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GLOSSARY

1. Hard turn
A planned turn in which the intensity of the turn is governed by the angle-off and range of the attacking aircraft.
2. Break
An emergency turn in which maximum performance is desired instantly to destroy an attacker's tracking solution.
3. Adverse yaw
Yaw away from the intended turn.
4. Favorable yaw
Yaw in the direction of the turn.
5. Fighting position
An area for the wingman in which optimum coverage and maneuverability is achieved in maximum performance maneuvers.
6. Scissors
A defensive maneuver in which a series of turn reversals is executed in an attempt to achieve offensive potential after an overshoot by the attacker.
7. High speed yo-yo
An offensive maneuver designed to counter a possible scissor maneuver by converting airspeed to altitude in an effort to match an opponent's turn and maintain nose-tail separation.
8. Low speed yo-yo
A maneuver designed to increase rate of closure and at ^{the} same time allow an attacker to slide inside an opponent's turn radius by converting altitude into airspeed.
9. High G roll
A rolling defensive maneuver designed to force an overshoot upon an attacker with a low rate of closure.
10. Vertical scissors
A descending scissors-roll type maneuver.
11. Lufbery
A circular tail chase.
12. Element
The basic fighting unit (2-ship).
13. Fluid Element
The 2nd or supporting element in fluid four formation.
14. Defensive split
A fluid separation of an element in an attempt to seek a favorable position on any attackers.
15. Vertical split
A fluid separation in the vertical plane by an element in an attempt to achieve favorable position upon an attacking element forced into an overshoot.

AIR COMBAT MANEUVERING PHASE

F-100

BASIC TACTICS

OBJECTIVE:

To present the basic maneuvers necessary to develop a high level of proficiency in air combat maneuvering.

INTRODUCTION:

The fundamentals for fighter versus fighter tactics are very important to understand. Here the student picks up the building blocks on which must be based all the rest of this maneuvering. If he is limited in application of these fundamentals, so will he be in the rest of his training. It is imperative then that the student concentrate to fully understand and appreciate these fundamentals.

We have included the following elements in this section.

1. How to Perform a Hard Turn
2. How to Perform a Break
3. How to Recognize and Correct for Adverse Yaw
4. How to Recognize Favorable Yaw above Mach 1
5. How to Fly the Fighting Position
6. How to Attain the Best Results from Your Afterburner

One can easily see that items 3 and 6 might not apply to every aircraft, but the rest can be included for nearly every present day fighter. The approach may also appear to be defensive in nature. However, we feel this is necessary, as any offensive action is directly dependent on the precise maneuver the defender chooses to execute. If the defender's knowledge is limited in scope, the attacker's corresponding maneuvers will reflect this limitation.

Therefore, to fully understand what the attacker may have to do, we first analyze the defender's possibilities.

The hard turn and break are considered basic maneuvers. The difference between the two lies in application. The hard turn is gradually and steadily increased to maximum performance to keep the attacker at high enough angle-off to prevent a tracking solution.

The wingman by providing visual contact behind, between 3 and 9 o'clock is guaranteeing that another opponent will not come in and destroy the leader.

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At the same time it is an attempt to gain an overshoot for lateral separation. The break accomplishes the same purpose, but maximum performance must be reached instantly as the attacker is within firing range. Now why not use a break for every situation? Because a break if done correctly diminishes airspeed very rapidly. This reduces future maneuvering potential and can possibly prevent a pilot from achieving an advantageous position if the turn has to be prolonged for too long a time. If a break is attempted in a situation demanding a hard turn, the turn would be extended for too long a time, and the airspeed loss would be great. Therefore, even though the defender frustrated the immediate attack, he will have placed himself in a more vulnerable situation.

An understanding of adverse and favorable yaw is necessary in the F-100 because they have a strong influence on the turning rate of the aircraft. Adverse yaw is the tendency of the aircraft to yaw or roll away from the intended turn. This influence is present in the subsonic range, but is especially noticeable at lower indicated speed ranges when a high relative G condition is present. Favorable yaw is the tendency of the aircraft to yaw in the direction of the intended turn. We recommend that the student pay particular attention to these items in the manual, as they will exert a tremendous influence on how well he can fly in a tactical maneuvering situation.

The basic fighting unit in ACM is the 2-ship element. This is necessary to provide mutual support and cross cover at all times in a tactical situation. If a single pilot could devote full visual attention in the sphere surrounding his aircraft at all times, this cross cover and support might not be necessary. Since he is so vulnerable to a surprise attack when maneuvering and concentrating on a certain opponent, the 2-ship fighting unit is necessary. ~~While he is concentrating on destroying one enemy, his wingman is guaranteeing that another will not come in and destroy him, by maintaining visual contact between 3 and 9 o'clock. Also he may provide the leader supporting action, if necessary, in flight tactics.~~

The afterburner is nothing more than an additional throttle increment. However, there are times and places where the afterburner is effective. Since it is essentially a ram-jet mounted tandem to a turbojet engine, its efficiency, like a ram-air jet, multiplies enormously as the speed increases. Therefore, the afterburner is most effective when used at higher mach numbers. It is effective also in a low G nose-down condition to gain acceleration. However, very little advantage is attained when the afterburner is used at low speed, high G conditions. With the aircraft in a high angle of attack, the resultant drag is extremely high; therefore, the afterburner, if used, is in its least efficient speed range and provides poor acceleration characteristics.

PROCEDURE:

How to Perform a Hard Turn

1. Estimate range and angle-off of the attacking aircraft.
2. Make a hard turn if the attacker is at a range greater than 2,500' or 30° or more angle-off.
This is a planned maneuver in which you are trying to achieve lateral separation on the attacker.
3. Do not make an instantaneous maximum performance turn.
This will kill off your airspeed very rapidly and will reduce your future maneuvering potential.
4. Play the turn to maintain your attacker at a high enough angle-off to force him out of your turn radius.
5. Increase rate of turn steadily but quickly to maximum performance.
The F-100 in many cases requires extreme rudder control to obtain maximum performance.

How to Perform a Break

1. Estimate range and angle-off of the attacking aircraft.
2. Call a break only if the attacker is closer than 2,500' and at a low angle-off in a tracking curve (see figure 1).
This is an emergency maneuver ~~to~~ ^{designed} to ruin your attacker's tracking solution.
3. Make an instantaneous maximum performance turn into the attack.
4. Use hard rudder momentarily (top or bottom) if necessary to change flight path and get out of the impact area.
This is necessary, if the attacker has already opened fire, to make his tracking more difficult and to prevent you from presenting a plan view as a target.

