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20th Tactical Air Support Squadron
APO San Francisco 96337

POLICY LETTER #1

1 May 1969

NEW COMER'S TRAINING PROSPECTUS
FORWARD AIR CONTROLLERS

PURPOSE: This prospectus establishes guide lines for incoming personnel to DCOCO. These guide lines support and supplement 504 TASGM 51-1 and 20th TASS Flying Regulations.

CONTENTS

- I.....Welcome
- II.....Policy Statement
- III....."FAC Buddy" Plan
- IV.....Check List: Itemized list of required reading and aids to job performance.
- V.....Terminology: Vocabulary peculiar to DCOCO FAC's.
- VI.....Munitions/Targets: Ready Reference Chart Checklist of Ordnance
- VII.....Mission Guides: Pilots
- VIII.....Mission Guides: Navigators
- IX.....Mission Guides: PF
- X.....Conclusion

POLICY STATEMENT: The primary duty of each man assigned to DCOCO is as a FAC. This policy should help insure that the Covey mission is accomplished efficiently with the best use of assigned personnel and help provide continuity in the operation of the site. The attached mission guides for pilots, navigators, and PF reflect the established minimum flying standard for new crew members. We realize that due to varying experience and abilities some crew members may progress faster than others, but we feel that these minimum requirements will greatly enhance the performance of any FAC assigned to DCOCO.

A. The flying phase will not commence until all in-processing and ground training has been accomplished. The new comer will be assigned a Covey "FAC Buddy." The "FAC Buddy" will insure that all items are accomplished.

B. Flights should be scheduled in numerical sequence. (Commander and Operations authorized to make exceptions)

C. IP's will fill out individual training records for each flight and will be filed with crew members record folder in operations section.

D. The training officer will review the crew member's folder to assure that all training has been accomplished.

E. Proficiency will be the determining factor for accomplishments.

F. The Operations Officer will request 20 TASS publish "Combat Ready" orders IAW 504 TASGR 51-3 when training is completed.

I. WELCOME

A. Meet the FAC's

1. Commander
2. Operations
3. Scheduling
4. Intelligence
5. Administration
6. Chief Navigator
7. Duty Officer
8. All The Guys

B. Introduction to Coffee-Beer-Soda Bar

C. Mail Box Briefing

II. COMPLETE 20 TASS REQUIREMENTS

- A. Advise New Crew member to fully complete all requirements with 20 TASS.
- B. Determine approximate time required for completion.
- C. Set date to report for Steel Tiger Flying Duty.
- D. Assign FAC Buddy by name, and make introduction.

PAC BUDDY BRIEFING

- A.** Determine to which flight new crew member will be assigned and who will write his OER and make introduction. Admin will request 1098.
- B.** Information Packet to New Crew Member
 1. Locator Card
 2. Mail Room Card
 3. CIF Card
 4. 20 TASS Information Booklet
 5. Check List
 6. Check List Binder
 7. Check List Inserts (Check files for complete listing)
 8. 1/250 Map
 9. Training Folder
- C.** Determine Call Sign (20 TASS Operations)
- D.** Familiarization with:
 1. CIF
 2. Mission Flying Time Book
 3. Regulations Volume
 4. Mission Briefing Volume
 5. Files (Personal Effects Drawer)
 6. Maps and map-making equipment
 7. Message Board
 8. Hot Items Board
 - 9.
 - 10.

11. Mail Box

12. Scheduling Board

13. Posted Flight Schedule

14. FRAG

E. Mission of Steel Tiger (Use Covey/Steel Tiger Briefing Chart)

1. Local Aerodrome Procedure

2. Area of Operations

3. Visual Reconnaissance

4. Interdiction

5. Road Systems

6. Terrain

7. Weather

8. Radio Procedures: (UHF VHF FM KY-28)

9. Navigation Aids

10. Emergency Airfields

11. Preferred Bailout Areas

12. Guns

13. Day Tactics/Night

14. Command Agencies

a. Covey Ops

b. Bully Control

c. ABCCC (Hillsboro - - Moonbeam)

d. Blue Chip

e. Sycamore/TFA

15. Radar Controllers/Agencies

- a. Panama
- b. Waterboy
- c. Invert
- d. Lion
- e. DaNang DASC
- f. Coffee Time
- g. Hue Approach
- h. Bulldozer
- i. Jazzy
- j. Vandergrif DASC
- k. Milky

