

NAVAIR 00-110AA1-5

Standard Aircraft Characteristics

NAVY MODEL A-1H/J AIRCRAFT

THIS PUBLICATION SUPERSEDES NAVAIR 00-110A-1 DATED
1 MAY 1955 IN PART AND ALL ADDENDA THERETO

PUBLISHED BY DIRECTION OF THE
COMMANDER OF THE NAVAL AIR SYSTEMS COMMAND

1 JULY 1967

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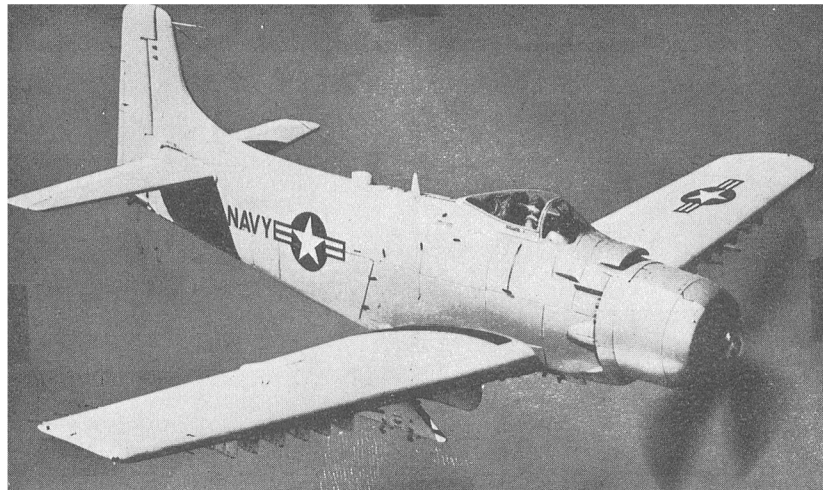
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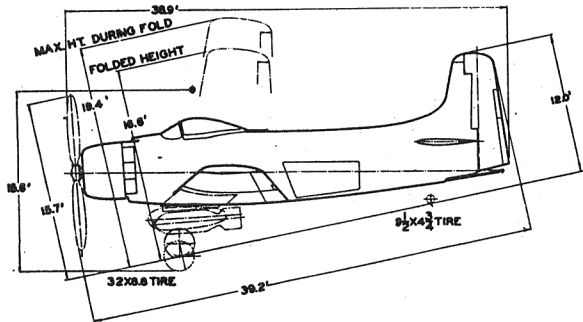
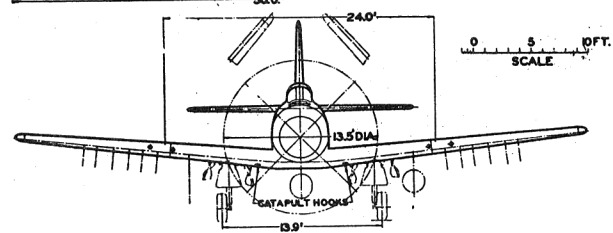
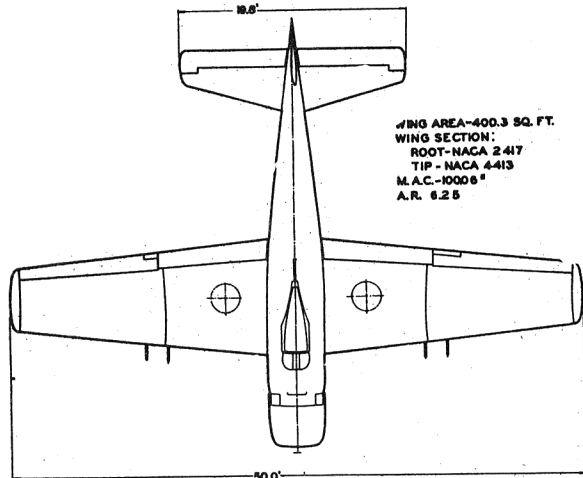
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STANDARD AIRCRAFT CHARACTERISTICS

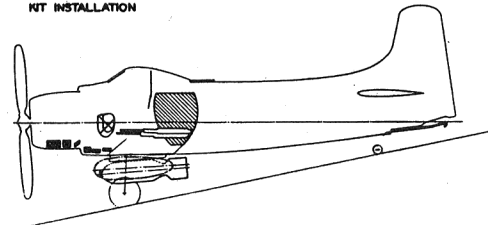
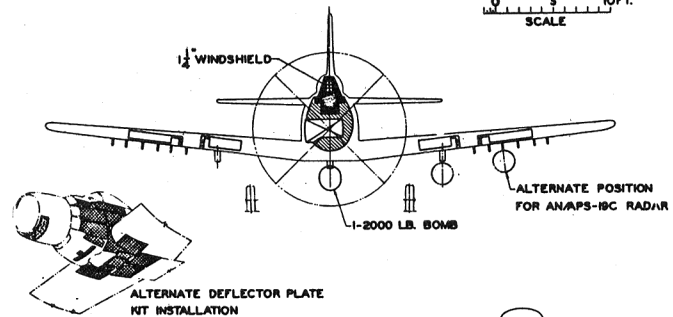
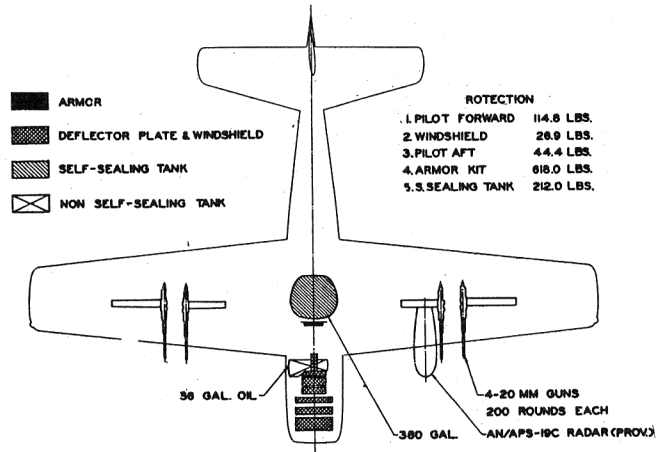
A-1H/J SKYRAIDER

