

AFOQT

Study Guide

180+ High-Yield Terms & Concepts
for the Air Force Officer Qualifying Test

- All 12 AFOQT subtests - one section per subtest
- Verbal Analogies, Arithmetic Reasoning, Word Knowledge,
- Math Knowledge, Reading Comprehension, Situational Judgment,
- Physical Science, Table Reading, Instrument Comprehension,
 - Block Counting, Aviation Information (SDI explained)
- Exam overview: format, composites, scoring, retake rules
- Pilot, CSO & ABM composite formulas fully explained
- Key facts, AFOQT tips & examples for every concept
 - Math reference, final review + test-day strategy

TemplateForge | \$19

PDF Workbook | templateforge.com | (c) TemplateForge

How to Use This Guide

The AFOQT is the Air Force's officer qualification test. It is free to take, administered through your recruiter, and your scores determine both your eligibility for officer commissioning programs (OTS, ROTC, Academy) and your qualification for rated aircrew positions - pilot, Combat Systems Officer (CSO), and Air Battle Manager (ABM). A strong AFOQT opens the door to the most competitive jobs in the Air Force.

This guide organizes the high-yield terms and concepts tested across all 12 subtests, plus the exam overview, a full math reference, a final review, and a test-day strategy. Work through the subtest sections in order, then use the final review to lock in the highest-yield material.

Honest positioning: this guide is an independent study aid. It is NOT affiliated with, endorsed by, or sponsored by the United States Air Force, the Air Force Personnel Center (AFPC), or any official test administrator. The official AFOQT Candidate Preparation Guide, current DAFMAN 36-2664, and your recruiter are the authoritative sources for current format, minimum scores, and eligibility rules.

How to use the concepts

- Each concept = term + concise explanation + high-yield AFOQT tip (+ example where useful).
- First pass: read every concept in order. Underline anything unfamiliar.
- Second pass: focus only on the concepts you underlined.
- Two weeks before the exam: rapid-review every tip line (they are the highest-yield).
- Use the Table of Contents to jump straight to your weakest subtests.

Table of Contents

1	Part 1: Exam Overview	13 concepts
2	Part 2: Verbal Analogies	18 concepts
3	Part 3: Arithmetic Reasoning	25 concepts
4	Part 4: Word Knowledge	23 concepts
5	Part 5: Math Knowledge	25 concepts
6	Part 6: Reading Comprehension	14 concepts
7	Part 7: Situational Judgment	16 concepts
8	Part 8: Self-Description Inventory	5 concepts
9	Part 9: Physical Science	20 concepts
10	Part 10: Table Reading	10 concepts
11	Part 11: Instrument Comprehension	10 concepts
12	Part 12: Block Counting	10 concepts
13	Part 13: Aviation Information	18 concepts
14	Part 14: Math & Formula Reference	20 concepts
15	Part 15: Final Review	19 concepts
16	Part 16: Test-Day Strategy	11 concepts

Total: 257 high-yield concepts

Part 1: Exam Overview

The AFOQT, who takes it, the 12-subtest format, composites & scoring, eligibility and retake rules.

1 AFOQT Overview

Key facts: The Air Force Officer Qualifying Test (AFOQT) is a computer-based aptitude test required for officer commissioning (OTS, ROTC, Academy) and rated aircrew positions (Pilot, CSO, ABM). It is administered free through your recruiter, typically at an MEPS or AFROTC detachment.

AFOQT tip: The AFOQT is free - the cost is your time. Schedule it early; scores can take several weeks to post and you have limited attempts.

Example: An Air Force ROTC cadet takes the AFOQT in their sophomore year to qualify for rated (pilot/CSO/ABM) selection.

2 Form T Format

Key facts: Form T is the current version: 516 questions across 12 subtests, about 5 hours with breaks. It has no adaptive sections - it is a fixed battery, and every subtest is timed separately.

AFOQT tip: Know the subtest ORDER and timing cold before test day so no section surprises you at the proctor's signal.

Example: The 240-question Self-Description Inventory comes mid-test after a scheduled break - expect a long but untimed-pressure stretch.

3 12-Subtest Structure

Key facts: In order: Verbal Analogies 25q/8min; Arithmetic Reasoning 25q/29min; Word Knowledge 25q/5min; Math Knowledge 25q/22min; Reading Comprehension 25q/24min; Situational Judgment 16q/35min; Self-Description Inventory 240q/45min (NOT graded); Physical Science 20q/10min; Table Reading 40q/7min; Instrument Comprehension 25q/5min; Block Counting 30q/5min; Aviation Information 20q/8min.

AFOQT tip: Memorize the two speed traps: WK (25q/5min = 12 sec each) and TR (40q/7min = 10.5 sec each). Practice with a hard timer.

Example: Verbal Analogies opens the battery; Aviation Information closes it. The two are on completely different 'gear' - switch mindsets at the break.

4 Who Takes the AFOQT

Key facts: Candidates for Air Force officer commissioning: OTS applicants, AFROTC cadets, USAFA candidates, and enlisted members applying for commissioning. Rated applicants (pilot/CSO/ABM) must take it; some non-rated paths also use it for screening.

AFOQT tip: Ask your recruiter or detachment which commissioning path you are targeting - that determines which minimums you must hit.

Example: A maintenance officer candidate may need only the Academic Aptitude minimum; a pilot candidate needs the Pilot composite.

5 Composites & Percentiles

Key facts: Your subtest scores combine into composites, each reported as a percentile from 1 to 99 against the candidate norm group: Pilot (MK, TR, IC, AI); CSO (VA, AR, MK, PS, TR, BC); ABM (VA, WK, RC, TR, IC, AI); Academic Aptitude (VA, AR, WK, MK, RC); Verbal (VA, WK, RC); Quantitative (AR, MK).

AFOQT tip: Know which composites your program requires, then target those subtests hardest - Pilot = MK/TR/IC/AI; CSO = spatial + math blocks.

Example: To raise the Pilot composite, grind Math Knowledge, Table Reading, Instrument Comprehension, and Aviation Information - not Word Knowledge.

6 Scoring & No Penalty for Guessing

Key facts: There is NO guessing penalty. Raw scores convert to percentile composites 1-99. Only the SDI is not scored. Every unanswered question is a guaranteed miss - guess on every item you cannot solve.

AFOQT tip: Never leave a blank. With 12-second Word Knowledge items, bubble an answer immediately and move on.

Example: Skipping a block-counting item you cannot visualize is throwing away a free guess - mark any choice and keep pace.

7 Eligibility & Attempts

Key facts: You are normally allowed up to 3 administrations. The third attempt requires a waiver (from your Wing/CC or equivalent for OTS applicants), and there is a retest waiting period: at least 90 days between attempts (an earlier retest needs an exception to policy). Candidates may retake to improve scores - the best composites are superscored across attempts.

AFOQT tip: Maximize your FIRST attempt - plan to prepare seriously before taking it, because a waiver for attempt 3 is not guaranteed.

Example: A pilot candidate who scores a 20 Pilot composite on attempt 1 can retake after the waiting period to try to cross the 25 minimum.

8 Minimum Scores Vary by Program

- Key facts:** Minimums are set by each program (DAFMAN 36-2032 Table 5.1, program announcements) and change. Current OTS minimums: commissioning = Verbal 15 and Quantitative 10; Pilot/Helo/RPA Pilot = 25 Pilot; CSO = 25 CSO; ABM = 25 ABM. AFROTC and USAFA programs publish their own tables - verify before test day.
- AFOQT tip:** *The single most common pitfall: assuming the Pilot minimum you saw online is still current. Check AFMAN 36-2664 and your program announcement.*
- Example:** Two different AFROTC detachments can set different competitive floors in the same year - verify with the detachment that owns your file.
-

9 Free to Take Via Recruiter

- Key facts:** There is no registration fee for the AFOQT. It is administered by Air Force recruiters / AFROTC detachments, not by a third-party testing company. You cannot register online the way you would for the SAT or GRE.
- AFOQT tip:** *Contact an Air Force recruiter (or your ROTC cadre) to schedule - bring the required ID and arrive early on test day.*
- Example:** A civilian walking into a recruiter's office can request the AFOQT as part of the officer-application process at no cost.
-

10 Rated vs Non-Rated Paths

- Key facts:** Rated positions (Pilot, CSO, ABM) require rated composites. Non-rated officer jobs (acquisitions, intelligence, cyber, personnel, etc.) typically require only the Academic Aptitude and Verbal/Quantitative minimums. Rated applicants also face the TBAS and pilot selection board separately.
- AFOQT tip:** *If your goal is pilot, your whole study plan should be built around the four Pilot-composite subtests - but do not ignore AA minimums.*
- Example:** A cyber officer candidate needs the Academic Aptitude floor; a pilot-track candidate must ALSO clear the pilot/CSO/ABM minima.
-

11 Test-Day Logistics

- Key facts:** Expect a ~5-hour session with breaks (a scheduled break before the SDI, plus short ones). Bring a government-issued ID. Scratch paper and a basic calculator are provided; no personal calculators, phones, or smartwatches in the testing area.
- AFOQT tip:** *Plan your fuel: eat a real meal beforehand, hydrate, and use the breaks to reset - the battery is long and mental endurance matters.*
- Example:** The 7-minute Table Reading subtest comes after the SDI - use the SDI break to recharge your accuracy reflexes.
-

12 What the SDI Measures

- Key facts:** The Self-Description Inventory is a 240-question personality/attitude inventory administered in 45 minutes. It is NOT scored into your composites; it measures personality dimensions (like your style of working with others) for officer screening.
- AFOQT tip:** *Do not overthink SDI items - answer honestly and consistently. Contradictory answers look worse than any single trait.*
- Example:** If one item asks 'I work well under pressure' and another 'I stay calm in crises', answer them consistently - the same trait.
-

13 How Your Scores Are Used

- Key facts:** AFOQT scores feed officer selection boards (OTS), AFROTC rated boards, USAFA admissions, and rated-class assignments. They are used alongside GPA, commander's ranking, AFOQT subscores, and (for pilots) TBAS and the PCQ.
- AFOQT tip:** *Treat the AFOQT as one pillar of a competitive package - a strong composite cannot rescue a weak GPA, but a low composite can cap a strong one.*
- Example:** Two candidates with identical GPAs for an OTS pilot board will be separated by AFOQT Pilot composite and TBAS.
-

Part 2: Verbal Analogies

25 questions / 8 minutes. Word relationships - synonym, antonym, part-whole, cause-effect, category.

14 Analogy Basics

Key facts: Verbal Analogies present a pair like 'BIRD is to NEST as ...' You pick the choice with the same relationship. The relationship is always the key - not the individual words.

AFOQT tip: State the relationship as a short sentence *BEFORE* looking at the choices: 'a bird makes a nest.' Then find the pair with the same sentence.

Example: 'Fish is to water' - a fish lives in water. Answer: 'bird is to air'.

15 Synonym Relationships

Key facts: The pair shares a similar meaning: 'HAPPY is to JOYFUL'. The relationship is definitional synonymy.

AFOQT tip: The distractor pairs will also look similar - match the *DEGREE* and *part of speech* of the stem pair.

Example: 'Start : begin' - find another pair that means the same thing, like 'end : finish'.

16 Antonym Relationships

Key facts: The pair are opposites: 'HOT is to COLD'. This is the second most common relationship.

AFOQT tip: Check whether the stem is antonym or near-antonym - 'lawless' is a strong opposite of 'orderly', not just a negative.

Example: 'Dark : light', 'wide : narrow', 'ancient : modern' - all antonym pairs.

17 Part-Whole Relationships

Key facts: One word is a part of the other: 'WHEEL is to CAR'. The whole contains the part.

AFOQT tip: The direction matters - 'CAR is to WHEEL' is *part-of-whole*, while 'WHEEL is to CAR' is asked the other way. Read the stem order carefully.

Example: 'Page : book', 'branch : tree', 'key : keyboard' - all part-whole.

18 Category & Member

Key facts: One word is a member of the category named by the other: 'ROBIN is to BIRD'.

AFOQT tip: Test with 'is a kind of': a robin *IS A KIND OF* bird. Find the choice that passes the same test.

Example: 'Oak is to tree' - oak is a kind of tree. 'Salmon is to fish' matches.

19 Cause & Effect

Key facts: One word causes or leads to the other: 'HURRICANE is to DAMAGE'.

AFOQT tip: Use the sentence 'X leads to Y' - a hurricane leads to damage. Match the cause-effect strength.

Example: 'Fire : smoke', 'study : knowledge', 'neglect : decay' - all cause-effect.

20 Function / Purpose

Key facts: One word names the tool, the other its purpose: 'PEN is to WRITE'.

