

ESSENTIAL FAST HAND SIGNALS



Engine Start/Run up

Extend arm over head and make a circular motion with the hand with index finger pointing upward.



Exaggerated Head Nod

Used by the lead as an executive to initiate the sequence commanded by the hand signal.



Frequency Change

Tap your ear with fingers extended. Extend fingers vertically for the digits 1 through 5, horizontally for 6 through 9.

Hand is pulled down out of sight between digits.

Signal 0 with a clenched fist.



Change to Pre Briefed Frequency

Tap ear with your index finger then indicate the Stud/Tac number required. e.g 2 fingers to switch to Stud/Tac 2



Cannot Transmit

Point to mic, then thumbs down



Cannot Receive

Point to ear, then thumbs down.



Loosen Formation

Open hand pushing wingman out. Can also be used to allow wingmen to deploy to a pre briefed position



Change Sides

Used to move elements from one side to the other. Lead points to the wingman then using a sweeping motion over the head points to the other side of the formation.



Line Astern Go

Thumb pointed to rear.



Long Line Astern Go

Fist with thumb extended smartly Forward/aft



Lead Change

The flight lead will point to the deputy lead and then point straight ahead, indicating, "Take the lead" the deputy lead will acknowledge with a head nod, push the power up and, when passing line abreast with Lead, tap the top of his head with an open palm and then point directly ahead indicating "I have the lead".



Pitch Out

Lead waves wingmen good bye.

Hand open fingers extended.

Wave hand forward and aft.



System Failures HEFOE

Hold clenched fist to top of canopy.

Then hold fingers up to indicate system failed/degraded.

1 Finger Hyd/Pneumatic

2 Fingers Electrics

3 Fingers Fuel

4 Fingers Oxy

5 Fingers Engine