

**ARMY, MARINE CORPS, NAVY, AIR FORCE**



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# **Brevity MULTI-SERVICE BREVITY CODES**

**FM 1-02.1 (FM 3-54.10)  
MCRP 3-25B  
NTTP 6-02.1  
AFFTP(I) 3-2.5**

**JUNE 2005**

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**MULTI-SERVICE TACTICS, TECHNIQUES, AND PROCEDURES**

## FOREWORD

This publication has been prepared under our direction for use by our respective commands and other commands as appropriate.



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## PREFACE

### 1. Purpose

This publication will ease coordination and improve understanding during multi-Service operations. A brevity code is "a code which provides no security but which has as its sole purpose the shortening of messages rather than the concealment of their content" (Joint Publication 1-02).

### 2. Scope

This publication standardizes air-to-air, air-to-surface, surface-to-air, and surface-to-surface brevity codes. The scope is limited to those [voice] brevity codes used in multi-Service operations and does not include words unique to single-Service operations. While not authoritative in nature, all Services agree to these brevity code meanings. The brevity codes have been forwarded for inclusion or modification of current North Atlantic Treaty Organization (NATO) joint brevity words and Allied Communications Publications of Canada-New Zealand-United Kingdom-Australia-United States agreements.

### 3. Applicability

This publication is intended for air and surface operations personnel at the tactical level.

### 4. Implementation Plan

Participating Service command offices of primary responsibility (OPRs) will review this publication, validate the information and, where appropriate, reference and incorporate it in Service manuals, regulations, and curricula as follows:

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b. This publication reflects current joint and Service doctrine, command and control organizations, facilities, personnel, responsibilities, and procedures. Changes in Service protocol, appropriately reflected in joint and Service publications, will likewise be incorporated in revisions to this document.

c. We encourage recommended changes for improving this publication. Key your comments to the specific page and paragraph and provide a rationale for each recommendation. Send comments and recommendations directly to—

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\*FM 1-02.1 (FM 3-54.10)  
MCRP 3-25B  
NTTP 6-02.1  
AFTTP(I) 3-2.5

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15 June 2005

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\* This publication supersedes FM 3-54.10, MCRP 3-25B, NTTP 6-02.1, AFTTP(I) 3-2.5, 5 June 2003.

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# CHAPTER I

## SUMMARY OF CHANGES

### 1. NEW TERMS

BIRD(S) AWAY	HUSH	PILLOW
BUGSY	INTERVENE	POINT
CANYON	IN THE DARK	POND
CEASE LOADING	INVESTIGATE	POST ATTACK
CHECK	JAMMER	PUPPIES
CLIFF	JELLO	RENEGADE
CONFIDENCE	KICK	SLOPE
CONTACT	LASER	SMACK
CRISS CROSS	LOST CONTACT	STANDBY
CURVE	MANFRED	STRENGTH
DECLUTTER	MARK	SUPER
DIRT	MATCH SPARKLE	SUPPORTING
DOG	MELD	SWEPT
EYEBALL	MINIMIZE	SWITCH
FOX 3/2 (X)-SHIP	MUD	TARGET
2nd FOX 3/2/1	MULTIPLE	TIMBER CHANNEL
GO BROADCAST	NEUTRAL	TRACKING
GO TACTICAL	PAN	VERY LOW
HOMING	PEEPSHOW	VERY SLOW
HOOTER	PHANTOM	ZOOM

## 2. DELETED TERMS

ASLEEP	GOGGLE/DEGOGGLE	OILFIELD
AWAKE	GOGGLES ON/OFF	(system) OKAY
BEARING	GRIDIRON	PINNACLE
BREVITY	GUNS	POGO
BROADCAST	HEADBUTT	RENO
CHANNEL	HUFFDUFF	SCHLEM
CLOWN	KILL	SEARCHER
COMPOSITION	KOBOLD	SNOOPER
DANCE	LOW	TACTICAL
FAST	MEDIUM	TROUT
GLOWWORM	MIKEDUFF	WEEDS

## 3. CHANGES TO TERM MEANINGS

ARM	LEAN	SLOW
BIRDS AFFIRM	MARK	SPARKLE
BITTERSWEET	MUD	SPOT
BURN	POINT	STAKE
CLEARED TO ENGAGE	PUSHING	STOP
DECLARE	RETROGRADE	ZIPLIP
ENGAGED	SCRAM	

## CHAPTER II MULTI-SERVICE BREVITY CODES

<i>KEY TO CHAPTER II</i>	
*	Meaning may differ with NATO brevity word.
**	Not a NATO brevity word.
[N]	NATO brevity word not used by US forces but may be encountered in combined operations.
<u>[term]</u>	An underlined term indicates a new brevity code, an additional meaning, or a deleted meaning to an existing term.
[A/A]	Brevity code meaning applies to air-to-air (A/A) operations.
[A/S]	Brevity code meaning applies to air-to-surface (A/S) operations.
[S/A]	Brevity code meaning applies to surface-to-air (S/A) operations.
[S/S]	Brevity code meaning applies to surface-to-surface (S/S) operations.
[EW]	Brevity code meaning applies to electronic warfare (EW) operations.
[AIR-MAR]	Brevity code meaning applies to maritime air (AIR-MAR) operations.

**Table II: Key to Chapter II**

**Note:** All brevity codes pertain to general air operations unless indicated otherwise. NATO meanings are derived from Allied Procedural Publication (APP)-7(B), *Joint Brevity Words Publication*, Edition 2004, Change 1, in addition to both the Maritime and Air Operations Working Groups held Jan and Apr 2005 respectively.

<b>ABORT</b>	Cease action/attack/event/mission.
<b>ACTION</b>	Initiate a briefed attack sequence or maneuver.
<b>(system)ACTIVE</b> <b>(location/direction)</b>	* <b>[EW]</b> Referenced emitter is radiating at the stated location or along the stated bearing. (ELINT derived.)
<b>ADD (system/category)</b>	<b>[EW]</b> Add a specific (system) or (EOB category) to search responsibilities.
<b>ALARM</b>	Terminate/terminating EMCON procedures. Opposite of <b>SNOOZE</b> .
<b>ALFA CHECK</b>	Request for/confirmation of bearing and range from requesting aircraft to described point.
<b>ALLIGATOR</b>	Link-11/ TADIL A.
<b>ANCHOR (location)</b>	1. Orbit about a specific point. 2. Refueling track flown by tanker.
<b>ANCHORED (location)</b>	Turning engagement at the specified location.
<b>ANGELS</b>	Height of friendly aircraft in thousands of feet from MSL.
<b>ANYFACE</b>	Friendly GCI/AEW/C2I agency when callsign is not known.
<b>ARIZONA</b>	No ARM ordnance remaining.
<b><u>ARM</u></b>	<b>[A/A] CONTACT(s)</b> within a single group that maneuver outside of <b>GROUP</b> criteria inside briefed no new picture range.
<b>AS FRAGGED</b>	Unit or element will be performing exactly as stated by the ATO.