AFOQT tip: Say 'a pen is used to write' - then check the choice with the same tool-purpose fit.

Example: 'Brush : paint', 'keyboard : type', 'saw : cut' - all function pairs.

21 Degree / Intensity

Key facts: One word is a stronger version of the other: 'WARM is to HOT'.

AFOQT tip: Distinguish degree from synonym: warm is a mild hot. Find the pair with escalation.

Example: 'Cool : freezing', 'annoyed : furious', 'trickle : gush' - all intensity pairs.

22 Worker & Tool

- Key facts:** The pair links the person to their instrument: 'CARPENTER is to HAMMER'.
- AFOQT tip:** Match the profession to its signature tool - doctors to stethoscope, writers to keyboard.
- Example:** 'Chef : knife', 'surgeon : scalpel', 'artist : brush' - all worker-tool.

23 Worker & Workplace

- Key facts:** The pair links person to place: 'TEACHER is to CLASSROOM'.
- AFOQT tip:** Use 'a X works in a Y' - a teacher works in a classroom. Match correctly.
- Example:** 'Judge : courtroom', 'pilot : cockpit', 'nurse : ward' - all worker-place.

24 Object & Characteristic

- Key facts:** One word is a defining trait of the other: 'KNIFE is to SHARP'.
- AFOQT tip:** Test with 'a knife is characteristically sharp'. The trait must be defining, not incidental.
- Example:** 'Lion : fierce', 'salty : ocean', 'snow : cold' - all object-trait.

25 Sequence / Order

- Key facts:** One word precedes the other in a fixed order: 'DAWN is to DUSK' or 'KINDERGARTEN is to UNIVERSITY'.
- AFOQT tip:** Watch for lifecycle and time-order analogies - they appear on every AFOQT form.
- Example:** 'Morning : evening', 'birth : death', 'spring : winter' - all order pairs.

26 Action & Object

- Key facts:** One word is the action, the other is what it is done to: 'READ is to BOOK'.
- AFOQT tip:** Say 'you read a book' - then find the choice with the same action-object fit.
- Example:** 'Drive : car', 'cook : meal', 'write : letter' - all action-object.

27 Elimination Strategy

- Key facts:** When two choices seem close, eliminate the pair that reverses the relationship or uses unrelated words, then compare the remaining on degree and direction.
- AFOQT tip:** Ask three questions: same direction? same part of speech? same strength? A pair failing any one is usually wrong.
- Example:** Stem 'BIG : HUGE' (degree) - choice 'small : tiny' survives; 'large : small' (antonym) gets eliminated.

28 Pacing the Section

- Key facts:** 25 questions in 8 minutes = about 19 seconds each, including reading. You cannot read each pair slowly - set a hard pace and trust your first read.
- AFOQT tip:** Do the easy analogies first, mark the hard ones, and return if time remains - every question is worth the same.
- Example:** At 19 seconds per item, a single 60-second stall costs you three questions. Move on.

29 Build Your Analogy Vocabulary

- Key facts:** Analogies test both relationship logic and vocabulary. High-frequency AFOQT words include emulate, constrain, legacy, subsidize, dormant, alleviate, meticulous, candid, austere, viable.
- AFOQT tip:** Learn words in relationship pairs (synonym sets and antonym sets) rather than in isolation - that is exactly how the test asks them.
- Example:** 'Candid' is a synonym of 'frank' and an antonym of 'secretive' - one word, two relationships.

30

Watch Reverse Pairs

- Key facts:

AFOQT often includes a reversed relationship as the trap: stem 'GRAIN is to SILO' (storage), choice 'jar is to cookie' (reversed - cookie is stored IN a jar).
- AFOQT tip:

After you pick, mentally reverse your answer sentence 'cookie is stored in a jar' vs 'grain is stored in a silo' - it must read the same direction.
- Example:

Stem 'wine : cellar' - correct choice 'books : library', NOT 'shelf : books' which reverses.

31

Avoid 'No Relationship' Traps

- Key facts:

Some answer pairs share a vague theme (both are outdoors, both are tools) but do not match the stem's specific relationship. Theme is NOT a relationship.
- AFOQT tip:

Ask 'does this choice show the SAME relationship sentence as the stem?' If the sentence changes, eliminate.
- Example:

Stem 'net : catch' (purpose). Trap 'pool : swim' may feel close, but 'fishing rod : catch' shares the exact tool-purpose relation.

Part 3: Arithmetic Reasoning

25 questions / 29 minutes. Word problems: percent, ratio, distance, work, interest, probability.

32 Word Problem Translation

Key facts: Convert words into math: 'is' = =, 'of' = multiply, 'per' = divide, 'more than' = +, 'less than' = -, 'a number' = x. Write the equation BEFORE touching the calculator.

AFOQT tip: AR rewards translating carefully once over computing fast. Identify the variable, set up, then solve.

Example: A pilot needs a 25 Pilot composite. If he has 18, he needs 7 more points - $x + 18 = 25$, $x = 7$.

33 Percent of a Number

Key facts: Percent means per hundred. Find 15% of 80: $80 \times 0.15 = 12$. Move the decimal two places to convert percent to decimal.

AFOQT tip: Convert percent to decimal first, then multiply. $15\% = 0.15$; $150\% = 1.5$; $0.5\% = 0.005$.

Example: \$40 at 25% off: discount = $40 \times 0.25 = \$10$, sale price = \$30.

34 Percent Increase / Decrease

Key facts: Percent change = $(\text{new} - \text{original}) / \text{original} \times 100\%$. The change is relative to the ORIGINAL value.

AFOQT tip: Sequential percent changes do NOT add: a 10% raise then a 10% cut is a net -1%. Compute step by step.

Example: \$100 up 10% = \$110, down 10% = \$99. Net result -1%, not 0%.

35 Ratios

Key facts: A ratio compares two quantities (a:b) and simplifies like a fraction. 'The ratio of officers to enlisted is 3:2' means 3 officers for every 2 enlisted.

AFOQT tip: Total parts = sum of the ratio numbers. Divide the total by parts, then multiply by each piece.

Example: Split \$100 in a 3:2 ratio: 5 parts, each \$20, so \$60 and \$40.

36 Proportions

Key facts: Two equal ratios: $a/b = c/d$. Cross-multiply: $a \times d = b \times c$. Units must line up.

AFOQT tip: Same units on the same side: 3 miles in 20 min $\rightarrow$ 9 miles in how many? $3/20 = 9/x \rightarrow x = 60$ min.

Example: A map scale 1 inch = 50 miles: 3.5 inches = 175 miles.

37 Average (Mean)

Key facts: Average = sum of values / number of values. If you know the average and count, the sum = average x count.

AFOQT tip: Use the sum trick: 'average of 4 numbers is 60' $\rightarrow$ sum = 240. Add or drop one value and recompute.

Example: Scores 80, 85, 90, 85: sum 340, count 4, average 85.

38 Distance, Rate & Time

Key facts: Distance = rate x time. Rearranged: time = distance/rate, rate = distance/time. Keep units consistent.

AFOQT tip: Average speed over a round trip = total distance / total time, not the average of the two speeds.

Example: 60 miles at 30 mph + 60 miles at 60 mph = 120 miles / 3 hours = 40 mph average.

39 Work Problems

Key facts: If person A finishes a job in N hours, their rate is $1/N$ per hour. Together, add the rates: $1/N + 1/M$.

AFOQT tip: Combined time = $1 / (1/N + 1/M)$. A 4-hour worker + a 6-hour worker: $1/4 + 1/6 = 5/12 \rightarrow 2.4$ hours.

Example: One server racks 12 aircraft in 3 hours; another in 6. Together: $1/3 + 1/6 = 1/2 \rightarrow 2$ hours.

40 Simple Interest

Key facts: Simple interest = principal x rate x time ($I = PRT$). Rates are annual unless stated; convert to a decimal.

AFOQT tip: Simple interest keeps the same base every year; compound builds on the previous total.

Example: \$500 at 4% for 3 years: $500 \times 0.04 \times 3 = \$60$ interest.

41 Discounts & Markup

Key facts: Discount = percent off list price. Markup = percent added to cost to set sale price. Multiply base by (1 +/- percent).

AFOQT tip: Store pays \$60, marks up 40%: $60 \times 1.40 = \$84$. Then 20% sale: $84 \times 0.80 = \$67.20$.

Example: A \$120 jacket at 30% off: $120 \times 0.70 = \$84$.

42 Fractions: Add & Subtract

Key facts: Find a common denominator, convert both, add/subtract numerators, keep the denominator, simplify.

AFOQT tip: The least common denominator is the LCM. $1/3 + 1/4$: LCD 12 $\rightarrow 4/12 + 3/12 = 7/12$.

Example: $3/4 - 1/6$: LCD 12 $\rightarrow 9/12 - 2/12 = 7/12$.

43 Fractions: Multiply & Divide

Key facts: Multiply straight across. Divide by multiplying by the reciprocal - keep-change-flip the SECOND fraction only.

AFOQT tip: Flip the second fraction, never the first: $2/3 \div 3/4 = 2/3 \times 4/3 = 8/9$.

Example: $3/4 \div 1/2 = 3/4 \times 2/1 = 6/4 = 1.5$.

44 Decimals & Place Value

Key facts: Decimals extend place value: tenths, hundredths, thousandths. Line up decimal points to add/subtract; count places to multiply.

AFOQT tip: On the provided calculator decimals behave normally - but track the decimal point in your answer.

Example: $0.2 + 0.07 = 0.27$. $0.3 \times 0.4 = 0.12$ (two decimal places).

45 Consecutive Integers

Key facts: Consecutive integers differ by 1 ($n, n+1, n+2$). Consecutive even/odd differ by 2. Let the first be n and translate the sum.

AFOQT tip: Three consecutive integers summing to 24: $n + (n+1) + (n+2) = 24 \rightarrow n = 7 \rightarrow 7, 8, 9$.

Example: Two consecutive even integers sum 34: $n + (n+2) = 34 \rightarrow n = 16 \rightarrow 16$ and 18 .

46 Age Problems

Key facts: Translate age statements into equations with x for current age and $x+k$ for k years from now. Build a now/future table.

AFOQT tip: 'In 5 years he will be twice as old as his son' $\rightarrow x + 5 = 2(s + 5)$.

Example: Father 40, son 10. When twice? $40 + y = 2(10 + y) \rightarrow y = 20$ years.

47 Coin & Mixture Problems

Key facts: Total value = count x value per item, in consistent units (cents). For mixtures: total amount x concentration = active ingredient.

AFOQT tip: Set two equations (count, value) and solve by substitution.

Example: 10 coins, nickels (5c) + dimes (10c), worth 80c: $n + d = 10$, $5n + 10d = 80 \rightarrow 4$ nickels, 6 dimes.

48 Unit Conversion

Key facts: Multiply by fractions equal to 1 (1 mile / 5280 feet) so units cancel. Know common equivalences cold.

AFOQT tip: Write the conversion chain and cancel. If units do not cancel, the setup is wrong.

Example: 2 miles x (5280 ft / 1 mi) = 10,560 feet.

49 Geometry Word Problems

Key facts: Perimeter = sum of sides; area = length x width, $\frac{1}{2}bh$, πr^2 ; volume = lwh , $\pi r^2 h$. Read what the question wants first.

AFOQT tip: A fence is perimeter, carpet is area, a tank is volume - pick the formula from the noun.

Example: Carpet a 12 x 15 ft room: 180 sq ft. Fence it: 54 ft.

50 Probability

Key facts: Probability = favorable / total outcomes. Ranges 0 to 1 - fraction, decimal, or percent.

AFOQT tip: AFOQT probability is usually single-event. Count the total outcomes carefully.

Example: 3 red + 5 blue marbles: $P(\text{red}) = \frac{3}{8} = 0.375$.

51 Mean, Median, Mode & Range

Key facts: Mean = average. Median = middle of SORTED values (avg of two middles if even). Mode = most frequent. Range = max - min.

AFOQT tip: Sort before finding the median. Mode can be non-numeric.

Example: 72, 85, 85, 90, 94: mean 85.2, median 85, mode 85, range 22.

52 Averages with Weights

Key facts: Weighted average = $\frac{\text{sum}(\text{weight} \times \text{value})}{\text{sum}(\text{weights})}$. If one score counts double, give it double weight.

AFOQT tip: When a subtest is worth 2x in a composite, compute the weighted mean - not the plain mean.

Example: Two 100s and one 70 with the 70 counted once: $(200 + 70)/3 = 90$. If a 100 doubles: $(300 + 70)/4 = 92.5$.

53 Exponents & Roots

Key facts: $x^a \times x^b = x^{(a+b)}$; $x^a / x^b = x^{(a-b)}$; $(x^a)^b = x^{(ab)}$; $x^0 = 1$; $x^{-a} = 1/x^a$. $\sqrt{x}$ is the inverse of x^2 .

