

# CVW-14 INITIAL HORNET TRAINING

Training Course Introduction



Brave Men And Their Proud Simulators



**WELCOME!**

You're probably wondering why we've gathered you all here today...



# WHO?



## WHO WE ARE

- A group of flight sim enthusiasts
- Pilots who enjoy training, improving, and employing skills
- A friendly bunch of pilots looking to meet new members
- A group of friends who enjoy hanging out online
- Pilots who know how and when to be professional and get the job done

## WHO WE ARE NOT

- Hardcore mil-simmers
- People who use the word “Sir”
- A flying club that doesn’t set and accomplish goals
- Assholes and slackers



# WHAT?



## WHAT WE DO

- Fly and enjoy DCS
- Attend an official weekly flight night
- Make flight night a priority and attend regularly
- Hang out and enjoy each other's company as genuine friends
- Improve our skills through group training and dedicated self-study
- Jibe each other with good natured insults and in-jokes

## WHAT WE DON'T DO

- Make our own lives miserable by having unnecessarily rigid requirements
- Operate under a rigid military hierarchy
- Flip the other way and sacrifice the ability to act in a coordinated, cohesive manner
- Insult and antagonize each other with malice
- Discriminate



# EXPECTATIONS

- **Availability on Thursdays at 8:30pm EST for 2-3 hour flights**
  - For the next ten weeks, this'll be when you train!
  - This is the night we fly as a squadron, so keep it open for once you finish training and get qualified to fly with the group!
- Mature, adult attitude
- Exhibit good airmanship and discipline
- Willingness to improve skills through study and training
- Ability to take and dish out good-natured jibes/jokes
- Ability to accept constructive criticism



# EXPECTATIONS

- Keep an eye on the **EVENTS** channel in Discord! Every week the training event will be posted there using **APOLLO BOT** – **make sure you respond to that!**
- If for some reason you're not going to be around, please give us a brief message in the **SNIVEL LOG** in addition to responding "no" to the Apollo event!
  - "Something came up at work, can't be home on time" or whatever
  - You don't need to give us your whole life story, just, y'know, keep us in the loop!
- ***If you are going to be gone or you get a "DOWN" on a flight, get with an IP to schedule a retake before the next hop!***



# SOFTWARE/HARDWARE



- I. DCS
- II. Modules
  - I. F/A-18C Hornet
  - II. Supercarrier
  - III. Nevada Test and Training Range (NTTR)
  - IV. Syria
  - V. South Atlantic
- III. Simple Standalone Radio (SRS)
- IV. Open Mod Manager
- V. Peripherals (Sticks, Throttles, TrackIR, etc.)



# QUALIFICATIONS

- I. **Basic Wingman (Target-100% of members):**
  - I. Completion of checkride series or full training course with a SATISFACTORY rating on all hops & Training OIC approval
- II. **Section Lead (Target-50% of members):**
  - I. Have 6 months in squadron minimum with consistent attendance. Must obtain recommendation by any Flight Lead and approved by Ops-O.
- III. **Basic Instructor Pilot (Target-25% of members):**
  - I. Must volunteer and obtain a recommendation from Training OIC.
- IV. **Flight Lead (Target-25% of members):**
  - I. Must be Section Lead qualified with a minimum of 12 months in the squadron. A thorough checkride shall be given by a senior IP, approved by Training OIC, Ops-O, XO.
- V. **LSO, AWACS, JTAC**
  - I. Recommended by any of the following: Commanding Officer (CO), Executive Officer (XO), or Ops O.



# CALLSIGNS

- For now, you all can decide what we call you – that should have been set up along with your board number prior to indoc
- Upon graduation of the training cycle, a callsign will be assigned to you by squadron leadership during a graduation/callsign/general fun awards ceremony
  - *Callsigns shall be voted upon by all cadre members*
  - *You trainees don't get votes, but feel free to make suggestions!*
- This is the Navy – it's not going to be a “cool” callsign. Leave any aspirations of “Maverick” at the door!



# CVW-14

What the fuck is that?



