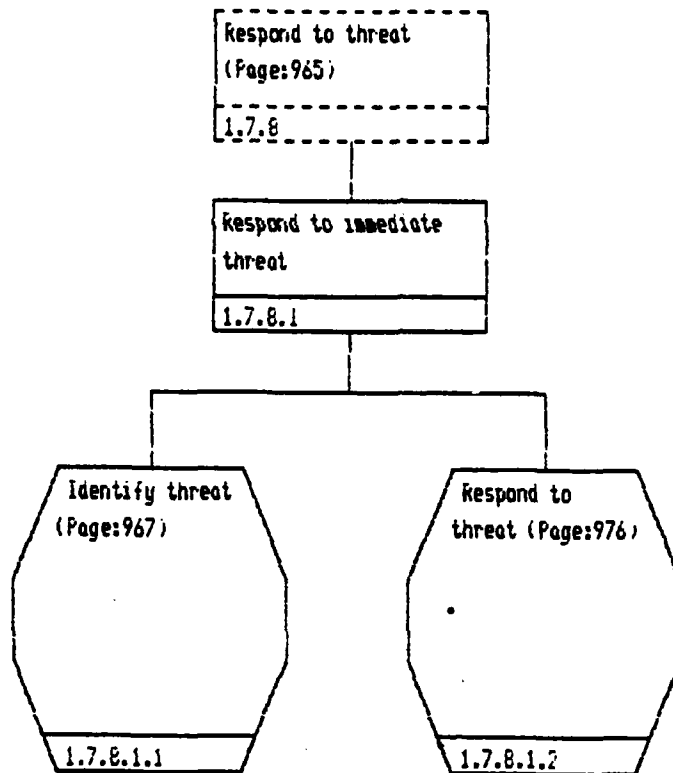
Describe the procedure
for performing manned
range departure without
error.
1.7.7.4.1.1

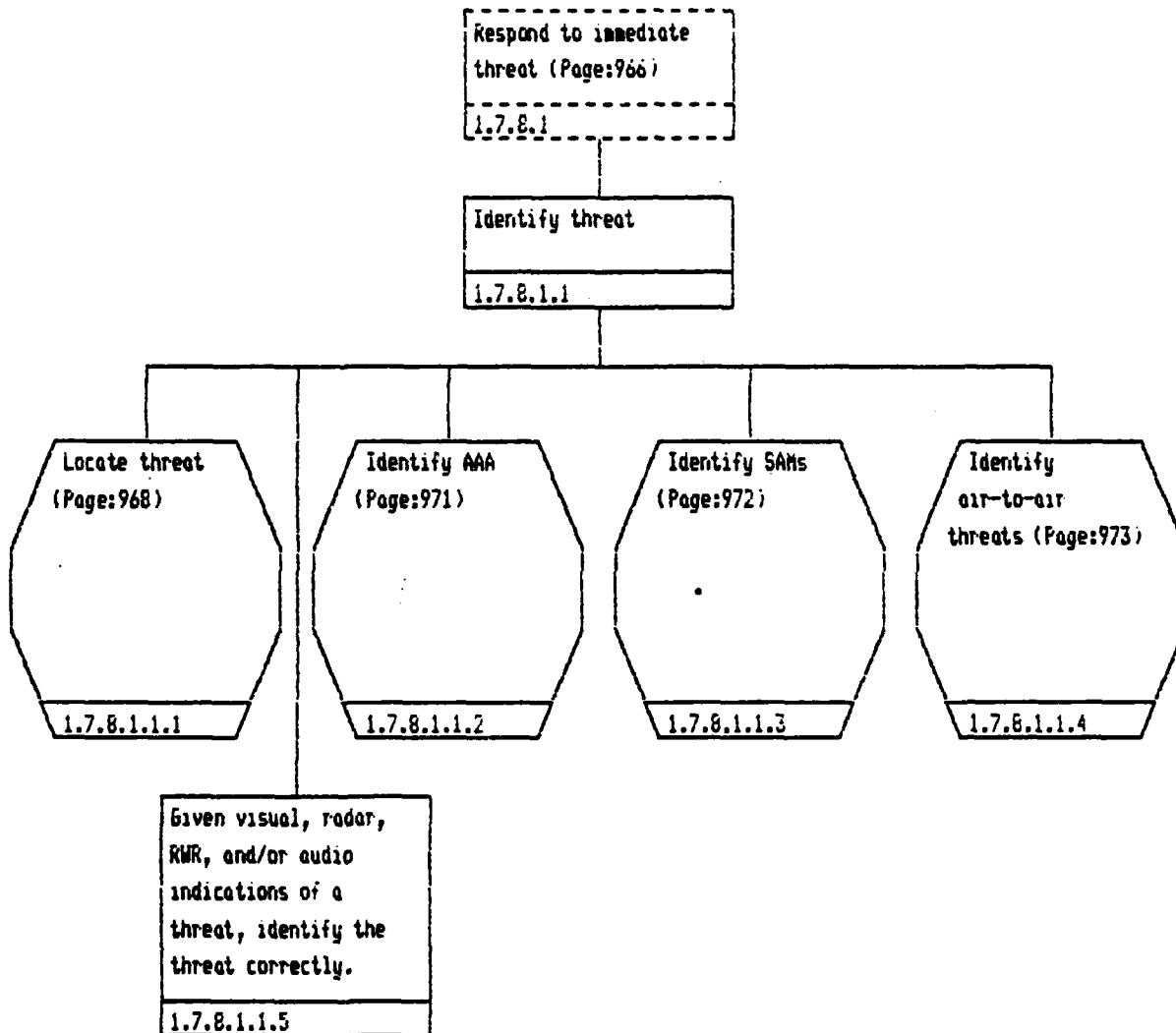
Perform range departure
(T) (Page:962)
1.7.7.4

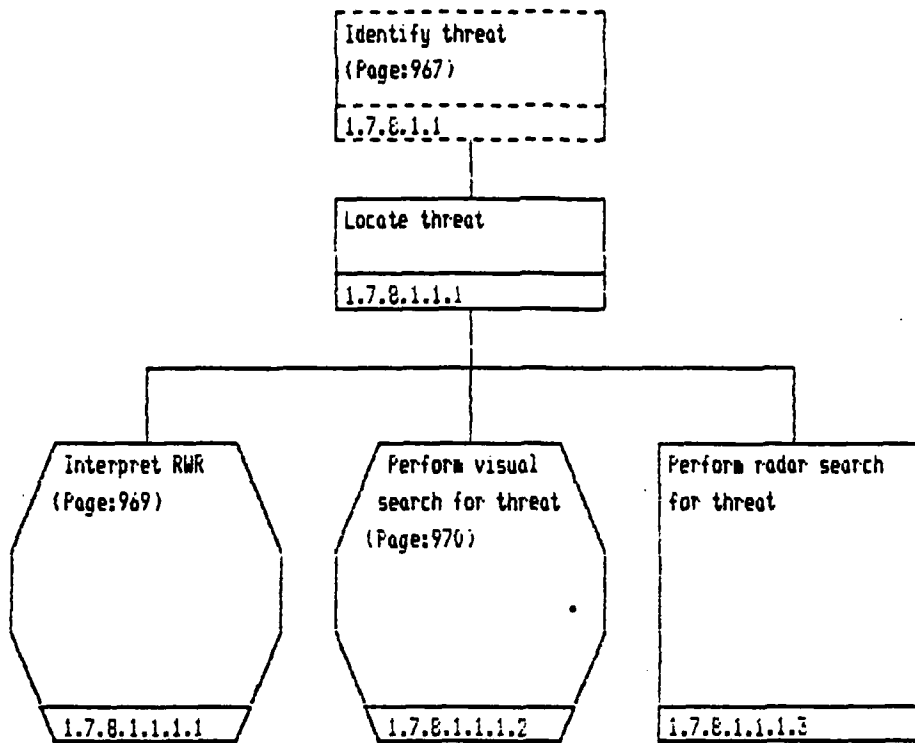
Perform unmanned range
departure (T)
1.7.7.4.2