AFOQT tip: Add exponents when multiplying same bases, subtract when dividing. False: $(x + y)^2 = x^2 + y^2$.

Example: $x^3 \times x^5 = x^8$. $\sqrt{144} = 12$.

54 Absolute Value

Key facts: The absolute value of x is its distance from zero, always non-negative. When $\text{abs}(x) = 5$ there are two solutions: $x = 5$ or $x = -5$.

AFOQT tip: When an equation has absolute value, solve BOTH cases: $\text{abs}(x - 3) = 7 \rightarrow x = 10$ or $x = -4$.

Example: The distance between -6 and 6 is 12, written as $\text{abs}(6 - (-6))$.

55 Order of Operations

Key facts: Parentheses $\rightarrow$ Exponents $\rightarrow$ Multiplication/Division (left to right) $\rightarrow$ Addition/Subtraction (left to right). PEMDAS.

AFOQT tip: Equal-priority operations run left to right. $3 + 6 \times 9 / 3 - 7 = 3 + 18 - 7 = 14$.

Example: Do not compute $6 \times 9 / 3$ as $54 / 3 = 18$, then $3 + 18 - 7 = 14$.

56 Estimation & Backsolving

Key facts: In 29 minutes for 25 questions you have ~70 seconds each. When the exact computation is slow, estimate and eliminate.

AFOQT tip: Round to friendly numbers, then compare choices. The AFOQT answers usually differ enough that close estimation lands the right one.

Example: 32% of 480 is close to $\frac{1}{3}$ of $480 = 160$ - pick the choice near 154.

Part 4: Word Knowledge

25 questions / 5 minutes. Vocabulary and roots - choose the best synonym.

57 Emulate

Key facts: To imitate or match, especially to copy an admired example.

AFOQT tip: 'Emulate' is a positive-sounding synonym of 'imitate' - a pilot emulates a mentor's technique.

Example: A young officer emulates her flight commander's briefing style.

58 Constrain

Key facts: To restrict, limit, or hold within bounds.

AFOQT tip: In Word Knowledge, 'constrain' pairs with 'restrict' and opposes 'liberate'.

Example: The 5-minute limit constrains how carefully you can read each Word Knowledge item.

59 Legacy

Key facts: Something handed down from the past - an inheritance or lasting impact.

AFOQT tip: 'Legacy' shows up paired with 'heritage' or 'bequest'.

Example: The pilot's 20-year career left a legacy of safer procedures.

60 Subsidize

Key facts: To support financially, usually with public funds.

AFOQT tip: Think 'government gives money to help' - subsidize = fund, support.

Example: The Air Force subsidizes pilot training for select candidates.

61 Dormant

Key facts: Inactive, asleep, or temporarily suspended.

AFOQT tip: 'Dormant' = inactive, not dead. A dormant volcano can erupt again.

Example: The engine's warning system lay dormant until the cold-start test.

62 Alleviate

Key facts: To make (pain or a problem) less severe; to ease.

AFOQT tip: Alleviate = ease, reduce, lighten. Opposes 'aggravate'.

Example: The updated checklist alleviated the maintenance crew's confusion.

63 Meticulous

Key facts: Extremely careful and precise about details.

AFOQT tip: Meticulous = thorough, scrupulous, detail-obsessed.

Example: A meticulous preflight inspection catches loose fasteners.

64 Candid

Key facts: Frank, outspoken, and honest - not hiding the truth.

AFOQT tip: Candid = honest, forthright. Opposes 'evasive'.

Example: The instructor gave a candid debrief after the simulator ride.

65 Austere

Key facts: Severe or strict in manner; also plain and without luxury.

AFOQT tip: *Austere = severe, spartan, unadorned.*

Example: Basic Training barracks are deliberately austere.

66 Viable

Key facts: Capable of working successfully; feasible.

AFOQT tip: *Viable = workable, feasible, sustainable.*

Example: Is flying two sorties with one crew a viable schedule? No.

67 Initiative

Key facts: The ability to act and make decisions without being told; also the first step in a process.

AFOQT tip: *The officer trait sense - initiative = self-starting, proactive.*

Example: She took the initiative to re-route the flight around weather.

68 Tenacious

Key facts: Holding firmly to something; persistent and determined.

AFOQT tip: *Tenacious = persistent, dogged, unyielding.*

Example: A tenacious pursuit of the syllabus paid off with a top AFOQT score.

69 Prudent

Key facts: Showing care and good sense for the future; wise and cautious.

AFOQT tip: *Prudent = cautious, judicious, sensible.*

Example: It is prudent to check weather twice before a long cross-country.

70 Resilient

Key facts: Able to recover quickly from difficulty or change.

AFOQT tip: *Resilient = tough, adaptable, quick to bounce back.*

Example: The squadron proved resilient after the exercise was cancelled.

71 Consensus

Key facts: General agreement among a group.

AFOQT tip: *Consensus = agreement, accord, unanimity of opinion.*

Example: The crew reached consensus on the safest diversion airfield.

72 Arbitrary

Key facts: Based on random choice or personal whim, not reason.

AFOQT tip: *Arbitrary = capricious, random, unreasoned.*

Example: The 5-minute limit on Word Knowledge sounds arbitrary, but it is fixed.

73 Feasible

Key facts: Possible to do easily or conveniently; workable.

AFOQT tip: *Feasible = practicable, achievable, realistic.*

Example: A 0500 takeoff is feasible if the crew reports early.

74 Ambiguous

- Key facts:** Having more than one possible meaning; unclear.
- AFOQT tip:** *Ambiguous = vague, equivocal, open to two readings.*
- Example:** The tower's 'hold short' instruction was ambiguous, so the pilot asked.
-

75 The Root Game: Prefixes

- Key facts:** Common prefixes change meaning: pre- (before), post- (after), anti- (against), pro- (for), inter- (between), intra- (within), sub- (under), super- (above).
- AFOQT tip:** *When you meet an unknown word, parse the prefix first - anti-anything is 'against' that thing.*
- Example:** Antiballistic = against ballistic missiles; intercontinental = between continents.
-

76 The Root Game: Suffixes

- Key facts:** Suffixes signal part of speech: -tion/-ness = noun, -ous/-ful = adjective, -ize/-ify = verb, -ly = adverb. Know the word's role to match it.
- AFOQT tip:** *A synonym must share part of speech - 'clarity' (noun) pairs with 'lucidity' (noun), not 'clear' (adj).*
- Example:** The adjective 'meticulous' needs another adjective, like 'thorough'.
-

77 Context Inference

- Key facts:** When you do not know a word, infer from the surrounding sentence: the contrast ('however'), the cause ('because'), or the examples that follow it.
- AFOQT tip:** *Look for a definition or clue INSIDE the sentence - 'the austere, plain room' - before guessing.*
- Example:** The briefing room was austere: bare walls, single table, no decorations. Austere = plain.
-

78 Eliminate Extreme Choices

- Key facts:** Word Knowledge answers often include one absurd word and one near-opposite. Eliminate the absurd, then choose the closest match.
- AFOQT tip:** *If three choices are clearly unrelated to the stem, the remaining two are the real contest - compare them directly.*
- Example:** Stem 'candid': choices cheerful, round, frank, muddy -> eliminate cheer/round/muddy, choose frank.
-

79 Pacing Word Knowledge

- Key facts:** 25 questions / 5 minutes = 12 seconds per item. This is the fastest subtest on the AFOQT - do not reread.
- AFOQT tip:** *Read the stem word once, scan choices once, bubble, move. Staying on pace is worth more than any single word.*
- Example:** If you know you know the word, pick instantly. If not, guess fast and keep the pace.
-

Part 5: Math Knowledge

25 questions / 22 minutes. Algebra, geometry, number properties, and formulas.

80 Order of Operations

Key facts: Parentheses -> Exponents -> Multiplication/Division (left to right) -> Addition/Subtraction (left to right). Equal-priority operations run left to right.

AFOQT tip: The classic trap is forcing multiplication before division - they are equal and run left to right.

Example: $3 + 6 \times 9 / 3 - 7 = 3 + 18 - 7 = 14$.

81 Integers & Number Properties

Key facts: Integers are whole numbers and their negatives. Even/odd, positive/negative, prime/composite. The product of two negatives is positive.

AFOQT tip: MK loves 'which is always true' items: an even $\times$ odd is even, a prime > 2 is odd.

Example: $-3 \times -4 = 12$; $2 \times 3 = 6$ (one odd one even = even).

82 Exponent Rules

Key facts: $x^a \times x^b = x^{(a+b)}$; $x^a / x^b = x^{(a-b)}$; $(x^a)^b = x^{(ab)}$; $x^0 = 1$; $x^{-a} = 1/x^a$.

AFOQT tip: Add exponents when multiplying same bases; subtract when dividing. $(x + y)^2$ is NOT $x^2 + y^2$.

Example: $x^3 \times x^5 = x^8$; $(2^3)^2 = 2^6 = 64$.

83 Scientific Notation

Key facts: A number written as $a \times 10^n$ where $1 \leq a < 10$. Multiply coefficients and add exponents.

AFOQT tip: The exponent tracks decimal moves: moving the decimal right makes the exponent negative.

Example: $0.00045 = 4.5 \times 10^{-4}$; 6.02×10^{23} is Avogadro's number.

84 Radicals & Roots

Key facts: $\sqrt{x}$ is the inverse of x^2 ; $\sqrt{ab} = \sqrt{a}\sqrt{b}$. Only non-negative radicands have real roots.

AFOQT tip: Simplify roots by pulling out perfect squares: $\sqrt{72} = \sqrt{36 \times 2} = 6\sqrt{2}$.

Example: $\sqrt{144} = 12$; $\sqrt{50} = 5\sqrt{2}$.

85 Absolute Value

Key facts: The absolute value of x is its distance from zero, always non-negative. When $\text{abs}(x) = 5$ there are two solutions: $x = 5$ or $x = -5$.

AFOQT tip: Solve BOTH cases: $\text{abs}(x - 3) = 7 \rightarrow x = 10$ or $x = -4$.

Example: The distance between -6 and 6 is $\text{abs}(6 - (-6)) = 12$.

86 Linear Equations

Key facts: Slope-intercept form $y = mx + b$; point-slope $y - y_1 = m(x - x_1)$. The slope $m = \text{rise/run}$.

AFOQT tip: Convert any line to $y = mx + b$ to read slope and y-intercept directly.

Example: $y = 3x + 2$ has slope 3 and y-intercept (0, 2).

87 Slope of a Line

Key facts: $m = (y_2 - y_1) / (x_2 - x_1)$. Parallel lines share slope; perpendicular slopes multiply to -1 .

AFOQT tip: A line through (1, 3) and (5, 11): $m = (11 - 3) / (5 - 1) = 2$.

Example: The slope of $3x + 2y = 6$ is $-3/2$ (solve for y first).

88 Systems of Equations

- Key facts:** Two equations, two unknowns. Substitute (isolate one variable) or eliminate (add/subtract to cancel one).
- AFOQT tip:** Elimination wins when coefficients line up; substitution when a variable is already alone.
- Example:** $x + y = 10$ and $x - y = 4 \rightarrow$ add: $2x = 14 \rightarrow x = 7, y = 3$.

89 Inequalities

- Key facts:** Solve like equations, but FLIP the sign when multiplying or dividing by a negative.
- AFOQT tip:** The #1 MK miss is forgetting to flip: $-2x > 6 \rightarrow x < -3$.
- Example:** $3x - 5 < 7 \rightarrow 3x < 12 \rightarrow x < 4$.

90 Quadratic Equations

- Key facts:** $ax^2 + bx + c = 0$. Factor, use the quadratic formula, or complete the square. Discriminant $b^2 - 4ac$ tells the root count.
- AFOQT tip:** If $b^2 - 4ac > 0$ there are two real roots; $= 0$ one (double) root; < 0 no real roots.
- Example:** $x^2 - 5x + 6 = 0 \rightarrow (x - 3)(x - 2) = 0 \rightarrow x = 3$ or 2 .

91 Factoring

- Key facts:** Pull the greatest common factor first, then look for differences of squares $x^2 - y^2 = (x - y)(x + y)$.
- AFOQT tip:** Recognize perfect squares: $x^2 + 2xy + y^2 = (x + y)^2$.
- Example:** $x^2 - 9 = (x - 3)(x + 3)$; $4x^2 - 12x + 9 = (2x - 3)^2$.

92 Functions & Domain

- Key facts:** A function maps each input to one output: $f(x)$. Domain = allowed inputs. Range = outputs.
- AFOQT tip:** The square root and denominator of a fraction restrict the domain - check both.
- Example:** $f(x) = 3x + 2$; $f(2) = 8$. $f(x) = 1/(x - 2)$ has domain $x \neq 2$.

