



Red Radials 3D Turn circle combat Exercise

Aim: To provide a Safe and efficient method to practice 3D Turn circle entry manoeuvres

Terminology

Stooge : The target/Defensive aircraft who leads the setup and sets the turn circle.
Wingman: The Offensive aircraft

Method.

Before the exercise starts both aircraft pick a visible Feature at 90degrees off the nose Towards the inside of the formation and at 70 degrees off the nose on the outside of the formation.

The manoeuver is commenced from close combat. When all are ready the Stooge calls “Outwards Turn Go”. Both aircraft turn outwards through 70degrees of heading using 2G. (T1)

An immediate reversal at 2 G is flown (T2) Both aircraft inwards through about 160 Degrees and roll out. The wingman adjusts his turn as required to place the stooge at his 11 O'Clock position. And calls “Visual” followed by the Stooge calling “Visual”. If not Visual wingman calls “Blind”.

Both aircraft then track towards each other the Wingman ensures the pass is Left to Left. After passing abeam the Wingman is free to manoeuvre in any dimension, with the aim to end up in Combat on the stooge. At the cross the stooge will turn either Left or Right from the wingman using a maximum of 3G.

The Wingman must observe the Stooges turn then manoeuvre as required (T4) to join in combat on the Stooge. The Stooge will maintain his turn direction but is free to vary bank angle, pitch and G (3G max) throughout the circle. Reversals are not permitted unless specifically briefed.

BLIND / BUGOUT.

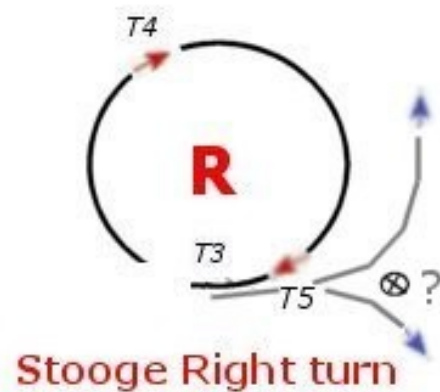
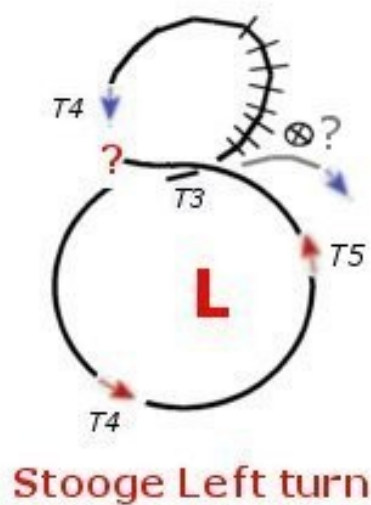
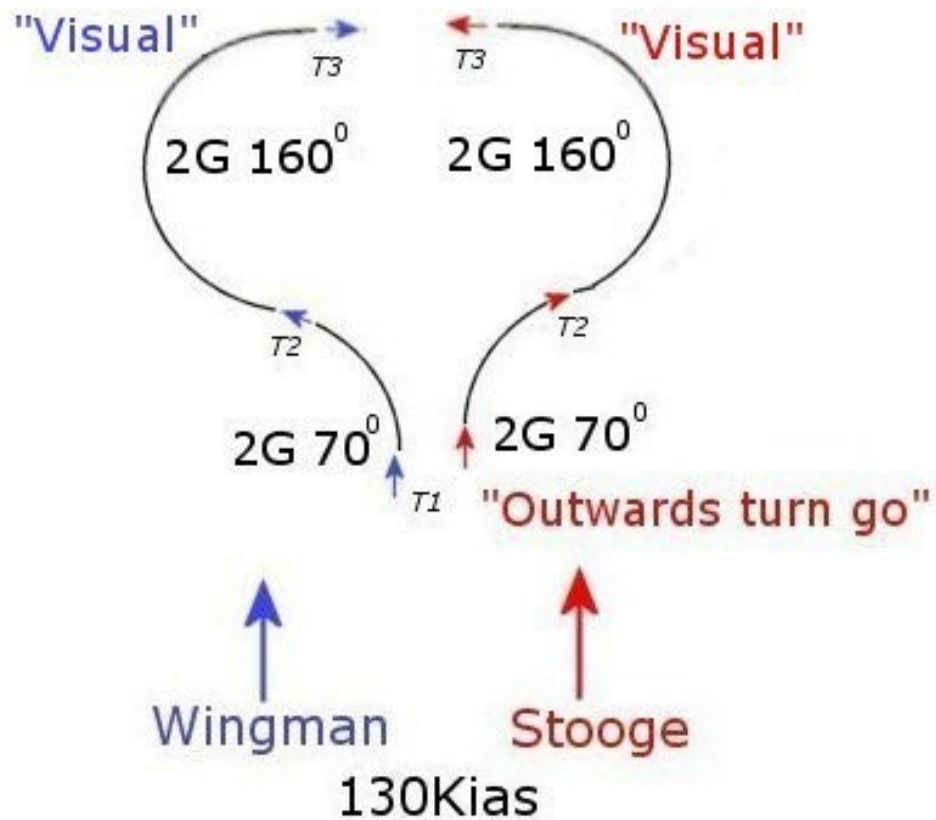
If the wingman calls “Blind” the lead will immediately level the wings call “Terminate” with his altitude and heading. The wingman is responsible for collision avoidance and will ensure Altitude separation then turn on to the heading/feature as called by the lead.