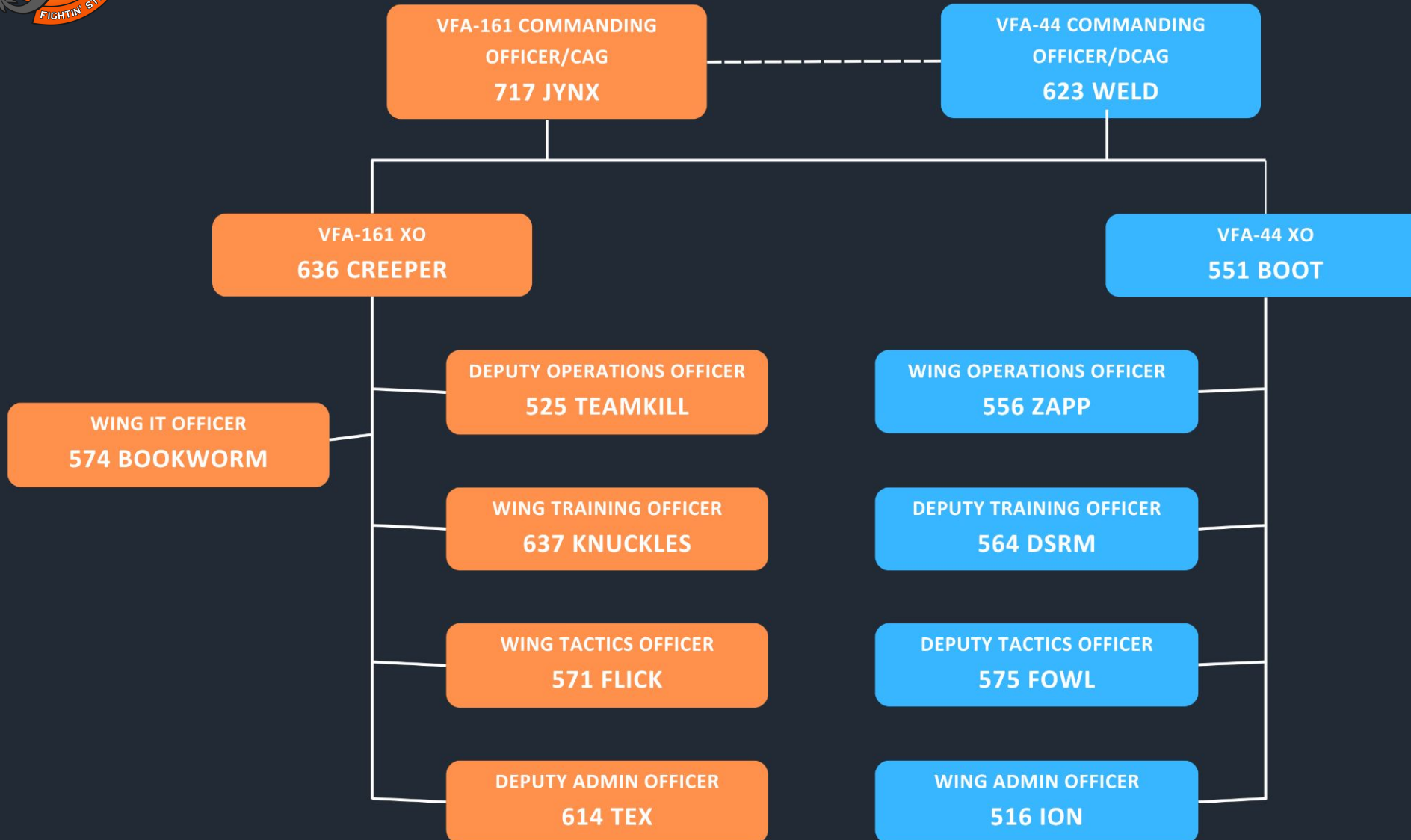
# CVW-14



- CVW-14 is the overall name of our organization; it is the fictional carrier air wing that both our squadrons belong to!
- We have two strike fighter squadrons in the organization, both flying the F/A-18 Hornet
  - VFA-161 – Fighting Stingrays
  - VFA-44 – Kingfishers
- Upon completion of the training cycle, you'll be assigned to a squadron based on personnel needs. We'll try to factor your choice in, but we make no promises!
  - Please note that we all still hang out in the Discord and bullshit together, so if you and a buddy wind up in different squadrons it's not like you're never going to see them again