93 Geometry: Triangles

- Key facts:** Area = $\frac{1}{2} \times \text{base} \times \text{height}$. Angles sum to 180. Right triangles obey $a^2 + b^2 = c^2$. Specials: 3-4-5, 5-12-13, 30-60-90, 45-45-90.
- AFOQT tip:** 30-60-90 sides are $x, x\sqrt{3}, 2x$; 45-45-90 are $x, x, x\sqrt{2}$ - memorize both.
- Example:** Legs 6 and 8 $\rightarrow$ hypotenuse 10 (6-8-10 triple).

94 Geometry: Circles

- Key facts:** Circumference = $2\pi r$; area = πr^2 ; a full circle = 360 degrees. Arc length = $(\text{angle}/360) \times 2\pi r$.
- AFOQT tip:** Keep π symbolic when comparing answers - it simplifies the work.
- Example:** Radius 6: area 36π , circumference 12π .

95 Geometry: Quadrilaterals

- Key facts:** Rectangle area = $l \times w$, perimeter = $2(l + w)$. Square area = s^2 , perimeter = $4s$. Parallelogram area = base $\times$ height.
- AFOQT tip:** Use the PERPENDICULAR height for parallelograms, not the slanted side.
- Example:** A 3×4 rectangle has area 12 and perimeter 14.

96 Volume & Surface Area

- Key facts:** Box volume = lwh ; cylinder = $\pi r^2 h$; sphere = $\frac{4}{3}\pi r^3$. Surface area = sum of all faces.
- AFOQT tip:** Read whether the question wants volume (fill) or surface area (paint/wrap).
- Example:** A cylinder with $r = 2, h = 10$ holds 40π cubic units.

97 Coordinate Plane

- Key facts:** Points are (x, y); x is horizontal, y is vertical. Distance = $\sqrt{(x_2-x_1)^2 + (y_2-y_1)^2}$; midpoint = $((x_1+x_2)/2, (y_1+y_2)/2)$.
- AFOQT tip:** Distance is the Pythagorean theorem in coordinates - a direct favorite.
- Example:** Distance (1, 1) to (4, 5) = $\sqrt{9 + 16} = 5$; midpoint = (2.5, 3).

98 Percent & Conversions

- Key facts:** Percent = decimal x 100. 0.25 = 25%; 1.5 = 150%; 0.005 = 0.5%. Percent of = multiply.
- AFOQT tip:** Fraction-to-percent: $1/8 = 12.5\%$, $1/3 = 33.3\%$, $2/3 = 66.7\%$.
- Example:** 12.5% of 80 = $0.125 \times 80 = 10$.

99 Probability Basics

- Key facts:** $P(\text{event}) = \text{favorable} / \text{total}$. Independent 'and' multiplies; mutually exclusive 'or' adds.
- AFOQT tip:** Decide and/or FIRST, then compute. $P(A \text{ and } B) = P(A) \times P(B)$ for independent events.
- Example:** Roll a 3 then a 4 on a die: $1/6 \times 1/6 = 1/36$.

100 Counting (Permutations & Combinations)

- Key facts:** $nPr = n! / (n - r)!$ (order matters). $nCr = n! / (r!(n - r)!)$ (order does not).
- AFOQT tip:** Ask 'does order matter?' - a team is combination, a batting order is permutation.
- Example:** Choose 3 of 5 people: $5C3 = 10$. Arrange 3 of 5: $5P3 = 60$.

101 Probability: Loaded Wording

- Key facts:** 'At least one' = $1 - P(\text{none})$. 'Or' (inclusive) = $P(A) + P(B) - P(\text{both})$.
- AFOQT tip:** Complement counting solves the tricky items fast.
- Example:** $P(\text{at least one 6 in two rolls}) = 1 - (5/6)^2 = 11/36$.

102 Sequences & Patterns

- Key facts:** Arithmetic sequences add a common difference ($a_n = a_1 + (n-1)d$). Geometric multiply by a common ratio ($a_n = a_1 r^{(n-1)}$).
- AFOQT tip:** Find the difference/ratio between consecutive terms - that defines the sequence.
- Example:** 2, 5, 8, 11... is arithmetic with $d = 3$; $a_{10} = 2 + 9 \times 3 = 29$.

103 Word Problem Setup

- Key facts:** Translate 'is' = =, 'of' = multiply, 'per' = divide, 'more than' = +, 'less than' = -. Set up ONE equation before solving.
- AFOQT tip:** MK word problems are short - the translation IS the question.
- Example:** A number increased by 5 is 17: $x + 5 = 17 \rightarrow x = 12$.

104 Calculator + Formula Strategy

- Key facts:** You get a basic calculator. Use it for arithmetic; your job is setup and formula recall.
- AFOQT tip:** If a computation is slow (ugly fractions), estimate and back-solve from the choices.
- Example:** 32% of 480 ~ $1/3$ of 480 = 160, so the answer near 154 is right.

Part 6: Reading Comprehension

25 questions / 24 minutes. Passage-based main idea, detail, inference, and vocabulary-in-context.

105 Main Idea vs Topic

Key facts: The topic is what the passage is about (one word/phrase). The main idea is the author's central claim ABOUT that topic.

AFOQT tip: AFOQT RC asks for main idea: pick the answer that states the author's point, not just the subject.

Example: A passage about cockpit automation may have the main idea 'automation reduces pilot workload but demands new skills'.

106 Supporting Details

Key facts: Specific facts, numbers, or examples that back the main idea. Detail questions ask you to locate one stated fact.

AFOQT tip: Find the sentence containing the detail rather than recalling it - all answers are in the passage.

Example: If the passage says 'the F-35 program exceeded cost estimates by 30%', the detail question asks that exact figure.

107 Inference Questions

Key facts: An inference is what the author implies but does not state directly. You choose the option strongly supported by the text.

AFOQT tip: An inference must follow *NECESSARILY* from the passage - if it could be false given the text, eliminate it.

Example: Passage says crews train 3x in simulators. Valid inference: simulators are heavily used in training.

108 Vocabulary-in-Context

Key facts: The question asks what a word means AS USED in the passage. The correct meaning fits the surrounding sentence.

AFOQT tip: Replace the word with each choice and see which reads naturally in context - not just the dictionary definition.

Example: 'The fuel gauge was erratic' - erratic here = unreliable/fluctuating, not just 'unusual'.

109 Author's Purpose & Tone

Key facts: Questions ask why the author wrote the passage (inform, persuade, explain, warn) or the tone (neutral, critical, admiring).

AFOQT tip: Look for signal words: 'should' = persuasive; 'according to data' = informative; 'unfortunately' = critical tone.

Example: A passage that argues 'the Air Force should adopt X' is primarily persuasive.

110 Fact vs Opinion

Key facts: Facts are verifiable statements; opinions are judgments with value words (best, should, important, clearly).

AFOQT tip: The AFOQT asks you to distinguish - flag value judgments as opinion even in an informative passage.

Example: 'The A-10 is the best close-support aircraft' is opinion; 'The A-10 carries the GAU-8 cannon' is fact.

111 Passage Structure

Key facts: Common patterns: problem-solution, cause-effect, compare-contrast, chronological, and definition-example.

AFOQT tip: Identify the structure early - it tells you where the main idea lives (often the first or last sentence of a paragraph).

Example: A passage that compares two training programs has compare-contrast structure; the thesis sentence names what differs.

112 Read the Question First

Key facts: With 24 minutes for 25 questions (~58 sec each), skim the question stems before reading the passage so you know what to hunt for.

AFOQT tip: You do not need to read the whole passage perfectly - you need to locate answers efficiently.

Example: If two questions ask about a specific number, scan for that number instead of reading the full text.

113 Answering from the Text

- Key facts:** Every correct RC answer is verifiable from the passage. If you must 'decide' what the author would say, you are probably wrong.
- AFOQT tip:** *When two choices both seem true, pick the one directly stated/supported by the text over the one that is merely plausible.*
- Example:** A choice that says 'pilots prefer stick controls' is wrong unless the passage says pilots prefer them.
-

114 Pacing & Skipping

- Key facts:** 58 seconds per passage question is workable IF you read actively. Long passages - read the first paragraph fully, skim the rest.
- AFOQT tip:** *If a passage is dense (science/tech), read its topic sentences; the questions target those claims.*
- Example:** 5 questions on one paragraph means read that paragraph twice rather than the whole passage twice.
-

115 Signal Words for Contrast

- Key facts:** However, but, yet, although, despite, on the other hand, nevertheless - these flip the direction of the passage.
- AFOQT tip:** *The main idea is often AFTER the contrast word: 'X is useful, however, it has limits...'*
- Example:** 'The new engine is efficient; however, it is heavy.' The author's point: good but flawed.
-

116 Signal Words for Emphasis

- Key facts:** Importantly, crucially, notably, above all, indeed, in fact - these mark the author's priorities and frequent test targets.
- AFOQT tip:** *When you see 'crucially' or 'above all', underline the clause - it is a likely answer source.*
- Example:** 'Above all, pilots need situational awareness' - the question 'what matters most?' quotes that clause.
-

117 Tone: Neutral vs Biased

- Key facts:** Neutral passages report with data; biased passages judge with loaded words. Tone questions test this difference.
- AFOQT tip:** *'The data suggest' = neutral/measured. 'The program obviously failed' = biased/critical.*
- Example:** An article that calls a policy 'disastrous' is not neutral - it is strongly critical.
-

118 Generalization Traps

- Key facts:** A choice that says 'always', 'never', 'all', 'every' is rarely supported - the passage usually allows exceptions.
- AFOQT tip:** *When the passage says 'most pilots', a choice saying 'all pilots' is overbroad and wrong.*
- Example:** Passage: 'Most officers pass the AFOQT on retake.' Choice: 'All officers pass on retake.' - too strong, eliminate.
-

Part 7: Situational Judgment

16 questions / 35 minutes. Leadership and followership scenarios - pick the most effective action.

119 SJ Format & Mindset

- Key facts:** Situational Judgment gives 16 (scored) real leadership/followership scenarios with 4-6 possible actions. You rate each action's effectiveness or pick the best/worst.
- AFOQT tip:** *There is no single 'textbook' answer - the AFOQT scores using consensus of experienced officers. Pick the action that best promotes mission AND people.*
- Example:** Scenario: a wingman falls behind. Best action: slow the formation so he rejoins, not 'leave him and continue'.

120 Prioritize Mission & People

- Key facts:** Effective actions protect the mission while respecting people. The worst actions sacrifice people, ignore the problem, or violate standards.
- AFOQT tip:** *Ask 'does this action get the mission done AND treat people fairly?' If it does one but hurts the other, it is usually not the best.*
- Example:** A troop is struggling with a task. Best: retrain and re-task. Worst: berate him publicly.

121 Take Action, Don't Avoid

- Key facts:** The worst responses in SJ are usually avoidance: hoping it resolves, delegating without follow-through, or doing nothing.
- AFOQT tip:** *When the stem asks for the best action, choose the one where YOU (the leader) take constructive action now.*
- Example:** Scenario: two team members are in conflict. Do nothing? Bad. Counsel both and set expectations? Good.

122 Seek Information First

- Key facts:** When a problem has missing facts, the best first step is often to gather information - talk to the people involved, observe, consult policy.
- AFOQT tip:** *If one choice is 'ask the member about the situation' and a competing choice 'escalate immediately', the information step usually wins.*
- Example:** A troop reports feeling overwhelmed. Best first action: talk with him about his workload before reassigning.

123 Use the Chain of Command

- Key facts:** Effective leaders solve problems at their level first and escalate only what they cannot resolve. Ignoring the chain is a red-flag choice.
- AFOQT tip:** *Refer problems upward that exceed your authority, but do not dump every minor issue upward - solve at your level.*
- Example:** A policy question you cannot answer: consult your supervisor, not bypass everyone to the commander.

124 Ethical & Legal Groundlines

- Key facts:** Any action that is dishonest, illegal, discriminatory, or against regulation is automatically the worst - regardless of expediency.
- AFOQT tip:** *Cut the obviously wrong choice first in every SJ item, then evaluate the rest on effectiveness.*
- Example:** Falsifying a training record to meet a deadline is never correct - report honestly and take the consequence.

125 Fairness & Favoritism

- Key facts:** Treating team members differently without a mission reason is favoritism and scores poorly. Rewards and assignments should track performance.
- AFOQT tip:** *When two members deserve recognition, credit both - avoid choices that single out one unfairly.*
- Example:** Giving the best assignments only to your friends is an ineffective and unfair choice.

