AD-A240 855

Technical Report

A COMPREHENSIVE TASK ANALYSIS OF THE AH-64 MISSION WITH CREW WORKLOAD ESTIMATES AND PRELIMINARY DECISION RULES FOR DEVELOPING AN AH-64 WORKLOAD PREDICTION MODEL

Volume IV : Appendixes H - I

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PREPARED FOR:
U.S. ARMY RESEARCH INSTITUTE
AVIATION RESEARCH AND DEVELOPMENT ACTIVITY
FORT RUCKER, ALABAMA

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October 1986

91-11403

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91 9 24 060

Human Factors Research in
Aircrew Performance and Training
MDA903-86-C-0055
ASI678-204-86

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A COMPREHENSIVE TASK ANALYSIS OF THE AH-64 MISSION WITH CREW WORKLOAD ESTIMATES AND PRELIMINARY RULES FOR DEVELOPING AN AH-64 WORKLOAD PREDICTION MODEL

Volume IV: APPENDIXES H - I

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Availability Codes
Dist | Avail and / or Special
A-1

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Fort Rucker, Alabama

October 1986

UNCLASSIFIED

SECURITY CLASSIFICATION OF THIS PAGE

REPORT DOCUMENTATION PAGE

Form Approved OMB No. 0704-0188

1a. REPORT SECURITY CLASSIFICATION Unclassified	1b. RESTRICTIVE MARKINGS
2a. SECURITY CLASSIFICATION AUTHORITY	3. DISTRIBUTION/AVAILABILITY OF REPORT Approved for public release; distribution is unlimited.
2b. DECLASSIFICATION/DOWNGRADING SCHEDULE	
4. PERFORMING ORGANIZATION REPORT NUMBER(S) ASI678-204-86	5. MONITORING ORGANIZATION REPORT NUMBER(S)
6a. NAME OF PERFORMING ORGANIZATION Anacapa Sciences, Inc 6b. OFFICE SYMBOL (If applicable)	7a. NAME OF MONITORING ORGANIZATION USARI Aviation R&D Activity
6c. ADDRESS (City, State, and ZIP Code) P.O. Box 489 Fort Rucker, AL 36362-5000	7b. ADDRESS (City, State, and ZIP Code) ATTN: PERI-IR Fort Rucker, AL 36362-5354
8a. NAME OF FUNDING/SPONSORING ORGANIZATION US Army Research Institute 8b. OFFICE SYMBOL (If applicable) PERI	9. PROCUREMENT INSTRUMENT IDENTIFICATION NUMBER MDA903-86-C-0055
8c. ADDRESS (City, State, and ZIP Code) 5001 Eisenhower Avenue Alexandria, VA 22333-5600	10. SOURCE OF FUNDING NUMBERS PROGRAM ELEMENT NO. 63739A; PROJECT NO. 793; TASK NO. 132; WORK UNIT ACCESSION NO. C1

11. TITLE (Include Security Classification)
A Comprehensive Task Analysis of the AH-64 Mission With Crew Workload Estimates and Preliminary Decision Rules for Developing an AH-64 Workload Prediction Model--Vol IV

12. PERSONAL AUTHOR(S)
SZABO, Sandra M.; BIERBAUM, Carl R.

13a. TYPE OF REPORT	13b. TIME COVERED	14. DATE OF REPORT (Year, Month, Day)	15. PAGE COUNT
Interim	FROM 10/85 TO 10/86		138

16. SUPPLEMENTARY NOTATION All research on this project was technically monitored by Mr. Charles A. Gainer, Chief, US Army Research Institute Aviation Research and Development Activity (ARIARDA), Fort Rucker, AL.

17. COSATI CODES		
FIELD	GROUP	SUB-GROUP
05	08	

18. SUBJECT TERMS (Continue on reverse if necessary and identify by block number)
Mission Analysis, Function Analysis, Task Analysis, Aviator Proficiency, Sensory Workload, ~~Cognitive Workload~~, ~~Psychomotor Workload~~, ~~Modeling~~, Human Engineering, System Design, AH-64 Aircraft

19. ABSTRACT (Continue on reverse if necessary and identify by block number)

A composite scenario was used to conduct a comprehensive task analysis of the AH-64 attack mission. The analysis used a top-down approach to identify the phases, segments, functions, and tasks for the mission. Seven phases, 49 segments, 153 functions, and 653 tasks were identified. The crewmember performing each task was identified and estimates of the sensory, cognitive, and psychomotor workload associated with the tasks were derived. Estimates of the duration of each task also were derived. The mission/task analysis data will be used to develop a computer model of workload for AH-64A crewmembers. The model will use a bottom-up approach to build mission functions from tasks and mission segments from functions. Decision rules were written to specify the procedure for combining the tasks into functions and the functions into segments. The model will permit an analysis of total workload experienced by each crewmember in the performance of both sequential and concurrent tasks.

20. DISTRIBUTION/AVAILABILITY OF ABSTRACT ☐ UNCLASSIFIED/UNLIMITED ☒ SAME AS RPT. ☐ DTIC USERS	21. ABSTRACT SECURITY CLASSIFICATION
22a. NAME OF RESPONSIBLE INDIVIDUAL Charles A. Gainer	22b. TELEPHONE (Include Area Code) (205) 255-4404 22c. OFFICE SYMBOL PERI-IR

DD Form 1473, JUN 86 Previous editions are obsolete.

SECURITY CLASSIFICATION OF THIS PAGE
UNCLASSIFIED

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APPENDIX H

SEGMENT SUMMARY WORKSHEETS

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight

SEGMENT 01 Flight Planning

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Plan Mission (116)			Plan Mission (116)		
			Prepare Weight and Balance Form (119)		
Prepare Performance Planning Card (118)					

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight

SEGMENT 02 Exterior Cockpit Check

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Security Devices (048)			Perform Cockpit Safety Check (Gunner) (099)		
Perform Cockpit Safety Check (Pilot) (100)			Check Armament Subsystems (Gunner) (021)		
Check Armament Subsystems (Pilot) (022)			Check Cockpit Conditions (Gunner) (023)		
Activate Ignition (010)					
Check Cockpit Conditions (Pilot) (024)					

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight

SEGMENT 03 Preflight Walk Around

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DiSCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Check Fuel Sample (030)					
Check Right Side - Under Fuselage (046)					
Check Right Side - Mast (044)					
Check Right Side - Wing (047)					
Check Right Side - Rear Fuselage (045)					
Check Left Side - Rear Fuselage (039)					
Check Left Side - Wing (040)					
Check Left Side - Mast (038)					
Check Left Side - Fuselage and Nose (037)					

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight

SEGMENT 04 Interior Cockpit Check

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Arrange Cockpit (Pilot) (015)			Arrange Cockpit (Gunner) (014)		
Check Overhead Panel (041)			Check Collective Switches (Gunner) (025)		
Check Collective Switches (Pilot) (026)			Check Left Control Console (Gunner) (035)		
Check Left Control Console (Pilot) (036)			Check Instrument Panel (Gunner) (033)		
Check Instrument Panel (Pilot) (034)			Check Right Control Console (Gunner) (042)		
Check Right Control Console (Pilot) (043)			Check Helmet (Gunner) (031)		
Check Helmet (Pilot) (032)					

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight

SEGMENT 05 Starting APU

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Starting APU Check (Pilot) (093) Start APU (Preflight) (147)	Initiate Cockpit Communication (Pilot) (079) Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)	Perform Before Starting APU Check (Gunner) (092)	Initiate Cockpit Communication (Gunner) (078) Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight SEGMENT 06 After Starting APU

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform After Starting APU Check (Pilot) (087)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)	Perform After Starting APU Check (Gunner) (086)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Perform Before Starting Engines Check (094)	Initiate Cockpit Communication (Gunner) (078)		Enter Fire Control Data (057)	Initiate Cockpit Communication (Pilot) (079)	
Start First Engine (148)					
Start Second Engine (149)					
Check Engine Chop Circuit (029)					
Perform Engine 1 Overspeed Test (101)					
Perform Engine 2 Overspeed Test (102)					
Check Engine 1 ECU Lockout System (027)					
Check Engine 2 ECU Lockout System (028)					
Deactivate APU (054)					
Continued...			Continued...		

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight

SEGMENT 06 After Starting APU [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Adjust IHADSS Boresight (Pilot) (012) Perform PNVS Operational Check (108)			Adjust IHADSS Boresight (Gunner) (011) Perform TADS Operational Check (111) Program Doppler (120) Program Transponder (121) Set TADS Internal Boresight (DTV) (142) Set TADS Internal Boresight (FLIR) (144) Set TADS Internal Boresight (DVO) (143) Continued...		