# CVW-14 ORGANIZATION CHART



# TRAINING PIPELINE

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What to expect in the next  
two months(ish)





# TRAINING PIPELINE



**FYI: All the training stuff is in #training-materials in Discord!**

## ***I. Student Reference Sheets***

- I. "Homework" – Written and video material designed to get you ready for the next week.
- II. Designated Learning Objectives (DLOs) – what we want you to know/do by the end of a given lesson
- III. Essential Questions (EQs) – If you can answer these by flight night, you're ahead of the curve!

## ***II. Ground School***

- I. 30 minute training prior to the flight to cover Pre-Work and Flight Details.
- II. Designed to build upon what you've studied on your own in the Reference Sheets!

## ***III. Training Flight***

- I. 1-3 hour flight with Instructor Pilots

## ***IV. Debrief***

- I. 30-minute debrief that will cover the following:
  - I. Playback – Trainee playback and review of the session
  - II. Issues – Trainee will bring up any issues that they may have faced
  - III. Instructor Points – Instructor will provide constructive points that the trainee can take away from the session
  - IV. Admin – Instructor will provide details for upcoming events and the next week's session that might be pertinent for the trainee



# TRAINING PIPELINE



- Training is a building block process – ***each week builds on the last!***
  - At the end of each week, your IPs will mention the general idea of what you need to know for the next week. Study!
- We can't cover everything in a 30min ground school presentation
  - It is vital that you at least look over the Student Reference Sheet each week!
  - It's not expected that you read/watch EVERYTHING, but the better you prepare yourself, the easier the training flight will be for you!
  - We don't really do in-depth switchology in the ground school – I'm going to review basic concepts, but you need to know which buttons to press!



# TRAINING PIPELINE



- If you've got questions before a flight night, ***ask the cadre!***
  - It's what we're here for
  - It's a great way for us to get to know you, and vice-versa
- One rough night does not mean you won't graduate
  - If you need to work on something, *we'll get you there*



# TRAINING PIPELINE



- If you DOWN a flight, you need to message the instructor pilots to schedule a reattack
  - ***This reattack must be completed BEFORE THE NEXT WEEK'S FLIGHT!***
  - On a reattack hop, you'll refly the whole mission with an instructor from briefing to debriefing (though they won't strictly need to go through the whole ground school) so be sure to block out the time!
- This isn't a punishment; we just want to make sure that you all leave training equipped to be effective wingmen come next cruise!
  - Downing a flight doesn't by any means mean you won't graduate; if you put the work in and study/practice, you'll get through the program just fine



# Week 0 – INDOC

(You are here!)

- Squadron Introduction
- Cockpit and Avionics Systems
- Cold Start
- Airfield Taxi and Takeoff



## Week 1 – BASIC AIRMANSHIP

- Formations
- Tactical Turns
- Field Carrier Landing Practice
- Wingman Responsibilities



## Week 2 – NAVIGATION/AAR

- TACAN Navigation
- Waypoint Navigation
- Air-to-Air Refueling Introduction
  - Believe us, this will take some time...



