

AFTERBURNERS, CONTROLLED CRASHES, CONSTANT DANGER

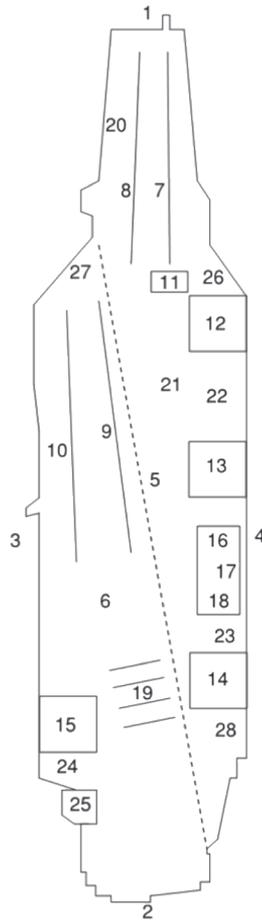
FIRE
ON THE
FLIGHT DECK

DARREN SAPP

APPENDIX E:

Anatomy of a Flight Deck

1. Bow / Fore / Forward
2. Stern / Aft / Fantail / Ramp
3. Port
4. Starboard
5. Foul Line
6. Landing Area
7. CAT 1
8. CAT 2
9. CAT 3
10. CAT 4
11. JBD 1
12. EL 1
13. EL 2
14. EL 3
15. EL 4
16. Flight Deck Control inside the island
17. Yellow Shirt Shack inside the island
18. Crash Shack inside the island
19. Arresting Gear Wires
20. Four row
21. Six-Pack
22. Corral
23. Junkyard
24. Finger
25. LSO Platform
26. Point
27. Crotch
28. Patio



APPENDIX II:

Glossary

1MC - Public address system for entire ship.

5MC - Public address system for flight deck.

ABH - The rating for an aviation boatswains' mate. An ABH1 is a first class, ABH2 a second class, and ABH3 the lowest of the three. Other variations are ABHC, which denotes chief, or ABCM, a master chief, the highest enlisted rank.

AFFF - Stands for aqueous film forming foam. A water-based firefighting agent used on the flight deck and hangar bay.

Aft - Rear

Air Boss - The person over all flight operations working from primary flight control.

AN - Airman rate or rank equal to a private.

Arresting Gear Cable - One of four wire cables spanning the width of the landing area. An aircraft's tailhook catches the cable, ideally the third one.

At Ease - A command to relax from attention or parade rest.

Attention on Deck - A command to stop whatever one is doing and stand at attention because a senior person, such as an officer, has entered. Other versions might be ten-hut, atten-hut, or atten-huah.

Balls to Four - The watch from 0000 to 0400. Balls represent 0000, or midnight, although it's actually 2400, and the 4 comes from 0400.

Barricade - A large net spanning the landing area used to catch airplanes when their tailhooks fail.

Base - A military installation.

Bent - Damaged or broken.

Berth - Bed and/or lodging on a ship or shore station. A berthing compartment is a large room or space where several sailors live.

Bird - A slang term for aircraft.

Blue Shirt - Personnel that chock and chain aircraft and serve as safety checkers while moving aircraft. They also drive tractors, operate elevators, spot aircraft movement, and control the Ouija board in flight deck control.

Blue Water Operations - Flight operations so far out to sea, no alternate airfield exists for aircraft in flight.

Boat, the - A slang term for the ship.

Boondockers - Standard issue boots.

Bow - The front of the ship.

Brown Shirt - Squadron personnel called plane captains that care for a particular aircraft.

Bubble - The small room that raises and lowers on the flight deck for control of catapults.

Bug Juice - Kool-Aid.

Bulkhead - A wall in a room, space, or compartment.

Canopy - A glass enclosure covering an aircraft's cockpit.

Catapult (CAT) - The steam system used to propel an aircraft for launch.

Catwalk - A protected walkway next to, and lower than the flight deck, nearly the length of the entire deck.

Chevron - Petty officer stripes.

Chief - E-7 rank. They are typically upper management. It is commonly said that chiefs run the Navy.

Chocking and Chaining - Work done by a blue shirt to secure an aircraft's wheels with chocks and tiedown chains.

Chow - A meal.

Coke and Smoke - Taking a break that usually involves a cigarette and soft drink.

Combing - A curb shaped barrier along the flight deck edge.