<b>ATTACK</b>	<b>[A/S]</b> Commence air-to-surface delivery on a specific ground target. Direction/bearing from which the weapon will be coming may be given.
<b>ATTACKING</b>	Aircraft are committed to air-to-surface delivery on a specific ground target. Direction/bearing from which the weapon will be coming may be given.
<b>ATTACK COMPLETE</b>	<b>[A/S]</b> Mandatory call from the attack aircraft to the JTAC/FAC during Type III control indicating completion of ordnance release. (See also <b>CLEARED TO ENGAGE</b> .)
<b>AUTHENTICATE</b>	A coded challenge or a response to a coded challenge.
<b>AUTOCAT</b>	Any communications relay using automatic retransmissions.
<b>(weapon) AWAY</b>	Release/launch of specified weapon (e.g., <b>BIRDS AWAY, PIGS AWAY, LONG RIFLE AWAY</b> , etc.) Note: Include launch location in bullseye format and weapons track direction for <b>PIGS</b> and <b>LONG RIFLE</b> .
<b>AZIMUTH</b>	1. <b>[A/A]</b> A picture label describing two GROUPs separated laterally. GROUP names will be referenced by cardinal directions. (e.g., <b>NORTH GROUP, SOUTH GROUP, or EAST GROUP, WEST GROUP</b> ).  2. <b>[S/A]</b> Direction to the threat.
<b>BANDIT</b>	An aircraft identified as an enemy IAW theater ID criteria. The term does not necessarily imply direction or authority to engage.
<b>BANZAI</b>	<b>[A/A]</b> Execute/executing launch and decide tactics.

<b>BASE (+/- number)</b>	Reference number used to indicate such information as headings, altitude, fuels, etc.
<b>BAY</b>	<b>[N] [EW]</b> Carry out deception plan indicated or in accordance with previous orders.
<b>BEAD WINDOW</b>	Last transmission potentially disclosed unauthorized information.
<b>BEAM (w/cardinal direction)</b>	<b>[A/A] CONTACT</b> stabilized within 70 to 110 degrees of aspect.
<b>BEANSTALK</b>	<b>[N]</b> Datalink users should check equipment for spurious tracks.
<b>(system) BENT</b>	System indicated is inoperative. Cancelled by <b>SWEET</b> .
<b>BINGO</b>	Fuel state needed for recovery.
<b>BIRD</b>	Friendly SAM.
<b><u>BIRD(S) AFFIRM</u></b>	* <b>[S/A] FRIENDLY</b> unit is able and prepared to engage. Friendly unit has fire control solution on a specified target with SAMs. Opposite of <b>BIRD(S) NEGAT</b> .
<b><u>BIRD(S) AWAY (group name)</u></b>	<b>[S/A] FRIENDLY</b> SAM has been fired at designated target
<b>BIRD(S) NEGAT</b>	<b>[S/A] FRIENDLY</b> unit is unable to engage a specified target with SAMs. Opposite of <b>BIRD(S) AFFIRM</b> .
<b><u>BITTERSWEET</u></b>	Notification of potential for blue-on-blue (fratricide) or blue-on-neutral situation.
<b>BLIND</b>	No visual contact with <b>FRIENDLY</b> aircraft/ground position. Opposite of <b>VISUAL</b> .
<b>BLOTTER</b>	<b>[N] [EW]</b> ECM receiver.

<b>BLOW THROUGH</b>	<b>[A/A]</b> Continue straight ahead at the merge and do not become <b>ANCHORED</b> with target(s).
<b>BOGEY</b>	A radar or visual air <b>CONTACT</b> whose identity is unknown.
<b>BOGEY DOPE</b>	<b>[A/A]</b> Request for target information as requested or for closest <b>GROUP</b> in <b>BRAA</b> (with appropriate fill ins).
<b>BOX</b>	<b>[A/A]</b> Picture label with <b>GROUPs</b> in a square or offset square. (See <b>CHAMPAGNE</b> and <b>VIC</b> for <b>GROUP</b> names.)
<b>BRAA</b>	<ol style="list-style-type: none"> <li>1. Following information is in a tactical control format providing target <b>b</b>earing, <b>r</b>ange, <b>a</b>ltitude, and <b>a</b>spect, relative to the specified friendly aircraft.</li> <li>2. Switch to tactical <b>BRAA</b> control format to a specific <b>GROUP/CONTACT</b>.</li> </ol>
<b>BRACKET (direction)</b>	Maneuver to a position on opposite sides, either laterally or vertically from the target.
<b>BREAK (direction)</b>	* Perform an immediate maximum performance turn in the indicated direction (default is a 180-degree turn).
<b>BREAK AWAY</b>	Tanker or receiver call indicating immediate vertical and nose/tail separation between tanker and receiver is required.
<b>BROKE LOCK</b>	Loss of radar/IR lock-on.
<b>BRUISER</b>	Friendly air launched anti-ship missile.
<b>BUDDY (LASE/GUIDE)</b>	<b>[A/S]</b> Request or informative communications to have guidance of a weapon from a source other than delivering aircraft.

<b>BUDDY LOCK</b>	<b>[A/A]</b> Radar locked to a known friendly aircraft. Normally a response to a <b>SPIKED</b> or <b>BUDDY SPIKE</b> calls.
<b>BUDDY SPIKE</b> (position /heading/alt)	<b>[A/A]</b> Friendly aircraft radar lock-on indication on RWR.
<b>BUGOUT</b> (direction)	Separation from that particular engagement/attack/operation with no intent to reengage/return.
<b><u>BUGSY</u></b>	Unit/entity conducting terrorist or asymmetric warfare activities.
<b>BULLDOG</b>	<b>[S/S]</b> Friendly surface/submarine launched anti-ship missile.
<b>BULLRING</b>	<b>[AIR-MAR]</b> Maritime aircraft patrol zone.
<b>BULLSEYE</b>	An established reference point from which the position of an object can be referenced by bearing (Magnetic) and range (NM) from this point.
<b>BUMP/BUMP-UP</b>	<b>[A/S]</b> A climb to acquire LOS to the target or laser designation.
<b><u>BURN</u></b>	<b>[A/S]</b> EO/IR illuminator is being used to provide illumination of surface points of interest.
<b>BUSTER</b>	Fly at maximum continuous speed (military power).
<b>BUTTON</b>	Radio channel setting.
<b>BUZZER</b>	** Electronic communications jamming. (Note: same as NATO term, <b>CHATTER</b> )
<b>CANDYGRAM</b>	<b>[EW]</b> Electronic warfare targeting information is available on a briefed secure net.