SEGMENT SUMMARY WORKSHEET

PHASE 1 Preflight

SEGMENT 06 After Starting APU [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Perform IHADSS Operational Check (Gunner) (106)		

SEGMENT SUMMARY WORKSHEET

PHASE 2 Departure

SEGMENT 07 Taxi

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Taxi Check (097)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Perform External Communication (Pilot) (104)	Initiate Cockpit Communication (Gunner) (078)			Initiate Cockpit Communication (Pilot) (079)	
		Perform Taxi (113)		Check Aircraft Systems (Gunner) (017)	
Perform Taxi Check (114)					
Adjust Outfront Boresight (013)			Adjust Outfront Boresight (013)		

SEGMENT SUMMARY WORKSHEET

PHASE 2 Departure

*SEGMENT 08 Takeoff (Contour)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Takeoff Check (Pilot) (096)	Initiate Cockpit Communication (Pilot) (079) Initiate Cockpit Communication (Gunner) (078)	Perform Hover (105) Monitor Audio (083) Establish Climb (060) Establish Level of Flight (061)	Perform Before Takeoff Check (Gunner) (095) Perform External Communication (Gunner) (105)	Initiate Cockpit Communication (Gunner) (078) Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute SEGMENT 09 Contour Flight

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Fly Contour (073)		Check Aircraft Systems (Gunner) (017)	Perform Navigation (107)
Update Doppler (Landmark) (157)	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Update Doppler (Landmark) (157)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Pilot) (079)		Perform External Communication (Gunner) (103)	Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Gunner) (078)				
	Receive External Communication (Pilot) (123)		Compute Fuel Burn Rate (050)	Receive External Communication (Gunner) (122)	
	Respond to Threat (126)				
			Update Doppler (Stored Destination) (158)		
Perform External Communication (Pilot) (104)					

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute

SEGMENT 10 NOE Flight

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Fly NOE (074)		Check Aircraft Systems (Gunner) (017)	Perform Navigation (107)
Update Doppler (Landmark) (157)	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Update Doppler (Landmark) (157)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Pilot) (079)		Perform External Communication (Gunner) (103)	Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Gunner) (078)				
	Receive External Communication (Pilot) (123)		Compute Fuel Burn Rate (050)	Receive External Communication (Gunner) (122)	
	Respond to Threat (126)				
			Update Doppler (Stored Destination) (158)		
Perform External Communication (Pilot) (104)			Perform Aircraft Position Update (088)		

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute

*SEGMENT 11 Approach (Contour)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Landing Check (Pilot) (091)	Initiate Cockpit Communication (Pilot) (079) Initiate Cockpit Communication (Gunner) (078)	Fly Contour (073) Establish Approach (059) Monitor Audio (083)	Perform External Communication (Gunner) (103) Perform Before Landing Check (Gunner) (090)	Initiate Cockpit Communication (Gunner) (078) Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute

*SEGMENT 12 Approach (NOE)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Landing Check (Pilot) (091)	Initiate Cockpit Communication (Pilot) (079) Initiate Cockpit Communication (Gunner) (078)	Fly NOE (074) Establish Approach (059) Monitor Audio (083)	Perform External Communication (Gunner) (103) Perform Before Landing Check (Gunner) (090)	Initiate Cockpit Communication (Gunner) (078) Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute

*SEGMENT 13 Landing

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Initiate Cockpit Communication (Pilot) (079)	Perform Hover (105)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Land Aircraft (080)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	
Perform External Communication (099) (Pilot) (104)					
Perform After Landing Check (085)					

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute

SEGMENT 14 Holding Area Operations (Inbound)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Initiate Cockpit Communication (Pilot) (079)	Check Area Security (Visual Search) (020)		Initiate Cockpit Communication (Gunner) (078)	Check Area Security (Sensor Search) (019)
Coordinate Mission (053)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute

SEGMENT 15 Holding Area Operations (Outbound)

PILOT			GUNNER		
DISCRETE (FIXED)	**DISCRETE (RANDOM)**	**CONTINUOUS**	**DISCRETE (FIXED)**	**DISCRETE (RANDOM)**	**CONTINUOUS**
	Initiate Cockpit Communication (Pilot) (079)	Check Area Security (Visual Search) (020)		Initiate Cockpit Communication (Gunner) (078)	Check Area Security (Sensor Search) (019)
Consolidate Forces (052)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

SEGMENT SUMMARY WORKSHEET

PHASE 3 Enroute

*SEGMENT 16 Takeoff (NOE)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Initiate Cockpit Communication (Pilot) (079)	Perform Hover (105)	Perform Before Takeoff Check (Gunner) (095)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Perform Before Takeoff Check (Pilot) (096)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)	Perform External Communication (Gunner) (105)	Initiate Cockpit Communication (Pilot) (079)	
		Establish Climb (060)			
		Establish Level of Flight (061)			

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 17 Establishment of Battle Position

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Evaluate Position (062)	Monitor Threat (084)	Hover Masked (075)	Evaluate Position (062)		Monitor Audio (083)
Select Firing Position (131)	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Select Firing Position (131)	Initiate Cockpit Communication (Gunner) (078)	
	Initiate Cockpit Communication (Pilot) (079)			Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 18 Deployment In Battle Area

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)			
	Initiate Cockpit Communication (Pilot) (079)	Change Battle Position (016)		Initiate Cockpit Communication (Pilot) (079)	
Evaluate Position (062)	Initiate Cockpit Communication (Gunner) (078)	Hover Masked (075)	Evaluate Position (062)		
Select Firing Position (131)			Select Firing Position (131)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 19 Target Handover (Laser Spot Tracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Prepare Laser Spot Tracker (117)	Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Pilot) (079)		Select Weapon, Missile (Remote Designation) (141)		
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 20 Target Handover, Grid (Missile)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Enter Target Data (058)	Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Pilot) (079)		Select Weapon, Missile (140)		
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 21 Target Handover, Grid (Gun, Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Enter Target Data (058)	Initiate Cockpit Communication (Pilot) (079)	
Select Weapon, Gun (Pilot) (139)	Initiate Cockpit Communication (Pilot) (079)				
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 22 Target Handover, Grid (Gun, Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Enter Target Data (058)	Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Pilot) (079)		Select Weapon, Gun (Gunner) (137)		
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 23 Target Handover, Grid (Gun, Gunner, Laser Range)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Enter Target Data (058)	Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Pilot) (079)		Select Weapon, Gun (Gunner, Laser Range) (138)		
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 24 Target Handover, Grid (FFAR, Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Select Weapon, FFAR (Pilot) (136)	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Enter Target Data (058)	Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Pilot) (079)				
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 25 Target Handover, Grid (FFAR, Cooperative)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Masked (075)	Receive Handover (124)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)	Enter Target Data (058)	Initiate Cockpit Communication (Pilot) (079)	
Select Weapon, FFAR (Cooperative) (135)	Initiate Cockpit Communication (Pilot) (079)		Select Weapon, FFAR (Cooperative) (135)		
	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 26 Acquisition (DTV)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (DTV) (132)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (DTV) (001)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 27 Acquisition (DTV, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (DTV) (132)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (DTV, Laser Spot Tracker, Manual) (003)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 28 Acquisition (DTV, Laser Spot Tracker, Automatic)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (DTV) (132)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (DTV, Laser Spot Tracker, Automatic) (002)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 29 Acquisition (DVO)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (DVO) (133)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (DVO) (004)		
	Initiate Cockpit Communication (Gunner) (078)		Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 30 Acquisition (DVO, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (DVO) (133)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (DVO, Laser Spot Tracker, Manual) (006)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 **Target Servicing** **SEGMENT 31** **Acquisition (DVO, Laser Spot Tracker, Automatic)**

PILOT			GUNNER		
DISCRETE (FIXED)	**DISCRETE (RANDOM)**	**CONTINUOUS**	**DISCRETE (FIXED)**	**DISCRETE (RANDOM)**	**CONTINUOUS**
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (DVO) (133)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (DVO, Laser Spot Tracker, Automatic) (005)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 32 Acquisition (FLIR)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (FLIR) (134)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (FLIR) (007)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 33 Acquisition (FLIR, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (FLIR) (134)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (FLIR, Laser Spot Tracker, (Manual) (009)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 34 Acquisition (FLIR, Laser Spot Tracker, Automatic)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Unmask Aircraft (156)	Monitor Threat (084)	Monitor Audio (083)	Select Sensor (FLIR) (104)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Hover Unmasked (076)	Acquire Target (FLIR, Laser Spot Tracker, (Automatic) (008)		
	Initiate Cockpit Communication (Gunner) (078)				
			Perform Target Store Procedures (112)		

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 35 Engagement, LOAL/Autonomous (Track Target, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile (066)	Initiate Cockpit Communication (Pilot) (079)	Track Target (Manual) (154)
	Monitor Threat (084)		Designate Target (Autonomous) (055)		
Mask Aircraft (082)					

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 36 Engagement, LOAL/Autonomous (Track Target, Image Autotracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile (066)	Initiate Cockpit Communication (Pilot) (079)	Track Target (Image Autotracker) (152)
	Monitor Threat (084)		Designate Target (Autonomous) (055)		
Mask Aircraft (082)					

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 37 **Engagement, LOAL/Autonomous (Track Target, Image Autotracker Offset)**

PILOT			GUNNER		
DISCRETE (FIXED)	**DISCRETE (RANDOM)**	**CONTINUOUS**	**DISCRETE (FIXED)**	**DISCRETE (RANDOM)**	**CONTINUOUS**
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile (066)	Initiate Cockpit Communication (Pilot) (079)	Track Target (Image Autotracker Offset) (153)
	Monitor Threat (084)		Designate Target (Autonomous) (055)		
Mask Aircraft (082)					

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 38 Engagement, LOAL/Remote Designation

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile (066)	Initiate Cockpit Communication (Pilot) (079)	
	Monitor Threat (084)		Transmit Message (Attack Coordination) (155)		
Mask Aircraft (082)					
		Hover Masked (075)			