Company Commander (CC) - Personnel in charge of boot camp recruits similar to drill instructors in other branches.

Compartment - A room or space on a ship.

Coolie - A blue shirt that chocks and chains. The lowest level in V-1 Division.

Coop - Sleeping compartment and living space.

Corfam - A type of leather used for shiny, dress shoes.

Corpsmen - Hospital personnel ranging from first responders to sickbay workers.

Corral - The area between elevators one and two.

Cover - Hat, helmet, garrison cap, etc.

CPO - Chief petty officer.

CQ - Carrier qualification flight operations where pilots perform numerous landings and takeoffs.

Crash & Salvage Crew - Typically called the crash crew, or simply crash, they are the flight deck fire and rescue workers.

Crunch - An accident on the flight deck where an aircraft strikes another object or another aircraft during routine movements.

DCC - Stands for damage control central. The place and group that coordinates all efforts to minimize damage and report the ship's situational effectiveness to the captain.

Dixie Cup - White sailor hat.

Don - To put on or wear.

Double-Time - To jog.

Dungarees - Standard working uniform for E-6 and below.

Duty Station - A location such as a base or ship where a sailor will spend a long period of time, usually more than a year.

EL - Short for aircraft elevator. El 2 means elevator number two. There are four elevators that run from the flight deck to the hangar bay.

Fantail - Rear portion/platform of the ship.

Finger - A small area between elevator four and the LSO platform where one small airplane, such as an F/A-18, is typically parked.

Fleet - A formation or group of ships, but also used to mean the Navy, in general, at sea.

Flight Deck Control - An area inside the island structure where all aircraft movement is monitored. The flight deck control officer or handler oversees this operation.

Float Coat - Nickname for a flight deck life vest that is worn deflated while working.

Fly One - Forward area of the flight deck including catapults one and two, and elevator one.

Fly Two - Middle area of the flight deck including catapult three and elevator two.

Fly Three - Rear area of the flight deck including catapult four and elevators three and four.

Fo'c'sle - Open area in the front of the ship, also called the forecastle, where the anchor chains are stored. Also used for ceremonies.

Fore - Forward.

Foreign Object Damage (FOD) Walkdown - The process of lining up personnel and searching the flight deck for any debris.

Foul Line - A red-and-white safety line running the length of the deck. During recovery/landing operations, personnel must stay to the starboard side of the line.

Galley - Kitchen.

Gear Puller - A yellow shirt responsible for directing a pilot clear of the landing area.

Gig Line - An imaginary line from the zipper to the belt buckle to the trim of the uniform shirt.

Green Shirt - Squadron maintenance personnel, or catapult and arresting gear personnel.

Hangar Bay - The largest enclosed section of an aircraft carrier used for aircraft parking and maintenance.

Hatch - Door.

Head - Bathroom.

Head Call - Going to the bathroom.

Helo - Helicopter.

Hit the Beach - Slang for going on liberty (time off from work).

Hummer - Nickname for the E-2C Hawkeye due to the sound the propeller makes.

Jet Blast Deflector (JBD) - A wall that is raised and lowered behind each catapult to spare personnel and aircraft from a jet's exhaust while taking off.

Knee Knocker - The lower portion of a passageway opening, sitting about a foot high.

Ladder - Stairs on a ship, typically at a steep angle.

Leave - Vacation from military service.

Leggings - A canvas sleeve that covers the ankle and lower leg.

Lifer - Career sailor planning on a minimum of twenty years in the Navy.

Litter - Rescue basket stretcher.

LPO - Leading petty officer over a unit. Typically a first class petty officer.

Mash - Physical exercise meant as punishment: **Make A Sailor Hurt**.

Med - Short for Mediterranean.

Mess Hall - Cafeteria, usually segregated between enlisted, chief, and officer.

Military Bearing - The ability to comprehend and follow orders.

Missile - Any loose item on a ship that can cause damage.

Muster - A gathering, in ranks, of sailors for roll call, work assignments, announcements, etc. A typical daily muster is held at 0700.

Non-skid - The asphalt material that covers the flight deck and hangar bay.

Old Man, the - Nickname for the captain of a ship.

Ouija Board - A table in flight deck control with a map of the flight deck. All aircraft and ground equipment have symbols, which are moved according to their relation to the flight deck.

Ordnance - Weapons and ammunition or the department responsible for those.

