



Basic Training Package 3

BFM INTRODUCTION

By
Training Officer

Falcon Version		Patch Status	Theatre of Operations					
Allied Force		V1.13	Balkans		Balkans 2005		Balkans 2010	
			Korea		Korea 2005		Korea 2010	x
Package Information								
Takeoff time	Callsign	Task	Target		Time on Target	Package #	AC # & type	
0905	Cowboy1	TRAINING	West of Kunsan		0914	1027	4x F-16C-52-CCIP	
0907	Falcon1	TRAINING	West of Kunsan		0916	1027	4x F-16C-52-CCIP	
(1) Blue colour indicates for human use. Red colour indicates for AI only.								
Air to Air Weapon Loadout (Free or Fixed)			Fixed					
Air to Ground Weapon Loadout (Free or Fixed)			Fixed					
Mission Flight plan (Free or Fixed)			Fixed					

Aim

To understand BFM geometry, review use of A-A radar ACM modes and perform guns attack and defence.

Time Required

1.45 hrs (30 mins ground school, 1 hr in cockpit, 15 mins debrief).

Topics to be Covered

Radar Modes: ACM (including all submodes).

How to Fire Cannon (inc HUD symbology and Gun Sight Modes)

Briefing Material

Pilots should read the following material before the practical lesson:

185th BFM Training Package

Allied Force Manual: Pages 93-97 for ACM mode and Pages 100-105 for Guns Employment.

Briefing Notes

- The following setup should be used: Invulnerability ON; Unlimited Ammo ON.
- Take-off, rejoining and recovery procedures should be performed in accordance with SOP3.
- After take-off and rejoining, the element climbs to A20 to the respective training target area.
- The training sortie is divided in four parts:
 - Practicing with Gun's sights:
 1. The Attacker will position 1nm in trail of the defender A20, both at 350knots. Both aircraft should call "**1/2 is ready, fight's on**".
 2. The defender will start a 3-4 G turn without losing altitude or speed and the attacker will practice with all 3 gun's sights: EEGS, LCOS and the Snapshot line, trying to keep a separation between 500-2000ft.
 3. If both airplanes get closer than 300ft, the attacker should call "**knock it off**" and reposition as described in 1.
 4. Attacker and defender change their positions and repeat 1-3.
 - Tracking-Shot:
 1. The attacker will position 1nm in trail of the defender A20, both at 350knots. Both aircraft should call "**1/2 is ready, fight's on**".
 2. The defender will start a 4-5 G turn and the attacker will wait for defender's turn entry window, will pull lead pursuit and will shoot using EEGS and LCOS, trying to keep a separation between 500-2000ft.
 3. If both airplanes get closer than 300ft, the attacker should call "**knock it off**" and reposition as described in 1.
 4. Attacker and defender change their positions and repeat 1-3.
 - Snapshot and High Yo-Yo:
 1. The attacker will position 1nm in trail of the defender A20, both at 400knots. Both aircraft should call "**1/2 is ready, fight's on**".
 2. The defender will start a max performance break turn without losing altitude. The attacker will accelerate and pull enough lead for a snapshot.
 3. As soon as the attacker is about to overshoot, he pulls lag pursuit starts a High Yo-Yo. The objective is to finish the High Yo-Yo at an advantageous position to start a second gun pass.
 4. If both airplanes get closer than 300ft, the attacker should call "**knock it off**" and reposition as described in 1.
 5. Attacker and defender change their positions and repeat 1-3.
 - Guns Defence:
 1. The attacker will position 1nm in trail of the defender A20, both at 400knots. Both aircraft should call "**1/2 is ready, fight's on**".
 2. The defender will start a 4-5 G turn and the attacker will wait for defender's turn entry window, will pull lead pursuit and will shoot at the defender.
 3. The defender should use out-of-plane manoeuvres and practice the "Snake" defensive manoeuvre.
 4. If both airplanes get closer than 300ft, the attacker should call "**knock it off**" and reposition as described in 1.
 5. Attacker and defender change their positions and repeat 1-3.