<b><u>CANYON</u></b>	<b>[N] [EW]</b> Use electronic jamming on radar frequency indicated or IAW previous orders.
<b>CAP (location)</b>	Establish a CAP at a specified location.
<b>CAPPING (location)</b>	Aircraft established in a CAP.
<b>(target/object) CAPTURED</b>	<b>[A/S]</b> Specified surface target/object has been acquired and is being tracked with an on-board sensor.
<b>CAV-OK</b>	ICAO term meaning no significant clouds below 5,000 feet, visibility at least 6 miles, no precipitation or storms.
<b>CEASE (activity)</b>	Discontinue stated activity; e.g., <b>CEASE BUZZER, CEASE LASER</b> , etc.
<b>CEASE ENGAGEMENT</b>	<b>[S/A]</b> A fire control order used to direct air defense units to stop tactical action against a specified target. Guided missiles already in flight will continue to intercept.
<b>CEASE FIRE</b>	<b>[S/A]</b> Discontinue firing/do not open fire. Missiles in flight are allowed to continue to intercept; continue to track.
<b><u>CEASE LOADING</u></b>	<b>[S/S]</b> An order to fire rounds that have already been loaded, but no additional rounds may be loaded.
<b>CHAMPAGNE</b>	<b>[A/A]</b> A picture label of three distinct <b>GROUPs</b> with two in front and one behind. <b>GROUP</b> names should be <b>NORTH LEAD GROUP</b> and <b>SOUTH LEAD GROUP</b> or <b>WEST LEAD GROUP</b> and <b>EAST LEAD GROUP</b> and <b>TRAIL GROUP</b> .

**CHARLIE**

1. **[AIR-MAR]** The expected landing time on the ship.
2. **[AIR-MAR]** Directive to land aircraft on ship.
3. **(time in minutes) [AIR-MAR]** An advisory call modifying/delaying the briefed recovery time (e.g., **CHARLIE TEN**).

**CHATTERMARK**

Begin using briefed radio procedures to counter communications jamming.

**CHEAPSHOT**

Active missile data link terminated between high and medium PRF active.

**CHECK (number, LEFT/RIGHT)**

Turn (number) degrees left or right and maintain new heading.

**CHECK FIRE/FIRING**

**\*\* [S/S]** Immediate pause of planned or current indirect fires.

**CHECKPRINT (track #)**

1. **[AIR-MAR]** Request by an Air Defense Commander for unit(s) to provide amplifying information on a specified track.
2. **[AIR-MAR]** Reply/informative to Air Defense Commander followed by positive track information using format specified in applicable OPTASK document.

**CHECK CAPTURE**

\*\* Target appears to be no longer tracked by sensor.

**CHECK FOCUS**

\*\* Sensor image appears to be out of focus.

**CHECK TIDS**

\* Check datalink display. Note:: Usually used to reference a target sorting message from another fighter aircraft.

**CHERUBS**

Height of a friendly aircraft in hundreds of feet above surface.

**CHICKS**

**FRIENDLY** aircraft.

**CLAM**

**[EW]** Cease emissions on specified equipment.

**CLEAN**

1. No sensor information on nonfriendly group of interest.
2. No visible battle damage.
3. Aircraft not carrying external stores.

**CLEARED**

Requested action is authorized.  
**[A/A]** Note: Engaged/support roles not established.

**CLEARED HOT**

1. **[A/S]** Type 1 and 2 close air support terminal control clearance to release ordnance on this pass.
2. Training range operations: RCO/RSO authorizes ordnance release

**CLEARED TO ENGAGE**

1. \*\* [A/S] Type 3 close air support terminal control clearance. Attack aircraft flight leaders may initiate attacks within the parameters imposed by the JTAC. Attack platform will provide **ATTACK COMPLETE** call to JTAC, indicating completion of ordnance release.

2. [A/A] [N] Clearance to fire on designated group/target

**CLIFF**

[N] [EW] Jamming signal.

**CLOAK/CLOAKING**

Switch/switching from normal/overt external lighting to covert NVD only compatible lighting.

**CLOSING**

Decreasing in separation.

**COLD**

1. [A/A] Initiate/initiating a turn in the CAP away from the anticipated threats.

2. Defined area is not expected to receive fire (enemy or **FRIENDLY**).

3. [A/A] Intercept geometry will result in a pass or roll out behind the target.

**COLOR (system/  
position)**

[EW] Request for information on a type (system) at stated location; implies a request for ambiguity resolution. May be used with datalink data message (e.g., color, data).

**COMEBACK (direction)**

Directive call to reverse course.

**COME OFF (direction)**

1. [A/A] Maneuver as indicated to either regain mutual support or to deconflict flight paths. Implies both **VISUAL** and **TALLY**.

2. (A/S) Maneuver or execute a specific instruction (e.g., **COME OFF DRY**).

**COMMIT**

(A/A) Intercept the **GROUP(s)** of interest.

<b>CONFETTI</b>	Chaff lane or corridor.
<b><u>CONFIDENCE</u></b>	Confidence indication IAW operational directives.
<b>CONS/CONNING</b>	Unknown/nonfriendly aircraft producing contrails.
<b>CONTACT</b>	<ol style="list-style-type: none"> <li>1. Sensor contact at the stated position.</li> <li>2. Acknowledges sighting of a specified reference point.</li> <li>3. <b>[A/A]</b> Individual radar return within a <b>GROUP</b> or <b>ARM</b>.</li> </ol>
<b><u>CONTACT POD</u></b>	<b>[A/S]</b> Acknowledges sighting of a specified reference point with EO/IR sensor.
<b>CONTAINER</b>	<b>[A/A]</b> Inner <b>GROUP</b> formation with four <b>CONTACTs</b> oriented in a square or offset square.
<b>CONTINUE</b>	Continue present maneuver, does not imply a change in clearance to engage or expend ordnance.
<b>CONTINUE DRY</b>	Continue present maneuver, ordnance release not authorized. Note: Simulated weapons deliveries may be performed.
<b>COVER</b>	* Assign S/A weapons or establish an A/A posture that will allow engagement of a specified track or threat if required.
<b>CRANK (direction)</b>	<b>[A/A]</b> F-Pole maneuver in the direction indicated; *implies illuminating target at/near radar GIMBAL limits.
<b><u>CRISS CROSS</u></b>	<b>[N] [EW]</b> A position or track derived from the plotting of DF bearings.

<b>CROSSING</b>	<b>[A/A]</b> Two <b>GROUPs</b> initially separated in azimuth decreasing azimuth separation to pass each other.
<b>CRUISE</b>	<b>[N]</b> Return to cruise speed (after <b>BUSTER</b> or <b>GATE</b> ).
<b><u>CURVE</u></b>	<b>[N] [EW]</b> Deception signal.
<b>CUTOFF (direction)</b>	<b>[A/A]</b> Requests for, or directive to, intercept using cutoff geometry.
<b>CYCLOPS</b>	Any UAV.
<b>DANGER CLOSE</b>	** <b>[A/S] [S/S] FRIENDLY</b> troops are within close proximity of the target (determined by the weapon/munition delivered/fired). Note: Specific <b>DANGER CLOSE</b> distances, assumptions, and procedures are contained in the JFIRE guide.
<b>DASH (#)</b>	Aircraft position within a flight. Use if specific callsign is unknown.
<b>DATA (object, position)</b>	Standby for data link message concerning object at stated location.
<b>DEADEYE</b>	Laser designator system inoperative.
<b><u>DECLARE</u></b>	Inquiry as to the identification of a specified track(s), target(s), or correlated <b>GROUP</b> . Responses include <b>FRIENDLY</b> , <b>BOGEY</b> , <b>BANDIT</b> , <b>HOSTILE</b> , <b>NEUTRAL</b> , <b>UNABLE</b> , or <b>CLEAN</b> . Full positional data must accompany declaration responses.
<b><u>DECLUTTER (level)</u></b>	Minimize on-screen graphics to prevent an object of interest from being obscured. For sensors with multi-level de-clutter capability, indicate as Level 1, 2, 3, etc.

