SAN FRANCISCO AIR DEFENSE SECTOR



MISSION

The mission of the San Francisco Air Defense Sector is to defend northern California from enemy attack by manned bombers of air-breathing missiles. It is called the San Francisco Sector because all Air Defense Sectors are named for the largest city within their boundaries. The Sector, which has its headquarters at Beale Air Force Base, actually encompasses most of northern California.

The San Francisco Sector makes use of two giant IBM computers, located in a Direction Center at Beale Air Force Base. Connected to the Direction Center by automatic telephone equipment, voice telephone, and teletype, are various units which collect information and feed it into the computers. These units include five Radar Squadrons which are equipped with radars and with their own small computers which constantly feed information into the Beale computer, plus early warning aircraft and Navy picket ships which patrol the waters off the Pacific Coast and send in information via teletype.

LINEAGE

San Francisco Air Defense Sector activated, 15 Feb 1959 Discontinued, 1 Aug 1963

STATIONS Beale AFB, CA, 15 Jul 1959-1 Aug 1963

ASSIGNMENTS 28 Air Division

COMMANDERS Brig Gen Thomas K. McGehee HONORS Service Streamers

Campaign Streamers

Armed Forces Expeditionary Streamers

Decorations

EMBLEM

ΜΟΤΤΟ

OPERATIONS

The San Francisco Air Defense Sector is one of four sectors of the 28th Air Division, commanded by Major General John D. Stevenson, who has his headquarters at Hamilton Air Force Base near San Francisco. The division is a part of the Air Defense Command, the Air Force Command which defends the United States, and of the North American Air Defense Command, the joint U. S.-Canadian, Army-Navy-Air Force Command which defends North America. The 28th Air Division includes California, Nevada, Arizona, and portions of Oregon, Idaho, Utah and New Mexico.

USAF Unit Histories Created: 27 Feb 2023 Updated:

Sources Air Force Historical Research Agency. U.S. Air Force. Maxwell AFB, AL.