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 39 Engagement, LOBL/Autonomous (Track Target, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile (LOBL) (067)	Initiate Cockpit Communication (Pilot) (079)	Track Target (Manual) (154)
Mask Aircraft (082)	Monitor Threat (084)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 40 Engagement, LOBL/Autonomous (Track Target, Image Autotracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile (LOBL) (067)	Initiate Cockpit Communication (Pilot) (079)	Track Target (Image Autotracker) (152)
Mask Aircraft (082)	Monitor Threat (084)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 41 Engagement, LOBL/Autonomous (Track Target, Image Autotracker Offset)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile (LOBL Offset) (068)	Initiate Cockpit Communication (Pilot) (079)	Track Target (Image Autotracker Offset) (153)
Mask Aircraft (082)	Monitor Threat (084)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 42 Engagement, LOBL/Remote Designation

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Unmasked (076)	Transmit Message (Attack Coordination) (155)		Monitor Audio (083)
Place Aircraft in Constraints (115)			Verify Remote Lock-on (159)		Track Target (Image Autotracker Offset) (153)
		Hover Unmasked (076)	Fire Weapon, Missile (066)		
Mask Aircraft (082)			Transmit Message (Attack Coordination) (155)		
		Hover Masked (075)			
		Monitor Audio (083)			

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 43 Engagement. Gun (Pilot, Normal)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Fire Weapon, Gun (Pilot) (065)	Monitor Threat (084)	Hover Unmasked (076)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Mask Aircraft (082)	Initiate Cockpit Communication (Pilot) (079)	Track Target (IHADSS/ Pilot) (151)		Initiate Cockpit Communication (Pilot) (079)	
	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)			

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 44 Engagement, Gun (Gunner, Normal)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Unmasked (076)	Fire Weapon, Gun (Gunner) (063)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	Track Target (IHADSS/ Gunner) (150)
Mask Aircraft (082)	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 45 Engagement, Gun (Gunner, Normal, TADS Laser Range)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Monitor Threat (084)	Hover Unmasked (076)	Fire Weapon, Gun (Gunner, Laser Range) (064)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	Track Target (Image Autotracker) (152)
Mask Aircraft (082)	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 46 Engagement, FFAR (Pilot, Normal)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Monitor Threat (084)	Monitor Audio (083)		Check Aircraft Systems (Gunner) (017)	Monitor Audio (083)
Fire Weapon, Rocket (071)	Initiate Cockpit Communication (Pilot) (079)	Hover Unmasked (076)		Initiate Cockpit Communication (Gunner) (078)	
	Initiate Cockpit Communication (Gunner) (078)	Track Target (IHADSS/ Pilot) (151)		Initiate Cockpit Communication (Pilot) (079)	
Mask Aircraft (082)					

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 47 Engagement, FFAR (Cooperative, Normal, TADS Laser Range)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Monitor Threat (084)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Fire Weapon, Rocket (Cooperative) (072)	Initiate Cockpit Communication (Pilot) (079)	Hover Unmasked (076)	Fire Weapon, Rocket (Cooperative) (072)	Initiate Cockpit Communication (Pilot) (079)	
Mask Aircraft (082)	Initiate Cockpit Communication (Gunner) (078)	Track Target (IHADSS/ Pilot) (151)			

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 48 Engagement, LOAL/Rapid Fire

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Initiate Cockpit Communication (Gunner) (078)	Hover Unmasked (076)	Fire Weapon, Missile Rapid Fire (LOAL) (069)	Initiate Cockpit Communication (Pilot) (079)	Track Target (Manual) (154)
Mask Aircraft (082)	Monitor Threat (084)				
	Check Aircraft Systems (Pilot) (018)				

SEGMENT SUMMARY WORKSHEET

PHASE 4 Target Servicing

SEGMENT 49 Engagement, LOAL/Ripple Fire

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Place Aircraft in Constraints (115)	Monitor Threat (084)	Hover Unmasked (076)	Transmit Message (Attack Coordination) (155)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
	Check Aircraft Systems (Pilot) (018)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	Track Target (Manual) (154)
	Initiate Cockpit Communication (Pilot) (079)	Hover Unmasked (076)	Fire Weapon, Missile Ripple Fire (LOAL) (070)		
Mask Aircraft (082)	Initiate Cockpit Communication (Gunner) (078)				

SEGMENT SUMMARY WORKSHEET

PHASE 5 FARP Operations

*SEGMENT 12 Approach (NOE)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Landing Check (Pilot) (091)	Initiate Cockpit Communication (Pilot) (079) Initiate Cockpit Communication (Gunner) (078)	Fly NOE (074) Establish Approach (059) Monitor Audio (083)	Perform External Communication (099) (Gunner) (103) Perform Before Landing Check (Gunner) (090)	Initiate Cockpit Communication (Gunner) (078) Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 5 FARP Operations

*SEGMENT 13 Landing

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Initiate Cockpit Communication (Pilot) (079)	Perform Hover (105)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Land Aircraft (080)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	
Perform External Communication (Pilot) (104)					
Perform After Landing Check (085)					

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 5 FARP Operations

SEGMENT 50 FARP Procedures

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Idle Engine (077)	Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Refuel Aircraft (125)	Initiate Cockpit Communication (Gunner) (078)			Initiate Cockpit Communication (Pilot) (079)	
Restart Engine (127)					
Perform Before Taxi Check (FARP) (098)					
		Perform Taxi (113)			
			Load Weapons (Rearming) (081)		
Perform Before Taxi Check (FARP) (098)					
		Perform Taxi (113)			

SEGMENT SUMMARY WORKSHEET

PHASE 5 FARP Operations

*SEGMENT 16 Takeoff (NOE)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Initiate Cockpit Communication (Pilot) (079)	Perform Hover (105)	Perform Before Takeoff Check (Gunner) (095)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Perform Before Takeoff Check (Pilot) (096)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)	Perform External Communication (Gunner) (105)	Initiate Cockpit Communication (Pilot) (079)	
		Establish Climb (060)			
		Establish Level of Flight (061)			

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 6 Terminal Operations

*SEGMENT 11 Approach (Contour)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Landing Check (Pilot) (091)	Initiate Cockpit Communication (Pilot) (079) Initiate Cockpit Communication (Gunner) (078)	Fly Contour (073) Establish Approach (059) Monitor Audio (083)	Perform External Communication (Gunner) (103) Perform Before Landing Check (Gunner) (090)	Initiate Cockpit Communication (Gunner) (078) Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 6 Terminal Operations

*SEGMENT 13 Landing

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Initiate Cockpit Communication (Pilot) (079)	Perform Hover (105)		Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)
Land Aircraft (080)	Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)		Initiate Cockpit Communication (Pilot) (079)	
Perform External Communication (Pilot) (104)					
Perform After Landing Check (085)					

*Denotes segment that occurs in more than one mission phase.

SEGMENT SUMMARY WORKSHEET

PHASE 7 Postflight

SEGMENT 51 Engine Shutdown

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Perform Before Engine Shutdown Check (089) Start APU (Postflight) (146) Secure Weapons Systems (Pilot) (130) Shut Down Engines (145) Perform Postflight Cockpit Check (Pilot) (110)	Initiate Cockpit Communication (Pilot) (079) Initiate Cockpit Communication (Gunner) (078)	Monitor Audio (083)	Secure Weapons Systems (Gunner) (129) Perform Postflight Cockpit Check (Gunner) (109)	Initiate Cockpit Communication (Gunner) (078) Initiate Cockpit Communication (Pilot) (079)	Monitor Audio (083)

SEGMENT SUMMARY WORKSHEET

PHASE 7 Postflight

SEGMENT 52 Before Leaving Helicopter

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Complete TAMMS Forms (049) Secure Aircraft (128)			Conduct Postflight Walk Around (051)		

A P P E N D I X I

SEGMENT DECISION RULES WORKSHEETS

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 01 Flight Planning

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 01 with Function 116. Function 116 lasts 1922 seconds. Standby 62.5 seconds. Start Function 118 when Function 119 ends. Function 118 lasts 334 seconds.			Start Segment 01 with Function 116. Function 116 lasts 1922 seconds. Start Function 119 1321.5 seconds after Function 116 begins. Function 119 lasts 663 seconds. Standby 334 seconds.		

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 02 Exterior Cockpit Check

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 02 with Function 048. Function 048 lasts 292.5 seconds. Start Function 100 when Function 048 ends. Function 100 lasts 7.5 seconds. Start Function 022 when Function 100 ends. Function 022 lasts 7.5 seconds. Start Function 010 when Function 022 ends. Function 010 lasts 7 seconds. Start Function 024 when Function 010 ends. Function 024 lasts 351 seconds.			Start Segment 02 with Function 099. Function 099 lasts 4.5 seconds. Start Function 021 when Function 099 ends. Function 021 lasts 9 seconds. Start Function 023 when Function 021 ends. Function 023 lasts 76 seconds. Standby 576 seconds.		

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 03 Preflight Walk Around

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 03 with Function 030. Function 030 lasts 26 seconds. Start Function 046 when Function 030 ends. Function 046 lasts 144.5 seconds. Start Function 044 when Function 046 ends. Function 044 lasts 272.5 seconds. Start Function 047 when Function 044 ends. Function 047 lasts 119 seconds. Start Function 045 when Function 047 ends. Function 045 lasts 152 seconds. Start Function 039 when Function 045 ends. Function 039 lasts 129.5 seconds. Continued...					

