F-16 AIRCREW TRAINING DEVELOPMENT PROJECT

Contract No. F02604-79-C8875

F-16 TASK ANALYSIS
CRITERION-REFERENCED OBJECTIVE
AND OBJECTIVES HIERARCHY REPORT,
VOLUME III
DEVELOPMENT REPORT No. 6.
MARCH 1981

Prepared in fulfillment of CDRL no. B012
and partial fulfillment of CDRL nos. B013, B015, and B019

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THIS DOCUMENT IS BEST QUALITY PRACTICABLE. THE COPY FURNISHED TO DTIC CONTAINED A SIGNIFICANT NUMBER OF PAGES WHICH DO NOT REPRODUCE LEGIBLY.
1.7 Perform combat (c) [Hands-on]

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

1.7.1.1 Record target data [Hands-on]

1.7.1.1.1 Authenticate [Hands-on]

1.7.1.2 Analyze target data [Hands-on]

1.7.1.2.1 Determine feasibility [Hands-on]

1.7.1.2.1.1 Determine range requirements [Hands-on]
1.7.1.2.1 Determine ordnance requirements [Hands-on]

1.7.1.3 Analyze threat data [Hands-on]

1.7.1.4 Plan ordnance delivery [Hands-on]

1.7.1.4.1 Determine attack maneuver [Hands-on]

1.7.1.4.2 Select delivery mode/set SCP for desired ordnance/delivery [Hands-on]

1.7.1.5 State considerations for responding to receipt of target data while airborne as opposed to during premission planning with no omission. [Academic]

1.7.2 Perform fence checks [Hands-on]

1.7.2.1 Perform pre-strike Ops checks (E) [Hands-on]

1.7.2.1.1 Name the items included in a pre-strike ops check in correct order with no omissions. [Academic]

1.7.2.2 Arm conventional ordnance and verify on SCP [Hands-on]

1.7.2.2.1 State the procedure for arming conventional ordnance and verifying on SCP with no omissions (system—weapons/SMS; operate SCP) [Academic]

1.7.2.3 Pre-arm nuclear ordnance [Hands-on]

1.7.2.3.1 State the procedure for pre-arming nuclear ordnance including associated notes, cautions, warnings, critical values, tolerances and limits with no omissions. (System—weapons/SMS; operate SCP.) [Academic]

1.7.2.4 Reset exterior lighting [Hands-on]

1.7.2.4.1 State the considerations for setting exterior lighting during fence check with no omissions. (System—lighting.) [Academic]

1.7.2.5 Set up RWR/EW for combat [Hands-on]

1.7.2.5.1 Given RWR modes, identify the situations where each may or should be employed without error. (System—penetration aids; operate RWR.) [Academic]

1.7.2.6 Set up videotape recorder (VTR) [Hands-on]

1.7.2.6.1 State the steps in the procedure for setting up videotape recorder (VTR) in correct order and with no omissions. [Academic]

1.7.2.7 Arm chaff/flare dispensers [Hands-on]

1.7.2.7.1 State the procedure for setting up chaff/flare dispensing in correct order and with no omissions. (Trivial) (System—penetration aids.) [Academic]

1.7.2.8 Arm training ordnance and verify on SCP (T) [Hands-on]

1.7.2.8.1 State the procedure for arming training ordnance and verifying on SCP, in correct order and with no omissions. (System—weapons/SMS.) [Academic]
1.7.2.9 Check seat survival kit and beacon selector [Hands-on]

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

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

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

1.7.2.11 Set up radar [Hands-on]

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

1.7.2.12 Turn on tank inerting [Hands-on]

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

1.7.2.13 Set up selective jettison [Hands-on]

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

1.7.2.14 Check/set HAVAIDS [Hands-on]

1.7.2.15 Set IFF/Emitters [Hands-on]

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

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

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

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

1.7.3.2 Rendezvous with FAC [Hands-on]

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

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

1.7.3.5 Rendezvous with pathfinder [Hands-on]

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

1.7.4 Perform ingress [Hands-on]

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

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

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

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

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

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

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

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

1.7.4.4 Perform manned range entry procedures [Hands-on]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.5.1.1.2 Describe without error the methods of correcting lateral, vertical, and fore-aft position errors in two-ship tactical formation. [Academic]
1.7.5.1.2.2.4.2 Given a plan view diagram of a four-ship cross turn, indicate the area of maximum vulnerability to attack without error. [Academic]

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

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

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

1.7.5.1.2.2.6 Perform four-ship weave [Hands-on]

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

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

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

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

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

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

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

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

1.7.5.1.3.2 Perform three-ship turns [Hands-on]

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

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

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

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

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

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

1.7.5.1.3.2.2.2 Describe without error the effect on a three-ship in-place turn when the wingmen start from a position other than line abreast. [Academic]
1.7.5.1.3.2.3 Perform three-ship delayed 45 deg turn (Hands-on)

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

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

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

1.7.5.1.3.2.4 Perform three-ship cross turn (Hands-on)

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

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

1.7.5.1.3.2.5 Perform three-ship check turn (Hands-on)

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

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

1.7.5.1.3.2.6 Perform three-ship weave (Hands-on)

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

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

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

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

1.7.5.1.4 Perform "cover" role (Hands-on)

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

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

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

1.7.5.1.5 Perform mixed force formations (Hands-on)

1.7.5.1.5.1 State the special considerations for mixed force formation with no omissions and without error. [Academic]
1.7.5.1.1.2 Perform two-ship turns [Hands-on]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.5.1.1.2.5 Perform two-ship weave [Hands-on]

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

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

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

1.7.5.1.1.2.6.1 Describe the steps in the procedure for performing two-ship check turn in correct order with no omissions. [Academic]
1.7.5.1.1.3 Given a tactical scenario and a list of two-ship tactical formations, select the appropriate two-ship tactical formation. [Academic]

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

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

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

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

1.7.5.1.2.2 Perform four-ship turns [Hands-on]

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

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

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

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

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

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

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

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

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

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

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

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

1.7.5.1.2.2.4.1 Describe the steps in the procedure for performing a four-ship turn with or without a weave in correct order with no omissions. (D) [Academic]
1.7.5.1.6 Perform formation lookout [Hands-on]

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

1.7.5.1.6.1.1 Perform formation lookout—four-ship (4) [Hands-on]

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

1.7.5.1.6.2 Perform formation radar lookout [Hands-on]

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

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

1.7.5.2 Perform tactical intercept [Hands-on]

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

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

1.7.5.2.2 Locate target beyond visual range [Hands-on]

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

1.7.5.2.2.1.1 Identify given RWR symbols. [Academic]

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

1.7.5.2.2.2 Locate target with radar [Hands-on]

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

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

1.7.5.2.2.2.2 Lock on target [Hands-on]

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

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

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

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

1.7.5.2.2.2.3.1 Given a photograph or drawing of an R/P display with a locked-on target, state target heading, altitude, and airspeed without error. [Academic]
1.7.5.2.2.3.2 Describe the steps in the procedure for determining target heading, altitude, and airspeed without radar lock-on IAW Phase Manual. [Academic]

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

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

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

1.7.5.2.2.3 Relay radar acquisition information [Hands-on]

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

1.7.5.2.2.4 Locate target with BCI/AWCS [Hands-on]

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

1.7.5.2.3 Determine attack feasibility [Hands-on]

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

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

1.7.5.2.4.1 Determine type of intercept [Hands-on]

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

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

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

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

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

1.7.5.2.4.3 Determine intercept geometry [Hands-on]

1.7.5.2.4.3.1 Determine collision course geometry [Hands-on]

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

1.7.5.2.4.3.2 Determine stern conversion geometry [Hands-on]

1.7.5.2.4.3.2.1 Given own heading, target heading, and radar contact point, calculate
1.7.5.2.4.3.3 Given an appropriate scenario, determine intercept geometry without error. [Academic]

1.7.5.2.4.4 Plan formation intercept tactics [Hands-on]

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

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

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

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

1.7.5.2.5.1 Perform collision course intercept [Hands-on]

1.7.5.2.5.1.1 Perform beam collision course intercept [Hands-on]

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

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

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

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

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

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

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

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

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

1.7.5.2.5.1.3.1.2 State the associated critical values, tolerances, and limits for head-on collision course intercept procedure without error. [Academic]
1.7.5.2.5.2 Perform stern conversion intercept [Hands-on]
1.7.5.2.5.2.1 Perform beam quadrant stern conversion intercept [Hands-on]
1.7.5.2.5.2.1.1 Perform beam quadrant horizontal conversion [Hands-on]
1.7.5.2.5.2.1.1.1 Given avionic and visual cues, describe subsequent specific actions to take in performing beam quadrant horizontal conversion [Academic]
1.7.5.2.5.2.1.1.1.1 State the procedure for beam quadrant horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]
1.7.5.2.5.2.1.2 Perform beam quadrant vertical conversion [Hands-on]
1.7.5.2.5.2.1.2.1 Given avionic and visual cues, describe subsequent specific actions to take in performing beam quadrant vertical conversion without error. [Academic]
1.7.5.2.5.2.1.2.1.1 State the procedure for beam quadrant vertical conversion and limits within which it may be performed in correct order with no omissions. [Academic]
1.7.5.2.5.2.2 Perform front quarter stern conversion intercept [Hands-on]
1.7.5.2.5.2.2.1 Perform front quarter horizontal conversion [Hands-on]
1.7.5.2.5.2.2.1.1 Given avionic and visual cues, describe subsequent specific actions to take in performing front quarter horizontal conversion without error. [Academic]
1.7.5.2.5.2.2.1.1.1 State the procedure for front quarter horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]
1.7.5.2.5.2.2.2 Perform front quarter vertical conversion [Hands-on]
1.7.5.2.5.2.2.2.1 Given avionic and visual cues, describe subsequent specific actions to take in performing front quarter horizontal conversion without error. [Academic]
1.7.5.2.5.2.2.2.1.1 State the procedure for front quarter horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]
1.7.5.2.5.2.3 Perform head-on stern conversion intercept [Hands-on]
1.7.5.2.5.2.3.1 Perform head-on horizontal conversion [Hands-on]
1.7.5.2.5.2.3.1.1 Given avionic and visual cues, describe subsequent specific actions to take in performing head-on horizontal conversion without error. [Academic]
1.7.5.2.5.2.3.1.1.1 State the procedure for head-on horizontal conversion and limits within which it may be performed in correct order with no omissions. [Academic]
1.7.5.2.5.2.3.2 Perform head-on vertical conversion [Hands-on]

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

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

1.7.5.2.5.2.4 Perform night/IMC intercept [Hands-on]

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

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

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

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

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

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

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

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

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

1.7.5.2.7 Perform formation attack [Hands-on]

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

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

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

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

1.7.5.2.7.1.4 Correctly list in any order the responsibilities of the engaged fighter in two-ship fluid attack [Academic]
1.7.5.2.7.1.5 Correctly list at least four benefits of mutual support in a two-ship fluid attack scenario. [Academic]

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

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

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

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

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

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

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

1.7.5.2.8 Locate target within visual range [Hands-on]

1.7.5.2.8.1 Perform visual search [Hands-on]

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

1.7.5.2.8.1.1.1 Given an RED presentation of a target, either locked-on or not locked-on, correctly state the appropriate direction of visual search within 3 deg. laterally and vertically. [Academic]

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

1.7.5.2.8.2 ID bogey [Hands-on]

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

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

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

1.7.5.2.8.2.2 Perform offset ID [Hands-on]

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

1.7.5.2.8.3 Relay visual acquisition information [Hands-on]

1.7.5.2.8.3.1 State the types of visual acquisition information to be relayed with no omissions and describe the format of the message without error. [Academic]
1.7.5.2.1 Respond to maneuvering bogey (WVR) [Hands-on]

1.7.5.2.1.1 Select offensive and counteroffensive maneuvers [Hands-on]

1.7.5.2.1.1.1 Perform defensive BFM [Hands-on]

1.7.5.2.1.1.1 Perform acceleration maneuver [Hands-on]

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

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

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

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

1.7.5.2.1.1.2 Perform barrel roll maneuver [Hands-on]

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

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

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

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

1.7.5.2.1.1.3 Perform Isaksson turn [Hands-on]

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

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

1.7.5.2.1.1.3.1.2 Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the Isaksson turn maneuver is appropriate IAW with Fighter weapons School texts. [Academic]
1.7.5.2.9.1.1.3.1.3 Describe the steps in performing the Immelmann turn maneuver including all important considerations and at least one defensive counter-manuever IAW Fighter Weapons School texts. [Academic]

1.7.5.2.9.1.1.4 Perform pursuit [Hands-on]

1.7.5.2.9.1.1.4.1 Perform log pursuit [Hands-on]

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

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

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

1.7.5.2.9.1.1.4.2 Perform pure pursuit [Hands-on]

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

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

1.7.5.2.9.1.1.4.3 Perform lead pursuit [Hands-on]

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

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

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

1.7.5.2.9.1.1.5 Perform lead turn maneuver [Hands-on]

1.7.5.2.9.1.1.5.1 Given own position during a lead turn maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 5-1. [Academic]

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

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

1.7.5.2.9.1.1.5.1.3 Describe the steps in performing the lead turn
1.7.5.2.9.1.1.6 Perform lag roll [Hands-on]

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

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

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

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

1.7.5.2.9.1.1.7 Perform high yo-yo [Hands-on]

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

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

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

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

1.7.5.2.9.1.1.8 Perform quarter plane maneuver [Hands-on]

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

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

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

1.7.5.2.9.1.1.9 Perform gun tracking [Hands-on]

1.7.5.2.9.1.1.9.1 Given a tactical scenario, describe the control inputs and power adjustment needed to achieve and/or maintain gun tracking parameters IAW Fighter Weapons School texts. [Academic]
Given HUD photographs, identify those in which gun tracking parameters have been achieved IAW Fighter Weapons School texts. [Academic]

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

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

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

Perform high deflection gunshot [Hands-on]

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

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

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

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

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

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

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

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

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

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

Perform low yo-yo [Hands-on]

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

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

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

1.7.5.2.9.1.2 Perform counteroffensive BFVM [Hands-on]

1.7.5.2.9.1.2.1 Perform extension maneuver [Hands-on]

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

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

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

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

1.7.5.2.9.1.2.2 Perform defensive turn [Hands-on]

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

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

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

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

1.7.5.2.9.1.2.3 Perform reversal [Hands-on]

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

1.7.5.2.9.1.2.3.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the reversal maneuver is appropriate. [Academic]
1.7.5.2.9.1.2.5.1 Correctly state the purpose of the missile break maneuver IAW the Phase Manual. [Academic]

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

1.7.5.2.9.1.2.4.1 Perform missile break turn [Hands-on]

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

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

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

1.7.5.2.9.1.2.5 Perform gun break turn [Hands-on]

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

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

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

1.7.5.2.9.1.2.6 Perform scissors [Hands-on]

1.7.5.2.9.1.2.6.1 Perform vertical scissors [Hands-on]

1.7.5.2.9.1.2.6.2 Perform horizontal scissors [Hands-on]

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

1.7.5.2.9.1.2.6.3.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the scissors maneuver is appropriate. [Academic]
1.7.5.2.9.1.2.6.3.1.1 Correctly state the purpose of the scissors maneuver IAW the Phase Manual. [Academic]

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

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

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

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

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

1.7.5.2.9.1.2.6 Perform high g roll underneath [Hands-on]

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

1.7.5.2.9.1.2.6.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenarios in which the high g roll underneath maneuver is appropriate. [Academic]

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

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

1.7.5.2.9.1.2.9 Perform jinkout [Hands-on]

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

1.7.5.2.9.1.2.9.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenarios in which the jinkout maneuver is appropriate. [Academic]
1.7.5.2.9.1.2.9.1.1 Correctly state the purpose of the jinkout maneuver IAW the Phase Manual. [Academic]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.5.2.9.1.2.13 Given a diagram of the basic zone defense as presented in Fighter Weapons School texts, correctly explain all basic considerations and goals of the defender for each zone. [Academic]
1.7.5.2.1.1.1.1.1.1.1.1 Given a HUD presentation and an audio indication of an armed AIM-9J missile in the AAM mode, state whether or not missile launch parameters have been attained. [Academic]

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

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

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

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

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

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

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

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

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

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

1.7.5.2.1.1.1.1.1.2.1.1.3 State the special considerations for employing the AIM-9L missile in the AAM mode IAW the Avionics Manual and T.O. IF-16A-34-1-1. [Academic]
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1.7.5.2.11.1.2.1.1.2.1 Given a HUD presentation, state whether the missile override/dogfight mode is selected and whether or not the AIM-9L missile is armed. [Academic]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.5.2.11.3.2.1.1.1.1.1.1 Given a HUD presentation, state whether the HUD back-up mode is selected and whether or not the AIM-9J missile is armed. [Academic]
1.7.5.2.11.1.4.1.1.2.2 Given an AIM-9J missile in the HUD presentation, determine if the back-up missile is armed. [Academic]

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.5.2.11.1.8 Given a suitable hands-on trainer, actuate the missile launch button within 2 seconds of command. [Academic]
1.7.5.2.11.2 Perform gun attack (Hands-on)
1.7.5.2.11.2.1 Perform gun attack in LCSM mode. (Hands-on)

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

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

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

1.7.5.2.11.2.1.1.2 Given a HUD presentation of the gun armed in the LCSM mode, state whether or not gun firing parameters have been set. [Academic]

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

1.7.5.2.11.2.2 Perform gun attack in snapshots mode (Hands-on)

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

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

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

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

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

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

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

1.7.5.2.11.2.3 Perform gun attack in dogfight mode. (Hands-on)

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

1.7.5.2.11.2.3.1.1 Describe the steps in the procedure for gun attack in dogfight mode in correct order with no omissions. [Academic]
1.7.5.2.11.2.3.1.1.1 State the switchology procedure for selecting and arming the gun in the dogfight mode IAW T.O. IF-16A-34-1-1. [Academic]

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.5.2.11.2.4.1.1.2.2 Given a HUD presentation of the gun selected and manual/stadiametric ranging being employed, correctly identify gun associated symbology and state the values represented IAW T.O. IF-16A-34-1-1. [Academic]
1.7.5.2.11.2.4.1.1.1.1 Given a HUD presentation for gun firing using manual/stadiametric ranging and wing span setting, read the range displayed within 500 feet. [Academic]

1.7.5.2.11.2.4.1.1.3 State the special considerations for employing the gun using manual/stadiametric ranging IAW T.O. 0F-16A-34-1-1. [Academic]

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

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

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

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

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

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

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

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

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

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

1.7.5.2.12 Perform separation [Hands-on]

1.7.5.2.12.1 Plan separation [Hands-on]

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

1.7.5.2.12.2 Select separation maneuver [Hands-on]

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

1.7.5.2.12.3 Perform separation maneuver [Hands-on]

1.7.5.2.12.3.1 Perform extension maneuver [Hands-on]

1.7.5.2.12.3.1.1 Given own position during an extension maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FMIC Instructional Texts, and TRICOM Manual 3-1. [Academic]
1.7.5.2.12.3.1.1.1 Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the extension maneuver is appropriate. [Academic]

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

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

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

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

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

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

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

1.7.5.2.12.3.3 Perform jinkout. [Hands-on]

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

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

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

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

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

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

1.7.5.2.12.3.5 Perform tactical intercept in specialized situations. [Hands-on]
1.7.5.2.13.1 Perform tactical intercept using GCI/AWACS. [Hands-on]

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

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

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

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

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

1.7.5.2.13.3 Perform tactical intercept on a high altitude target. [Hands-on]

1.7.5.2.13.4 Perform tactical intercept on low altitude target. [Hands-on]

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

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

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

1.7.5.2.13.6 Perform tactical intercept in a jamming environment. [Hands-on]

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

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

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

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

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

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

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

1.7.5.2.14.1 Perform air-to-air operations at night. [Hands-on]

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

1.7.5.2.14.3 State the special considerations for conducting air-to-air operations under conditions of restricted visibility IAW TRICOM Manual 3-1. [Academic]
1.7.5.3 Perform sweep (Hands-on)

1.7.5.3.1 Perform sweep with GCI/AWACS available (Hands-on)

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

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

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

1.7.5.3.2 Perform sweep with GCI/AWACS unavailable. (Hands-on)

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

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

1.7.5.3.2.1.1.1 List the major planning factors for a Fighter Sweep Mission with GCI/AWACS unavailable IAW current tactical doctrine, TWIC texts, and regulations. (Academic)

1.7.5.3.2.1.1.1.1 List the major planning factors for a Fighter Sweep Mission with GCI/AWACS unavailable IAW TRICOM Manual 3-1, Fighter Weapons School texts, and current directives. (Academic)

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

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

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

1.7.5.4.2 Perform collapsing CAP (Hands-on)

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

1.7.5.4.3.1 Perform point weave pattern (Hands-on)

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

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

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

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

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

1.7.5.4.4.2.1 Describe the procedure for sawtooth BARCAP pattern and name the considerations of most importance with no omissions IAW current tactical doctrine, TWIC texts and regulations. (Academic)
1.7.5.5 Perform air-to-air escort (C) [Hands-on]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.6.1.1.3.2.2 Perform four-ship battle spread delayed 45 deg. turn [Hands-on]
1.7.6.1.3.2.3 Perform four-ship battle spread in-place turns (Hands-on)

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

1.7.6.1.4 Perform four-ship box formation (Hands-on)

1.7.6.1.4.1 Fly four-ship box formation - straight ahead (Hands-on)

1.7.6.1.4.2 Perform four-ship box turns (Hands-on)

1.7.6.1.4.2.1 Perform four-ship box delayed 90 deg. turn (Hands-on)

1.7.6.1.4.2.2 Perform four-ship box delayed 45 deg. turn (Hands-on)

1.7.6.1.4.2.3 Perform four-ship battle spread in-place turns (Hands-on)

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

1.7.6.1.2.1 Perform fluid two formation at low and very low altitude (Hands-on)

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

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

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

1.7.6.1.2.2 Perform three-ship point formation (Hands-on)

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

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

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

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

1.7.6.1.2.3 Perform four-ship point formation (Hands-on)

1.7.6.1.2.3.1 State the correct fore, aft and lateral position for flight members in a four-ship point formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1. [Academic]
1.7.6.1.2.3.2 Describe visual cues/signals and procedures for combat turns in a three-ship point formation at low altitude IAW current practices and TACM 3-1. [Academic]

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

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

1.7.6.1.2.4 Perform wedge formation [Hands-on]

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

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

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

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

1.7.6.1.2.5 Perform offset box formation [Hands-on]

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

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

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

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

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

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

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

1.7.6.1.2.6 Given the varieties of low altitude (300-500 ft) and very low altitude (100-200 ft) air-to-surface tactical formations, identify the situations where each may or should be employed without error IAW current doctrine. [Academic]
1.7.6.1.2.7 Given a specific formation type, state considerations for flying in that formation at low and very low altitude, IAW TACM, with no breakouts. Include reactions to ground and air threats, maintaining ground clearance, performing ve [Academic]

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

1.7.6.1.3.1 Perform box alpha formations [Hands-on]

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

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

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

1.7.6.2 Locate target [Hands-on]

1.7.6.2.1 Locate target with flight lead responsible [Academic]

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

1.7.6.2.1.1.1 Perform route recce [Hands-on]

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

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

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

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

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

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

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

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

1.7.6.2.1.1.1.1.3.2 Describe techniques for maneuvering to attack targets of opportunity from a four-ship crossing route recce formation including cautions and limitations, and describe procedures for
1.7.6.2.1.1.1.4 Perform high threat armed recce (sector attack) formation [Hands-on]

1.7.6.2.1.1.1.5 Perform three-ship parallel route recce formation at medium altitude [Hands-on]

1.7.6.2.1.1.1.6 Perform four-ship parallel route recce formation [Hands-on]

1.7.6.2.1.1.1.2 Perform defensive lookout during route recce [Hands-on]

1.7.6.2.1.1.1.3 Acquire target during route recce [Hands-on]

1.7.6.2.1.1.1.4 Describe the procedure for route recce and name the considerations of most importance without error from TMIC texts, the Phase Manual, FWIC texts, and the Training Manual IAW current doctrine and TACM 3-1. [Academic]

1.7.6.2.1.1.1.4.1 Describe the major considerations for communicating target data to other flight members(s) [Academic]

1.7.6.2.1.1.3 Given photographs of LDCs in various terrain types, identify the LDC in three out of five cases and designate routes allowing avoidance of inspection of assigned points. [Academic]

1.7.6.2.1.1.2 Perform area search [Hands-on]

1.7.6.2.1.1.2.1 State specific considerations including L3 for responding to change area assignment while airborne IAW CPY. [Academic]

1.7.6.2.1.1.2.2 Describe procedure for locating and attacking targets of opportunity in small specified areas (kill zones) IAW current doctrine/practices [Academic]

1.7.6.2.1.1.2.3 Describe procedure and search patterns for locating targets of opportunity in large designated areas IAW CPY. [Academic]

1.7.6.2.1.2 Locate known target (preplanned/immediate) [Hands-on]

1.7.6.2.1.2.1 Locate known target using radar [Hands-on]

1.7.6.2.1.2.1.1 Locate known target using radar under normal conditions [Hands-on]

1.7.6.2.1.2.1.1.1 Describe the procedure for locating a known target using radar under normal conditions without error. [Academic]

1.7.6.2.1.2.1.1.2 Given a map and a photograph of or drawing of radar returns of a target area compare and identify those returns which indicate specified preplanned air-to-surface targets, correctly at least 4 of 5 times. [Academic]

1.7.6.2.1.2.1.2 Locate known target using radar with jamming/radar degraded [Hands-on]

1.7.6.2.1.2.1.2.1 State the considerations for operating the radar in ground map modes in a jamming/radar degraded environment with no decisions IAW TACM 3-1. [Academic]

1.7.6.2.1.2.1.2.2 Describe the effects of jamming on the radar in ground map modes without error IAW the Phase Manual and TACM 3-1. [Academic]
1.7.6.2.1 Locate known target visually (Hands-on)

1.7.6.2.1.1 Locate known target visually using day references (Hands-on)

1.7.6.2.1.2 Locate known target visually using ground references (Hands-on)

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

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

1.7.6.2.1.2 Locate known target using computed navigation (Hands-on)

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

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

1.7.6.2 Locate target using external agencies (Hands-on)

1.7.6.2.2 Locate target using TISL (C) (Hands-on)

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

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

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

1.7.6.2.2 Locate target using beacon (C) (Hands-on)

1.7.6.2.2.2 Locate beacon using radar (C) (Hands-on)

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

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

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

1.7.6.2.2.2.2.3 Describe the procedure for locating target using radar beacon code without error [Academic]

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

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

1.7.6.2.2.2.6 Describe the information format/method of communication employed by ground agency to relay beacon IAW current practices and TACM 3-1. [Academic]
1.7.6.2.2.3 Locate target using ASRT (C) [Hands-on]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.6.2.2.5.2 Identify friendly positions (1.1.1.) (Hands-on)

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

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

1.7.6.2.2.5.3 Update attack profile (Hands-on)
1.7.6.2.2.5.3.1 Describe various methods used by controllers to adjust weapon aim points between flight leaders, including distance and direction reference methods, without omission or error. [Academic]

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

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

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

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

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

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

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

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

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

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

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

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

1.7.6.2.3 Detect target anomalies. [Hands-on]

1.7.6.2.3.1 Detect camouflaged targets. [Hands-on]

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

1.7.6.2.3.3 Detect decoy targets. [C] [Hands-on]

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

1.7.6.3 Perform attack maneuver [Hands-on]

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

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

1.7.6.3.1.1.1 Describe the procedure for cloverleaf attack pattern including any special considerations (radio calls, restrictions, etc.) without error. [Academic]
1.7.6.3.1.2 Given a tactical scenario, identify whether a cloverleaf attack pattern is appropriate in accordance with training manual and/or IP judgement. (Academic)

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.6.3.2 Perform pop-up attack [Hands-on]

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

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

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

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

1.7.6.3.2.1.2 Perform angle off pop-up attack [Hands-on]
1.7.6.3.2.1.1 Perform cruise climb attack (H) [Hands-on]

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

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

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

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

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

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

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

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

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

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

1.7.6.3.2.2.3 Perform split attack [Hands-on]

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

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

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

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

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

1.7.6.3.3 Perform left/LAOO type attack [Hands-on]

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

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

1.7.6.3.3.2 Perform toss attack [Hands-on]
1.7.6.3.3.2 Describe the procedure for toss attack including any special considerations (radio calls, restrictions, etc.) without error. [Academic]

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

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

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

1.7.6.3.3 Perform loft attack [Hands-on]

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

1.7.6.3.4 Perfor LADD attack [Hands-on]

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

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

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

1.7.6.3.4.2. Perform level/laydown attack [Hands-on]

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

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

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

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

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

1.7.6.3.5.1 Perform sequential attack [Hands-on]

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

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

1.7.6.3.5.1.3 Given a tactical scenario, select attack maneuver(s) appropriate to given target and threat data IAW current practices. [Academic]
1.7.6.3.5.2 Perform offset trail attack [Hands-on]

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

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

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

1.7.6.3.5.3 Perform wedge wing attack [Hands-on]

1.7.6.3.5.4 Perform random attack [Hands-on]

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

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

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

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

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

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

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

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

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

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

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

1.7.6.4.1 Deliver ordnance visually [Hands-on]

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

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

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

1.7.6.4.1.1.1.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate switches in correct order for delivering Maverick using the EO system. [Academic]
1.7.6.4.1.1.2 Perform HOBO using EO system (C) [Hands-on]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.7.6.4.1.2.1.3 Strafe using CCIP mode [Hands-on]

1.7.6.4.1.2.1.3.1 Describe the procedure, HUD/REG symbology, and special considerations for CCIP strafe without error. [Academic]
1.7.6.4.1.2.1.3.2 Given working representations of the necessary avionics equipment panels, correctly configure and operate the switches for CCIP stow without error. [Academic]

1.7.6.4.1.2.2 Deliver ordinance using VIP mode [Hands-on]

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

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

1.7.6.4.1.2.3 Deliver ordinance using VLADD mode [Hands-on]

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

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

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

1.7.6.4.1.2.4 Deliver ordinance using DTOS mode [Hands-on]

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

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

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

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

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

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

1.7.6.4.1.3 Deliver ordinance manually [Hands-on]

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

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

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

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

1.7.6.4.1.3.1.2.1.1 Describe the procedure for delivering nuclear munitions manually using LADD attack maneuver without error. [Academic]
1.7.6.4.1.3.1 Describe the procedure for delivering free-fall
munitions manually using LAOB attack maneuver, without error. [Academic]

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

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

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

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

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

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

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

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

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

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

1.7.6.4.1.3.3 Strafe using manual pipper [Hands-on]

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

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

1.7.6.4.1.3.4 Deliver flares manually. [Hands-on]

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

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

1.7.6.4.2 Deliver ordnance using radar [Hands-on]

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

1.7.6.4.2.1.1 Deliver ordnance using CCSP mode from DAP [Hands-on]

1.7.6.4.2.1.2 Describe the procedure and HUL/RED symbology for delivering ordnance using
CCSP mode without error. [Hands-on]
1.7.6.4.2.1.3 Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering ordnance using CCRP mode. [Hands-on]