126 Delegation vs Abdication

- Key facts:** Delegating with guidance and follow-up is effective. Handing off without support, or not delegating at all, scores poorly.
- AFOQT tip:** *Delegation works when you set the standard, provide resources, and check progress - not when you disappear.*
- Example:** Assign a lead for the project, define the deadline, then check in twice - effective delegation.

127 Managing Conflict

- Key facts:** Address conflict early and directly with the individuals, focusing on behavior and mission impact - not personalities.
- AFOQT tip:** *Never let conflict fester; private, calm, specific feedback is the high-scoring path.*
- Example:** Two NCOs argue at every meeting. Best: meet with each privately, restate expectations, then bring them together.
-

128 Crisis & Time Pressure

- Key facts:** In urgent scenarios, effective actions stabilize the situation first (safety), then communicate, then fix the root cause.
- AFOQT tip:** *Order your actions: safe the situation, inform leadership, then address root cause. Skipping the safety step is worst.*
- Example:** A fire alarm sounds. Best: ensure everyone evacuates, then report - not investigate the cause mid-evacuation.
-

129 Read Each Item's Task

- Key facts:** SJ items differ: some ask 'most effective', some 'least effective', some ask you to rate each action separately. Read the stem's instruction every time.
- AFOQT tip:** *The same action can score 'best' on one item and 'worst' on another depending on the stem. Follow the specific question.*
- Example:** An item asking 'which is LEAST effective?' wants the avoidance/abusive option, not the best leadership move.
-

130 Rate Actions Individually

- Key facts:** When items ask you to rate each action (1 = ineffective, 5 = very effective), you are not choosing one - rate honestly.
- AFOQT tip:** *A partially good action (right intent, poor method) is a middle rating, not a 5.*
- Example:** Action 'ask the member what is wrong' = 4-5; action 'ignore it, it will pass' = 1-2.
-

131 Leadership Fundamentals

- Key facts:** Good leaders model standards, communicate clearly, develop subordinates, take responsibility, and stay calm under pressure.
- AFOQT tip:** *High-scoring choices combine standards + support: hold the standard while helping the person meet it.*
- Example:** A troop misses a standard: enforce the standard AND offer training - not just punishment, not just a pass.
-

132 Avoid Over-Control

- Key facts:** Micromanaging every detail, hovering, or redoing subordinates' work scores poorly - it signals distrust and stalls development.
- AFOQT tip:** *Empower with guidance and checkpoints; do not redo the work yourself.*
- Example:** Let the project lead present the work to the commander under your coaching - not you presenting over her.
-

133 Followership & Upward Feedback

- Key facts:** As a subordinate, effective actions are respectful, honest, mission-focused, and timely. Address concerns to the right level with solutions.
- AFOQT tip:** *When a superior's plan has a flaw, raise it privately with a proposed fix - not publicly and not silently.*
- Example:** The flight lead's routing has bad weather. RSGT him with data and an alternate - not 'that plan is stupid'.
-

134 Consistency & Self-Awareness

- Key facts:** The SDI and SJ both reward people who are consistent, self-aware, and team-oriented. The best answer is usually the moderate, measured one.
- AFOQT tip:** *Avoid extreme choices: 'do whatever the commander says without question' is as wrong as 'ignore the commander' - think critically and respectfully.*
- Example:** A choice that says 'quietly follow the order even if it risks the mission' loses to 'raise the concern with supporting facts'.
-

Part 8: Self-Description Inventory

240 questions / 45 minutes. Personality and attitude inventory (NOT scored).

135 SDI Purpose

Key facts: The Self-Description Inventory (240 items, 45 minutes) is a personality inventory, not an aptitude test. Your answers describe your work style, motivation, and attitudes for officer screening.

AFOQT tip: Do not try to 'ace' it - answer honestly. The scoring flags inconsistency and exaggeration more than any single trait.

Example: If you genuinely prefer working alone, answer that way - a 'team player' facade that contradicts the rest is worse.

136 Pacing the SDI

Key facts: 240 items in 45 minutes = about 11 seconds per item. This is doable, but you cannot deliberate - go with your first honest reaction.

AFOQT tip: Set a rhythm: read, answer honestly, move. The SDI is the easiest subtest to overthink into a bad (inconsistent) result.

Example: At 11 seconds each, second-guessing one item for a minute costs you five honest answers.

137 Consistency Matters

Key facts: The SDI repeats similar questions in different wording to catch contradictions. Answering the same trait differently harms your profile.

AFOQT tip: Hold a stable self-model: if you are 'calm under pressure', keep it calm in every phrasing.

Example: Item 40: 'I stay calm in emergencies.' Item 120: 'I am composed in a crisis.' Both should be the same rating.

138 It Is Not Scored into Composites

Key facts: SDI answers do not feed the Pilot/CSO/ABM/Academic Aptitude percentiles. They are used separately for officer screening and can be reviewed by boards.

AFOQT tip: Do not sacrifice speed or honesty thinking you are raising a composite - you are not; this section feeds a different screen.

Example: A strong Pilot composite with a red-flag SDI profile can still sink an application - take the section seriously.

139 Answer Like a Healthy Leader

Key facts: The dimension that screens best is the honest, stable, mission-oriented profile: responsible, resilient, cooperative, and self-aware - not the 'perfect 5 on everything' profile.

AFOQT tip: Extreme answers ('always', 'never', 5 on everything) read as socially desirable rather than truthful - and inconsistency checks catch it.

Example: Rating yourself a 5 on 'always punctual' while rating 2 on 'I dislike schedules' is a contradiction the SDI flags.

Part 9: Physical Science

20 questions / 10 minutes. Physics and chemistry basics with aviation tie-ins.

140 Force & Motion

- Key facts:** Force = mass x acceleration ($F = ma$). Gravity accelerates all falling objects at 9.8 m/s^2 (32 ft/s^2) near Earth's surface.
- AFOQT tip:** Larger mass needs more force for the same acceleration - a loaded aircraft needs more thrust than an empty one.
- Example:** A 2,000 kg aircraft accelerating at 3 m/s^2 needs $F = 2,000 \times 3 = 6,000 \text{ N}$ of thrust.

141 Newton's Three Laws

- Key facts:** 1) Objects stay at rest or in motion unless acted on by a force (inertia). 2) $F = ma$. 3) Every action has an equal and opposite reaction.
- AFOQT tip:** The third law is why jet engines work: exhaust pushed backward propels the aircraft forward.
- Example:** A helicopter rotor pushes air down; air pushes the helicopter up - equal and opposite.

142 Velocity vs Acceleration

- Key facts:** Velocity is speed with direction. Acceleration is the rate of change of velocity - a change in speed OR direction.
- AFOQT tip:** Turning at constant speed is still acceleration because direction changes - that is why pilots feel G-forces in turns.
- Example:** An aircraft flying a circle at 200 knots is accelerating toward the center of the turn.

143 Momentum

- Key facts:** Momentum = mass x velocity ($p = mv$). It is conserved in collisions unless external forces act.
- AFOQT tip:** A heavier, faster aircraft has more momentum and needs more runway to stop.
- Example:** A 20,000 kg aircraft at 80 m/s has $p = 1,600,000 \text{ kg m/s}$.

144 Work & Energy

- Key facts:** Work = force x distance (in the direction of the force). Kinetic energy = $\frac{1}{2} mv^2$. Potential energy (gravitational) = mgh .
- AFOQT tip:** Doubling speed quadruples kinetic energy - why stopping distance grows fast with speed.
- Example:** Lifting a 100 N load 2 m does 200 J of work.

145 Power

- Key facts:** Power = work / time (or energy / time), measured in watts (J/s). More power = same work in less time.
- AFOQT tip:** The engine power forms: thrust x speed or torque x RPM - both are rates of doing work.
- Example:** An engine doing 400,000 J of work in 2 seconds produces 200,000 W (200 kW).

146 Pressure

- Key facts:** Pressure = force / area ($P = F/A$). Same force on a smaller area gives higher pressure.
- AFOQT tip:** Sharp edges concentrate force into tiny areas - higher pressure cuts better.
- Example:** 100 N on $2 \text{ m}^2 = 50 \text{ Pa}$; on $0.5 \text{ m}^2 = 200 \text{ Pa}$.

147 Bernoulli's Principle

- Key facts:** Faster-moving fluid exerts lower pressure. Air moving faster over a curved wing top has lower pressure than the slower air below - creating lift.
- AFOQT tip:** Bernoulli + Newton's third law both explain lift: low pressure above pulls, deflected air below pushes.
- Example:** On takeoff, air flows faster over the wing's top surface than underneath - the pressure difference lifts the wing.

148 Atmospheric Pressure

- Key facts:** Atmospheric pressure at sea level is about 101 kPa (14.7 psi) and decreases with altitude. Pressure is lower where air is thinner.
- AFOQT tip:** *At altitude, cabin pressurization is needed because outside pressure drops while the body needs partial pressure of oxygen.*
- Example:** Climbing to 18,000 ft, the outside pressure falls roughly by half - that is why airliners pressurize.
-

149 Density & Buoyancy

- Key facts:** Density = mass / volume. An object floats if its density is lower than the fluid's - displaced fluid weight (Archimedes) pushes up.
- AFOQT tip:** *Hull shape and air pockets lower average density so ships and aircraft float/fly.*
- Example:** A steel ship floats because its hollow hull averages less dense than water.
-

150 Temperature Scales

- Key facts:** Fahrenheit, Celsius, and Kelvin: $C = (F - 32) \times 5/9$; $K = C + 273.15$. Water boils at 100 C / 212 F; freezes at 0 C / 32 F.
- AFOQT tip:** *Aviation uses Celsius and Kelvin for engines; US pilots often see Fahrenheit for weather. Convert carefully.*
- Example:** 68 F = 20 C; 0 C = 273.15 K.
-

151 States of Matter & Phase Changes

- Key facts:** Solid, liquid, gas, plasma. Melting, freezing, boiling/evaporation, condensation, sublimation. Phase changes involve energy exchange.
- AFOQT tip:** *Fuel must vaporize to burn - liquid fuel is atomized and heated so it evaporates and mixes with air.*
- Example:** Water vapor condensing on a cold wing forms frost - a takeoff hazard.
-

152 Electromagnetism Basics

- Key facts:** Electricity and magnetism are linked: moving charges create magnetic fields; changing magnetic fields induce current (Faraday).
- AFOQT tip:** *Generators spin conductors in magnetic fields (induction); motors do the reverse.*
- Example:** A generator turns mechanical rotation into electricity - the aircraft's alternator.
-

153 Ohm's Law

- Key facts:** $V = I \times R$. Voltage = current x resistance. Series circuits: resistances add, current is the same. Parallel: voltage is the same, currents add.
- AFOQT tip:** *At fixed voltage, more resistance = less current - that is how a resistor dims a light.*
- Example:** 12 V across 4 ohms = 3 A.
-

154 Waves: Sound & Light

- Key facts:** Sound is a mechanical wave needing a medium; light is an electromagnetic wave that travels in a vacuum. Speed: sound ~343 m/s in air; light $\sim 3 \times 10^8$ m/s.
- AFOQT tip:** *Thunder after lightning = light arrives first; count seconds / 5 for miles.*
- Example:** You see the lightning flash instantly, but hear thunder 3 seconds later - it is about 1 km away.
-

155 Chemical Elements & Compounds

- Key facts:** Elements are pure substances (one atom type); compounds are chemically bonded combinations (H₂O, CO₂). Atomic number = proton count.
- AFOQT tip:** *Fuel + oxygen -> combustion (CO₂ + H₂O + energy). Oxy-hydrogen and aviation fuel chemistry follow this pattern.*
- Example:** Jet fuel (a hydrocarbon) burns with oxygen to produce CO₂, water vapor, and heat.
-

156 Oxidation & Combustion

- Key facts:** Oxidation is the loss of electrons; combustion is rapid oxidation releasing heat and light. Fuel + oxidizer + ignition = fire.
- AFOQT tip:** *The fire triangle (fuel, oxygen, heat) explains why fire suppression removes oxygen or cools.*
- Example:** An engine fire is extinguished by cutting fuel flow, smothering oxygen, or both.
-

157 Acids, Bases & pH

Key facts: Acids release H^+ ($pH < 7$); bases release OH^- ($pH > 7$). pH is logarithmic - each step is 10x the H^+ concentration.

AFOQT tip: *Battery acid is strongly acidic ($pH \sim 1$); blood is near neutral (7.4).*

Example: Jet fuel is a neutral hydrocarbon; battery electrolyte is sulfuric acid.

158 Simple Machines

Key facts: Lever (fulcrum), pulley, wheel-and-axle, inclined plane, wedge, screw. Mechanical advantage trades force for distance.