Oxygen Breathing Apparatus - A rebreathing oxygen system used for shipboard firefighting.

Paddles - The group/platform where pilots in white shirts guide a pilot on final approach for landing.

Padeye - Small metal divots with four to five bars to attach a tiedown chain.

Parade Rest - A command to stand with feet/legs spread shoulder length apart and hands locked behind the small of the back.

Passageway - Hallway.

Piece - Term for rifle.

Pissers - Urinals.

Port - The left side of the ship.

Pri Fly - Primary flight control. Located in the island structure, the air boss and mini boss oversee all flight operations from there.

Prop - Short for propeller.

Purple Shirts - Aircraft fueling personnel.

Rackmate - The person who shares the top or bottom of the bunkbed.

Red Shirt - Crash and salvage crew (pilot rescue) or ordnance personnel.

RCPO - Recruit chief petty officer. The recruit in charge while the CCs are away.

Reveille - Morning call to wake up.

RIO - Stands for radar intercept officer, the officer in the back seat of an F-14 Tomcat.

Roof - The flight deck.

Scuttlebutt - Can mean water fountain or gossip.

Seabag - Green duffle bag.

Ship's Company - Sailors assigned to a specific command (ship), as opposed to squadron personnel that live on the ship only while at sea.

Shitters - Commodes.

Sick Bay - Hospital and treatment area. Also called medical.

Sixteen-Count Manual Arms - A drill using a rifle to teach order.

Six-Pack - An area along the foul line in fly two where six airplanes are typically parked.

Skivvies - Underwear.

Smoking Lamp - A figurative term meaning that smoking is allowed when “the smoking lamp is lit.”

SOP - Standard operating procedures.

SR - Seaman recruit. The rank at which everyone starts in boot camp. The lowest rank in the Navy.

Starboard - The right side of the ship.

Swab - A mop. Also a verb meaning to mop.

Tailhook Runner - The green shirt that ensures the tailhook is clear of the arresting gear after landing.

Tanker - An A-6 Intruder retrofitted with fuel tanks to refuel aircraft in mid-air.

Taps - Lights out for the night.

Touch-and-Go - The practice of an aircraft touching down and immediately taking off, simulating an at-sea carrier landing.

V-1 Division - A group of approximately 150 personnel that control the movement of aircraft on the flight deck. Other Air Department divisions are V-0 for administrative, V-2 for catapults and arresting gear, V-3 for hangar bay aircraft movement, and V-4 for aircraft fueling.

Walkman - A handheld cassette player.

Watchcap - Wool head covering worn by recruits the first five weeks of boot camp.

White Shirts - Final checkers for aircraft on catapult for launch. They also represent safety personnel, and those with a red cross on their white shirts are medical personnel.

Yellow Shirts - Aircraft directors or catapult officers. The yellow shirt indicates a leader on the flight deck.

Yeoman - A sailor performing administrative duties.

APPENDIX III:

Typical Aircraft on Carriers in the Late 1980s

A-6 Intruder

*C-2A Greyhound - (COD for Carrier Onboard Delivery)

*CH-53 Sea Stallion (Helo)

*CH-46/UH-46 Sea Knight (Helo)

E-2C Hawkeye (Hummer)

EA-6B Prowler (Sky pig/ Stretch)

F-14 Tomcat (Turkey)

F/A-18 Hornet (Cockroach)

S-3 Viking (Hoover)

SH-3 Sea King (Helo)

*Denotes aircraft not permanently assigned to the ship and used for delivery of items and personnel.

APPENDIX IV:

Military to Standard Time Conversion Chart

Military	Standard	Military	Standard
0000 or 2400	12 AM	1200	12 PM
0100	1 AM	1300	1 PM
0200	2 AM	1400	2 PM
0300	3 AM	1500	3 PM
0400	4 AM	1600	4 PM
0500	5 AM	1700	5 PM
0600	6 AM	1800	6 PM
0700	7 AM	1900	7 PM
0800	8 AM	2000	8 PM
0900	9 AM	2100	9 PM
1000	10 AM	2200	10 PM
1100	11 AM	2300	11 PM

A few examples:

- 0820 is 8:20 AM (Pronounced “zero eight twenty”)
- 1951 is 7:51 PM (Pronounced “nineteen fifty one”)
- 0001 is 12:01 AM or one minute after midnight.