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

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

1.7.6.4.2.2 Deliver ordnance using RLADD mode [Hands-on]

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

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

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

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

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

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

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

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

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

1.7.6.5 Perform recovery/escape maneuver [Hands-on]

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

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

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

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

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

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

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

1.7.6.5.3.2 Perform recovery/escape maneuver following level delivery using pull off for frag clearance [Hands-on]
1.7.6.5.2.1 Describe the procedure and special considerations for performing recovery/escape maneuver following level delivery using pull-off for frag clearance without error. [Academic]

1.7.6.5.4 Perform recovery/escape maneuver following dive delivery (Hands-on)

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

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

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

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

1.7.6.6 Perform bomb damage assessment (Hands-on)

1.7.6.6.1 Describe special considerations for performing bomb damage assessment with and without F1 current practices. [Academic]

1.7.6.7 Perform reattack. [Hands-on]

1.7.6.7.1 Perform delivery error analysis (Hands-on)

1.7.6.7.1.1 Perform manual delivery error analysis (Hands-on)

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

1.7.6.7.1.2 Perform computed delivery error analysis (Hands-on)

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

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

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

1.7.6.7.2 Perform repositioning maneuvers (Hands-on)

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

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

1.7.6.8 Perform air-to-surface combat in specialized situations (Hands-on)

1.7.6.8.1 Perform air-to-surface combat with restricted visibility (Hands-on)
1.7.6.3.1 Perform air-to-surface combat at night. (Hands-on)

1.7.6.3.1.1 Perform air-to-surface combat at night with flares. (Hands-on)

1.7.6.3.1.1.1 Describe methods used for locating a target at night using computer navigation for initial flare release. IAW the Training Manual. (Academic)

1.7.6.3.1.1.2 Perform air-to-surface combat at night without flares (with ground illumination). (Hands-on)

1.7.6.3.1.1.3 State the special considerations for performing air-to-surface combat at night (with and without flares) with no obstructions. (Hands-on)

1.7.6.3.1.2 Perform air-to-surface combat in weather (C). (Hands-on)

1.7.6.3.1.2.1 State the special considerations for performing air-to-surface combat in weather with no obstructions. (Academic)

1.7.6.3.1.3 State the special considerations with no obstructions for performing air-to-surface combat with restricted visibility. (Hands-on)

1.7.6.3.2 Adjust attack for specific targets. (Hands-on)

1.7.6.3.2.1 Perform airfield attack (simulated). (Hands-on)

1.7.6.3.2.1.1 Perform airfield attack against main operating base (simulated). (Hands-on)

1.7.6.3.2.1.2 Perform airfield attack against forward or dispersal operating base. (Hands-on)

1.7.6.3.2.2 Perform attack on ships at sea (C). (Hands-on)

1.7.6.3.2.3 Perform attack against enemy EW/GCI/Tactical Air Control System (TACS) sites (C). (Hands-on)

1.7.6.3.2.4 Perform attack against other specific surface targets (Hands-on)

1.7.6.3.2.5 Describe general conditions for attacking airfields including attack parameters vs weapons impact for breaking IAW TACM 3-1. (Academic)

1.7.6.3.2.6 Describe general considerations for attacking ships at sea including use of specialized radar masts IAW TACM 3-1 and dash 34. (Academic)

1.7.6.3.2.7 Describe special considerations for attacking EW/GCI sites IAW TACM 3-1. (Academic)

1.7.6.3.3 Compensate for ground situation/rules of engagement. (Hands-on)

1.7.6.3.3.1 State the special considerations for compensating for ground situation/rules of engagement with no obstructions. (Academic)

1.7.6.3.4 Compensate for type of ordnance (e.g., near friendly forces). (Hands-on)

1.7.6.3.4.1 State the special considerations for compensating for type of ordnance (e.g., near friendly forces) with no obstructions. (Academic)

1.7.6.3.5 Compensate for heavyweight condition. (Hands-on)
1.7.6.5.1 State the special considerations for compensating for heavy-eight condition with no omissions. [Academic]

1.7.6.9 Perform range procedures (T) [Hands-on]

1.7.6.9.1 Perform manned range procedures (T) [Hands-on]

1.7.6.9.1.1 Perform manned range patterns (T) [Hands-on]

1.7.6.9.1.1 Describe the procedure and mandatory radio call for performing manned range patterns without error. [Academic]

1.7.6.9.1.2 Perform radar/make patterns [Hands-on]

1.7.6.9.1.3 Perform pop-up pattern [Hands-on]

1.7.6.9.2 Perform unmanned range procedures (T) [Hands-on]

1.7.6.9.2.1 Perform unmanned range clearing procedures (T) [Hands-on]

1.7.6.9.2.1.1 Describe the procedure for performing unmanned range entry and clearing without error IAW local procedures. [Academic]

1.7.6.9.3 Perform abnormal/emergency range procedures (T) [Hands-on]

1.7.6.9.3.1 Perform range radio failure procedures (T) [Hands-on]

1.7.6.9.3.1.1 State the procedure for radio failure on the range with no omissions IAW local procedures. [Academic]

1.7.6.9.3.2 Perform range inadvertent release procedures (T) [Hands-on]

1.7.6.9.3.2.1 State the procedure for inadvertent release on and off the range with no omissions IAW local procedures. [Academic]

1.7.6.9.3.3 State the coordinating procedures for emergencies in the range, IAW local procedures. [Academic]

1.7.7 Perform egress [Hands-on]

1.7.7.1 Regain mutual support/rejoin [Hands-on]

1.7.7.1.1 State the considerations for regaining mutual support/rejoin with no omissions. [Academic]

1.7.7.2 Perform post strike Ops check [Hands-on]

1.7.7.2.1 Describe the procedure for performing post strike Ops check without error. [Academic]

1.7.7.3 Perform battle damage check [Hands-on]

1.7.7.3.1 Describe the procedure for performing battle damage check without error. [Academic]

1.7.7.4 Perform range departure (T) [Hands-on]

1.7.7.4.1 Perform manned range departure (T) [Hands-on]
1.7.7.4.1.1 Describe the procedure for performing non-precision range departure without error. [Academic]

1.7.7.4.2 Perform non-precision range departure (TP) [Hands-on]

1.7.7.4.2.1 Describe the procedure for performing non-precision range departure without error. [Academic]

1.7.8 State the special considerations for egress with no emissions. [Hands-on]

1.7.9 Respond to threat [Hands-on]

1.7.9.1 Respond to immediate threat [Hands-on]

1.7.9.1.1 Identify threat [Hands-on]

1.7.9.1.1.1 Locate threat [Hands-on]

1.7.9.1.1.1.1 Interpret RWR [Hands-on]

1.7.9.1.1.1.1.1 Given a photograph or drawing of the RWR scope and accompanying audio tones, interpret scope presentations and identify threats without error. [Academic]

1.7.9.1.1.1.2 Perform visual search for threat [Hands-on]

1.7.9.1.1.1.2.1 Describe the procedure for performing visual search for threat without error. [Academic]

1.7.9.1.1.1.3 Perform radar search for threat [Hands-on]

1.7.9.1.1.2 Identify AAA [Hands-on]

1.7.9.1.1.2.1 Name the varieties of AAA threat with no emissions. [Academic]

1.7.9.1.1.2.2 Describe the visual and RWR indications of each AAA threat [Academic]

1.7.9.1.1.2.3 State the operating parameters and characteristics of each AAA threat correctly. [Academic]

1.7.9.1.1.3 Identify SAMs [Hands-on]

1.7.9.1.1.3.1 Name the varieties of SAMs with no emissions. [Academic]

1.7.9.1.1.3.2 Describe the visual and RWR indications of all SAMs correctly. [Academic]

1.7.9.1.1.3.3 State the operating parameters and characteristics of each SAM with no emissions. [Academic]

1.7.9.1.1.3.4 State the special considerations for operating in a SAM environment with no emissions. [Academic]

1.7.9.1.1.4 Identify air-to-air threats [Hands-on]

1.7.9.1.1.4.1 Identify enemy aircraft [Hands-on]

1.7.9.1.1.4.1.1 Given a photograph or drawing of a Warsaw pact military aircraft in any aspect, correctly identify the aircraft and state its operating capabilities, armaments, and RWR indications. [Academic]
1.7.8.1.4.1.2 Given a photograph or drawing of a friendly military aircraft in any aspect, correctly identify the aircraft and state its operating capabilities, armament and RWR indications. [Academic]

1.7.8.1.4.1.3 Given a photograph or drawing of a Chinese military aircraft in any aspect, correctly identify the aircraft and state its operating capabilities, armament and RWR indications. [Academic]

1.7.8.1.4.2 Identify air-to-air missiles [Hands-on]

1.7.8.1.4.2.1 Name the varieties of Soviet air-to-air missiles and the aircraft on which each is employed with no omissions. [Academic]

1.7.8.1.4.2.2 Correctly describe the operating limits and capabilities of each Soviet air-to-air missile. [Academic]

1.7.8.1.5 Given visual, radar, RWR, and/or audio indications of a threat, identify the threat correctly. [Hands-on]

1.7.8.1.2 Respond to threat [Hands-on]

1.7.8.1.2.1 Respond to AAA [Hands-on]

1.7.8.1.2.1.1 Perform AAA evasive maneuver (jink) [Hands-on]

1.7.8.1.2.1.1.1 State the considerations for performing AAA evasive maneuver (jink) without error. [Academic]

1.7.8.1.2.1.2 Perform AAA counteroffensive maneuver [Hands-on]

1.7.8.1.2.1.2.1 State the major considerations for performing AAA counteroffensive maneuvers, without error. [Academic]

1.7.8.1.2.1.3 State the special considerations for responding to AAA without error. [Academic]

1.7.8.1.2.2 Respond to SAM [Hands-on]

1.7.8.1.2.2.1 Perform SAM evasive maneuver [Hands-on]

1.7.8.1.2.2.1.1 State the special considerations for maneuvering in response to a specific SAM launch with no collisions. [Academic]

1.7.8.1.2.2.2 Dispense chaff/flares against SAM threat [Hands-on]

1.7.8.1.2.2.2.1 Describe the procedure for dispensing chaff/flares against SAM threats without error. [Academic]

1.7.8.1.2.3 Respond to air-to-air threat [Hands-on]

1.7.8.1.2.3.1 Dispense chaff/flares against air-to-air threat [Hands-on]

1.7.8.1.2.3.1.1 Describe the procedure for dispensing chaff/flares against air-to-air threats without error. [Academic]

1.7.8.1.2.3.2 Perform air-to-air combat [Hands-on]
1.7.8.1.2.4 Jettison ordnance/stores (Hands-on)

1.7.8.1.2.4.1 Describe the steps in the procedures for selecting and emergency jettisoning of ordnance/stores without error. (Academic)

1.7.8.1.2.4.2 Given a scenario, identify whether or not jettisoning is required and, if so, which type is appropriate without error. (Academic)

1.7.8.1.2.5 Employ ECM (Hands-on)

1.7.8.1.2.5.1 TBD ERO BEHAVIOR STATES: Employ ECM (Academic)

1.7.8.1.2.6 Respond to battle damage (Hands-on)

1.7.8.1.2.6.1 State the major considerations for responding to battle damage with no omissions. (Academic)

1.7.8.2 Respond to potential threat (Hands-on)

1.7.8.2.1 Respond to potential AAA threat (Hands-on)

1.7.8.2.2 Respond to potential SAM threat (Hands-on)

1.7.8.2.3 Respond to potential air-to-air threat (Hands-on)

1.7.8.2.4 Respond to combined potential threats. (Hands-on)

1.7.8.2.5 Use jammer support (yours and others') (Hands-on)

1.7.8.2.5.1 State the special considerations for using jammer support (yours and others') with no omissions. (Academic)

1.7.8.3 Systems workbook--penetration aids. (Hands-on)

1.7.8.3.1 Describe the penetration aids in the F-16A and F-16B aircraft. (Hands-on)

1.7.8.3.2 List with no omissions and describe without error the components and/or functions of the penetration aids, including all appropriate the sequence and modes of internal and external operation. (Hands-on)

1.7.8.3.3 Given a photograph or drawing of the aircraft cockpit, locate and describe the function and manipulation of each control that directly affects the penetration aids without error. (Hands-on)

1.7.8.3.4 Given a photograph or drawing of the aircraft cockpit, locate and describe the interpretation of each indicator that monitors the penetration aids without error. (Hands-on)

1.7.8.3.5 State the possible modes of penetration aids degradation, and describe their causes and consequences without error. (Hands-on)

1.7.8.3.6 List with no omissions and describe without error any features of the penetration aids in the F-16B that differ or are in addition to those in the F-16A. (Hands-on)

1.7.9 Coordinate with search and rescue (SAR) effort (Hands-on)

1.7.9.1 State the special considerations for coordinating with search and rescue (SAR) effort with no omissions. (Academic)
1.7.10 Perform tactical communications (Hands-on)

1.7.10.1 Perform tactical communications with controlling agency (Hands-on)

1.7.10.1.1 Perform tactical communications with GCI/AWACS (Hands-on)

1.7.10.1.1.1 Given radio calls from GCI/AWACS, correctly interpret and verbally respond. [Academic]

1.7.10.1.2 Perform tactical communications with FAC/FIST (including FAC/FIST consent) (Hands-on)

1.7.10.1.2.1 Describe the proper formats for communications with FAC/FIST (including high and low threat). [Academic]

1.7.10.1.2.2 Given a FAC/FIST high threat briefing, interpret information correctly. [Academic]

1.7.10.1.3 Perform tactical communications with ASRT/spot (C) (Hands-on)

1.7.10.1.3.1 Describe the proper formats for communications with ASRT/spot. [Academic]

1.7.10.2 Respond to com radio jamming (Hands-on)

1.7.10.2.1 State the special considerations for responding to com radio jamming with no caissons. [Academic]

1.7.10.3 Communicate using secure voice (C) (Hands-on)

1.7.10.3.1 Describe the procedure for communicating using secure voice without error. [Academic]

1.7.10.4 Perform authentication procedures (Hands-on)

1.7.10.4.1 Describe the procedures for authentication without error. [Academic]

1.7.10.4.2 Given necessary equipment, correctly authenticate a communication. [Academic]

1.7.10.5 Perform descriptive and directive commentary (Hands-on)

1.7.10.5.1 Describe the procedures for descriptive and directive commentary without error. [Academic]

1.7.10.6 Perform flight coordination (Hands-on)

1.7.10.6.1 Perform visual flight coordination (comm out) (Hands-on)

1.7.10.6.1.1 Given a description of a signal used during visual flight coordination, correctly interpret the signal. [Academic]

1.7.10.6.2 Perform radio flight coordination (Hands-on)

1.7.10.6.2.1 Given an air-to-air radio call, correctly interpret the call. [Academic]

1.7.10.7 Accomplish inflight reports (C) (Hands-on)

1.7.10.7.1 Accomplish flight report (C) (Hands-on)

1.7.10.7.1.1 Describe the content, syntax, and use of the flight report correctly. [Academic]

1.7.10.7.2 Accomplish spot report (C) (Hands-on)
1.7.10.7.2.1 Describe the content, syntax, and use of the spot report correctly. [Academic]

1.7.10.8 Perform normal range radio procedures (T) [Hands-on]

1.7.10.8.1 Describe the communications to be made on the range and state the syntax of each call correctly. [Academic]

1.7.11 Identify and respond to weapons systems malfunctions [Hands-on]

1.7.11.1 Identify and respond to avionics malfunctions [Hands-on]

1.7.11.1.1 Given indications occurring during avionics malfunctions, identify the specific problem and state the correct response without error. [Academic]

1.7.11.1.2 Given an avionics malfunction, describe its effects on your mission without error. [Academic]

1.7.11.2 Identify and respond to ordnance failure to release [Hands-on]

1.7.11.2.1 Given indications occurring during ordnance failure to release, identify the specific problem and state the correct response without error. [Academic]

1.7.11.2.2 Given ordnance failure to release, describe its effects on your mission without error. [Academic]

1.7.11.3 Given indications occurring during weapons systems malfunctions, identify the specific problem and state the correct response, without error. [Hands-on]

1.7.11.4 Given a weapons system malfunction, describe its effects on your mission without error. [Hands-on]
1.7 COMBAT
CRITERION-REFERENCED OBJECTIVES

Tasks Without CROs

1.7.1.1
1.7.1.2.1 to 1.7.1.2.1.2
1.7.2.14
1.7.2.15
1.7.1.4
1.7.2.5
1.7.2.6
1.7.3.1
1.7.3.2
1.7.3.3
1.7.3.4
1.7.3.5
1.7.4.1
1.7.4.2.1
1.7.4.2.2
1.7.4.3
1.7.4.4
1.7.4.5
1.7.5.1
1.7.5.1.1
1.7.5.1.1.2
1.7.5.1.3
1.7.5.1.3.2
1.7.5.1.2.2.2
1.7.5.1.6
1.7.5.2
1.7.5.2.1
1.7.5.2.2.1
1.7.5.2.2.2 to 1.7.5.2.2.3
1.7.5.2.2.4
1.7.5.2.3
1.7.5.2.4.1
1.7.5.2.4.3
1.7.5.2.4.4
1.7.5.2.5
1.7.5.2.5
1.7.5.2.5.1.1
1.7.5.2.5.1.2
1.7.5.2.5.1.3
1.7.5.2.5.2
1.7.5.2.5.2.1
1.7.5.2.5.2.2
1.7.5.2.5.2.1.1
1.7.5.2.5.2.1.2
1.7.5.2.5.2.1.3
1.7.5.2.5.2.1
1.7.5.2.5.2.2
Tasks Without CROs (cont.)

1.7.5.2.5.2.2.3
1.7.5.2.5.2.3.1
1.7.5.2.5.2.3.2
1.7.5.2.5.2.3
1.7.5.2.6
1.7.5.2.7
1.7.5.2.7.1
1.7.5.2.7.2
1.7.5.2.7.4
1.7.5.2.8
1.7.5.2.8.1
1.7.5.2.8.2
1.7.5.2.8.2.1
1.7.5.2.8.2.2
1.7.5.2.8.2.3
1.7.5.2.9
1.7.5.2.9.1
1.7.5.2.9.2
1.7.5.1.9.2.4
1.7.5.2.9.2.11
1.7.5.2.9.2.12
1.7.5.2.10
1.7.5.2.11.1.3.2
1.7.5.2.11.1.4.1
1.7.5.2.11.1.4.2
1.7.5.2.11.2.2
1.7.5.2.11.2.3
1.7.5.2.11.2.5
1.7.5.2.11.2.6
1.7.5.5.2.11.2.7
1.7.5.2.12
1.7.5.2.12.1
1.7.5.2.12.3
1.7.5.2.12.3.1
1.7.5.2.12.3.3
1.7.5.2.13
1.7.5.2.13.2
1.7.5.2.13.3
1.7.5.2.13.4
1.7.5.2.13.6
1.7.5.2.13.7
1.7.5.2.13.8
1.7.5.3
1.7.5.3.1
1.7.5.3.2
1.7.5.4 to 1.7.5.4.4.2
Tasks Without CROs (cont.)

1.7.5.5 to 1.7.5.5.2
1.7.5.6
1.7.6.1
1.7.6.1.1
1.7.6.1.1.4
1.7.6.1.1.4.2
1.7.6.1.1.5
1.7.6.1.1.5.2
1.7.6.1.1.6
1.7.6.1.1.6.2
1.7.6.1.2
1.7.6.1.2.5
1.7.5.6.2
1.7.6.1.1.1 to 1.7.6.1.1.3
1.7.6.1.1.4.1
1.7.6.1.1.4.2.1
1.7.6.1.1.4.2.2
1.7.6.1.1.4.2.3
1.7.6.1.1.5.1
1.7.6.1.1.5.2.1
1.7.6.1.1.5.2.2 to 1.7.6.3.1.2.2.1
1.7.6.2
1.7.6.3
1.7.6.3.1
1.7.6.3.1
1.7.6.3.1.1.1
1.7.6.3.1.1.1.1
1.7.6.3.1.1.2
1.7.6.3.1.2.2
1.7.6.3.2
1.7.6.3.2.2
1.7.6.3.1.2.3
1.7.6.3.2.2.2 to 1.7.6.3.2.4.3
1.7.6.3.2.2
1.7.6.3.2.3
1.7.6.3.2.4
1.7.6.3.2.5
1.7.6.3.2.6
1.7.6.3.3
1.7.6.3.2.5.3 to 1.7.6.4.1.8
1.7.6.4
1.7.6.4.1
1.7.6.4.2
1.7.6.4.2.1
1.7.6.4.2.2
1.7.6.4.3
1.7.6.4.5
1.7.6.4.5.1
1.7.6.4.5.1.1
1.7.6.4.5.1.1.1
1.7.6.4.5.1.2
1.7.6.4.5.2
Tasks Without CROs (cont.)

1.7.6.4.3.2 to 1.7.6.4.5.2.4
1.7.6.5 to 1.7.6.5.1.3.4
1.7.6.6
1.7.6.6.1
1.7.6.6.3
1.7.6.6.4
1.7.6.8
1.7.6.8.1
1.7.6.8.2
1.7.6.9 to 1.7.6.9.2.3
1.7.6.9.3
1.7.6.9.5 to 1.7.6.10.3.2
1.7.7.4 to 1.7.8.1.1
1.7.8.1.1.2 to 1.7.8.1.1.4.2
1.7.8.1.2 to 1.7.8.1.2.3
1.7.8.1.2.1.2
1.7.8.1.2.3.1
1.7.8.1.2.3.2
1.7.8.2 to 1.7.8.2.5
1.7.10.1 to 1.7.10.1.3
1.7.10.1
1.7.10.6
1.7.10.7
1.7.10.8 to 1.7.11.2
TASK NO.: 1.7.1

BEHAVIOR: Respond to receipt of target data while airborne

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.2

BEHAVIOR: Perform fence checks

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.2.1

BEHAVIOR: Perform pre-strike Ops checks (E)

CONDITION:

Agency: None
   Information source for: N/A

Manuals and pubs: None
   Information source for: N/A

Activity: Perform fence checks

External environment: N/A

Aids: Wing weapons guide "Fence Check"

Product of previous task: None

Initiation cues: On crossing fence
   Systems presenting cues: N/A

STANDARD:

Authority: -1, Phase Manuals, IP judgment

Performance precision: Accurately IAW aid "Fence Check"

Computational accuracy: N/A
TASK NO.: 1.7.2.2

BEHAVIOR: Arm conventional ordnance and verify on SCP

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34 checklist
Information source for: Procedures

Activity: Perform fence checks

External environment: N/A

Aids: Wing weapons guide - "Fence Check"

Product of previous task: None

Initiation cues: Following prestrike Ops checks
   Systems presenting cues: SCP

STANDARD:

Authority: -34

Performance precision: Accurately IAW -34 procedures

Computational accuracy: N/A
TASK NO.: 1.7.2.3

BEHAVIOR: Pre-arm nuclear ordnance

CONDITION:

Agency: Ops
  Information source for: Directives

Manuals and pubs: -25 checklist
  Information source for: Procedures

Activity: Perform fence checks

External environment: N/A

Aids: Wing weapons guide "Fence Check"

Product of previous task: None

Initiation cues: When authorized/directed
  Systems presenting cues: N/A

STANDARD:

Authority: -25

Performance precision: Accurately IAW procedures/directives

Computational accuracy: N/A
TASK NO.: 1.7.2.4

BEHAVIOR: Reset exterior lighting

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform fence checks

External environment: Night or restricted visibility

Aids: Wing weapons guide - "Fence Checks"

Product of previous task: None

Initiation cues: On completing of arming/prearm (NUC)
Systems presenting cues: N/A

STANDARD:

Authority: -1 for switch operation, IP judgment or flight lead direction

Performance precision: Switches set according to direction

Computational accuracy: N/A
TASK NO.: 1.7.2.5

BEHAVIOR: Set up RWR for combat

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: -34 checklist
  Information source for: Procedures

Activity: Perform fence checks

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Upon completion of "Reset exterior lighting"
  Systems presenting cues: None

STANDARD:

Authority: -34

Performance precision: Accurately IAW procedures in -34

Computational accuracy:
TASK NO.: 1.7.2.6

BEHAVIOR: Set up videotape recorder (VTR)

CONDITION:

Agency: None
    Information source for: N/A

Manuals and pubs: None
    Information source for: N/A

Activity: Perform fence checks

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: When RWR set up complete
    Systems presenting cues: N/A

STANDARD:

Authority: -34

Performance precision: Accurately IAW procedures

Computational accuracy: N/A
TASK NO.: 1.7.2.7

BEHAVIOR: Arm chaff/flare dispensing

CONDITION:
- Agency: Ops
  - Information source for: Dispenser Programmer settings
- Manuals and pubs: -34 checklist
  - Information source for: Procedures
- Activity: Perform fence checks
- External environment: N/A
- Aids: None
- Product of previous task: None
- Initiation cues: Fence check
  - Systems presenting cues: N/A

STANDARD:
- Authority: -34
- Performance precision: Accurately IAW procedures to give arm indications within 30 seconds
- Computational accuracy: N/A
TASK NO.: 1.7.2.8

BEHAVIOR: Arm training ordnance and verify on SCP (T)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform fence checks

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.2.9

BEHAVIOR: Check seat survival kit selector

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.2.10

BEHAVIOR: Perform AIM 9 missile set up

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.2.11

BEHAVIOR: Set up radar

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.2.12

BEHAVIOR: Turn on tank inerting

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.2.13

BEHAVIOR: Set up selective jettison

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.3

BEHAVIOR: Rendezvous with support aircraft/assignment

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.4

BEHAVIOR: Perform ingress

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.4.2

BEHAVIOR: Perform low altitude ingress

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform ingress

External environment: Day/VMC

Aids: Map

Product of previous task:

Initiation cues: Fence check; below 500 FT
Systems presenting cues: INS, HUD

STANDARD:

Authority:

Performance precision:

Computational accuracy:
Task No.: 1.7.4.3

Behavior: Arrive on target at predetermined TOT

Condition:

Agency: NONE
Information source for: N/A
Manuals and pubs: SA Phase Manual
Information source for: Procedures
Activity: Perform ingress
External environment: N/A
Aids: MAP
Product of previous task: N/A
Initiation cues: N/A
Systems presenting cues: N/A

Standard:

Authority: TACR 60-2
Performance precision: ± 2 mine
Computational accuracy: N/A
TASK NO.: 1.7.4.4

BEHAVIOR: Perform manned range entry procedures (T)

CONDITION:

Agency: Range tower
  Information source for: Range clearance

Manuals and pubs: 55-16 Ch 8/load sup. to AFR 50-46
  Information source for: Regs and procedures

Activity: Perform ingress

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: TOT
  Systems presenting cues: Clock

STANDARD:

Authority: N/A

Performance precision:

Computational accuracy:
TASK NO.: 1.7.4.5

BEHAVIOR: Perform unmanned range entry procedures (T)

CONDITION:

Agency: Information source for: Range clearance

Manuals and pubs: TACR 55-16 Ch 8
Information source for: Procedures

Activity: Perform ingress

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: TOT
Systems presenting cues: Clock

STANDARD:

Authority: N/A

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1

BEHAVIOR: Perform air-to-air tactical formations

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.1

BEHAVIOR: Perform two-ship tactical formations

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.1.1

BEHAVIOR: Fly two-ship formation straight ahead (fluid 2 patrol)

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform two-ship tactical formations

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual signal
Systems presenting cues: Communications

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Maintains +3,000 to -1,000 FT vertical of lead; maintains 4,000 to 7,000 FT horizontal separation; line abreast to +/- 10 ft forward/back of lead

Computational accuracy: N/A
TASK NO.: 1.7.5.1.1.2

BEHAVIOR: Perform two-ship turns

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.1.2.1

BEHAVIOR: Perform two-ship delayed 90° turn

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's directions: radio command/prebriefed visual signal
  Systems presenting cues: Communication

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Executes turns on signal; resumes in fluid 2 tactical formation with energy equal to or greater than lead aircraft

Computational accuracy: N/A
TASK NO.: 1.7.5.1.1.2.2

BEHAVIOR: Perform two-ship delayed 45° turn

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual signal
  Systems presenting cues: Communications

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Executes turns on signal; resumes in fluid 2 tactical formation with energy equal to or greater than lead aircraft

Computational accuracy: N/A
TASK NO.: 1.7.5.1.1.2.3

BEHAVIOR: Perform two-ship 180° in-place turn

CONDITION:

Agency: None
   Information source for: N/A

Manuals and pubs: None
   Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual signal
   Systems presenting cues: Communications

STANDARD:

Authority: 3-1/Phase Manual guidance and IP judgment

Performance precision: Executes turns on signal; resumes on new heading fluid 2 formation position with energy equal to or greater than lead aircraft

Computational accuracy: N/A
TASK NO.: 1.7.5.1.1.2.4

BEHAVIOR: Perform two-ship cross turn

CONDITION:
Agency: None
Information source for: N/A
Manuals and pubs: None
Information source for: N/A
Activity: Perform two-ship turns
External environment: Day VFR
Aids: None
Product of previous task: None
Initiation cues: Lead's direction: radio command/prebriefed visual signal
Systems presenting cues: Communications

STANDARD:
Authority: 3-1/Phase Manual and IP judgment
Performance precision: Executes turns on signal; resumes (on 180° heading) fluid 2 formation with energy equal to or greater than leader
Computational accuracy: N/A
TASK NO.: 1.7.5.1.1.2.5

BEHAVIOR: Perform two-ship weave

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: radio command/prebriefed visual signal
Systems presenting cues: Communications

STANDARD:

Authority: Phase Manual and IP judgment

Performance precision: Executes turn on signal; maintains energy; resumes heading quickly; good lookout throughout

Computational accuracy: N/A
TASK NO.: 1.7.5.1.1.2.6

BEHAVIOR: Perform two-ship check turn

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform two-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Lead's direction: verbal or prebriefed visual signal
  Systems presenting cues: Communications

STANDARD:

Authority: Phase Manual and IP judgment

Performance precision: Executes turn on cue; resumes new heading/fluid two formation quickly; good lookout throughout

Computational accuracy: N/A
TASK NO.: 1.7.5.1.2

BEHAVIOR: Perform four-ship tactical formations

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.2.1

BEHAVIOR: Fly four-ship formation straight ahead

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for:

Activity: Perform four-ship tactical formations

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal
Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Alignment according to flight lead briefed parameters

Computational accuracy: N/A
TASK NO.: 1.7.5.1.2.2

BEHAVIOR: Perform four-ship turns

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.2.2.1

BEHAVIOR: Perform four-ship delayed 90° turn

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform four-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal
  Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Executes on cue; resumes in position

Computational accuracy: N/A
TASK NO.: 1.7.5.1.2.2.2

BEHAVIOR: Perform four-ship in-place turn

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform four-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal
Systems presenting cues: N/A

STANDARD:

Authority: 3-1; Phase Manual; IP judgment

Performance precision: Executes on cue; resumes in position at flight lead's roll-out

Computational accuracy: N/A
TASK NO.: 1.7.5.1.2.2.3

BEHAVIOR: Perform four-ship delayed 45° turn

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.2.2.4

BEHAVIOR: Perform four-ship cross turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.2.2.5

BEHAVIOR: Perform four-ship check turn

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.2.2.6

BEHAVIOR: Perform four-ship weave

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.3

BEHAVIOR: Perform three-ship tactical formations

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.3.1

BEHAVIOR: Fly three-ship formation straight ahead

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform three-ship tactical formation

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal (briefed)
Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: IAW alignment parameters briefed by flight lead