<b>DEEP</b>	<b>[A/A]</b> Indicates separation between the nearest and farthest <b>GROUPs</b> in range in a relative formation of three or more groups, used to describe a <b>LADDER, VIC, CHAMPAGNE, BOX.</b>
<b>DEFENSIVE</b>	* <b>[A/A]</b> Aircraft is under attack, maneuvering defensively, and unable to ensure deconfliction or mutual support.
<b>DEFENDING (direction)</b>	Aircraft is in a defensive position and maneuvering with reference to a surface-to-air threat.
<b>DELOUSE</b>	Detect, identify, and engage (if required) unknown platform trailing friendly platform.
<b>DELTA( )( )</b>	<b>[AIR-MAR]</b> Hold and conserve fuel at altitude and position indicated during shipboard operations.
<b>DEPLOY</b>	Maneuver to briefed positioning.
<b>DETAILS</b>	Request for modified 9-Line/15-Line (NATO) brief.
<b>DIAMONDS (w/position)</b>	A surface IR event location.
<b><u>DIRT</u></b>	** RWR indication of surface threat in search mode. See <b>MUD.</b>
<b>DIRTY</b>	Link is not encrypted.
<b>DIVERT</b>	Proceed to alternate base.
<b><u>DOG</u></b>	Air towed decoy
<b>DOLLY</b>	Link-4A/TADIL C.

(system) **DOWN**  
(location/ direction)

**[EW]** Referenced emitter has stopped radiating at the stated location or along the stated bearing. Note: **DOWN** does not mean system destroyed.

**DRAG** (cardinal direction)

**[A/A]** Contact aspect stabilized at 0-60 degrees angle from tail or 120-180 degrees angle from nose.

**DROP/DROPPING**

1. Stop/stopping monitoring of specified emitter/target/contact and resume/resuming search responsibilities.

2. (**TRACK**\_\_\_) Remove the emitter/target from tactical picture/track stores.

3. **[EW]** Remove a specific system or EOB category from search responsibilities.

**DUCK**

**[N]** Descend and increase speed.

**DUFFER**

**[EW]** DF equipped unit.

**ECHELON** (sub-cardinal direction)

**[A/A]** Fill-in to a picture label describing **GROUPs** aligned behind and to the side of the closest **GROUP**.

**ECHO**

Positive System M/Mode X (or comparable system) reply.

**EMPTY**

**[EW]** No emitters of interest detected.

**ENGAGE**

A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target.

**ENGAGED**

Inter-flight call from a fighter maneuvering in the visual arena to establish deconfliction responsibilities.



<b>ESTIMATE</b>	Estimate of the size, range, height, or other parameter of a specified contact; implies degradation.
<b>EXTEND/EXTENDING (direction)</b>	<b>[A/A]</b> Short-term maneuver to gain energy, distance, or separation, normally with the intent of re-engaging.
<b>EYEBALL</b>	1. <b>[A/A]</b> Fighter with primary visual identification responsibility. 2. <b>[A/A]</b> EO/IR acquisition of an aircraft. Normally followed by number of aircraft observed (if more than one).
<b><u>EYEBALL NARROW</u></b>	** <b>[A/A]</b> EO/IR contacts are too close for resolution via radar.
<b>FADED</b>	Radar contact is lost on unknown/nonfriendly contact.
<b>FAKER</b>	<b>[N]</b> A <b>FRIENDLY</b> track acting as a <b>HOSTILE</b> for exercise purposes.
<b>FAN __ TACK __</b>	<b>[N] [EW]</b> Left and right hand edges of jammed sector are __ and __.
<b>FATHER</b>	* Surface TACAN station.
<b>FEELER</b>	<b>[N] [EW]</b> Shipborne fire control radar.
<b>FEET WET/DRY</b>	Flying over water/land.
<b>FENCE (IN/OUT)</b>	Set cockpit switches as appropriate before entering/exiting the combat area.
<b>FERRET</b>	<b>[N] [EW]</b> Airborne electronic reconnaissance activity or aircraft.

<b>FLANK (direction)</b>	<b>[A/A] CONTACT</b> aspect stabilized at 120 to 150 degrees angle from tail or 30 to 60 degrees angle from nose.
<b>FLARE(S)</b>	Deploy/deploying flares.
<b>FLASH (system)</b>	Temporarily activate specified system for identification purposes (IFF/afterburner/flare/chaff/etc.).
<b>FLASHLIGHT</b>	Directive term for helicopter to turn on IR floodlight (pointed at ground to aid visual acquisition by escort aircraft).
<b>FLAVOR</b>	Visually identified nationality of a contact.
<b>FLOAT(ING)</b>	Expand/(expanding) the formation laterally within visual limits to maintain radar contact or prepare for a defensive response.
<b>FLOW (direction)</b>	Fly stated heading.
<b>FOX (number)</b>	<b>[A/A]</b> Simulated/actual launch of A/A weapons.  <b>ONE</b> —Semiactive radar-guided missile. <b>TWO</b> —IR-guided missile. <b>THREE</b> —Active radar-guided missile.
<b>FOX MIKE</b>	VHF/FM radio.
<b><u>FOX THREE/TWO (X) SHIP</u></b>	<b>[A/A]</b> Valid missile shot against (x) separate targets (assumes 1 missile per target).
<b><u>2nd FOX THREE/TWO/ONE</u></b>	<b>[A/A]</b> Simulated or actual launch of multiple missiles on the same target.
<b>FREEZE BURN</b>	Freeze the EO/IR illuminator position in the present location.