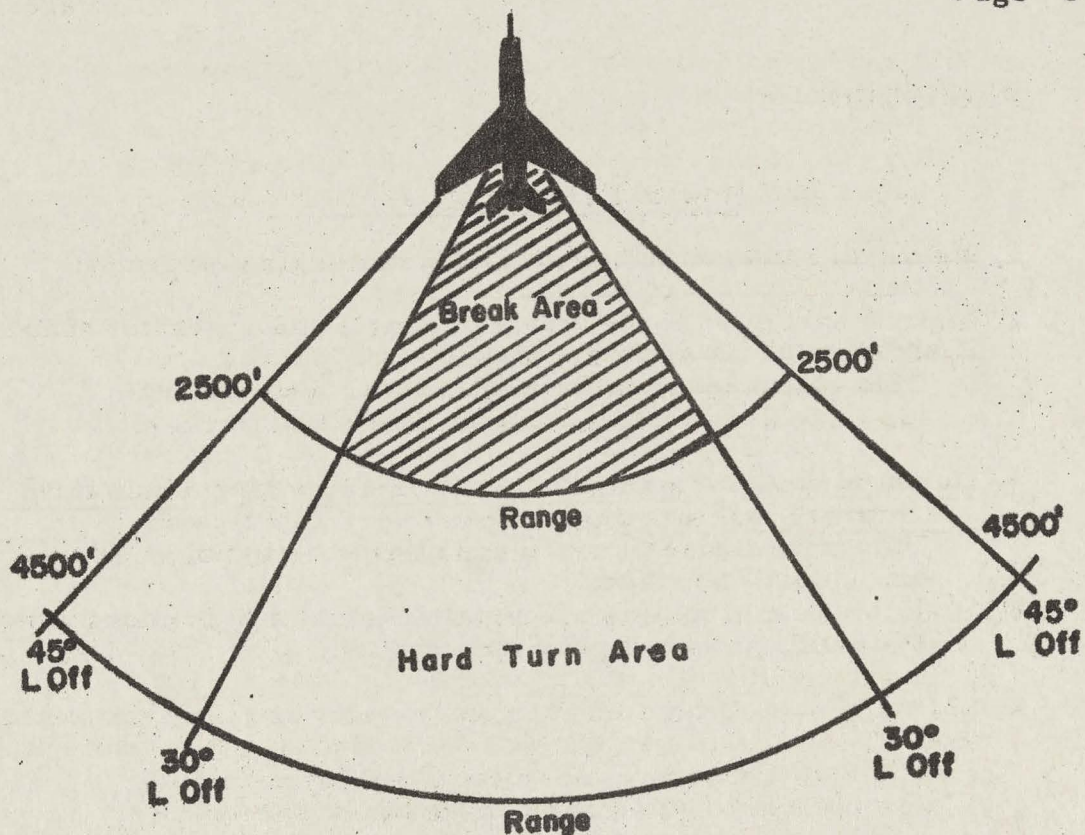


Figure 1 - Break and Hard Turn Areas

How to Recognize and Correct for Adverse Yaw

1. Notice the tendency in the F-100 for the nose to move in a direction opposite the turn.

The F-100 is designed with large inboard ailerons to aid control through all flight conditions. In a turn the low wing aileron is deflected up and the high wing aileron is deflected down. This condition imposes a greater amount of drag upon the high wing than on the low wing, resulting in a yaw toward the high wing or in the direction opposite the turn. This will be more noticeable at airspeeds below 250 knots in a high G condition; however, it occurs at all subsonic speeds.

2. Add rudder as necessary in the direction of the turn to counteract this condition.
Rudder pressures should be increased as the rate of turn increases because of a steady increase in adverse yaw.
3. Do not add aileron in the direction of the turn.
This will produce additional adverse yaw.
4. Neutralize aileron control and continue the turn.
This will reduce the adverse yaw component and result in a maximum performance turn.
5. Do not arbitrarily use full rudder and opposite aileron to achieve a maximum performance turn.
This may inadvertently place your aircraft in an uncontrollable position.

How to Recognize Favorable Yaw above Mach 1

1. Notice the tendency in the F-100 for the nose to move in the direction of the turn.
This occurs in the F-100 at speed above mach 1. Due to the formation of the shock wave upon the wings with ailerons deflected for a turn, a favorable yaw is induced.
2. Do not use extreme rudder pressures.
Excessive rudder may cause an uncontrollable rate of turn. It may become necessary to use slight opposite rudder pressure to perform a coordinated turn.

How to Fly the Fighting Position

1. Decrease lateral distance perpendicular to the leader's flight path.
2. Keep your fuselage aligned with your leader's during all turns.
3. Fly in a 60° cone in fighting position about 400' back (see figure 2).
This is along a line that splits the angle formed by the trailing edge of the wing and the fuselage of the leader's aircraft.

4. Stack down slightly and avoid flying in the same geometric plane with the leader's wings on the inside of the turn.
5. Maneuver through both the horizontal and vertical plane to maintain position.
Slide high when overshooting and drop low to the inside when falling back in order to maintain position on the leader.
6. Attempt to stay out of the in-trail position as much as possible.
7. Support your leader at all times.
 - a. Keep your leader informed of the situation.
 - b. Stay out of the leader's way.
 - c. Do not become separated.

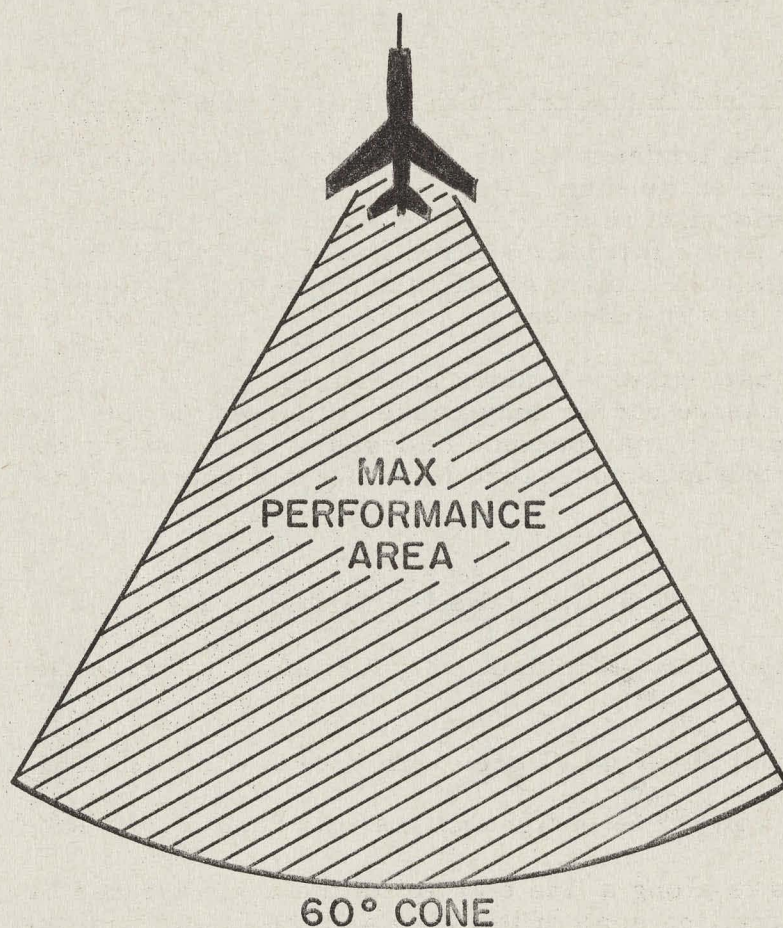


Figure 2 - Wingman Fighting Position

How to Attain the Best Results from Your Afterburner

1. Anticipate need for afterburner and try to use it before your airspeed dissipates and your angle of attack or G load becomes too high.