Computational accuracy: N/A
TASK NO.: 1.7.5.1.3.2

BEHAVIOR: Perform three-ship turns

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.3.2.1

BEHAVIOR: Perform three-ship delayed 90° turn

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform three-ship turns

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: Flight lead direction/signal
Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Executes on cue; resumes in position

Computational accuracy: N/A
TASK NO.: 1.7.5.1.3.2.2

BEHAVIOR: Perform three-ship in-place turn

CONDITION:

Agency:
    Information source for:

Manuels and pubs:
    Information source for:

Activity: Perform three-ship turns

External environment:

Aids:

Product of previous task:

Initiation cues:
    Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.3.2.3

BEHAVIOR: Perform three-ship delayed 45° turn

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.3.2.4

BEHAVIOR: Perform three-ship cross turn

CONDITION:

Agency:

Manuals and pubs:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.3.2.5

BEHAVIOR: Perform three-ship check turn

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.3.2.6

BEHAVIOR: Perform three-ship weave

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
**TASK NO.:** 1.7.5.1.4

**BEHAVIOR:** Perform "cover" role

**CONDITION:**
- **Agency:** None
  - Information source for: N/A
- **Manuals and pubs:** None
  - Information source for: N/A
- **Activity:** Perform air-to-air tactical formations
- **External environment:** Day VFR
- **Aids:** None
- **Product of previous task:** None
- **Initiation cues:** Other element in four-ship is engaged
  - Systems presenting cues: N/A

**STANDARD:**
- **Authority:** 3-1, IP judgment
- **Performance precision:** Maintains relative fluid 2 position
- **Computational accuracy:** N/A
TASK NO.: 1.7.5.1.5

BEHAVIOR: Perform mixed force formations

CONDITION:

Agency: None
   Information source for: N/A

Manuals and pubs: None
   Information source for: N/A

Activity: Perform air-to-air tactical formation

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: On flight lead brief/direction/signal
   Systems presenting cues: N/A

STANDARD:

Authority: 3-1, IP judgment

Performance precision: Maintains briefed parameters

Computational accuracy: N/A
TASK NO.: 1.7.5.1.6

BEHAVIOR: Perform formation lookout

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.1.6.1

BEHAVIOR: Perform formation visual lookout

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform formation lookout

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: In tactical formation
Systems presenting cues: N/A

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Utilizes good lookout rules; sees threat aircraft before they are in lethal range

Computational accuracy: N/A
TASK NO.: 1.7.5.1.6.2

BEHAVIOR: Perform formation radar lookout

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform formation lookout

External environment: Day VFR

Aids: None

Product of previous task: None

Initiation cues: On flight lead briefed direction - tactical formation
  Systems presenting cues: REO

STANDARD:

Authority: 3-1, Phase Manual, IP judgment

Performance precision: Sets up radar IAW flight lead instruction; notes and responds to radar targets

Computational accuracy: N/A
TASK NO.: 1.7.5.2.1

BEHAVIOR: Respond to receipt of initial air-to-air target information

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform tactical intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Radio transmission from GCI/AWACS
  Systems presenting cues: UHF

STANDARD:

Authority: IP judgment

Performance precision: Accurately determine target's relative position and maneuver accordingly

Computational accuracy:
TASK NO.: 1.7.5.2.2

BEHAVIOR: Locate target beyond visual range

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.2.1

BEHAVIOR: Locate target with EW/electronic aids

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Locate target beyond visual range

External environment:

Aids:

Product of previous task:

Initiation cues: Illumination of threat symbol on RWR scope and associated tone in headset
Systems presenting cues: Threat warning system

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.2.2

BEHAVIOR: Locate target with radar

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.2.2.1

BEHAVIOR: Perform radar search/acquire target

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Locate target with radar

External environment:

Aids:

Product of previous task:

Initiation cues: Mission assignment or call from GCI/AWACS
   Systems presenting cues: UHF

STANDARD:

Authority: IP judgment

Performance precision: Target acquisition

Computational accuracy:
TASK NO.: 1.7.5.2.2.2.2

BEHAVIOR: Lock on target

CONDITION:

Agency: GCI (optional)
  Information source for: Target information

Manuals and pubs:
  Information source for:

Activity: Locate target with radar

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Target on REO
  Systems presenting cues: REO

STANDARD:

Authority: TBD

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.2.2.3

BEHAVIOR: Determine target heading, altitude, and airspeed

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs:

Information source for:

Activity: Locate target with radar

External environment: N/A

Aids: NONE

Product of previous task: 1.7.5.2.2.2

Initiation cues: Radar lock-on

Systems presenting cues: REQ

STANDARD:

Authority: TBD

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.2.3

BEHAVIOR: Relay radar acquisition information

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Locate target beyond visual range

External environment:

Aids:

Product of previous task:

Initiation cues: Acquisition of target on REO
  Systems presenting cues: REO

STANDARD:

Authority: 3-1

Performance precision: IP judgment

Computational accuracy:
TASK NO.: 1.7.5.2.3

BEHAVIOR: Determine attack feasibility

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform tactical intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Target on REO or visually
  Systems presenting cues: Radar or eyes

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy:
TASK NO.: 17524

BEHAVIOR: Plan tactical intercept (BVR)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.4.1

BEHAVIOR: Determine type of intercept

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Plan tactical intercept (BVR)

External environment:

Aids:

Product of previous task:

Initiation cues: Target information from REO Systems' presenting cues: Radar

STANDARD:

Authority:

Performance precision: IP judgment

Computational accuracy:
TASK NO.: 1.7.5.2.4.2

BEHAVIOR: Select weapons to employ in air-to-air scenario

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Plan tactical intercept (BVR)

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Air-to-air weapons/ammo on board aircraft
Systems presenting cues: SMS/HUD (weapons status)

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A
TASK NO.: 1.7.5.2.4.3

BEHAVIOR: Determine intercept geometry

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.4.3.1

BEHAVIOR: Determine collision course geometry

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Determine intercept geometry

External environment:

Aids:

Product of previous task:

Initiation cues: Target lock-on information on REO Systems presenting cues: Radar

STANDARD:

Authority:

Performance precision: IP judgment

Computational accuracy:
TASK NO.: 1.7.5.2.4.3.2

BEHAVIOR: Determine stern conversion geometry

CONDITION:

Agency: 
Information source for:

Manuals and pubs: 
Information source for:

Activity: Determine intercept geometry

External environment:

Aids:

Product of previous task: 1.7.5.2.4.3.1

Initiation cues: Target reaches desired range
Systems presenting cues: REO

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment
TASK NO.: 1.7.5.2.4.4

BEHAVIOR: Plan formation intercept tactics

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Plan tactical intercept (BVR)

External environment:

Aids: Mission briefed tactics

Product of previous task: Target on REO

Initiation cues: REO
  Systems presenting cues: IP judgment

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: REO
TASK NO.: 1.7.5.2.5

BEHAVIOR: Perform single-ship tactical intercept

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.5.1.1

BEHAVIOR: Perform beam collision course intercept

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform collision course intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Target on REO
   Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment
TASK NO.: 1.7.5.2.5.1.2

BEHAVIOR: Perform front quarter collision course intercept

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform collision course intercept

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.5.1.3

BEHAVIOR: Perform head-on collision course intercept

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform collision course intercept

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.5.2.1.1

BEHAVIOR: Perform beam quadrant horizontal conversion

CONDITION:

Agency:
    Information source for:
    Manuals and pubs:
        Information source for:
    Activity: Perform beam quadrant stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Target on REO with approximate 90° HCA
    Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision: Ends intercept 1 to 2 NM behind target

Computational accuracy:
TASK NO.: 1.7.5.2.5.2.1.2

BEHAVIOR: Perform beam quadrant vertical conversion

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform beam quadrant stern conversion intercept

External environment: Conditions permitting vertical deployment

Aids:

Product of previous task:

Initiation cues: Target on ROE with approximate 90\(^\circ\) HCA
  Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision: Ends intercept 1 to 2 NM behind target

Computational accuracy:
TASK NO.: 1.7.5.2.5.2.2.1

BEHAVIOR: Perform front quarter horizontal conversion

CONDITION:

Agency:
  Information source for:
Manuals and pubs:
  Information source for:
Activity: Perform front quarter stern conversion intercept
External environment:
Aids:
Product of previous task:
Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:
Performance precision:
Computational accuracy:
TASK NO.: 1.7.5.2.5.2.2.2

BEHAVIOR: Perform front quarter vertical conversion

CONDITION:

Agency: Information source for:

Manuals and pubs: Information source for:

Activity: Perform front quarter stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.5.2.3.1

BEHAVIOR: Perform head-on horizontal conversion

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform head-on stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.5.2.3.2

BEHAVIOR: Perform head-on vertical conversion

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform head-on stern conversion intercept

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.5.2.4

BEHAVIOR: Perform night/IMC intercept

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.6

BEHAVIOR: Respond to maneuvering bogey (BVR)

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform tactical intercept

External environment:

Aids: Target data on REO with lock-on or GCI/AWACS

Product of previous task:

Initiation cues: Target does not follow predirected track on REO
   Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.7

BEHAVIOR: Perform formation attack

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.7.1

BEHAVIOR: Perform two-ship fluid attack

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform formation attack

External environment: Day VMC

Aids:

Product of previous task:

Initiation cues: Visual contact with a target and in an offensive position
Systems presenting cues: Eyes

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.7.2

BEHAVIOR: Perform two-ship formation counteroffensive maneuvers

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform formation attack

External environment: Day VMC

Aids: RWR

Product of previous task:

Initiation cues: Visual contact with a target and in an offensive position
  Systems presenting cues: Eyes

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.8.1

BEHAVIOR: Perform visual search

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Locate target within visual range

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.8.2.1

BEHAVIOR: Perform hook ID

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: ID bogey

External environment:

Aids: GCI/AWACS

Product of previous task:

Initiation cues: Target acquisition and REO
   Systems presenting cues: Radar

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.8.3

BEHAVIOR: Relay visual acquisition information

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Locate bogey within visual range

External environment:

Aids:

Product of previous task:

Initiation cues: Visual contact with bogey
  Systems presenting cues: Eyes

STANDARD:

Authority: 3-1

Performance precision: IP judgment

Computational accuracy:
TASK NO.: 1.7.5.2.9.1

BEHAVIOR: Select offensive and counteroffensive maneuvers

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Respond to maneuvering bogey

External environment: Day VMC

Aids:

Product of previous task:

Initiation cues: Visual acquisition with bogey
  Systems presenting cues:

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment
TASK NO.: 1.7.5.2.9.2.1

BEHAVIOR: Perform acceleration maneuver

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Inadequate closure on bogey (need to accelerate)
  Systems presenting cues: HUD or visual

STANDARD:

Authority: IP judgment

Performance precision: Does not get nose too low, does not lose sight, does not lose fight

Computational accuracy: N/A
TASK NO.: 17.5.2.9.2.2

BEHAVIOR: Perform barrel roll maneuver

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogie which can generate 60-90° angle off if you remain in the same plane
  Systems presenting cues: REO for range or visual

STANDARD:

Authority: IP judgment/visual simulator measurement

Performance precision: Complete maneuver matching flight paths +/-10°, range .5 to 1.5 miles at 6

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.3

BEHAVIOR: Perform Immelmann turn

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey who can meet you with greater than 90° aspect
Systems presenting cues: REO for range, HUD

STANDARD:

Authority: IP judgment/visual simulator measurement

Performance precision: Complete maneuver, matching flight paths +/- 10°, range .5 to 1.5 miles at 6 o'clock

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.4

BEHAVIOR: Perform pursuit

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.9.2.4.1

BEHAVIOR: Perform lag pursuit

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform pursuit

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: High energy, 4 g turning bogey at 12 o'clock
Systems presenting cues: REO, HUD

STANDARD:

Authority: IP judgment/visual simulator measurement

Performance precision: Control closure and aspect angle +/- 30 KTS and +/- 10

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.4.2

BEHAVIOR: Perform pure pursuit

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform pursuit

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g bogey in forward field of view, aspect 0-30°
  Systems presenting cues: REO, HUD

STANDARD:

Authority: IP judgment; visual simulator measurement

Performance precision: Closes to weapons envelope

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.4.3

BEHAVIOR: Perform lead pursuit

CONDITION:
Agency: None
  Information source for: N/A
Manuels and pubs: None
  Information source for: N/A
Activity: Perform pursuit
External environment: N/A
Aids: None
Product of previous task: None
Initiation cues: 4 g bogey in forward field of view, aspect 0-30°
  Systems presenting cues: REO, HUD

STANDARD:
Authority: IP judgment
Performance precision: Close to maximum weapons range
Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.5

BEHAVIOR: Perform lead turn maneuver

CONDITION:

Agency: None
   Information source for: N/A

Manuals and pubs: None
   Information source for: N/A

Activity: Perform defensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in process of overshooting
   Systems presenting cues: Visual

STANDARD:

Authority: IP judgment

Performance precision: Achieves offensive position

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.6

BEHAVIOR: Perform lag roll

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey in forward field of view aspect 20-40°, 50+ KTS closure; range 4-6,000 FT
Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Arrives in lag pursuit position or weapon paramative

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.7

BEHAVIOR: Perform high yo-yo

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey in forward field of view RNG
3-4,000 FT, 0-30° aspect, or more closure
Systems presenting cues: HUD and visual

STANDARD:

Authority: IP judgment

Performance precision: Maintains offensive position

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.8

BEHAVIOR: Perform quarter plane maneuver

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: 4 g turning bogey 40-60° aspect angle, 50-100 KTS closure
Systems presenting cues:

STANDARD:

Authority: IP judgment

Performance precision: Maintains offensive position

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.9

BEHAVIOR: Perform gun tracking

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Turning bogey within gun attack envelope
  Systems presenting cues: HUD

STANDARD:

Authority: IP judgment or computation from visual simulator

Performance precision: Activates gun position and holds for 2-3 seconds

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.10

BEHAVIOR: Perform high deflection gunshot

CONDITION:

Agency: None  
Information source for: N/A

Manuals and pubs: None  
Information source for: N/A

Activity: Perform offensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Turning bogey, predicted 60°-90° heading crossing angle, range 4,000 FT, on nose  
Systems presenting cues: HUD

STANDARD:

Authority: IP judgment or computation from visual simulator

Performance precision: Angle off: 60°-90°, bullet impact point at firing range not behind bogey

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.2.11

BEHAVIOR: Perform butterfly dart pattern (T)

________________________________________________________________________

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform offensive BFM

External environment: VMC and not over an overcast

Aids:

Product of previous task:

Initiation cues: Direction from TOW A/C
   Systems presenting cues: VHF

________________________________________________________________________

STANDARD:

Authority: IAW MCM 51-50 and TACR 55-16

Performance precision: IAW MCM 51-50 and TACR 55-16

Computational accuracy: IAW MCM 51-50 and TACR 55-16
TASK NO.: 1.7.5.2.9.2.12

BEHAVIOR: Perform high angle dart pattern (T)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform offensive BFM

External environment: Day VMC and not over an overcast

Aids:

Product of previous task:

Initiation cues: Visual contact with TOW and clearance from TOW
  Systems presenting cues: UHF, eyes

STANDARD:

Authority: IAW MCM 51-50 and TACR 55-16

Performance precision: IAW MCM 51-50 and TACR 55-16

Computational accuracy: IAW MSM 51-50 and TACR 55-16
TASK NO.: 1.7.5.2.9.2.13

BEHAVIOR: Perform low yo-yo

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.9.3

BEHAVIOR: Perform counteroffensive BFM

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.9.3.1

BEHAVIOR: Perform extension maneuver

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Offensive bogey approaching weapons range
Systems presenting cues: Visual

STANDARD:

Authority: IP judgment

Performance precision: Negates attack by sustaining energy and staying out of attack envelope

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.3.2

BEHAVIOR: Perform defensive turn

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Offensive bogie within weapons range attempting to bring weapons to bear
Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Negates attack by creating angle off and maintains energy

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.3.3

BEHAVIOR: Perform reversal

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Offensive bogey overshooting
  Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Converts to neutral or offensive position

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.3.4

BEHAVIOR: Perform missile break turn

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in missile range, fires missile at your aircraft (visual simulation)
  Systems presenting cues: (Simulation)

STANDARD:

Authority: IP judgment (computed success by system computer)

Performance precision: Defeats simulated missile

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.3.5

BEHAVIOR: Perform gun break turn

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in gun firing envelope attacking you (visual simulation)
Systems presenting cues: (Simulation)

STANDARD:

Authority: IP judgment (computed success by system computer)

Performance precision: Defeats gun attack

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.3.6

BEHAVIOR: Perform scissors

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey attacking you in a slow to moderate overshoot
  Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Achieves neutral or advantageous position

Computational accuracy: N/A
TASK NO.: 1.7.5.2.9.3.7

BEHAVIOR: Perform high g roll over the top

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform counteroffensive BFM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Bogey in gun attack position on you; your airspeed 250 KIAS+ (estimated)
  Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A
**TASK NO.:** 1.7.5.2.9.3.8.

**BEHAVIOR:** Perform high g roll underneath

**CONDITION:**
- **Agency:** None
  - Information source for: N/A
- **Manuals and pubs:** None
  - Information source for: N/A
- **Activity:** Perform counteroffensive BFM
- **External environment:** N/A
- **Aids:** None
- **Product of previous task:** None
- **Initiation cues:** Bogey in gun position; your airspeed less than 250 KIAS. (estimated)
  - Systems presenting cues: N/A

**STANDARD:**
- **Authority:** IP judgment
- **Performance precision:**
- **Computational accuracy:** N/A
TASK NO.: 1.7.5.2.9.3.9
BEHAVIOR: Perform jinkout

CONDITION:
   Agency: None
      Information source for: N/A
   Manuals and pubs: None
      Information source for: N/A
   Activity: Perform counteroffensive BFM
   External environment: N/A
   Aids: None
   Product of previous task: None
   Initiation cues: Bogey in gun tracking position
      Systems presenting cues: N/A

STANDARD:
   Authority: IP judgment
   Performance precision: Is unpredictable, changes flightpath, turns at max rate
   Computational accuracy: N/A
TASK NO.: 1.7.5.2.10

BEHAVIOR: Employ combat energy management

CONDITION:

Agency: 
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform tactical intercept

External environment:

Aids:

Product of previous task:

Initiation cues: Need to max maneuver aircraft
   Systems presenting cues:

STANDARD:

Authority: IP judgment with HUD film

Performance precision: IP judgment with HUD film

Computational accuracy: IP judgment with HUD film
TASK NO.: 1.7.5.2.11.1

BEHAVIOR: Perform missile attack

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.1

BEHAVIOR: Perform missile attack in AAM mode

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.1.1

BEHAVIOR: Perform missile attack in AAM mode with AIM 9J

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform missile attack in AAM mode

External environment:

Aids:

Product of previous task:

Initiation cues: Target within weapons parameter
  Systems presenting cues: HUD

STANDARD:

Authority: IP judgment with HUD film

Performance precision: Launches missile within parameters

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.1.2

BEHAVIOR: Perform missile attack in AAM mode with AIM 9L

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform missile attack in AAM mode

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.2

BEHAVIOR: Perform missile attack in missile override/dogfight mode

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.2.1

BEHAVIOR: Perform missile attack in missile override/dogfight mode with AIM 9J

CONDITION:

Agency: 
Information source for:

Manuals and pubs: 
Information source for:

Activity: Perform missile attack in missile override/dogfight mode

External environment:
Aids:

Product of previous task:

Initiation cues: Target within HUD FOV or $0^\circ$ to $40^\circ$ high and SNM range
Systems presenting cue:

STANDARD:

Authority: IP judgment with .AIM

Performance precision:
Computational accuracy: Activities launch parameters
TASK NO.: 1.7.5.2.11.1.2.2

BEHAVIOR: Perform missile attack in missile override/dogfight mode with AIM 9L

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform missile attack in missile override/dogfight mode

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.3

BEHAVIOR: Perform missile attack using manual reticle

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.3.1

BEHAVIOR: Perform missile attack with AIM 9J using manual reticle

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform missile attack using manual reticle

External environment:

Aids:

Product of previous task:

Initiation cues: Target within launch parameters and HUD out
  Systems presenting cues: Visual

STANDARD:

Authority: IP judgement

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.3.2

BEHAVIOR: Perform missile attack with AIM 9L using manual reticle

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform missile attack using manual reticle

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.4

BEHAVIOR: Perform missile attack using HUD back-up

CONDITION:

Agency:
  - Information source for:

Manuals and pubs:
  - Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  - Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.1.4.1

BEHAVIOR: Perform missile attack with AIM 9J using HUD back-up

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform missile attack using HUD back-up

External environment:

Aids:

Product of previous task:

Initiation cues: Visual sighting with target and radar failure
  Systems presenting cues: Radar, HUD

STANDARD:

Authority: IP judgement

Performance precision: IP judgement

Computational accuracy: IP judgement
TASK NO.: 1.7.5.2.11.1.4.2

BEHAVIOR: Perform missile attack with AIM 9L using HUD back-up

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform missile attack using HUD back-up

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.2

BEHAVIOR: Perform gun attack

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.2.1

BEHAVIOR: Perform gun attack in LCOS mode

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform gun attack

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Target in forward field of view (gun range)
Systems presenting cues: HUD, weapons, SMS

STANDARD:

Authority: IP judgment

Performance precision: Armed correctly, documented correctly, fired in parameters

Computational accuracy: N/A
TASK NO.: 1.7.5.2.11.2.2

BEHAVIOR: Perform gun attack in snapshoot mode

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform gun attack

External environment:

Aids:

Product of previous task:

Initiation cues: Target in forward filed of view (gun range)
  Systems presenting cues: Visual

STANDARD:

Authority: IP judgement

Performance precision: Armed correctly and fired in range

Computational accuracy:
TASK NO.: 1.7.5.2.11.2.3

BEHAVIOR: Perform gun attack in dogfight mode

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform gun attack

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.11.2.4

BEHAVIOR: Perform gun attack using stadiametric ranging/manual reticle

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform gun attack

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Target in forward field of view (gun range)

Systems presenting cues: HUD, weapons, SMS

STANDARD:

Authority: -34

Performance precision: Armed correctly, documented correctly, fir in parameters

Computational accuracy: N/A
TASK NO.: 1.7.5.2.11.2.5

BEHAVIOR: Perform gun attack using HUD back-up

CONDITION:
Agency:
  Information source for:
Manuals and pubs:
  Information source for:
Activity: Perform gun attack
External environment:
Aids:
Product of previous task:
Initiation cues:
  Systems presenting cues:

STANDARD:
Authority:
Performance precision:
Computational accuracy: N/A.
TASK NO.: 1.7.5.2.11.2.7

BEHAVIOR: Perform gun attack against dart (T)

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform gun attack

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.12.1

BEHAVIOR: Plan disengagement

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform disengagement

External environment:

Aids:

Product of previous task:

Initiation cues: Bingo fuel, loss of mutual support, or loss of offensive potential
Systems presenting cues:

STANDARD:

Authority: IP judgement

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.12.2

BEHAVIOR: Select disengagement maneuver

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform disengagement

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Air-to-air engagement
  Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision:

Computational accuracy: N/A
TASK NO.: 1.7.5.2.12.3

BEHAVIOR: Perform disengagement maneuver

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.12.3.1

BEHAVIOR: Perform extension maneuver

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.12.3.2

BEHAVIOR: Perform high angle gun or missile separation maneuver

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform disengagement maneuver

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Air-to-air target with turning room to set up high angle gun attack
  Systems presenting cues: N/A

STANDARD:

Authority: IP judgment

Performance precision: Firing at target, clean separation

Computational accuracy: N/A
TASK NO.: 1.7.5.2.12.3.4

BEHAVIOR: Perform high g spiral

CONDITION:

 Agency: None
 Information source for: N/A

 Manuals and pubs: None
 Information source for: N/A

 Activity: Perform disengagement maneuver

 External environment: N/A

 Aids: None

 Product of previous task: None

 Initiation cues: Air-to-air engagement with bogey at 6 o'clock
 Systems presenting cues: N/A

STANDARD:

 Authority: IP judgment

 Performance precision:

 Computational accuracy: N/A
TASK NO.: 1.7.5.2.13.1

BEHAVIOR: Perform tactical intercept using GCI/AWACS

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.13.2

BEHAVIOR: Perform tactical intercept on a jamming target or with radar degraded

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.13.5

BEHAVIOR: Perform tactical intercept on an orbiting target

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform tactical intercept in specialized situations

External environment: Day, night, scattered clouds

Aids: None

Product of previous task: None

Initiation cues: Enemy aircraft maintaining geographical position
Systems presenting cues: REO

STANDARD:

Authority: IP judgment

Performance precision: Intercepts target, has tactical advantage when visual

Computational accuracy: N/A
TASK NO.: 1.7.5.2.13.6

BEHAVIOR: Perform tactical intercept in a comm jamming environment

___________________________________________________________

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

___________________________________________________________

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.2.13.7

BEHAVIOR: Perform tactical intercept in a multibogey environment

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform tactical intercept in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues: Radar contact with bogey or call from GCI/AWACS
  Systems presenting cues: REO, UHF

STANDARD:

Authority: IP judgment

Performance precision: IP judgment

Computational accuracy: IP judgment
TASK NO.: 1.7.5.3.1

BEHAVIOR: Perform sweep with GCI/AWACS available

CONDITION:

Agency: Information source for:

Manuals and pubs: Information source for:

Activity: Perform sweep

External environment:

Aids:

Product of previous task:

Initiation cues: Radar contact with bogey or call from GCI/AWACS

Systems presenting cues: REO, UHF

STANDARD:

Authority: IP judgement

Performance precision: Intercepts bogey and achieves weapons parameters

Computational accuracy:
TASK NO.: 1.7.5.3.2

BEHAVIOR: Perform sweep with GCI/AWACS unavailable

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform sweep

External environment:

Aids:

Product of previous task:

Initiation cues: Radar contact with bogey
  Systems presenting cues: REO

STANDARD:

Authority: IP judgement

Performance precision: Intercepts and achieves weapons parameters

Computational accuracy:
TASK NO.: 1.7.5.4.1

BEHAVIOR: Perform roving CAP

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform CAP

External environment:

Aids:

Product of previous task:

Initiation cues: Mission assignment
   Systems presenting cues:

STANDARD:

Authority: IP judgement

Performance precision: Detect and intercept attacking targets

Computational accuracy:
TASK NO.: 1.7.5.4.3

BEHAVIOR: Perform point CAP

__________________________________________________________

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform CAP

External environment:

Aids:

Product of previous task:

Initiation cues: Arrival at designated point
  Systems presenting cues: FCNP, visual, TACAN

__________________________________________________________

STANDARD:

Authority: IP judgement

Performance precision: Detect and intercept attacking targets

Computational accuracy:
TASK NO.: 1.7.5.4.4

BEHAVIOR: Perform Barrier CAP (BARCAP)

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform CAP

External environment:

Aids:

Product of previous task:

Initiation cues: Arrival at assigned area
  Systems presenting cues: FCNP, TACAN, visual

STANDARD:

Authority: IP judgement

Performance precision: Detect and intercepts attacking targets

Computational accuracy:
TASK NO.:  1.7.5.4.4.1

BEHAVIOR: Perform triangular BARCAP pattern

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform Barrier CAP

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.4.4.2

BEHAVIOR: Perform sawtooth BARCAP pattern

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform Barrier CAP

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.5

BEHAVIOR: Perform air-to-air escort

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.5.1

BEHAVIOR: Perform tactical strike force escort

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform air-to-air escort

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.5.2

BEHAVIOR: Perform reconnaissance escort

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform air-to-air escort

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.5.3

BEHAVIOR: Perform bomber/airlift escort

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform air-to-air escort

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.6

BEHAVIOR: Perform air-to-air operations with visibility restricted

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.1.1

BEHAVIOR: Perform two-ship tactical trail formation (TBD)

CONDITION:

Agency: NONE
  Information source for: N/A

Manuals and pubs: Conversion Training Manual
  Information source for: Procedures

Activity: Perform medium altitude air-to-surface tactical formations

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Radio call from lead
  Systems presenting cues: Radio

STANDARD:

Authority: Conversion Training Manual

Performance precision: In position 100% of time

Computational accuracy: N/A
TASK NO.: 1.7.6.1.1.2

BEHAVIOR: Perform three-ship tactical point formation (fluid three)

CONDITION:
- Agency: NONE
- Information source for: N/A
- Manuals and pubs: 3-1 and SAT Training Manual
  Information source for: Procedures
- Activity: Perform medium altitude air-to-surface tactical formations
- External environment: VFR
- Aids: NONE
- Product of previous task: N/A
- Initiation cues: Radio call from land
  Systems presenting cues: Radio

STANDARD:
- Authority:
- Performance precision: TBD
- Computational accuracy:
TASK NO.: 1.7.6.1.1.3

BEHAVIOR: Perform fluid four-ship formation

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.1.4

BEHAVIOR: Perform four-ship box formation

CONDITION:
- Agency:
  Information source for:

- Manuals and pubs:
  Information source for:

- Activity:

- External environment:

- Aids:

- Product of previous task:

- Initiation cues:
  Systems presenting cues:

STANDARD:
- Authority:

- Performance precision:

- Computational accuracy:
TASK NO.: 1.7.6.1.2

BEHAVIOR: Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.2.1

BEHAVIOR: Perform fluid two formation at low and very low altitude

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.2.2

BEHAVIOR: Perform three-ship point formation

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.2.3

BEHAVIOR: Perform four-ship point formation

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.2.4

BEHAVIOR: Perform wedge formation

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform low and very low altitude air-to-surface tactical formations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.2.5

BEHAVIOR: Perform offset box formation

-------------------------------------------------------------

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

-------------------------------------------------------------

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.1.2.5.2

BEHAVIOR: Perform offset box turns

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.1.1.1

BEHAVIOR: Perform route recce

CONDITION:

Agency:
    Information source for:

Manuals and pubs:
    Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
    Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.1.1.1.1.1

BEHAVIOR: Perform two-ship route recce parallel formation

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: TACM 3-1
Information source for: Procedures

Activity: Perform route recce formations

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Radio call from lead aircraft
Systems presenting cues: Radio

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.2.1.1.1.1.2

BEHAVIOR: Perform two-ship route recce crossing formation

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform route recce formations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.1.1.1.1.3

BEHAVIOR: Perform four-ship route recce crossing formation

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform route recce formations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.1.1.2

BEHAVIOR: Perform area search

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Locate targets of opportunity (armed rece)

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.1.2.1.1

BEHAVIOR: Locate known target using radar under normal conditions

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34 checklist (CCRP)
Information source for: Radar procedures

Activity: Locate known target using radar

External environment: N/A

Aids: Available radar predictions and maps of target area

Product of previous task:

Initiation cues: Entering target area
Systems presenting cues: REO

STANDARD:

Authority: -34

Performance precision: Target designator box located in vicinity of target

Computational accuracy: N/A
TASK NO.: 1.7.6.2.1.2.1.2
BEHAVIOR: Locate known target using radar with jamming/radar degraded

CONDITION:
Agency:
   Information source for:
Manuals and pubs:
   Information source for:
Activity: Locate known target using radar
External environment:
Aids:
Product of previous task:
Initiation cues:
   Systems presenting cues:

STANDARD:
Authority:
Performance precision:
Computational accuracy:
TASK NO.: 1.7.6.2.1.2.2

BEHAVIOR: Locate known target visually

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.1.2.2.2

BEHAVIOR: Locate known target visually using ground references

CONDITION:

Agency: FAC, FIST
  Information source for: Direction
Manuals and pubs: None
  Information source for: N/A
Activity: Locate known target visually
External environment: VMC
Aids: Map
Product of previous task: None
Initiation cues: Entering target area
  Systems presenting cues: N/A

STANDARD:

Authority: N/A
Performance precision: N/A
Computational accuracy: N/A
TASK NO.: 1.7.6.2.1.2.3

BEHAVIOR: Locate known target using computed navigation

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: -34
Information source for: Procedures

Activity: Locate known target (preplanned/immediate)

External environment: N/A

Aids: MAP

Product of previous task: N/A

Initiation cues: N/A
Systems presenting cues: N/A

STANDARD:

Authority: 60-2

Performance precision: Locate target

Computational accuracy: N/A
TASK NO.: 1.7.6.2.2

BEHAVIOR: Locate target using external agencies

CONDITION:
Agency:
   Information source for:
Manuals and pubs:
   Information source for:
Activity:
External environment:
Aids:
Product of previous task:
Initiation cues:
   Systems presenting cues:

STANDARD:
Authority:
Performance precision:
Computational accuracy:
TASK NO.: 1.7.6.2.2.1

BEHAVIOR: Locate target using TISL

CONDITION:

Agency: FIST, FAC
  Information source for: General target area

Manuals and pubs: -34 checklist
  Information source for: Procedures

Activity: Locate target using external agencies

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Entering target area
  Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy:
TASK NO.: 1.7.6.2.2.2

BEHAVIOR: Locate target using beacon

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.2.1

BEHAVIOR: Locate beacon using radar

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34 checklist
Information source for: Procedures

Activity: Locate target using beacon

External environment: N/A

Aids: None

Product of previous task:

Initiation cues: Entering target area
Systems presenting cues: RED

STANDARD:

Authority: -34

Performance precision: Target designator box in vicinity of target

Computational accuracy: N/A
TASK NO.: 1.7.6.2.2.2.2

BEHAVIOR: Positively identify beacon

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Locate target using beacon

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.3

BEHAVIOR: Locate target using ASRT

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.3.1

BEHAVIOR: Locate target using ASRT with tone

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Locate target using ASRT

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.4

BEHAVIOR: Locate target using SCAR aircraft

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.4.1

BEHAVIOR: Determine coordination procedures with SCAR aircraft from TACM 3-1

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Locate target using SCAR aircraft

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.5

BEHAVIOR: Locate target using FAC/FIST

CONDITION:

Agency: 
Information source for: 

Manuals and pubs: 
Information source for: 

Activity: 

External environment: 

Aids: 

Product of previous task: 

Initiation cues: 
Systems presenting cues: 

STANDARD:

Authority: 

Performance precision: 

Computational accuracy:
TASK NO.: 1.7.6.2.2.5.1

BEHAVIOR: Identify target from FAC/FIST description

CONDITION:

Agency: FAC
Information source for: Directions to target

Manuals and pubs: None
Information source for: N/A

Activity: Locate target using FAC/FIST

External environment: VMC

Aids: Map

Product of previous task: None

Initiation cues: Entering target area
Systems presenting cues: N/A

STANDARD:

Authority: 3-1

Performance precision: Target located within reasonable time

Computational accuracy: N/A
TASK NO.: 1.7.6.2.2.5.2

BEHAVIOR: Identify friendly positions (T.I.C.)