F. Mission Equipment

- 1. Maps (1/250 1/100 1/50)
- 2. UTM Coordinates
- 3. E & E Code
- 4. Briefing Book
- 5. Frequency Cards (Explain each item)
- 6. Code Wheel
 - a. Encoding
 - b. Decoding
 - c. Coordinate Prefixes
 - d. Authentication
 - e. P1

7. No
8. Delta Points
9. Map Bags
10. Check List
11. Seek Silence (KY-28)
12. Susy-Ray
13. Road Rip Points
14. SF & SG Targets
15. Border Extension
16. Strike Zones
17. Area Boundries
18. High Threat Areas
19. Personal Survival Equipment
20. Binoculars
21. Star Light Scope
22. Tour of Aircraft
 - a. Emergency Equipment
 - (1) Door
 - (2) SIF
 - (3) Fire Extinguisher
 - (4) Seat
 - (5) Salvo
 - b. Ordnance Pre-flight (Pins, Cannon Plugs, Locks, Arming Wire)
(Ripple Switch, Cock Pit Switches)

- (1) Rockets
- (2) Flares (Setting Timers)
- (3) Logs

CHECK LIST INSERTS AVAILABLE

1. UHF - VHF Frequency Card
2. DME - Radials Card
3. Heading - Distance - Time Card
4. Emergency - Time - Distance Card
5. MK-24 Flare Tables
6. ADF Card
7. No-Go Check List (O-2 DCOCO ONLY)
8. Seek Silence Check List
9. Ordnance Nomenclature

REQUIRED READING

1. Rules of Engagement
2. Mite PAC Operations
3. O-2 Tech Order
4. JLP/OP
5. Duty Officer Check List/Briefing Book
6. Aircraft Status Book (Before Every Flight)
7. 7th Air Force Conventional Air Munitions Guide
8. DIA Fact Book (Enemy Ground Weapons)

SUGGESTED READING

1. Week

TERMINOLOGY - VOCABULARY - VERIFICATION

<u>ORDNANCE</u>	<u>NAVIGATION (CON'T)</u>	<u>COMMUNICATIONS</u>	<u>SECURITY/CONTROL</u>
Mike Mike	Igloo White	Painting Me	No Torn
Hape	Steel Tiger	Squawk	Authenticate
Funny Bomb	Tiger Hound	Masic	KAC
Snake		Parrot	ABCCC
High Drag	<u>ABBREVIATIONS</u>	KAC	Spare Looter Seven
Gravel		ABCCC	Wheel
Ground Marker	BDA	Spare Looter Seven	TS
Dud	RTB	Break	Bully Control
Banded Snakes	VR	Automatic to	Frag
CBU	UR	Shiny	Seek Silence
Tracer	KAC	Wheel	
Frag Bomb	CBU	Seek Silence	<u>MISC</u>
Daisy Cutter	IR	Shackle	
Fuze Extender	PIF	Frag	Barf Bag
Soft vs Hard	AAA	Fox Mike	Piddle Pack
Willy Peter	PF		B Mission
GAI	SSI	<u>TARGET/STRIKE</u>	01A
Rock Eye	TPQ		01B
	DMZ	SF TGT	08A
<u>NAVIGATION</u>	PE	SG TGT	Counter
	CR	BDA	
RTB	IP	NVR	
Base (Alt., Time)	DTG	TIC	
TOT	FCF	TOT	
Pigeons	ACR	Canopy	
New York to Florida	R&R	Slide	
Angels	DASC	Dozer	
Port	TIC	Line Up	
Starboard	TOT	AW	
Tactical Clearance	NVR	Break	
Feet Wet	NVA	Flack	
Cross Country	SAR	Flack Trap	
No Joy	ABCCC	100/100	
Tally Ho	CIF	LOB	
Christmas Tree	AW	Perch	
Rendezvous	NBL	Play Time	
Pepper Pot	CD	Mover	
Fence	SLAR	Shiney	
Click	CSS	Slash and Burn	
Delta Point	POL	Tracked Vehicle	
Pop Eye	OR	Military Structure	
SF TGT	CTIP	Fire Support Base	
SG TGT		***	
Check Po:			
VIC - VF			
IMC - IF			

