T-6 Tail Chase Training Rules

Departure/OCF:

1. Inadvertent Departure from Controlled Flight Boldface.
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 ownship 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 airspeed drops below 90 knots.
   c. Bingo fuel
   d. Interloper
   e. Departure/Spin
   f. G-LOC
   g. Hard Deck broken
   h. NORDO
   i. Overstress / Overspeed
   j. Inadvertent IMC
   k. Loss of SA
   l. Unsafe condition/emergency
   m. Approaching training area boundary
   n. Training rule violation