CONDITION:

Agency: FAC
  Information source for: Friendly position

Manuals and pubs: None
  Information source for: N/A

Activity: Locate target using FAC/FIST

External environment: VMC

Aids: None

Product of previous task:

Initiation cues: Entering target area
  Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
**TASK NO.:** 1.7.6.2.2.5.3

**BEHAVIOR:** Update attack profile

---

**CONDITION:**

Agency: 

Information source for:

Manuals and pubs: 

Information source for:

Activity: Locate target using FAC/FIST

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

---

**STANDARD:**

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.6

BEHAVIOR: Locate target in hunter killer operation

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.6.2

BEHAVIOR: Identify target in hunter killer operations

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Locate target in hunter killer operation

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.2.7

BEHAVIOR: Locate target using convoy commander's directions

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Locate target using external agencies

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.2.3

BEHAVIOR: Detect target anomalies

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3

BEHAVIOR: Perform attack maneuver

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.1

BEHAVIOR: Perform tactical attack from medium altitude

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.1.1

BEHAVIOR: Perform tactical attack from medium altitude using cloverleaf attack pattern

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: TACM 3-1/SAT Training Manual

Information source for: Procedures

Activity: Perform tactical attack from medium altitude

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.6.3.1.2

BEHAVIOR: Perform tactical attack from medium altitude using standard box pattern (restricted run-in heading)

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform tactical attack from medium altitude

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.1.6

BEHAVIOR: Perform tactical attack from medium altitude using floating wheel attack pattern

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform tactical attack from medium altitude

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.1.8

BEHAVIOR: Perform tactical attack from medium altitude using noncurvilinear box pattern (T)

CONDITION:

Agency: Range TWR
  Information source for: Clearance/control

Manuals and pubs: SA Training Manual
  Information source for: Procedures

Activity: Perform tactical attack from medium altitude

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A
  Systems presenting cues: N/A

STANDARD:

Authority: 60-2

Performance precision: Qualification

Computational accuracy: N/A
TASK NO.: 1.7.6.3.2

BEHAVIOR: Perform pop-up attack

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
System presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.2.1

BEHAVIOR: Perform single-ship pop-up attack

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.2.1.1

BEHAVIOR: Perform direct pop-up attack

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: TACR 55-16
Information source for: Regulations

Activity: Perform single-ship pop-up attack

External environment: VFR

Aids: Map

Product of previous task: None

Initiation cues: Time, DME, visual
Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority: None (not performed)
Performance precision:
Computational accuracy: N/A
TASK NO.: 1.7.6.3.2.1.2

BEHAVIOR: Perform angle off pop-up attack

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: TACR 55-16
Information source for: Regulations

Activity: Perform single-ship pop-up attack

External environment: VFR

Aids: Map

Product of previous task: None

Initiation cues: Time, DME, visual
Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision: 51-50 qualification

Computational accuracy:
TASK NO.: 1.7.6.3.2.1.3

BEHAVIOR: Perform indirect pop-up attack

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: TACR 55-16
Information source for: Regulations

Activity: Perform single-ship pop-up attack

External environment: VFR

Aids: Map

Product of previous task: Perform angle-off pop-up attack

Initiation cues: Time, DME, visual
Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:
Performance precision: 51-50 qualification
Computational accuracy:
TASK NO.: 1.7.6.3.2.2

BEHAVIOR: Perform multiple pop-up attack

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.2.2.1

BEHAVIOR: Perform maximum spacing pop-up attack

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: TACR 55-16
Information source for: Regulations

Activity: Perform multiple pop-up attack

External environment: VFR

Aids: Map

Product of previous task: Perform angle-off pop-up attack

Initiation cues: TME, DME, visual
Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.2.2.2

BEHAVIOR: Perform minimum spacing pop-up attack

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: TACR 55-16
Information source for: Regulations

Activity: Perform multiple pop-up attack

External environment: VFR

Aids: Map

Product of previous task: Perform angle-off pop-up attack

Initiation cues: Time, DME, visual
Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.2.2.3

BEHAVIOR: Perform split attack

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs:
Information source for:

Activity: Perform multiple pop-up attack

External environment: VFR

Aids: Map

Product of previous task:

Initiation cues: Time, visual, DME
Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision: IAW TACM 51-50

Computational accuracy:
TASK NO.: 1.7.6.3.3

BEHAVIOR: Perform loft/LADD type attack

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.3.2

BEHAVIOR: Perform toss attack

CONDITION:

Agency: NONE

Information source for: N/A

Manuals and pubs: Sat Phase Manual

Information source for: Procedures

Activity: Perform loft/LADD type attack

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A

Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.6.3.3.3

BEHAVIOR: Perform loft attack

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform loft/LADD type attack

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy: N/A
TASK NO.: 1.7.6.3.3.4

BEHAVIOR: Perform LADD attack

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: -39/SA Training Manual
Information source for: Procedures

Activity: Perform loft/LADD type attack

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Select LADD or SCP
Systems presenting cues: SCP/HUD

STANDARD:

Authority: 60-2

Performance precision: Dual

Computational accuracy: N/A
TASK NO.: 1.7.6.3.4

BEHAVIOR: Perform level/laydown attack

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform attack maneuver

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.5

BEHAVIOR: Perform coordinated attack with other aircraft/flights

CONDITION:

Agency:  
Information source for:

Manuals and pubs:  
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.3.5.1

BEHAVIOR: Perform sequential attack

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: TACM 3-1
Information source for: Procedures

Activity: Perform coordinated attack with other flights

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A
Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.6.3.5.2

BEHAVIOR: Perform offset trail attack

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: N/A
Information source for: N/A

Activity: Perform coordinated attack with other aircraft within flight

External environment: VPR

Aids: NONE

Product of previous task: N/A

Initiation cues: Visual Systems presenting cues:

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
TASK NO.: 1.7.6.3.5.4

BEHAVIOR: Perform random attack

CONDITION:

Agency: N/A
Information source for: N/A

Manuals and pubs: N/A
Information source for: N/A

Activity: Perform coordinated attack with other aircraft within flight

External environment: VFR

Aids: NONE

Product of previous task: N/A

Initiation cues: Visual
Systems presenting cues:

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.1.1

BEHAVIOR: Deliver Maverick using EO system

CONDITION:
Agency: None
Information source for: N/A

Manuals and pubs: -34
Information source for: Procedures

Activity: Deliver ordnance using electro-optical system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:
Authority:

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.1.2

BEHAVIOR: Deliver HOBO using EO system

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: -34
  Information source for: Procedures

Activity: Deliver ordnance using electro-optical systems

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
  Systems presenting cues: HUD

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: None
TASK NO.: 1.7.6.4.1.1.3

BEHAVIOR: Deliver ordnance using Pave Penny EO system

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34
Information source for: Procedures

Activity: Deliver ordnance using electro-optical system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.2.1.1

BEHAVIOR: Deliver free-fall munitions using CCIP mode

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34 checklist
Information source for: Procedures

Activity: Deliver ordnance using CCIP mode

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: Qualify IAW 55-89 criteria

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.2.1.2

BEHAVIOR: Deliver rockets using CCIP mode

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Delivery ordance using CCIP mode

External environment: VMC
Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:

Authority: 55-89
Performance precision: Qualify IAW 55-89 criteria
Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.2.1.3

BEHAVIOR: Strafe using CCIP mode

CONDITION:

Agency: None
   Information source for: N/A

Manuals and pubs: -34 checklist
   Information source for: Procedures

Activity: Deliver ordnance using CCIP mode

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
   Systems presenting cues: HUD

STANDARD:

Authority: 55-39

Performance precision: Qualify IAW 55-89 criteria

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.2.2

BEHAVIOR: Deliver ordnance using VIP mode

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: -34/SAT Training Manual
Information source for: Procedures

Activity: Deliver ordnance using computed system

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: Select VIP mode
Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: Qual.

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.2.3

BEHAVIOR: Deliver ordnance using VLADD mode

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Deliver ordnance using computed system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
  Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.2.4

BEHAVIOR: Deliver ordnance using DTOS mode

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34 checklist
Information source for: Procedures

Activity: Deliver ordnance using computed system

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: Qualify IAW 55-89 criteria

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.3.1

BEHAVIOR: Deliver free-fall munitions manually

CONDITION:
Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.4.1.3.1.2

BEHAVIOR: Deliver nuclear munitions manually using LADD delivery

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Deliver free-fall munitions manually

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.4.1.3.1.3

BEHAVIOR: Deliver free-fall munitions manually using level delivery (VLD)

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Deliver free-fall munitions manually

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD/FCNP

STANDARD:

Authority: 55-89

Performance precision: Deliver ordnance on target within required parameters

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.3.1.4

BEHAVIOR: Deliver free-fall munitions manually using dive deliveries

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Deliver free-fall munitions manually

External environment: VMC

Aids: None

Product of previous task:

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy:
TASK NO.: 1.7.6.4.1.3.2

BEHAVIOR: Deliver rockets manually

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Deliver ordnance manually

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
  Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.4.1.3.3

BEHAVIOR: Strafe using manual pipper

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Deliver ordnance manually

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy:
TASK NO.: 1.7.6.4.1.3.4

BEHAVIOR: Deliver flares manually

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Deliver ordnance manually

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.4.2.1

BEHAVIOR: Deliver ordnance using CCRP mode

CONDITION:

Agency: None
    Information source for: N/A

Manuals and pubs: -34
    Information source for: Procedures

Activity: Delivery ordnance using radar

External environment: N/A

Aids: Radar prediction

Product of previous task: None

Initiation cues: On final
    Systems presenting cues: HUD/FCNP/REO

STANDARD:

Authority: -34, 55-89

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.4.2.2

BEHAVIOR: Deliver ordnance using LADD mode

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34
Information source for: Procedures

Activity: Deliver ordnance using radar

External environment: N/A

Aides: Radar predictions

Product of previous task: None

Initiation cues: On final
Systems presenting cues: HUD

STANDARD:

Authority: -25, 55-89

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.4.2.3

BEHAVIOR: Deliver ordnance using Beacon mode

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: -34
  Information source for: Procedures

Activity: Deliver ordnance using radar

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: On final
  Systems presenting cues: REO

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.6.5.1

BEHAVIOR: Perform recovery/escape maneuver following toss delivery (for attitude recovery)

CONDITON:

Agency: NONE
Information source for: N/A

Manuals and pubs: SAT Training Manual
Information source for: Procedures

Activity: Perform recovery/escape maneuver

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Flashing FPM indicating bomb release
Systems presenting cues: HUD

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.6.5.2

BEHAVIOR: Perform recovery/escape maneuver following LADD delivery (for safe escape)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform recovery/escape maneuver

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.5.3.1

BEHAVIOR: Perform recovery/escape maneuver straight ahead following level delivery

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform recovery/escape maneuver following level delivery

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.5.3.2

BEHAVIOR: Perform recovery/escape maneuver following level delivery using pull off for frag clearance

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform recovery/escape maneuver following level delivery

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.5.4.1

BEHAVIOR: Perform recovery/escape maneuver following dive delivery using pull off for ground clearance

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform recovery/escape maneuver following dive delivery

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.5.4.2

BEHAVIOR: Perform recovery/escape maneuver following dive delivery using pull off for frag clearance

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform recovery/escape maneuver following dive delivery

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.6

BEHAVIOR: Perform bomb damage assessment

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform air-to-surface combat

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.5.7

BEHAVIOR: Perform reattack

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.7.1.1

BEHAVIOR: Perform manual delivery error analysis

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: SA Training Manual
Information source for: Procedures

Activity: Perform delivery error analysis

External environment: VMC

Aids: NONE

Product of previous task: NONE

Initiation cues: After bomb impact
Systems presenting cues: NONE

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.6.7.1.2

BEHAVIOR: Perform computed delivery error analysis

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: SA Training Manual
Information source for: Procedures

Activity: Perform delivery error analysis

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: After bomb impact
Systems presenting cues: NONE

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.6.7.2

BEHAVIOR: Perform repositioning maneuvers

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform reattack

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.8.1

BEHAVIOR: Perform air-to-surface combat with restricted visibility

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.8.1.1

BEHAVIOR: Perform air-to-surface combat at night

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.8.1.1.1

BEHAVIOR: Perform air-to-surface combat at night with flares

CONDITION:

Agency: None
   Information source for: N/A

Manuals and pubs: None
   Information source for: N/A

Activity: Perform air-to-surface combat at night

External environment: Night/VMC

Aids: None

Product of previous task: None

Initiation cues: Entering target area
   Systems presenting cues: N/A

STANDARD:

Authority: 55-89

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.5.8.1.2

BEHAVIOR: Perform air-to-surface combat in weather

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform air-to-surface combat with visibility restricted

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.8.2

BEHAVIOR: Adjust attack for specific targets

-----------------------------------------------

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

-----------------------------------------------

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.8.3

BEHAVIOR: Compensate for ground situation/rules of engagement

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform air-to-surface combat in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.8.4

BEHAVIOR: Compensate for type of ordnance (e.g., near friendly forces)

CONDITION:

Agency:

Information source for:

Manuals and pubs:

Information source for:

Activity: Perform air-to-surface combat in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:

Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.8.5

BEHAVIOR: Compensate for heavyweight condition

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform air-to-surface attack in specialized situations

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.9.1.1

BEHAVIOR: Perform manned range patterns (T)

_____________________________________________________

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform controlled range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

_____________________________________________________

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.9.2.1

BEHAVIOR: Perform unmanned range clearing procedures (T)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform uncontrolled range procedures

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.9.3

BEHAVIOR: Perform abnormal/emergency range procedures (T)

CONDITION:

Agency: Information source for:

Manuals and pubs: Information source for:

Activity: Perform range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.9.3.1

BEHAVIOR: Perform range radio failure procedures (T)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform abnormal/emergency range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.6.9.3.2

BEHAVIOR: Perform range inadvertant release procedures (T)

CONDITION:

Agency:
   Information source for:

Manuals and pub.:
   Information source for:

Activity: Perform abnormal/emergency range procedures (T)

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.7

BEHAVIOR: Perform egress

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.7.1

BEHAVIOR: Regain mutual support/rejoin

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CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform egress

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Recovered from weapons delivery pass
Systems presenting cues: N/A

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STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
TASK NO.: 1.7.7.2

BEHAVIOR: Perform post strike Ops check

------------------------------------------------------------------------
CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: 1
  Information source for: Limitations

Activity: Perform egress

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Out of target area
  Systems presenting cues: N/A

------------------------------------------------------------------------
STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
TASK No.: 1.7.7.3

BEHAVIOR: Perform battle damage check

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Perform egress

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Clear of target area
Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
TASK NO.: 1.7.7.4.1

BEHAVIOR: Perform manned range departure (T)

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: TACR 55-16 ch. 8
Information source for: Procedures

Activity: Perform range departure (T)

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: Ordnance expended
Systems presenting cues: NONE

STANDARD:

Authority: TACR 55-16

Performance precision: In accordance with TACR 55-16 ch. 8 procedures

Computational accuracy: N/A
TASK NO.: 1.7.7.4.2

BEHAVIOR: Perform unmanned range departure (T)

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform range departure (T)

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1-7.8
BEHAVIOR: Respond to threat

CONDITION:
Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:
Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:
Authority:
Performance precision:
Computational accuracy:
TASK NO.: 1.7.8.1.1

BEHAVIOR: Identify threat

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Respond to immediate threat

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy: -
TASK NO.: 1.7.8.1.1.1.1

BEHAVIOR: Interpret RWR

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34
Information source for: Operation of RWR

Activity: Locate threat

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Entering threat area
Systems presenting cues: Navigation and navigation aids, TACAN

STANDARD:

Authority: 60-2

Performance precision: Identify threat correctly within 5 seconds

Computational accuracy: N/A
TASK NO.: 1.7.8.1.1.1.2

BEHAVIOR: Perform visual search for threat

CONDITION:

Agency: None
   Information source for: N/A

Manuals and pubs:
   Information source for:

Activity: Locate threat

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Entering threat area
   Systems presenting cues: N/A

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
TASK NO.: 1.7.8.1.1.2

BEHAVIOR: Identify AAA

CONDITION:
- Agency:
  - Information source for:
- Manuals and pubs:
  - Information source for:
- Activity: Identify threat
- External environment:
- Aids:
- Product of previous task:
- Initiation cues:
  - Systems presenting cues:

STANDARD:
- Authority:
- Performance precision:
- Computational accuracy:
TASK NO.: 1.7.8.1.1.3

BEHAVIOR: Identify SAMs (eventually WST)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Identify threat

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.8.1.1.4.1

BEHAVIOR: Identify enemy aircraft

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CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Identify air-to-air threat

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

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STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.8.1.1.4.2

BEHAVIOR: Identify air-to-air missiles

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Identify air-to-air threat

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.8.1.2.1

BEHAVIOR: Respond to AAA

CONDITION:

Agency: 
   Information source for:

Manuals and pubs: 
   Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues: 
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.8.1.2.1.1

BEHAVIOR: Perform AAA evasive maneuver (jink)

CONDITON:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Respond to AAA

External environment: VMC

Aids: None

Product of previous task: None

Initiation cues: Radio call, RWR strobe, visual
  Systems presenting cues: Communications, RWR

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.8.1.2.1.2

BEHAVIOR: Perform AAA counteroffensive maneuver

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Respond to AAA

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.8.1.2.2.1

BEHAVIOR: Perform SAM evasive maneuver

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: None
Information source for: N/A

Activity: Respond to SAM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: SAM acquired visually or on RWR
Systems presenting cues: RWR

STANDARD:

Authority: 60-2

Performance precision: Timely and appropriate evasive action

Computational accuracy: N/A
TASK NO.: 1.7.8.1.2.2.2

BEHAVIOR: Dispense chaff/flares against SAM threat

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34
Information source for: Procedures

Activity: Respond to SAM

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Operational directive/SAM launch
Systems presenting cues: RWR

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.8.1.2.3.1

BEHAVIOR: Dispense chaff/flares against air-to-air threat

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Respond to air-to-air threat

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.8.1.2.4

BEHAVIOR: Jettison ordnance/stores

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: -34
  Information source for: SMS procedures

Activity: Respond to threat

External environment: N/A

Aids: TBD

Product of previous task: None

Initiation cues:
  Systems presenting cues: N/A

STANDARD:

Authority: -34

Performance precision: Accurately IAW -34 procedures

Computational accuracy: N/A
TASK NO.: 1.7.8.1.2.5

BEHAVIOR: Employ ECM

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34 checklist
Information source for: ECM switchology

Activity: Respond to threat

External environment: Radar guided threat environment

Aids: None

Product of previous task: None

Initiation cues: Operational directive/threat activity
Systems presenting cues: AN/ALR-69

STANDARD:

Authority: -34

Performance precision: Obtain proper visual indications of operations within 30 seconds

Computational accuracy: N/A
TASK NO.: 1.7.8.1.2.6

BEHAVIOR: Respond to battle damage

CONDITION:

Agency: GCI
Information source for: Nearest emergency base/information

Manuals and pubs: -1
Information source for: Procedures

Activity: Respond to threat

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Detect battle damage
Systems presenting cues: Any aircraft system

STANDARD:

Authority: -1

Performance precision: 100% accuracy

Computational accuracy: N/A
TASK NO.: 1.7.8.2.5

BEHAVIOR: Use jammer support (yours and others')

CONDITION:

Agency: 
  Information source for:

Manuals and pubs: 
  Information source for:

Activity: Respond to potential threat

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.9

BEHAVIOR: Coordinate with search and rescue (SAR) effort

---------------------------------------------

CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs:
Information source for:

Activity: Perform combat

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues:
Systems presenting cues:

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STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A.
TASK NO.: 1.7.10.1.1

BEHAVIOR: Perform tactical communications with GCI/AWACS

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Perform tactical communications with controlling agency

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.10.1.2

BEHAVIOR: Perform tactical communications with PAC/FIST (including PAC/FIST consent)

CONDITION:

Agency:
  Information source for:

Manuals and pubs:
  Information source for:

Activity: Perform tactical communications with controlling agency

External environment:

Aids:

Product of previous task:

Initiation cues:
  Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.10.1.3

BEHAVIOR: Perform tactical communications with ASRT/skyspot

CONDITION:

Agency:
   Information source for:

Manuals and pubs:
   Information source for:

Activity: Perform tactical communications with controlling agency

External environment:

Aids:

Product of previous task:

Initiation cues:
   Systems presenting cues:

STANDARD:

Authority:

Performance precision:

Computational accuracy:
TASK NO.: 1.7.10.2

BEHAVIOR: Respond to comm jamming

CONDITION:

Agency: None
  Information source for: N/A
Manuels and pubs: None
  Information source for: N/A
Activity: Perform tactical communications
External environment: N/A
Aids: Frequency card
Product of previous task: None
Initiation cues: Receive comm jamming
  Systems presenting cues: Communications

STANDARD:

Authority: 3-1
Performance precision: Respond appropriately to comm jamming environment
Computational accuracy: N/A
TASK NO.: 1.7.10.3

BEHAVIOR: Communicate using secure voice

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CONDITION:

Agency: None
Information source for: N/A

Manuals and pubs: -34
Information source for: Secure voice procedures

Activity: Perform tactical communications

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: On direction/operational requirements
Systems presenting cues: Secure voice

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STANDARD:

Authority: Class -34

Performance precision: Able to select and communicate with 5 seconds of cue

Computational accuracy: N/A
TASK NO.: 1.7.10.4

BEHAVIOR: Perform authentication procedures

CONDITION:

Agency: Directing agency
Information source for: Information

Manuals and pubs: None
Information source for: N/A

Activity: Perform tactical communications
External environment: N/A
Aids: Authentication materials
Product of previous task: None
Initiation cues: Authentication required
Systems presenting cues: Communications

STANDARD:

Authority:

Performance precision:
Computational accuracy:
TASK NO.: 1.7.10.5

BEHAVIOR: Perform descriptive and directive commentary

CONDITION:

Agency: AWACS/GCI/other aircraft

Information source for: Threat activity

Manuals and pubs: None

Information source for: N/A

Activity: Perform tactical communications

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Radar or visual contact, RWR

Systems presenting cues: REO, RWR

STANDARD:

Authority: 3-1

Performance precision: Transmits appropriate information using brevity code

Computational accuracy: N/A
TASK NO.: 1.7.10.6.1

BEHAVIOR: Perform visual flight coordination (comm out)

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform flight coordination

External environment: VKC

Aids: None

Product of previous task: None

Initiation cues: As briefed
  Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.10.6.2

BEHAVIOR: Perform radio flight coordination

CONDITION:

Agency: None
  Information source for: N/A

Manuals and pubs: None
  Information source for: N/A

Activity: Perform flight coordination

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Strikes with more than one aircraft
  Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: TBD

Computational accuracy: N/A
TASK NO.: 1.7.10.7.1

BEHAVIOR: Accomplish flight report

CONDITION:

Agency:
    Information source for:

Manuals and pubs:
    Information source for:

Activity: Accomplish inflight reports

External environment: N/A

Aids:

Product of previous task: None

Initiation cues: Egressing target area
    Systems presenting cues: Navigation and navigation aids

STANDARD:

Authority:

Performance precision:

Computational accuracy: N/A
TASK NO.: 1.7.10.7.2

BEHAVIOR: Accomplish spot report

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CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity: Accomplish inflight reports

External environment: N/A

Aids:

Product of previous task: None

Initiation cues: Identified intelligence of immediate importance
Systems presenting cues: N/A

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STANDARD:

Authority:

Performance precision:

Computational accuracy: N/A
TASK NO.: 1710.8

BEHAVIOR: Perform normal range radio procedures (T)

CONDITION:

Agency: Range tower/range officer
Information source for: Control/clearance

Manuals and pubs: SA Training Manual
Information source for: Procedures

Activity: Perform tactical communications

External environment: VMC

Aids: NONE

Product of previous task: N/A

Initiation cues: N/A
Systems presenting cues: N/A

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.11

BEHAVIOR: Identify and respond to weapons systems malfunctions

CONDITION:

Agency:
Information source for:

Manuals and pubs:
Information source for:

Activity:

External environment:

Aids:

Product of previous task:

Initiation cues:
Systems presenting cues:

STANDARD:

Authority:

Performance precision:
Computational accuracy:
TASK NO.: 1.7.11.1

BEHAVIOR: Identify and respond to avionics malfunctions

CONDITION:

Agency: NONE
Information source for: N/A

Manuals and pubs: SA Training Manual
Information source for: Procedures

Activity: Identify and respond to weapons systems malfunctions

External environment: N/A

Aids: NONE

Product of previous task: N/A

Initiation cues: Bad bombs or caution lights
Systems presenting cues: Caution lights

STANDARD:

Authority:

Performance precision: N/A

Computational accuracy:
TASK NO.: 1.7.11.2

BEHAVIOR: Identify and respond to ordnance failure to release

__________________________________________________________

CONDITION:

Agency: GCI
   Information source for: Jettison area

Manuals and pubs: -34
   Information source for: Procedures

Activity: Identify and respond to weapons system malfunctions

External environment: N/A

Aids: None

Product of previous task: None

Initiation cues: Ordnance hung
   Systems presenting cues: SMS

__________________________________________________________

STANDARD:

Authority: N/A

Performance precision: N/A

Computational accuracy: N/A
Perform all F-16 missions (Page:1)

Perform combat (C)

Respond to receipt of target data while airborne (Page:521)

Perform reconnaissance checks (Page:526)

Rendezvous with support aircraft/assignment (Page:542)

Perform ingress (Page:543)

Perform air-to-air combat (Page:550)

Perform air-to-surface combat (Page:513)

Perform egress (Page:556)

Respond to threat (Page:565)
Continued from page: 519

- Perform all F-16 missions (Page 1)
- Perform combat

  - Coordinate with search and rescue (SAR) effort (Page: 591)
  - Perform tactical communications (Page: 592)
  - Identify and respond to weapons systems malfunctions (Page: 600)
Perform control (c)
(Page:519)

Respond to receipt of
target data while
airborne

1.7.1

Record target
data (Page:522)

1.7.1.1

Analyze target
data (Page:523)

1.7.1.2

Analyze threat data

1.7.1.3

Plan ordnance
delivery
(Page:525)

1.7.1.4

State considerations
for responding to
receipt of target data
while airborne as
opposed to during
premission planning
with no mission.
Respond to receipt of target data while airborne (Page 521)

- Record target data
  - 1.7.1.1

- Authenticate
  - 1.7.1.1
Respond to receipt of target data while airborne (Page: 521)

Analyze target data

Determine feasibility (Page: 524)
Analyze target data

1.7.1.2

Determine feasibility

1.7.1.2.1

Determine range requirements

1.7.1.2.1.1

Determine ordnance requirements

1.7.1.2.1.2
Respond to receipt of target data while airborne (Page: 321):

1.7.1

Plan ordnance delivery

1.7.1.4

Determine attack maneuver

1.7.1.4.1

Select delivery mode/set SCP for desired ordnance/delivery

1.7.1.4.2
Perform combat (C) (Page:519)

Perform fence checks

Check seat survival kit and beacon selector (Page:537)

Set up/ARM air to air ordnance. (Page:538)

Set up radar (Page:539)

Turn on tank jettison (Page:540)

Set up selective jettison (Page:541)

Check/set NAV/AIDS

Set IFF/Emitters

List items that must be set up prior to entering real or simulated combat areas.
Continued from page 527

Perform combat (c)
(Pages 519)

Perform fence checks

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

4.7.3.17
Perform fence checks (Page 526)

Perform pre-strike Ops checks (E)

Make the items included in a pre-strike ops check in correct order with no omissions.
Perform fence checks

Are conventional ordnance and verify on SEP

State the procedure for arming conventional ordnance and verifying on SEP with no omissions (system—weapons/SMG; operate SEP)
Perform fence checks

Pre-arma nuclear ordinance

State the procedure for pre-arming nuclear ordnance including associated notes, cautions, warnings, critical values, tolerances and limits with no omissions. (System—weapons/SNS; operate SCP.)
Perform fence checks
(Pages:26)

Reset exterior lighting
1.7.2.9

State the considerations for setting exterior lighting during fence check with no omissions.
(System—lighting.)
1.7.2.45
Given RWR modes, identify the situations where each may or should be employed without error.
(System—penetration aids: operate RWR.)