NAVIGATE

Karst - Razor Back 1001
Road Rip Point TUOC
Switch Back
Commando Hunt

MUNITIONS/TARGETS

Dear FAC,

Welcome to Covey Operations, With your determination and our knowledge, we'll strive to make you the best FAC in SEA. Part of your job is to know the type and effects of ordnance you'll be using. We have various reading materials at your disposal, and there is always someone who will answer your questions. Should you, during your tour, encounter a new type of ordnance or nomenclature, don't hesitate to bring it to our attention either through the munitions officer or posting it yourself on our bulletin board. We Coveys expect you to be very familiar with the information available to you in this booklet. Proper use of ordnance and knowledge of their effects is an important part of becoming an effective FAC.

ORDNANCE NOMENCLATURE

BOMBS:

AN-50AI	100# G.P. (A-1, A-26, AT-28)
AN-57AI	205# G.P. (A-1, A-26, AT-28)
AN-51A2	100# Frag Bomb Cluster (A-1, A-26, AT-28)
AN-51	250# Frag Bomb (A-1, A-26, AT-28)
AN-56	220# Frag Bomb (A-1, A-26, AT-28)
M47A4	100# Smoke, Incendiary Bomb (White Phosphorous)
M-64	500# G.P.
M-65	1000# G.P.
MK-81	250# G.P. (Low Drag)
MK-82	500# G.P. (Low Drag)
MK-82 (HD)	500# G.P. (Retarded, High Drag)
MK-83	1000# G.P. (Low Drag)
MK-84	2000# G.P. (Low Drag)
M-117	750# G.P.
M-117(RG)	750# G.P. (Retarded)
M-118	3000# (Demolition Bomb)
BLU-31	750# Penetration Bomb
BLU-34	3000# Penetration Bomb

ROCKETS:

LAU-3	19 Tube 2.75" Folding Fin Aerial Rocket
LAU-10	7 Tube 2.75" Folding Fin Aerial Rocket
ZUNI	5" Rockets X 4

INCENDIARY WEAPONS:

BLU-1	750# Napalm (Old Type)
BLU-10	250# Napalm (Old Type - A-1, A-26, AT-28)
BLU-11	500# Napalm (Old Type - A-1, A-26, AT-28)
BLU-23	500# Napalm (Old Type - High Speed A/C)
BLU-27	750# Napalm (New Type - High Speed A/C)
BLU-32	500# Napalm (BLU-23 With New Napalm)
FUMIX BOMB	Phosphate, Incendiary, Wide Area, Anti Personnel, Anti Material

DISPENSERS:

SUU-7	Carried On F-100, F-4, F-5, F-105 (About 400)
SUU-14	100)
SUU-13	
SUU-25	
SUU-30	

BOMBLETS:

BLU-3/B	Anti personnel/Anti material
BLU-7/B	Anti tank (Shaped Charge)
BLU-17/B	White Phosphorous Smoke/Incendiary
BLU-24	Jungle Penetration Capable - Anti personnel
BLU-26	Anti personnel/Anti material (Spin-Armed)
BLU-42	Anti personnel mine
BLU-59	Time Delay, 96% W/I 20 mins.