<b>FRIENDLY</b>	A positively identified friendly aircraft, ship, or ground position.
<b>FUEL STATE (time)</b>	<b>[AIR-MAR]</b> A helicopter's fuel quantity, expressed in hours and minutes before having to make a controlled emergency landing.
<b>FURBALL</b>	<b>[A/A]</b> Nonfriendly aircraft and <b>FRIENDLY</b> aircraft are in close proximity to each other. Can be response to a <b>DECLARE</b> request.
<b>GADABOUT (#)</b>	<b>[N]</b> Upper limit of height sanctuary for fighters in the MEZ. (" <b>GADABOUT 25</b> " means the upper limit of the height sanctuary is 25,000 feet; " <b>GADABOUT 16 to 24</b> " means the height sanctuary is between 16,000 to 24,000 feet).
<b>GADGET</b>	Radar or emitter equipment.
<b>GATE</b>	Fly as quickly as possible, using after-burner/max power.
<b>GENIE</b>	<b>[EW]</b> Emitter is employing electronic protection measures.
<b>GIMBAL</b>	Radar target is approaching azimuth or elevation tracking limits.
<b>GINGERBREAD</b>	Voice imitative deception is suspected on this net.
<b>GO ACTIVE</b>	Go to briefed frequency agile net.
<b><u>GO BROADCAST</u></b>	Switch to broadcast control format.
<b>GO CLEAR</b>	Use unencrypted voice communications.
<b>GO SECURE</b>	Activate encrypted voice communications.
<b><u>GO TACTICAL</u></b>	<b>[A/A]</b> Switch to tactical control.
<b>GOODWILL</b>	Boundary of an active friendly MEZ.

<b>GOPHER</b>	A <b>CONTACT</b> that has not conformed to safe passage routing, airspeed, or altitude procedures. Will only be used when safe passage or minimum risk routing procedures are part of an ID matrix.
<b>GORILLA</b>	<b>[A/A]</b> Large force of indeterminate numbers and formation of un known/non-friendly aircraft.
<b>GRANDSLAM</b>	All <b>HOSTILE</b> aircraft of a designated track (or against which a mission was tasked) are shot down.
<b>GREEN (direction)</b>	Direction of no known enemy threats.
<b>GREYHOUND</b>	Friendly ground attack cruise missile (e.g., TLAM).
<b>GRIDIRON</b>	<b>[N] [EW]</b> Jamming signal appears on my PPI scope or jamming signal prevents determination of range and bearing _____% of time.
<b>GROUP</b>	* <b>[A/A]</b> Any number of air contacts within 3 NM in azimuth and range of each other. Note: NATO definition includes an altitude discrimination.
<b>HANDSHAKE</b>	1. Link 16 Air Control NPG initiation between air control unit and controlled aircraft.  2. ** Full motion video signal and data operative to ROVER.
<b>HARD (LEFT, RIGHT, direction)</b>	* High-G, energy sustaining turn in the indicated direction (default is a 180 degree turn).
<b>HEADS UP</b>	Alert of an activity of interest.

<b>HEAVY</b>	A <b>GROUP</b> known to contain three or more individual entities.
<b>HIGH</b>	<b>CONTACT</b> is greater than 40,000 ft MSL.
<b>HIT(S)</b>	<ol style="list-style-type: none"> <li>1. Momentary radar return(s).</li> <li>2. <b>(altitude) [A/A]</b> Indicates approximate target altitude (e.g., <b>GROUP BULLSEYE</b> 360/10, <b>HITS</b> 15 thousand).</li> <li>3. <b>[A/S]</b> Weapons impact within lethal distance.</li> </ol>
<b>HOLD DOWN</b>	Key transmitter for DF steer.
<b>HOLD FIRE</b>	<b>[S/A]</b> An emergency fire control order to stop firing on a designated target, to include destruction of any missiles in-flight.
<b>HOLDING HANDS</b>	Aircraft in visual formation.
<b>HOLLOW</b>	<ol style="list-style-type: none"> <li>1. Any data link message not received.</li> <li>2. <b>**</b> Lost full motion video signal and/or data to ROVER.</li> </ol>
<b><u>(expect) HOLLOW</u></b>	<b>**</b> A condition will likely exist that limits ROVER reception (maneuvers, terrain, etc.).
<b>HOME PLATE</b>	Home airfield or ship.
<b><u>HOMING</u></b>	<b>[N]</b> Friends returning for recovery.
<b>HOOK</b>	<ol style="list-style-type: none"> <li>1. <b>(direction)</b> Perform an in-place 180-degree turn.</li> <li>2. <b>** (descriptor)</b> Datalink directive call to cue sensors to described A/S point (point of interest, SAM, markpoint, TN, etc.)</li> </ol>
<b><u>HOOTER</u></b>	<b>[EW] FRIENDLY</b> Jammer.

**HOSTILE**

\*\* A contact identified as enemy upon which clearance to fire is authorized in accordance with theater rules of engagement.

**WARNING:** The above use of **HOSTILE** is used as a brevity term for air-to-air, and air-to-surface engagements and should not be confused with the same term in TADIL and ROE.

**HOT**

1. Initiate/initiating a turn in the CAP toward the anticipated threats.
2. Defined area is expected to receive fire (enemy or **FRIENDLY**).
3. **[A/S] [S/A]** Ordnance employment intended or completed.
4. **CONTACT** aspect stabilized at 160-180 degrees angle from tail or 0 – 20 degrees angle from nose.
5. Intercept geometry will result in passing in front of the target.

**HOTDOG (color)**

\*\* Friendly aircraft is approaching or is at a specified standoff distance from the sovereign airspace of a nation (as defined by national boundaries or territorial sea and airspace). (Color may indicate additional standoff distance.) Follow briefed procedures.

\* (Note: NATO term is **BRASS MONKEY**.)

**HOTEL FOX**

HF radio.

**HOUNDOG**

**[N] [A/A]** Call made by free fighter indicating that he is in a position to employ weapons.

<b><u>HUSH</u></b>	<b>[EW]</b> Execute emission control IAW emission control policy.
<b>HUSKY</b>	<b>[A/A]</b> Active radar missile is at HPRF active range.
<b>ID</b>	1. Identify the target./track. 2. <b>(type)</b> Identification is accomplished, followed by type.
<b>IDLE</b>	<b>[A/S]</b> Surface vehicles are stationary.
<b>IN (direction)</b>	1. <b>[A/A]</b> Turning toward a known threat. Opposite of OUT. 2. <b>[A/S]</b> Entering terminal phase of an air-to-ground attack. Opposite of <b>OFF</b> . Note: NATO rules allow " <b>IN HOT</b> " call.
<b>INDIA</b>	Mode IV IFF.
<b>IN PLACE (direction)</b>	Perform indicated maneuver simultaneously.
<b>INTERROGATE</b>	Interrogate the designated contact of the IFF mode indicated.
<b><u>INTERVENE</u></b>	<b>[A/A]</b> Immediately divert a track of interest clear of a restricted or prohibited area.
<b><u>IN THE DARK</u></b>	Contact is in known radar blind zone.
<b>INTRUDER</b>	An individual, unit or weapon system in or near an operational or exercise area, which represents the threat of intelligence gathering or disruptive activity.
<b><u>INVESTIGATE</u></b>	Verify specified element(s) of ROE, PID, CDE, and/or coordination of forces on the referenced target/track.
<b>JACKAL</b>	Surveillance NPG of Link 16/TADIL J.