Describe the procedure
for performing unmanned
range departure without
error.
1.7.7.4.2.1









Locate threat (Page:968)
1.7.8.1.1.1

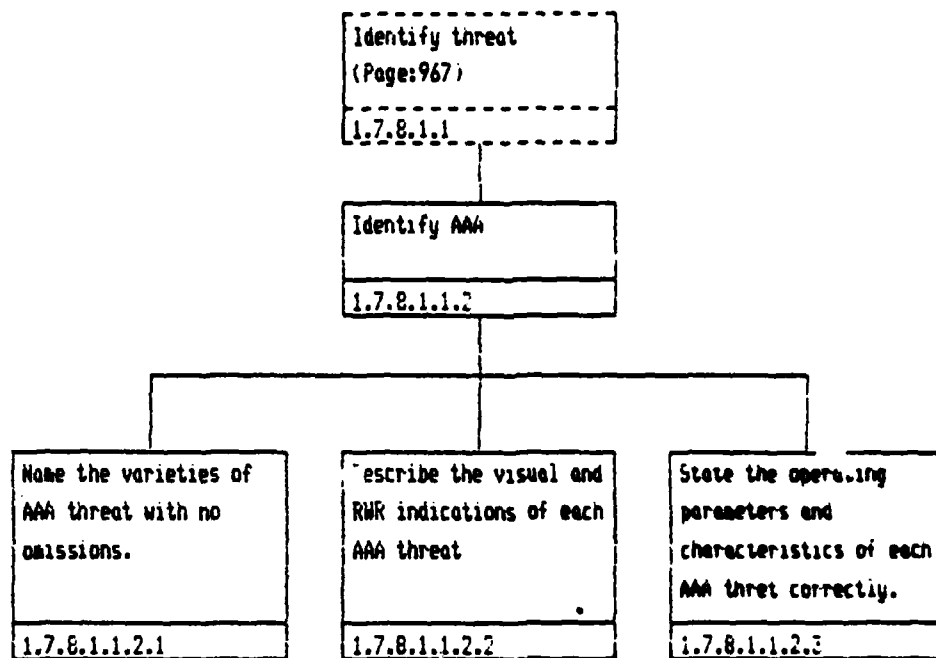
Interpret RWR
1.7.8.1.1.1.1

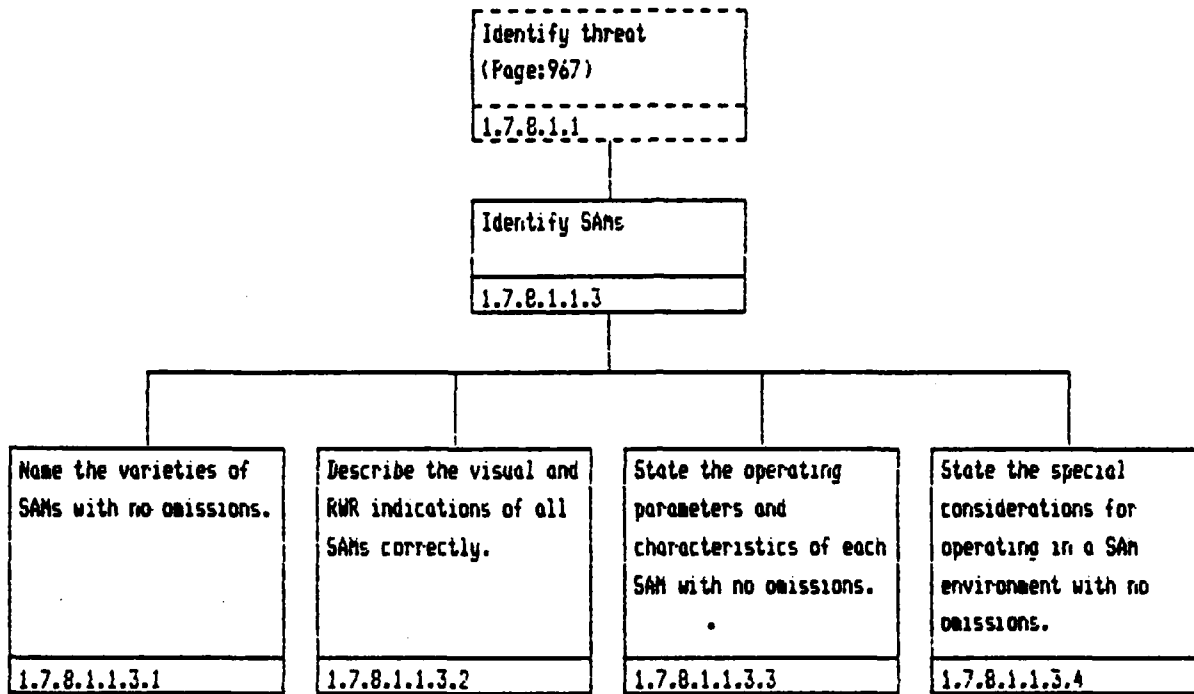
Given a photograph or drawing of the RWR scope and accompanying audio tones, interpret scope presentations and identify threats without error.
1.7.8.1.1.1.1.1

