



# Lesson Title

Check Lists V1.0.

## Aim

To teach pilots how and when to use the check list to ensure they don't miss anything which may endanger their aircraft or prevent them from completing their mission through a setup error.

## Time Required

1.5 hrs. (15 mins ground school, 1 hr flying, 15 mins de-brief).

## Topics to be Covered

1. Run through Check Lists in accordance with the TE briefing notes.

## Briefing Material

[http://users.skynet.be/bs999158/Download/Checklists\\_SP4.zip](http://users.skynet.be/bs999158/Download/Checklists_SP4.zip)

Check Lists V1-0.tac
By Vosene

<b>Human Package</b> (AC type, package numbers)	Cowboy 1: 4x F16C-52 Falcon 1: 4x F16C-52	Package 1027 Package 1027
<b>Mission Success Criteria</b>	<b>Cowboy 1: Koksan airbase reduced to 0% operational.</b> <b>Falcon 1: Koksan Highway airstrip reduced to 0% operational.</b>	
<b>Mission Partial Success Criteria</b>	<b>Cowboy 1: Koksan airbase reduced to 50% operational.</b> <b>Falcon 1: Koksan Highway airstrip reduced to 50% operational.</b>	
<b>Air to Air Weapon Load out</b> (Free or Fixed)	<b>Fixed</b>	
<b>Air to Ground Weapon Load out</b> (Free or Fixed)	<b>Fixed</b>	
<b>Mission Flight plan</b> (Free or Fixed)	<b>Fixed</b>	

Package Information					
Takeoff time	Call sign	Task	Target/Station	Package # <sup>(1)</sup>	AC # & type
08:23	Sentry1	JSTAR	5nm East Konsu-Dong	3694	E-8C
08:25	Chalis1	AWACS	11nm North of Hujin	3691	E-3
08:27	Camel1	Re-fuelling	6nm North Chommall	3688	KC-135
09:20	Cowboy1	Strike	Koksan Airbase	1027	4x F16C -52
09:22	Falcon1	Strike	Koksan Highway Strip	1027	4x F16C - 52
<sup>(1)</sup> Blue colour indicates for human use. Red colour indicates for AI only.					

#### Briefing Notes

**Ensure all the students have printed out the Checklists document (link is in the briefing material section).**

**At any time you can freeze the sim (Shift-P) to take students through the check-lists in slow time.**

**A tanker is provided in the area of Stp 7 if you wish to practice re-fuelling. This is not compulsory.**

1. Once in the TE assign targets, No's 1&3 are armed to destroy the runway(s). No's 2&4 to destroy other buildings.
2. Commit to a **ramp** start.
3. Get the students to run through pages 2-4 of the check-lists. If it becomes obvious that students are struggling you should freeze the sim (Shift-P) to avoid missing your TOT of 09:30. If it becomes clear that some students are simply unable to complete a ramp start then you should complete the start with those that can, exit then re-commit to a taxi start. At the end of this phase you should have completed the following checklists: verify check, before engine start, engine start, after engine start, engine check, fuel check, avionics,
4. Complete Pages 5&6 of the checklists and in doing so, taxi out for take-off and enter the runway. At the end of this phase you should have completed the following checklists: Before taxi, taxi-out, before take-off.

5. **Turn on the ACMI.** Carry out a take-off using the checklists on page 7. Before you reach Stp 2 you should have carried out the following checklists: normal take-off, airborne.
6. At Stp 3 carry out the Fence-In checklist on Page 8.
7. At Stp 4 carry out the IP checklist on page 8.
8. Attack the target.
9. At Stp 6 carry out the After Target Egress checklist on Page 9.
10. At Stp 7 carry out the fence-out checklist on Page 9.
11. If you wish to carry out re-fuelling follow the procedure on Page 10. Also ensure you comply with the multi-player procedure as detailed here:  
[http://www.185th.co.uk/forum/topic.asp?TOPIC\\_ID=692](http://www.185th.co.uk/forum/topic.asp?TOPIC_ID=692)
12. At Stp 8 carry out the Descent and Approach checklists on Page 11.
13. At Stp 9 carry out the Before Landing Checklist on Page 11.
14. Once on finals carry out the final approach checklist on Page 12.
15. Land on runway 20. Once you have touched down at Stp 10, carry out the After Landing checklist on Page 12.
16. Exit right at the end of the runway and head for the pan.
17. Once you have parked up on the pan carry out the Pre-engine shutdown and engine shut-down check-lists on Page 13.
18. Exit the flight and de-brief. Use the ACMI as required. Pay particular attention to if you made your TOT or if this was late due to a slow ramp start.