VT-10
FORMATION
BRIEFING GUIDE
(NFOTS SYLLABUS)
SEP 2017
- Time Hack

- IMSAFE / ORM

- DOR / TTO Policy

- Products (KBC, Jet Log, DD-175, Strip Charts)

- KBC Review: Callsigns / Crews / Sides
  Timeline (Walk / Takeoff / Area or Route Entry / Land)
  Clearance / Flight Plan
  Comm Plan
  Fuel: Joker / Bingo

- Wx / NOTAMS / TFRs / BASH

- Marshall / Taxi / Takeoff / Rendezvous / Enroute

- RTB (Transit / Pattern / Destination Airfield Diagram Review)
  - Section Approach Procedures
  - Section Break Procedures

- Discuss Items / Q.O.D.

- Emergencies
  - Aborts
  - Midair / Damaged Aircraft
  - NORDO
  - SAR / On-Scene Commander
  - Lost Sight
  - Blind
  - Terminate / KIO
  - Ejection

- Contingencies
  - Weather
  - Lost comm and lost sight

Questions on Admin: Student? Instructors?
TAC ADMIN

- On-Deck Check In / Nav Check to Waypoint
- FENCE-In / G-warm
- Route Entry / Area Management
  - Advisory Calls / Entry Time / Time Hack / Squawks
- Route Exit / FENCE-Out
- Training Rules (as required)

### T-6 Tail Chase Training Rules

**Departure/TOC:**
1. Inadvertent Departure from Controlled Flight Bodice.
2. No sustained slow speed (<100 kt) high AOA (>15.5 units) maneuvering below the soft deck.

**Administrative:**
1. Scheduled face to face brief.
2. Formation shall be authorized by cognizant Commander.
3. Daylight VMC (30 min after sunrise to 30 min prior to sunset).
4. 5 miles visibility.
5. No maneuvers through cloud layers.
6. Hard Deck: 6,000’ AGL.
7. Soft Deck: 10,000’ AGL.
8. Configuration changes are not authorized.
9. All aircraft must have operable common frequency radio and ICS (multi-crew).
10. Prior to tail chase a G-awareness maneuver shall be performed.

**Midair / Collision Avoidance:**
1. Maintain at least a 200’ bubble around aircraft at all times.
2. With loss of visual, transmit “blind” and remain predictable. Other aircraft shall acknowledge with “visual, continue” or “knock it off” as appropriate, providing directive comm as necessary for safety of flight and own ship altitude in thousands of feet. Once sight is regained, transmit “visual.”
3. Tail-chase shall cease when “Knock it off” / “Terminate” is called and all players echo.
4. “Knock it off” for any of the following:
   a. Trail aircraft reaches a point forward of the lead aircraft’s 3-9 line.
   b. Either aircraft’s asres speed drops below 90 knots.
   c. Bungee fuel
d. Interlayer
e. Departure/Spinf. G-LOCH. Hard Deck brokenh. NORDO
i. Overstress / Overspeed
j. Inadvertent IMCK. Loss of SA
l. Unsafe condition/emergency
m. Approaching terrain area boundary
n. Training rule violation

### T-6 Low Altitude Training Rules

**VNAV**
**Administrative:**
1. Weather: Daylight VMC, 3000/5 SM, must maintain VMC on route.
2. Required VNAV calls on BTN 18 (333.3): 2 minutes prior to entering route, IP inbound, and off target.

**CFIT / Collision Avoidance:**
1. Collision Avoidance Tasking takes priority over all Mission Tasking.
2. No descending turns.
3. Pilot shall acknowledge all hazard calls & maneuver accordingly.
4. Any TAS warning shall be acknowledged by all aircrew.
5. Minimum altitude is 2000’ MSL.
6. Minimum asres is 140 KIAS.

**Termination of maneuvering:**
1. Any aircrew can call “knock it off” (KIO) for any reason, and all aircrew shall acknowledge the KIO. roll wings level, climb to cope and determine if the mission will be continued or aborted.

**Formation**
**Administrative:**
1. Weather: Daylight VMC, 3000/5 SM, must maintain VMC on route.
2. CFIT / Collision Avoidance:
   a. Collision avoidance tasking takes priority over all mission tasking.
3. All tactical turns shall be thoroughly briefed. No descending turns.
4. Pilot shall acknowledge all hazard calls & maneuver accordingly.
5. Any TAS warning shall be acknowledged by all aircrew.
6. Wingman is responsible for de-confliction/collision avoidance.
7. Wingman shall never fly below lead’s altitude.
8. Without visual, call “blind” immediately. Other aircraft will respond with relative position or own ship altitude if also “blind.”
9. Minimum altitude is 1000’ AGL on MTRs.
10. Minimum asres is 100 KIAS.

**Termination of maneuvering:**
1. Any aircrew can call “knock it off” for any reason, and all aircraft shall acknowledge the KIO, roll wings level, climb to cope and determine if the mission will be continued or aborted.

**KIO**
KIO shall be called for any of the following reasons:
1. Training Rule violation
2. NORDO-Loss of ICS
3. Loss of SA
4. Unsafe situation/emergency
5. Interlayer
6. Weather below 3000’ or inadvertent IMC
7. Departure, G-LOC, overstress
8. Bird strike
9. BINGO Fuel

Questions on Tac Admin: Student? Instructors?
- Mission Objective
  To familiarize SNFO with parade positioning and basic formation maneuvers.