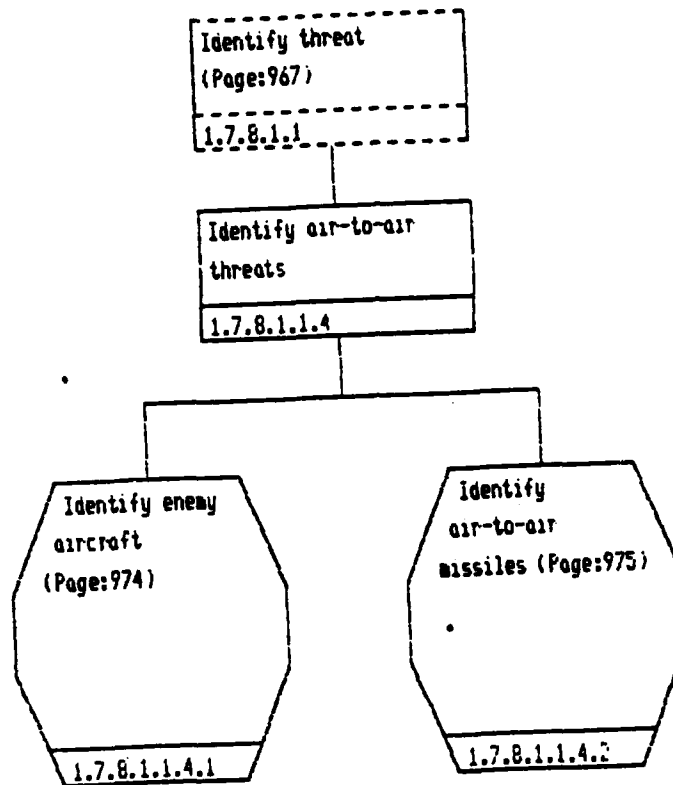
Locate threat (Page:968)
1.7.8.1.1.1

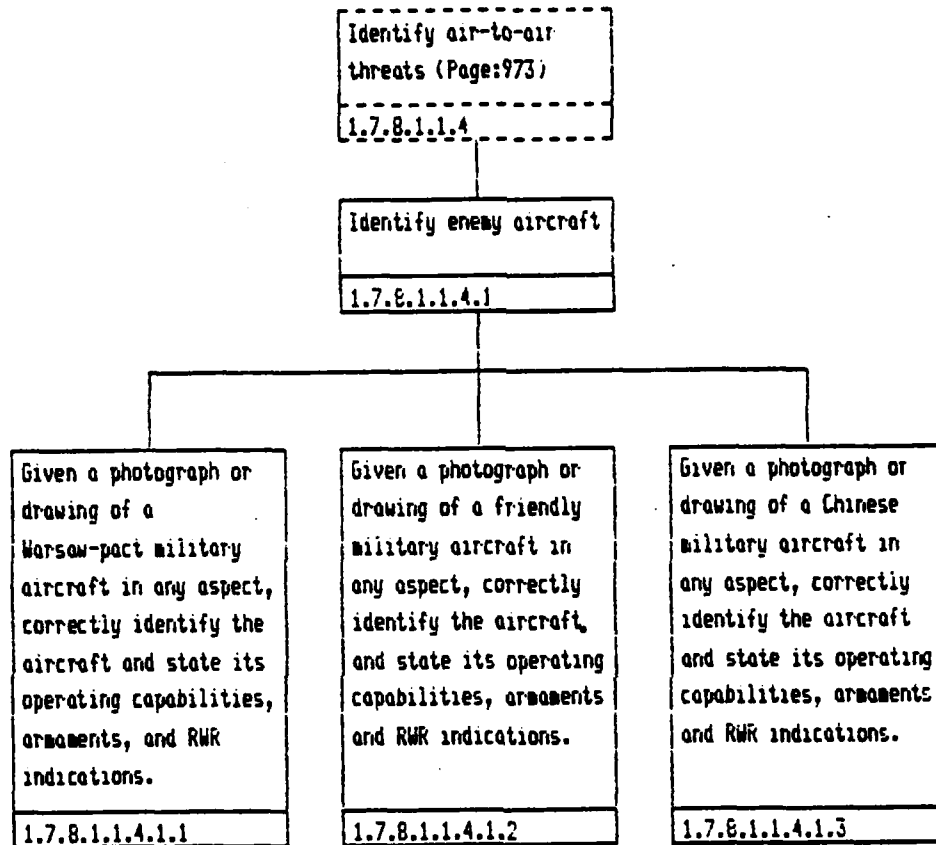
Perform visual search
for threat
1.7.8.1.1.1.2

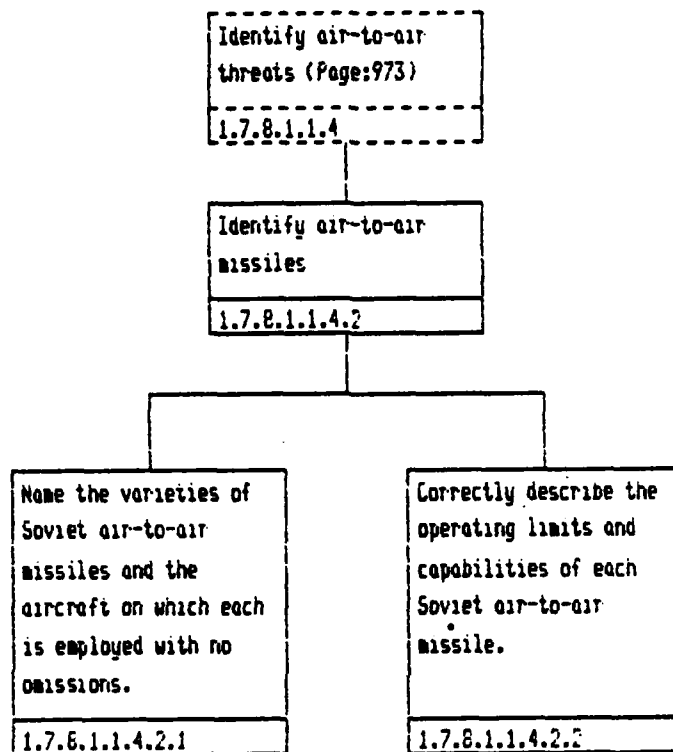
Describe the procedure
for performing visual
search for threat
without error.
1.7.8.1.1.1.2.1