Because of a very rapid increase in angle of attack below 250 knots at lower altitudes or below mach .8 at high altitude, you will not gain optimum afterburner efficiency.

2. Do not use afterburner in a low-speed, nose-high condition. You will be at such a high angle of attack that your aircraft will be on or near the low side of the power curve. In this situation the afterburner will not increase your acceleration appreciably.
3. Use the afterburner to gain acceleration in a nose-low, low-speed, low G condition. (See low speed yo-yo.)
Since you have a reduced angle of attack, you will obtain good acceleration characteristics. (See How to Maneuver for Airspeed and Lateral Separation.)
4. Use afterburner in short bursts or as necessary to maintain a high position on an opponent. (See high speed yo-yo.)
5. Do not use afterburner if a surprise attack can be completed with normal engine power.
The afterburner will leave a short smoke trail prior to ignition. This may compromise any surprise by advertising your position.

(pp) Manuevering in a turn overshoot presupposes an error in judgement. How to manuever after a turn overshoot is designed to help erase the uncertainty and lack of action that normally arises out of a situation where such an error occurs. Also it will prevent help prevent the possibility of being forced into a vulnerable position. We realize other actions ^{may} could be employed but this would depend upon the exact situation.

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TACTICS WHICH INVOLVE A HIGH RATE OF CLOSURE

OBJECTIVE:

To learn the tactics which involve a high rate of closure.

INTRODUCTION:

When a high speed attack is made against another aircraft, the defender will maneuver generally as outlined in basic tactics and specifically as stated in "How to Defend Against a High Side Attack." The purpose of the resulting turn or break is an attempt to force the attacker into an overshoot condition and destroy his tracking solution. Furthermore, it is the first step in an attempt to attain offensive capability. All you need to know is how to make use of this overshoot or lateral separation. The scissor maneuver will provide just that. It forces the attacker, with his higher airspeed, into an ever increasing higher angle-off until he is forced completely out front and onto the defensive. The only prerequisite for this maneuver is a definite overshoot and enough lateral separation to prevent the attacker from sliding into the 6 o'clock position when the reversal is attempted.

It is not hard to see, if you are on the attack with overtaking speed, that being caught in a scissor type maneuver could be disastrous. How then is the attacker going to prevent such a catastrophe? Simple, instead of overshooting the attacker, he will yo-yo high the moment he realizes he cannot stay inside the defender's turn. This will position the attacker at 6 o'clock high and still in an offensive position. However, just because the attacker is able to perform this maneuver does not mean that he has the situation completely at his command. The defender in recognizing the yo-yo has a few alternatives. If the attacker yo-yo's too far behind or too high, the defender can use the maneuver for airspeed and lateral separation in an attempt to seek more favorable position. If the attacker yo-yo's high and maintains very little nose-tail separation, the defender can use the defense against a yo-yo. Of course this can be carried on and on by having the attacker use the proper procedures in the yo-yo if a defender pulls up into the attack.

*pull up
into the
attack by
using -*

In a head-on attack both individuals begin with the same potential. The objective here is not one of turning the aircraft the tightest to achieve a favorable position. Instead it is how to use your

himself gaining more turn and advantage,
without the tremendous loss of airspeed
and altitude usually associated with
this maneuver.

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airspeed and turn in a 3-dimensional sense, so as not merely to reduce your maneuvering potential by turning in a level plane. The individual who knows the procedures on when to trade airspeed for altitude and vice versa, correct throttle technique, etc., will find ~~this maneuver a good one to include in his repertoire.~~

see other side
~~Maneuvering in a turn overshoot presupposes an error in judgment. It is designed to help erase the uncertainty and lack of action that normally arises out of a situation where such an error occurs and the subsequent possibility of being forced into a vulnerable position. There are many other actions you could employ, but this would depend upon the exact situation.~~

PROCEDURE:

How to Defend Against a High Side Attack

1. Make an immediate nose-high 180° turn (lazy eight type) and attempt to maneuver into a head-on pass if the attacker is at a range beyond 6,000'.
2. Begin a planned level turn into the attack if the attacker is inside 6,000' range.
This will cause the attacker to increase G loading to continue tracking and position him farther inside your turn at a higher angle-off. This will force the attacker into a nose-low attack.
3. Begin a climb into the attack and increase your turn to maximum performance when the attacker's range is approximately 3,000'.
This will further increase the angle-off and begin to give you an altitude advantage. This will also force the attacker into a nose-low overshoot situation.
4. Pull the nose up hard and begin a turn reversal as the attacker passes behind your tail.
5. Continue the hard turn reversal and attempt a scissor if the attacker overshoots.
You should not make a turn reversal until a positive overshoot is accomplished.

How to Perform a Scissors Maneuver

1. Increase your rate of turn into the attack until the attacker overshoots or moves outside your turn radius.
2. Reduce throttle and/or use the speed brake initially if necessary to increase the attacker's closure rate.
The higher the rate of closure, the faster the attacker will be forced outside your radius of turn. Remember speed brakes may advertise your subsequent maneuvers.
3. Pull the nose up hard and execute a turn reversal as the attacker passes your tail.
The decision on when to reverse your turn will depend upon how rapidly the attacker is sliding to the outside of the turn and how far behind he is as he slides through your flight path. A good rule of thumb — rapid turn overshoot, early reversal; slow turn overshoot, late reversal. However, a reverse too early will be to the attacker's advantage.
4. Retract speed brake and advance power to gain and hold a high position behind the attacker.
5. Hold the nose up and slow your aircraft (without reducing power) as necessary to place you at your attacker's six o'clock position. Maximum attainable power reduces the stalling speed of your aircraft to the lowest possible increment. Therefore, the pilot able to reduce his airspeed most rapidly, as well as to the lowest increment, will end up with an advantage over his opponent.
6. Repeat a hard turn reversal each time your opponent slides through your flight path and to the outside of your turn.
7. Use rudder to obtain maximum performance on each turn reversal.
If the initial reversal is misjudged and an extremely slow speed scissors results, rudder must be used smoothly or a snap or stall will occur.
8. Use the speed brake to drop down to a six o'clock position and prevent overrunning if you attain a position above and behind your opponent.

9. Attempt to place yourself in phase with your opponent if you find yourself below and behind or under your opponent.
This forces your opponent into a visual disadvantage with the subsequent possibility that he may mismaneuver and help you to attain offensive potential.