AFOQT tip: *Hydraulic systems in aircraft use pressure + area to multiply force - the same idea as a lever.*

Example: The flap actuator is a small hydraulic piston multiplied to move a large flap surface.

159 Heat Transfer

Key facts: Conduction (contact), convection (fluid movement), radiation (electromagnetic). All three move thermal energy.

AFOQT tip: *Engine heat radiates; coolant conducts; airflow convects. Aviation uses all three for cooling.*

Example: The cowl directs air over the engine (convection); the exhaust manifold glows (radiation).

Part 10: Table Reading

40 questions / 7 minutes. Speed and accuracy reading rows and columns of data.

160 Table Reading Format

- Key facts:** Table Reading gives a grid of numbers (columns and rows) and asks you to find the value at a given intersection. 40 questions / 7 minutes.
- AFOQT tip:** *This is a pure speed-accuracy test. Do the lookup twice in your head and mark - do not recalculate.*
- Example:** Question: 'What is the value in row 3, column B?' Find the cell and read it directly.

161 Scan Pattern Strategy

- Key facts:** Develop ONE systematic scan (row then column, or column then row) and use it every time. Consistency prevents direction errors.
- AFOQT tip:** *Read the row label first, then the column - or the reverse - but always the same order.*
- Example:** If you always read row-then-column, you never swap the day's first two lookups.

162 Pacing = 10.5 Seconds

- Key facts:** 40 questions in 7 minutes = ~10.5 seconds per item including reading the question. There is ZERO time to re-read the whole table.
- AFOQT tip:** *At 10.5 sec per item, a single 30-second stall costs you three questions. Guess and move.*
- Example:** Miss two items to stay on pace beats finishing 5 questions after the buzzer.

163 Eliminate Impossible Cells

- Key facts:** Some questions ask you to compare values (largest, smallest, difference). Eliminate cells far from the target before reading closely.
- AFOQT tip:** *When asked for the maximum in a column, scan for the tallest number, confirm, bubble.*
- Example:** Looking for the minimum fuel value across 4 rows - spot the smallest number, verify once, move.

164 Distractor Layout

- Key facts:** Tables often place the right answer near look-alike numbers or at the edge. Verify the column/row labels match exactly.
- AFOQT tip:** *A table with rows '1-31' and columns 'A-F' puts the trap in visual similarity - 'column B' vs 'column D'.*
- Example:** Question asks row 12 column C; the answer directly below row 12 in column C is a distractor.

165 Answer Every Item

- Key facts:** There is no penalty for guessing on Table Reading. Every bubble gives you a chance; every blank is a miss.
- AFOQT tip:** *If you lose pace, start bubbling the current row's likely column patterns - a guess can still hit.*
- Example:** With 30 seconds left and 4 unanswered, bubble four educated answers instead of leaving blanks.

166 Mental Math Light

- Key facts:** Some items require adding or subtracting two cells. Do it once, cleanly, and avoid re-adding.
- AFOQT tip:** *For 'difference between row 4 and row 9', subtract once - rechecking costs 10 seconds.*
- Example:** Cell A = 42, cell B = 37, difference = 5. Choose 5, move on.

167 Practice With a Timer

- Key facts:** The only way to build the 10.5-second rhythm is timed drills: 40-cell lookups in 7 minutes, every day before the test.
- AFOQT tip:** *Use a phone timer at 10.5 sec/item and force yourself to bubble before the beep - cleanliness over perfection.*
- Example:** A week of daily 7-minute drills cuts your average lookup time by 2-3 seconds.

168

Read the Question Completely

- Key facts:

AFOQT table items often have a final modifier - 'excluding the last row', 'round to the nearest 10', 'in hundreds'. Miss it and you miss the answer.
- AFOQT tip:

Underline nothing on the test; instead, train yourself to read the FULL sentence before scanning.
- Example:

'What is the total of rows 5 and 6, rounded to the nearest hundred?' - the rounding matters.

169

Keep the Grid in Memory

- Key facts:

The table stays on screen; you do not need to memorize it. Use the pointer (mouse) or scratch grid to track row/col without losing your place.
- AFOQT tip:

Rest your finger or cursor on the target row before checking the column - one marker, no drift.
- Example:

Deriving row 12 while your eye drifts to row 13 is the most common Table Reading miss.

Part 11: Instrument Comprehension

25 questions / 5 minutes. Aircraft attitude from flight instruments - read the gauges fast.

170 Instrument Comprehension Format

Key facts:	You see an attitude indicator-style picture (aircraft symbol + horizon line) and choose which of several small aircraft silhouettes matches the nose attitude shown (climb, dive, bank).
AFOQT tip:	The scored concept is the <i>RELATIONSHIP</i> between the horizon and the aircraft symbol: nose above horizon = climb; below = dive; bank direction = wing tilt.
Example:	Attitude indicator shows the nose high and left wing down - match the silhouette that banks left while climbing.

171 Horizon Line Rules

Key facts:	On the attitude indicator, the artificial horizon line is fixed to the real horizon; the aircraft symbol moves relative to it.
AFOQT tip:	Nose symbol <i>ABOVE</i> the horizon line = climbing. Nose <i>BELOW</i> = diving. Level = symbol on the horizon.
Example:	A symbol sitting exactly on the horizon with wings level = straight-and-level flight.

172 Bank Direction

Key facts:	Bank is shown by the aircraft symbol's wings tilting relative to the horizon line; in the AFOQT drawings the wing low side indicates the turn direction.
AFOQT tip:	Left wing down = banking left. Right wing down = banking right. The silhouette must show the same wing-drop.
Example:	An indicator with the left wing low matches a silhouette turning left.

173 Pitch + Bank Combined

Key facts:	Most items combine climb/dive with left/right bank. Disassemble: first read pitch (nose vs horizon), then read bank (wing tilt), then match.
AFOQT tip:	Check pitch first - a silhouette with correct bank but wrong pitch is a designed trap.
Example:	Nose above horizon + left wing down = climbing left turn. Match all three cues.

174 Turntrack & Needle Cues

Key facts:	Older-format items also present a top-down flight-path picture (the 'turntrack' view of an aircraft circling) with a needle direction; you match the aircraft attitude view.
AFOQT tip:	When a top-down circle is shown, the position of the aircraft on the circle tells the turn direction it is currently making - bank matches the curve.
Example:	Aircraft on the bottom of a counterclockwise circle is turning... match its wing-down side to the curve direction.

175 Read the Bank Angle From the Wings

Key facts:	The wing angle in the drawing is exaggerated for readability. Match the DIRECTION (left/right) and roughly the size of the bank, not a precise degree.
AFOQT tip:	A steep bank drawing pairs with a steep wing-down silhouette, not a shallow one.
Example:	Sharp left wing-down + nose high = steep left climbing turn.

176 Eliminate Opposite Tails

Key facts:	Answer sets usually contain the mirror-image (bank right instead of left) and the opposite pitch. Eliminate those first.
AFOQT tip:	If the indicator climbs left, kill every choice that dives or banks right, then compare the survivors.
Example:	Climb-left stem: choices with dive-right, climb-right, dive-left all go; keep only climb-left silhouettes.

177 Pacing = 12 Seconds

- Key facts:** 25 items / 5 minutes = 12 seconds each. First read the indicator, then scan the silhouettes once.
- AFOQT tip:** *Do not re-read the stem three times - the relation is visible in one glance if you trained the pitch-then-bank sequence.*
- Example:** Twelve seconds is enough for pitch -> bank -> match -> bubble -> next when you stay systematic.
-

178 Practice With Real Attitude Drawings

- Key facts:** Use FAA/aviation attitude-indicator images (AI conventions) to train your eye before the test - the visual language is identical.
- AFOQT tip:** *Drill on 25-item sets at 5 minutes until you subconsciously read pitch-then-bank.*
- Example:** A week of daily 5-minute attitude drills removes the 'stare at the picture' stall.
-

179 'Straight-and-Level' Is an Answer

- Key facts:** Some silhouettes show level flight. If the indicator's nose sits on the horizon and wings are level, pick the straight-and-level silhouette - do not invent bank.
- AFOQT tip:** *Do not add a bank that is not in the drawing - match exactly what is shown.*
- Example:** Horizon cutting the symbol dead-center, wings level = level, straight ahead silhouette.
-

Part 12: Block Counting

30 questions / 5 minutes. Count blocks in a stack - visible and hidden faces.

180 Block Counting Format

- Key facts:** You see a stack of cubes (some hidden) and are asked to count blocks in specific rows/columns or the number visible from a side. 30 questions / 5 minutes.
- AFOQT tip:** *Count methodically: layer by layer from the bottom up, or row by row - pick one system and stick to it.*
- Example:** A 3-block-tall stack: count the bottom layer first (all fully visible), then middle, then top.

181 Hidden Blocks

- Key facts:** Blocks hidden behind others still exist. A row of 3 visible blocks may hide a 4th block behind the front one.
- AFOQT tip:** *Always ask 'is there a block behind or below this one that I cannot see?' - hidden cubes count.*
- Example:** In a 2x2 footprint stack, the back two blocks are hidden from the front view but still count.

182 Counting Visible Faces

- Key facts:** Some items ask how many cube faces are visible from a given direction (front, side, top). Count exposed faces only.
- AFOQT tip:** *Interior faces touching another cube are NOT visible. Count only faces with no neighbor on that side.*
- Example:** A single cube shows 3 faces from a corner view; 5 faces if you exclude the floor; all 6 are never visible at once.

183 Bottom-First Method

- Key facts:** Count the bottom layer completely, then move up. Blocks in upper layers always sit on a lower layer - so a floating block is a red flag.
- AFOQT tip:** *If the drawing floats a block in midair, your count is off - recheck the footprint.*
- Example:** A stack of 3 on the left, 2 in the middle, 1 on the right = 6 total; count from the base up.

184 Rows & Columns Method

- Key facts:** For 'how many blocks in row 2 (from bottom)' count every block whose bottom sits at that height, including hidden ones.
- AFOQT tip:** *Use the depth (how many blocks deep) of each column - a column 2 deep contributes 2 blocks at its lowest row.*
- Example:** A column with two cubes stacked contributes 1 block to the bottom row and 1 to the top row.

185 Compare to Neighbors

- Key facts:** When blocks share a level, the taller column defines how many levels exist. Count the max height, then subtract gaps.
- AFOQT tip:** *In irregular stacks, build the footprint grid and write the column height in each cell, then sum the cells.*
- Example:** Heights 3, 1, 2 across three columns = 6 blocks total.

186 Front / Side / Top Views

- Key facts:** The AFOQT sometimes asks how many blocks appear in a specific view. Top view = one block per column regardless of height; front view = blocks per row at each height.
- AFOQT tip:** *For the top view, each occupied footprint cell is one block - height does not multiply it.*
- Example:** A 3-high single column shows 1 block from the top, 3 from the front.

187 Pacing = 10 Seconds

- Key facts:** 30 questions / 5 minutes = 10 seconds each. You cannot count slowly - estimate, mark, move, and return if time allows.
- AFOQT tip:** *Do the obvious counts first (single blocks, full rows), then the tricky ones, then guess the rest.*
- Example:** At 10 seconds, one 60-second stare costs you six questions.

188 Accuracy Over Speed at the Start

- Key facts:** The first several block items are usually short stacks - take the 10 seconds to count them exactly; the accuracy carries over.
- AFOQT tip:** *Miss two easy ones at the start and you bargain away the section. Nail the first ten, then speed up.*
- Example:** A 4-block rectangle is a gift - count it twice and bubble confidently.
-

189 Visualization Drill

- Key facts:** Practice with digital block-counting sets (or build small physical stacks) to train your eye for hidden cubes.
- AFOQT tip:** *Ten minutes of daily block-stack drilling rewires your spatial working memory faster than any reading.*
- Example:** A daily 30-stack drill makes hidden-cube counting automatic by test week.
-

Part 13: Aviation Information

20 questions / 8 minutes. Aircraft, flight, and aeronautics fundamentals.

190 Aircraft Basics

- Key facts:** Aircraft have fixed wings that generate lift and a fuselage that carries crew, payload, and systems; engines provide thrust; control surfaces steer.
- AFOQT tip:** Aviation Information rewards vocabulary: wing, fuselage, empennage (tail), powerplant, landing gear.
- Example:** The empennage is the tail assembly - rudder, elevators, and (often) the horizontal stabilizer.

191 The Four Forces

- Key facts:** Lift (up), weight (down), thrust (forward), drag (backward). Level, steady flight: lift = weight and thrust = drag.
- AFOQT tip:** In a climb you add thrust/power and lift momentarily exceeds weight; in descent, drag/thrust trade changes.
- Example:** Straight-and-level cruise: the four forces are balanced - no acceleration.