BUREAU OF NAVAL WEAPONS
NAVY DEPARTMENT



DESCRIPTIVE ARRANGEMENT

BUREAU OF NAVAL WEAPONS
NAVY DEPARTMENT



ARMAMENT AND TANKAGE

POWER PLANT	MISSION AND DESCRIPTION	WEIGHTS																																													
<p>No. & Model (1)R-3350-26WB/WD Mfr. Wright Supercharger 1 Stage, 2 Speed Red. Gr. Ratio 0.4375 Prop. Mfr. Aero Products Blade Design A642-G804/M20A2-162 No. Bl./Dia. 4/13" - 6"</p> <p style="text-align: center;">RATINGS</p> <table border="1"> <thead> <tr> <th>BHP</th> <th>RPM</th> <th>Alt</th> </tr> </thead> <tbody> <tr> <td>T.O. 2700</td> <td>2800</td> <td>S.L.</td> </tr> <tr> <td>Mil. 2700</td> <td>2800</td> <td>S.L. to 3700'</td> </tr> <tr> <td>2100</td> <td>2600</td> <td>10,000 to 14,000'</td> </tr> <tr> <td>Norm. 2300</td> <td>2600</td> <td>S.L. to 6,200'</td> </tr> <tr> <td>1900</td> <td>2600</td> <td>12,000' to 17,000'</td> </tr> </tbody> </table>	BHP	RPM	Alt	T.O. 2700	2800	S.L.	Mil. 2700	2800	S.L. to 3700'	2100	2600	10,000 to 14,000'	Norm. 2300	2600	S.L. to 6,200'	1900	2600	12,000' to 17,000'	<p>The primary mission of the A-1H/J airplane is the destruction of sea and ground targets by dive bombing attacks. The airplane is also capable of torpedo, glide bombing, rocket attacks and tactical support missions. The A-1H/J is designed to operate from all classes of naval aircraft carriers or from land bases.</p> <p>The single-place airplane is conventional in design and structure. Landing gear, flaps, canopy, wing folding, and three fuselage dive brakes are operated hydraulically. Flaps are NACA single-slotted trailing-edge type. The pressure-balance type ailerons are operated by power boost. The rudder is equipped with a spring tab system. Longitudinal trim is achieved by an electrically adjustable stabilizer. Power plant, engine mount, and elevators are conventional. Oxygen for five hours is supplied.</p> <p style="text-align: center;">DEVELOPMENT</p> <p>Prototype A-1G(AD-5N) First Flight June 1956 Service Use September 1956</p>	<p style="text-align: center;">LOADINGS</p> <table border="1"> <thead> <tr> <th></th> <th>LBS</th> <th>L.F.</th> </tr> </thead> <tbody> <tr> <td>Empty</td> <td>12,072</td> <td></td> </tr> <tr> <td>Basic</td> <td>13,328</td> <td></td> </tr> <tr> <td>Design</td> <td>15,595</td> <td>7.0</td> </tr> <tr> <td>Combat</td> <td>15,486</td> <td>7.0</td> </tr> <tr> <td>Max. T.O. (Field)</td> <td>25,000</td> <td>4.4</td> </tr> <tr> <td>(Cat)</td> <td>25,800</td> <td>4.2</td> </tr> <tr> <td>Max. Land. (Field)</td> <td>21,000</td> <td>5.2</td> </tr> <tr> <td>(Arrest)</td> <td>18,000</td> <td>6.1</td> </tr> </tbody> </table>		LBS	L.F.	Empty	12,072		Basic	13,328		Design	15,595	7.0	Combat	15,486	7.0	Max. T.O. (Field)	25,000	4.4	(Cat)	25,800	4.2	Max. Land. (Field)	21,000	5.2	(Arrest)	18,000	6.1
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PERFORMANCE SUMMARY