<b><u>JAMMER</u></b>	<b>[EW]</b> Nonfriendly jammer.
<b><u>JELLO</u></b>	Inverse synthetic aperture radar
<b>JINK</b>	Perform an unpredictable maneuver to negate a tracking solution.
<b>JOKER</b>	Fuel state above <b>BINGO</b> at which separation/bugout/event termination should begin.
<b>JUDY</b>	<b>[A/A]</b> Aircrew has radar or visual contact on the correct target, has taken control of the intercept and only requires situation awareness information; controller will minimize radio transmissions.
<b><u>KICK (APPROPRIATE FREQ)</u></b>	Change radio or datalink to a specified net or frequency.
<b><u>KICK (Degrees L/R or Heading) Add</u></b>	Offset element away from threat in specified direction using maximum performance profile.
<b>KNOCK IT OFF</b>	Cease all air combat maneuvers/attacks/activities/exercises (training use only).
<b>LADDER</b>	<b>[A/A]</b> Picture label with three or more groups on the same azimuth but separated by range. Group names should be <b>LEAD GROUP, MIDDLE GROUP, TRAIL GROUP.</b>
<b>LAME DUCK</b>	An aircraft in a minor state of emergency.
<b><u>LASER</u></b>	Platform is capable to laser target designate
<b>LASER ON</b>	Start/acknowledge laser designation.
<b>LASING</b>	The speaker is firing the laser.
<b>LAST</b>	C2 term that provides the last contact altitude from a high fidelity source (fighter radar, etc.).



<b>LEAD-TRAIL</b>	<b>[A/A]</b> Inner <b>GROUP</b> formation of two contacts separated in range.
<b>LEAKER(S)</b>	<b>[A/A]</b> Airborne threat has passed through a defensive layer. Call should include amplifying information.
<b><u>LEAN</u> (direction)</b>	Offset package/element in specified direction maintaining briefed altitude, airspeed, and formation.
<b>LEVEL</b>	<b>[A/A]</b> Contact is co-altitude (inter-flight call).
<b>LIGHTS ON/OFF</b>	Turn on/off all exterior lights.
<b>LIGHTBULB</b>	Turn all position lights to bright.
<b>LINE ABREAST</b>	Inner <b>GROUP</b> formation of two or more contacts separated in azimuth.
<b>LINER</b>	<b>[N]</b> Fly at speed giving maximum cruising range.
<b>LOCKED</b>	<ol style="list-style-type: none"> <li>1. <b>(w/GROUP label)</b> Radar lock-on; <b>SORT</b> is not assumed.</li> <li>2. <b>(w/position)</b> Radar lock-on; correct targeting is not assumed.</li> </ol>
<b>LONG RIFLE</b>	<b>[A/S] FRIENDLY</b> , long range A/S missile launch (e.g., AGM-130, SLAM-ER). See <b>(weapon) AWAY</b> .
<b>LOOKING</b>	Aircrew does not have the ground object, reference point, or target in sight (opposite of <b>CONTACT</b> ).
<b><u>LOST CONTACT</u></b>	<ol style="list-style-type: none"> <li>1. Previous contact lost, provide target information.</li> <li>2. Sensor information on a friendly aircraft is lost.</li> </ol>

<b>LOWDOWN</b>	** A request to provide tactical ground information pertinent to the mission in a digital bullseye format.
<b>MADDOG</b>	<b>[A/A]</b> Visual AIM-120 launch.
<b>MAGNUM (system/ location)</b>	<b>[A/S]</b> Launch of friendly antiradiation missile.
<b>MANEUVER (AZIMUTH /RANGE/ ALTITUDE)</b>	<b>[A/A]</b> Specified GROUP is maneuvering in azimuth, range, and/or altitude.
<b><u>MANFRED</u></b>	<b>[EW]</b> I am unable to operate (radar or emitter indicated) for reasons of national security.
<b>MAPPING</b>	<b>[A/S]</b> Multifunction radar in an A/G mode.
<b><u>MARK</u></b>	1. Record the location of a point/object of interest.  2. <b>[A/S] [S/S]</b> Spotting round, normally WP or illumination on the deck to indicate targets to aircraft, ground troops, or fire support.
<b>MARKING</b>	Friendly aircraft is leaving contrails.
<b>MARKPOINT</b>	Datalink non-designated geographic point of interest.
<b>MARSHAL(ING)</b>	Establish/(established) at a specific point.
<b><u>MATCH SPARKLE</u></b>	Overlay IR point.
<b><u>MELD</u></b>	** <b>[A/A]</b> Bias radar coverage IAW briefed parameters.
<b>MERGE/(MERGED)</b>	1. <b>[A/A] FRIENDLIES</b> and targets have arrived in the visual arena.  2. Radar returns have come together.
<b>MICKEY</b>	HAVE QUICK time-of-day signal.

<b>MIDNIGHT</b>	C2 radar functions are unavailable due to degradation. Advisory information is still available. Opposite of <b>SUNRISE</b> .
<b>MILLER TIME</b>	<b>[A/S]</b> Completion of air-to-ground ordnance delivery. Generally used by the last striker in conjunction with a pre-coordinated egress plan.
<b><u>MINIMIZE</u></b>	The radio frequency is becoming saturated, degraded or jammed and briefer transmissions must follow.
<b>MONITOR(ING) (GROUP/object)</b>	<ol style="list-style-type: none"> <li>1. Maintain/(maintaining) sensor awareness on specified <b>GROUP/object</b>. Implies that tactically significant changes will be communicated.</li> <li>2. * <b>[AIR-MAR]</b> Maintain contact/targeting information on a maritime surface contact.</li> </ol>
<b>MOTHER</b>	<b>[AIR-MAR]</b> Parent ship.
<b>MOVE BURN (bearing)</b>	<b>[A/S]</b> Move EO/IR illumination in specified direction. Note: Do not use LEFT/RIGHT for moving a <b>BURN</b> .
<b>MOVER(S)</b>	Unidentified surface vehicles(s) in motion.
<b><u>MUD</u> (type w/direction/ range if able)</b>	<ol style="list-style-type: none"> <li>1. RWR ground threat displayed with no launch indication.</li> <li>2. RWR indication of surface threat in track mode. See <b>DIRT</b> and <b>SINGER</b>.</li> </ol>
<b><u>MULTIPLE</u></b>	<b>[N] [EW]</b> There are a number of stations on the same frequency.
<b>MUSIC</b>	Radar electronic deceptive jamming.
<b>NAILS (direction)</b>	<ol style="list-style-type: none"> <li>1. RWR indication of AI radar in search.</li> <li>2. * <b>[A/S]</b> 2.75-inch flechette rockets.</li> </ol>

<b>NAKED</b>	No RWR indications.
<b>NEAR-FAR</b>	<b>[A/A]</b> Fighter term depicting a radar-apparent description of two or more contacts within a <b>GROUP</b> separated in range.
<b>NEGATIVE CONTACT</b>	No sensor information is available on a friendly aircraft.
<b>NEGATIVE LASER</b>	<b>[A/S]</b> Aircraft has not acquired Laser energy.
<b>NEW PICTURE</b>	<b>[A/A]</b> Used by controller or aircrew when tactical picture has changed. Supersedes all previous calls and re-establishes picture for all players.
<b><u>NEUTRAL</u></b>	** A positively identified aircraft, ship, or ground position whose characteristics, behavior, origin or nationality indicate that it is neither supporting nor opposing <b>FRIENDLY</b> forces.
<b>NO FACTOR</b>	Not a threat.
<b>NO JOY</b>	Aircrew does not have visual contact with the target/bandit/landmark. Opposite of <b>TALLY</b> .
<b>NOTCH/(NOTCHING) (direction)</b>	<b>[A/A]</b> Aircraft is in a defensive position. Maneuver(ing) with reference to an air-to-air threat.
<b>OCCUPIED</b>	Ground equipment present at tasked target location. Opposite of <b>VACANT</b> .
<b>OFF (direction)</b>	Attack is terminated and maneuvering to the indicated direction.
<b>OFFSET (direction)</b>	Maneuver in a specified direction with reference to the target.
<b>ON STATION</b>	Unit/aircraft has reached assigned station.