1.7.3.1
Perform fence checks (Page 526)

Set up videotape recorder (VTR)

State the steps in the procedure for setting up videotape recorder (VTR) in correct order and with no omissions.
Perform fence checks
(Page: 526)

Arm chaff/fire
dispensers

State the procedure for
setting up chaff/fire
dispensing in correct
order and with no
omissions. (Trivial)
(System--penetration
aids.)

1.7.2.7.1
State the procedure for cleaning training ordnance and verifying ordnance on SCP, in correct order and with no emissions.

1.7.2.6

Area training ordnance and verify on SCP (1)
Perform fence checks
(Reference: 536)

1.7.2

Check seat survival kit
and beacon selector

1.7.2.9

State the
considerations for
setting seat survival kit selector with no
omissions
(safety---escape).

1.7.2.9.1
Perform fence checks

Set up/AAM air to air
 ordnance.
1.7.3.10

State the procedure for
AAM-9 missile set up
including tactical
considerations with no
omissions
(system—weapons: SMS;
coater SCP).
1.7.2.10.1
Perform fence checks
(Pages: 526)

Set up razor

State the considerations for setting up the razor during fence check, with no omissions.
(System: Razor; operate razor.)

1.7.3.4.1
Perform fence checks
(Page:526)
1.7.2

Turn on tank inerting
1.7.2.12

State the procedure for tank inerting, with no emissions (trivial)
1.7.2.12.1
Perform fence checks (Page:520)
1.7.2
Set up selective jettison
1.7.2.13

State the procedure and considerations for setting up selective jettison during fence check with no emissions.
1.7.2.13.1
Perform combat (c)
(Figure: 519)

Rendezvous with support aircraft/assignment

Rendezvous with escort assignment (c)

Rendezvous with TAC aircraft (c)

Rendezvous with SCAR aircraft (c)

Rendezvous with Wild Weasel/Hunter-killer aircraft (c)

Rendezvous with pathfinder

State the tactical considerations for rendezvousing with support aircraft/assignment with no omissions.
Perform combat (Page 546)

Perform ingress

Perform medium/high altitude ingress (Page 544)

Perform low altitude ingress (Page 545)

Arrive on target at predetermined TOT (Page 546)

Perform range entry procedures (Page 547)

Perform unearned range entry procedure (Page 548)

System workbook--penetration aids system (Page 549)
Performer ingress
(Page:543)

Arrive on target at
predetermined TTI

1.7.4.3

Describe procedures and
State tactical
considerations for
arriving on target at
predetermined TTI with
no omissions and
without error.

1.7.4.3
Perform ingress
(Page:543)

1.7.4

Perform unmanned range entry procedure (T)

1.7.4.3

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

1.7.4.5.1
Perform combat (C) (Page:519)

Perform air-to-air combat

Perform air-to-air tactical formations (Page:551)

Perform air-to-air escort (C) (Page:507)

Perform tactical intercept (Page:564)

Perform air-to-air escort operations in degraded situations.

Perform sweep (Page:796)

Perform as target (T)

Perform air patrol (CAP) (Page:803)
Perform air-to-air tactical formations (Page 551)

Perform two-ship tactical formations

1.7.5.1.1

Fly two-ship formation straight ahead (flex 2 patrol) (Page 553)

1.7.5.1.1.1

Perform two-ship turns (Page 554)

1.7.5.1.1.2

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

1.7.5.1.1.3
Perform two-ship tactical formations (Page: 552)

Fly two-ship formation straight ahead (fluid 2 patrol)

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

Describe without error the methods of correcting lateral, vertical, and fore-aft position errors in two-ship tactical formation.
Perform two-ship tactical formations (Page:552)

Perform two-ship turns

1.7.5.1.1.2

Perform two-ship delayed 90 degree turn (Page:555)

1.7.5.1.1.2.1

Perform two-ship delayed 45 degree turn (Page:556)

1.7.5.1.1.2.2

Perform two-ship 180 degree in-place turn (D) (Page:557)

1.7.5.1.1.2.3

Perform two-ship criss cross turn (Page:558)

1.7.5.1.1.2.4

Perform two-ship weave (Page:559)

1.7.5.1.1.2.5

Perform two-ship check turn (Page:560)

1.7.5.1.1.2.6

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

...
Perform two-snip turns
(Pages 554)

1.7.5.1.2.1

Perform two-snip
delayed 90 degree turn

1.7.5.1.1.2.1

Describe the steps in
the procedure for
performing a two-snip
delayed 90 degree turn
in correct order with
no omissions.

1.7.5.1.1.1.1

Given normal spacing,
state at least two
visual cues for second
aircraft two-snip
delayed 90 degree turn
initiation without
error.

1.7.5.1.1.1.2

Describe the steps for
performing a two-snip
delayed 90 degree turn
in a comm out
environment in correct
order without
omissions.

1.7.5.1.1.1.3
Perform two-ship turns (Page: 554)

Perform two-ship delayed 45 degree turn

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

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

Describe the steps for performing a two-ship delayed 45 degree turn in a come out environment in correct order without omissions.
Perform two-ship turns (Page: 554)

Perform two-ship 180 degree in-place turn (D)

1.7.5.1.1.3.1

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

1.7.5.1.1.3.1

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

1.7.5.1.1.3.2

Procedure for case out in-place turns without omissions.

1.7.5.1.1.3.3
Perform two-ship turns
(Face:554)

Perform two-ship cross turn

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

Given a plan view diagram of a two-ship cross turn, indicate the area of maximum vulnerability to attack without error.
Perform two-ship turns
(Plate 554)

Perform two-ship weave

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

Given a plan view
diagram for a two-ship
weave, indicate the
area of maximum
vulnerability to stern
attack without error.
Perform two-ship turns

Perform two-ship check turn

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

Describe the steps in the procedure for performing two-ship check turns in a coming-out environment in correct order with no omissions.
Perform air-to-air tactical formations (Page: 551)

Perform four-ship tactical formations

1.7.5.1.2

Fly four-ship formation straight ahead (Page: 562)

Perform four-ship turns (Page: 563)

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

1.7.5.1.2.1

1.7.5.1.2.2

1.7.5.1.2.3
Perform four-ship tactical formations (Page 501)

Fly four-ship formation straight ahead

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

Describe without error the methods for wingmen to use in correcting lateral, vertical, and fore-aft separation errors in four-ship tactical formations.
Perform four-snap tactical formations (Page:561)

Perform four-snap turns

Perform four-snap 90 deg. turn (Page:564)
Perform four-snap in-place turn (D) (Page:565)
Perform four-snap delayed 45 deg. turn (Page:566)
Perform four-snap cross turn (Page:567)

Perform four-snap check turn (Page:568)
Perform four-snap weave (Page:569)

Given a tactical scenario and a turn requirement, correctly select the four-snap tactical turn or turns.
Perform four-ship turns (Page: 563)

Perform four-ship 90 deg. turn

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

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

Describe the steps for performing four-ship delayed turn in a combat environment in correct order without omissions.
Describe the steps in the procedure for performing a four-ship in-place turn, including the effect of

- Pre-ship left
- Right
- In Correct
- Position
- Down

Describe the effect on a four-ship in-place turn when the ship starts from a position other than line abreast.
Perform four-ship turns
(Pages 563)

Perform four-ship delayed 45 deg. turn
1.7.5.1.2.3.3

Describe the steps in the procedure for performing four-ship delayed 45 deg. turn in correct order with no omissions.
1.7.5.1.2.3.1

Given normal spacing, state at least two visual cues for second aircraft four-ship delayed 45 deg. turn initiation without error.
1.7.5.1.2.3.2

Describe the steps for performing a four-ship delayed 45 deg. turn in a combat environment in correct order without omissions.
1.7.5.1.2.3.3
Perform four-ship turns
(Pages 563)

Perform four-ship cross turn

Describe the steps in the procedure for performing a four-ship turn with or without a weave in correct order with no omissions.

Given a plan view diagram of a four-ship cross turn, indicate the area of maximum vulnerability to attack without error.
Perform four-ship turns  
(Page:563)

Describe the steps in the procedure for performing four-ship check turns in correct order with no omissions.

1.7.5.1.2.3.1

Describe the steps in the procedure for performing four-ship check turns in a combat environment in correct order with no omissions.

1.7.5.1.2.3.2
Perform four-ship turns (Page: 563)

1.7.5.1.1.1

Perform four-snip weave

1.7.5.1.3.3.4

---

Describe the steps in the procedure for performing four-snip weave in correct order with no omissions.

1.7.5.1.3.3.1

---

Given a plan view diagram of a four-snip weave, indicate the area of maximum vulnerability to stern attack without error.

1.7.5.1.3.4.2
Perform air-to-air tactical formations (Page: 551)

Perform three-ship tactical formations.

Fly three-ship formation straight ahead (Page: 571)

Perform three-ship turns (Page: 572)

Given a tactical scenario and a list of three-ship tactical formations, select the appropriate formation.
Perform three-ship tactical formations.

Fly three-ship formation straight ahead

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

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

Perform three-ship turns

Perform three-ship delayed 90 deg. turn (Page:573)

Perform three-ship in-place turn (Page:574)

Perform three-ship delayed 45 deg turn (Page:575)

Perform three-ship cross turn (Page:576)

Perform three-ship check turn (Page:577)

Perform three-ship weave (Page:578)

Given a tactical scenario and a turn requirement, correctly select the three-ship tactical turn or turns.
Perform three-ship turns (Page 572)

Perform three-ship delayed 90 deg. turn

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

Describe the steps for performing a three-ship delayed 90 deg. turn in a combat environment in correct order without omissions.

Describe the steps in the procedure for performing a three-ship delayed 90 deg. turn in correct order with no omissions.
Describe the steps in the procedure for performing a three-slip in-place turn, including the effect of deviations from pre-briefed g and airspeed, in correct order with no omissions.

Perform three-slip in-place turn.

1.7.5.1.3.2.
Perform three-ship
turns (Page 572)

Perform three-ship
delayed 45 deg turn

1.7.5.1.3.2.3

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

1.7.5.1.3.3.1

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

1.7.5.1.3.3.2

Describe the steps for performing a three-ship delayed 45 deg. turn in a combat environment in correct order without omissions.

1.7.5.1.3.3.3
Perform three-ship turns (Page 572)

Perform three-ship cross turn

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

Given a plan view diagram of a three-ship cross turn, indicate the area of maximum vulnerability to attack without error.
Perform three-slip turns (Page 572)

Perform three-slip check turn

---

Describe the steps in the procedure for performing three-slip check turn in correct order with no omissions.

1.7.3.1.3.4

---

Describe the steps in the procedure for performing three-slip check turns in a combat environment in correct order with no omissions.

1.7.5.1.3.2.5
Perform three-ship turns (Page: 572)

1.7.5.1.3.2

Perform three-ship weave

1.7.5.1.3.2.6

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

1.7.5.1.3.2.6.1

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

1.7.5.1.3.2.6.2
Perform air-to-air tactical formations (Page: 531)

Perform 'cover' role

Describe the procedure for performing 'cover' role in correct order with no omissions.

Make the 'cover' role considerations of most importance without error and without omissions.

State a representative radio call which would result in assuming cover role.
Perform air-to-air tactical formations (Page 551)

Perform mixed force formations

State the special considerations for mixed force formation, with no omissions and without error.
For a given formation, describe the lookout responsibilities of each formation member.

1.7.5.1.6.1
Perform formation lookout (Page:551)

1.7.5.1.6

Perform formation radar lookout

1.7.5.1.6.2

For a given formation describe the radar lookout responsibilities of each formation member.

1.7.5.1.6.2.1
Perform air-to-air combat (Page: 550)

Perform tactical intercept

Respond to receipt of initial air-to-air target information (Page: 556)

Locate target beyond visual range (Page: 557)

Determine attack feasibility (Page: 556)

Fron tactical intercept (BVR) (Page: 557)

Perform single-snap tactical intercept (BVR) (Page: 557)

Respond to maneuvering bogey (Page: 558)

Perform formation attack (Page: 559)

Locate target within visual range (Page: 559)
Continued from page 584

- Perform air-to-air combat (Page 586)
  - 1.7.5

- Perform tactical intercept
  - 1.7.5.2

- Respond to maneuvering bogey (WVR) (Page 164)
  - 1.7.5.2.7

- Employ combat energy management (Page 706)
  - 1.7.5.2.10

- Employ weapons (Page 708)
  - 1.7.5.2.11

- Perform separation (Page 771)
  - 1.7.5.2.12

- Perform tactical intercept in specialized situations (Page 764)
  - 1.7.5.5.13

- Perform air-to-air operations with visibility restricted (Page 775)
  - 1.7.5.5.14
Perform tactical intercept (Page 284).

Respond to receipt of initial air-to-air target information.

Given initial air-to-air target information, describe the correct response IAW current tactical intercept considerations (3-1, Fighter Weapons School texts).
<table>
<thead>
<tr>
<th>Locate target beyond visual range (page 587)</th>
<th>Locate target with EW/electronic aids</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Identify given RWR symbols.</td>
<td>State the steps in the procedure for locating target with EW/electronic aids without error.</td>
</tr>
<tr>
<td>1.7.5.6.7.1.1</td>
<td>1.7.5.6.7.1.1</td>
</tr>
</tbody>
</table>
Locate target beyond visual range (Page:587)

Locate target with radar

Perform radar search/acquire target (Page:590)

Lock on target (Page:591)

Determine target heading, altitude, and airspeed (Page:592)

Given a photograph or drawing of an air-to-air PDU display, identify all targets and state their critical parameters without error. (Page:593)
Locate target with radar (Page 569)
1.7.5.2.1.1

Perform radar search/acquire target
1.7.5.2.2.1.1

State the steps in the procedure for performing air-to-air radar search without error.
1.7.5.2.2.2.1
Describe the steps in the procedure for locking on target with radar in correct order with no omissions.

Describe considerations for use of radar:
- Lock-on IAW 3-1.

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

Locate target with radar (Page 569)

Lock on target
Locate target with
radar (Page: 589)

1.7.5.2.2.1

Determine target
heading, altitude, and
airspeed

1.7.5.2.2.2

Given a photograph or
drawing of an AED
display with a locked-
up target, state target
heading, altitude, and
airspeed without error.

1.7.5.2.2.3.1

Describe the steps in
the procedure for
determining target
heading, altitude, and
airspeed without radar
lock—an IAW Phased
manual.

1.7.5.2.2.3.2

State the associated
critical values,
tolerances, and limits
for determining target
heading, altitude, and
airspeed procedure with
IAW Phased manual.

1.7.5.2.2.3.3
Locate target with radar (Page: 567)

1.7.5.2.2.4

Given a photograph or drawing of an air-to-air REO display, identify all targets and state their critical parameters without error.

1.7.5.2.2.4

Match drawings of REO symbols with their meanings without error.

1.7.5.2.2.4
Locate target beyond visual range (Page: 557)

Relay radar acquisition information

State the types of radar displays information to be relayed, and describe the format of the relay message without error.

Page: 574
Locate target beyond visual range (Page 567)

Locate target with GCW/MAES

State the special considerations for locating target beyond visual range as described in 3-1. Fighter Weapons School texts, -34.
Given a common tactical scenario, determine attack feasibility in current tactical considerations and restrictions.
Given a common tactical scenario, determine tactical feasibility and constraints. Perform tactical intercepts (page 56).
Given a common tactical scenario, plan a tactical intercept in light tactical considerations and restrictions.

- Perform tactical intercept (Page: 584)
- Plan tactical intercept (BVR)
- Determine type of intercept (Page: 596)
- Select weapons to employ in air-to-air scenario (Page: 599)
- Determine intercept geometry (Page: 601)
- Plan formation intercept tactics (Page: 604)
Plan tactical intercept

Determine type of intercept

Given an appropriate scenario, determine type of intercept with current doctrine and regulations.

Determine type of intercept with no omissions without error.
Perform ingress (Page 543)

Perform unmanned range entry procedure (7)

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

1.7.4.5
Select weapons to employ in air-to-air tactical intercept scenarios. (Page 597)
Select weapons to employ in air-to-air scenario (Page:557).

Given a tactical intercept scenario, select weapons to employ INM 3-1 and fighter weapons school texts.

State the considerations impacting weapons selection for tactical intercepts with no obstacles and without error.
Plan tactical intercept (8VR) (Page: 57/7)

Determine intercept geometry

- Determine collision course geometry (Page: 60/2)
  - 1.7.5.2.4.1
- Determine stern conversion geometry (Page: 60/3)
  - 1.7.5.2.4.2
- Given one appropriate scenario, determine intercept geometry without error.
  - 1.7.6.2.4.3
Given our heading, target heading, radar contact point and co-airspeeds, calculate collision course geometry within aircraft's tactical limitations.
Given own, heading, target, heading, and radar contact point, calculate stern conversion geometry within aircraft's tactical limitations.
Given a tactical scenario, plan formation intercept tactics IAW 3-1 and Fighter Weapons School texts. (Page: 605)
Plan formation intercept tactics (Pages 604)

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

Given a list of formation intercept tactics and tactical scenarios, identify the situations where each intercept tactic may or should be employed IAW 3-1 and Fighter Weapons School texts.
Perform tactical intercept (Page:354)

1.7.5.2.5

Perform single-ship tactical intercept

1.7.5.2.5

- Perform collision course intercept (Page:607)
  - 1.7.5.2.5.1

- Perform stern conversion intercept (Page:614)
  - 1.7.5.2.5.2

- Make the variety of single-ship tactical intercepts with no omissions, without error.
  - 1.7.5.2.5.3
Perform single-snap tactical intercept
(Page: 606)

Perform collision course intercept
1.7.5.2.5

Perform beam collision course intercept
(Page: 606)
1.7.5.3.1.1

Perform front quarter collision course intercept
(Page: 610)
1.7.5.3.3.1.2

Perform head-on collision course intercept
(Page: 612)
1.7.5.3.3.3
Given avionic and visual cues, describe subsequent specific actions to take in performing beam collision course intercept without error. (Page: 607)
Perform beam collision course intercept

(Chapter: 606)

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

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

State the associated critical values tolerances and limits for beam collision course intercept procedure without error.
Perform collision course intercept.

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

(Pages 607)
Perform front quarter collision course intercept (Page 610)

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

State the procedure for front quarter collision course intercept and limits within which it may be performed in correct order with no collisions.

State the associated critical values, tolerances, and limits for front quarter collision course intercept procedure without error.
Given auditory and visual cues, perform head-on collision course intercept without error, with no collisions.
Perform head-on collision course intercept (Page: 012)

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

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

State the associated critical values, tolerances, and limits for head-on collision course intercept procedure without error.
Perform single-ship tactical intercept (Page 606)

Perform stern conversion intercept
1.7.5.2.5.1

Perform beam quadrant stern conversion intercept. (Page 615)
1.7.5.2.5.2.1

Perform front quarter stern conversion intercept (Page 620)
1.7.5.2.5.2.2

Perform head-on stern conversion intercept (Page 624)
1.7.5.2.5.3

Perform night/IMC intercept (Page 630)
1.7.5.2.5.4
Perform stern conversion intercept (Page:14)

Perform beam quadrant stern conversion intercept.

Perform beam quadrant horizontal conversion (Page:616)

Perform beam quadrant vertical conversion (C) (Page:616)
Given avionic and visual cues, describe subsequent specific actions without error to take in performing beam quadrant horizontal conversion.
Perform beam quadrant horizontal conversion (Page 16)

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

State the procedure for beam quadrant horizontal conversion and limits within which it may be performed in correct order with no omissions.
Perform beam quadrant stern conversion intercept. (Page 615)

Given avionic and visual cues, describe subsequent specific actions to take in performing beam quadrant vertical conversion without error. (Page 619)
Perform beam quadrant vertical conversion (C) (Page: 019)

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

State the procedure for beam quadrant vertical conversion and limits within which it may be performed in correct order with no omissions.
Perform stern conversion intercept (Page 614)

Perform front quarter stern conversion intercept

Perform front quarter horizontal conversion (Page 621)

Perform front quarter vertical conversion (Page 623)
Perform front quarter stern conversion intercept (Page: 020)

Perform front quarter horizontal conversion

Given avionic and visual cues, describe subsequent specific actions to take on performing front quarter horizontal conversion without error. (Page: 022)
Perform front quarter horizontal conversion (Page 621)

Given avionic one visual cues, describe subsequent specific actions to take on performing front quarter horizontal conversion without error.

State the procedure for front quarter horizontal conversion and limits within which it may be performed in correct order with no omissions.
Perform front quarter
stern conversion
intercept (Page: 620)
1.7.5.2.5.2.2

Perform front quarter
vertical conversion
1.7.5.2.3.2.2.3

Given avionic
 cues and visual
cues, describe
subsequent specific
actions to take in
performing front
quarter horizontal
conversion without
error. (Page: 624)
1.7.5.2.5.2.2.3
Perform front quarter vertical conversion (Page 323)

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

State the procedure for front quarter horizontal conversion and limits within which it may be performed in correct order with no omissions.
Perform stern conversion intercept (Page: 628)

Perform head-on stern conversion intercept

Perform head-on horizontal conversion (Page: 628)

Perform head-on vertical conversion (Page: 628)
Given avionic and visual cues, describe subsequent actions to take in performing head-on horizontal conversion without error.
Perform head-on horizontal conversion (Page 620)

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

1.7.5.2.5.1.3.1.1

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

1.7.5.2.5.2.3.1.1.1
Perform head-on stern conversion intercept (Page: 09)

Perform head-on vertical conversion

Given avionic and visual cues, describe subsequent specific actions to take in performing head-on vertical conversion without error. (Page: 09)
Perform head-on vertical conversion

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

State the procedure for head-on vertical conversion and limits within which it may be performed in correct order with no omissions.
Perform stern conversion intercept

Perform night/IN C intercept

Describe the procedures and expected RED/HUD display for INC or night stern ID of a nonmaneuvering target without error.

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

State the special notes, cautions, warnings, crit., values, tolerances, and limits to include closure rates vs range, desired final target azimuth/eleve. radar limits, min. safe range, and wingman.

Describe the procedure for oversnoat, breakaway, and recovery during INC or night stern without error.

Make the day/night interceptor signals and state associated meaning with no omissions without error.
Perform tactical intercept (Page 564)

Respond to maneuvering bogey (BVR)

1.7.5.6.6

Given a tactical scenario including AEW/RHAW indications determine the best response IAW 3-1 and Fighter Weapons School texts.

1.7.5.2.6.1
Perform tactical intercept (Page:564)

Perform formation attack

Perform two-ship fluid attack (Page:533)

Perform two-ship formation counteroffensive maneuvers. (Page:534)

Given a tactical scenario including ordnance load, fuel status, and number and type of enemy aircraft, determine the best two-ship attack profile INW 3-1 and Fighter weapons school texts.
Correctly list at least four benefits of mutual support in a two-ship fluid attack scenario.

Correctly list the procedure for two-ship sequential attack and name the considerations of most importance with no omissions or errors.

Correctly list the procedure for two-ship shooter-cover attack and name the considerations of most importance with no omissions.

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

Correctly list in any order the responsibilities of the engaged fighter in two-ship fluid attack.
Perform formation attack (Page: 632)

Perform two-ship formation counteroffensive maneuvers.

1.7.5.2.7.1

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

1.7.5.2.7.2

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

1.7.5.2.7.3

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

1.7.5.2.7.4

Describe the procedure and important considerations for the free fighter in a two-ship counteroffensive scenario with no omissions or errors.
Locate target within visual range (Page: 635)

Perform visual search

- Correctly explain at least four important considerations in conducting visual search. (Page: 637)

- Given bull's-eye location, own position, own heading, GCI bull's-eye cell, state the area of visual search within 90 deg.
Perform visual search (Page 36)

Correctly explain at least four important considerations in conducting visual search.

Given an AEO presentation of a target, either locked-on or not locked-on, correctly state the appropriate direction of visual search within 30 deg. laterally and vertically.
Locate target within visual range (Page 633)

1.7.5.2.8

ID poyey

1.7.5.2.8.2

Perform hook ID (L) (Page 639)

1.7.5.2.8.2.1

Perform offset ID

1.7.5.2.8.2.2

Perform frontal VIP conversion to stern (vertical)

1.7.5.2.8.2.3
Perform hook ID (C)

1.7.5.2.5.1.1

ID bogey (Page 636)

1.7.5.2.6.3.1.1

Describe the steps in the procedure for hook ID in correct order with no omissions.

1.7.5.2.6.2.1.1

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

1.7.5.2.6.3.1.1
Locate target within visual range (Page 33)

Relay visual acquisition information

State the types of visual acquisition information to be relayed with no omissions and describe the format of the message without error.
Perform tactical intercept (Page 564)

Respond to maneuvering bogey (MVR)

Select offensive and counteroffensive maneuvers (Page 642)
Respond to maneuvering bogey (Page: 641)

Select offensive and counteroffensive maneuvers

- Perform offensive BFM (Page: 643)
- Perform counteroffensive BFM (Page: 678)

Given a tactical scenario describing bogey's aircraft type, ordnance, angle of aspect, energy state, and probable intentions, select offensive and counteroffensive maneuvers.
Select offensive and counteroffensive maneuvers (Page 642)

Perform offensive EFM

Perform acceleration maneuver (Page 645)

Perform barrel roll maneuver (Page 647)

Perform Immelmann turn (Page 649)

Perform pursuit (Page 651)

Perform lead turn maneuver (Page 653)

Perform lag roll (Page 656)

Perform high yo-yo (Page 652)

Perform quarter circle maneuver (Page 654)
Continue from page 643

- Select offensive and counteroffensive maneuvers (Page: 642)
  - Perform offensive BHN

- Perform gun tracking (Page: 666)
- Perform high deflection gunshot (Page: 669)
- Perform butterfly aort pattern (T) (C)(Page: 671)
- Perform high angle aort pattern (T) (C) (Page: 673)

- Perform low yo-yo (Page: 674)
Given your own position during an acceleration maneuver and target's actions and position, describe subsequent specific actions to take in the phase manual, FMIC Instructional 1.7.5.2.9.1.1...
Perform acceleration maneuver (Page:1645)

Given own position during an acceleration maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and Thicol manual S-1

Correctly state the purpose of the acceleration maneuver IAW Fighter Weapons School texts.

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

Describe the steps in performing the acceleration maneuver including all important considerations and at least one defensive counter maneuver IAW Fighter Weapons School texts.
Perform offensive BFh (Page: 643)
1.7.5.2.9.1.1

Perform barrel roll maneuver
1.7.5.2.9.1.1.2

Given own position during a barrel roll maneuver and target's actions and position, describe subsequent specific actions to take. In the phase manual, FME Instructional
1.7.5.2.9.1.1.2
Perform barrel roll maneuver (Page 647)

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

Correctly state the purpose of the barrel roll maneuver IAW Fighter Weapons School texts.

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

Describe the steps in performing the barrel-roll maneuver including all important considerations and at least one defensive counter-maneuver IAW Fighter Weapons School texts.
Perform offensive BFh
(Page 643)

Perform Ineimann turn

Given own position during an Ineimann turn maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FMIC Instructional

1.7.5.1.1.3.
Given own position during an Immelmann turn maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.1.3.1

Correctly state the purpose of the Immelmann turn maneuver IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.3.1

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

1.7.5.2.9.1.1.3.1.2

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

1.7.5.2.9.1.1.3.1.3
Perform offensive RFH

1.7.5.2.9.1.1

Perform pursuit

1.7.5.2.9.1.1.4

Perform log pursuit

1.7.5.2.9.1.1.4.

Perform pure pursuit

1.7.5.2.9.1.1.4.

Perform lead pursuit

1.7.5.2.9.1.1.4.

Given plan view diagrams of target and attacker flight path, label each diagram as either lead, pure, or log pursuit.
Perform pursuit
(Page:651)
1.7.5.2.9.1.1.4

Perform log pursuit.
1.7.5.2.9.1.1.4.1

Given cues, describe the next specific action to take in performing log pursuit against a target turning into the attack at 4 gs or greater. (Page:653)
1.7.5.2.9.1.1.4.1

Describe the effect of lead, pure, and log pursuit curves against a target turning at 4 gs or more in terms of resultant angle-off and relative elapsed time to rendezvous.
1.7.5.2.9.1.1.4.1.2
Perform log pursuit.
(Pager:652)

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

Describe the steps in the procedure for log pursuit in correct order with no omissions.
Given cues, describe next specific action to take in performing pure pursuit against both a target flying straight ahead and one turning into the attack at 4 gs or greater IAW Phase Manual. (Page: 655)

1.7.5.2.7.1.1.4.2
Performs pure pursuit
(Pages 654)

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

Describe the steps in
the procedure for pure
pursuit in correct
order with no omissions.
Perform pursuit
(Page:651)

Perform lead pursuit

Given cues, describe next specific action to take in performing lead pursuit against a target turning into the attack at 4 gs or greater IAW Phase Manual. (Page:657)
Perform lead pursuit
(Page:656)

1.7.5.2.9.1.1.4.3

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

Describe the steps in
the procedure for lead
pursuit in correct
order with no omissions.
1.7.5.2.9.1.1.4.3.1
Perform offensive BFM (Page 643)

1.7.5.2.9.1.1

Perform lead turn maneuver

1.7.5.2.9.1.1.5

Given own position during a lead turn maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOH manual

1.7.5.2.9.1.1.5.
Perform lead turn maneuver (Page 558)

1.7.5.2.9.1.1.5

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

1.7.5.2.9.1.1.5.1

- Correctly state the purpose of the lead turn maneuver IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.5.1.1

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

1.7.5.2.9.1.1.5.1.2

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

1.7.5.2.9.1.1.5.1.3
Given own position during a roll offensiv
and target's actions
and subsequent specific actions to take.

Actions to take include:

- Phase manual
- FMC instructional texts
- TRICOM Manual

Perform roll offensive 8th
Correctly state the purpose of the log roll maneuver IAW Fighter Weapons School texts.

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

Describe the steps in performing the log roll maneuver including the important considerations and at least one counter-maneuver IAW Fighter Weapons School texts.

Given an offensive one versus one scenario containing all pertinent data, identify those scenario(s) where the log roll maneuver is appropriate IAW with Fighter Weapons School texts.
Perform offensive BFH
(Page: 643)
1.7.5.2.9.1.1

Perform high yo-yo
1.7.5.2.9.1.1.7

Given own position during a high yo-yo maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FMIC Instructional texts, and TRICOM Manual
1.7.5.2.9.1.1.7.
Perform high yo-yo
(Page:662)

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

1.7.5.2.9.1.1.7.1

Correctly state the
purpose of the high
yo-yo maneuver IAW
Fighter Weapons School
texts.

1.7.5.2.9.1.1.7.1

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

1.7.5.2.9.1.1.7.1.2

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

1.7.5.2.9.1.1.7.1.3
Performs offensive BFH (Page: 645)

1.7.5.2.9.1.1

Performs quarter plane maneuver

1.7.5.2.9.1.1.6

Given own position during a quarter plane maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional

1.7.5.2.9.1.1.8
Perform quarter plane maneuver (Page: 664)

1.7.5.2.9.1.1.8

Given own position during a quarter plane maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FMIC instructional texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.1.8.1

Correctly state the purpose of the quarter plane maneuver IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.8.1.1

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

1.7.5.2.9.1.1.8.1.2
Given a tactical scenario, describe the control inputs and power adjustments needed to achieve and/or maintain gun tracking parameters IAW Fighter Weapons School texts.
(Pages 643, 667)
1.7.5.2.9.1.1
Given a tactical scenario, describe the control inputs and power adjustment needed to achieve and/or maintain gun tracking parameters IAW Fighter Weapons School texts.

