BLUE

PLAN BAKER - FORCE BLUE

5 October 1944

1st Flight - WHITE
19-J-Rollins-Anderson-Woolfrey-Gibbons
25-B-Heath-Reichenbach-Reisch-Gwinnup
27-I-Uhl
74-Q-Custer-Muldoon
31-R-Dunsmoor
29-P-McKenney

2nd Flight - GREEN
49-K-Pascoe-Ford-Coley-Lupton
53-T-Carter
46-D-Porter
42-L-Waite
52-R-Nall
41-F-Shelton

3rd Flight - YELLOW
17-J-Palmer
7-I-Fenton
6-N-Williams
12-Z-Goin
5-A-Sprcha
61-C-Fryar (725th)

CAMERA SHIPS: 25 - 7 - 46
START ENGINES: 0825A
TAXI: 0835A
TAKE-OFF: 0845A
DEPART BASE: 0942A at 8,000 ft
KEY POINT: Brbinj at 1109 at 16,000

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RENDEZVOUS: 484th will be in rendezvous rectange from 0935 until 1000A.
461st will rendezvous vehind 484th. 451st will rendezvous behind
461st. Lead group will depart from Bovino at 1000A. Altitudes,
6,000, 7,000, 8,000 ft

TARGET INFORMATION:
    Target Time: 1229A   Altitude: 22,000 ft   Elevation: 400 ft
    Axis of Attack: 108°   Rally: Right
    Alternate Targets: 1 - Banhida M/Y   2 - Szekesfehervar M/Y.
    3 - Pecs M/Y   4 - Nagykanizsa M/Y   5 - Any M/Y in Hungary

ESCORT: 55 P-38's will intercept at Kotoriba at 23,000 ft at 1149A and
    provide route cover on Penetration, Target, and withdrawal.
    Callsign - "Sadler" on A"A" Channel.
    WX Recon Callsign: Route Out - "Cartload 4"
                        Route Back - "Cartload %"

COMMUNICATION:

	Callsign	Aldis	Flares
484th	"Pusscat 41"	Red W-William	Red-Red - Rendezvous
461st	"Pusscat 42"	Red V-Victor	Yellow-Yellow - Level Off
451st	"Pusscat 43"	Red U-Unit	Green-Yellow - Descent
			Red-Yellow - Climb

RECALL: "Blackjack"

SQUADRON CALLSIGNS:

	724th	725th	726th	727th
Before 1300	Wonkic	Puddle	Gruesome	Smuggler
After 1300	Schooner	Seedpod	District	Motion

WINDOW: Each aircraft will carry 4 cartons. Dispending to begin 2
    minutes before IP at rate of 6 units every 20 seconds until clear of
    flak.

NOTES:
    1 - Groups will be at bombing altitude at TP #5.
    2 - Groups will go into left echelon at TP #5.
    3 - Ball turrets down at IP.
    4 - Bomb bay doors open until clear of flak.
    5 - Flare pots installed in lead ship of each flight.

NOTE: DESTROY THIS FLIMSY ON RETURN TO BASE IF NOT RETURNED TO SQUADRON
    S-2.