TAKE-OFF LOADING CONDITION	(1) Deep Strike Clean Airplane	(3) Deep Strike 1-200 lb G.P. Bomb	(5) Deep Strike 1-200 lb. G.P. Bomb 2-300 Gallon Tanks	(7) Close Support 12 MK-82 Bombs	(9) Lo-Lo-Lo 2-MK-36 & 6 MK-50 Miss 1-300 Gallon Tank	(11) Ferry Mission 3-300 Gallon Tanks	
TAKE-OFF WEIGHT	lb.	16,398	18,398	22,384	22,557	24,091	22,377
Fuel internal/external	lb./lb.	2280/None	2280/None	2280/3600	2280/None	2280/1800	2280/5400
Payload	lb.	NONE	2000	2000	6000	5700	NONE
Wing loading	lb./sq. ft.	41.0	46.0	55.9	56.4	60.2	55.9
Stall speed—power-off	kn.	79.4	38.9	93.0	93.5	97.0	93.0
Take-off run at S.L.— calm	(A) (B) ft.	710	930	1580	1600	1930	1580
Take-off run at S.L.— 25 kn. wind	(A) (B) ft.	400	420	840	880	1090	840
Take-off to clear 50 ft.— calm	(A) (C) ft.	1448	1890	3130	3200	3820	3130
Max. speed/altitude	(D) kn./ft.	293/17,820	284/17,650	268/17,425	265/17,350	227/17,050	270/17,450
Rate of climb at S.L.	(D) fpm.	2625	2200	1525	1475	1125	1525
Time: S.L. to 10,000 ft.	(D) min.	4.5	5.0	7.5	8.0	9.5	7.5
Time: S.L. to 20,000 ft.	(D) min.	9.5	12.5	21.0	22.0	39.0	21.0
Service ceiling (100 fpm)	ft.	31,900	28,800	23,600	23,200	19,800	23,700
Combat range	n.mi.	914	758	2,053	570	972	2,814(E)
Average cruising speed	kn.	149	157	163	170	150	159
Cruising altitude(s)	ft.	5,000	5,000	5,000	5,000	S.L.	5,000
Combat radius/mission time	n.mi./hr.	260/3.3	240/3.0	750/9.3	257/4.3	605/8.3	—
Average cruising speed	kn.	164	169	163	157	147	—
COMBAT LOADING CONDITION	(2) Clean Airplane	(4) Store Retained	(6) Tanks Dropped Store Retained	(8) Stores Retained	(10) Tank Dropped Stores Retained	(12) Tanks Retained	
COMBAT WEIGHT	lb.	15,486	17,486	18,398	21,675	22,098	16,977
Engine power		MILITARY	MILITARY	MILITARY	MILITARY	MILITARY	MILITARY
Fuel	lb.	1368	1368	2280	1368	2280	2280
Combat speed/combat altitude	kn./ft.	277/S.L.	271/S.L.	271/S.L.	261/5000	238/S.L.	269/5000
Rate of climb/combat altitude	fpm/ft.	3540/S.L.	2950/S.L.	2750/S.L.	1900/5000	1825/S.L.	2750/5000
Combat ceiling (500 fpm)	ft.	29,400	26,250	25,000	20,100	17,950	26,500
Rate of climb at S.L.	fpm.	3540	2950	2750	2050	1825	3025
Max. speed at S.L.	kn.	277	271	271	259	238	266
Max. speed/altitude	kn./ft.	297/15,400	289/15,250	288/15,240	271/14,970	245/14,600	282/15,150
LANDING WEIGHT	lb.	14,308	16,322	16,503	20,518	20,161	15,165
Fuel	lb.	190	204	385	241	343	468
Stall speed—power-off/approach power	kn./kn.	75.1/70.5	80.1/71.5	80.3/75.5	89.7/85.8	88.7/84.9	77.5/72.5
Landing distance—ground roll/over 50 ft. obst.	ft./ft.	1610/2415	1840/2725	1860/2735	2250/3170	2220/3155	1700/2550
NOTES							
(A) Take-Off Power			(F) Data Basis: NATC and DAC Flight Tests of Models A-1H and A-1J				
(B) Full Flaps (50°)			(G) All Loadings include Pylons on all Wing Stations, 800 Rounds of 20mm Ammunition and Full Internal Fuel (2280 lb.)				
(C) Half Flaps (25°)			(H) Mission Time Excludes Time for Warm-up and Take-off and 20 minutes Loiter at Sea Level				
(D) Normal Rated Power							
(E) 2,964 N.Mi. Range if Tanks Dropped When Empty							

MISSION SUMMARY — ALTERNATE LOADINGS

EXTERNAL STORE LOADING	T.O.S.W.	CLOSE SUPPORT		HI-LO-LO-HI		HI-HI-HI		LO-LO-LO		HI-LO-HI	
		COMBAT RADIUS n. mi.	MISSION TIME hr.	COMBAT RADIUS n. mi.	MISSION TIME hr.	COMBAT RADIUS n. mi.	MISSION TIME hr.	COMBAT RADIUS n. mi.	MISSION TIME hr.	COMBAT RADIUS n. mi.	MISSION TIME hr.
③ 1-2000 lb Bomb	18,398	348	5.7	375	5.2	386	5.3	408	5.7	375	5.2
⑤ 1-2000 lb Bomb 2-300 Gal. Drop Tanks	22,384	815	11.6	890	13.3	930	12.1	950	12.7	895	11.7
⑬ 6-MK 82 Snakeyes	19,788	320	5.1	360	4.9	365	4.8	390	5.4	357	4.7
⑭ 6-MK 82 Snakeyes 2-300 Gal. Drop Tanks	23,774	800	11.0	890	11.6	925	11.6	945	12.4	905	11.4
⑮ Maximum MK 82 Snakeyes (16-MK 82 Snakeyes)	25,597	203	3.6	270	3.6	270	3.5	195	4.0	265	3.4
⑯ 6-MK 81 Snakeyes 2-300 Gal. Drop Tanks	22,184	820	11.4	885	11.6	925	11.5	945	12.6	900	11.3
⑰ Maximum MK 81 Snakeyes (30-MK 81 Snakeyes)	25,875	180	3.3	243	3.3	250	3.3	245	3.8	278	3.2
⑨ 2-MK 36 Mines 6-MK 50 Mines 1-300 Gal. Drop Tank	24,091	505	7.5	570(A)	7.7	580	7.6	605(A)	8.3	567	7.5
⑱ 6-MK 50 Mines 2-300 Gal. Drop Tank	23,624	785	11.0	885(A)	11.6	920	11.7	950(A)	12.8	895	11.4

(A) Flying Qualities in this Configuration at Gross Weights Above 22,000 lb are Unsatisfactory for Extended Low Altitude Flight at Maximum Range Cruise Air Speeds - NATC Rpt No. FT2121-010R-65 dtd 18 May 1965