1.7.5.2.9.1.1.5.1

Given HÜB photographs, identify those in which gun tracking parameters have been achieved IAW Fighter Weapons School texts. (Page:668)

1.7.5.2.9.1.1.5.1

State the limiting performance parameters and parameter values for gun tracking IAW Phase Manual.

1.7.5.2.9.1.1.5.1

Perform gun tracking (Page:666)

1.7.5.2.9.1.1.5
Given a tactical scenario, describe the control inputs and power adjustment needed to achieve and/or maintain gun tracking parameters IAW Fighter Weapons School texts. (Page:667)

Given IAW photographs, identify those in which gun tracking parameters have been achieved IAW Fighter Weapons School texts.

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

Given a drawing of a turning aircraft including all pertinent data, correctly designate the aircraft's plane of motion.
Given a tactical scenario, describe the control inputs and power adjustments needed to achieve a high deflection gunshot. (Page: 670)
Perform high deflection gunshot (Page: 669)

Given a tactical scenario, describe the control inputs and power adjustments needed to achieve a high deflection gunshot.

Given tactical scenarios, identify those in which a high deflection gunshot is required.

State the limiting performance parameters and parameter values for high deflection gunshot IAW Fighter weapons School texts and aircraft limitations.
Perform offensive BfH

Given auditory and visual cues, describe subsequent actions to take in performing a butterfly dart pattern within current 55-10 Fighter Weapons School texts and Phase manuals 1-7.5.2.9.1.11.
Given avionic and visual cues, describe subsequent actions to take in performing a butterfly dart pattern. IAW Fighter Weapons School texts and Phase Manuals within current 55-16 and 51-56 restrictions.

State the butterfly dart pattern entry conditions without error.

Given HUD photographs, identify the correct firing parameters for a standard dart without error.
Perform offensive BMP (Page:643)

1.7.5.2.9.1.1

Perform high angle dart pattern. (T) (C)

1.7.5.2.9.1.1.12

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

1.7.5.2.9.1.1.12.1

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

1.7.5.2.9.1.1.12.2
Given own position during a low ya-ya maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC instructional texts, and TRICOM Manual.
Perform low yo-yo maneuver and target's actions and position, describe subsequent specific actions to take IAW the phase manual, FWIC Instructional texts, and TRICOM Manual 3-1.

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

- State the limiting performance parameters and parameter values for low yo-yo.

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

- Describe the steps in performing the low yo-yo maneuver including all important considerations and at least one defensive counter maneuver IAW Fighter Weapons School texts.
Select offensive and counteroffensive maneuvers (Page: 642)

Perform counteroffensive BF

1.7.5.2.9.1.2

Perform extension maneuver (Page: 678)

Perform defensive turn (Page: 681)

Perform reversal (Page: 684)

Perform missile break turn (Page: 687)

Perform gun break turn (Page: 690)

Perform scissors (Page: 693)

Perform high g roll over top (Page: 696)

Perform high g roll underneath (Page: 699)
Select offensive and counteroffensive maneuvers (Page:642)

1.7.5.2.9.1

Perform complement offensive BFM
1.7.5.2.9.1.2

Perform jamming (Page:702)

Given a diagram of the basic zone defense as presented in Fighter Weapons School texts, correctly explain all basic considerations and goals of the defender for each zone.
1.7.5.2.9.1.2.9

Given an attacker's rear hemisphere position including in or out of IR missile range, in or out of gun range, nose on or off, and attacker's approximate overtaking state whether the defender must turn.
1.7.5.2.9.1.2.10

1.7.5.2.9.1.2.11
Given own position during an extension maneuver, and attacker's specific actions and position, describe subsequent actions to take in the Phase Manual. FMIC Instructional 1.7.5.2.9.1.1. Perform extension maneuver and (Page 676)
Perform extension maneuver (Page:678)

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

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

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

(Page:680)
Given own position during an extension maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FM 3-11, Instructional texts, and TCTOM Manual 3-1.

1.7.5.2.9.1.2.1.1

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

1.7.5.2.9.1.2.1.1.1

Correctly state the purpose of the extension maneuver IAW the phase manual.

1.7.5.2.9.1.2.1.1.1.1
Given own position during a defensive turn maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FMIC Instructional.
Perform defensive turn
(Page 68)
1.7.5.2.9.1.2.1

Given own position
during a defensive turn
maneuver and attacker's
actions and position,
describe subsequent
specific actions to
take IAW the Phase
Manual, FMIC
Instructional Texts,
and TRICON Manual 3-1.
1.7.5.2.9.1.2.1

Given
counteroffensive
one versus one
scenarios containing
all pertinent data,
correctly identify
those scenario(s) where
the defensive turn
maneuver is
appropriate.
1.7.5.2.9.1.2.1

IAW the Phase Manual,
describe the steps in
performing the
defensive turn maneuver
including all important
considerations and at
least one offensive
counter-maneuver.
Describe these steps in
correct order with no
1.7.5.2.9.1.2.1...
Given own position during a defensive turn maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FM 100 Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.1.2.2.1

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenarios where the defensive turn maneuver is appropriate.

1.7.5.2.7.1.2.2.1.1

Correctly state the purpose of the defensive turn maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.2.1.1.1
Perform counteroffensive BFM
(Paragraph)

Given own position during a reversal maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FNIC Instructional Texts, and TRICOM Manual.
Given own position during a reversal maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FM 101-5 Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.7.1.2.3.1

Perform reversal
(Page:684)

1.7.5.2.9.1.2.3

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

(Page:686)

1.7.5.2.9.1.2.3.1

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

1.7.5.2.7.1.2.3.1
Given own position during a reversal maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM manual 3-1.

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

Correctly state the purpose of the reversal maneuver IAW the Phase Manual.
Given own position during a missile break maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phased Manual, FMIC Instructional.
Given own position during a missile break maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

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

IAW the Phase manual describe the steps in performing the missile break maneuver including all important considerations and at least one offensive counter-maneuver. Describe these steps in correct order with no...
Given own position during a missile break maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FMIC Instructional Texts, and TRICOM Manual 3-1. 1.7.5.2.9.1.2.4.1.

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenarios where the missile break maneuver is appropriate. 1.7.5.2.9.1.2.4.1.

Correctly state the purpose of the missile break maneuver IAW the Phase manual. 1.7.5.2.7.1.2.4.1.1.
Perform counteroffensive BFM (Page 676)

Perform gun break turn

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

Perform gun break turn

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

IAW the Phase Manual, describe the steps in performing the gun break maneuver including all important considerations and at least one counter-manuever. Describe these steps in correct order with no...
Given own position during a gun break maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

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

Correctly state the purpose of the gun break maneuver IAW the Phase Manual.
Perform counteroffensive BFh
(Page: 676)

Perform scissors

Perform vertical scissors

1.7.5.2.9.1.2.6.1

Perform horizontal scissors

1.7.5.2.9.1.2.6.2

Given own position during a scissors maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM manual.

1.7.5.2.9.1.2.6.1
Given own position during a scissors maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

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

Perform scissors  
IAW the Phase Manual, describe the steps in performing the scissors maneuver including the important considerations and at least one offensive counter maneuver. Describe these steps in correct order with no
Given own position during a scissors maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FNIC Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.9.1.2.6.3

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

1.7.5.2.9.1.2.6.3.1

Correctly state the purpose of the scissors maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.6.3.1.1
Perform counteroffensive BPh
(Page: 676)
1.7.5.2.9.1.2

Perform high g roll over the top
1.7.5.2.9.1.2.7

Given own position during a high g roll over-the-top maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FMIC Instructional
1.7.5.2.9.1.2.7.
Perform high g roll over top (Page: 696)

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

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenarios where the high g roll over-the-top maneuver is appropriate.

IAW the Phase manual describe the steps in performing the high g roll over-the-top maneuver including all important considerations and at least one offensive counter-maneuver. Describe these steps in...
Given own position during a high g roll over-the-top maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1. 1.7.5.2.9.1.2.7.1.

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

1.7.5.2.9.1.2.7.1.1

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

1.7.5.2.9.1.2.7.1.1
Perform counteroffensive BFH
(Figure 676)

1.7.6.2.9.1.6

Perform high g roll
underneath

1.7.5.2.9.1.2.6

Given own position during a high g roll
underneath maneuver and attacker's actions and position, describe
subsequent specific actions to take IAW the Phase Manual, FMIC
Instructional

1.7.5.2.9.1.2.6
Perform high g roll underneath (Page: 699)

1.7.5.2.9.1.2.6.

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

1.7.5.2.9.1.2.8.1

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

1.7.5.2.9.1.2.8.1

IAW the Phase Manual, describe the steps in performing the high g roll underneath maneuver including all the important considerations and at least one offensive counter-maneuver. Describe these steps in

1.7.5.2.9.1.2.8.1
Given own position during a high g roll underneath maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.2.5.2.9.1.2.8.1.1.

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

1.7.5.2.9.1.2.8.1.1

Correctly state the purpose of the high g roll underneath maneuver IAW the Phase Manual.

1.7.5.2.9.1.2.8.1.1
Perform counteroffensive BFh
(Pages 676-677)
1.7.5.2.9.1.2

Perform jinkout
1.7.5.2.9.1.2.9

Given own position during a jinkout maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FM 100-22, Instructional texts, and TRICOM Manual 1.7.5.2.9.1.2.5.
Given own position during a jinkout maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional texts, and TRICOM Manual 3-1.

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

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

Perform jinkout (Page 702)

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

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

Correctly state the purpose of the jinkout maneuver IAW the Phase Manual.
Select offensive and counteroffensive maneuvers (Page: 642)

Given a tactical scenario describing bogey's aircraft type, ordnance, angle off, aspect, energy state, and probable intentions, select offensive and counteroffensive maneuvers IAW Phase.

Perform vertical scissors
Perform horizontal scissors
Describe the basic maneuvering characteristics of the F-16 to include energy management and maneuvering energy.

Given appropriate maneuver and difference diagrams, select areas of advantage, neutrality, and disadvantage.

Given HU1 display with energy management symbols present and a list of energy management related statements, correctly match statements to each display IAW T.O. 1F-16A-34-1-1.

Perform tactical intercept (Page: 564)

1.7.5.2

Employ combat energy management

1.7.5.2.10
Employ combat energy management (Page: 706)

1.7.5.2.10

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

1.7.5.2.10.1

Define specific energy (E_s) and specific power (P_s) IAW Fighter Weapons School texts.

(E)

1.7.5.2.10.1.1
Perform tactical intercept (Page: 564)

Employ weapons

Perform missile attack (Page: 709)
Perform gun attack (Page: 746)
Employ weapons

1.7.5.2.11

Perform missile attack

1.7.5.2.11.1

Perform missile attack in AAM mode (Page: 710)

1.7.5.2.11.1.1

Perform missile attack in missile override/dogfight mode (Page: 719)

1.7.5.2.11.1.2

Perform missile attack using manual reticle (Page: 728)

1.7.5.2.11.1.3

Perform missile attack using HÜÜ back-up. (Page: 737)

1.7.5.2.11.1.4

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

1.7.5.2.11.1.5

State the missile launch parameters for both AIM-9J and AIM-9L rules of thumb for range vs altitude and overtake, required separation from competing JSTOL sources, for angle-off/aspect angle, and airspeed iAW

1.7.5.2.11.1.6

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

1.7.5.2.11.1.7

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

1.7.5.2.11.1.8
Perform missile attack (Page: 709)

Perform missile attack in AAM mode

1.7.5.2.11.1.1

Perform missile attack in AAM mode with AIM-9J
(Page: 711)

Perfor missile attack in AAM mode with AIM-9L
(Page: 715)

State the special considerations for performing missile attack in AAM mode without error.

1.7.5.2.11.1.1.1

1.7.5.2.11.1.1.2

1.7.5.2.11.1.1.3
Perform missile attack in AAM mode (Page: 710)

Perform missile attack in AAM mode with AIM-9J

Given cues, describe the next specific action to take in performing missile attack in AAM mode with AIM-9J IAW current tactical doctrine and regulations. (Page: 712)
Perform missile attack in AAM mode with AIM-9J
(Page:711)

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

Describe the steps in the procedure for missile attack in AAM mode with AIM-9J in correct order with no omissions. (Page:713)
Given cues, describe the next specific action to take in performing missile attack in AAM mode with AIM-9J IAW current tactical doctrine and regulations. (Page: 712)

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

State the switching procedure for selecting, arming, and launching the AIM-9J missile in the AAM mode.

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the AAM mode, state whether or not missile launch parameters have been attained. (Page: 714)

State the special considerations for employing the AIM-9J missile in the AAM mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.
Describe the steps in the procedure for missile attack in AAM mode with AIM-9J in correct order with no omissions. (Page: 713)

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

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

Given a HUD presentation of the AIM-9J missile in the AAM mode, correctly identify all missile associated symbology and state the values represented IAW the Avionics Manual and 10. 1F-16A-31-1.
Perform missile attack in AAM mode (Page 710).

Perform missile attack in AAM mode with AIM-9L.

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

1.7.5.2.11.1.2.1
Perform missile attack in AAM mode with AIM-9L. (Page: 715)

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

Describe the steps in the procedure for missile attack in AAM mode with AIM-9L in correct order with no omissions. (Page: 717)
Given cues, describe the next specific action to take in performing missile attack in AAM mode with AIM-9L IAW tech order procedures and current tactical doctrine and regulations. (Page 716)

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

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

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the AAM mode, state whether or not missile launch parameters have been attained. (Page 718)

State the special considerations for employing the AIM-9L missile in the AAM mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.
Describe the steps in the procedure for missile attack in AAM mode with AIM-9L in correct order with no omissions. (Page: 717)

1.7.5.2.11.1.2.1.2

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

1.7.5.2.11.1.2.1.3

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

1.7.5.2.11.1.2.1.4

Given a HUD presentation of the AIM-9L missile in the AAM mode, correctly identify all missile associated symbology and state the values represented IAW the Avionics Manual and T.O. 1F-16A-34-1-1.
Perform missile attack
(Page:709)

1.7.5.2.11.1

Perform missile attack in missile override/dogfight mode

1.7.5.2.11.1.2

Perform missile attack in missile override/dogfight mode with AIM-9J
(Page:720)

1.7.5.2.11.1.2.1

Perform missile attack in missile override/dogfight mode with AIM-9L
(Page:724)

1.7.5.2.11.1.2.2

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

1.7.5.2.11.1.2.3

Given a CFI or other suitable trainer, select on command missile override within 2 seconds without looking.

1.7.5.2.11.1.2.4
Perform missile attack in missile override/dogfight mode (Pae:719)

1.7.5.2.11.1.2

Perform missile attack in missile override/dogfight mode with AIM-9J

1.7.5.2.11.1.2.1

Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9J in current tactical doctrine, regulations, and

1.7.5.2.11.1.2.1
Perform missile attack in missile override/狗fight mode with AIM-9J (Page: 720)

Given cues, describe the next specific action to take in performing missile attack in missile override/狗fight mode with AIM-9J in correct order with no omissions. (Page: 722)

Describe the steps in the procedure for missile attack in missile override/狗fight mode with AIM-9J in correct order with no omissions. (Page: 722)
Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9J IAW current tactical doctrine, regulations, and tech order procedures.

1.7.5.2.11.1.2.1.1

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

1.7.5.2.11.1.2.1.1

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

1.7.5.2.11.1.2.1.1

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

1.7.5.2.11.1.2.1.1.2

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

1.7.5.2.11.1.2.1.1.3
Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9J in correct order with no omissions. (Page:722)

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

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

Given a HUD presentation of the AIM-9J missile on the missile override/dogfight mode, correctly identify the various components and state the values represented IAW the Avionics Manual and
Perform missile attack in missile override/dogfight mode (Page 719)

Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9L IAW current tactical doctrine, regulations, and

1.7.5.2.11.1.2.1
Perform missile attack in missile override/dogfight mode with AIM-9L (Page: 724)

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

Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9L in correct order with no omissions. (Page: 726)
Given cues, describe the next specific action to take in performing missile attack in missile override/dogfight mode with AIM-9L IAW current tactical doctrine, regulations, and order procedures.

1.7.5.2.11.1.2.1.1

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

1.7.5.2.11.1.2.1.1

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

1.7.5.2.11.1.2.1.1

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

1.7.5.2.11.1.2.1.1

State the special considerations for employing the AIM-9L missile in the missile override/dogfight mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.
Describe the steps in the procedure for missile attack in missile override/dogfight mode with AIM-9L in correct order with no omissions. (Page: 726)

1.7.5.2.11.1.2.2.1.1

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

1.7.5.2.11.1.2.2.1.2

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

1.7.5.2.11.1.2.2.1.3

Given a HUD presentation of the AIM-9L missile in the missile override/dogfight mode, correctly identify all missile and gun associated symbology and state the values represented IAW the
Perform missile attack
(Page:709)

Perform missile attack using manual reticle
1.7.5.2.11.1.3

Perform missile attack with AIM-9J using manual reticle. (Page:729)
1.7.5.2.11.1.3.1

Perform missile attack with AIM-9L using manual reticle (Page:733)
1.7.5.2.11.1.3.2

State the special considerations for performing missile attack using manual reticle without error IAW the Avionics Manual and T.O. 1F-16A-34-1-1.
1.7.5.2.11.1.3.3
Perform missile attack using manual reticle
(Page:728)

Given cues, describe the next specific action to take in performing missile attack with AIM-9J using manual reticle IAW Phase I Manual and T.O.

1.7.5.2.11.1.3.1
Given cues, describe the next specific action to take in performing missile attack with AIM-9J using manual reticle IA-Phase Manual and T.O. 1F-16A-34-1-1.
Given cues, describe the next specific action to take in performing missile attack with AIM-9J using manual reticle I&W Phase Manual and T.O. 1F-16A-34-1-1. (Page: 730)

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

1.7.5.2.11.3.1.1.1

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

1.7.5.2.11.1.3.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the missile mode and a manual range wing span setting, state whether or not missile launch parameters have

1.7.5.2.11.3.1.1.2

State the special considerations for employing the AIM-9J missile in the manual reticle mode I&W the Avionics Manual and T.O. 1F-16A-34-1-1.

1.7.5.2.11.3.1.1.3
Describe the steps in the procedure for missile attack with AIM-9J using manual reticle in correct order with no omissions. (Page 731)

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the missile mode and a manual range wing span setting, state whether or not missile launch parameters have been obtained using manual reticle in correct order with no omissions.

1.7.5.2.11.1.3.1.1.1.2

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

1.7.5.2.11.1.3.1.1.1.2.1

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

1.7.5.2.11.1.3.1.1.1.2.2
Given cues, describe the next specific action to take in performing missile attack with AIM-9L using manual reticle IAW current doctrine and regulations.

1.7.5.2.11.1.3.2
Perform missile attack with AIM-9L using manual reticle (Page: 733)

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

1.7.5.2.11.1.3.2.1

describe the steps in the procedure for missile attack with AIM-9L using manual reticle in correct order with no omissions. (Page: 735)
Given cues, describe the next specific action to take in performing missile attack with AIM-9L using manual reticle IAW current doctrine and regulations. (Pages 735)

1.7.5.2.11.3.2.1.1

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

1.7.5.2.11.3.2.1.1

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

1.7.5.2.11.3.2.1.1

Given a HUD presentation and an audio indication of an armed AIM-9L missile in the manual reticle mode, state whether or not missile launch parameters have been attained. (Page 736)

1.7.5.2.11.3.2.1.1

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

1.7.5.2.11.3.2.1.1
Describe the steps in the procedure for missile attack with AIM-9L using manual reticle in correct order with no omissions. (Page:736)

1.7.5.2.11.3.2.1.1

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

1.7.5.2.11.3.2.1.1.2

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

1.7.5.2.11.3.2.1.1.3

Given a HUD presentation of the AIM-9L missile in the manual reticle mode, correctly identify missile associated symbology and state the values represented IAW the Avionics Manual and I.O. 1F-16A-24-1-1.

1.7.5.2.11.3.2.2.1.1.2
Perform missile attack
(Page: 709)

1.7.5.2.11.1

Perform missile attack using HUD back-up.

1.7.5.2.11.1.4

Perform missile attack with
AIM-9J using HUD back-up. (Page: 738)

1.7.5.2.11.1.4.1

Perform missile attack with
AIM-9L using HUD back-up. (Page: 742)

1.7.5.2.11.1.4.2

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

1.7.5.2.11.1.4.3
Perform missile attack using HUB back-up.
(Please refer to Page 737)

Given cues, describe the next specific action to take in performing missile attack with AIM-9J using HUB back-up in current doctrine and regulations.
(Please refer to Page 739)
Perform missile attack with AIM-9J using HUD back-up. (Page: 738)

Given cues, describe the next specific action to take in performing missile attack with AIM-9J using HUD back-up IAW current doctrine and regulations. (Page: 740)

Describe the steps in the procedure for missile attack with AIM-9J using HUD back-up in correct order with no omissions. (Page: 740)
Given cues, describe the next specific action to take in performing missile attack with AIM-9J using HUD back-up IAW current doctrine and regulations. (Page:739)

1.7.5.2.11.1.4.1.1.1

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

1.7.5.2.11.1.4.1.1.1

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

1.7.5.2.11.1.4.1.1.1

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up, determine if it is armed or selected. (Page:741)

1.7.5.2.11.1.4.1.1.2

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

1.7.5.2.11.1.4.1.1.3
Given a HUD presentation, state whether the HUD back-up mode is selected and the AIM-9J missile is armed.

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

Describe the steps in the procedure for missile attack in AIM-9J using HUD back-up in correct order with no omissions (page 740).
Perform missile attack using HUD back-up. (Page:737)

Perform missile attack with AIM-9L using HUD back-up.

Given cues, describe the next specific action to take in performing missile attack with AIM-9L using HUD back-up IAW current doctrine and regulations. (Page:743)
Perform missile attack with AIM-9L using HUD back-up. (Page 742)

Given cues, describe the next specific action to take in performing missile attack with AIM-9L using HUD back-up IAW current doctrine and regulations. (Page 744)

Describe the steps in the procedure for missile attack with AIM-9L using HUD back-up in correct order with no omissions. (Page 744)
Given cues, describe the next specific action to take in performing missile attack with AIM-9L using HUD back-up IAW current doctrine and regulations. (Page:743)

Describe the steps in the procedure for missile attack with AIM-9L using HUD back-up in correct order with no omissions. (Page:743)

State the switchology procedure for selecting, arming, and launching the AIM-9L missile in the HUD back-up mode. (Page:745)

Given a HUD presentation and an audio indication of an armed AIM-9J missile in the HUD back-up mode, state whether or not missile launch parameters have been attained. (Page:745)

State the special considerations for employing the AIM-9L missile in the HUD back-up mode IAW the Avionics Manual and T.O. 1F-16A-34-1-1.
Describe the steps in the procedure for missile attack with AIM-9L using HU back-up in correct order with no omissions. (Page:744)

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

Given a HU presentation, state whether the HU back-up mode is selected and whether or not the AIM-9L missile is armed.

Given a HU presentation of the AIM-9L missile in the HU back-up mode, correctly identify missile associated symbology and state the values represented in the Avionics Manual and T.O. 1F-16A-34-1-1.
Employ weapons
(Pages 708)

1.7.5.2.11

Perform gun attack

1.7.5.2.11.2

Perform gun attack in LCOS mode. (Page: 748)
1.7.5.2.11.2.1

Perform gun attack in snapshot mode
(Pages 752)
1.7.5.2.11.2.2

Perform gun attack in dogfight mode.
(Pages 756)
1.7.5.2.11.2.3

Perform gun attack using stadiometric ranging/manual reticle
(Pages 761)
1.7.5.2.11.2.4

Perform gun attack using HUD back-up. (Page: 767)
1.7.5.2.11.2.5

Perform gun attack against nonmaneuvering target.
1.7.5.2.11.2.6

Perform gun attack against dart (T) (Pages 770)
1.7.5.2.11.2.7

State the varieties of gun attack and identify the situations where each may or should be employed. IAW current doctrine and regulations.
1.7.5.2.11.2.8
Given a suitable hands-on trainer, find and activate the trigger to the second detent without looking and within 2 seconds.

(E)

1.7.5.2.11.2.5
Perform gun attack
(Page:746)
1.7.5.2.11.2

Perform gun attack in
LCOS mode.
1.7.5.2.11.2.1

Given cues,
describe the next
specific action to
take in performing gun
attack in LCOS mode IAW
current doctrine and
regulations. (Page:749)
1.7.5.2.11.2.1.3
Perform gun attack in LCDS mode. (Page: 746)

1.7.5.2.11.2.1

Given cues, describe the next specific action to take in performing gun attack in LCDS mode IAW current doctrine and regulations.

1.7.5.2.11.2.2.1

Describe the steps in the procedure for gun attack in LCDS mode in correct order with no omissions. (Page: 750)

1.7.5.2.11.2.1.1
Given cues, describe the next specific action to take in performing gun attack in LCOS mode IAW current doctrine and regulations. (Page:749)

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

State the switchology procedure for selecting and arming the gun in LCOS IAW TG. IF-16A-34-1-1.

Given a HUD presentation of the gun armed in the LCOS mode, state whether or not gun firing parameters have been met. (Page:751)
Describe the steps in the procedure for an attack in LCOS mode in correct order without errors.

Given a HUD presentation, state whether the LCOS mode is selected and whether or not the gun is armed. Given a HUD presentation of the gun, state whether or not the gun firing parameters have been met.

(Please refer to Page 750 for omissions.)
Given cues, describe the next specific action to take in performing gun attack in snapshot mode IAW current doctrine and regulations. (Page 753)
Perform gun attack in snapshot mode
(Page:752)

1.7.5.2.1

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

1.7.5.2.11.2.1

Describe the steps in the procedure for gun attack in snapshot mode in correct order with no omissions.
(Page:754)

1.7.5.2.11.2.2.1
Given cues, describe the next specific action to take in performing gun attack in snapshot mode IAW current doctrine and regulations. (Page: 753)

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

State the switchology procedure for selecting and arming the gun in the snapshot mode IAW 7.0. IF-16A-34-1-1.

Given a HGU presentation of the gun armed in the snapshot mode, state whether or not gun firing parameters have been met (Page: 755).

State the special considerations for employing the gun in the snapshot mode IAW the Avionics Manual and 7.0. IF-16A-34-1-1.
Describe the steps in the procedure for gun attack in snapshot mode in correct order with no omissions.

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

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

Given a HUD presentation of the gun selected in the snapshot mode, correctly identify missile and gun associated symbology of the display and state the values represented.
Perform gun attack
(Page: 746)

Perform gun attack in
dogfight mode.

Given cues, describe the next
specific action to
take in performing gun
attack in dogfight mode
IAW current doctrine
and regulations.
(Page: 757)
Perform gun attack in dogfight mode.
(Page: 756)

1.7.5.2.11.2.3

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

1.7.5.2.11.2.3.1

Describe the steps in the procedure for gun attack in dogfight mode in correct order with no omissions. (Page: 758)

1.7.5.2.11.2.3.1
Given cues, describe the next specific action to take in performing gun attack in dogfight mode IAW current doctrine and regulations. (Page:757)

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

State the switchology procedure for selecting and arming gun in the dogfight mode IAW T.O. IF-16A-34-1-1. (Page:759)

Given a HUD presentation of the gun armed in the dogfight mode, state whether or not gun firing parameters have been set. (Page:760)

State the special considerations for employing the gun in the dogfight mode IAW the Avionics Manual and T.O. IF-16A-34-1-1.
Describe the steps in the procedure for gun attack in dogfight mode in correct order with no omissions. (Page: 758)

State the switchology procedure for selecting and arming the gun in the dogfight mode IAW T.O. 1F-16H-34-1-1.

Given a suitable hands-on trainer, locate the dogfight/missile over switch and select dogfight mode within 2 seconds without looking.
Describe the steps in the procedure for gun attack in dogfight mode in correct order with no omissions. (Page 758)

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

Given a HUD presentation, state whether the dogfight/snapshoot mode is selected and whether or not the gun is armed.

Given a HUD presentation of the gun selected in the dogfight mode, correctly identify missile and gun associated symbology and state the values represented IAW T.O. lF-16A-34-11.

1.7.5.2.11.2.3.1.2.1
1. Perform gun attack
   (Page: 746)
   1.7.5.2.11.2

2. Perform gun attack using stadiometric ranging/manual reticle
   1.7.5.2.11.2.4

3. Given cues, describe the next specific action to take in performing gun attack using stadiometric ranging/manual reticle IAW current doctrine and regulations.
   (Page: 762)
   1.7.5.2.11.2.4.1
Perform gun attack using stadiometric ranging/manual reticle (Page: 761)

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

Describe the steps in the procedure for gun attack using stadiometric ranging/manual reticle in correct order with no omissions. (Page: 763)
Given cues, describe the next specific action to take in performing gun attack using stadiometric ranging/manual reticle IAW current doctrine and regulations.

(Page: 762)

1.7.5.2.11.2.4.1

Describe the steps in the procedure for gun attack using stadiometric ranging/manual reticle in correct order with no omissions.

1.7.5.2.11.2.4.1.1

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

(Page: 764)

1.7.5.2.11.2.4.1.1.1

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

(Page: 765)

1.7.5.2.11.2.4.1.2

State the special considerations for employing the gun using manual/stadiometric ranging IAW T.O. 1F-16A-34-1-1.

1.7.5.2.11.2.4.1.3
Given a suitable hands-on trainer, set a given target wingspan on control panel within ten feet within 15 seconds. Locate and activate the manual/range in two seconds without looking.

State the suitability procedure for selecting and arming the manual/stadiametric using gun firing law T.O. 1F-16A-34-1-1.

Describe the steps in the procedure for gun attack using manual/stadiametric in correct order without omission. (Page: 763)
Describe the steps in the procedure for gun attack using stadiometric ranging/manual reticle in correct order with no omissions. (Page: 763)

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

Given a HUD presentation of the gun selected and manual/stadiometric ranging being employed, correctly identify gun associated symbology and state the values represented IAW 7.0 IF-164-34-1-1.

1.7.5.2.11.2.4.1.1.1
Given a HUD presentation of an armed gun manual/stadiometric ranging and wing span setting for the target, state whether or not gun firing parameters have been met.

(Pages: 765)

1.7.5.2.11.2.4.1.1.2

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Given a HUD presentation of the gun selected and manual/stadiometric ranging being employed, correctly identify gun associated symbology and state the values represented IAW T.O iF-16A-34-I-1.