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 03 Preflight Walk Around [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 040 when Function 039 ends. Function 040 lasts 113.5 seconds. Start Function 038 when Function 040 ends. Function 038 lasts 260.5 seconds. Start Function 037 when Function 038 ends. Function 037 lasts 99.5 seconds.					

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 04 Interior Cockpit Check

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 04 with Function 015. Function 015 lasts 126 seconds. Start Function 041 when Function 015 ends. Function 041 lasts 12 seconds. Start Function 026 when Function 041 ends. Function 026 lasts 8 seconds. Start Function 036 when Function 026 ends. Function 036 lasts 75.5 seconds. Start Function 034 when Function 036 ends. Function 034 lasts 82 seconds. Continued...			Start Segment 04 with Function 014. Function 014 lasts 122 seconds. Start Function 025 when Function 014 ends. Function 025 lasts 8 seconds. Start Function 035 when Function 025 ends. Function 035 lasts 45 seconds. Start Function 033 when Function 035 ends. Function 033 lasts 46.5 seconds. Start Function 042 when Function 033 ends. Function 042 lasts 13.5 seconds. Continued...		

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 04 Interior Cockpit Check [continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 043 wnen Function 034 ends. Function 043 lasts 9 seconds. Start Function 032 when Function 043 ends. Function 032 lasts 91.5 seconds.			Start Function 031 when Function 042 ends. Function 031 lasts 91.5 seconds. Standby 77.5 seconds.		

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 05 Starting APU

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 05 with Function 093. Function 093 lasts 117.5 seconds. Start Function 147 when Function 093 ends. Function 147 lasts 30 seconds.	2 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to interrupt any ongoing discrete fixed function.	Start Function 083 concurrently with Function 093. Function 083 lasts 161.5 seconds.	Start Segment 05 with Function 092. Function 092 lasts 90.5 seconds.	2 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to interrupt any ongoing discrete fixed function.	Start Function 083 concurrently with Function 092. Function 083 lasts 161.5 seconds.

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 06 After Starting APU

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 06 with Function 087. Function 087 lasts 149 seconds. Start Function 094 when Function 087 ends. Function 094 lasts 9 seconds. Start Function 148 when Function 094 ends. Function 148 lasts 69 seconds. Start Function 149 when Function 148 ends. Function 149 lasts 73.5 seconds. Start Function 029 when Function 149 ends. Function 029 lasts 30.5 seconds. Continued...	14 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to interrupt any ongoing discrete fixed function.	Start Function 083 concurrently with Function 087. Function 083 lasts 1332 seconds.	Start Segment 06 with Function 086. Function 086 lasts 36 seconds. Start Function 057 when Function 086 ends. Function 057 lasts 740.5 seconds. Continued...	14 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to interrupt any ongoing discrete fixed function.	Start Function 083 concurrently with Function 086. Function 083 lasts 1332 seconds.

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 06 After Starting APU [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 101 when Function 029 ends. Function 101 lasts 11.5 seconds. Start Function 102 when Function 101 ends. Function 102 lasts 11.5 seconds. Start Function 027 when Function 102 ends. Function 027 lasts 33 seconds. Start Function 028 when Function 027 ends. Function 028 lasts 33 seconds. Start Function 054 when Function 028 ends. Function 054 lasts 4 seconds. Start Function 012 when Function 054 ends. Function 012 lasts 17.5 seconds. Continued...			Continued...		

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 06 After Starting APU [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 108 when Function 012 ends. Function 108 lasts 50.5 seconds.			Start Function 011 when Function 057 ends. Function 011 lasts 32 seconds. Start Function 111 when Function 011 ends. Function 111 lasts 89 seconds. Start Function 120 when Function 111 ends. Function 120 lasts 101 seconds. Start Function 121 when Function 120 ends. Function 121 lasts 85 seconds. Start Function 142 when Function 121 ends. Function 142 lasts 92.5 seconds. Continued...		

SEGMENT DECISION RULES

PHASE 1 Preflight

SEGMENT 06 After Starting APU [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
			Start Function 144 when Function 142 ends. Function 144 lasts 92.5 seconds. Start Function 143 when Function 144 ends. Function 143 lasts 27 seconds. Start Function 106 when Function 143 ends. Function 106 lasts 23.5 seconds.		

SEGMENT DECISION RULES

PHASE 2 Departure

SEGMENT 07 Taxi

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 07 with Function 097. Function 097 lasts 109 seconds. Start Function 104 when Function 097 ends. Function 104 lasts 28 seconds.	7 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently. Program the functions to interrupt Function 097 twice, to interrupt Function 114 once, to occur concurrently with Function 113 twice, and to occur concurrently with the first 120 seconds of Function 013.	Start Function 083 concurrently with Function 097. Function 083 lasts 472.5 seconds.		7 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to interrupt Function 097 twice, to interrupt Function 114 once, to occur concurrently with Function 113 twice, and to occur concurrently with the first 120 seconds of Function 013.	Start Segment 07 with Function 083. Function 083 lasts 472.5 seconds.
Continued...	Continued...	Continued...	Continued...	Continued...	

SEGMENT DECISION RULES

PHASE 2 Departure

SEGMENT 07 Taxi [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
		Start Function 113 when Function 104 ends. Function 113 lasts 120 seconds.			
Start Function 114 when Function 113 ends. Function 114 lasts 16.5 seconds. Start Pilot Function 013 when Function 114 ends. Function 013 lasts 178 seconds.			1 time during Function 113, randomly select Function 017 for 16 seconds. Function 017 cannot occur concurrently with Function 078 or Function 079. Start Gunner Function 013 concurrently with Pilot Function 013. Gunner Function 013 lasts 178 seconds.	1 time during Function 108, randomly select Function 017 for 16 seconds.	

SEGMENT DECISION RULES

PHASE 2 Departure

*SEGMENT 08 Takeoff (Contour)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	4 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur once during the first 71.5 seconds of Function 105, to occur once concurrently with Function 060, and to occur twice concurrently with Function 061. Interrupt Function 095 whenever Function 078 or 079 occurs.	Start Segment 08 with Function 105. Function 105 lasts 120 seconds. Start Function 083 concurrently with Function 105. Function 083 lasts 270 seconds.	Start Segment 08 with Function 095. Function 095 lasts 20 seconds.	4 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur once during the first 71.5 seconds of Function 105, to occur once concurrently with Function 060, and to occur twice concurrently with Function 061. Interrupt Function 095 whenever Function 078 or 079 occurs.	Start Function 083 concurrently with Function 095. Function 083 lasts 270 seconds.
Start Function 096 71.5 seconds after Function 105 begins. Function 096 lasts 48.5 seconds.			Start Function 103 71.5 seconds after Function 095 begins. Function 103 lasts 28 seconds.		

Continued...

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 2 Departure

*SEGMENT 08 Takeoff (Contour) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
		Start Function 060 when Function 105 ends. Function 060 lasts 60 seconds. Start Function 061 when Function 060 ends. Function 061 lasts 90 seconds.			

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 09 Contour Flight

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Pilot Function 157 60 seconds after Segment 10 begins. Function 157 lasts 242 seconds.	10 times during the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078, 079, 104, 123, or 126 or with Tasks 654, 655, 664, 679, or 687 of Function 073. When Function 018 or 084 occurs, program only Tasks 031, 035, 065, 304, 466, and 600 for Function 073. 10 times during the segment, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078, 079, 084, 104, 123, or 126, or with Tasks 654, 655, 664, 679, or 687 of Function 073. Continued...	Start Segment 09 with Function 073. Function 073 lasts 933 seconds. Interrupt Function 073 when Function 126 occurs. Substitute Pilot tasks in Function 157 for Function 073. Start Function 083 concurrently with Function 073. Function 083 lasts 933 seconds.	Start Gunner Function 157 60 seconds after Segment 10 begins. Function 157 lasts 242 seconds. Gunner tasks in Function 157 cannot occur concurrently with Function 017, 078, 079, or 122. Start Function 103 when Function 157 ends. Function 103 lasts 28 seconds and cannot occur concurrently with Function 017, 078, 079, or 122. Continued...	5 times during the segment, randomly insert Function 017 for 16 seconds. Function 017 cannot occur concurrently with Function 050, 078, 079, 103, 122, or 158, or with Gunner tasks in Function 157. 15 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 3.5 seconds each and cannot occur concurrently with Function 017, 050, 103, 122, or 158, or with Gunner tasks in Function 157. Continued...	Start Segment 09 with Function 107. Function 107 lasts 933 seconds. Suspend performance of Function 107 when Function 017, 050, 078, 079, 103, or 158 occur. Also, suspend Function 107 in Gunner tasks in Function 157. Start Function 083 concurrently with Function 107. Function 083 lasts 933 seconds.

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 09 Contour Flight [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 104 when Function 158 ends. Function 104 lasts 28 seconds and cannot occur concurrently with Function 018, 078, 079, 084, or 123.	15 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 3.5 seconds each and cannot occur concurrently with Function 018, 084, 104, 123, or 126. 2 times during the segment, randomly select Function 123. Function 123 lasts 22 seconds and cannot occur concurrently with Function 018, 078, 079, 084, 123, or 126. Continued...		Start Function 050 600 seconds after Segment 10 begins. Function 050 lasts 41.5 seconds and cannot occur concurrently with Function 017, 078, 079, or 122. Start Function 158 800 seconds af Segment 10 beings. Function 158 lasts 50.5 seconds and cannot occur concurrently with Function 017, 078, 079, or 122.	1 time during the segment, randomly select Function 122 for 22 seconds. Function 122 cannot occur concurrently with Function 017, 050, 078, 079, 103, 122, or 158, or with Gunner tasks in Function 157.	