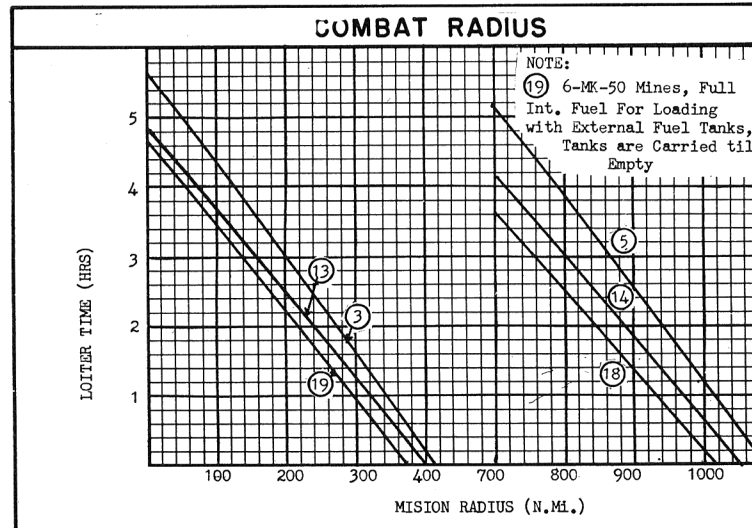
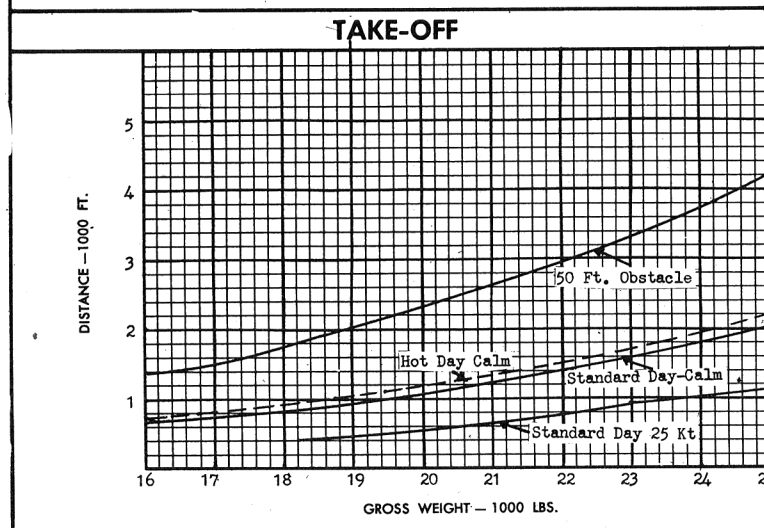
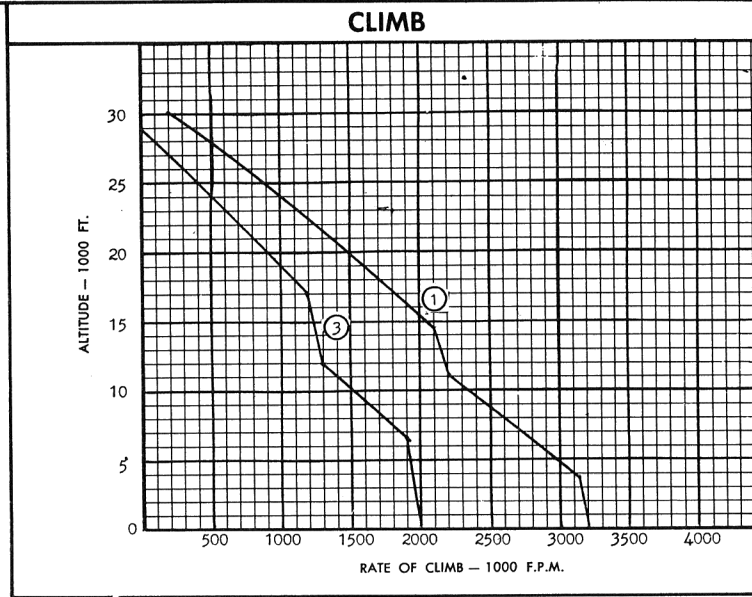
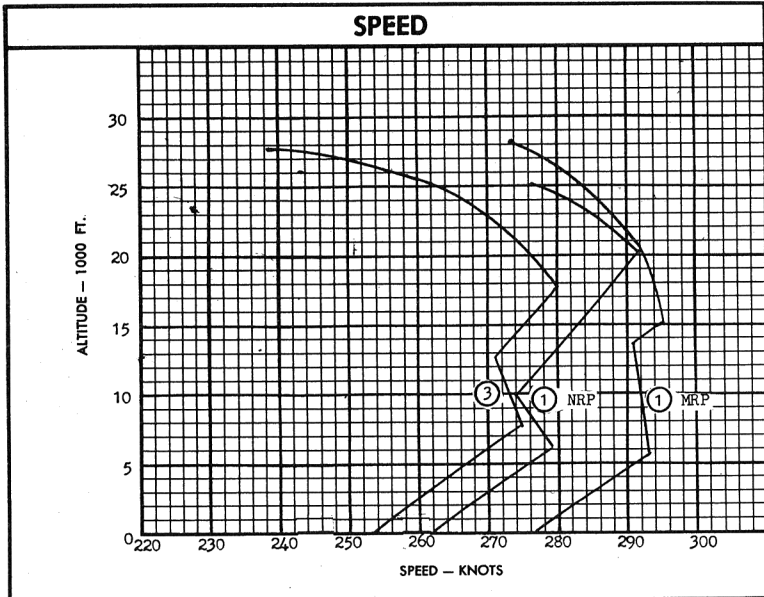
(B) All Loadings Include Pylons on all Wing Stations 800 Rounds of 20MM Ammunition and Full Internal Fuel (2280 lb)

(C) Mission Time Excludes Time for Warm up and Take-off and 20 Minutes Loiter at Sea Level

NOTES

(D) For all Missions Except Lo-Lo-Lo, the Cruise Altitude is 5,000 Ft.