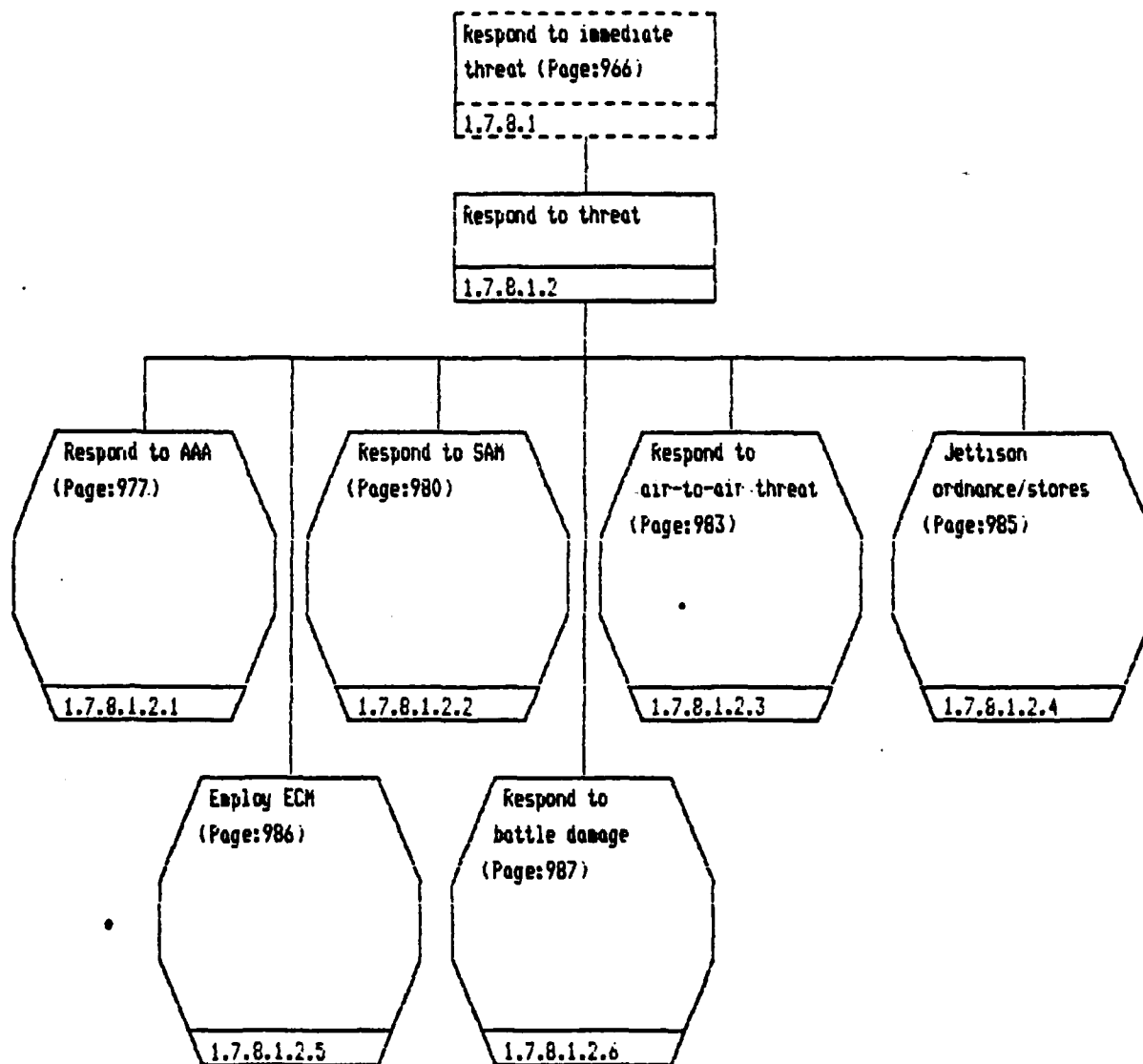


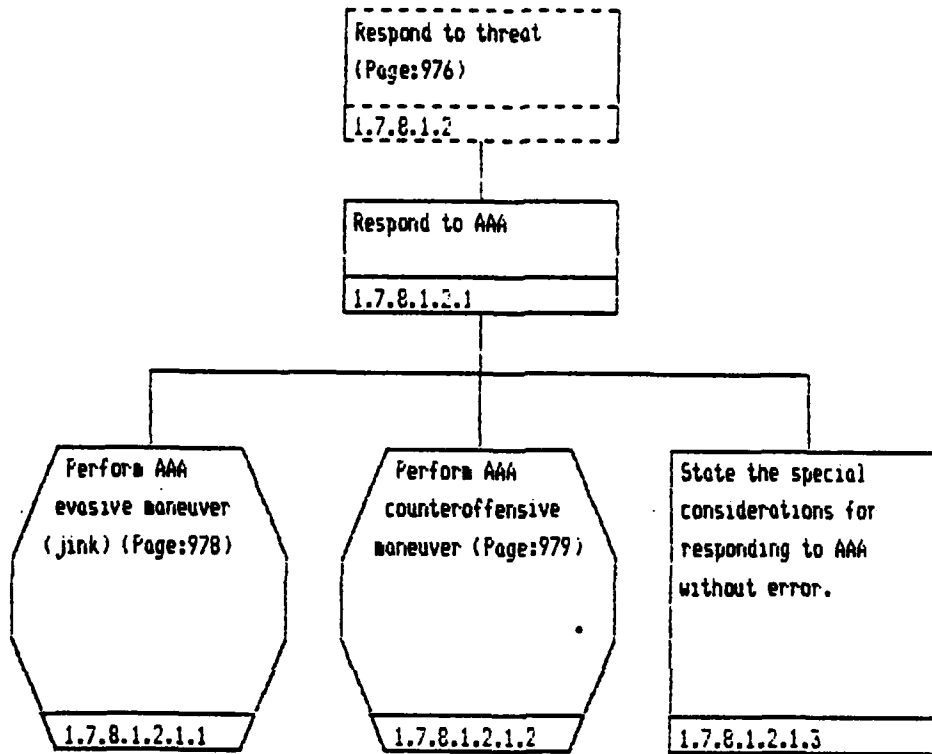












Respond to AAA
(Page:977)
1.7.8.1.2.1

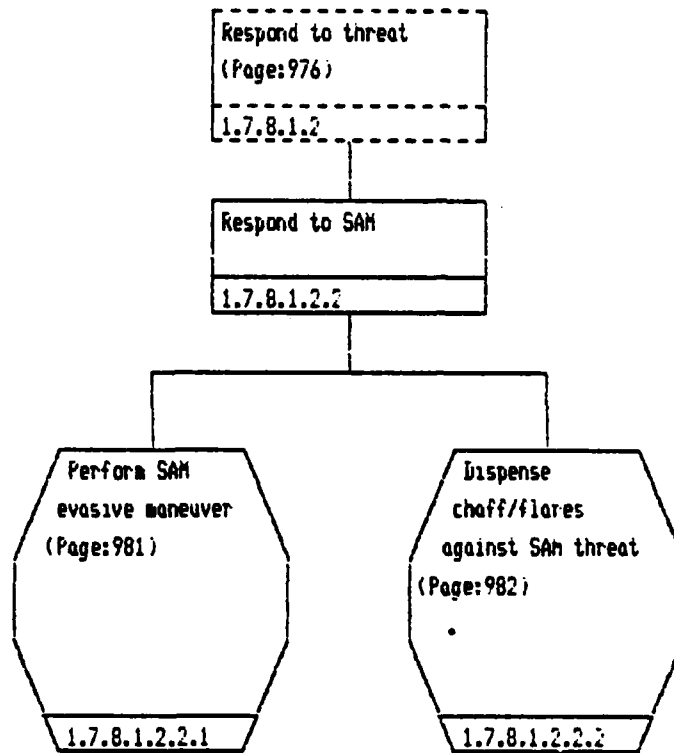
Perform AAA evasive
maneuver (jink)
1.7.8.1.2.1.1

State the
considerations for
performing AAA evasive
maneuver (jink) without
error.
1.7.8.1.2.1.1.1

Respond to AAA
(Page:977)
1.7.8.1.2.1

Perform AAA
counteroffensive
maneuver
1.7.8.1.2.1.2

State the major
considerations for
performing AAA
counteroffensive
maneuvers, without
error.
1.7.8.1.2.1.2.1