## Week 3 – CASE-I CARRIER OPERATIONS

- Supercarrier 101
- Case-I Launch
- Case-I Recovery



## **Week 4 – CASE-III CARRIER OPERATIONS**

- Low Vis/Night CV Operations
- Case-III Launch
- Case-III Recovery



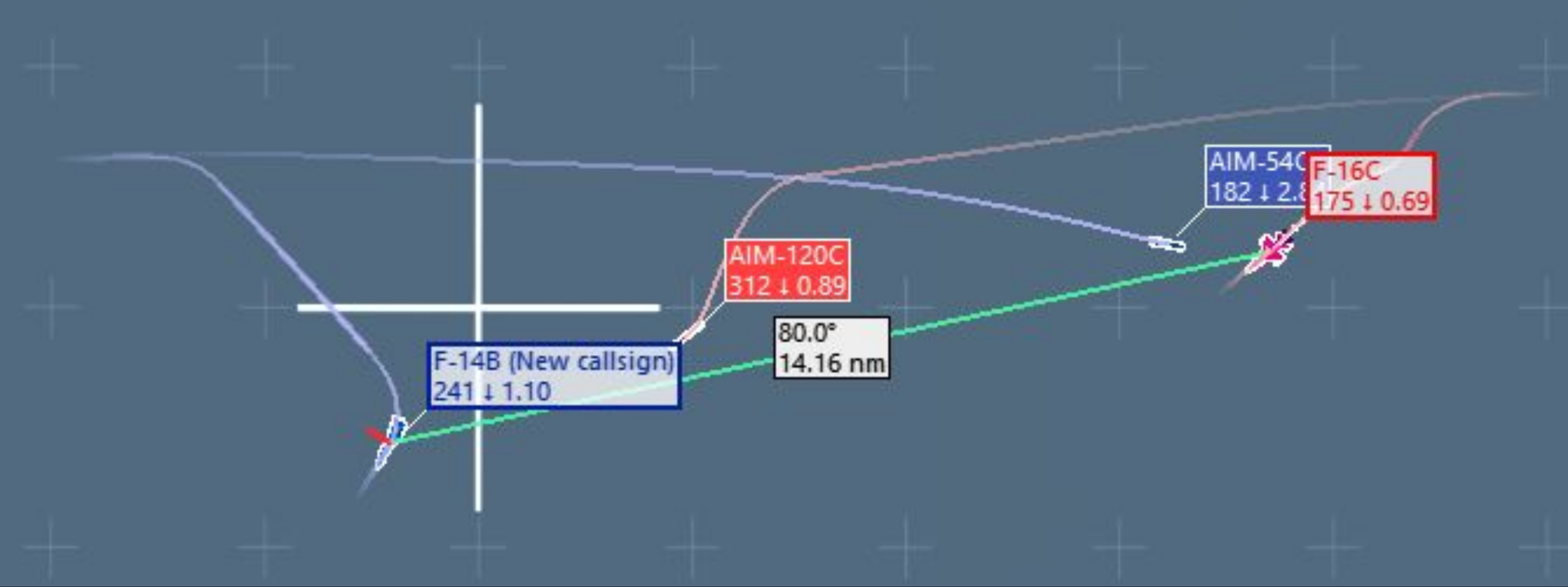
## Week 5 – A2G-1: BOMBS

- A2G 101
- ATFLIR Targeting Pod
- JDAMs
- Laser-Guided Bombs



## Week 6 – A2G-2: MISSILES

- SEAD/DEAD
- AGM-88C HARM
- AGM-65 Maverick



# Week 7 – BVR 101

- RADAR Fundamentals
- AIM-120 AMRAAM
- The BVR Timeline



## Week 8 – BASIC FIGHTER MANEUVERS

- Offensive BFM
- Defensive BFM
- High-Aspect BFM
- Doing That Pilot Shit™



**Week 9 –  
GRADEX**

Putting it all together in a combat environment. Don't die.



## GRADUATION

- Squadron Assignment
- Callsigns
- The Barby Awards
- Funny Memes



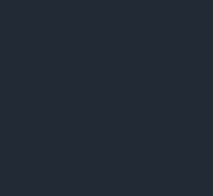
# LOOKING TO THE FUTURE



- I. Graduate with a "SATISFACTORY" rating in all subject areas
- II. Assignment to VFA-44 or VFA-161
- III. Upon Graduation, awarded permanent callsign
  - You also get a pretty jet with your name & callsign on it. Insurance not included.
- IV. Become a full Stingray/Kingfisher Nugget for duration of first cruise
- V. Participate in regular Squadron Flight Nights
- VI. Go to workups and deploy
- VII. Continue to practice and improve



# WHAT QUESTIONS DO WE HAVE?



Don't Think, Just Do