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 09 Contour Flight [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Between 330 and 600 seconds after Segment 10 begins, randomly select Function 126 1 time. Function 126 lasts 33 seconds and cannot occur concurrently with Function 018, 078, 079, 084, or 123. Interrupt Function 073 whenever Function 126 occurs.				

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 10 NOE Flight

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Pilot Function 157 60 seconds after Segment 11 begins. Function 157 lasts 242 seconds.	10 times during the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078, 079, 104, 123, or 126 or with Tasks 654, 655, 664, 679, or 687 of Function 074. When Function 018 or 084 occurs, program only Tasks 031, 035, 065, 304, 466, and 600 for Function 074. 10 times during the segment, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078, 079, 084, 104, 123, or 126, or with Tasks 654, 655, 664, 679, or 687 of Function 074. Continued...	Start Segment 10 with Function 074. Function 074 lasts 933 seconds. Interrupt Function 074 when Function 126 occurs. Substitute Pilot tasks in Function 157 for Function 074. Start Function 083 concurrently with Function 074. Function 083 lasts 933 seconds.	Start Gunner Function 157 60 seconds after Segment 11 begins. Function 157 lasts 242 seconds. Gunner tasks in Function 157 cannot occur concurrently with Function 017, 078, 079, or 122. Start Function 103 when Function 157 ends. Function 103 lasts 28 seconds and cannot occur concurrently with Function 017, 078, 079, or 122. Continued...	5 times during the segment, randomly insert Function 017 for 16 seconds. Function 017 cannot occur concurrently with Function 050, 078, 079, 103, or 122, or with with Gunner tasks in Function 157. 10 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 3.5 seconds each and cannot occur concurrently with Function 017, 050, 088, 103, 122, or 158, or with Gunner tasks in Function 157. Continued...	Start Segment 10 with Function 107. Function 107 lasts 933 seconds. Suspend performance of Function 107 when Function 017, 050, 078, 079, 103, or 158 occur. Also, suspend Function 107 in Gunner tasks in Function 157. Start Function 083 concurrently with Function 107. Function 083 lasts 933 seconds.

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 10 NOE Flight [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 104 when Function 158 ends. Function 104 lasts 28 seconds and cannot occur concurrently with Function 018, 078, 079, 084, or 123.	10 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 3.5 seconds each and cannot occur concurrently with Function 018, 084, 104, 123, or 126. 2 times during the segment, randomly select Function 123. Function 123 lasts 22 seconds and cannot occur concurrently with Function 018, 078, 079, 084, 123, or 126. Continued...		Start Function 050 600 seconds after Segment 11 begins. Function 050 lasts 41.5 seconds and cannot occur concurrently with Function 017, 078, 079, or 122. Start Function 158 800 seconds after Segment 11 beings. Function 158 lasts 50.5 seconds and cannot occur concurrently with Function 017, 078, 079, or 122. Start Function 088 when Function 158 ends. Function 088 lasts 47.5 seconds and cannot occur concurrently with Function 017, 078, 079, or 122.	1 time during the segment, randomly select Function 122 for 22 seconds. Function 122 cannot occur concurrently with Function 017, 050, 078, 079, 103, 122, or 158, or with Gunner tasks in Function 157.	

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 10 NOE Flight [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	Between 330 and 600 seconds after Segment 11 begins, randomly select Function 126 1 time. Function 126 lasts 34.5 seconds and cannot occur concurrently with Function 018, 078, 079, 084, or 123. Interrupt Function 074 whenever Function 126 occurs.				

SEGMENT DECISION RULES

PHASE 3 Enroute

*SEGMENT 11 Approach (Contour)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 091 7 seconds after Function 073 begins. Function 091 lasts 13.5 seconds.	4 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin concurrently with Function 073 once and to occur concurrently with Function 059 3 times.	Start Segment 11 with Function 073. Function 073 lasts 42.5 seconds. Start Function 059 when Function 073 ends. Function 059 lasts 60 seconds. Start Function 083 concurrently with Function 073. Function 083 lasts 102.5 seconds.	Start Function 103 7 seconds after Function 073 begins. Function 103 lasts 28 seconds. Start Function 090 when Function 103 ends. Function 090 lasts 7.5 seconds.	4 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin concurrently with Function 073 once and to occur concurrently with Function 059 3 times.	Start Function 083 concurrently with Function 103. Function 083 lasts 102.5 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 3 Enroute

*SEGMENT 12 Approach (NOE)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 091 7 seconds after Function 074 begins. Function 091 lasts 13.5 seconds.	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin once concurrently with Function 074 and once concurrently with Function 059.	Start Segment 12 with Function 074. Function 074 lasts 42.5 seconds. Start Function 059 when Function 074 ends. Function 059 lasts 20 seconds. Start Function 083 concurrently with Function 074. Function 083 lasts 62.5 seconds.	Start Function 103 7 seconds after Function 074 begins. Function 103 lasts 28 seconds. Start Function 090 when Function 103 ends. Function 090 lasts 7.5 seconds.	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin once concurrently with Function 073 and once concurrently with Function 059.	Start Function 083 concurrently with Function 103. Function 083 lasts 62.5 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 3 Enroute

*SEGMENT 13 Landing

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 080 when Function 105 ends. Function 080 lasts 14 seconds. Start Function 104 when Function 080 ends. Function 104 lasts 28 seconds. Start Function 085 when Function 104 ends. Function 085 lasts 25.5 seconds.	3 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 105 twice and to interrupt Function 085 once.	Start Segment 13 with Function 105. Function 105 lasts 120 seconds. Start Function 083 concurrently with Function 105. Function 083 lasts 194.5 seconds.		3 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 105 twice and to interrupt Function 085 once.	Start Segment 13 with Function 083. Function 083 lasts 194.5 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 14 Holding Area Operations (Inbound)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Functions 019 and 020.	Start Segment 14 with Function 020. Function 020 lasts 30 seconds.		2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Functions 019 and 020.	Start Segment 14 with Function 019. Function 019 lasts 103.5 seconds.
Start Function 053 when Function 020 ends. Function 053 lasts 73.5 seconds.		Start Function 083 concurrently with Function 020. Function 083 lasts 103.5 seconds.			Start Function 083 concurrently with Function 019. Function 083 lasts 103.5 seconds.

SEGMENT DECISION RULES

PHASE 3 Enroute

SEGMENT 15 Holding Area Operations (Outbound)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Functions 019 and 020.	Start Segment 15 with Function 020. Function 020 lasts 30 seconds.		2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Functions 019 and 020.	Start Segment 15 with Function 019. Function 019 lasts 109 seconds.
Start Function 052 when Function 020 ends. Function 052 lasts 79 seconds.		Start Function 083 concurrently with Function 020. Function 083 lasts 109 seconds.			Start Function 083 concurrently with Function 019. Function 083 lasts 109 seconds.

SEGMENT DECISION RULES

PHASE 3 **Enroute** ***SEGMENT 16** **Takeoff (NOE)**

PILOT			GUNNER		
DISCRETE (FIXED)	**DISCRETE (RANDOM)**	**CONTINUOUS**	**DISCRETE (FIXED)**	**DISCRETE (RANDOM)**	**CONTINUOUS**
Start Function 096 71.5 seconds after Function 105 begins. Function 096 lasts 48.5 seconds.	4 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur once during the first 71.5 seconds of Function 105, to occur once concurrently with Function 060, and to occur twice concurrently with Function 061. Interrupt Function 095 whenever Function 078 or 079 occurs.	Start Segment 16 with Function 105. Function 105 lasts 120 seconds. Start Function 083 concurrently with Function 105. Function 083 lasts 200 seconds. Continued...	Start Segment 16 with Function 095. Function 095 lasts 20 seconds. Start Function 103 71.5 seconds after Function 095 begins. Function 103 lasts 28 seconds.	4 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur once during the first 71.5 seconds of Function 105, to occur once concurrently with Function 060, and to occur twice concurrently with Function 061. Interrupt Function 095 whenever Function 078 or 079 occurs. Continued...	Start Function 083 concurrently with Function 095. Function 083 lasts 200 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 3 Enroute

*SEGMENT 16 Takeoff (NOE) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
		Start Function 060 when Function 105 ends. Function 060 lasts 20 seconds. Start Function 061 when Function 060 ends. Function 061 lasts 60 seconds.			

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 17 Establishment of Battle Position

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 062 concurrently with Function 075. Function 062 lasts 113.5 seconds. Start Function 131 when Function 062 ends. Function 131 lasts 161.5 seconds.	2 times during the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078, or 079. Interrupt Functions 062 and 131 whenever Function 084 occurs. 1 time during the segment, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078, 079, or 084. Interrupt Functions 062 and 131 whenever Function 018 occurs. Continued...	Start Segment 17 with Function 075. Function 075 lasts 320.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 320.5 seconds.	Start Function 062 concurrently with Function 075. Function 062 lasts 113.5 seconds. Start Function 131 when Function 062 ends. Function 131 lasts 161.5 seconds.	4 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 017 or 084. Interrupt Functions 062 and 131 whenever Function 078 or 079 occurs.	Start Segment 17 with Function 083. Function 083 lasts 320.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 17 Establishment of Battle Position [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	4 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 018 or 084. Interrupt Functions 062 and 131 whenever Function 078 or 079 occurs.				