Respond to SAM
(Page:980)
1.7.8.1.2.2

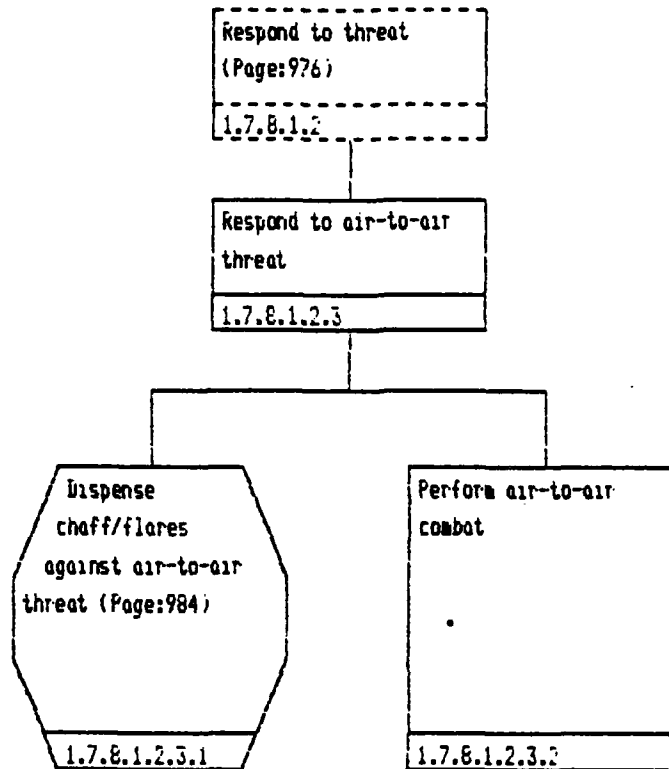
Perform SAM evasive
maneuver
1.7.8.1.2.2.1

State the special
considerations for
maneuvering in response
to a specific SAM
launch with no
omissions.
1.7.8.1.2.2.1.1

Respond to SAM
(Page:980)
1.7.8.1.2.2

Dispense chaff/flares
against SAM threat
1.7.8.1.2.2.2

Describe the procedure
for dispensing
chaff/flares against
SAM threats without
error.
1.7.8.1.2.2.2.1



Respond to air-to-air
threat (Page:983)

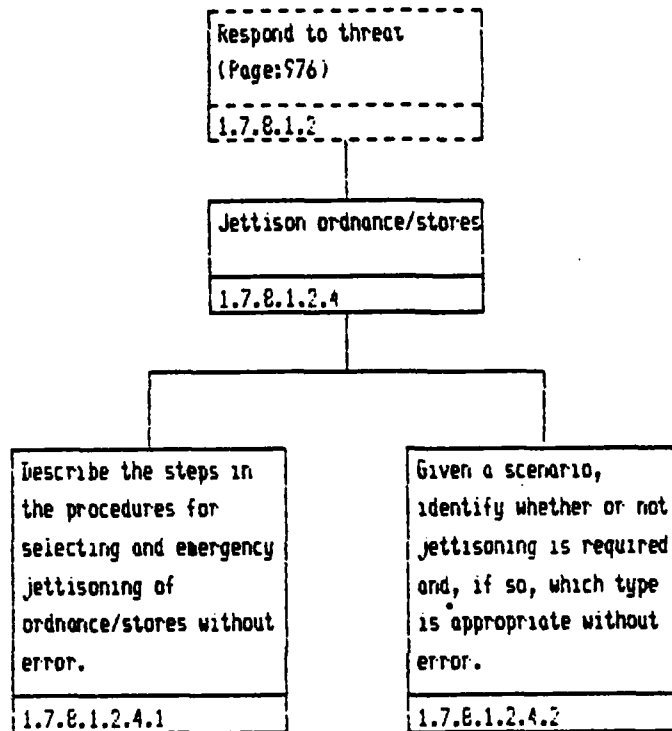
1.7.8.1.2.3

Dispense chaff/flares
against air-to-air
threat

1.7.8.1.2.3.1

Describe the procedure
for dispensing
chaff/flares against
air-to-air threats
without error.

