



Lesson Title

Tacs Turns V1.0.

Aim

To cover Tac Turn techniques.

Time Required

2 hrs. (40 mins ground school, 1 hr flying, 20 mins de-brief).

Topics to be Covered

1. Lead techniques.
2. Wingman techniques.
3. Spread Formation.
4. Box Formation.
5. Engaged Type Turns (watch ACMI video).
6. Tac Turns (watch ACMI video):
 - a. Introduction
 - b. Comms.
 - c. Example.
 - d. Common Problems.
7. Check Turns.
8. Hook Turns (watch video).
9. Re-fuelling (inc. on-line procedure).

Briefing Material

[TAC FORM](#)

Tac Form zip file including lesson pdf, ACMI files and practice TE.

http://www.87th.org/training/air_to_air_refueling_guide/index.shtml

Re-fuelling guide.

<http://www.freebirdswing.org/downloads/TrainingLibrary/Lesson5v4.0.14.zip>

Review slides 46-54 for further refuelling info

[In-Flight Re-Fuelling - On-Line Procedure](#)

Multi-player re-fuelling guide to avoid on-line issues.

Tac Turns V1-0.tac	
By Pinbeck	

Human Package (AC type, package numbers)	4x F16C Training 4x F-16C Training	Package 1067 Package 1067
Mission Success Criteria	Lobo 1: Complete Training. Panther 1: Complete Training.	
Mission Partial Success Criteria	N/A	
Air to Air Weapon Load out (Free or Fixed)	Free	
Air to Ground Weapon Load out (Free or Fixed)	N/A	
Mission Flight plan (Free or Fixed)	Fixed	

Package Information					
Takeoff time	Call sign	Task	Target	Package # ⁽¹⁾	AC # & type
08:32	Camel 1	Refuel friendly aircraft	Lobo 1 Panther 1	3695	1x KC 10
08:58	Lobo 1	Tac Turn Training	Nil	1067	4x F16C - 52
09:00	Panther 1	Tac Turn Training	Nil	1067	4x F16C - 52
⁽¹⁾ Blue colour indicates for human use. Red colour indicates for AI only.					

Remember: **Entry parameters for turns will be 400 knots, Angels 15 and full military power. It is vital to maintain the same speed and altitude through the turn by controlling g.**

You can depart from the waypoints at any point in order to practice the turns from Lesson 3. When done return to the waypoint and resume the TAC Turns flight plan.

There is a tanker between Stp 10 and 11 so you can practice re-fuelling.

- a. Line up on the runway and **start the flight recorder**.
- b. Take off and climb towards Stp 2. You can put smoke on to help identify aircraft positions if you wish.
- c. Be in **spread**/line abreast, **400 knots** and **Angels 15** before Stp 2.
- d. At **Stp 2 - TAC RIGHT**. New Heading (NH)=0.
- e. At **Stp 3 - TAC LEFT** NH=270.
- f. At **Stp 4 - TAC RIGHT 45** NH=315.
- g. At **Stp 5 - TAC RIGHT 45** NH=0.
- h. At **Stp 6 - TAC LEFT 45** NH=315.
- i. At **Stp 7 - TAC RIGHT 135** NH=90.
- j. At **Stp 8 - TAC RIGHT** NH=180.
- k. At **Stp 9 - TAC LEFT 135** NH=45.
- l. At **Stp 10 - TAC RIGHT** NH=135.
- m. At **Stp 11 - TAC LEFT 45** NH=90.
- n. At **Stp 12 - TAC RIGHT 45** NH=135.
- o. At **Stp 13 - TAC RIGHT** NH=225.
- p. Proceed to the landing pattern or fly the course in reverse.
- q. Review the ACMI tape and identify good turns and areas for improvement then re-fly the mission, acting on the de-brief points.