CLUSTER BOMB UNITS (CBU):

CBU-2	SUU-7 + BLU-3/A
CBU-12	SUU-7 + BLU-17/A (WP)
CBU-14	SUU-14 + BLU-3/A (A1E & A1H)
CBU-19	Two E-158 Riot Control Clusters + Strong Back
CBU-22	SUU-14 + BLU-17/B (WP)
CBU-24	SUU-30 + BLU-26
CBU-25	SUU-14 + BLU-24
CBU-29	SUU-30 + BLU-26 (Delayed Fuze - impact to 30 min)
CBU-49	SUU-30/B + BLU-59/B (Impact to 2 hours)
ROCK EYE II	(Similar CBU-24) Wide Area, Anti personnel, Anti material

MISSILES:

AGM-12/B	250# Warhead (Bullpup)
AGM-12/C	1000# Warhead (Bullpup)
AGM-45	Shrike Missile
AGM-62	Walleye
AK-84	Paveway

MINES:

BLU-10/B	750# Landmine, Influence Fuze
AK-26	1000# Mine, Bottom Influence Fuze (Destructor)
CBU-34	SUU-38/A + BLU-42 Wide Area, Anti personnel mines
AK-36	Usually AK-82 W/Time Delay 30 mins. to arm
CBU-42	SUU-38 + BLU-54 Wide Area, Anti personnel mine

WEAPON COMPATIBILITY

	1ST CHOICE	2ND CHOICE	3RD CHOICE
DG WOOD FRAME	GP Bomb	Fire Bomb	
D AIRCRAFT OPEN	CBU-24	Frag Bomb	Fire Bomb
D AIRCRAFT REV	CBU-24	Frag Bomb	Fire Bomb
Y CUT	Lg Bomb (Delayed)	Rockets	Penetration Bombs
TTES A OPEN REV PERSONNEL OPEN	CBU-24 Rockets Rockets CBU-24	AGM's Napalm Napalm Rockets	GP Bombs 500#-750# GP 500#-750# GP Napalm
VEHICLES PARK (OPEN) PARK (OPEN OVER)	CBU CBU MK-82	Rockets Frag Bomb Frag Bomb	Strafing Rockets Rockets
E TRUSS BRIDGE E GIRDER BRIDGE BRIDGE ON BRIDGE	GP Bomb (Lgr 750#) AGM-12/C AGM-12/C AGM-12/C	AGM-12/C GP Bomb GP Bomb Rockets	GP Bombs
LINE ROTIVES ROLLING STOCK	GP Bomb AGM AGM	Sm GP Bomb Rockets Rockets	GP Bomb/Strafe GP Bomb/Strafe
IES (OPEN) (TREES) LINKS (OPEN) (BURIED)	CBU-24 GP Bombs CBU GP Bombs	Frag Bomb Frag Bomb Frag Bomb AGM	Rockets Rockets GP Bombs
	GP Bombs	AGM	
SITES OPEN REV UNDERGROUND	CBU CBU AGM	AGM AGM GP Bomb	GP Bomb GP Bomb
DUMPS IN BLDG IN OPEN REV	CBU AGM	USE DELAY FUZING FOR PENETRATING BUILDING TYPES Rockets GP Bombs	GP Bombs