1.7.8.1.2.3.1.1



Respond to threat (Page:976)
1.7.8.1.2

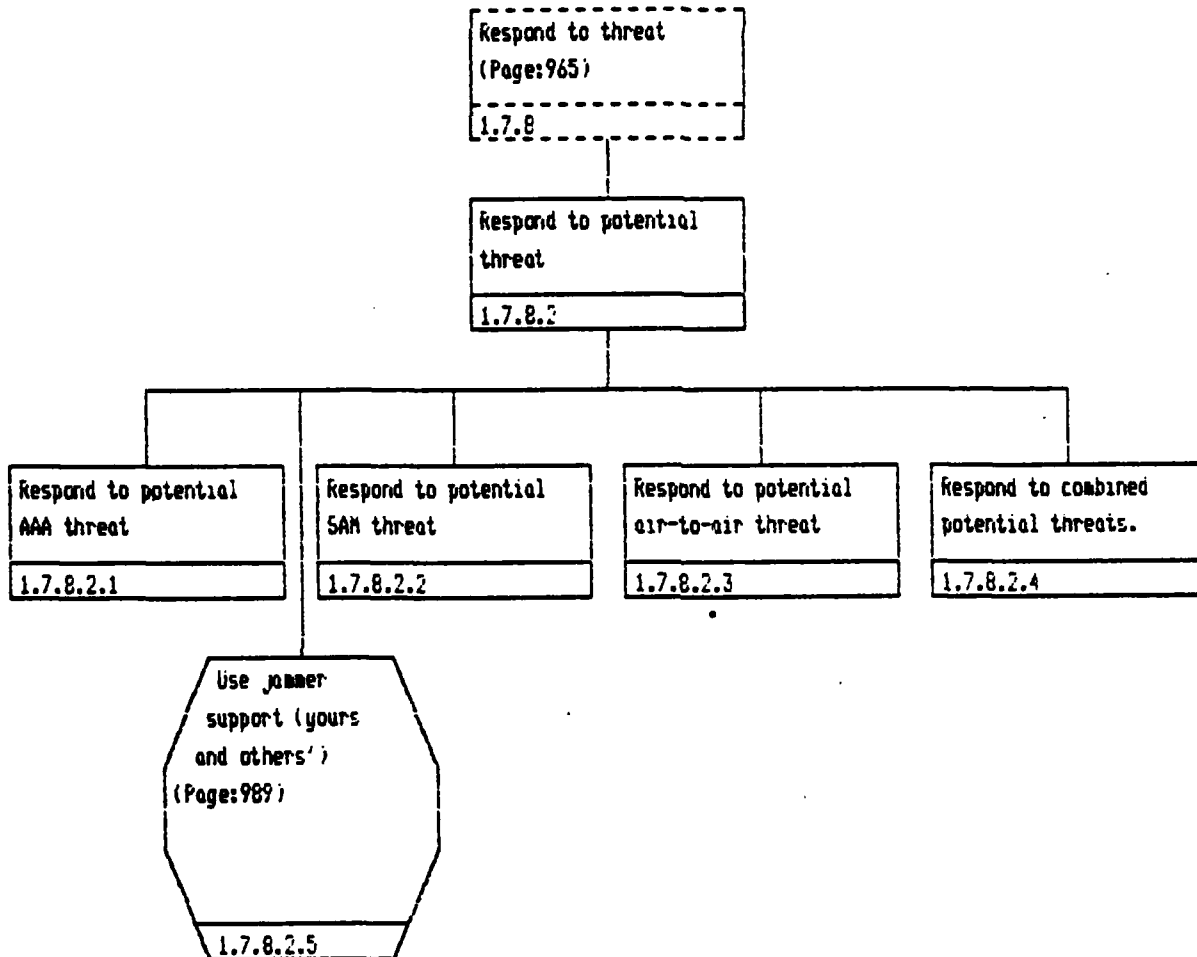
Employ ECM
1.7.8.1.2.5

TBD CRD BEHAVIOR STATES: Employ ECM
1.7.8.1.2.5.1

Respond to threat
(Page:976)
1.7.8.1.2

Respond to battle damage
1.7.8.1.2.6

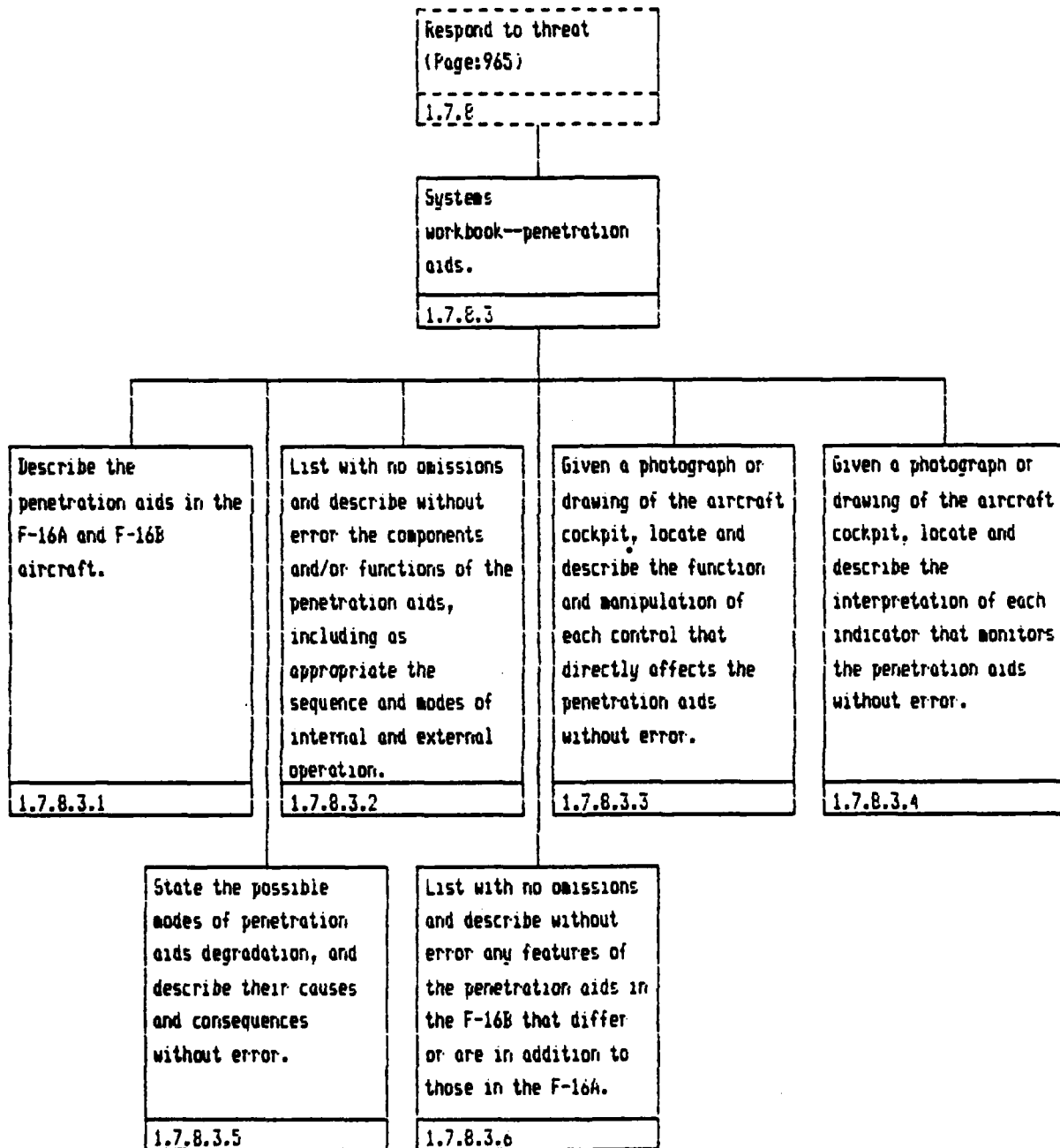
State the major
considerations for
responding to battle
damage with no
omissions.
1.7.8.1.2.6.1



Respond to potential
threat (Page:988)
1.7.8.2

Use jammer support
(yours and others')
1.7.8.2.5

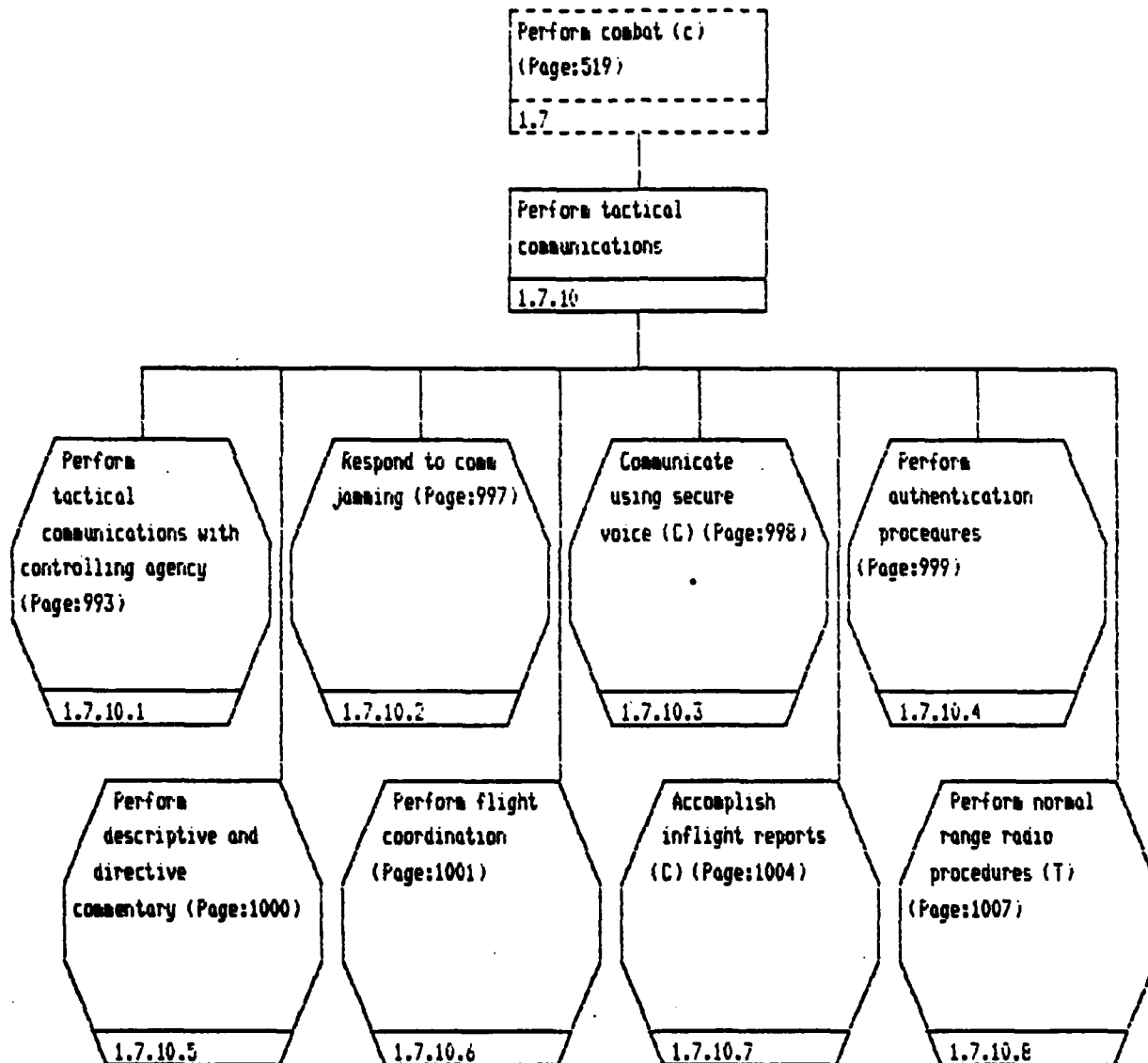
State the special
considerations for
using jammer support
(yours and others')
with no omissions.
1.7.8.2.5.1