How to Make a High Speed Attack

1. Stalk your target in an attempt to complete the attack at 800' range and in the six o'clock position.
2. Keep the aircraft you are attacking in sight.
One glance away and you may not see him again.
3. Depress the gunsight electrical cage button to hold the sight reticle image on the reflector glass in a high G condition.
4. Position the gunsight reticle ahead ^{of} ~~on~~ your target.
5. Check that your fuselage is pointing in the same relative direction as the target's fuselage.
This will help prevent an overshoot.
6. Close on the target and get a radar lock-on.
7. Release the electrical cage button and place the pipper on the target within 2,500' range.
8. Begin to track the target as you close range and slow your aircraft to enable you to track smoothly.
You may use the speed brake, abrupt elevator movement, or hard rudder to help ~~to~~ slow down, but remember to maintain enough airspeed to give you an advantage in case you should miss the attack. However, too much airspeed may allow the defender to dive away, i. e., if the attacker is forced to zoom or yo-yo off in order to prevent an overshoot, the defender may use the maneuver for airspeed in order to gain separation.
9. Make a positive identification of the target.
You should know it is an enemy before you squeeze the trigger. If you are unsure, you are out of range and do not fire.

10. Check range dial and open fire within 2,000' range.
A 1/2 second burst will normally insure a kill if the pipper is held on the target while firing. For film assessing purposes this is 16 frames of tracking time.
11. Maintain some closing speed and continue tracking the target.
You should slow down to approximately a 50-knot closing speed to enable you to fire a lethal burst; however, all airspeed advantage should not be sacrificed.
12. Fire to a minimum range of 800' (training minimum).
13. Use afterburner if all closure speed is lost during any part of the attack.
14. Zoom or yo-yo off the target if you are unable to stay inside your opponent's turn radius.

How to Perform a High Speed Yo-yo

1. Attempt to track the target as you close range.
2. Roll away from the turn and pull the nose up hard when you can no longer hold the pipper on the target. (This will prevent possible overshoot, loss of offensive, and subsequent defensive scissors.)
When the pipper begins to slide behind the target, you are no longer in the target's turning radius, and you must break off to prevent overshooting. This maneuver should be begun before reaching 2,000' range, or it will be difficult to maintain an advantage. At any time that it becomes impossible to maintain parallel fuselage direction with the target, your angle-off will be too high to complete an attack and you must yo-yo your target.
3. Slide high and to the rear of your opponent.
You are now trading airspeed for altitude in order to prevent an overshoot on your opponent with the subsequent possibility of being caught in a scissors.

4. Push the throttle into afterburner range to gain a higher rate of climb, increase your turn capability, maintain a high air-speed, and gain a decisive altitude advantage.
Use of the afterburner after initial pull-up will be determined by the target's evasive action and your rate of closure.
5. Do not use afterburner if it becomes apparent that your yo-yo apex will provide too much altitude separation.
If your altitude separation is too great, your opponent may spiral or dive away and reduce your offensive potential.
6. Roll in on the target for another pass.
Proper use of the speed brake and afterburner will help cut your turn radius and speed your entry into the target's radius of turn. ~~Pull~~ Rudder control must be used to obtain a maximum performance turn in.
7. Do not lose your airspeed advantage until the kill is assured.
8. Perform this maneuver as many times as necessary until you are able to maneuver into firing range and position.
Misjudgement is the original cause for an overshoot, and any well executed yo-yo maneuver should not require more than two pullups and subsequent attacks to insure a kill.
9. Use caution to prevent a nose-low attitude when attempting to slide down toward your opponent's 6 o'clock position.
A steep nose-down attitude is difficult to recover from and may force you into a defensive situation, if your opponent reverses up into the attack. Use the following procedures if this should occur.
10. Roll one-quarter turn away from your opponent's line of flight the instant your opponent begins a pullup and you recognize a steep nose-low attitude as you approach tracking range.
11. Keep your opponent in sight and at the same time maintain nose-tail separation.
If you fail to take immediate action, your opponent will gain an advantage, and a dive for airspeed and lateral separation is recommended.
12. Begin a smooth pullup without burbling the aircraft as you reach your opponent's original altitude.
You will have a greater airspeed at that level than your opponent. This will allow you to maintain an airspeed or altitude advantage.

13. Make a reversal toward your opponent's six o'clock position as you gain an altitude advantage.
14. Continue maneuvering until you achieve a firing position. (Refer to sections concerning scissors and yo-yo maneuvers.)

How to Maneuver for Airspeed and Lateral Separation

1. Play the attack in an attempt to force an overshoot.
Your opponent will probably counter with a yo-yo maneuver in order to maintain his offensive advantage.
2. Wait until your opponent has his nose pointed well up.
Any attempt to maneuver before your opponent has definitely committed himself to a nose-high attitude will destroy the effect of this maneuver. You are attempting to take advantage of the attacker's altitude separation to open the distance and obtain greater separation.
3. Reduce your G loading as much as possible and spiral 180° away from your opponent with maximum attainable thrust.
The F-100 accelerates very slowly at high G loads even in extremely nose-low attitudes. This maneuver will provide maximum acceleration and increase the rate of separation.
4. Relax more and more G's as the distance opens up to further increase acceleration and rate of separation.
5. Begin a maximum performance turn into the attack when maximum lateral distance is obtained (approximately 6,000' or more).
(See section describing defense against a high side attack.)
6. Attempt to maneuver to a still higher angle-off or a head-on pass.
7. Attempt to hold an airspeed advantage or gain an altitude advantage ~~and~~ ^{then} maneuver into an attack of your own.

How to Defend Against a Yo-yo

1. Play the attack in an attempt to force an overshoot.
Your opponent will probably counter with a yo-yo maneuver in order to maintain his offensive advantage.

2. Determine whether or not the attacker is going high and to the rear.
If the attacker has an extremely high rate of closure, he will be forced into extreme altitude separation. Use the maneuver for airspeed as a defense. If the attacker slides high and maintains very little nose-tail separation, follow the procedures as outlined below.
3. Maintain a level to slight nose-down turn, relaxing G's as your opponent slides high.
This will allow you to maintain airspeed for future maneuvering potential. Your opponent will probably not be able to recognize the decreased G loading.
4. Wait until your opponent has committed himself to a nose-low attack.
5. Make a hard rolling reversal up into the attack.
This will force your opponent into a high angle, nose-low attack below and forward of your line of flight. This is caused by a rapid change in relative airspeeds - your opponent's airspeed increasing and your airspeed decreasing.
6. Maintain a nose-high attitude if your opponent attempts to pull up with you, and use speed brakes and power as necessary to slide into his six o'clock position.
7. Use ^{hard}~~full~~ rudder and maximum attainable power to turn behind your opponent if he dives away.