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 18 Deployment in Battle Area

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during the first 89.5 seconds of the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 078 or 079. Program the function to occur concurrently with Functions 016 and 075. 1 time after Function 016, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 079. Interrupt Functions 062 and 131 whenever Function 018 occurs.	Start Segment 18 with Function 075. Function 075 lasts 29.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 410 seconds.	Start Segment 18 with Function 124. Function 124 lasts 29.5 seconds.	4 times after Function 124. randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 018 or 084. Program the functions to occur once concurrently with Function 016 and to interrupt Functions 062 and 131 three times.	Start Segment 18 with Function 083. Function 083 lasts 396 seconds.
Continued...	Continued...	Continued...	Continued...		

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 18 Deployment in Battle Area [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	4 times after Function 124. randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 018 or 084. Program the functions to occur once concurrently with Function 016 and to interrupt Functions 062 and 131 three times.	Start Function 016 when Function 075 ends. Function 016 lasts 60 seconds.			
Start Function 062 when Function 016 ends. Function 062 lasts 113.5 seconds. Start Function 131 when Function 062 ends. Function 131 lasts 161.5 seconds.		Start Function 075 when Function 016 ends. Function 075 lasts 306.5 seconds.	Start Function 062 when Function 016 ends. Function 062 lasts 113.5 seconds. Start Function 131 when Function 062 ends. Function 131 lasts 161.5 seconds.		

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 19 Target Handover (Laser Spot Tracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	1 time during the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078, or 079. 1 time during Function 124, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 084. 1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	Start Segment 19 with Function 075. Function 075 lasts 55.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 55.5 seconds.	Start Segment 19 with Function 124. Function 124 lasts 29.5 seconds. Start Function 117 when Function 124 ends. Function 117 lasts 4 seconds. Start Function 141 when Function 117 ends. Function 141 lasts 15 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Functions 117 and 141 whenever Function 078 or 079 occurs.	Start Function 083 concurrently with Function 124. Function 083 lasts 55.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 20 Target Handover, Grid (Missile)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078, or 079. 1 time during Function 124, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 084. 1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	Start Segment 20 with Function 075. Function 075 lasts 83.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 83.5 seconds.	Start Segment 20 with Function 124. Function 124 lasts 29.5 seconds. Start Function 058 when Function 124 ends. Function 058 lasts 30.5 seconds. Start Function 140 when Function 058 ends. Function 140 lasts 16.5 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Functions 058 and 140 whenever Function 078 or 079 occurs.	Start Function 083 concurrently with Function 124. Function 083 lasts 83.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 21 Target Handover, Grid (Gun, Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	1 time during Function 124, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 084. 2 times during Functions 124 and 058, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018.	Start Segment 21 with Function 075. Function 075 lasts 78 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 78 seconds.	Start Segment 21 with Function 124. Function 124 lasts 29.5 seconds. Start Function 058 when Function 124 ends. Function 058 lasts 30.5 seconds.		Start Function 083 concurrently with Function 124. Function 083 lasts 78 seconds.
Start Function 139 when Function 058 ends. Function 139 lasts 11 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Function 139 whenever Function 078 or 079 occurs.			1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Function 058 whenever Function 078 or 079 occurs.	

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 22 Target Handover, Grid (Gun, Gunner)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078 or 079. 1 time during Function 124, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 084. 1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	Start Segment 22 with Function 075. Function 075 lasts 87.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 87.5 seconds.	Start Segment 22 with Function 124. Function 124 lasts 29.5 seconds. Start Function 058 when Function 124 ends. Function 058 lasts 30.5 seconds. Start Function 137 when Function 058 ends. Function 137 lasts 20.5 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Functions 058 and 137 whenever Function 078 or 079 occurs.	Start Function 083 concurrently with Function 124. Function 083 lasts 87.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 23 Target Handover, Grid (Gun, Gunner, Laser Range)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during the segment, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078 or 079. 1 time during Function 124, randomly select Function 018 for 16 seconds. Function 018 cannot occur concurrently with Function 084. 1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	Start Segment 23 with Function 075. Function 075 lasts 73.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 73.5 seconds.	Start Segment 23 with Function 124. Function 124 lasts 29.5 seconds. Start Function 058 when Function 124 ends. Function 058 lasts 30.5 seconds. Start Function 138 when Function 058 ends. Function 138 lasts 6.5 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Functions 058 and 138 whenever Function 078 or 079 occurs.	Start Function 083 concurrently with Function 124. Function 083 lasts 73.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 24 Target Handover, Grid (FFAR, Pilot)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 136 when Function 058 ends. Function 136 lasts 23.5 seconds.	2 times during Functions 124 and 058, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018. 1 time during Function 124, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 084 Function 018. 1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Function 136 whenever Function 078 or 079 occurs.	Start Segment 24 with Function 075. Function 075 lasts 90.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 90.5 seconds.	Start Segment 24 with Function 124. Function 124 lasts 29.5 seconds. Start Function 058 when Function 124 ends. Function 058 lasts 30.5 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Function 058 whenever Function 078 or 079 occurs.	Start Function 083 concurrently with Function 124. Function 083 lasts 90.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 25 Target Handover, Grid (FFAR, Cooperative)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during Functions 124 and 058, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018. 1 time during Function 124, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 084.	Start Segment 25 with Function 075. Function 075 lasts 84.5 seconds. Start Function 083 concurrently with Function 075. Function 083 lasts 84.5 seconds.	Start Segment 25 with Function 124. Function 124 lasts 29.5 seconds. Start Function 058 when Function 124 ends. Function 058 lasts 30.5 seconds.		Start Function 083 concurrently with Function 124. Function 083 lasts 84.5 seconds.
Start Function 135 when Function 058 ends. Function 135 lasts 17.5 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Function 135 whenever Function 078 or 079 occurs.		Start Function 135 when Function 058 ends. Function 135 lasts 17.5 seconds.	1 time after Function 124, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Interrupt Function 058 and 135 whenever Function 078 or 079 occurs.	

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 26 Acquisition (DTV)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 26 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 40.5 seconds after Function 001 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 68 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 54 seconds.	Start Segment 26 with Function 132. Function 132 lasts 4.5 seconds. Start Function 001 when Function 156 ends. Function 001 lasts 43 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	40.5 seconds after Function 001 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 001.	Start Function 083 concurrently with Function 132. Function 083 lasts 68 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 27 Acquisition (DTV, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 27 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 33.5 seconds after Function 003 begins select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 61 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 47 seconds.	Start Segment 27 with Function 132. Function 132 lasts 4.5 seconds. Start Function 003 when Function 156 ends. Function 003 lasts 36 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	33.5 seconds after Function 003 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 003.	Start Function 083 concurrently with Function 132. Function 083 lasts 61 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 28 Acquisition (DTV, Laser Spot Tracker, Automatic)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 28 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 35 seconds after Function 002 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 62.5 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 48.5 seconds.	Start Segment 28 with Function 132. Function 132 lasts 4.5 seconds. Start Function 002 when Function 156 ends. Function 002 lasts 37.5 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	33.5 seconds after Function 003 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 002.	Start Function 083 concurrently with Function 132. Function 083 lasts 62.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 29 Acquisition (DVO)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 29 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds Function 018 cannot occur concurrently with Function 078 or 084. 36.5 seconds after Function 004 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 64 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 50 seconds.	Start Segment 29 with Function 133. Function 133 lasts 4.5 seconds. Start Function 004 when Function 156 ends. Function 004 lasts 39 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	36.5 seconds after Function 004 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 004.	Start Function 083 concurrently with Function 133. Function 083 lasts 64 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 30 Acquisition (DVO, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 30 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 33.5 seconds after Function 006 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 61 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 47 seconds.	Start Segment 30 with Function 133. Function 133 lasts 4.5 seconds. Start Function 006 when Function 156 ends. Function 006 lasts 36 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	33.5 seconds after Function 004 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 006.	Start Function 083 concurrently with Function 133. Function 083 lasts 61 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 31 Acquisition (DVO, Laser Spot Tracker, Automatic)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 31 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 35 seconds after Function 005 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 62.5 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 48.5 seconds.	Start Segment 31 with Function 133. Function 133 lasts 4.5 seconds. Start Function 005 when Function 156 ends. Function 006 lasts 37.5 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	35 seconds after Function 005 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 005.	Start Function 083 concurrently with Function 133. Function 083 lasts 62.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 32 Acquisition (FLIR)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 32 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 44.5 seconds after Function 007 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 72 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 58 seconds.	Start Segment 32 with Function 134. Function 134 lasts 4.5 seconds. Start Function 007 when Function 156 ends. Function 007 lasts 47 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	44.5 seconds after Function 007 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 007.	Start Function 083 concurrently with Function 134. Function 083 lasts 72 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 33 Acquisition (FLIR, Laser Spot Tracker, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 33 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 33.5 seconds after Function 009 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 61 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 47 seconds.	Start Segment 33 with Function 134. Function 134 lasts 4.5 seconds. Start Function 009 when Function 156 ends. Function 009 lasts 36 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	33.5 seconds after Function 009 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 009.	Start Function 083 concurrently with Function 134. Function 083 lasts 61 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 34 Acquisition (FLIR, Laser Spot Tracker, Automatic)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 34 with Function 156. Function 156 lasts 14 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018 or 078. 1 time during Function 076, randomly select Function 018 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078 or 084. 35 seconds after Function 008 begins, select Function 078 for 7 seconds. Function 078 cannot occur concurrently with Function 018 or 084.	Start Function 083 concurrently with Function 156. Function 083 lasts 62.5 seconds. Start Function 076 when Function 156 ends. Function 076 lasts 48.5 seconds.	Start Segment 34 with Function 134. Function 134 lasts 4.5 seconds. Start Function 008 when Function 156 ends. Function 008 lasts 37.5 seconds. Start Function 112 when Function 078 ends. Function 112 lasts 6.5 seconds.	35 seconds after Function 008 begins, select Function 078 for 7 seconds. Program Function 078 to occur concurrently with Function 008.	Start Function 083 concurrently with Function 134. Function 083 lasts 62.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 35 Engagement, LOAL/Autonomous (Track Target, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 35 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115.	Start Function 083 concurrently with Function 115. Function 083 lasts 37 seconds.		1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 35 with Function 083. Function 083 lasts 37 seconds.
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Function 076 when Function 115 ends. Function 076 lasts 19 seconds.	Start Function 066 when Function 115 ends. Function 066 lasts 5.5 seconds.		Start Function 154 concurrently with Function 083. Function 154 lasts 19.5 seconds.
			Start Function 055 when Function 066 ends. Function 055 lasts 13.5 seconds.		
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 36 Engagement, LOAL/Autonomous (Track Target, Image Autotracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 36 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115.	Start Function 083 concurrently with Function 115. Function 083 lasts 37 seconds.		1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 36 with Function 083. Function 083 lasts 37 seconds.
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Function 076 when Function 115 ends. Function 076 lasts 19 seconds.	Start Function 066 when Function 115 ends. Function 066 lasts 5.5 seconds.		Start Function 152 concurrently with Function 083. Function 152 lasts 19.5 seconds.
			Start Function 055 when Function 066 ends. Function 055 lasts 13.5 seconds.		
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 37 Engagement, LOAL/Autonomous (Track Target, Image Autotracker Offset)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 37 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115.	Start Function 083 concurrently with Function 115. Function 083 lasts 40 seconds.		1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 37 with Function 083. Function 083 lasts 40 seconds.
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Function 076 when Function 115 ends. Function 076 lasts 22 seconds.	Start Function 066 when Function 115 ends. Function 066 lasts 5.5 seconds.		Start Function 153 concurrently with Function 083. Function 152 lasts 21 seconds.
			Start Function 056 when Function 066 ends. Function 056 lasts 16.5 seconds.		
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 38 Engagement, LOAL/Remote Designation