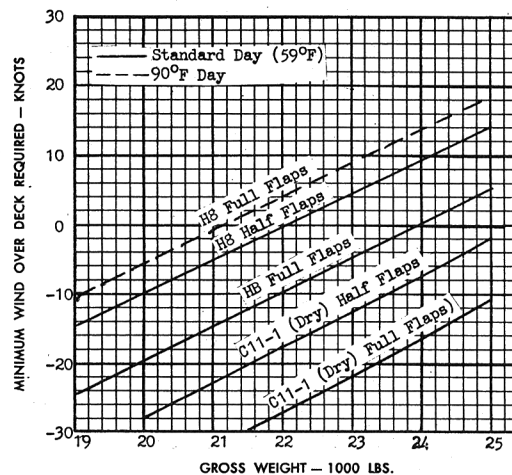
(E) Data Basis: NATC and DAC Flight Tests of Models A-1H and A-1J



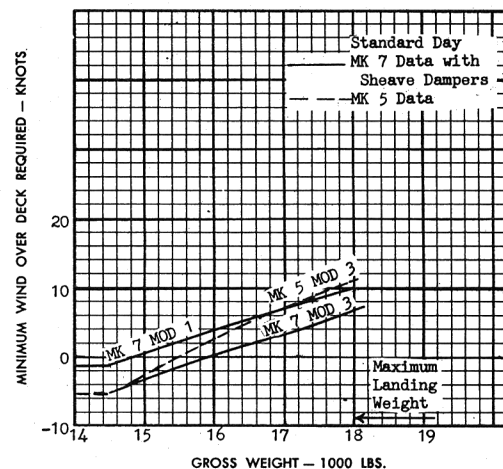
LOADING CONDITION COLUMN NUMBER

6

MINIMUM WIND OVER DECK REQUIRED FOR CATAPULTING VS. GROSS WEIGHT (A)

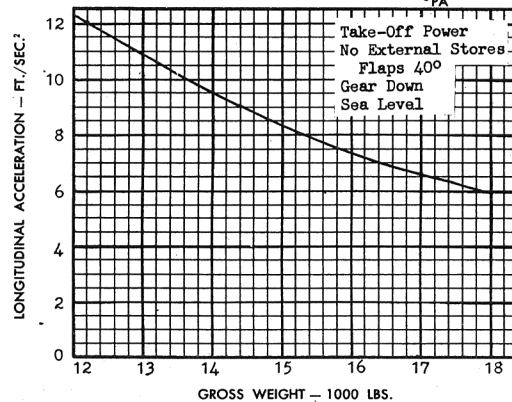


MINIMUM WIND OVER DECK REQUIRED FOR ARRESTING VS. GROSS WEIGHT (B)

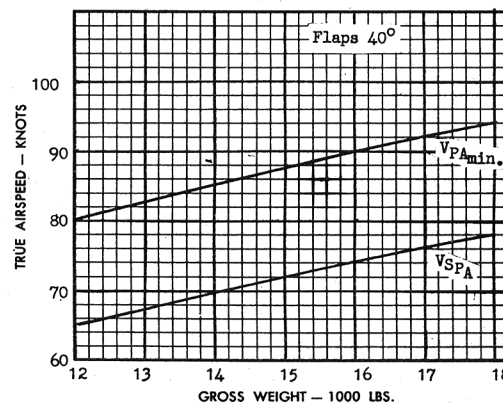


WAVE-OFF ACCELERATION

LONGITUDINAL ACCELERATION AT 1.15 V_{SPA}



MINIMUM CARRIER APPROACH SPEEDS (C)



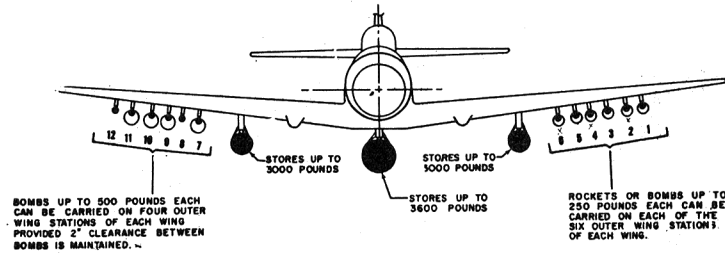
NOTES

- (A) Catapult Wind Over Deck Requirements are Based on Results of Aircraft/Catapult Flight Testing.
- (B) Arrested Landing Wind Over Deck Requirements are Based on Results of Aircraft/Arresting Gear Flight Tests.

(C) Approach Speed Based on Speeds Recommended in Flight Handbook

(D) SPOTTING: A Total of 138 Airplanes can be Accommodated in a Landing Spot on the Flight and Hangar Decks of a CVA-59 Class Carrier.