If a Bugout in the terminal stages of the combat rejoin. Is required, wingman will call “Bugging out”, unload the aircraft and roll to pass behind and below the Stooge.

Collision Avoidance Rules (CAR)

1. Wingman avoids Stooge Pass is Left to Left.
2. Give way to the right
3. ABAOBIAA
4. 200' Bubble >3000' AGL

Combat Splits



RED RADIALS COLLISION AVOIDANCE RULES (CAR)

Stooge has right of way (predictable)

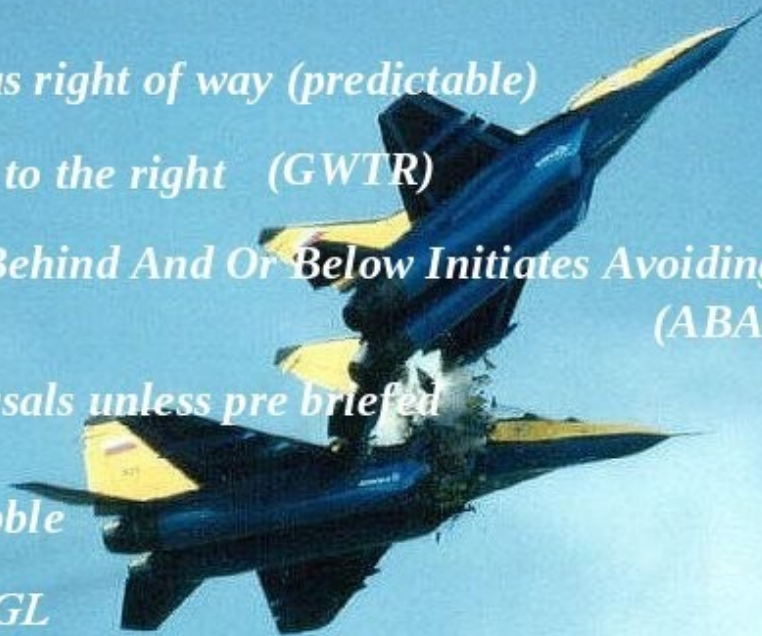
Give way to the right (GWTR)

*Aircraft Behind And Or Below Initiates Avoiding Action
(ABAOBIAA)*

No Reversals unless pre briefed

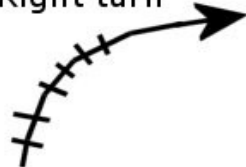
200' Bubble

>3000' AGL

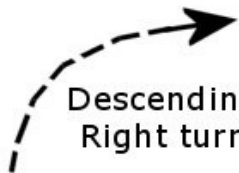


Sketching "TRESTI" symbology

Climbing
Right turn



Descending
Right turn



90° NU



90° ND



Unload/Accel