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 38 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115.	Start Function 083 concurrently with Function 115. Function 083 lasts 33.5 seconds.		1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 38 with Function 083. Function 083 lasts 33.5 seconds.
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Function 076 when Function 115 ends. Function 076 lasts 5.5 seconds.	Start Function 066 when Function 115 ends. Function 066 lasts 5.5 seconds.		
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.			Start Function 155 when Function 066 ends. Function 155 lasts 21 seconds.		
		Start Function 075 when Function 082 ends. Function 075 lasts 10 seconds.			

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 39 Engagement, LOBL/Autonomous (Track Target, Manual)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 39 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115.	Start Function 083 concurrently with Function 115. Function 083 lasts 33 seconds.		1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 39 with Function 083. Function 083 lasts 33 seconds.
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Function 076 when Function 115 ends. Function 076 lasts 15 seconds.	Start Function 067 when Function 115 ends. Function 067 lasts 15 seconds.		Start Function 154 concurrently with Function 083. Function 154 lasts 15.5 seconds.
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 40 Engagement, LOBL/Autonomous (Track Target, Image Autotracker)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 40 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115.	Start Function 083 concurrently with Function 115. Function 083 lasts 33 seconds.		1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 40 with Function 083. Function 083 lasts 33 seconds.
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Function 076 when Function 115 ends. Function 076 lasts 15 seconds.	Start Function 067 when Function 115 ends. Function 067 lasts 15 seconds.		Start Function 152 concurrently with Function 083. Function 152 lasts 15.5 seconds.
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 41 **Engagement, LOBL/Autonomous (Track Target, Image Autotracker Offset)**

PILOT			GUNNER		
DISCRETE (FIXED)	**DISCRETE (RANDOM)**	**CONTINUOUS**	**DISCRETE (FIXED)**	**DISCRETE (RANDOM)**	**CONTINUOUS**
Start Segment 41 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115.	Start Function 083 concurrently with Function 115. Function 083 lasts 40 seconds.		1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 41 with Function 083. Function 083 lasts 40 seconds.
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Function 076 when Function 115 ends. Function 076 lasts 22 seconds.	Start Function 068 when Function 115 ends. Function 068 lasts 22 seconds.		Start Function 153 concurrently with Function 083. Function 153 lasts 22.5 seconds.
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 42 Engagement, LOBL/Remote Designation

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during the first occurrence of Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Segment 42 with Function 076. Function 076 lasts 21 seconds.	Start Segment 42 with Function 155. Function 155 lasts 21 seconds.		Start Segment 41 with Function 083. Function 083 lasts 40 seconds.
Start Function 115 when Function 076 ends. Function 115 lasts 7 seconds.			Start Function 159 when Function 155 ends. Function 159 lasts 3 seconds.		
		Start Function 076 when Function 115 ends. Function 076 lasts 1.5 seconds.	Start Function 066 when Function 159 ends. Function 066 lasts 5.5 seconds.		
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.			Start Function 155 when Function 066 ends. Function 155 lasts 21 seconds.		
		Start Function 075 when Function 082 ends. Function 075 lasts 10 seconds.			
		Continued...			Continued...

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 42 Engagement, LOBL/Remote Designation [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
		Start Function 083 concurrently with the beginning of Segment 42. Function 083 lasts 50.5 seconds.			Start Function 153 concurrently with Function 083. Function 153 lasts 21 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 43 Engagement, Gun (Pilot, Normal)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 065 4.5 seconds after Segment 43 begins. Function 065 lasts 9.5 seconds.		Start Segment 43 with Function 076. Function 076 lasts 14 seconds.		1 time during Function 082, randomly select Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 43 with Function 083. Function 083 lasts 25 seconds.
Start Function 082 when Function 065 ends. Function 082 lasts 11 seconds.	1 time during Function 082, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 082. Function 084 cannot occur concurrently with Function 078 or 079.	Start Function 151 concurrently with Function 076. Function 151 lasts 8.5 seconds.			
	1 time during Function 082, randomly select (.50) Functions 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Program the functions to occur concurrently with Function 082.	Start Function 083 concurrently with Function 076. Function 083 lasts 25 seconds.			

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 44 Engagement, Gun (Gunner, Normal)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Segment 44 with Function 076. Function 076 lasts 14 seconds.	Start Function 063 4.5 seconds after Segment 44 begins. Function 063 lasts 9.5 seconds.		Start Segment 44 with Function 083. Function 083 lasts 25 seconds.
	1 time during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Program the functions to occur concurrently with Function 082.	Start Function 083 concurrently with Function 076. Function 083 lasts 25 seconds.		1 time during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	Start Function 150 concurrently with Function 083. Function 150 lasts 8.5 seconds.
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 45 Engagement, Gun (Gunner, Normal, TADS Laser Range)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Program Function 084 to occur concurrently with Function 076.	Start Segment 45 with Function 076. Function 076 lasts 22.5 seconds.	Start Function 064 7 seconds after Segment 45 begins. Function 064 lasts 15.5 seconds.		Start Segment 45 with Function 083. Function 083 lasts 33.5 seconds.
	1 time during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Program the functions to occur concurrently with Function 082.	Start Function 083 concurrently with Function 076. Function 083 lasts 33.5 seconds.		1 time during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	Start Function 152 concurrently with Function 083. Function 152 lasts 17 seconds.
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.					

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 46 Engagement, FFAR (Pilot, Normal)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 46 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 082, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 078 or 079. Program Function 084 to occur concurrently with Function 082	Start Function 083 concurrently with Function 115. Function 083 lasts 28.5 seconds.		1 time during Functions 115 and 076, randomly select Function 017 for 16 seconds.	Start Segment 46 with Function 083. Function 083 lasts 28.5 seconds.
Start Function 071 when Function 115 ends. Function 071 lasts 10.5 seconds.	1 time during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Program the functions to occur concurrently with Function 082.	Start Function 076 when Function 115 ends. Function 076 lasts 10.5 seconds.		1 time during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.		Start Function 151 concurrently with Function 115. Function 151 lasts 11 seconds.			

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 47 Engagement, FFAR (Cooperative, Normal, TADS Laser Range)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 47 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 082, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 078 or 079. Program Function 084 to occur concurrently with Function 082.	Start Function 083 concurrently with Function 115. Function 083 lasts 33.5 seconds.			Start Segment 47 with Function 083. Function 083 lasts 33.5 seconds.
Start Pilot Function 072 when Function 115 ends. Function 072 lasts 15.5 seconds.	2 times during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084. Program the functions to occur concurrently with Function 082.	Start Function 076 when Function 115 ends. Function 076 lasts 15.5 seconds.	Start Gunner Function 072 when Function 115 ends. Function 072 lasts 15.5 seconds.	2 times during Function 082, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each and cannot occur concurrently with Function 084.	
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.		Start Function 151 concurrently with Function 083. Function 151 lasts 16 seconds.			

