

① TAKE YOUR TIME																																																																															
② KNOW THE SITUATION										A. METT										MISSION, ENEMY, TERRAIN & WEATHER																																																											
1. BUNO										2. TYPE EQUIP.										3. ORG. CODE										4. DATE										5. TIME DEP.										6. POSITION										7. LOCATION ARR.										8. COMBAT LOC.									
③ BRIEF (ALL OFF FIRE TEAM)																																																																															
④ AVOID FLYING IN THE DEAD-MAN ZONE										16. INSTRUMENT APPROACHES																																																																					
										ACTUAL										SIMULATED										TYPE										17. JATO / CATAPULT T.O.																																							
										(50' TO 1000')										50' TO 500'										IS MOST DANGEROUS																																																	
⑤ AVOID FLYING IN THE DEAD-MAN ZONE										1. TRAIL - 180° SLOT										A. GCA										USE FREE CRUISE																																																	
⑥ AVOID FLYING PARALLEL TO TERRAIN FEATURES										2. B. CCA																																																																					
⑦ HIGH RECON FIRST (LOW CEILING, ANTI-AIRCRAFT)										3. C. ADF / LF																																																																					
⑧ ALWAYS ASSUME THAT THE AREA IS NOT (RECON BY FIRE IS NOT FOOTROFF)																																																																															
⑨ LOCATE FRIEND LIES FIRST TOUCH (SAY ONE)										E. AUTOMATIC																																																																					
⑩ AVOID FIRING OVER THE HEADS OF FRIENDLIES																				OMNI																																																											
⑪ AVOID TARGET OVER FAULT WATER										7. G. TACAN																																																																					
⑫ AVOID AGE AT MAXIMUM EFFECTIVE RANGE										H. RADAR																																																																					
⑬ AVOID FLYING IN THE DEAD-MAN ZONE										J. JET PEN.																																																																					
6. NIGHT																																																																															

77

CARD CODE

(1) 5 MILES TO TEST (ROUND TRIP)

(13) 2.1 MILES TO ~~THE OTHER~~ 5206 CASSES (ROUND TRIP)

(14) MILES TO LOWE (ROUND TRIP)

~~MI MI MI MI MI~~

? ~~20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100~~ (ROUND TRIP)

MI MI	5016	20 8 DAYS	3.0 MILES
MI	520(3345)	6 DAYS	2.1 MILES
1	6016	1 DAYS	1.5 MILES
1	?	1 DAY	5 MILES

21 x6 126	21 x6 126	21 x6 126	24 12.6 1.5 5. 43.1
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12
20
00
24
240

190
41.
231.

190
43
233.

15
20
00
30
300