

## **Captain H.G. “Boomer” Bombardi**

Air Line Pilots Association, International  
In-Flight Fire Project Team Leader

Captain Bombardi first became involved with the issue of Smoke/Fire/Fumes (SFF) in aircraft while flying the C-141 aircraft for the U.S. Air Force in 1984. After the loss of a C-141 crew due to smoke in the cockpit, Captain Bombardi became instrumental in rewriting C-141 SFF procedures. He also actively participated in the flight testing of the new procedures, at one point filling the entire C-141 cockpit with smoke in order to validate them. The Air Force eventually revised the SFF procedures for all of their aircraft. For his efforts, in 1986 he was awarded the Air Force Association Citation of Honor.

After leaving the Air Force in 1987, Captain Bombardi was hired by Delta Air Lines as a second officer on the B-727. His Air Force experience with SFF was quickly put to the test—while on takeoff roll, the cabin began to rapidly fill with smoke. The crew followed the SFF procedures, but the condition only became worse. Second Officer Bombardi reverted back to his Air Force experience to clear the cabin of smoke. Subsequently, he became involved in rewriting the SFF procedures for Delta’s B-727 aircraft, and eventually, for the entire Delta fleet. For his work, Captain Bombardi was awarded the Delta Air Lines Master Executive Council’s Annual Leather Helmet Flying Award.

Several years later, while flying a B-767 for Delta Air Lines, a circuit breaker shorted causing smoke in the cockpit. An emergency was declared, followed by an uneventful landing. However, Captain Bombardi noted several discrepancies with the SFF checklists that the crew used during the event—this led to his involvement with the ALPA Air Safety Committee’s In-Flight Fire Project.

In 2004, Captain Bombardi was appointed Project Team Leader for the ALPA In-Flight Fire Project. In this capacity, Captain Bombardi is responsible for developing ALPA policy related to mitigating SFF events and the corresponding flight crew and aircraft requirements needed