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 48 Engagement, LOAL/Rapid Fire

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 48 with Function 115. Function 115 lasts 7 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 115. 4 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018. Program the function to occur concurrently with Function 076.	Start Function 083 concurrently with Function 115. Function 083 lasts 95 seconds. Start Function 076 when Function 115 ends. Function 076 lasts 77 seconds.	Start Function 069 when Function 115 ends. Funciton 069 lasts 77 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	Start Segment 48 with Function 083. Function 083 lasts 95 seconds. Start Function 154 concurrently with Function 083. Function 154 lasts 77.5 seconds.

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 49 Engagement, LOAL/Ripple Fire

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 49 with Function 115. Function 115 lasts 7 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018. Program the function to occur concurrently with Function 076.	Start Segment 49 with Function 076. Function 076 lasts 21 seconds.	Start Segment 49 with Function 155. Function 155 lasts 21 seconds.	2 times during Function 076, randomly select Function 084 for 3.5 seconds. Function 084 cannot occur concurrently with Function 018, 078, or 079. Program the function to occur concurrently with Function 076.	Start Function 083 concurrently with Function 155. Function 083 lasts 80.5 seconds.
Start Function 115 when Function 076 ends. Function 115 lasts 7 seconds.	1 time during Function 076, randomly select Function 01 for 10.5 seconds. Function 018 cannot occur concurrently with Function 084. Program the function to occur concurrently with Function 076.	Start Function 083 concurrently with Function 115. Function 083 lasts 80.5 seconds.		1 time during Function 076, randomly select Function 010 for 10.5 seconds. Function 018 cannot occur concurrently with Function 078, 079, or 084. Program the function to occur concurrently with Function 076.	Start Function 154 concurrently with Function 083. Function 154 lasts 56 seconds.
		Start Function 076 when Function 115 ends. Function 076 lasts 41.5 seconds.	Start Function 070 when Function 155 ends. Funciton 070 lasts 41.5 seconds.		
Continued...	Continued...			Continued...	

SEGMENT DECISION RULES

PHASE 4 Target Servicing

SEGMENT 49 Engagement, LOAL/Ripple Fire [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 082 when Function 076 ends. Function 082 lasts 11 seconds.	1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.			1 time during Function 115, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each.	

SEGMENT DECISION RULES

PHASE 5 FARP Operations

*SEGMENT 12 Approach (NOE)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 091 7 seconds after Function 074 begins. Function 091 lasts 13.5 seconds.	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin once concurrently with Function 074 and once concurrently with Function 059.	Start Segment 12 with Function 074. Function 074 lasts 42.5 seconds. Start Function 059 when Function 074 ends. Function 059 lasts 20 seconds. Start Function 083 concurrently with Function 074. Function 083 lasts 62.5 seconds.	Start Function 103 7 seconds after Function 074 begins. Function 103 lasts 28 seconds. Start Function 090 when Function 103 ends. Function 090 lasts 7.5 seconds.	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin once concurrently with Function 073 and once concurrently with Function 059.	Start Function 083 concurrently with Function 103. Function 083 lasts 62.5 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 5 FARP Operations

*SEGMENT 13 Landing

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 080 when Function 105 ends. Function 080 lasts 14 seconds. Start Function 104 when Function 080 ends. Function 104 lasts 28 seconds. Start Function 085 when Function 104 ends. Function 085 lasts 25.5 seconds.	3 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 105 twice and to interrupt Function 085 once.	Start Segment 13 with Function 105. Function 105 lasts 120 seconds. Start Function 083 concurrently with Function 105. Function 083 lasts 194.5 seconds.		3 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 105 twice and to interrupt Function 085 once.	Start Segment 13 with Function 083. Function 083 lasts 194.5 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 5 FARP Operations

SEGMENT 50 FARP Procedures

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 50 with Function 077. Function 077 lasts 6 seconds. Start Function 125 when Function 077 ends. Function 125 lasts 310.5 seconds. Start Function 127 when Function 125 ends. Function 127 lasts 85.5 seconds. Start Function 098 when Function 127 ends. Function 098 lasts 4 seconds.	10 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur 3 times concurrently with Task 661 of Function 125, twice concurrently with Function 113, and 5 times concurrently with Task 641 of Function 081.	Start Function 083 concurrently with Function 077. Function 083 lasts 1599 seconds. Start Function 113 when Function 098 ends. Function 113 lasts 120 seconds.	Start Function 081 when Function 113 ends. Function 081 lasts 949 seconds.	10 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur 3 times concurrently with Task 661 of Function 125, twice concurrently with Function 113, and 5 times concurrently with Task 641 of Function 081.	Start Segment 50 with Function 083. Function 083 lasts 1599 seconds.
Continued...			Continued...		

SEGMENT DECISION RULES

PHASE 5 FARP Operations

SEGMENT 50 FARP Procedures [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 098 when Function 081 ends. Function 098 lasts 4 seconds.		Start Function 113 when Function 098 ends. Function 113 lasts 120 seconds.			

SEGMENT DECISION RULES

PHASE 5 FARP Operations

*SEGMENT 16 Takeoff (NOE)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 096 71.5 seconds after Function 105 begins. Function 096 lasts 48.5 seconds.	4 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur once during the first 71.5 seconds of Function 105, to occur once concurrently with Function 060, and to occur twice concurrently with Function 061. Interrupt Function 095 whenever Function 078 or 079 occurs.	Start Segment 16 with Function 105. Function 105 lasts 120 seconds. Start Function 083 concurrently with Function 105. Function 083 lasts 200 seconds. Continued...	Start Segment 16 with Function 095. Function 095 lasts 20 seconds. Start Function 103 71.5 seconds after Function 095 begins. Function 103 lasts 28 seconds.	4 times during the segment, randomly select (.50) Function 078 or Function 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur once during the first 71.5 seconds of Function 105, to occur once concurrently with Function 060, and to occur twice concurrently with Function 061. Interrupt Function 095 whenever Function 078 or 079 occurs. Continued...	Start Function 083 concurrently with Function 095. Function 083 lasts 200 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 5 FARP Operations

*SEGMENT 16 Takeoff (NOE) [Continued]

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
		Start Function 060 when Function 105 ends. Function 060 lasts 20 seconds. Start Function 061 when Function 060 ends. Function 061 lasts 60 seconds.			

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 6 Terminal Operations

*SEGMENT 11 Approach (Contour)

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 091 7 seconds after Function 073 begins. Function 091 lasts 13.5 seconds.	4 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin concurrently with Function 073 once and to occur concurrently with Function 059 3 times.	Start Segment 11 with Function 073. Function 073 lasts 42.5 seconds. Start Function 059 when Function 073 ends. Function 059 lasts 60 seconds. Start Function 083 concurrently with Function 073. Function 083 lasts 102.5 seconds.	Start Function 103 7 seconds after Function 073 begins. Function 103 lasts 28 seconds. Start Function 090 when Function 103 ends. Function 090 lasts 7.5 seconds.	4 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to begin concurrently with Function 073 once and to occur concurrently with Function 059 3 times.	Start Function 083 concurrently with Function 103. Function 083 lasts 102.5 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 3 Enroute

*SEGMENT 13 Landing

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Function 080 when Function 105 ends. Function 080 lasts 14 seconds. Start Function 104 when Function 080 ends. Function 104 lasts 28 seconds. Start Function 085 when Function 104 ends. Function 085 lasts 25.5 seconds.	3 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 105 twice and to interrupt Function 085 once.	Start Segment 13 with Function 105. Function 105 lasts 120 seconds. Start Function 083 concurrently with Function 105. Function 083 lasts 194.5 seconds.		3 times during the segment, randomly select (.50) Function u78 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to occur concurrently with Function 105 twice and to interrupt Function 085 once.	Start Segment 13 with Function 083. Function 083 lasts 194.5 seconds.

*Denotes segment that occurs in more than one mission phase.

SEGMENT DECISION RULES

PHASE 7 Postflight

SEGMENT 51 Engine Shutdown

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 51 with Function 089. Function 089 lasts 6.5 seconds. Start Function 146 when Function 089 ends. Function 146 lasts 14.5 seconds. Start Function 130 when Function 146 ends. Function 130 lasts 13.5 seconds. Start Function 145 when Function 130 ends. Function 145 lasts 23.5 seconds. Start Function 110 when Function 145 ends. Function 110 lasts 56.5 seconds.	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to interrupt any ongoing discrete fixed function.	Start Function 083 concurrently with Function 089. Function 083 lasts 114.5 seconds.	Start Segment 51 with Function 129. Function 129 lasts 20 seconds. Start Function 109 when Function 129 ends. Function 109 lasts 20 seconds.	2 times during the segment, randomly select (.50) Function 078 or 079. Functions 078 and 079 last 7 seconds each. Program the functions to interrupt any ongoing discrete fixed function.	Start Function 083 concurrently with Function 129. Function 083 lasts 114.5 seconds.

SEGMENT DECISION RULES

PHASE 7 Postflight

SEGMENT 52 Before Leaving Aircraft

PILOT			GUNNER		
DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS	DISCRETE (FIXED)	DISCRETE (RANDOM)	CONTINUOUS
Start Segment 52 with Function 049. Function 049 lasts 211 seconds. Start Function 128 when Function 049 ends. Function 128 lasts 290 seconds.			Start Segment 52 with Function 051. Function 051 lasts 274 seconds. Standby 227 seconds		