How to Maneuver after a Head-on Attack

1. Make a coordinated rolling pullup and a descending turn back down into the attack to decrease your turn radius after passing your opponent.
This closely parallels the first half of a lazy eight maneuver and will allow you to cut off in the turn in both climbing and descending attitudes. If your opponent makes a level turn, his turn radius will be larger than yours, and you will gain some advantage by maneuvering toward his six o'clock position.
2. Use afterburner as you begin your pullup to minimize airspeed loss.

3. Do not attempt to hold maximum G loading or burble the aircraft, as this will nullify the advantages of this maneuver.
4. Use afterburner throughout the descending part of the turn until a pullup is ~~initiated~~. *begun.*
The afterburner will act in the direction of gravitational force and will impose an apparent higher wing loading and increase your radius of turn at pullup.
5. Shut off afterburner, begin easing the nose up, and maintain a slight nose-low attitude as you approach the target from the front quarter.
6. Initiate a rolling pullup as you pass the target and move throttle outboard to afterburner range as your nose passes through the horizon.
This will prevent your opponent from obtaining separation.
7. Continue making dives and climbs until you are ~~in~~ *inside* your opponent's turn radius. (See How to Perform a Yo-yo.)

How to Maneuver after a Turn Overshoot

1. Realize you are overshooting inside 2,000' range when you can no longer track the target and your target reverses his turn into you.
2. Do not attempt to pull into the target's radius of turn.
This will impose high G loads and possible buffet or stall will occur. All closure advantages will be lost with subsequent possible loss of offensive advantage.
3. Roll down and into your opponent's blind spot at six o'clock low.
This provides an opportunity for maneuvering deception.
4. Move the throttle into afterburner range, make a one-quarter low G roll, and dive down and away from your opponent.
This maneuvering should be initiated as you reach the target's area of minimum visibility.
5. Gain airspeed until safe lateral separation is assured (approximately 5,000' to 6,000' or more).
6. ~~Initiate~~ *Begin* a turn back into the target and maneuver for another attack.

except another factor enters in. The defender
cannot see at 6 o'clock low. Therefore, the
element of surprise may be coupled with
the low speed yo-yo to give a favorable
position.

TACTICS WHICH INVOLVE A LOW RATE OF CLOSURE

OBJECTIVE:

To learn the tactics which involve a low rate of closure.

INTRODUCTION:

Positioning in situations involving low rates of closure is much more critical for the defender. By contrast, other than trying to close the distance, the attacker has somewhat of an easier time getting into and maintaining a lethal position upon his opponent. It is not hard to see that the pressure is on the defender. Because of this he is more apt to make errors when the demand for good judgment is at its greatest. To a great extent defenders and attackers will not be able to use the maneuvers available in attacks with a high rate of closure, as they will not give the necessary lateral separation or closing rates.

The problem in attack, whether it is a high angle or stern quarter attack, is rate of closure. In a high angle attack, if the attacker yo-yo's high off the defender in an attempt to achieve position, the defender can easily use the maneuver for airspeed and lateral separation to get out of danger. Therefore, the attacker must use the inside procedures as described in the low speed yo-yo where altitude is sacrificed for airspeed in a cutoff below and inside the defender. The same holds true in the stern quarter attack ~~but to a much less extent. However, the surprise factor due to poor visibility, relative to the defender, greatly aids the attacker in seeking an optimum position.~~

In defending against this type of attack, the conventional hard turn or break is performed. The problem, if the attack comes from the stern quarter, is that of achieving the necessary lateral separation for subsequent maneuvering. If the defender is able to achieve a reasonable overshoot, he may effect a scissors upon his opponent. (Assuming he may use power reduction and/or speed brake in an effort to obtain the initial overshoot.) However, such a maneuver in this instance may cause an extremely slow-speed fight. This will result in both the original attacker's and the defender's maneuvering potential being reduced to such a low state that nothing more than a dangerous standoff will occur.

If you should approach such a low-speed condition and your opponent fails to overshoot properly, use the defensive spiral in an attempt to obtain the necessary lateral separation. It is easily seen that this is not an ideal maneuver and should only be used if absolutely necessary to extricate one's self out of a vulnerable situation.

The defender should not use the scissors if he believes the overshoot or lateral separation is not enough to obtain offensive potential. He may only solve the attacker's problem (If not in the defensive spiral) on the initial reversal, so the attacker can cut off and get the required lead for a lethal firing burst.

The high G barrel roll may be used when little overshoot or lateral separation is achieved and the attacker is close at 6 o'clock (around 1,000' or less, 250 knots minimum airspeed). It is designed to take care of the attacker's aggressiveness in visualizing a kill he is about to claim. The attacker is forced to overshoot on the rolling pullup, but discounts it as he will be holding a high position when inverted and on top of the roll. However he is "hooked" once he starts down the opposite side, if he attempts to maintain a lethal position, because of the resulting steep nose-low attitude relative to the defender. The attacker is then forced from the direction of the roll below and to the opposite side in an obvious overshoot.

A high G roll underneath may be used if your airspeed has dropped below the necessary 250 knots needed in a roll over the top. It is more difficult to perform and harder to keep your opponent in sight than in the roll over the top. However, with practice, the high G roll underneath is a better maneuver than the defensive spiral and should be used once a high level of proficiency has been attained. The defender should not use either high G roll if he is able to achieve the necessary overshoot or lateral separation necessary for a scissors. This maneuver imposes an extreme visual disadvantage, besides allowing the attacker to slide to a more favorable position without the defender being able to counter. The attacker in all probability will not be enticed to follow the maneuver, as too much lateral separation is achieved. He will just pull high and wait until the maneuver is completed, then drive in again for the attack.

At high altitude when the defender has a high mach number but a low indicated airspeed, the defender may be forced to perform a descending hard turn and break to maintain future maneuvering potential. The attacker may be induced to press the attack, thinking his opponent is attempting to gain separation. This can easily result in a substantial overshoot. If so, the defender should take full advantage by executing a vertical rolling scissors. Caution

should be exercised in employing this maneuver. The defender should be sure he has substantial overshoot and is able to anticipate power and speed brake along with skillful stick and rudder control. Otherwise the defender may be worse off than prior to executing the maneuver.

In a lufbery a stalemate generally results. The reason this occurs is because the adversaries try to see who can turn the tightest without any understanding of the 3-dimensional sphere. If one of them would only exchange altitude for airspeed (low speed yo-yo) he would be effecting a cutoff and maneuvering inside of the turn toward his opponent's 6 o'clock position. Quite naturally, if both fighters do the same thing, a stalemate results. If this should occur, a breakout must be made for airspeed and lateral separation to leave the fight or to develop a new set of conditions favorable to the defender. (See How to Maneuver for Airspeed and Lateral Separation.)