	MK-82-500#	MK 117-750#	MK 83-1000#	MK 84-20
SM BLDG WOOD OR LT FRAME	.01/ND .025/.025	.01/ND .025/.025	.01/ND .025/.025	.01/ND .025/.025
PARKED ACFT OPEN	INST/ND	INST/ND	INST/ND	INST/ND
PARKED ACFT REV	INST/ND	INST/ND	INST/ND	VT/ND*
RUNWAY CUT	.01/.01	.025/.025	.025/.025	.025/.025
SAM SITES	VT/ND*	VT/ND*	VT/ND*	VT/ND*
LT AAA OPEN	INST/ND	INST/ND	INST/ND	VT/ND*
AAA-REV	INST/ND	INST/ND		VT/ND*
AAA-PERSONNEL OPEN	VT/ND*	VT/ND*	VT/ND*	VT/ND*
LIGHT VEHICLES	INST/ND	INST/ND	INST/ND	INST/ND
TRUCK PARK (OPEN)	.01/ND	.01/ND	.01/ND	.01/ND
TRUCK PARK (HEAVY OVER)	.01/.01	.01/.01	.01/.01	.01/.01
SIMPLE TRUSS BRIDGE	Through - .01/ND Deck -	.01/.01		
SIMPLE GIRDER BRIDGE	Through - INST/ND Deck -	.01/.01		
WOOD BRIDGE	All Kind			
PONTON BRIDGE	.01/.01 INST/ND			
RAIL LINE	.01/ND	.01/ND	.01/ND	.01/ND
LOCOMOTIVES	.01/.01	.01/.01	.01/.01	.01/ND
RR ROLLING STOCK	.01/.01	.01/.01	.01/.01	.01/ND
SUPPLIES (OPEN)	INST/ND	INST/ND	INST/ND	INST/ND
(TREES)	.01/ND	.01/ND	.01/ND	.01/ND
POL TARGETS (OPEN)	.01/ND	.01/ND	.01/ND	.01/ND
(CLOSED)	.025/.025	.025/.025		
ROADS	.01/.01	.01/.01	.025/.025	.025/.025
COMM SITES				
OPEN	INST/ND	INST/ND	INST/ND	INST/ND
REV	VT45/ND**	VT45/ND**	VT45/ND**	VT45/ND**
UNDERGROUND	.025/.025	.025/.025	.025/.025	.025/.025
ARMO DUMPS IN BLDG				
IN OPEN				
REV				INST/ND

TRAINING ACCOMPLISHMENT CHECKLIST
- PILOT -

1. Steel Tiger Mission Brief Accomplishments

2. Taxi Procedures

3. T.O./Climb/Departure

Traffic Pattern

VFR Departures

IFR Departures

Climb Power/Airspeed/Fuel

Radio Procedures

4. Enroute Procedures

Power/Mixture Settings

Radio Procedures

Emergency Fields

Pilotage (1:250,000)

5. Area Operations

Radio Procedures

Navigation

VR Procedures

Strike Control

Briefing

Marking

Corrections

BDA

General Items

Emergency Fields

PF/IBL

High Threat Areas

6. Approach/Landing

VFR

GCA/TACAN (Enter "T" or "G")

Radio Procedures

Post Flight

7. Intell/CTIP Debrief

8. Remarks (If additional sheets)

MISSION GUIDES - PILOT

I. PILOT'S MISSION PLAN #1 - DAY (Show Time: 1:30 before T/O)(Right Seat)

A. TAXI

1. Aircraft location
2. KY-28 Operational Check
3. Taxi Direction/Procedures

B. ARMING/DEARMING

1. Location (E4, E2)
2. Procedures

C. T.O./CLIMB/DEPARTURE

1. Traffic Pattern Altitude
2. VFR Departure
3. Climb Power/Airspeed/Fuel
4. Radio Procedures
 - a. Bully Control
 - b. KY-28 Air Operations
 - c. Panama/Arty Clearance/Flight Following
 - d. Departures (West or Ch 69) Circle One

D. ENROUTE NAVIGATION

1. Power/Mixture Settings
2. Panama/Watercoy/Lion
3. Emergency Fields
4. Arty/Control Agencies for clearance through restricted areas
5. Pilotage on 1:250,000

E. AREA OPERATIONS

1. Radio Procedures
 - a. Enter/Exit Area
 - b. Position Reporting
2. Navigation
 - a. Area Covered: Routes
Delta Points
Check Points

3. Additional Knowledge Items

- a. Emergency Fields (Show Saravanne, Lima Sites)
- b. High Threat Areas
- c. NVA Areas
- d. Infiltration routes

F. LOCAL PROCEDURES

- 1. Letdown VFR/Radar Monitored
- 2. VFR Traffic Pattern Entry/Altitude
- 3. Radio Calls (Panama/Bully/Tower)
- 4. Dearlying Procedures
- 5. Post Flight
 - a. KY-28
 - b. Forms

G. INTELLIGENCE DEBRIEF

INSTRUCTOR'S COMMENTS AND THOSE AREAS NOT COVERED DURING THE RIDE WILL BE NOTED ON THE BACK.