STORE LOADING



ORDNANCE	OUTBOARD WING STATIONS						RIGHT & LEFT INBOARD STATION	CENTER LINE STATION
	11 & 12	2 & 11	3 & 10	4 & 9	5 & 8	6 & 7		
MINES	-- -- -- -- --	-- -- 1) MK-50 MOD 0 --	-- -- 1) MK-50 MOD 0 --	-- -- 1) MK-50 MOD 0 --	-- -- -- --	-- -- -- 1) MK-50 MOD 0 --	1) MLU-10/B 1) MK-25 MOD 1&2 1) MK-36 MOD 3 1) MK-50 MOD 0 1) MK-52 1) MK-56	-- 1) MK-25 MOD 1&2 1) MK-36 MOD 3 1) MK-50 MOD 0 1) MK-52 1) MK-56
GENERAL PURPOSE BOMBS	1) AN-M 30A1 1) AN-M57A1 -- --	1) AN-M30A1 1) AN-M57A1 1) AN-M64A1 --	1) AN-M30A1 1) AN-M57A1 1) AN-M64A1 --	1) AN-M30A1 1) AN-M57A1 1) AN-M64A1 --	1) AN-M30A1 1) AN-M57A1 -- --	1) AN-M30A1 1) AN-M57A1 1) AN-M64A1 -- --	-- 1) AN-M57A1 1) AN-M64A1 1) AN-M65A1 1) AN-M66A2	1) AN-M30A1 1) AN-M57A1 1) AN-M64A1 1) AN-M65A1 1) AN-M66A2
LOW DRAG BOMBS	1) MK-81 1) MK-81 S.E. -- -- --	1) MK-81 1) MK-81 S.E. 1) MK-82 1) MK-82 S.E. -- --	1) MK-81 1) MK-81 S.E. 1) MK-82 1) MK-82 S.E. -- --	1) MK-81 1) MK-81 S.E. 1) MK-82 1) MK-82 S.E. -- --	1) MK-81 1) MK-81 S.E. -- -- --	1) MK-81 1) MK-81 S.E. -- 1) MK-82 1) MK-82 S.E. -- --	1) MK-81 1) MK-81 S.E. 1) MK-82 1) MK-82 S.E. 1) MK-83 1) MK-84 1) MK-117	1) MK-81 1) MK-81 S.E. 1) MK-82 1) MK-82 S.E. 1) MK-83 1) MK-84 1) MK-117
SPECIAL WEAPONS	-- --	-- --	-- --	-- --	-- --	-- --	-- --	1) MK-43 1) MK-57 1) MK-101

STORE LOADING

ORDNANCE	OUTBOARD WIND STATIONS						RIGHT & LEFT INBOARD	CENTERLINE STATION
	1 & 12	2 & 11	3 & 10	4 & 9	5 & 8	6 & 7		
FIRE BOMBS	-- -- -- --	1) MK-77 Fire Bomb -- 1) BLU-10/B 1) BLU-11/B	1) MK-77 Fire Bomb -- -- --	1) MK-77 Fire Bomb -- 1) BLU-10/B 1) BLU-11/B	-- -- -- --	1) MK-77 -- 1) BLU-10/B 1) BLU-11/B	1) MK-77 MOD 1 Fire Bomb 1) MK-79 MOD 1 Fire Bomb 1) BLU-1/B -- 1) M116 A1/A1	1) MK-77 MOD 1 Fire Bomb 1) MK-79 MOD 1 Fire Bomb -- -- 1) M116 A1/A2
MISSILES	--	1) BULLPUP "A"	1) BULLPUP "A"	1) BULLPUP "A"	--	1) BULLPUP "A"	--	--
ROCKET PACKS	1) 5 in. HVAR -- 1) MA3/AERO 6A -- 1) AERO 6A, 6A-1, 6A-2 1) LAU-32 A/A	1) 5 in. HVAR 1) LAU-3/A 1) MA3/AERO 6A -- 1) 3D-1 1) AERO 7D 1) AERO 6A, 6A-1, 6A-2 1) LAU-32 A/A	1) 5 in. HVAR -- 1) MA3/AERO 6A -- 1) 3D-1 1) AERO 7D 1) AERO 6A, 6A-1, 6A-2 1) LAU-32 A/A	1) 5 in. HVAR 1) LAU-3/A 1) MA3/AERO 6A -- 1) 3D-1 1) AERO 7D 1) AERO 6A, 6A1, 6A-2 1) LAU-32 A/A	1) 5 in. HVAR -- 1) MA3/AERO 6A -- 1) -- -- 1) AERO 6A, 6A-1, 6A-2 1) LAU-32 A/A	1) 5 in. HVAR 1) LAU-3A 1) MA3/AERO 6A -- 1) 3D-1 1) AERO 7D 1) AERO 6A, 6A-1, 6A-2 1) LAU-32 A/A	-- 1) LAU-3/A -- 1) LAU-10/A -- 1) AERO 7D 1) AERO 6A, 6A-1, 6A-2 1) LAU-32 A/A	-- -- -- -- -- 1) AERO 6A, 6A-1, 6A-2 1) LAU-32 A/A
GUN PODS	-- -- --	1) SUU-11/A -- 1) M 37 1) 30 Cal.	-- -- --	1) SUU-11/A 1) SUU-12/A 1) M 37 1) 30 Cal.	-- -- --	1) SUU-11/A 1) SUU-12/A 1) M 37 1) 30 Cal.	-- -- --	-- -- --
EXTERNAL FUEL TANKS	-- -- -- --	-- -- -- --	-- -- -- --	-- -- -- --	-- -- -- --	-- -- -- --	1) 400 Gal. - ATP-D1 1) 300 Gal. - MK 8 MOD 1 1) 300 Gal. - AERO 1A,B,C,D -- 1) 150 Gal - MK12 1) 150 Gal AERO1A	1) 400 Gal. - ATP-I 1) 300 Gal. - MK 8 MOD 1 1) 300 Gal. - AERO 1A,B,C,D 1) 300 Gal -Refuel. 1) 150Gal - MK 12 1) 150 Gal -AERO1A
MISCELLANEOUS STORES	1) AN-M81 Frag. Bomb 1) AN-88 Frag. Bomb 1) M-28 A2 Cluster Bomb 1) AN-M1A2 Cluster Bomb 1) MK-76 Practice Bomb	1) AN-M81 Frag. Bomb 1) AN-88 Frag. Bomb 1) M-28 A2 Cluster Bomb 1) AN-M1A2 Cluster Bomb 1) MK-76 Practice Bomb	1) AN-M81 Frag. Bomb 1) AN-88 Frag. Bomb 1) M-28 A2 Cluster Bomb 1) AN-M1A2 Cluster Bomb 1) MK-76 Practice Bomb	1) AN-M81 Frag. Bomb 1) AN-88 Frag. Bomb 1) M-28 A2 Cluster Bomb 1) AN-M1A2 Cluster Bomb 1) MK-76 Practice Bomb	1) AN-M81 Frag. Bomb 1) AN-88 Frag. Bomb 1) M-28 A2 Cluster Bomb 1) AN-M1A2 Cluster Bomb 1) MK-76 Practice Bomb	1) AN-M81 Frag. Bomb 1) AN-88 Frag. Bomb 1) M-28 A2 Cluster Bomb 1) AN-M1A2 Cluster Bomb 1) MK-76 Practice Bomb	1) AN-M81 Frag. Bomb 1) AN-88 Frag. Bomb -- -- --	1) AN-M81 Frag. Bombs 1) AN-88 Frag. Bombs -- -- --

