

# DCS F-18C Case I Carrier Landing

## A. Enter Ships Location, UFC Set-up

1. TCN (PRESS)
2. On Off (PRESS)
3. :TR Mode (VALIDATE) Bearing/Distance
4. CLR (PRESS)
5. TCN FREQ. (ENTER #'s)
6. :X or :Y (VALIDATE)
7. ENT (PRESS)
8. HSI (CONFIRM Bearing/Distance) Top/Left

## B. BRC, Base Recovery Course (The Ships Bearing)

1. HSI TCN (PRESS OSB 20 BOX TCN)
2. CRS Switch (PRESS/HOLD 1"-2") Hold 'til CSCL is on UFC
3. CLR (PRESS) UFC
4. SHIPS HEADING (ENTER #'s) UFC
5. ENT (PRESS) UFC

## C. At 6NM

1. TAIL HOOK Lever (EXTEND)
2. RAD ALT (SET 370')
3. ANTI-SKID Switch (OFF)
4. HOOK BYPASS Switch (CARRIER)
5. ALT RAD (ON)
6. HSI ZOOM (SET 10NM)
7. R/DDI MENU Button (PRESS X 2) Support Pge
8. R/DDI FCS Button (PRESS)
9. Parking Brake (ROTATE 45 CCW)
10. Ejection Handle (ARM BOTH)
11. Pattern (Starts @ 3.6 NM behind the stern 350 KIAS @ 800' AGL just to the right of the ships BRC, fly by to ensure deck is clear)

## D. At The Break 1.5NM past the bow

1. TURN (30Degrees 1% of 350KIAS for 3.5G's)
2. At the 90 of the 180, Midpoint of turn (250KIAS for 2.5G's)
3. At the 180 (FROM 800' Descended to 600' Drop Gear/Flaps)
4. HUD (LOOK: G's/VVI/TCN info/SPEED)
5. POSITION (PULL OUT @ 1.1-1.3NM from BRC) on the HSI airplanes symbol L/wingtip is touching the BRC Line
6. DOWN WIND (ONCE at 600' ADJUST Trim to get "ON SPEED")
7. HUD (LOOK: AoA Indexer/E Bracket & VVI/VSI) NO LOOK @ SPEED
8. HUD (CAGE)

## 9. HUD (LOOK: ROUND DOWN 5Degrees Behind Beam Angle)

At 5Degrees start your 30Degree Turn

## 10. THROTTLE (SLIGHT INCREASE right before the turn)

## 11. HUD (LOOK: AoA Indexer: for Speed/VVI: just below horizon, VSI: -200 -300 then -300 -400 @ the 90Degree -500!!! & 500' AGL/ Bank Angle of 30Degrees)

## 12. RAD ALT WARNING AUDIBLE (ALARMS @370' OVER THE WAKE)

## E. TRANSITION TO FINAL

1. WINGS (LEVEL)
2. THROTTLE (QUICK ON/OFF) To Arrest Ascent
3. HUD (UNCAGE)
4. VVI (KEEP IN THE GROOVE 15"-18")
5. LAND (FOCUS ON AoA ONLY)

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