1.7.5.2.11.2.4.1.1.3

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

1.7.5.2.11.2.4.1.1.4
Perform gun attack
(Page 746)
1.7.5.2.11.2

Perform gun attack using HUD back-up.
1.7.5.2.11.2.5

Given cues, describe the next specific action to take in performing gun attack using HUD back-up IAW Phase Manual. (Page 768)
1.7.5.2.11.2.5.1
Perform gun attack using HUD back-up.
(Page 767)

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

Describe the steps in the procedure for gun attack using HUD back-up in correct order with no omissions. (Page 769)
Given cues, describe the next specific action to take in performing gun attack using HUD back-up IAW Phase Manual. (Page:768)

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

Describe the conditions that will result in the HUD back-up mode availability and the gun mode that will be used.
Perform gun attack (Page 746)

1.7.5.2.11.2

Perform gun attack against dart (T)

1.7.5.2.11.2.7

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

1.7.5.2.11.2.7.1

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

1.7.5.2.11.2.7.2
Perform tactical intercept (Page: 584)

Perform separation

Plan separation (Page: 772)

Select separation maneuver (Page: 773)

Perform separation maneuver (Page: 774)
Given a tactical scenario, describe the best separation maneuver IAW current tactical doctrine and regulations.
Perform separation (Page 771)

1.7.5.2.12

Select separation maneuver

1.7.5.2.12.2

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

1.7.5.2.12.2.1
Perform separation maneuver

Perform extension maneuver (Page: 775) 1.7.5.2.12.3.1

Perform high angle gun or missile separation maneuver (Page: 778) 1.7.5.2.12.3.2

Perform jinkout (Page: 773) 1.7.5.2.12.3.3

Perform a high G spiral (Page: 781) 1.7.5.2.12.3.4

Describe the steps and special considerations in performing a given separation maneuver in correct order with no omissions. 1.7.5.2.12.3.5
Perform separation maneuver (Page: 774)

Perform extension maneuver

Given own position during extension maneuver and attacker's actions and position; describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional.
Given own position during an extension maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase manual, FMIC Instructional Texts, and TRICOM Manual 5-1.

- IAW the Phase manual, describe the steps in performing the extension maneuver including all important considerations and at least one offensive maneuver. Describe these steps in correct order with no omission.
- Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the extension maneuver is appropriate.

Perform extension maneuver (Pages:775)
Given own position during an extension maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FMIC Instructional Texts, and TRICOM Manual 3-1.

1.7.5.2.13.3.1.1

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

1.7.5.2.12.3.1.1.1

Correctly state the purpose of the extension maneuver IAW the Phase Manual.

1.7.5.2.12.3.1.1.1
Perform separation maneuver (Page 774)

Perform high angle gun or missile separation maneuver.

Given own position during high angle gun or missile separation maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FMIC.
Perform high angle gun or missile separation maneuver. (Page: 778)

Given own position during a high angle gun or missile separation maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts.

- Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenario(s) where the high angle gun or missile separation maneuver is correct order with no
Given own position during a high angle gun or missile separation maneuver and attacker's actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC Instructional Texts, 1.7.5.2.12.3.2.1.

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenarios where the high angle gun or missile separation maneuver is appropriate.

1.7.5.2.12.3.2.1.1

Correctly state the purpose of the high angle gun or missile separation maneuver IAW manual.

1.7.5.2.12.3.2.1.1
Perform a high g spiral maneuver and describe subsequent actions to take in the Phase Manual, MIC.
Given own position during a high G spiral maneuver and attacker’s actions and position, describe subsequent specific actions to take IAW the Phase Manual, FWIC instructional Texts, and TRICOM manual 3-1.

Given counteroffensive one versus one scenarios containing all pertinent data, correctly identify those scenarios where the high G spiral maneuver is appropriate. (D)

IAW the Phase Manual describe the steps in performing the high G spiral maneuver including all important considerations and at least one offensive counter-maneuver. Describe these steps in correct order with nu
Given own position during a high g spiral maneuver and attacker's actions and position, describe subsequent specific actions to take (a) The Phase Manual, FWIC Instructional Texts, and TRICOM Manual 3-1.

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

Correctly state the purpose of the high g spiral maneuver (b) The Phase Manual (b)

1.5.2.12.3.4.1
Perform tactical intercept (Page: 364)

1.7.5.2

Perform tactical intercept in specialized situations.

1.7.5.2.13

Perform tactical intercept using GCI/MAOS. (Page: 785)

1.7.5.2.13.1

Perform tactical intercept on a jamming target or with rear degraded (C) (Page: 787)

1.7.5.2.13.2

Perform tactical intercept on a high altitude target (C)

1.7.5.2.13.3

Perform tactical intercept on low altitude target (C)

1.7.5.2.13.4

Perform tactical intercept on an orbiting target. (C) (Page: 789)

1.7.5.2.13.5

Perform tactical intercept in a complex jamming environment (C) (Page: 791)

1.7.5.2.13.6

Perform tactical intercept in a multibogey environment (Page: 753)

1.7.5.2.13.7

List formation, planning, and tactics for multibogey environment

1.7.5.2.13.8
Perform tactical intercept in specialized situations. (Page 784)

1.7.5.2.13

Perform tactical intercept using GCI/AWACS.

1.7.5.2.12.1

Given cues, describe next specific action to take in performing tactical intercept using GCI/AWACS to current tactical doctrine and regulations. (Page 786)

1.7.5.2.13.1.1
Perform tactical intercept using GCI/AWACS. (Page: 765)

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

State the special considerations for tactical intercept using GCI/AWACS without error.
Perform tactical intercept in specialized situations. (Page:764)

Perform tactical intercept on a jamming target or with radar degraded (C)

Given cues, describe next specific action to take in performing tactical intercept on a jamming target or with radar degraded IAW current tactical doctrine and regulations.
Perform tactical intercept on a jamming target or with radar degraded (C) (Page: 787)

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

State the special considerations for tactical intercept on a jamming target or with radar degraded without error.
Perform tactical intercept in specialized situations. (Page: 784)

1.7.5.2.13

Perform tactical intercept on an orbiting target. (C)

1.7.5.2.13.3.5

Given cues, describe the next specific action to take in performing tactical intercept on an orbiting target IAW current tactical doctrine and regulations. (Page: 790)

1.7.5.2.13.5.1
Perform tactical intercept on an orbiting target. (C) (Page: 789)

1.7.5.2.13.5

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

1.7.5.2.13.5

State the special considerations for tactical intercept on an orbiting target without error.

1.7.5.2.13.5
Perform tactical intercept in specialized situations. (Page: 764)

Perform tactical intercept in a com jamming environment (C)

Given cues, describe the next specific action to take in performing tactical intercept in com jamming environment IAW current tactical doctrine and regulations. (Page: 792)
Perform tactical intercept in a coom jamming environment (c)

Given cues, describe the next specific action to take in performing tactical intercept in coom jamming environment IAW current tactical doctrine and regulations.

State the special considerations for tactical intercept in a coom jamming environment without error.
Perform tactical intercept in specialized situations. (Page: 794)
1.7.5.2.13

Perform tactical intercept in a multibogey environment
1.7.5.2.13.7

Given cues, describe the next specific action to take in performing tactical intercept in a multibogey environment IAW current tactical doctrine, FWOC texts and regulations.
(Page: 794)
1.7.5.2.13.7.1
Perform tactical intercept in a multibogey environment

1.7.5.2.13.7

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

1.7.5.2.13.7.1

State the special considerations for tactical intercept in a multibogey environment without error.

1.7.5.2.13.7.1.1
Perform tactical intercept (Page:584)

1.7.5.2

Perform air-to-air operations with visibility restricted

1.7.5.2.14

Perform air-to-air operations at night (C)

1.7.5.2.14.1

Perform air-to-air operations in weather (continuation training)

1.7.5.2.14.2

State the special considerations for conducting air-to-air operations under conditions or restricted visibility

IAN TACOM Manual 3-1.

1.7.5.2.14.3
Perform air-to-air combat

Perform sweep

Perform sweep with GCI/AWACS available

Perform sweep with GCI/AWACS unavailable
Given cues, describe the next specific action to take in performing sweep with GCI/AWACS available (Page: 798)
Perform sweep with GCI/AWACS available

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

Describe the steps in the procedure for sweep with GCI/AWACS available in correct order with no omissions.
Given cues, describe the next specific action to take in performing sweep with GCI/AWACS available (Page: 798)

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

List the major planning factors for a Fighter Sweep Mission with GCI/AWACS available IAW TRICOM Manual 3-1, Fighter Weapons School texts, and current directives.
Given cue, describe the next specific action to sweep with GC/L/MCS/unavailable (TMC).

Perform sweep with GC/L/MCS/unavailable.
Perform sweep with GCI/AWACS unavailable. (Page:800)

Given cues, describe the next specific action to take in performing sweep with GCI/AWACS unavailable IAW current tactical doctrine, TMIC texts and regulations. (Page:802)

Describe the steps in the procedure for sweep with GCI/AWACS unavailable in correct order with no omissions. (Page:802)
Given cues, describe the next specific action to take in performing sweep with GCI/AWACS unavailable IAW current tactical doctrine, TWIC texts and regulations.

(Prose:801)

1.7.5.3.2.1

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

1.7.5.3.2.1.1

List the major planning factors for a Fighter Sweep Mission with GCI unavailable IAW TRICOM manual 3-1, Fighter Weapons School texts, and current directives.

1.7.5.3.3.1.1.1
Perform air-to-air combat (Page:550)

Perform combat air patrol (CAP)

Perform roving CAP (C) (Page:604)

Perform collapsing CAP

Perform point CAP (C) (Page:605)

Perform barrier CAP (BARCAP) (C) (Page:606)
Perform combat air patrol (CAP) (Pages 803-)
1.7.5.4

Perform roving CAP (C)
1.7.5.4.1

Describe the procedure for roving CAP and name the considerations of must importance with no omissions IAW current doctrine and regulations.
1.7.5.4.1.1
Perform combat air patrol (CAP) (Page:805)

1.7.5.4

Perform point CAP (E)

1.7.5.4.3

Perform point weave pattern

1.7.5.4.3.1

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

1.7.5.4.3.2
Perform combat air patrol (CAP) (Page:803)

1.7.5.4

Perform barrier CAP (BARCAP) (C)

1.7.5.4.4

Perform triangular BARCAP pattern (C) (Page:807)

1.7.5.4.4.1

Perform sawtooth BARCAP pattern (C) (Page:808)

1.7.5.4.4.2

Describe the procedure for Barrier CAP (BARCAP) and note the considerations of most importance with no omissions IAW current tactical doctrine and regulations.

1.7.5.4.4.3
Pace: 007

Performs barrier CAP
(BARCAP) [C] (Page 006: 1.7.5.4.4)

1.7.5.4.4.1

Perform triangular
BARCAP pattern. [C]

1.7.5.4.4.1.1

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

1.7.5.4.4.1.1
Perform barrier CAP
(BARCAP) (C) (Page:806)
1.7.5.4.4

Perform sawtooth BARCAF
pattern (C)
1.7.5.4.4.2

Describe the procedure
for sawtooth BARCAF
pattern and note the
considerations of most
importance with no
omissions IAW current
tactical doctrine, TWIC
texts and regulations.
1.7.5.4.4.2.1
Perform air-to-air combat (Page: 550)

Perform air-to-air escort (C)

Perform tactical strike force escort (C) (Page: 810)

Perform reconnaissance escort (C) (Page: 811)

Perform bomber/airlift escort (C) (Page: 812)

State the special considerations for air-to-air escort without error
Perform air-to-air escort (C) (Page:809)
1.7.5.5

Perform tactical strike force escort (C)
1.7.5.5.1

State the special considerations for tactical strike force escort without error.
1.7.5.5.1.1
Perform air-to-air escort (C) (Page:607)

1.7.5.5

Perform reconnaissance escort (C)

1.7.5.5.2

State the special considerations for reconnaissance escort without error.

1.7.5.5.2.
Perform air-to-air escort (C) (Page:609)

1.7.5.5

Perform bomber/airlift escort (C)

1.7.5.5.3

State the special considerations for bomber/airlift escort without error.

1.7.5.5.3.1
Perform combat (c) (Page: 519)

Perform air-to-surface combat (Page: 814)

Perform air-to-surface tactical formations. (Page: 815)

Locate target (Page: 831)

Perform attack maneuver (Page: 863)

Deliver ordnance (GSE-avionics, weapons) (Page: 897)

Perform recovery/escape maneuver (Page: 924)

Perform bomb damage assessment (Page: 933)

Perform reattack. (Page: 934)

Perform air-to-surface combat in specialized situations (Page: 940)
Perform combat (c)
(Pages: 519)
1.7

Perform air-to-surface combat
1.7.6

Perform range procedures (T)
(Pages: 950)
1.7.6.9
Perform air-to-surface combat (Page 813)

1.7.6

Perform air-to-surface tactical formations.

1.7.6.1

Perform medium altitude (5,000-20,000 ft.) air-to-surface tactical formations (Page 816)

1.7.6.1.1

Perform low altitude (300-500 ft.) and very low altitude (100-300 ft.) air-to-surface tactical formations. (C) (Page 823)

1.7.6.1.2

Perform strike force formations at medium/low altitude (flight lead) (Page 830)

1.7.6.1.3
Perform air-to-surface tactical formations.
(Pages: 815)

Perform medium altitude
(5,000-20,000 ft.)
air-to-surface tactical formations

Perform two-ship tactical trail formation.
(TBD) (Page: 817)

Perform three-ship tactical point formation (fluid three)
(Pages: 818)

Perform fluid four-ship formation (Pages: 819)

Perform four-ship box formation (Page: 821)
Perform medium altitude (5,000-20,000 ft.) air-to-surface tactical formations (Page: 816)

1.7.6.1.1

Perform two-ship tactical trail formation (TBG)

1.7.6.1.1.1

Given tactical scenarios, select those for which tactical trail formation is appropriate INW current doctrine and practices.

1.7.6.1.1.1.1

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

1.7.6.1.1.1.2

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

1.7.6.1.1.1.3
Perform medium altitude (5,000-20,000 ft.) air-to-surface tactical formations (Page: 810)
1.7.6.1.1

Perform three-ship tactical point formation (fluid three)
1.7.6.1.1.2

Given a tactical scenario and a list of three-ship tactical formations, select the appropriate formation.
1.7.6.1.1.2.1
Perform medium altitude (5,000-20,000 ft.)
air-to-surface tactical formations (Page 816)

1.7.6.1.1

Perform fluid four-ship formation
1.7.6.1.1.3

Fly four-ship battle spread - straight ahead
1.7.6.1.1.3.1

Perform four-ship battle spread turns
(Pages 820)
1.7.6.1.1.3.2

Given a tactical scenario and a list of four-ship tactical formations, select the appropriate formation.
1.7.6.1.1.3.3
Perform fluid four-ship formation (Page: 819)

1.7.6.1.1.3

Perform four-ship battle spread turns

1.7.6.1.1.3.2

Perform four-ship battle spread delayed 90 deg. turn

1.7.6.1.1.3.2.1

Perform four-ship battle spread delayed 45 deg. turn

1.7.6.1.1.3.2.2

Perform four-ship battle spread in-place turns

1.7.6.1.1.3.2.3
Perform medium altitude (5,000-20,000 ft.) air-to-surface tactical formations (Page: 816)

Perform four-ship box formation

Fly four-ship box formation - straight ahead

Perform four-ship box turns (Page: 822)
Perform four-ship box formation (Page: 821)

1.7.6.1.1.4

Perform four-ship box turns

1.7.6.1.1.4.

Perform four-ship box delayed 90 deg. turn

1.7.6.1.1.4.2.1

Perform four-ship box delayed 45 deg. turn

1.7.6.1.1.4.2.2

Perform four-ship bottle spread in-place turns

1.7.6.1.1.4.2.3
Perform air-to-surface tactical formations.

[1.7.6.1.1]

Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations. (C)

[1.7.6.1.2]

Perform fluid two formation at low altitude (300-500 ft) and very low altitude formation (Page:824)

[1.7.6.1.3]

Perform three-snip point formation (Page:825)

[1.7.6.1.4]

Perform four-snip point formation (Page:826)

[1.7.6.1.5]

Perform weave formation (Page:827)

[1.7.6.1.6]

Perform offset box formation (Page:828)

[1.7.6.1.7]

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

[1.7.6.1.8]

Given a specific formation type, state considerations for flying in that formation at low and very low altitude, IAW T.M. with no emissions. Include reactions to ground and air threats, maintaining ground
Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations.

(C) (Page:823)

1.7.6.1.2

Perform fluid two formation at low and very low altitude

1.7.6.1.2.1

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

1.7.6.1.2.1.1

Describe visual cues/signals and procedures for call out "Formation" in a fluid two formation at low altitude IAW current practices and TACM 3-1.

1.7.6.1.2.1.2

Given a dihedral view of the fluid two formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors.

1.7.6.1.2.1.3
Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations. (C) (Page:823)

1.7.6.1.2

Perform three-ship point formation

1.7.6.1.2.2

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

1.7.6.1.2.2.1

Describe visual cues/signals and procedures for coming out turns in a three-ship point formation at low altitude IAW current practices and TACM 3-1.

1.7.6.1.2.2.2

State the responsibilities of each flight member in a three-ship point formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1.

1.7.6.1.2.2.3

Given a plane view of the three-ship point formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors.

1.7.6.1.2.2.4
Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations. (C) (Page:823)

Perform four-ship point formation

<table>
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<th>1.7.6.1.2.3.1</th>
<th>1.7.6.1.2.3.2</th>
<th>1.7.6.1.2.3.3</th>
<th>1.7.6.1.2.3.4</th>
</tr>
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<tbody>
<tr>
<td>State the correct fore, aft and lateral position for flight members in a four-ship point formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1.</td>
<td>Describe visual cues/signals and procedures for come out turns in a three-ship point formation at low altitude IAW current practices and TACM 3-1.</td>
<td>State the responsibilities of each flight member in a three-ship point formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1.</td>
<td>Given a plane view of the four-ship point formation, describe specific areas of highest vulnerability without omissions or errors.</td>
<td></td>
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</table>
Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations. (C) (Page: 823)

Perform wedge formation

1.7.6.1.2.4

State the correct fore, aft, and lateral position for flight members in a wedge formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1.

1.7.6.1.2.4.1

Describe visual cues/signals and procedures for call out turns in a wedge formation at low altitude IAW current practices and TACM 3-1.

1.7.6.1.2.4.2

State the responsibilities of each flight member in a wedge formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1.

1.7.6.1.2.4.3

Given a plane view of the wedge formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors.

1.7.6.1.2.4.4
Perform low altitude (300-500 ft) and very low altitude (100-300 ft) air-to-surface tactical formations.

Perform offset box formation

State the correct fore, aft, and lateral position for flight members in a box/offset box formation at low altitude and describe methods for maintaining position IAW current practices and TACM 3-1.

Describe visual cues/signals and procedures for command turns in a box/offset box formation at low altitude IAW current practices and TACM 3-1.

State the responsibilities of each flight member in a box/offset box formation at low altitude to include lookout, navigation, and communication IAW current doctrine and TACM 3-1.

Given a plane view of the box/offset box formation, describe specific areas of lookout responsibilities and identify areas of highest vulnerability without omissions or errors.
Perform offset box formation (Page 608)

1.7.6.1.2.5

Describe visual cues/signals and procedures for come out turns in a box/offset box formation at low altitude IAW current practices and TACM 3-1.

1.7.6.1.2.5.

Perform offset box delayed 45 deg. turn

1.7.6.1.2.5.1

Perform offset box delayed 90 degree turn

1.7.6.1.2.5.2

See academic objectives ref. two-ship fluid-two air-to-air turns.

1.7.6.1.2.5.2.1
Perform air-to-surface tactical formations.
(Page: 815)

Perform strike force formations at medium/low altitude (flight lead)

- Perform box alpha formations
  - 1.7.6.1.3.1
- Perform 10 ship plus escort formation
  - 1.7.6.1.3.2
- Perform 20 ship plus escort formation
  - 1.7.6.1.3.3
- Perform 24 ship plus escort formation
  - 1.7.6.1.3.4
Perform air-to-surface combat (Page: B13)

1.7.6

Locate target

1.7.6.2

Locate target with flight lead responsible (Page: B32)

1.7.6.2.1

Locate target using external agencies (Page: B48)

1.7.6.2.2

Detect target anomalies. (Page: B64)

1.7.6.2.3
Locate target (Page: 831)
1.7.6.2

Locate target with flight lead responsible
1.7.6.2.1

Locate targets of opportunity (armed recce) (Page: 833)
1.7.6.2.1.1

Locate known target (preplanned/immediate) (Page: 841)
1.7.6.2.1.2
Locate target with flight lead responsible (Page: 832)

Locate targets of opportunity (armed recce)

Perform route recce (Page: 834)

Perform area search (Page: 840)
Locate targets of opportunity (area recce) (Page:833)

Perform route recce

Perform route recce formations (Pages:835)

Perform defensive lookout during route recce

Acquire target during route recce

Describe the procedure for route recce and make the considerations of most importance without error from tuTIC texts, the Phase Manual, FMOIC texts and the Training Manual in current

Given photographs of LOCs in various terrain types, identify the LOC in three out of five cases and designate routes allowing avoidance of inspection of assigned points.
Perform route recce
(Pages:834)

Perform route recce
formations

Perform two-ship route recce parallel formation (Page:836)

Perform two-ship route recce crossing formation (Page:837)

Perform four-ship route recce crossing formation (Page:838)

Perform main threat armed recce (sector attack) formation

Perform three-ship parallel route recce formation at medium altitude

Perform four-ship parallel route recce formation

1.7.6.2.1.1.1.1.1
1.7.6.2.1.1.1.1.2
1.7.6.2.1.1.1.2.2
1.7.6.2.1.1.1.1.1
1.7.6.2.1.1.1.1.5
1.7.6.2.1.1.1.1.6
Perform route recce formations (Page 1635)

Perform two-ship route recce parallel formation

- Describe the position of flight members in a two-ship parallel route recce formation and state the responsibilities of each to include offensive lookout IAW current practices and TACN 3-1.

- Describe techniques for maneuvering to attack targets of opportunity from a two-ship parallel route recce formation including cautions and limitations, and describe procedures for returning to the
Perform route recce formations (Page 535)

Perform two-ship route recce crossing formation

Describe the position of flight members in a two-ship crossing route recce formation and state the responsibilities of each to include defensive lookout IAW current practices and TACM 3-1.

Describe techniques for maneuvering to attack targets of opportunity from a two-ship crossing route recce formation including cautions and limitations, and describe procedures for returning to the...
Perform route recce formations (Page 335)

Perform four-ship route recce crossing formation

Describe the position of flight members in a four-ship crossing route recce formation and state the responsibilities of each to include defensive lookout IAW current practices and TACM 3-1.

Describe techniques for maneuvering to attack targets of opportunity from a four-ship crossing route recce formation including cautions and limitations, and describe procedures for returning to the
Perform route recce

(Pages: 634)

1.7.6.2.1.1.1

Describe the procedure for route recce and name the considerations of most importance without error from TWIC texts, the Phase Manual, FWIC texts, and the Training Manual IAW current doctrine and TACM 3-1.

1.7.6.2.1.1.4

Describe the major considerations for communicating target data to other flight members.

1.7.6.2.1.1.4.1
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<tr>
<td>Perform area search</td>
</tr>
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<td>1.7.6.2.1.1.2</td>
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</table>

<table>
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<tr>
<th>State specific considerations including C3 for responding to change of area assignment while airborne IAW CDP.</th>
</tr>
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<tr>
<td>1.7.6.2.1.1.2.1</td>
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</table>

<table>
<thead>
<tr>
<th>Describe procedure for locating and attacking targets of opportunity in small specified areas (kill zones) IAW current doctrine/practices</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.7.6.2.1.1.2</td>
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</table>

<table>
<thead>
<tr>
<th>Describe procedure and search patterns for locating targets of opportunity in large designated areas IAW CDP.</th>
</tr>
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<td>1.7.6.2.1.1.2.5</td>
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Locate target with flight lead responsible (Page: 632)

- Locate known target (preplanned/immediate)

  1.7.6.2.1

  Locate known target using radar (Page: 842)

  1.7.6.2.1.1

  Locate known target visually (Page: 845)

  1.7.6.2.1.2

  Locate known target using computed navigation (Page: 847)

  1.7.6.2.1.3
Locate known target
(preplanned/immediate)
(Pages:841)

Locate known target
using radar

Locate known target
using radar under normal conditions.
(Pages:843)

Locate known
target using radar with
jammers/radar degraded
(Pages:844)
Locate known target using radar (Page: 842)
1.7.6.2.1.2.1

Locate known target using radar under normal conditions.
1.7.6.2.1.2.1.1

Describe the procedure for locating a known target using radar under normal conditions without error.
1.7.6.2.1.2.1.1.1

Given a map and a photograph of an area, compare and identify those returns which indicate specified preplanned air-to-surface targets correctly at least 4 of.
<table>
<thead>
<tr>
<th>Locate known target using radar (Page: 542)</th>
<th>Locate known target using radar with jamming/radar degraded</th>
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<tr>
<td>1.7.6.2.1.2.1</td>
<td>1.7.6.2.1.2.1.2</td>
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</table>

<table>
<thead>
<tr>
<th>State the considerations for operating the radar in ground map modes in a jamming/radar degraded environment with no omissions IAW TACH 3-1.</th>
<th>Describe the effects of jamming on the radar in ground map modes without error IAW the Phase Manual and TACH 3-1.</th>
</tr>
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<tbody>
<tr>
<td>1.7.6.2.1.2.1.2.1</td>
<td>1.7.6.2.1.2.1.2.1.2</td>
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</table>
Locate known target (planned/immediate)
(Page:841)

1.7.6.2.1.2

Locate known target visually

1.7.6.2.1.2

Locate known target visually using nav references

1.7.6.2.1.2.1

Locate known target visually using ground references (Page:846)

1.7.6.2.1.2.2

State considerations from the Phase manual for locating known targets visually without omissions.

1.7.6.2.1.2.3
Locate known target visually using ground references.

1.7.6.2.1.1.2.2.2.2.

Describe the major factors involved in premission planning such as photos, sketches, sun angle, attack heading, and target physical characteristics to aid in visual target acquisition.

1.7.6.2.1.2.2.2.2.2.
Locate known target (preplanned/immediate)

1.7.6.2.1.2

Locate known target using computed navigation

1.7.6.2.1.2.3

State the considerations from the Phase Manual for locating known targets using computed navigation with no omissions.

1.7.6.2.1.2.3.1

Derive weapon delivery profile data, such as pop-up point, from computed navigation data.

1.7.6.2.1.2.3.2
Locate target (Page: 831)

1.7.6.2

Locate target using external agencies

1.7.6.2.2

Locate target using TISL (C) (Page: 849)

1.7.6.2.2.1

Locate target using beacon (C) (Page: 850)

1.7.6.2.2.2

Locate target using ASRT (C) (Page: 853)

1.7.6.2.2.3

Locate target using SCAR aircraft (C) (Page: 855)

1.7.6.2.2.4

Locate target using FAC/FIST (Page: 857)

1.7.6.2.2.5

Locate target in hunter killer operation (Page: 861)

1.7.6.2.2.6

Locate target using convoy commander's directions (C) (Page: 863)

1.7.6.2.2.7

Given a list of target location methods using external agencies, state the role of each and identify the situations where each way or should be employed without error.

1.7.6.2.2.8
List specific considerations for using TISL to locate target including appropriate weapons delivery modes IAW current practices and TACM 3-1.

Describe the procedure for TISL set up and employment without error.

Given appropriate displays interpret HUD TISL symbology without error (system-weapons).
Locate target using external agencies (Page 848)

1.7.6.2.2

Locate target using beacon (C)

1.7.6.2.2.2

Locate beacon using radar (C) (Page 851)

1.7.6.2.2.2.1

Possibly identify beacon (C) (Page 852)

1.7.6.2.2.2.2

Describe the procedure for locating target using radar beacon mode without error

1.7.6.2.2.2.3

Given appropriate displays, interpret HUD and radar beacon symbology without error.

1.7.6.2.2.2.4

List specific considerations for using beacon to locate target including appropriate weapons delivery modes IAW current practices and TACM 3-1.

1.7.6.2.2.2.5

Describe the information format/method of communication employed by ground agency to relay beacon IAW current practices and TACM 3-1.

1.7.6.2.2.2.6

Given a suitable hands-on trainer, accomplish preflight set-up of beacon within 2 minutes and airborne mode selection within 30 seconds IAW Dash 3A checklist.

1.7.6.2.2.2.7
Locate target using beacon (C) (Page:850)

Locate beacon using radar (C)

State special considerations for acquiring a beacon return to include terrain masking, range, and effects of low altitude.
Locate target using beacon (C) (Page:850)

1.7.6.2.2.2

Positively identify beacon (C)

1.7.6.2.2.1

Given an REG beacon presentation, correctly identify the beacon code displayed 100 percent of the time.

1.7.6.2.3.2.1
Locate target using external agencies

Locate target using ASRT (C)

Locate target using ASRT with tone (C)

Locate target using ASRT with voice.

Locate target using ASRT with TACAN (C)

State the considerations from the manual for coordinating with ASRT without error.
Locate target using ASRT (C) (Page:853)

1,7,6,2,2,3

Locate target using ASRT with tone (C)

1,7,6,2,2,3,1

Given recordings of various ASRT tones, describe your appropriate reactions without error.

1,7,6,2,2,3,1
Locate target using external agencies (Page:848)

Locate target using SCAR aircraft (C)

Determine coordination procedures with SCAR aircraft from TACM 3-1, (C) (Page:556)

Fly formation off SCAR aircraft (C)

Determine target from directions given by SCAR aircraft (C)

State the considerations from the Phase Manual for working with SCAR aircraft to locate targets with no omissions.

Describe the method(s) of target identification employed by SCAR IAW current practices and TACM 3-1.
Locate target using SCAR aircraft (C).

1.7.6.2.2.4

Determine coordination procedures with SCAR aircraft from TACM 3-1. (C)

1.7.6.2.2.4.1

Describe the information format/method of communication employed by SCAR IAW current practices and TACM 3-1.

1.7.6.2.2.4.1.1
Locate target using external agencies
(Page: 848)

Locate target using FAC/FIST

Identify target from FAC/FIST description
(Page: 858)

Identify friendly positions (T.I.C.)
(Page: 859)

Update attack profile (Page: 860)

State the considerations from the Phase Manual for locating target using FAC/FIST including special considerations with no omissions.
Locate target using FAC/FIST (Page: 657)

1.7.6.2.2.5

Identify target from FAC/FIST description

1.7.6.2.2.5.1

Describe the method(s) of target identification employed by FAC/FIST IAW current practices and TACM 3-1.

1.7.6.2.2.3.1.1

Describe the information format/method of communication employed by FAC/FIST IAW current practices and TACM 3-1.

1.7.6.2.2.3.1.1
Locate target using FAC/FIST (Page:857)

Identify friendly positions (T.I.C.)

Describe the methods used to identify friendly positions, including procedures used when communications have been compromised, without omission or error.

Given a specific weapon type, state the special considerations for employing specific type weapons in proximity to friendly ground forces.
Locate target using FAC/FIST (Page: 857)

Update attack profile

Describe various methods used by controllers to adjust weapon aim points between flight members, including distance and direction reference methods, without omission or error.

1.7.6.2.2.5.3.1
Locate target using external agencies (Page: 848)

1.7.6.2.2

Locate target in hunter killer operation

1.7.6.2.2.6

Fly formation with wild weasel aircraft

1.7.6.2.2.6.1

Identify target in hunter killer operations (Page: 862)

1.7.6.2.2.6.2

Describe the considerations from the Phase Manual for coordinating with wild weasel aircraft during hunter-killer operations without omission or error.

1.7.6.2.2.6.3
Locate target in hunter-killer operation

Identify target in hunter-killer operation

Describe the method(s) of target identification employed by hunter-killer IAW current practices and TACM 3-1.

Describe the information format/method of communication employed by hunter-killer IAW current practices and TACM 3-1.
Locate target using external agencies
(Page: 846)

1.7.9.2.2

Locate target using convoy commander's directions (D)

1.7.6.2.2.7

- Describe the method(s) of target identification employed by ground convoy commander IAW current practices and TACM 3-1.
  1.7.6.2.2.7.1

- Describe the information format/method of communication employed by ground convoy commander IAW current practices and TACM 3-1.
  1.7.6.2.2.7.2

- State the considerations from the Phased manual for coordinating with convoy commander for locating targets with no odmissions.
  1.7.6.2.2.7.3
Locate target

Detect target anomalies.