STORE LOADING

ORDNANCE	OUTBOARD WING STATIONS						RIGHT & LEFT INBOARD	CENTERLINE STATION
	1 & 12	2 & 11	3 & 10	4 & 9	5 & 8	6 & 7		
MISCELLANEOUS STORES (Continued)	1) MK-76 with IB-37 PBR 1) MK-86 Practice Bomb -- --	1) MK-76 with IB-37 PBR 1) MK-86 Practice Bomb 1) MK-87 Practice Bomb --	1) MK-76 with IB-37 PBR 1) MK-86 Practice Bomb 1) MK-87 Practice Bomb --	1) MK-76 with IB-37 PBR 1) MK-86 Practice Bomb 1) MK-87 Practice Bomb --	1) MK-76 with IB-37 PBR 1) MK-86 Practice Bomb 1) MK-87 Practice Bomb --	1) MK-76 with IB-37 PBR 1) MK-86 Practice Bomb 1) MK-87 Practice Bomb --	1) MK-86 Practice Bomb 1) MK-87 Practice Bomb 1) MK-88 Practice Bomb --	1) MK-86 Practice Bomb 1) MK-87 Practice Bomb 1) MK-88 Practice Bomb 1) Practice Bomb --
	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --	1) MK-89 Practice Bomb 1) MK-106 MOD2&3 Practice Bomb 1) MK-5 MOD 10 Parachute Flare 1) MK-6 MOD 6 Parachute Flare 1) MK-24 MOD 2A Parachute Flare 1) MK-248 Flare 1) MK-5 MOD 4 Float Light Bomb 1) AN-M47A4 Smoke Bomb --
	1) MK-109 Bomb -- --	1) MK-109 Bomb -- --	1) MK-109 Bomb -- --	1) MK-109 Bomb -- --	1) MK-109 Bomb -- --	1) MK-109 Bomb -- --	1) MK-109 Bomb -- --	1) MK-109 Bomb 1) MK-44 Cluster 1) M117 Demo Bomb --
	1) P-2 Grenade Dispenser --	1) P-2 Grenade Dispenser --	1) P-2 Grenade Dispenser --	1) P-2 Grenade Dispenser --	1) P-2 Grenade Dispenser --	1) P-2 Grenade Dispenser --	1) P-2 Grenade Dispenser --	1) AERO 14A Spray Tank --
	1) 2.75 In. Rkt. Training Tube --	1) 2.75 In. Rkt. Training Tube --	1) 2.75 In. Rkt. Training Tube --	1) 2.75 In. Rkt. Training Tube --	1) 2.75 In. Rkt. Training Tube --	1) 2.75 In. Rkt. Training Tube --	1) 2.75 In. Rkt. Training Tube --	1) BDU-11E Training Share --
	WEAPONS MOUNTED ON MBR-3 RACK	-- -- -- -- -- --	-- -- -- -- -- --	-- -- -- -- -- --	-- -- -- -- -- --	-- -- -- -- -- --	-- -- -- -- -- --	1) MBR-3 Rack 6) AN-M1A2 Clusters 6) AN-M30A1 G.P. 6) AN-M57A1 G.P. 6) M28A2 Frag. 6) M139 Flares 6) MK-6 MOD 6 Flares
	WEAPONS MOUNTED ON A/A37B-1 MBR	-- -- --	-- -- --	-- -- --	-- -- --	-- -- --	-- -- --	6) MK-81 6) MK-81 S.E. 6) MK-82 6) MK-82 S.E.

NOTES

HI-LO-LO-HI

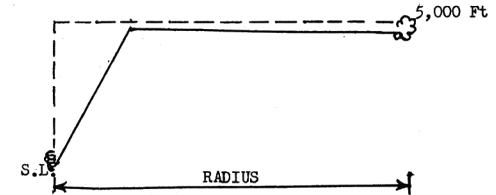
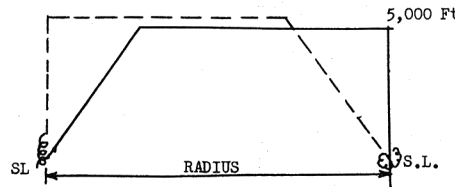
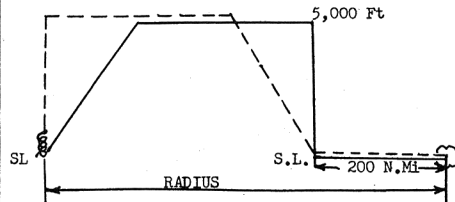
Warm-Up, Taxi, and Take-Off: 10 minutes at Normal Rated Power at Sea Level
 Climb: On course to 5,000 Ft Cruise Altitude with Normal Rated Power
 Cruise Out: At 5,000 Ft Altitude at speeds for Maximum Range (Drop Fuel Tanks when Empty)
 Descend: To S. L. When 200 N.Mi From Target (No Fuel Used, No Distance Gained)
 Cruise: At Maximum Range Speed at S. L. (Drop Fuel Tanks When Empty)
 Combat: 5 minutes with Military Rated Power at S. L. (No Distance Gained)
 Drop Stores
 Cruise: At Maximum Range Speed to A Point 200 N.Mi From Target
 Climb: On Course to 5,000 Ft Cruise Altitude with Normal Rated Power
 Cruise Back: At 5,000 Ft Altitude Speeds for Maximum Range