<b>OPENING</b>	Increasing in separation.
<b>ORBIT(ING)</b>	Hold/(holding) on current or indicated position.
<b>OUT (direction)</b>	Turn/(turning) to a cold aspect relative to a known threat.
<b>OUTLAW</b>	<b>CONTACT</b> has met point of origin criteria for ROE.
<b>PACKAGE</b>	Geographically isolated collection of <b>GROUPs</b> .
<b>PACMAN</b>	<b>[N]</b> Fighters have found the end of the threat formation and are converting; given in range and bearing from the <b>BULLSEYE</b> (e.g., "BLUE 4 is PACMAN 290/5").
<b>PADLOCKED</b>	Aircrew cannot take eyes off an aircraft, ground target, or surface position without risk of losing <b>TALLY/VISUAL</b> .
<b>PAINT(S)</b>	An interrogated group/radar contact that is responding with any of the specified IFF/SIF modes and correct codes established for the ID criteria.
<b>PAN (LEFT/RIGHT/UP/DOWN)</b>	Move the sensor in the indicated direction relative to the current image.
<b>PANCAKE</b>	<b>[N]</b> Land or I wish to land (reason may be specified, e.g., <b>PANCAKE AMMO, PANCAKE FUEL</b> ).
<b>PARROT</b>	IFF/SIF transponder.
<b>PASSING</b>	<b>[A/A]</b> Two <b>GROUPs</b> initially separated in range, decrease range separation and are passing each other.
<b>PEDRO</b>	<b>[N]</b> Rescue helicopter.

<b><u>PEEPSHOW</u></b>	** Perform non-traditional ISR on the referenced target/track.
<b><u>PHANTOM</u></b>	<b>[N] [EW]</b> A position track derived from the triangulation of Spikes originating from HOSTILE jamming.
<b>PICTURE</b>	* <b>[A/A]</b> A request to provide air information pertinent to the mission in a digital bullseye format unless briefed otherwise
<b>PIG(S)</b>	<b>[A/S]</b> Friendly glide weapon(s) (e.g., JSOW). See <b>(weapon) AWAY</b> .
<b>PIGEONS</b>	Magnetic bearing and range to <b>HOMEPLATE</b> .
<b><u>PILLOW</u></b>	<b>[EW]</b> Pulse repetition interval.
<b>PINCE</b>	<b>[A/A]</b> Threat maneuvering for a bracket attack.
<b>PINNACLE</b>	<b>[N] [EW]</b> An emission believed to originate from a platform assumed to be FRIENDLY.
<b>PITBULL</b>	<b>[A/A]</b> AIM-120 is at MPRF active range.
<b>PITCH/ PITCHBACK LEFT/RIGHT</b>	Execute a nose-high heading reversal.
<b>PLAYMATE</b>	Cooperating aircraft.
<b>PLAYTIME</b>	Amount of time aircraft can remain on station, given in hours plus minutes (e.g., ONE PLUS THIRTY equals one hour and thirty minutes).
<b>(freq) POGO (freq)</b>	Switch to communication channel number preceding <b>POGO</b> . If unable to establish communications, switch to channel number following <b>POGO</b> . If no channel number follows <b>POGO</b> , return to this channel.

**POND**

**[N] [EW]** Carry out jamming plan indicated or in accordance with previous orders.

**POINT**

Datalink sensor point/track of interest.

**\*\* DROP POINT**—Data link target sorting message is no longer needed/desired.

**\*\* HOLD POINT**—Maintain PDT on the current track to maintain the datalink target sorting message.

**\*\* TARGET POINT**—Target the referenced datalink target sorting message (Example: "IRON FOUR, TARGET IRON ONE'S POINT").

**POLAR BEAR (direction)**

**[N] FRIENDLY** aircraft has **VISUAL/CONTACT** on the **FRIENDLY** package and is joining.

**POP**

1. **[A/S]** Starting climb for A/S attack.
2. Max performance climb out of low-altitude structure.

**POPCORN**

CSAR aircraft departing the LZ. Usually followed by number of recovered personnel, (e.g., "STING 1, **POPCORN PLUS 2**")

**POPEYE**

Flying in clouds or area of reduced visibility.

**POP-UP**

1. **[A/A] GROUP** that has suddenly appeared inside of briefed range.
2. \* **[S/A]** Criteria used as a self-defense method, within the ROE, to protect friendly air defense elements from **HOSTILE** aircraft.

<b>POSIT</b>	Request for friendly position; response in terms of a geographic landmark or from a common reference point.
<b><u>POST ATTACK</u></b> <b>(direction/directive)</b>	<b>[N]</b> Desired direction/directives after completion of intercept/engagement.
<b>POST HOLE</b>	Rapid descending spiral.
<b>PRESS</b>	Requested action is approved and mutual support will be maintained.
<b>PRINT (type)</b>	Active NCTR reply.
<b>PULSE</b>	Illuminate/(illuminating) an enemy position with flashing IR energy.
<b>PUMP</b>	<b>[A/A]</b> A briefed maneuver to minimize closure on the threat or geographical boundary with the intent to re-engage. Used to initiate a Grinder tactic.
<b><u>PUPPIES</u></b>	<b>[N] [EW]</b> Emission control plan (EMCON plan) is modified as follows_____.
<b>PURE</b>	<b>[A/A]</b> Pure pursuit is being used or directive to go pure pursuit.
<b>PUSH (channel)</b>	Switch to designated frequency; no acknowledgment required.
<b><u>PUSHING</u></b>	1. Departing designated point.  2. <b>(GROUP/descriptions) GROUP(S)</b> have turned cold and will continue to be monitored.
<b>QUAIL</b>	Enemy air-/surface-launched cruise missile.
<b>RACKET</b>	<b>[EW]</b> Intercepted electronic emission that has been assigned to a number of the trackblock.