192 Bernoulli & Airfoil Lift

- Key facts:** Airfoils (wing shapes) speed airflow over the top surface, lowering pressure above the wing; higher pressure below pushes up (Bernoulli), reinforced by air deflected downward (Newton's third law).
- AFOQT tip:** Lift increases with airspeed and angle of attack (up to the critical angle - then stall).
- Example:** Flaps increase the wing's camber and lift at low speeds - why they deploy for takeoff/landing.

193 Angle of Attack & Stall

- Key facts:** Angle of attack (AOA) is the angle between the wing chord and the oncoming air. Past the critical AOA (~15-20 deg), airflow separates and lift collapses - the stall.
- AFOQT tip:** A stall is about AOA, not airspeed: you can stall at any speed if you pull the wing past the critical angle.
- Example:** A tight, slow final turn can stall the inside wing - the classic base-to-final stall-spin scenario.

194 Primary Flight Controls

- Key facts:** Ailerons (roll), elevator/stabilator (pitch), rudder (yaw). Ailerons work opposite: left aileron up + right down = roll left.
- AFOQT tip:** Remember the pairing: ailerons = roll, elevator = pitch, rudder = yaw (turn).
- Example:** Pressing left rudder yaws the nose left; right aileron raises the right wing... ailerons roll, not turn.

195 Trim & Flaps

- Key facts:** Trim tabs adjust control forces so you can fly hands-off at a chosen attitude; flaps increase lift and drag to lower stall speed.
- AFOQT tip:** On approach, full flaps lower stall speed and steepen the descent path - useful on short runways.
- Example:** Extending flaps allows a slower, steeper approach without stalling.

196 Aircraft Categories

- Key facts:** Single/multi-engine, piston vs jet vs turboprop, fixed vs rotary wing, and by mission (fighter, transport, trainer, bomber, surveillance).
- AFOQT tip:** Know the tier: C-130 (transport), F-16 (fighter), B-52 (bomber), T-6 (trainer), KC-135 (tanker), MQ-9 (drone).
- Example:** The C-17 is a transport (cargo); the F-22 is a fighter (air superiority).

197 Aircraft Instruments - The Six Pack

- Key facts:** Airspeed, attitude indicator, altimeter, vertical speed indicator (VSI), heading indicator, turn coordinator. They work off pitot-static and gyroscopic systems.
- AFOQT tip:** Attitude + airspeed + altimeter are the primary cross-check in VFR and IFR; VSI shows climb rate.
- Example:** Airspeed indicator uses pitot-static pressure; the attitude indicator uses gyroscopes.

198 Jet Engine Basics

Key facts:	A gas turbine: intake -> compressor -> combustor -> turbine -> exhaust. Thrust comes from accelerating air/exhaust backward (Newton's third law).
AFOQT tip:	<i>The turbine drives the compressor; the combustor adds fuel energy; bypass air adds thrust and cools.</i>
Example:	In a turbofan, most thrust comes from the big fan's bypass air - that is why airliners use them.

199 Propeller & Torque

Key facts:	A propeller is a rotating airfoil producing thrust; it also creates torque (aircraft tends to roll opposite the prop rotation) and P-factor at high AOA.
AFOQT tip:	<i>Pilots counter torque with rudder - especially at low speed/high power (takeoff roll).</i>
Example:	On takeoff, a clockwise propeller makes the nose yaw left - right rudder compensates.

200 Takeoff & Landing

Key facts:	Takeoff: accelerate to rotation speed (V_r), rotate, climb at V_2 safe climb speed. Landing: establish approach, flare to slow descent, touch down on main gear.
AFOQT tip:	<i>Know the V-speeds: V_r (rotate), V_2 (safety speed), V_s (stall), V_a (maneuvering).</i>
Example:	The pilot holds the nose off during flare so the mains touch first at minimum sink.

201 Aerobatics & G-Forces

Key facts:	G-force = acceleration expressed in multiples of gravity. Pulling up increases G (and stall speed); pushing over reduces G.
AFOQT tip:	<i>High G + maneuvering is why the AFOQT asks about stall speed increase in turns - load factor raises stall speed.</i>
Example:	In a 60-degree banked turn, load factor is 2 G and stall speed rises ~41%.

202 Radar & Avionics Summary

Key facts:	Radar detects targets by reflecting radio waves; transponders reply with identification; GPS, ILS, and datalinks support navigation and landing.
AFOQT tip:	<i>Aviation Information often asks basic systems: transponder = identification reply; ILS = instrument landing guidance.</i>
Example:	Air traffic control sees your transponder code when you squawk it - identification, not position by itself.

203 Airspace & Flight Rules Basics

Key facts:	Controlled airspace (classes A-E) has ATC services; class G is uncontrolled. VFR = see-and-avoid; IFR = fly on instruments with ATC separation.
AFOQT tip:	<i>Know the two flight-rule acronyms: VFR (visual) and IFR (instrument) - the rest of the question usually follows.</i>
Example:	Class A airspace (18,000 ft+) requires IFR and ATC clearance; VFR flights cannot operate there.

204 Military Aircraft Roles

Key facts:	Fighters (air-to-air/superiority, e.g., F-16, F-22), bombers (B-52, B-2), transports (C-17, C-130), tankers (KC-135, KC-46), trainers (T-6, T-38), ISR (MQ-9, E-3 AWACS).
AFOQT tip:	<i>Match role to example: tanker = aerial refueling; AWACS = command/control radar.</i>
Example:	An E-3 Sentry (AWACS) provides airborne early warning and battle management.

205 Aircraft Systems Hazards

Key facts:	Icing, engine failure, bird strikes, and wind shear are hazards. Icing adds weight and disrupts airflow; wind shear changes airspeed/altitude rapidly.
AFOQT tip:	<i>The AFOQT may ask about icing severity: rime (rough, less severe), clear (smooth, heavy), mixed.</i>
Example:	Clear ice forms when supercooled droplets freeze slowly - it is heavy and sticks hard to wings.

206

Pilot Communication Basics

- Key facts: Pilots talk to ATC on aviation frequencies; standard phraseology ('Roger', 'Wilco', 'Cleared for takeoff') keeps it unambiguous.
- AFOQT tip: Match the phrase meaning: 'roger' = message received; 'wilco' = will comply; 'stand by' = wait.
- Example: A clearance 'taxi to runway 27' means proceed to the runway - not cleared for takeoff yet.

207

Weather Theory Ties

- Key facts: Air masses, fronts, thunderstorms, and wind shear affect flight. Thunderstorms = heavy rain, turbulence, icing, lightning; wind shear hazards near storms.
- AFOQT tip: Two weather rules to memorize: thunderstorms mean avoid (turbulence/icing/shear), and low ceilings/visibility drive IFR diversions.
- Example: A squall line ahead forces a deviation or diversion - the safe choice is to go around, not through.

Part 14: Math & Formula Reference

Every formula you need for Arithmetic Reasoning and Math Knowledge in one place.

208 Slope of a Line

Key facts: Slope $m = (y_2 - y_1) / (x_2 - x_1)$. A line through (1, 3) and (5, 11) has slope $(11 - 3)/(5 - 1) = 8/4 = 2$.

AFOQT tip: For MK, keep the formula straight - it appears both as a formula and as a concept.

Example: The slope of the line through (0, 2) and (4, 10) is $(10 - 2)/(4 - 0) = 2$.

209 Quadratic Formula

Key facts: For $ax^2 + bx + c = 0$: $x = (-b \pm \sqrt{b^2 - 4ac}) / 2a$. The discriminant $b^2 - 4ac$ tells the number of real roots.

AFOQT tip: If $b^2 - 4ac > 0$ there are two roots; $= 0$ one root; < 0 none (real).

Example: $x^2 - 5x + 6 = 0 \rightarrow x = (5 \pm 1)/2 \rightarrow x = 3$ or 2 .

210 Distance Formula

Key facts: Distance between (x_1, y_1) and $(x_2, y_2) = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$.

AFOQT tip: It is the Pythagorean theorem in coordinates - a direct MK favorite.

Example: Distance from (1, 1) to (4, 5) = $\sqrt{9 + 16} = 5$.

211 Midpoint Formula

Key facts: Midpoint = $((x_1 + x_2)/2, (y_1 + y_2)/2)$.

AFOQT tip: Average the x's and y's separately - never the whole points.

Example: Midpoint of (2, 4) and (6, 10) = (4, 7).

212 Pythagorean Theorem

Key facts: $a^2 + b^2 = c^2$ in a right triangle; c is the hypotenuse.

AFOQT tip: 3-4-5 and 5-12-13 are the classic AFOQT right-triangle triples.

Example: Legs 6 and 8 $\rightarrow$ hypotenuse 10 (a 6-8-10 triple).

213 Triangle Area & Angles

Key facts: Area = $1/2 \times \text{base} \times \text{height}$. Angles sum to 180 degrees. Equilateral = all 60 deg; isosceles = two equal; right = one 90 deg.

AFOQT tip: Base x height must use the PERPENDICULAR height, not the slanted side.

Example: Right triangle legs 5 and 12: area = $1/2 \times 5 \times 12 = 30$.

214 Circle Formulas

Key facts: Circumference = $2\pi r$ (or πd). Area = πr^2 . A full turn = 360 degrees; arc length = $(\text{angle}/360) \times \text{circumference}$.

AFOQT tip: Keep π as a symbol until the end unless the answer needs a decimal - it simplifies comparisons.

Example: A circle of radius 6 has area 36π and circumference 12π .

215 Rectangle & Square

Key facts: Rectangle area = $l \times w$; perimeter = $2(l + w)$. Square area = side^2 ; perimeter = $4s$. Diagonal = $\sqrt{l^2 + w^2}$.

AFOQT tip: Perimeter vs area is the classic trap: perimeter = the fence, area = the carpet.

Example: A 3 x 4 rectangle has area 12 and perimeter 14.

216 Volume of Prisms & Cylinders

- Key facts:** Boxes: $l \times w \times h$. Cylinders: $\pi r^2 \times h$. In each case it is the area of the base times the height.
- AFOQT tip:** For a cylinder, make sure you use radius (r), not diameter, in r^2 .
- Example:** A tank with $r = 2$ ft and $h = 10$ ft holds $\pi \times 4 \times 10 = 40\pi$ cubic feet.

217 Linear Equations

- Key facts:** Slope-intercept form $y = mx + b$; point-slope $y - y_1 = m(x - x_1)$. To graph, find y-intercept and use the slope.
- AFOQT tip:** Convert to $y = mx + b$ to read slope and intercept directly.
- Example:** $y = 3x + 2$ has slope 3 and y-intercept 2.

218 Systems of Equations

- Key facts:** Two equations, two unknowns. Solve by substitution (isolate one variable) or elimination (add/subtract to cancel one).
- AFOQT tip:** Elimination wins when coefficients line up; substitution when one variable is already alone.
- Example:** $x + y = 10$ and $x - y = 4 \rightarrow$ add: $2x = 14 \rightarrow x = 7, y = 3$.

219 Inequalities

- Key facts:** Solve like equations, but flip the sign when multiplying or dividing by a negative. Graph with open () for $<$ or $>$, closed [] for $\leq$ or $\geq$.
- AFOQT tip:** Flip the inequality when you multiply or divide by a negative - the #1 MK miss.
- Example:** $-2x > 6 \rightarrow x < -3$ (flip).

220 Exponent Rules

- Key facts:** Product: $x^a x^b = x^{(a+b)}$. Quotient: $x^a / x^b = x^{(a-b)}$. Power: $(x^a)^b = x^{(ab)}$. Zero: $x^0 = 1$. Negative: $x^{-a} = 1/x^a$.
- AFOQT tip:** These four rules answer 70% of MK exponent items. Drill them until automatic.
- Example:** $2^3 \times 2^5 = 2^8$; $(2^3)^4 = 2^{12}$.

221 Scientific Notation

- Key facts:** A number written as $a \times 10^n$ where $1 \leq a < 10$. To multiply: multiply coefficients, add exponents.
- AFOQT tip:** Move the decimal to make the coefficient between 1 and 10; the exponent tracks the direction (right = negative).
- Example:** $0.00045 = 4.5 \times 10^{-4}$; 6.02×10^{23} is Avogadro's number.

222 Prime Numbers & Factors

- Key facts:** A prime has exactly two factors: 1 and itself. First primes: 2, 3, 5, 7, 11, 13, 17, 19, 23. 1 is NOT prime.
- AFOQT tip:** 2 is the only even prime - every other even number is composite.
- Example:** The prime factors of 84 are 2, 2, 3, 7.

