

NAVAL AIRCRAFT FLIGHT CLASSIFICATION SYSTEM (condensed)

The character or kind of flight by Navy aircraft, as required to be entered on the various flight records and reports, will be described by a NUMBER-LETTER-NUMBER Code as follows:

- 1st NUMBER —to denote CONDITION of flight
- LETTER —to denote GENERAL PURPOSE of flight
- 2nd NUMBER—to denote SPECIFIC PURPOSE of flight

No variation from the classification is to be made without CNO approval; however, commands may expand, for more detail for local purposes, the code number denoting specific purpose of flight. Complete codes will be in such form as 2A7, K, 179. The pilot selects the classification best describing the flight and enters it on the flight record sheet for that flight; all subsequent flight record and report entries will reflect that selection.

1. The Code for CONDITION OF FLIGHT (*first number*) shall be selected as appropriate from the following:

- 1—Day Visual
- 2—Day Instrument
- 3—Night Visual
- 4—Night Instrument

Use Code 2 if over 50% of flight duration was under actual Instrument conditions.

Use Code 3 if over 50% of flight duration was in darkness, unless classifiable as 4.

Use Code 4 if over 50% of flight duration was in darkness, and either (a) 50% of the flight during darkness was under actual instrument conditions or (b) final landing was in darkness and by an actual Instrument approach.

Use Code 1 for all other cases.

2. The Code for GENERAL PURPOSE of flight (*first letter*) shall be selected from the following:

General Training (*Navy, Marine, and Reserve Pilots, active or inactive duty*)

- A—Unit training
- B—Individual proficiency, CNO standards
- C—Individual training (*Special local requirements*)

Student syllabus training (*NATRACOM students and instructors only*)

- D—Student aviator training
- E—Refresher training
- F—Flight Instructor training
- G—Other student training

Training—Pilots of other services

H —U.S. (*Air Force, Coast Guard, Army*)

I —Foreign

Service Flights:

J —Ferry

K —Experiment development evaluation

L —Test Flight

M—Utility, aviation forces

N—Utility, non-aviation forces

P—Search and rescue

Q—Miscellaneous non-training

R —Transport

Combat flights:

S —Attack ASC targets

T —Attack, non-ASC targets

U—Counter—Air Force offensive

V —Reconnaissance

W—Air Defense of own base

X —Air Defense of other forces

Y —Offensive anti-submarine

Z —Defensive anti-submarine

3. The appropriate code for SPECIFIC PURPOSE of flight (*second number*) shall be selected from the following:

For GENERAL PURPOSE Code A thru I:

1—Fundamentals

2—Instrument

3—Field carrier landing

4—Carrier Qualifications

5—Transition

6—Air combat

7—Attack

8—Anti-submarine

9—Special equipment

0—Special operations

For GENERAL PURPOSE Code J and L:

1—Ferry or test Flight funded from Lant Fund (*Subhead 1911*)

2—Ferry or Test Flight funded from Unit Brave account (*Subhead 1911*)

3—Ferry or Test Flight funded from Charlie account (*Subhead 1916*)

For GENERAL PURPOSE Code Q:

1—Aerological

2—Non-combat patrol or search

3—Non-combat photo or radar mapping

4—Airshows, demonstrations

5—Non-combat, non-training, not elsewhere classified

7—AEW flights (*Carrier or Land based*) in support of *either* Fleet Tactical Exercises or Fleet Operations

For GENERAL PURPOSE Code R:

- 1—Scheduled logistic transport
- 2—Non-scheduled logistic transport
- 3—Hospital patient transport
- 4—Administrative transport
- 5—Troop lift into/out of enemy fire area
- 6—Medical evacuation, into/out of enemy fire area
- 7—Liaison flight, into/out of enemy fire area
- 8—Rescue of personnel, into/out of enemy fire area
- 9—Logistic flight, into/out of enemy fire area

NOTE: A, B, C, D, or E is used in place of 5, 6, 7, 8 or 9 respectively, when the flight is part of a training exercise.

For GENERAL PURPOSE Code S:

- 1—Targets assigned before take-off
- 2—Targets assigned after take-off
- 3—Illumination
- 9—Escort or cover for above

For GENERAL PURPOSE Code T:

- 1—Preassigned target
- 2—Target of opportunity, armed reconnaissance
- 3—Illumination
- 6—Minelaying, all types
- 9—Escort or Cover for above

For GENERAL PURPOSE Code U:

- 1—Fighter sweeps, intruder mission, night airfield heckling
- 2—CAP over enemy airfields or other targets
- 3—Offensive diversion and deception
- 8—Escort or cover of Air Force bombers
- 9—Escort or cover of transport planes

For GENERAL PURPOSE Code V:

- 1—Photographic reconnaissance
- 2—Radar and ECM reconnaissance, radar mapping, etc.
- 3—Gunfire spotting, ASC, other visual
- 9—Escort or cover of reconnaissance planes

For GENERAL PURPOSE Code W:

- 1—AEW or airborne CIC, and its escort or cover
- 2—Combat Air Patrol, local or advanced
- 7—Intercept (*Scramble*)

For GENERAL PURPOSE Code X:

- 1—AEW or airborne CIC, and its escort or cover
- 2—Special CAP to protect radar picket vessels
- 3—Special CAP to protect rescue vessels or planes
- 4—CAP over other friendly surface forces or bases
- 7—Intercept (*Scramble*)

For GENERAL PURPOSE Code Y:

- 1—Routine sector or area search
- 2—Barrier Search
- 3—Offensive search
- 4—Holdown of located submarine
- 5—Attack on located submarine
- 6—Locate and attack submarine
- 9—Attack submarine facilities

For GENERAL PURPOSE Code Z:

- 1—Protect own TF underway (*by TF based planes*)
- 2—Escort vessels not own CTF (*by ship or land-based planes*)
- 4—Defensive patrol of harbor or other limited areas