- Training Objectives
  Maintain sight of wingman at all times
  Effective communication between the section
  Efficiently sequence and direct maneuvers within the confines of the working area

- Sequence
  Parade turns (VMC/IMC)
  Crossunder
  Parade turns (VMC/IMC)
    Lost Sight Exercise (Abbreviated)
  FENCE In / G-Warm / FENCEd In (previously briefed in Tac Admin)
  Break-up & Rendezvous
  Break-up & Rendezvous (w/forced underrun)
  Tailchase / Rejoin
  Lead Change / Fuel Check
  Repeat (minus Lost Sight Exercise / G-warm)

Questions on Conduct: Student? Instructors?

Questions on anything we covered today/anything to add/parting shots:
Student? Instructors?

**Break for singles briefs**
- **Mission Objective**
  To familiarize SNFO with tactical positioning and basic tactical formation maneuvers.

- **Training Objectives**
  Maintain sight of wingman at all times
  Accurate and timely direction/acknowledgement of called and uncalled maneuvers

- **Sequence**
  Called:
  Tac Turns
  45 Turns
  In-Place Turns
  Cross Turn
  Shackle
  Terminate / Lead Change / Fuel Check

  Uncalled:
  Tac Turns
  45 Turns
  In-Place Turns (uncalled *away only*)
  Shackle
  Terminate / Lead Change / Fuel Check

**Questions on Conduct: Student? Instructors?**

**Questions on anything we covered today/anything to add/parting shots: Student? Instructors?**

**Break for singles briefs**
- Mission Objective
  To administratively navigate a section of T-6s from departure point to destination using instrument navigation.

- Training Objectives
  Gain proficiency executing administrative procedures as a section
  Execute a total of 4 approaches as Lead & 4 approaches as Wing by the end of block
  *** This entire flight should be briefed in admin. Utilize this guide to ensure a thorough brief.***

- Flight Plan
  Route of Flight
    Navaids / Waypoints
    Airways (if used)
    Formation Management
  Instrument Turnpoint Procedures
  Instrument Approaches (*detailed discussion of procedures and execution*)
    Formation Management
    Comms, Hand Signals
    Type of Approach - LLWT&G, Section Missed Approach, Section Drag
      Wingman - side of the formation
  Overhead / Break (*if required*)
    3 Second or Fan Break
    Pattern (T&G, Full Stop)

Questions on Conduct: Student? Instructors?

Questions on anything we covered today/anything to add/parting shots: Student? Instructors?

**Break for singles briefs**
- **Mission Objective**
  To refresh SNFO with tactical positioning and basic tactical formation maneuvers.

- **Training Objectives**
  Individual take-offs and join-up via a safe and expeditious Geo Ref / Nav rendezvous
  Accurate and timely direction/acknowledgement of called and uncalled maneuvers

- **Mission Conduct**
  Nav/Geo Rendezvous – Area, Rendezvous Point, Execution
  Called:
  - Tac Turns
  - 45 Turns
  - In-Place Turns
  - Cross Turn
  - Shackle
  - Terminate
  Uncalled:
  - Tac Turns
  - 45 Turns
  - In-Place Turns (uncalled *away only*)
  - Shackle
  - Tailchase / Terminate
  - Rejoin / Lead change
  Lost sight exercise / Geo Ref/Nav Rendezvous / Repeat Sequence

**Questions on Conduct: Student? Instructors?**

**Questions on anything we covered today/anything to add/parting shots:**
Student? Instructors?

**Break for singles briefs**
- Mission Objective
  To execute a section low-level ingress and target attack on a simulated target.

- Training Objectives
  Expeditious and accurate tac admin execution and wingman consideration
  Effective section formation management on the route and target attack mechanics
  TOT +/- 1 minute

- Mission Conduct
  Route Review / Chart Study
    Legs – Heading / Airspeed / Altitude
      ICPs
      Turn-points – Funneling & Limiting Features
      Hazards
    Divert Fields
  A/S Timeline
    Timeline Review
    Attack Geometry
    Comm Flow
  Z-Diagram Review
  OTR / Re-join Gameplan

Questions on Conduct: Student? Instructors?

Questions on anything we covered today/anything to add/parting shots: Student? Instructors?

**Break for singles briefs**
DEBRIEF

- Safety – of – Flight, SOP / Training Rule Violations

- Questions from the Brief?
  Briefing Board
  Kneeboard Card and Brief Products (Jet log, DD-175, Weather, NOTAMS, etc)
  Brief Knowledge / Execution

- Admin
  On Deck: Check-in, Comms, Checklists
  Enroute: BAR, Comms, Checklists
  RTB: BAR, Comms, Checklists, Course Rules / Approach / Landing

- Tac Admin
  Fence-in / G-warm
  MOA / Route Entry Procedures
  Operations Checks
  Fuel Management / Awareness (Joker / Bingo Adherence)
  Wingman Considerations
  MOA / Route Exit Procedures
  Fence-out

- Environmentals
  Winds – Aloft and Surface
  Ceilings

- Mission Conduct / Sequence of Events
  (In chronological order - specific to event)

- Wrap-Up
  Mission Objective (Success / Failure)
  Training Objectives (Met / Not met)
  Goods / Others
  Discussion of Next Event
- **Communications / Crew Coordination / CRM**
  
  DAMCLAS
  
  Frequencies and Radio Procedures
  
  Hand signals – Timing, Implementation, and Recognition
  
  Navigational Aides
  
  Identification / Squawk Management
  
  Clearing Procedures

- **Emergencies**
  
  Aborts
  
  Divert Fields
  
  Minimum and Emergency Fuel
  
  Loss of Power
  
  Radio Failure / ICS Failure
  
  Lost Sight / Lost Wingman
  
  Downed Pilot and Aircraft
  
  Bird Strike
  
  Other Aircraft Emergencies
  
  Ejection (6,000 / 2,000 / LOSS OF ICS)
  
  - CRM for Ejection in Solo Mode

**Questions / Anything to Add?**