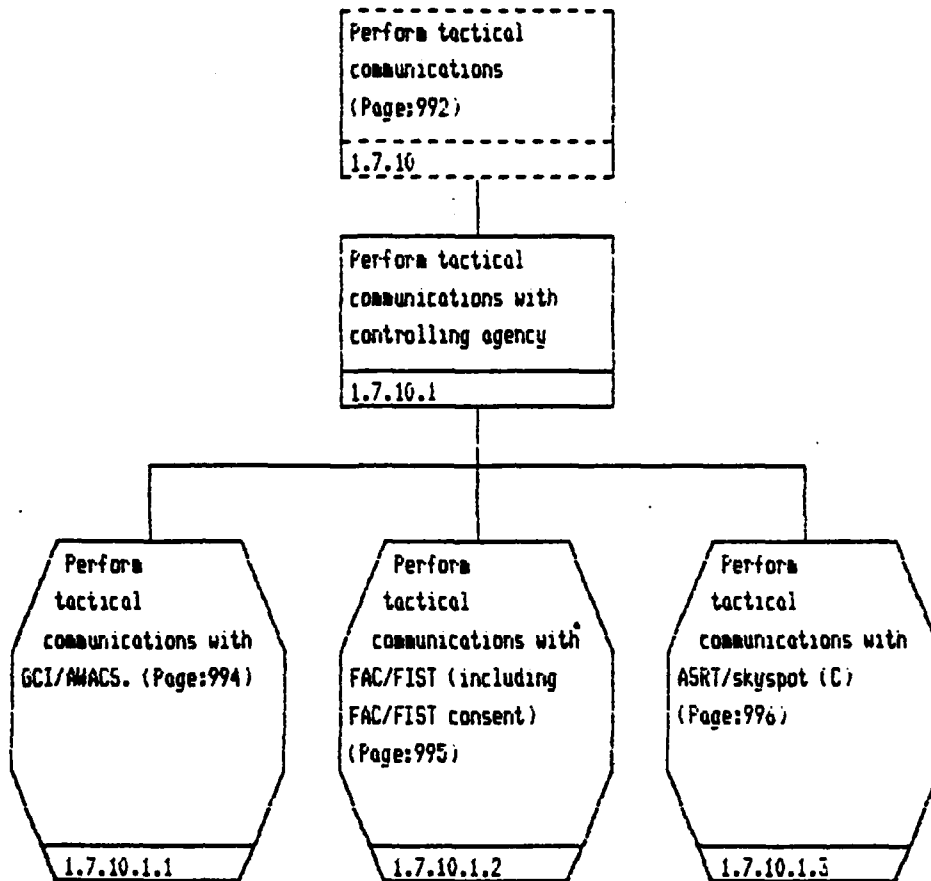


Perform combat (c)
(Page:519)
1.7

Coordinate with search
and rescue (SAR) effort
1.7.9

State the special
considerations for
coordinating with
search and rescue (SAR)
effort with no
omissions.
1.7.9.1

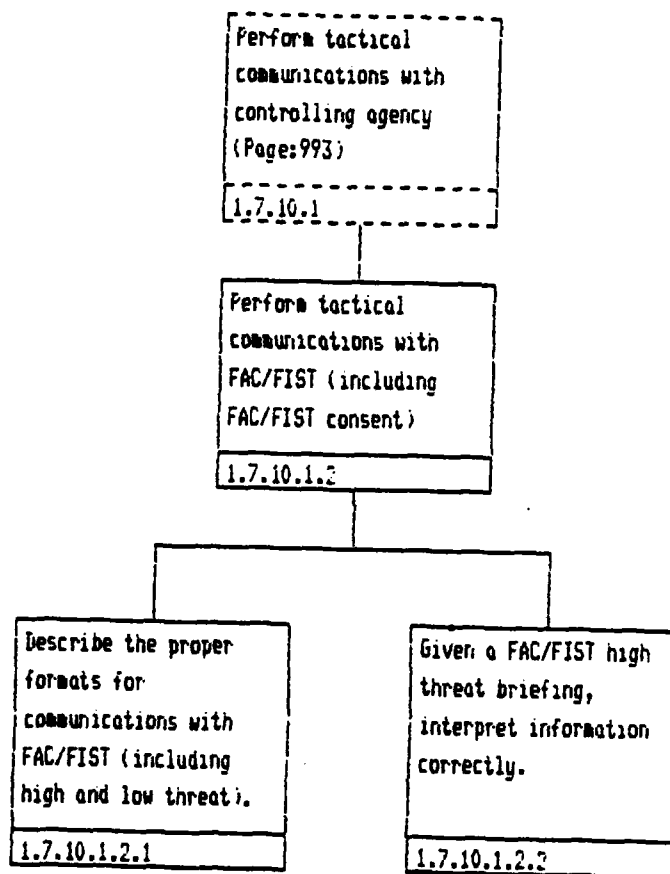




Perform tactical
communications with
controlling agency
(Page:993)
1.7.10.1

Perform tactical
communications with
GCI/AMACS.
1.7.10.1.1

Given radio calls from
GCI/AMACS, correctly
interpret and verbally
respond.
1.7.10.1.1.1