PROCEDURE:

How to Make a High Angle Quartering Attack with a Low Speed Yo-yo

1. Stalk your target and plan your attack so as to achieve as near a six o'clock position as possible when you arrive at 800' range by using the following technique.
2. Lower the nose and move throttle into afterburner range.
This will increase your rate of closure, provide optimum engine performance, hasten your entry into the opponent's turn radius, and allow you to keep your opponent in sight during the attack.
3. Continue a rolling descent and play your opponent's defensive action.
If opponent continues straightaway, proceed as outlined in stern or quartering stern attack. If opponent begins evasive action by turning into you, proceed as outlined below.
4. Cut off as much as necessary to close upon the target; however, attempt to gradually reduce your angle-off, as range diminishes.
This will enable you to arrive inside the cone of maximum performance at firing range. If you are unable to reduce the angle-off, maneuver as outlined below.

5. Press the attack until you realize it will be impossible to stay inside your opponent's turn radius.
6. Release back pressure and steepen descent immediately and at sufficient range to prevent subsequent overshoot and loss of offensive potential.

This will enable you to stay inside your opponent's turn and keep him in sight. Your opponent being in a maximum performance turn is in a minimum radius turn for his airspeed condition and will be unable to further tighten his turn. Since your aircraft is no longer in the same plane as that of your opponent, you will gain airspeed, cut off your opponent to the inside, and slide below him with increased offensive potential (low speed yo-yo).
7. Shut off the afterburner and increase back pressure rapidly as you slide below and inside your opponent.

Reducing power during the pullup diminishes the radius of the arc described during that pullup. This will enable you to stay inside your opponent's turn.
8. Relight the afterburner (if necessary) as your nose comes through the horizon to accelerate towards your opponent's 6 o'clock position.

You may also have to relight your afterburner if you slide slightly to the outside to maintain a zoom capability and subsequent offensive advantage.
9. Pull up toward your opponent's six o'clock position and maneuver as necessary to complete the destruction.

Since you are maneuvering inside your opponent's turn at all times, you will be able to pull up into or slightly above his six o'clock position without being forced to the outside.
10. Attempt to maintain altitude above your opponent if your rate of closure is high and insufficient range remains to maneuver inside and below your opponent's turn radius. (See High Speed Yo-yo.)

How to Make a Stern or Quartering Stern Attack

1. Set up a rate of closure and maneuver to six o'clock low.

This is the most vulnerable position behind all later model aircraft, as rear visibility is extremely poor in this area, and it is considered one of the best attacks with this type aircraft.

2. Dive slightly to increase airspeed and rate of closure.
The element of surprise is one of the most important principles of warfare, and you should attempt to move into the target's area of minimum visibility before lighting afterburner.
3. Use afterburner as necessary to maintain a rate of closure.
The use of afterburner may compromise your position; however, if you are unable to close upon your target, you should disregard the element of surprise and use afterburner in an attempt to obtain a positive intercept.
4. Continue closing with a slight nose-low attitude until you reach a position where you can exercise a pullup and remain in firing range.
5. Initiate a smooth pullup into firing position and use afterburner as necessary.
Any abrupt control movements will cause you to lose any closing advantage you might have had.
6. Zoom above your opponent if you have critically misjudged your rate of closure and position yourself for another attack.

How to Defend Against a Stern or Quartering Stern Attack

1. Estimate the attacker's range and rate of closure.
2. Make an immediate planned level turn into the attack.
This will force your opponent to cut off and result in a subsequent high angle-off. Since the rate of closure is low, any delay will place the attacker in a more advantageous position.
3. Increase rate of turn steadily until maximum performance is attained.
This will prevent your attacker from reducing his angle-off as range diminishes.
4. Begin a climb into the attack if the attacker is high as he approaches 2,000' range.
5. Begin a shallow dive into the attack if the attacker is low or level as he approaches 2,000' range.
6. Increase the dive or climb steadily as range decreases.
This will help further increase your opponent's angle-off.

7. Attempt to maneuver into a scissor to gain offensive advantage.
If it is impossible to force your attacker into an overshoot for a scissor maneuver, you should begin a defensive spiral, or use the high G roll.

How to Maneuver into a Defensive Spiral

1. Lower the nose to maintain maneuvering airspeed and continue a maximum performance descending spiral into the attack.
This is to prevent your opponent from tracking you and at the same time maintain some degree of lateral separation. You should attempt all other possible maneuvers before being forced into this situation.
2. Avoid an excessive nose-low attitude.
By reducing your turn radius you will prevent your opponent from obtaining the required lead and tracking time necessary for destruction. You should retain a steep enough dive to maintain maneuvering airspeed.
3. Retard throttle rapidly after you have forced your opponent into a nose-low spiral at or near your six o'clock position.
This will tend to decrease and flatten out your rate of descent. It will also cause a slow bleeding off of airspeed and force an overshoot upon your opponent. This is an insidious maneuver, as it is extremely difficult for your opponent to notice the throttle reduction and subsequent loss of airspeed.
4. Extend speed brake and make a hard rolling reversal and pull-up as your opponent slides through your line of flight.
This will further increase your opponent's rate of overshoot and destroy his offensive advantage.
5. Continue hard nose-high reversal. (Refer to section describing a scissor.)
If after initiating a nose-high reversal you do not have the necessary lateral separation, perform a high-G barrel roll.

How to Perform a High G Barrel Roll

1. Perform a hard turn or break to achieve lateral separation.
If you do not receive the separation necessary to perform a scissors maneuver against your opponent, and he is in close around 1,000' or less towards the six o'clock position, use the following procedures.
2. Reverse and barrel roll without releasing any G forces.
This requires extreme rudder control and very little aileron movement. (See section describing adverse yaw.) This maneuver will give you a deceleration advantage, because your line of flight will describe an arc above the horizon prior to your opponent. This will result in a subsequent overshoot by your opponent. You should have 250 knots or more on initiating the reversal to successfully accomplish the maneuver.
3. Hold top rudder when coming down the opposite side of the roll ~~and~~ your opponent is well committed.
if This will prevent dish-out and tend to flatten out your roll.
4. Look for your opponent high and from the direction of the roll.
He will slide below and forward from that position, providing you hold top rudder after your opponent has committed himself to follow you.
5. Continue rolling and increase nose-up attitude to force your opponent to slide below and in front of you.
6. Continue maneuvering as necessary to complete the destruction.
If your opponent slides well below and forward, complete another roll in the same direction or opposite direction and drop into a six o'clock position, keeping your opponent in sight at all times. If your opponent does not slide forward, use a scissor maneuver to achieve the offensive.
7. Try to keep your opponent ~~in~~ ⁱⁿ sight at all times, as he can pull high out of the roll and wait for you to complete it before coming in again.
If he should pull high, maneuver as outlined below.

8. Check the attitude of your opponent's aircraft relative to the horizon.
9. Relax your G's and spiral or dive for airspeed if your opponent has an extremely nose-high attitude.
You should use afterburner to obtain maximum separation.
10. Continue your roll if your opponent has a level to slight nose-high attitude.
Since your opponent's line of flight is now a straight line and your aircraft is describing an arc, you will tend to slide to the rear and below your opponent.
11. Maneuver and use power as necessary to achieve a firing position.