Detect camouflaged targets.

Detect mock targets. (C)

Detect decoy targets (C)

State the effect of camouflage and decoy targets on target acquisition.
Perform air-to-surface combat (Page:813)

1.7.6

Perform attack maneuver

1.7.6.3

Perform tactical attack from medium altitude (Page:866)

1.7.6.3.1

Perform pop-up attack (Page:872)

1.7.6.3.2

Perform loft/LAOG type attack (Page:881)

1.7.6.3.3

Perform level/laydown attack (Page:887)

1.7.6.3.4

Perform coordinated attack with other aircraft/flights (Page:892)

1.7.6.3.5

Perform coordinated attack with artillery/ naval gunfire (Page:896)

1.7.6.3.6
Perform tactical attack from medium altitude using reciprocal attack pattern
1.7.6.3.1.4

Perform tactical attack from medium altitude using figure eight attack pattern (C)
1.7.6.3.1.7

Perform tactical attack from medium altitude using noncurvilinear box pattern (D) (Page: 871)
1.7.6.3.1.8

Perform tactical attack from medium altitude using floating wheel attack pattern (Page: 870)
1.7.6.3.1.6

Perform tactical attack from medium altitude using standard box pattern (restricted run-in heading) (Page: 867)
1.7.6.3.1.2

Perform tactical attack from medium altitude using opposing-box pattern
1.7.6.3.1.3

Perform tactical attack from medium altitude using cloverleaf attack pattern (C) (Page: 868)
1.7.6.3.1.1

Perform attack maneuver (Page: 865)
1.7.6.3

Perform tactical attack from medium altitude
1.7.6.3.1

Continued on page: 867
Perfom attack maneuver
(Figure: 865)

Perfom tactical attack
from medium altitude

Given a list of medium altitude attack patterns and a tactical scenario, identify the pattern(s) appropriate to that scenario without error.

1.7.6.3.1.5
Perform tactical attack from medium altitude (Page 666)

- 1.7.6.3.1

Perform tactical attack from medium altitude using cloverleaf attack pattern (C)

- 1.7.6.3.1.1

Describe the procedure for cloverleaf attack pattern including any special considerations (radio calls, restrictions, etc.) without error.

- 1.7.6.3.1.1.1

Given a tactical scenario, identify whether a cloverleaf attack pattern is appropriate in accordance with training manual and/or IF judgement.

- 1.7.6.3.1.1.2
Perform tactical attack from medium altitude
(Page:866)

1.7.6.3.1

Perform tactical attack from medium altitude using standard box pattern (restricted run-in heading)

1.7.6.3.1.2

Describe the procedure for standard box pattern (restricted run-in heading) including any special considerations (radio calls, restrictions, etc.) without error.

1.7.6.3.1.2.1

Given a tactical scenario identify whether a standard box pattern (restricted run-in heading) is appropriate in accordance with training manual and/or IP judgement.

1.7.6.3.1.2.2
Perform tactical attack from medium altitude (Page: 866)

1.7.6.3.1

Perform tactical attack from medium altitude using floating wheel attack pattern

1.7.6.3.1.6

---

Describe the procedure for floating wheel attack pattern including any special considerations (radio calls, restrictions, etc.) without error.

1.7.6.3.1.6.1

---

Given a tactical scenario, identify whether a floating wheel attack pattern is appropriate in accordance with training manual and/or IP judgement.

1.7.6.3.1.6.2
Perform tactical attack from medium altitude (Page: 866)

1.7.6.3.1

Perform tactical attack from medium altitude using noncurvilinear box pattern (D)

1.7.6.3.1.6

Describe the procedure for noncurvilinear box pattern (T) including any special considerations (radio calls, restrictions, etc.) without error.

1.7.6.3.1.8
Perform attack maneuver
(Pages 865)

Perform pop-up attack

Perform single-ship pop-up attack (D)
(Page 873)

Perform multiple pop-up attack (Page 877)

Given a tactical scenario, identify the type of pop-up attack (indirect, direct, angle off), including specific advantages and disadvantages appropriate to

""
Perform pop-up attack
(Page:872)

Perform single-snap pop-up attack (x)

Perform direct pop-up attack (Page:874)

Perform angle off pop-up attack (Page:875)

Perform indirect pop-up attack (Page:876)

State the rules of thumb for deriving parameters for specific types of pop-ups (give angle, climb angle, angle off, etc.) in current practices.
Perform single-ship pop-up attack (D)

Perform direct pop-up attack

1.7.6.3.2.1.1

Describe the procedure for direct pop-up attack including any special considerations (radio calls, restrictions, etc.) without error.

1.7.6.3.2.1.1.1

Given a tactical scenario, identify whether a direct pop-up attack is appropriate in accordance with training manuals and/or IP judgement.

1.7.6.3.2.1.1.2
Perform single ship pop-up attack (D) (Page: 873)

Perform angle off pop-up attack

---

Perform cruise climb attack (T)

---

Describe the procedure for an angle off pop-up attack including any special considerations (radio calls, restrictions, etc.) without error.

---

Given a tactical scenario, identify whether an angle off pop-up attack is appropriate in accordance with training manual and/or IP judgement.
Perform single-ship pop-up attack (D) (Page: 873)

Perform indirect pop-up attack

Describe the procedure for an indirect pop-up attack including any special considerations (radio calls, restrictions, etc.) without error.

Given a tactical scenario, identify whether indirect pop-up attack is appropriate, in accordance with training manual and/or IP judgement.
Perform multiple pop-up attack

Perform maximum spacing pop-up attack (Page:878)
1.7.6.3.2.1

Perform minimum spacing pop-up attack
1.7.6.3.2.2

Perform split attack (Page:879)
1.7.6.3.2.3

State the considerations for performing a pop-up attack with more than one aircraft IAW current practices.
1.7.6.3.2.4
Perform multiple pop-up attack (Page: 977)

1.7.6.3.2.2

Perform maximum spacing pop-up attack

1.7.6.3.2.2.1

State the considerations for performing maximum spacing pop-up attacks. IAW TACK 3-1.

1.7.6.3.2.2.1.1
Perform multiple pop-up attack (Page:877)
1.7.6.3.2.2

Perform split attack
1.7.6.3.2.2.3

Describe the procedure for a split attack including any special considerations (radio calls, restrictions, etc.) without error.
1.7.6.3.2.2.3.1

Given a tactical scenario, identify whether a split attack is appropriate, in accordance with training manual and/or IP judgement.
1.7.6.3.2.2.3.2
Given a tactical scenario, identify the type of pop-up attack (indirect, direct, angle off) including specific advantages and disadvantages appropriate to that scenario without error.

State the considerations for performing minimum spacing pop-up attacks, including tactical advantages, coordination between flight members, and cockpit cues for initiating the pop-up.
Perform loft/LADD type attack (Page: 881)

1.7.6.3.3

Perform over-the-shoulder attack (O)

1.7.6.3.3.1

Given a suitable hands-on trainer, correctly perform an over-the-shoulder delivery IAW current practices. (H)

1.7.6.3.3.1.1
Perform loft/LADD type attack (Page 881)

1.7.6.3.2

Perform toss attack

1.7.6.3.3.2

Describe the procedure for toss attack including any special considerations (radio calls, restrictions, etc.) without error. (Page 884)

Given a tactical scenario, identify whether a toss attack is appropriate IAW training manual and/or IP judgement.

1.7.6.3.3.2.1

1.7.6.3.3.2.2
Describe the procedure for toss attack including any special considerations (radio calls, restrictions, etc.) without error.

Given a suitable hands-on trainer, correctly perform a toss delivery. (Page 883)
Describe the procedure for toss attack including any special considerations (radio calls, restrictions, etc.) without error.
(Page: 884)

Given a suitable hands-on trainer, correctly perform a toss delivery IAW current practices.

Given a list of low level type attacks and a tactical scenario, identify the type(s) appropriate to that scenario without error.
Perform loft/LADD type attack (Page: 881)

1.7.6.3.3

Perform loft attack

1.7.6.3.3.3

Given a suitable hands-on trainer, correctly perform a loft delivery IAW current practices.

1.7.6.3.3.3.1
Given a tactical scenario, identify whether a LADD attack is appropriate in accordance with training manual and/or IP judgement.

Describe the procedure for a LADD attack including any special considerations (radio cells, restrictions, etc.) without error. (Page: 888)

Perform LADD attack

Perform loft/LADD type attack (Page: 881)

1.7.6.3.3.4

1.7.6.3.3.4.1

1.7.6.3.3.4.2
Performs an LADD attack (Page: 887)

1.7.6.3.3.4

Describe the procedure for an LADD attack including any special considerations (radio calls, restrictions, etc.) without error.

1.7.6.3.3.4.1

Given a suitable hands-on trainer, correctly perform an LADD delivery IAW current practices.

1.7.6.3.3.4.1.1
Perform attack maneuver (Page: 865)

Perform level/laydown attack

Describe the procedure for level/laydown attack including any special considerations (radio calls, restrictions, etc.) without error. (Page: 890)

Given a tactical scenario, identify whether a level/laydown attack is appropriate in accordance with training manual and/or IP judgement. (Page: 891)
1.7.6.3.4

Describe the procedure for level/laydown attack including any special considerations (radio calls, restrictions, etc.) without error.

1.7.6.3.4.1

Given a suitable hands-on trainer, correctly perform a level/laydown delivery IAW current practices.

1.7.6.3.4.1.1
Given a tactical scenario, identify whether a level/laydown attack is appropriate in accordance with training manual and/or IP judgement.

Given the varieties of attack maneuver (medium altitude IDS5, pop-up, loft/LAND, level/laydown, coordinated), identify the situations where each may or should be employed without error.
Perform attack maneuver (Page:865)

1.7.6.3

Perform coordinated attack with other aircraft/flights

1.7.6.3.5

Perform sequential attack (Page:893)

1.7.6.3.5.1

Perform offset trail attack (Page:894)

1.7.6.3.5.2

Perform welded wing attack

1.7.6.3.5.3

Perform random attack (Page:895)

1.7.6.3.5.4

State the considerations for performing coordinated attack with other aircraft/flights with no omissions.

1.7.6.3.5.5

State the purposes, advantages, and unique planning factors of the various coordinated attack formations listed in the Phase Manual and TRIOH Manual 3-1 without omission or error.

1.7.6.3.5.6
Perform coordinated attack with other aircraft/flights (Page: 892)

- 1.7.6.3.5

- Perform sequential attack
  - 1.7.6.3.5.1

- State the considerations for performing a sequential attack with no omissions.
  - 1.7.6.3.5.1.1

- Describe and state the purpose of a sequential attack and describe a tactical scenario in which a sequential attack is appropriate IAW Phase Manual, TRICON Manual 3-1, and/or IP judgement.
  - 1.7.6.3.5.1.2

- Given a tactical scenario, select attack maneuver(s) appropriate to given target and threat data IAW current practices.
  - 1.7.6.3.5.1.3
Perform coordinated attack with other aircraft/flights (Page: 892)

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1.7.6.3.5.2

Describe a tactical scenario in which an offset trail attack would be considered effective and appropriate IAW TRICOM Manual 3-1 and current doctrine.
1.7.6.3.5.2.1

Describe the procedure for performing an offset trail attack in correct order without error.
1.7.6.3.5.2.2

State the responsibilities of each flight member in an offset trail attack without omission or error.
1.7.6.3.5.2.3
Perform coordinated attack with other aircraft/flight (Page: 892)

1.7.6.3.3

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1.7.6.3.5.4

Describe a tactical scenario in which a random attack would be considered effective and appropriate IAW TRICOM Manual 3-1 and current doctrine.

1.7.6.3.5.4.1

Describe the procedure for performing a random attack without error.

1.7.6.3.5.4.2

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1.7.6.4.1.1.1

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1.7.6.4.1.1.1.1

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1.7.6.4.1.1.1.2
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1.7.6.4.1.1

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1.7.6.4.1.1.2

Describe the procedure, HUD/REO symbology, and special considerations for delivering HOBO using the EO system without error.

1.7.6.4.1.1.2.1

Given working representations of the necessary avionics equipment panels, correctly configure and operate switches for delivering HOBO using the EO system.

1.7.6.4.1.1.2.2
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for delivering ordnance
using the Pave Penny EO
system without error.

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Given working representations of the necessary avionics equipment panels, correctly configure and operate switches for delivering free-fall munitions using CCIP mode.

State the limiting performance parameters and parameter values for free-fall munitions using CCIP mode without error.

Describe differences in the procedure/switchology for using CCIP delivery mode with nuclear ordnance without error.
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Deliver rockets using CCIP mode (C)
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1.7.6.4.1.2.1.2.1

Given working representations of the necessary avionics equipment panels, correctly configure and operate switches for delivering rockets using CCIP mode.
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Describe the procedure, HUB/REG symbology, and special considerations for delivering ordnance using VLADD mode without error.

1.7.6.4.1.2.3.1

Given working representations of the necessary avionics equipment panels, correctly configure and operate the switches for delivering ordnance using VLADD mode.

1.7.6.4.1.2.3.2

Describe differences in the procedure/switchology for delivering ordnance using VLADD mode with nuclear ordnance without error.

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Describe the procedure, HUD/REo symbology, and special considerations for delivering ordnance using DTOS mode without error.  
1.7.6.4.1.2.4.4

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Describe procedure for delivering nuclear munitions manually using a level attack maneuver (VLD) without error.

1.7.6.4.1.3.1.2
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Describe the procedure and HUD/REO symbology for delivering ordnance using CCRP mode without error.

Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering ordnance using CCRP mode.

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1.7.6.4.2.2.2

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1.7.6.4.2.2.3

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1.7.6.4.2.2.4

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Given working representations of the necessary avionics equipment panels, correctly configure the switches for delivering ordnance using Beacon mode.

- 1.7.6.4.2.3.2

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1.7.6.5.2.1
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1.7.6.5.5

Perform recovery/escape maneuver straight ahead following level delivery (Page:928)

1.7.6.5.3.1

Perform recovery/escape maneuver following level delivery using pull off for frag clearance (Page:929)

1.7.6.5.3.2
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Perform recovery/escape maneuver straight ahead following level delivery

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Describe the procedure and special considerations for performing recovery/escape maneuver straight ahead following level delivery without error.

1.7.6.5.3.1.1
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1.7.6.5.3.2

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Compensate for type of ordnance (e.g., near friendly forces) (Page: 1948)

1.7.6.8.4

Compensate for heavyweight condition (Page: 1949)

1.7.6.8.5
Perform air-to-surface combat in specialized situations (Page:940)

1.7.6.8

Perform air-to-surface combat with restricted visibility

1.7.6.8.1

Perform air-to-surface combat at night.
(Page:942)

1.7.6.8.1.1

Perform air-to-surface combat in weather.
(C) (Page:944)

1.7.6.8.1.2

State the special considerations with no omissions for performing air-to-surface combat with restricted visibility.

1.7.6.8.1.3
Perform air-to-surface combat with restricted visibility (Page: 941)

1.7.6.8.1

Perform air-to-surface combat at night.

1.7.6.8.1.1

Perform air-to-surface combat at night with flares (Page: 943)

1.7.6.8.1.1.1

Perform air-to-surface combat at night without flares (with ground illumination)

1.7.6.8.1.1.2

State the special considerations for performing air-to-surface combat at night (with and without flares) with no omissions.

1.7.6.8.1.1.3
Perform air-to-surface combat at night.
(Page: 942)

1.7.6.8.1.1

Perform air-to-surface combat at night with flares

1.7.6.8.1.1.1

Describe methods used for locating a target at night using computed navigation for initial flare release, IAW the Training Manual.

1.7.6.8.1.1.1.1
Perform air-to-surface combat with restricted visibility (Page:941)
1.7.6.8.1

Perform air-to-surface combat in weather (C)
1.7.6.8.1.2

State the special considerations for performing air-to-surface combat in weather with no omissions.
1.7.6.8.1.2.1
Perform air-to-surface combat in specialized situations (Page: 940)

Adjust attack for specific targets

1.7.6.8.2

Perform airfield attack (simulated) (Page: 946)

Perform attack on ships at sea (C).

Perform attack against enemy EW/GCI/Tactical Air Control System (TACS) sites (C)

Perform attack against other specific surface targets

Describe general conditions for attacking airfields including attack parameters vs weapons impact for breaking IAW TACH 3-1.

Describe general considerations for attacking ships at sea including use of specialized radar modes IAW TACH 3-1 and dash 34.

Describe special considerations for attacking EW/GCI sites IAW TACH 3-1.
Adjust attack for specific targets (Page 945)

1.7.6.8.2

Perform airfield attack (simulated)

1.7.6.8.2.1

Perform airfield attack against main operating base (simulated)

1.7.6.8.2.1.1

Perform airfield attack against forward or dispersal operating base.

1.7.6.8.2.1.2
Perform air-to-surface combat in specialized situations (Page: 940)

1.7.6.8

Compensate for ground situation/rules of engagement.

1.7.6.8.3

State the special considerations for compensating for ground situation/rules of engagement with no omissions.

1.7.6.8.3.1
Perform air-to-surface combat in specialized situations (Page:940)

1.7.6.8

Compensate for type of ordnance (e.g., near friendly forces)

1.7.6.8.4

State the special considerations for compensating for type of ordnance (e.g., near friendly forces) with no omissions.

1.7.6.8.4.1
Perform air-to-surface combat in specialized situations (Page: 940)

1.7.6.8.6

Compensate for heavyweight condition.

1.7.6.8.5

State the special considerations for compensating for heavyweight condition with no omissions.

1.7.6.8.5.1
Perform air-to-surface combat (Page: 813)

1.7.6.9

Perform range procedures (T)

1.7.6.9

Perform unmanned range procedures (T) (Page: 951)

1.7.6.9.1

Perform unmanned range procedures (T) (Page: 953)

1.7.6.9.2

Perform abnormal/emergency range procedures (T) (Page: 955)

1.7.6.9.3
Perform range procedures (T)
(Page: 950)

Perform manned range procedures (T)
1.7.6.9.1

Perform manned range patterns (T) (Page: 952)
1.7.6.9.1.1

Perform radar/nuke patterns
1.7.6.9.1.2

Perform pop-up pattern
1.7.6.9.1.3
Describe the procedure and auxiliary radio call for performing manned range patterns (T).

Perform manned range patterns (T).
Perform unmanned range procedures (T)
(Page: 953)

1.7.6.9.2

Perform unmanned range clearing procedures (T)

1.7.6.9.2.1

Describe the procedure for performing unmanned range entry and clearing without error IAW local procedures.

1.7.6.9.2.1.1
Perform range procedures (T) (Page 956)

Perform abnormal/emergency range procedures (T) (Page 957)

Perform range radio failure procedures (T) (Page 956)

Perform range inadvertent release procedures (T) (Page 957)

State the coordination procedures for emergencies in the range, IAW local procedures.
Perform
abnormal/emergency
range procedures (T)
(Page:955)

Perform range radio
failure procedures (T)

State the procedure for
radio failure on the
range with no
omissions
IWN local procedures.
Perform abnormal/emergency range procedures (T)
(Page:955)

1.7.6.9.3.2

Perform range inadvertent release procedures (T)

1.7.6.9.3.2.1

State the procedure for inadvertent release on and off the range with no omissions IAW local procedures.

1.7.6.9.3.2.1
Perform combat (c) 
(Pages: 519)

Perform egress

- Regain mutual support/rejoin (Page: 959)
  - 1.7.7.1

- Perform post strike ops check (Page: 960)
  - 1.7.7.2

- Perform battle damage check (Page: 961)
  - 1.7.7.3

- Perform range departure (T) (Page: 962)
  - 1.7.7.4

State the special considerations for egress with no omissions.

- 1.7.7.5
Perform egress (Page 958)

Regain mutual support/rejoin

1.7.7.1

State the considerations for regaining mutual support/rejoin with no omissions.

1.7.7.1.1
Perform egress (Page: 956)

1.7.7

Perform post strike Gps check
1.7.7.2

Describe the procedure for performing post strike Gps check
without error.
1.7.7.2.1
Perform egress (Page: 958)

1.7.2

Perform battle damage check

1.7.7.3

Describe the procedure for performing battle damage check without error.

1.7.7.3.1
Perform egress
(Page:958)

1.7.7

Perform range departure
(T)
1.7.7.4

Perform manned
range departure
(T) (Page:963)
1.7.7.4.1

Perform unmanned range
departure (T)
(Page:964)
1.7.7.4.2
Describe the procedure for performing manned range departure without error.
Perform range departure (T) (Page: 962)

1.7.7.4

Perform unmanned range departure (T)

1.7.7.4.2

Describe the procedure for performing unmanned range departure without error.

1.7.7.4.2.1
Respond to threat (Page:965)

1.7.8

Respond to immediate threat

1.7.8.1

Identify threat (Page:967)

1.7.8.1.1

Respond to threat (Page:976)

1.7.8.1.2
Given visual, radar, RWR, and/or audio indications of a threat, identify the threat correctly.
Identify threat
(Page:967)
1.7.6.1.1

Locate threat
1.7.8.1.1.1

Interpret RWR
(Page:969)
1.7.8.1.1.1.1

Perform visual search for threat
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Perform radar search for threat
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1.7.8.1.1.1

Perform visual search for threat

1.7.8.1.1.1.2

Describe the procedure for performing visual search for threat without error.

1.7.8.1.1.1.2.1
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(Page:967)

Identify AAA

1.7.8.1.1.1

1.7.8.1.1.2

1.7.8.1.1.2.1

1.7.8.1.1.2.2

1.7.8.1.1.2.3

Name the varieties of AAA threat with no omissions.

Describe the visual and RWR indications of each AAA threat.

State the operating parameters and characteristics of each AAA threat correctly.
Identify threat

1.7.8.1.1

Identify SAMs

1.7.8.1.1.3

Name the varieties of SAMs with no omissions.
1.7.8.1.1.3.1

Describe the visual and RVR indications of all SAMs correctly.
1.7.8.1.1.3.2

State the operating parameters and characteristics of each SAM with no omissions.
1.7.8.1.1.3.3

State the special considerations for operating in a SAM environment with no omissions.
1.7.8.1.1.3.4
Identify air-to-air threats (Page: 973)

1.7.8.1.1.4

Identify enemy aircraft

1.7.8.1.1.4.1

Given a photograph or drawing of a Warsaw Pact military aircraft in any aspect, correctly identify the aircraft and state its operating capabilities, armaments, and RWR indications.

1.7.8.1.1.4.1.1

Given a photograph or drawing of a friendly military aircraft in any aspect, correctly identify the aircraft, and state its operating capabilities, armaments, and RWR indications.

1.7.8.1.1.4.1.2

Given a photograph or drawing of a Chinese military aircraft in any aspect, correctly identify the aircraft, and state its operating capabilities, armaments, and RWR indications.

1.7.8.1.1.4.1.3
Name the varieties of Soviet air-to-air missiles and the aircraft on which each is employed with no omissions.

Correctly describe the operating limits and capabilities of each Soviet air-to-air missile.
Respond to immediate threat (Page: 966)

1.7.8.1

Respond to threat

1.7.8.1.2

- Respond to AAA (Page: 977)
  - 1.7.8.1.2.1
- Respond to SAM (Page: 980)
  - 1.7.8.1.2.2
- Respond to air-to-air threat (Page: 983)
  - 1.7.8.1.2.3
- Jettison ordnance/stores (Page: 985)
  - 1.7.8.1.2.4

- Employ ECM (Page: 986)
  - 1.7.8.1.2.5
- Respond to battle damage (Page: 987)
  - 1.7.8.1.2.6
1.7.8.1.2

Respond to AAA

1.7.8.1.2.1

Perfora AAA
evasive maneuever
(jink) (Page:978)

1.7.8.1.2.1.1

Perform AAA
counteroffensive
maneuver (Page:979)

1.7.8.1.2.1.2

State the special
considerations for
responding to AAA
without error.

1.7.8.1.2.1.3
Respond to AAA (Page: 977)

1.7.8.1.2.1

Perform AAA evasive maneuver (jink)

1.7.8.1.2.1.1

State the considerations for performing AAA evasive maneuver (jink) without error.

1.7.8.1.2.1.1.1
State the major considerations for performing AAA counteroffensive maneuvers, without error.

1.7.8.1.2.1.2.1
Respond to threat
(Page:976)
1.7.8.1.2

Respond to SAM
1.7.8.1.2.1

Perform SAM evasive maneuver
(Page:981)
1.7.8.1.2.2.1

Dispense chaff/flares against SAM threat
(Page:982)
1.7.8.1.2.2.2
Respond to SAM
(Page: 980)
1.7.8.1.2.2

Perform SAM evasive maneuver
1.7.8.1.2.2.1

State the special considerations for maneuvering in response to a specific SAM launch with no omissions.
1.7.8.1.2.2.1.1
Respond to SAM
(Page:980)

Dispense chaff/flare against SAM threat
1.7.8.1.2.2.2

Describe the procedure for dispensing chaff/flare against SAM threats without error.
1.7.8.1.2.2.2.1
Respond to threat
(Page: 976)

1.7.6.1.5

Respond to air-to-air threat

1.7.6.1.2.3

Dispense chaff/flares against air-to-air threat (Page: 984)

1.7.6.1.2.3.1

Perform air-to-air combat

1.7.6.1.2.3.2
Describe the procedure for dispensing chaff/flare against air-to-air threats without error.
Describe the steps in the procedures for selecting and emergency jettisoning of ordnance/stores without error.

1.7.8.1.2.4.1

Given a scenario, identify whether or not jettisoning is required and, if so, which type is appropriate without error.

1.7.8.1.2.4.2
Respond to threat
(Page: 976)
1.7.8.1.3

Employ ECH
1.7.8.1.2.5

TBD CRD BEHAVIOR
STATES: Employ ECH
1.7.8.1.2.5.1
State the major considerations for responding to battle damage with no omissions.

1.7.8.1.2.6.1
Respond to threat
(Page: 965)

Respond to potential threat

1.7.8.2

Respond to potential AAA threat

1.7.8.2.1

Respond to potential SAM threat

1.7.8.2.2

Respond to potential air-to-air threat

1.7.8.2.3

Respond to combined potential threats.

1.7.8.2.4

Use jammer support (yours and others')
(Page: 989)

1.7.8.2.5
1.7.8.2

Use jammer support (yours and others')

1.7.8.2.5

State the special considerations for using jammer support (yours and others') with no omissions.

1.7.8.2.5.1
Respond to threat
(Page: 965)

Describe the penetration aids in the F-16A and F-16B aircraft.

List with no omissions and describe without error the components and/or functions of the penetration aids, including as appropriate the sequence and modes of internal and external operation.

Given a photograph or drawing of the aircraft cockpit, locate and describe the function and manipulation of each control that directly affects the penetration aids without error.

State the possible modes of penetration aids degradation, and describe their causes and consequences without error.

List with no omissions and describe without error any features of the penetration aids in the F-16B that differ or are in addition to those in the F-16A.
State the special considerations for coordinating with search and rescue (SAR) effort with no missions.
Perform tactical communications
(Page:992)

1.7.10

Perform tactical communications with controlling agency

1.7.10.1

Perform tactical communications with SCI/NWACS. (Page:994)

1.7.10.1.1

Perform tactical communications with FAC/FIST (including FAC/FIST consent) (Page:995)

1.7.10.1.2

Perform tactical communications with ASRT/skyspot (C) (Page:996)

1.7.10.1.3
Perform tactical communications with controlling agency (Page 993):

1.7.10.1

Perform tactical communications with GCI/NWACS.

1.7.10.1.1

Given radio calls from GCI/NWACS, correctly interpret and verbally respond.

1.7.10.1.1.1
Perform tactical communications with controlling agency (Page:993)

1.7.10.1

Perform tactical communications with FAC/FIST (including FAC/FIST consent)

1.7.10.1.2

Describe the proper formats for communications with FAC/FIST (including high and low threat).

1.7.10.1.2.1

Given a FAC/FIST high threat briefing, interpret information correctly.

1.7.10.1.2.2
Perform tactical communications with controlling agency (Page 993)

1.7.10.1.3

Describe the proper formats for communications with ARB/eyespot.

1.7.10.1.3
Perform tactical communications

1.1

Respond to comm jamming

1.7.10.2

State the special considerations for responding to comm jamming with no omissions.

1.7.10.2.1
Perform tactical communications (Pages: 992)

1.7.10

Communicate using secure voice (C)

1.7.10.2

Describe the procedure for communicating using secure voice without error.

1.7.10.2.1
Perform tactical communications (Page:992)

1.7.10

Perform authentication procedures

1.7.10.4

Describe the procedures for authentication without error.

1.7.10.4.1

Given necessary equipment, correctly authenticate a communication.

1.7.10.4.2
Perform tactical communications

Perform descriptive and directive commentary

Describe the procedures for descriptive and directive commentary without error.
Perform tactical communications
(Page:992)

Perform flight coordination
1.7.10

Perform visual flight coordination (comm out) (Page:1002)
1.7.10.6.1

Perform radio flight coordination (Page:1003)
1.7.10.6.2
Perform flight coordination (Page: 1001)

1.7.10.6

Perform visual flight coordination (com out)

1.7.10.6.1

Given a description of a signal used during visual flight coordination, correctly interpret the signal

1.7.10.6.1.1
Perform flight coordination \( \text{(Page:1001)} \)

Perform radio-flight coordination

Given an air-to-air radio call, correctly interpret the call.

\( 1.7.10.6.2 \)
Perform tactical communications (Page: 992)

1.7.10

Accomplish inflight reports (C)

1.7.10.7

Accomplish flight report (C) (Page: 1005)

1.7.10.7.1

Accomplish spot report (C) (Page: 1006)

1.7.10.7.5
Accomplish inflight reports (C) (Page:1004)

1.7.10.7

Accomplish flight report (C)

1.7.10.7.1

Describe the content, syntax, and use of the flight report correctly.

1.7.10.7.1.1
Accomplish inflight reports (C) (Page: 1004)

1.7.10.7

Accomplish spot report (C)

1.7.10.7.2

Describe the content, syntax, and use of the spot report correctly.

1.7.10.7.2.1
Perform tactical communications
(Page 992)

1.7.10

Perform normal range radio procedures (T)

1.7.10.8

describe the communications to be made on the range and state the syntax of each call correctly.

1.7.10.8.1
Perform combat (c) (Page: 519)

Identify and respond to weapons systems malfunctions

1.7

1.7.11

Identify and respond to avionics malfunctions (Page: 1009)
1.7.11.1

Identify and respond to ordnance failure to release (Page: 1010)
1.7.11.2

Given indications occurring during weapons systems malfunctions, identify the specific problem and state the correct response, without error.
1.7.11.3

Given a weapons system malfunction, describe its effects on your mission without error.
1.7.11.4
Given indications occurring during avionics malfunctions, identify the specific problem and state the correct response without error.

Given avionics malfunction, describe its effects on your mission without error.
Identify and respond to weapons systems malfunctions.

1.7.1.1

Identify and respond to ordnance failure to release

1.7.1.1.1

Given indications occurring during ordnance failure to release, identify the specific problem and state the correct response without error.

1.7.1.1.2.1

Given ordnance failure to release, describe its effects on your mission without error.

1.7.1.1.2.2