

INTERCEPT ALTERNATE MISSION

1. AREA. Flight leads will brief the area to be used, including a NORDO rejoin point.
 2. ALTITUDES. VFR hemispherical altitudes will be maintained to the maximum extent. Flight leads will assign hard altitudes 2000 ft. apart. If conditions permit, altitude blocks will be briefed and used.
 3. AIRSPEEDS. Unless briefed otherwise, target airspeed will be 350 KCAS. Fighter airspeed as desired.
 4. TARGET MANEUVERING. Targets will be non-maneuvering unless briefed otherwise.
 5. GCI. Kidskin will be used whenever possible. Initial contact will be made on 351.0, B/U 278.4. If possible, brief GCI on the following items:
 - Type of intercepts to be run
 - Type of GCI control
 - Altitudes/Airspeeds
 - Joker/Bingo
 6. HOT GUN/UNEXPENDED BDU-33s. Make sure procedures in 55-4 chap 9 are compiled with. Gun station will be deselected, Pinkie switch out of guns, Master Arm-Safe, gun power CB-pulled. DO NOT SQUEEZE TRIGGER OF DEPRESS PICKLE BUTTON. If you need pictures, use the rear cockpit camera switch.
 7. INTERCEPT PROCEDURES.
 - a. Primary intercepts will be a stern conversion to Fox 2 parameters. Flight leads can brief single turn conversions or front-stern reattacks if desired.
 - b. If GCI is not available, the target can give bullseye calls. Bullseye center will normally be Clark TACAN, and calls should be spaced at least 10 seconds apart to simulate GCI radar sweep rate.
 - c. Correct 55-200 terminology will be used on all intercepts. If GCI is not being used, the target will assume the role of GCI and make the proper calls.
 - d. Targets will not be considered hostile until declared so by GCI or a VID is accomplished.
 - e. Air-to-air TACAN will be briefed and used during self set up intercepts.
 8. OPTIONS
 - a. 2 Ship: Alternate fighter and target. 1 is fighter first.
 - b. 3 Ship: 1 and 2 hold hands. Element and 3 alternate fighter and target, with the element being the fighter first. 1 and 2 alternate lead between intercepts.
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c. 4 Ship: Elements hold hands and alternate fighter and target.

d. Flight leads can brief tactical intercepts if desired and weather permits. With a 3-ship, 1 and 2 will normally run on 3; with a 4 ship elements will run on each other with the TGT element holding hands. 1 and 2 will be fighters first.

e. Optional 3-ship matrix is as follows:

<u>PASS</u>	<u>T</u>	<u>ST</u>	<u>SC</u>	
1	1	2	3	T - Target
2	2	3	1	ST - Straight Through
3	3	1	2	SC - Stern Conversion