How to Perform the High-G Roll Underneath

1. Perform a level hard turn or break to achieve lateral separation.
2. Continue the roll underneath without releasing G forces.
This is to prevent subsequent increase in airspeed and make it extremely difficult for the attacker to solve his tracking problem. Use this maneuver when your airspeed is below the 250 knots necessary for the high-G roll.
3. Hold rudder in the direction of the ^{roll}~~turn~~ all the way around the roll, reduce power, and extend speed brakes as necessary.
By holding the rudder you will prevent a steep nose-low spiral and a subsequent easy tracking solution. Your opponent will probably attempt to follow but will not be concentrating on the rudder and stick pressures such as you have employed. Consequently his aircraft will be cleaner aerodynamically, and an overshoot will most likely occur. If this situation arises, maneuver as outlined below.
4. Continue rolling in an attempt to increase the attacker's overshoot and at the same time slide behind his line of flight.
Since the attacker in a relatively coordinated condition has been concentrating on the gunsight, an overshoot underneath will be effected before he can counter with the same stick and rudder technique.
5. Continue maneuvering as necessary to achieve a firing position.

6. Do not use this maneuver as a crutch when in doubt as to what to do.

Visibility is extremely limited. The attacker may delay while you are well committed, then follow through to set up a tracking situation in your blind spot, or he may follow immediately using the same technique as you have employed. This is unusual, however, since he does not suspect what is happening until the overshoot has been accomplished.

How to Perform the Vertical Scissors

1. Make a hard descending turn or break.

This is to help prevent an opponent from tracking you and at the same time prevent to great an air-speed reduction with subsequent loss of maneuverability. You will generally run across the condition at higher altitudes at relatively low indicated air-speeds, but at fairly high mach numbers.

2. Roll and reverse in the opposite direction after achieving the necessary lateral separation.

This will be the only true reversal. The rest of the maneuver is a high G roll.

3. Reduce power and open the speed brake to slow rate of descent.

4. Continue rolling toward opponent's flight path with hard back pressure and rudder control.

This will result in a wider descending roll-spiral arc and in addition tend to slow your rate of descent relative to your opponent's. (See section on High G Roll Underneath.)

5. Apply power and speed brakes as necessary after reaching the six o'clock position.

How to Gain an Advantage in a Lufbery

1. Lower the nose of your aircraft to the inside of the turn.

Since there is very little rate of closure in a lufbery, it becomes necessary to slide low (low speed yo-yo) to the inside in order to cut off and maneuver inside your opponent's turn radius.

2. Use afterburner in the descent until a pullup is ~~initiated~~ ^{begun}.
By staying in afterburner range during the pullup
you will describe a ~~wide~~ ^{wider} arc and ruin ^{the} effective-
ness of this maneuver.
3. Do not burble the aircraft.
You may have to ease off on the G load slightly;
however, this will result in an increase in airspeed
and subsequent zoom capability.
4. Shallow out your turn and begin a pullup toward your opponent's
six o'clock position. This should be accomplished as you ap-
proach a position low and approximately 30° behind your oppo-
nent.
5. Employ afterburner as your nose comes through the horizon
to accelerate toward your opponent's six o'clock position.
6. Repeat this maneuver to the inside until a firing position is
attained.

FLIGHT TACTICS

OBJECTIVE:

To learn the techniques and procedures when operating as a team in a tactical situation.

INTRODUCTION:

The present concept of tactical employment is fluid four formation. The fluid element is seen as an important asset to a well trained offensive unit. However, after the initial intercept for ACM it is extremely difficult for the fluid element to achieve a favorable tactical position and at the same time provide supporting cover for the lead element. Why then do we utilize this as our basic maneuvering formation? In the past and to a great extent at the present, too few fighter pilots have a working concept of Air Combat Maneuvering. Instead they substitute numbers for skill. If the day is reached where every fighter pilot can be trained to be a qualified tactician, this strength in numbers routine might not be necessary.

In flight tactics other than employment of cross cover and mutual support only a few new basic maneuvers must be mastered.

The defensive split is employed when an element has been unable to force an overshoot or gain separation upon an attacker. Since this maneuver requires excellent judgement to execute properly and places the defenders in an extremely vulnerable position if used at the wrong time, do not use the defensive split as a standard for evasive action.

The vertical split is nothing more than application of the defensive split in the vertical plane. The maneuver is employed when an attacker appears to make an overshoot that could easily result in a slow-speed scissors. Rather than have a dangerous standoff, a fluid separation is performed in the vertical plane in an attempt to achieve a tactical advantage and reduce the possibility of a mid-air collision between the elements. It is effective since the attacking element made an error in judgement and overshoot the turn. It is doubtful if he'll correct this error by countering with similar action. (How to Maneuver as an Element after a Turn Overshoot with a Slow Rate of Closure)

When operating as a flight of four on the defensive the basic consideration in any supporting action against an attack is the idea of keeping both elements' line of flight parallel. This allows the defenders in a fluid separation, whether near vertical or horizontal, to set up effective supporting action in an attempt to achieve an offensive advantage. By contrast, when making an attack with a flight of four, a separation of the elements will be necessary in an effort to prevent the defenders from setting up effective mutual support.

PROCEDURE:

How to Position and Use the Fluid Element

1. Position the fluid element 2,000' or more above, approximately 5,000' out to the side, and 10° - 35° back of the lead element during patrol.

From this position the fluid element can provide mutual support to the lead element. Also, since it is in this position, the fluid element is afforded a greater responsibility to set up or defend against attacks.

2. Allow the fluid element to attack when it is more advantageous or easier.

This may occur if the lead element does not make immediate visual sighting or is not in a position to execute the attack successfully.

3. Advise the flight leader when you are forced to initiate any action.

This will inform the leader of your action and allow him to maneuver into a supporting position.

4. Do not sacrifice your supporting action in order to maintain flight integrity.

specified

After an attack (offensive or defensive) has been initiated, it is very difficult to position yourself relative to the lead element. By attempting to do so you may decrease or destroy your offensive potential.

How to Operate as an Element Team

1. Maneuver on offense or defense as described in the preceding sections, flying as a single unit until an advantage is gained by one side or the other.
2. Maintain element integrity while on the offense if the enemy splits and there is danger from other enemy flights.
3. Perform a defensive split if unsuccessful in eluding an opponent by all other maneuvers.

Since this maneuver requires split second timing and judgement, a permanent separation may be achieved to the defender's disadvantage.

How to Perform a Defensive Split

1. Call the wingman to continue the turn into the attack. The decision should be made before the attacker reaches firing range and with **enough** altitude remaining to complete the maneuver.
2. Slide high and to the outside when maneuvering as the leader. You should play the pullup to maintain a supporting position upon the wingman.
3. Do not kill off airspeed by abrupt or violent control movements. You are attempting to force the attackers to concentrate their efforts on one man, and you must maintain sufficient airspeed for future maneuvering.