HI-LO-HI

Warm-Up, Taxi, and Take-Off: 10 minutes at Normal Rated Power at Sea Level
 Climb: On course to 5,000 Ft Cruise Altitude with Normal Rated Power
 Cruise Out: At 5,000 Ft Altitude at Speeds for Maximum Range (Drop Fuel Tanks When Empty)
 Descend: To S. L. (No Fuel Used, No Distance Gained)
 Combat: 5 Minutes with Military Rated Power at S. L. (No Distance Gained)
 Drop Stores
 Climb: On course to 5,000 Ft. Cruise Altitude with Normal Rated Power
 Cruise Back: At 5,000 Ft Cruise Altitude at Speeds for Maximum Range
 Reserve: 5% Initial Fuel + 20 Minutes @ Maximum Endurance at S. L.

HI-HI-HI

Warm-Up, Taxi, and Take-Off: 10 minutes at Normal Rated Power at Sea Level
 Climb: On Course to 5,000 Ft Cruise Altitude with Normal Rated Power
 Cruise Out: At 5,000 Ft. Altitude at Speeds for Maximum Range (Drop Fuel Tanks When Empty)
 Combat: 5 minutes With Military Rated Power At 5,000 Ft (No Distance Gained)
 Drop Stores
 Cruise Back: At 5,000 Ft Cruise Altitude at Speeds for Maximum Range
 Reserve: 5% Initial Fuel + 20 minutes @ Maximum Endurance At S. L.



NOTE: Mission Time: Excludes Time For Warm Up and Take-Off and 20-minute Loiter Time

○ LOADING CONDITION COLUMN NUMBER

NOTES

LO-LO-LO

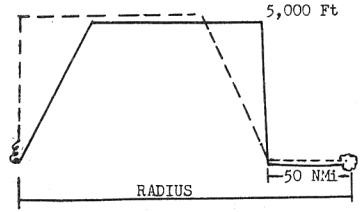
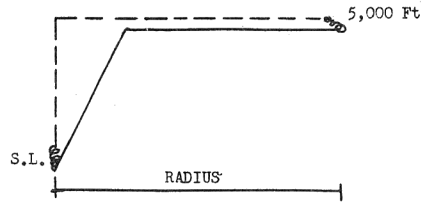
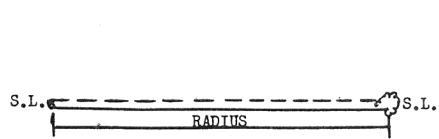
Warm-Up, Taxi, and Take-Off: 10 minutes at Normal Rated Power Sea Level
 Cruise Out: At Sea Level at Speeds for Maximum Range (Drop Fuel Tanks When Empty)
 Combat: 5 Minutes with Military Rated Power at S.L. (No Distance Gained)
 Drop Stores
 Cruise Back: At Sea Level at Speeds for Maximum Range
 Reserve: 5% Initial Fuel + 20 minutes @ Maximum Endurance at S. L.

CLOSE SUPPORT

Warm-Up, Taxi, and Take-Off: 10 minutes at Normal Rated Power at Sea Level
 Climb: On Course to 5,000 Ft Cruise Altitude with Normal Rated Power
 Cruise Out: At 5,000 Ft Altitude at Speeds for Maximum Range (Drop Fuel Tanks when Empty)
 Loiter: For 1 Hour at Maximum Endurance Speed at 5,000 Ft (No Distance Gained)
 Drop Stores
 Cruise Back: At 5,000 Ft. Cruise Altitude at Speeds for Maximum Range
 Reserve: 5% Initial Fuel + 20 minutes @ Maximum Endurance at S. L.

DEEP STRIKE

Warm-Up, Taxi, and Take-Off: 10 minutes at Normal Rated Power at Sea Level
 Climb: On course to 5,000 Ft Cruise Altitude with Normal Rated Power
 Cruise Out: At 5,000 Ft Altitude at Speeds for Maximum Range (Drop Fuel Tanks When Empty)
 Descend: To S. L. When 50 N.Mi. From Target (No Fuel Used, No Distance Gained)
 Run-In: 50 N.Mi @ S. L. at Maximum Speed at Military Rated Power
 Combat: 5 minutes with Military Rated Power at S. L. (No Distance Gained)
 Run OUT: 50 N. Mi. @ S. L. at Maximum Speed at Military Rated Thrust
 Climb: On course to 5,000 Ft. Cruise Altitude with Normal Rated Power
 Cruise Back: At 5,000 Ft Cruise Altitude at Speeds for Maximum Range
 Reserve: 5% Initial Fuel + 20 Minutes @ Maximum Endurance at S. L.



NOTE: Mission Time: Excludes Time for Warmup and Take-Off and 20 Minute Loiter Time

○ LOADING CONDITION COLUMN NUMBER

1 2