

TW-1 TACFORM ADDENDUM JUL 2011

INTERMEDIATE TACFORM: TAIL-CHASE

The goal of this phase is to establish the basics – turns, joins/ re-joins, admin, and tac-admin. With this in mind, along with the fact we have not yet introduced them to BFM concepts (attack window, shot opportunities, etc.), we will focus on the basic concept of employing lead, lag, and pure pursuit to manage the Control Zone (2000-4000 ft, or 0.3-0.6nm nose-to-tail). Wing will not take shots during tail-chase.

The set-up for tail-chase is as follows:

From combat spread lead will initiate the set-up/ re-join by saying, "Showtime-12, take port/ starboard parade". **This is wing's opportunity to practice rejoining from spread.** The rejoin will be accomplished with a hard pull (14units) toward lead to put lead just outside the HUD FOV then initiating a runner at altitude. Using mil power during the hard pull will aid in an expeditious re-join.

Once wing is in parade, lead will give wing the cocked gun signal followed by the "kiss off" signal. Lead will break away for 180 degrees and wing follows after 4 seconds. After 5-10sec straight-and-level, lead will set 92-94% and pull level across the horizon to slightly nose low. At the trunk IP's discretion he will then tell lead, "cleared to maneuver". Lead maneuvers will be no more than 12-14 units and no pure vertical maneuvering.

Once training objectives have been met or BINGO fuel is reached, standard KIO comm applies (trunk IP initiates KIO for training objects, the student or flight lead will initiate the KIO for BINGO fuel).

KIO per the TACSOP:

(Lead or Wing) "Knock it off, knock it off."
(Lead) "Showtime11 knock it off."
(Wing) "Showtime12 knock it off."
(Lead) "Showtime flow 3-0-0."

Re-join as described above (running rdvs or CV) after the "fence out" call.

ADVANCED TACFORM: GUNSIGHT TRACKING

The set-up will be similar to the 6k BFM set. Refer to the FTI (currently a Stan Note) for clarification. This is a "free look" for the students to see BFM tac-admin and PADS set-up.

The set-up will be initiated by lead calling, "take 17k and 1.5." Once both aircraft are at 17k, 300KIAS, and wing is 1.5 abeam, lead will then call, "unload for knots." Both aircraft will select MRT and wing will unload, matching lead on the horizon. Lead will set 5 degrees nose low. Keeping lead on the horizon, wing will adjust the throttle to maintain abeam and arrive at 16K and 350kts. Lead will initiate the "Speed and Angels" call, echoed by wing. Lead will then check the flight 50 degrees away from wing. Once the flight has been checked, wing will call "reverse" when he pulls lead to his canopy bow. Lead will hold wing 40-50 deg angles off tail (AOT). The wing will call, "In from 1.5, 1.4, 1.3, 1.2, 1.1, FOX-2 (at 1.0nm)."

Lead will then execute a compromise hard turn level to slightly nose low at 14-17units (vice break) with the throttle set at approx 94-96% bleeding down to 300kts. Wing will then use lead, lag and pure to arrive in the control zone and manage range, angles and closure. The student should look to initially take a tracking gunshot (1000-1500ft) on a non-maneuvering, cooperative target. After several successful tracking gunshots, the bandit should be cleared to maneuver by wing's trunk IP. Bandit will then leave the throttle set and use no more than 14-17 units during maneuvers. Wing should look to employ snapshots by squeezing the trigger with the piper 1-2 plane lengths in front and then lagging to the control zone.

THIS IS NOT BFM, so bandits should not be trying to create overshoots or closure problems. Lead may flash a wing into the student to indicate that he/she has poorly managed their range, angles, and closure problem and that a reversal would have otherwise neutralized the fight. KIO per the TACSOP.