How to Continue the Defensive Split when the Attacker Selects the Low Man

1. Continue a level or slightly nose-low maximum turn when maneuvering as a wingman. The wingman shouldn't lower his nose excessively, as the attackers are trying to force him down and out of the fight.
2. Attempt to sandwich the attacker when maneuvering as the leader. In performing this maneuver the wingman will attempt to maneuver as necessary to gain lateral separation and subsequent offensive potential.

3. Play your wingman's evasive maneuvering to achieve a firing position.
If your wingman maneuvers onto the offense, you should support the attack. He should use any of the applicable preceding maneuvers in an attempt to throw his attackers on the defensive.
4. Rejoin the element as soon as possible to obtain maximum mutual support.

How to Continue the Defensive Split when the Attacker
Selects the High Man

1. Make a high G reversal or high G roll underneath when maneuvering as the leader.
By doing this the attacker will be unable to track.
2. Call the wingman to reverse and pull up into the attack.
The wingman should be alert and execute the reversal the instant the attackers select the leader.
This will force the attackers into a sandwich.
3. Pull down into the attack and continue evasive action as necessary when maneuvering as the leader.
The leader may be able to achieve offensive advantage. If this occurs, the wingman should support the attack.
4. Play the leader's evasive action to achieve a firing position.
Once again - the leader should fly as above, i. e.,
He should attempt to gain the offensive by use of the applicable previous maneuvers.

How to Continue the Defensive Split when the Attack
Switches from High to Low

1. Maneuver initially as outlined in the section describing the attack on the low man.
2. Determine the attacker's relative airspeed.
Too long If the attacker attempts to stay with the wingman ~~for too great a time~~ he will lose airspeed very rapidly. The leader should pull the nose up rapidly to gain maximum altitude if the attacker stays with the wingman too long prior to the switch. Since the attacker's airspeed is less than the leader's he will be unable to execute a successful attack. The wingman should make an immediate nose-high reversal and

force the attacker into a sandwich. Allow your opponent to slide ahead and then maneuver offensively or in support of your wingman to complete the attack.

3. Break down into the attack when maneuvering as the leader if your attacker does not decrease his airspeed in maneuvering with the wingman.
4. Make an immediate roll-out and pullup when maneuvering as the wingman.
This maneuver should be initiated the instant the attackers switch to the leader ~~to develop a sandwich.~~ *in order to develop a sandwich.*
5. Play your leader's subsequent evasive action in order to achieve a firing position or to support any offensive action by your leader.

How to Continue the Defensive Split when the Attackers Split

1. Split into a 1 vs 1 situation.
2. Maneuver as necessary to elude your opponent. (See sections covering individual maneuvers.)
3. Disregard your teammates' actions until you are able to successfully evade your opponent.
By doing this you will not compromise your defensive position.
4. Attempt to rejoin and support one another as soon as possible.
You may be forced to destroy your opponent before effecting a rejoin.

How to Maneuver Against a Defensive Split

1. Attempt to force the low man down and out of the fight.
You are trying to force the weakest man out of the fight to give you a two to one advantage. Normally the wingman will be the least experienced.
2. Do not prolong your attack on the low man.
This may kill off too much airspeed and result in a loss of offensive advantage. (See section covering defensive split when the attacker switches from low to high.)

3. Switch the attack to the high man.
This maneuver should be performed before the high man reaches your line-abreast position .
4. Perform a fluid separation and allow your wingman to force the low man down and out of the fight.
This maneuver should be performed only if the wingman is fairly experienced. He should not attempt to destroy the low man, but force him down and out of the fight as quickly as possible, while maintaining visual positioning on the leader. If your wingman is relatively inexperienced you should maintain close element integrity.
5. Rejoin the leader as soon as the low man has been definitely committed out of the fight.
You should not follow the low man too far or you will destroy element integrity and all mutual support.
6. Complete the attack with a two against one advantage .
The wingman should continue to closely observe the low man to prevent any counter attack.

How to Perform the Vertical Split

1. Determine the attacker's rate of overshoot.
If the rate of overshoot is relatively slow but it would still be advantageous to begin a scissor, you should maneuver as outlined below.
2. Begin a scissor and allow your wingman to perform an extremely nose-high pullup on the initial reverse.
This will give you vertical separation. This maneuver must be accomplished on the initial reversal to retain enough airspeed to gain a decisive altitude advantage. If this maneuver is attempted later, it is doubtful if any separation can be attained, as both elements will be performing nose-high reversals. ~~This will also provide the wingman ample clearance if a tight scissors develops.~~

and provide the wingman ample clearance if a tight scissor develops.

3. Pull up behind the attack if the attack attempts to switch to the wingman.

If the attack switches to the wingman, the wingman should break down and into the attack to maintain a high angle-off and force the attackers into a sandwich. Generally the attack will continue on the leader, because the attackers are already committed in a hard turn and are unable to execute an extremely nose-high pullup.

4. Play your leader's maneuvering in an attempt to support or sandwich the attack when the attack remains with the leader.

How to Maneuver as an Element after a Turn Overshoot at a Slow Rate of Closure

1. Recognize an obvious overshoot developing.
2. Call the wingman to slide high and obtain vertical ~~separation~~ ^{separation}.
This must be done as soon as the overshoot occurs, as the defense may maneuver in a like manner.
3. Attempt to scissor behind your opponent when maneuvering as the leader.
4. Support your leader or sandwich your opponent when maneuvering as the wingman.

In all situations involving a fluid separation, your wingman must show a high degree of skill, otherwise you may lose any offensive potential.

How to Attack a Flight of Four

1. Begin your attack on the high element.
2. Perform the attack in staggered trail if you are a flight of four.
It is very difficult for the defense to observe the fluid element in this maneuver. This may cause them to mismaneuver. Also if the defense eludes the lead element, they will probably be setting up the fluid element.
3. Switch your attack to the lead element after the high element is well committed in a defensive maneuver.
If the high element should reverse, pull high and position yourself behind the trailing element while you still have an airspeed advantage.

4. Maneuver behind the trailing element if you have the whole flight breaking in the same direction.
5. Switch your fluid element behind your opponent's free element when operating as a flight of four.
This should be accomplished when the lead element switches the attack to the defensive lead element.

How to Defend Four when Attacked by Two

1. Turn the high element away from the lead if possible.
Here we assume the attackers have committed themselves to the high element.
2. Turn in on the attackers.
You then have them sandwiched and on the defensive, if they press their attack on the high element.
3. Call the fluid element to reverse onto the attackers, if the attack switches to the lead element.
4. Maneuver as separate elements, if you are attacked in train by a flight of four.
5. Continue maneuvering to sandwich the attack.
6. Do not operate as a single aircraft in a combat area.
A surprise attack is easily accomplished on a single aircraft.
7. Operate each element as a single aircraft when attacked by another flight of four, as outlined previously.