Perform tactical
communications with
controlling agency
(Page:993)
1.7.10.1

Perform tactical
communications with
ASRT/skyspot (C)
1.7.10.1.3

Describe the proper
formats for
communications with
ASRT/skyspot.
1.7.10.1.3.1

Perform tactical
communications
(Page:992)
1.7.10

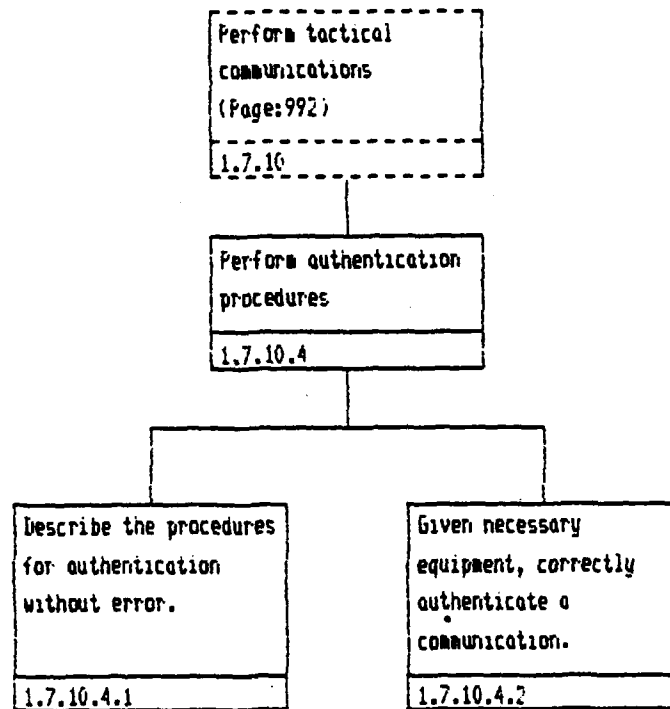
Respond to comm jamming
1.7.10.2

State the special
considerations for
responding to comm
jamming with no
omissions.
1.7.10.2.1

Perform tactical
communications
(Page:992)
1.7.10

Communicate using
secure voice (C)
1.7.10.3

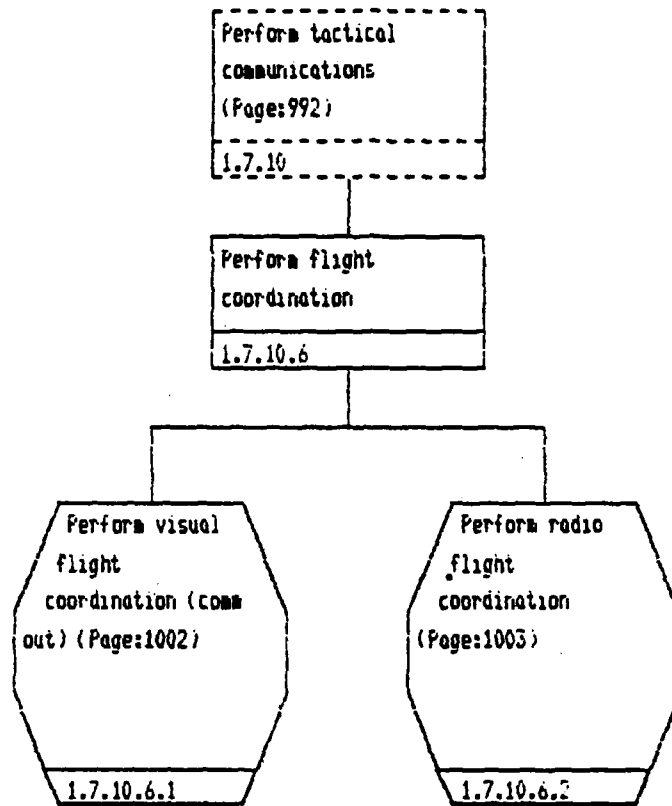
Describe the procedure
for communicating using
secure voice without
error.
1.7.10.3.1



Perform tactical
communications
(Page:992)
1.7.10

Perform descriptive and
directive commentary
1.7.10.5

Describe the procedures
for descriptive and
directive commentary
without error.
1.7.10.5.1



Perform flight
coordination (Page:1001)
1.7.10.6

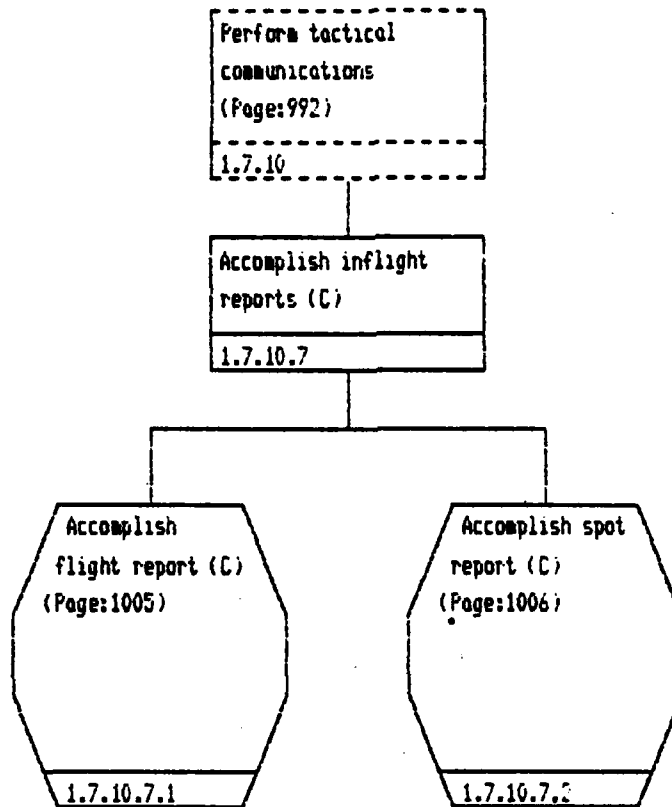
Perform visual flight
coordination (comm out)
1.7.10.6.1

Given a description of
a signal used during
visual flight
coordination, correctly
interpret the signal *
1.7.10.6.1.1

Perform flight
coordination (Page:1001)
1.7.10.6

Perform radio flight
coordination
1.7.10.6.2

Given an air-to-air
radio call, correctly
interpret the call.
1.7.10.6.2.1



Accomplish inflight
reports (C) (Page:1004)
1.7.10.7

Accomplish flight
report (C)
1.7.10.7.1

Describe the content,
syntax, and use of the
flight report correctly.
1.7.10.7.1.1

Accomplish inflight
reports (C) (Page:1004)
1.7.10.7

Accomplish spot report
(C)
1.7.10.7.2

Describe the content,
syntax, and use of the
spot report correctly.
1.7.10.7.2.1 .

Perform tactical
communications
(Page:992)
1.7.10

Perform normal range
radio procedures (T)
1.7.10.8

Describe the
communications to be
made on the range and
state the syntax of
each call correctly.
1.7.10.8.1