223 Order of Operations

- Key facts:** Parentheses $\rightarrow$ Exponents $\rightarrow$ Multiplication/Division (left to right) $\rightarrow$ Addition/Subtraction (left to right).
- AFOQT tip:** Multiplication and division are equal priority and run left to right. Do not force M before D.
- Example:** $3 + 6 \times 9 / 3 - 7 = 3 + 18 - 7 = 14$.

224 Mean, Median, Mode & Range

- Key facts:** Mean = average. Median = middle of sorted values (avg of two middles for even counts). Mode = most frequent. Range = max - min.
- AFOQT tip:** Sort before the median; the mode needs no math.
- Example:** 7, 9, 9, 10, 15: mean 10, median 9, mode 9, range 8.

225 Probability

Key facts: $P(\text{event}) = \text{favorable} / \text{total}$. Independent events multiply: $P(A \text{ and } B) = P(A) \times P(B)$. Mutually exclusive add: $P(A \text{ or } B) = P(A) + P(B)$.

AFOQT tip: *Decide and/or: 'and' multiplies, 'or' adds (when exclusive).*

Example: Rolling a 3 then a 4 on a die: $1/6 \times 1/6 = 1/36$.

226 Combinatorics (Counting)

Key facts: Permutations (order matters): $nPr = n! / (n - r)!$. Combinations (order doesn't): $nCr = n! / (r!(n - r)!)$.

AFOQT tip: *Ask 'does order matter?' - a team is a combination, a batting order is a permutation.*

Example: Choosing 3 of 5 people (no order): $5C3 = 10$.

227 Percent & Decimal Conversions

Key facts: Percent = decimal $\times 100$. Convert: $0.25 = 25\%$, $1.5 = 150\%$, $0.005 = 0.5\%$. Percent of = multiply.

AFOQT tip: *Quick conversions: $1/8 = 12.5\%$, $1/3 = 33.3\%$, $2/3 = 66.7\%$.*

Example: $12.5\% \text{ of } 80 = 0.125 \times 80 = 10$.

Part 15: Final Review

48-Hour rapid review - the highest-yield concepts on the exam.

228 AFOQT Format (Form T)

Key facts: 516 questions, 12 subtests, ~5 hours. Order: VA(25/8), AR(25/29), WK(25/5), MK(25/22), RC(25/24), SJ(16/35), SDI(240/45, NOT graded), PS(20/10), TR(40/7), IC(25/5), BC(30/5), AI(20/8).

AFOQT tip: Know the two speed traps: WK 12 sec/item and TR 10.5 sec/item. Practice both with a hard timer.

Example: On test day, the proctor's announcement repeats the order - but you should know it cold.

229 No Guessing Penalty

Key facts: There is NO penalty for guessing - answer every question in every scored subtest.

AFOQT tip: A blank is a guaranteed miss. Bubble something on every item.

Example: Skipping the last 3 Table Reading items you cannot do is -3 for sure; guessing them might catch one.

230 Composites (Percentiles 1-99)

Key facts: Pilot = MK+TR+IC+AI; CSO = VA+AR+MK+PS+TR+BC; ABM = VA+WK+RC+TR+IC+AI; Academic Aptitude = VA+AR+WK+MK+RC; Verbal = VA+WK+RC; Quantitative = AR+MK.

AFOQT tip: Target the four subtests of YOUR composite: pilot-track = MK/TR/IC/AI first, then AA minimums.

Example: To raise CSO, push VA, AR, MK, PS, TR, BC - the spatial + math blocks.

231 Retake Rules (Current)

Key facts: Up to 3 administrations are permitted; the third requires a waiver (Wing/CC or AFRS/RSO). Retest wait: at least 90 days between attempts (earlier retest needs an exception to policy). Best composites are superscored across attempts.

AFOQT tip: Maximize the first attempt - a waiver for the third is not guaranteed.

Example: A candidate who needs 5 more points on Pilot should prepare seriously, then retake after the wait.

232 Eligibility Groundlines

Key facts: Open to OTS applicants, AFROTC cadets, USAFA candidates, and enlisted commissioning candidates. Free to take, arranged through the recruiter/detachment.

AFOQT tip: Ask your recruiter/detachment which commissioning path and minimums apply to you before you schedule.

Example: An OTS applicant and an AFROTC cadet may face different composite floors for the same job.

233 Percent Change

Key facts: Percent change = (new - original) / original x 100%. Sequential changes do NOT add.

AFOQT tip: Compute step by step against the new base: \$100 up 10% then down 10% = \$99.

Example: A 20% discount off \$50 = \$40; adding 10% tax to \$40 = \$44.

234 Average & Sum

Key facts: Average = sum / count. Sum = average x count.

AFOQT tip: Use the sum trick when a question adds or removes one value.

Example: Average of 4 numbers is 60 -> sum = 240. Remove a 40 -> new average (240 - 40)/3 = 66.7.

235 Distance, Rate & Time

Key facts: $D = R \times T$. Average speed = total distance / total time.

AFOQT tip: Round trips: 120 miles / 3 hours = 40 mph, not the average of 30 and 60.

Example: A 2-hour leg at 250 knots covers 500 nautical miles.

236 Work Rates

Key facts: Rate = $1/N$ per hour; combined = $1/N + 1/M$; time = $1 / \text{combined}$.

AFOQT tip: Add rates, then invert.

Example: One crew 3 hours, another 6: $1/3 + 1/6 = 1/2 \rightarrow 2$ hours.

237 $V = I \times R$ (Ohm's Law)

Key facts: Voltage = current x resistance.

AFOQT tip: At fixed voltage, double resistance halves current.

Example: 12 V / 4 ohms = 3 A.

238 Bernoulli & Lift

Key facts: Faster air over the wing top = lower pressure above = lift (with Newton's third law).

AFOQT tip: Lift rises with speed and AOA up to the critical angle (stall).

Example: Flaps add camber $\rightarrow$ more lift at lower speed.

239 Angle of Attack & Stall

Key facts: AOA = angle between chord and relative wind. Past critical AOA, airflow separates $\rightarrow$ stall.

AFOQT tip: Stall is about AOA, not airspeed.

Example: Pulling too hard in a steep turn stalls - even at high speed.

240 Newton's Third Law

Key facts: Every action has an equal and opposite reaction - how jets and props produce thrust.

AFOQT tip: Exhaust backward = aircraft forward.

Example: A helicopter pushes air down; air pushes the helicopter up.

241 The Six Pack Instruments

Key facts: Airspeed, attitude, altimeter, VSI, heading, turn coordinator.

AFOQT tip: Pitot-static: airspeed/altimeter/VSI. Gyroscopic: attitude/heading/turn.

Example: The attitude indicator is the primary pitch/bank reference under IMC.

242 Aircraft Roles (Know 5)

Key facts: F-16 fighter, C-130 transport, KC-135 tanker, B-52 bomber, T-6 trainer, MQ-9 ISR, E-3 AWACS.

AFOQT tip: Air Information matches role to example - don't overthink.

Example: Tanker = refueling aircraft; AWACS = airborne radar command.

243 Leadership: Mission + People

Key facts: Best SJ actions: act, seek info, use chain of command, stay ethical, be fair, follow up.

AFOQT tip: Worst SJ actions: avoid, ignore, micromanage, act unethically, escalate without cause.

Example: Two members in conflict: counsel both privately, set expectations, follow up.

244 Table Reading Discipline

Key facts: 40 items / 7 min = 10.5 sec each. One systematic scan (row then column), answer every item.

AFOQT tip: The speed comes from NOT re-reading; verify row/col labels once.

Example: Totals/differences: compute once, bubble, move.

245

Block Counting Discipline

- Key facts:30 items / 5 min = 10 sec each. Count bottom-up, include hidden blocks, write column heights.
- AFOQT tip:*Hidden blocks behind or below still count.*
- Example:A 2x2 footprint column 3 tall = 3 blocks in that cell.

246

Test-Day Fuel & Focus

- Key facts:Eat a real meal, hydrate, arrive early with ID. Use the breaks to reset; the SDI is untimed-pressure but long.
- AFOQT tip:*Mental endurance matters: the battery is ~5 hours.*
- Example:Blow through WK fast so you have energy for TR and IC.

Part 16: Test-Day Strategy

Format, pacing, and mindset for the full 5-hour administration.

247 Know the Format Cold

- Key facts:** 516 questions, 12 subtests, ~5 hours with breaks. Order: VA, AR, WK, MK, RC, SJ, SDI (scheduled break before it), PS, TR, IC, BC, AI.
- AFOQT tip:** *Recite the order and timing the night before - the proctor's announcement should never surprise you.*
- Example:** Knew the SDI was coming? Then the mid-test break feels like a reset, not a stall.

248 Pacing the Speed Traps

- Key facts:** The speed traps are WK (25q/5min = 12 sec/item) and TR (40q/7min = 10.5 sec/item). Both punish re-reading.
- AFOQT tip:** *Practice against a hard timer so you come in already paced - do not discover the pace on test day.*
- Example:** A 60-second stall on one Table Reading item costs you six questions.

249 No Guessing Penalty

- Key facts:** There is NO penalty for guessing - answer every question in every scored subtest.
- AFOQT tip:** *A blank is a guaranteed miss. Bubble something on every item.*
- Example:** Guessing the last three Block Counting items you cannot visualize might catch one - blanks catch none.

250 Composite Strategy

- Key facts:** Target composite = Pilot (MK+TR+IC+AI); CSO (VA+AR+MK+PS+TR+BC); ABM (VA+WK+RC+TR+IC+AI); AA (VA+AR+WK+MK+RC); Verbal (VA+WK+RC); Quant (AR+MK).
- AFOQT tip:** *Allocate the most review time to the subtests inside YOUR composite, then cover the AA floor.*
- Example:** A pilot-track candidate grinds MK, TR, IC, and AI first - not Word Knowledge.

251 Retake Reality

- Key facts:** You get up to 3 administrations; the 3rd needs a waiver. Retest wait is at least 90 days between attempts. Superscoring applies.
- AFOQT tip:** *Maximize attempt 1 - do not plan a 'practice attempt'.*
- Example:** Candidates who treat attempt 1 as a warm-up often need the waiver they cannot get.

252 SDI Discipline

- Key facts:** 240 items / 45 min = ~11 sec/item. Answer honestly and consistently; it is NOT scored into composites but is reviewed by boards.
- AFOQT tip:** *Do not overthink or exaggerate. Consistent, honest profiles screen best.*
- Example:** Answering 'I stay calm in emergencies' and 'I am composed in a crisis' differently is a flagged contradiction.

253 Situational Judgment Method

- Key facts:** Read the stem's task (most vs least effective), eliminate unethical/avoidant actions first, then choose the mission+people action.
- AFOQT tip:** *When in doubt, the action that seeks information, acts, and follows the chain of command scores highest.*
- Example:** Two members in conflict: counsel both privately and set expectations - not 'let them sort it out'.

254 Math: Setup Over Speed

- Key facts:** The provided calculator handles arithmetic; your job is translation and formula recall.
- AFOQT tip:** *If a computation is slow, estimate and back-solve from the choices.*
- Example:** 32% of 480 is near $\frac{1}{3}$ of 480 = 160 - pick the choice close to 154.

255 Visual-Speed Sections Need System

- Key facts:** Table Reading and Block Counting reward SYSTEM, not speed alone: one scan order, count bottom-up, verify labels once.
- AFOQT tip:** *Run the same sequence on every item and the seconds drop off.*
- Example:** Row-then-column every time; column heights written in each cell; never re-read.
-

256 Fuel & Mind for 5 Hours

- Key facts:** Eat a real meal, hydrate, arrive early with ID. Use the breaks to reset - the battery is long and mental endurance is half the test.
- AFOQT tip:** *A 5-hour test is a marathon; the SDI break is your halftime.*
- Example:** Blow through WK fast so you have energy for TR and IC.
-

257 After the Test

- Key facts:** Your scores post in the official system; request a score review with your recruiter/detachment so you know exactly which composites to improve.
- AFOQT tip:** *Use the feedback to target the next attempt (or your waiver request).*
- Example:** Know your Pilot vs CSO vs AA numbers - each opens different doors.
-

Your Military Officer Test Prep Toolkit

AFOQT Study Guide	\$19	This book -- 180+ concepts, all 12 subtests
ASVAB Study Guide	\$29	190+ concepts, all 9 subtests
SIE Study Guide	\$19	175+ concepts, FINRA format
Real Estate License Exam Prep	\$29	210 concepts, national content
LSAT Logical Reasoning	\$19	162 concepts, LR-focused
US Citizenship Study Guide	\$19	190+ concepts, 2025-test accurate
GED Study Guide	\$19	178 concepts, 4-test format
SAT Study Guide	\$19	170+ concepts, digital format

All study guides include key facts, tips & examples

templateforge.com | (c) TemplateForge