II. PILOT'S MISSION PLAN #2 (Show time: 1:30 before T/O)
LEFT/RIGHT SEAT (CIRCLE ONE)
CTIP WILL READ CREW MEMBER'S PREVIOUS FLIGHT

A. TAXI

B. ARJING/DEARJING

C. T.O./CLIMB/DEPARTURE

- 1. Accomplish departure not covered on ride one

D. ENROUTE NAVIGATION

- 1. Pilotage on 1:250,000

E. AREA OPERATIONS

1. Radio Procedures

- a. Coordination between aircraft in the area

2. Navigation

- a. Direction to UTM coordinates
- b.

3. Additional knowledge items (to be discussed)
 - a. PF/IBL
4. Strikes (to be demonstrated, observe at least two)
 - a. Coordination with ABCCC
 - b. Pre-strike briefing
 - c. Rendezvous
 - d. Marking procedure
 - e. FAC position during strike
 - f. Corrections
 - g. BDA
 - h. Ordnance versus target
5. VR Techniques (Demonstrated)
 - a. Methods of VRing
 - b. What to look for

F. LOCAL PROCEDURES

G. INTELLIGENCE DEBRIEF

III. PILOT'S MISSION PLAN #3 (Show Time: 1:00 before T/O, Subsequent Flts)

A. TAXI

B. ARming/DEARming

C. T.O./CLIMB/DEPARTURE

1. Accomplish tactical IFR departure

D. ENROUTE NAVIGATION

E. AREA OPERATIONS

1. Radio Procedures (Should be proficient)
2. Navigation (Show familiarization with the area)
 - a. Navigation to coordinates
3. VR Techniques
4. Strikes (will control)(Control at least two)

F. LOCAL PROC

G. INTELLIG

F. LOCAL AREA PROCEDURES

1. VFR traffic pattern
2. GCA/TACAN
3. Radio calls
4. Dearthmng

G. POST FLIGHT

II. NIGHT RIDE #2 - LEFT SEAT (Show Time: 1:30 before T/O)

A. PREFLIGHT

B. TAXI/ARMING PROCEDURES

C. DEPARTURE

D. ENROUTE NAVIGATION

E. AREA OPERATIONS

1. Radio Procedures
2. Navigation
3. VR Procedures
 - a. Following correction of right seater
 - b. Reaction to gunfire
 - c. Crew Coordination
4. Strike (Control at least two)
 - a. Control fighters
 - b. Radio procedures
 - c. Rendezvous
 - d. Log/flare drop
 - e. Marking
 - f. Vertigo
 - g. FAC position during strike
 - h. Corrections
 - i. BDA
 - j. Crew coordination

F. LOCAL PROCEDURES

1. VFR traffic pattern
2. GCA/TACAN
3. Radio Calls
- 4.

III. NIGHT RIDE #3

- A. PREFLIGHT
- B. TAXI/ARMING
- C. T.O./CLIMB/DEPARTURE
- D. ENROUTE NAVIGATION
- E. AREA OPERATIONS
 - 1. Radio Procedures
 - 2. Navigation
 - 3. VR Procedures
 - 4. Strikes
- F. LOCAL AREA PROCEDURES
 - a. GCA/TACAN

IV. SAME AS RIDE #3

PRAIRIE FIRE CHECK - OUT PROGRAM

The following is suggested as a guide for a check-out program in Prairie Fire Operations. The suggested guide assumes that the trainee is a qualified, experienced FAC with an out-of-country background. It is by no means a definite plan of attack which must be strictly adhered to but is a guide from which the Prairie Fire CTIP may deviate in interest of training due to weather, specialized operations, and/or mission accomplishment.

ORIENTATION

Prior to the first mission the trainee should study the Prairie Fire TOP SECRET files placing emphasis on the mission and tactics papers. He should also be briefed by a qualified P.F. FAC concerning the Prairie Fire Mission and security classification.