<b>RANGE</b>	<b>[A/A]</b> A picture label describing two <b>GROUPs</b> separated in distance along the same line of bearing. <b>GROUPs</b> names will be <b>LEAD GROUP/TRAIL GROUP</b> .
<b>RAYGUN (position/ heading/ altitude)</b>	<b>[A/A]</b> Radar lock-on to unknown aircraft. A request for a <b>BUDDY SPIKE</b> reply from friendly aircraft meeting these parameters.
<b>RED LIGHT</b>	Time when SAR aircraft is no longer SAR capable.
<b>REFERENCE (direction)</b>	Assume stated heading.
<b><u>RENEGADE</u></b>	A civil platform that is assessed as operating in such a manner as to raise suspicion that it might be used as a weapon to perpetrate a terrorist attack.
<b>RENT</b>	<b>[EW]</b> Report of characteristics of an intercepted signal.
<b>REPEAT</b>	<ol style="list-style-type: none"> <li>1. <b>** [S/S]</b> (during adjustment) Fire again using the same method of fire.</li> <li>2. <b>** [S/S]</b> (during fire for effect) Fire the same number of rounds using the same method of fire.</li> </ol>
<b>REPORTED (information)</b>	Information provided is derived from an off-board source.
<b>RESET</b>	Proceed to a pre-briefed position or area of operations.
<b>RESTAKE</b>	Drive a new <b>STAKE</b> at the target centroid reported with direction of travel and elevation. Initiated by aircrew.
<b>RESUME</b>	Resume last formation/route/mission ordered.

**RETROGRADE/  
RETROGRADING**

Withdraw/withdrawing, while executing defensive procedures in response to a threat.

**RIDER**

A **BOGEY** that is complying with ACO/safe passage procedures.

**RIFLE**

**[A/S]** Friendly air-to-surface missile launch.

**RIPPLE**

**[A/S]** Two or more munitions released or fired in close succession.

**ROBBER**

\* A surface vessel that is identified as an enemy in accordance with theater ID criteria. The term does not necessarily imply clearance to engage.

**ROGER**

Radio transmission received; does not indicate compliance or reaction.

**ROLEX (+/ - time)**

Time line adjustment in minutes always referenced from original preplanned mission execution time. "Plus" means later; "minus" means earlier.

**ROPE**

Circling an IR pointer around an aircraft to help the aircraft identify the friendly ground position.

**ROTATOR**

MTI returns that signifies a high probability of a rotating antenna.

**ROVER**

Platform is video downlink capable.

**RUMBA**

1. \* Radar has detected jamming/mutual interference but has not resolved the type.
2. **[N]** Own ship maneuvering for ranging.

**SADDLED**

Wingman or element has returned to briefed formation position.

<b>SAM (direction)</b>	Visual acquisition of a SAM in flight or a SAM launch, should include position.
<b>SAME</b>	Aircrew has the identical information as was just stated.
<b>SANDWICHED</b>	Aircraft or element is between opposing aircraft or elements.
<b>SAUNTER</b>	Fly at best endurance.
<b>SCAN</b>	<b>[N]</b> Search sector indicated and report any contacts.
<b><u>SCRAM</u> (direction)</b>	<ol style="list-style-type: none"> <li>1. Friendly asset is in immediate danger. Withdraw clear in the direction indicated for survival. No further mission support from the friendly asset is expected.</li> <li>2. Cease the intercept and take immediate evasive action. Implies that the target aircraft is being engaged by SAMs or other air defense fighters.</li> </ol>
<b>SCRAMBLE</b>	Takeoff as quickly as possible.
<b>SCRUB</b>	MTI return that signifies a low slow airborne target
<b>SCUD</b>	Any threat TBM.
<b>SEPARATE/ SEPARATING</b>	<b>[A/A]</b> Leaving a specific engagement; may or may not reenter.
<b>SEPARATION</b>	Request for separation between two <b>GROUPS</b> . Response will include the follow-on <b>GROUP's</b> separation, altitude, and fill-ins.

<b>SET</b> ____	<p>1. Set (or have set) a particular speed. May be in knots/indicated or in Mach.</p> <p>2. ** No longer slewing sensor and awaiting further updates.</p>
<b>SHACKLE</b>	One weave, a single crossing of flight paths; maneuver to adjust or regain formation parameters.
<b>SHADOW</b>	Follow indicated target.
<b>SHIFT (direction)</b>	<p><b>[A/S]</b> Shift laser/IR/radar/device energy.</p> <p>Note: Can be used to shift from the offset position onto the target. Also used during multi-aircraft attack to shift laser energy to the next target.</p>
<b>SHOOTER</b>	Aircraft/unit designated to employ ordnance.
<b>SHOPPING</b>	An aircraft request to FAC/JTAC/C2 platform for a target.
<b>SHOT</b>	** <b>[S/S]</b> Round(s) has(ve) been fired.
<b>SHOTGUN</b>	Pre-briefed weapons state.
<b>(system) SICK</b>	** System indicated is degraded/partially operative. Cancelled by <b>SWEET</b>
<b>SIDE-SIDE</b>	<b>[A/A]</b> Fighter term depicting a radar-apparent description of two or more <b>CONTACTs</b> within a <b>GROUP</b> separated in azimuth.

<b>(system) SILENT</b>	<ol style="list-style-type: none"> <li>1. <b>(time)</b> System will be unavailable for time indicated.</li> <li>2. Datalink is, or should be placed, in receive only.</li> <li>3. <b>[N] [EW]</b> Broadcast station is not transmitting. May also be used as an order and must be followed by a frequency or station designator. If possible it should be followed by an estimated time of return to the air.</li> </ol>
<b>SINGER (type/direction)</b>	RWR indication of SAM launch.
<b>SINGLE</b>	One <b>GROUP</b> , <b>CONTACT</b> , etc.
<b>SKATE</b>	<b>[A/A]</b> Execute(ing) launch-and-leave tactics.
<b>SKINNY</b>	Current survivor coordinates.
<b>SKIP IT</b>	Veto of fighter <b>COMMIT</b> , usually followed with further directions.
<b>SKOSH</b>	<b>[A/A]</b> Aircraft is out of/or unable to employ active radar missiles.
<b>SKUNK</b>	A maritime surface contact that has not yet been identified.
<b>SLAPSHOT (type/bearing)</b>	<b>[A/S]</b> Immediately employ a best available HARM against a specified threat at the specified bearing.
<b>SLICE/ SLICEBACK (LEFT/RIGHT)</b>	Perform a high-G descending turn in the stated direction, usually 180-degree turn.
<b>SLIDE</b>	Continue/(continuing) present mission while flowing from station in response to perceived threat, implies intent to <b>RESET</b> .
<b>SLIP/SLIPPING</b>	<b>[A/S]</b> Time delay to individual flight/element event.

<b><u>SLOPE</u></b>	<b>[EW]</b> Pulse repetition frequency.
<b><u>SLOW</u></b>	Contact with ground speed of 150-400 knots.
<b><u>SMACK</u></b>	<b>[A/S] [S/S]</b> Clearance to employ ordnance/fires on surface target coordinates. ROE, PID, CDE, coordination of forces, and Commander's Guidance requirements on the referenced target/track have been satisfied and coordinate accuracy is sufficient for GPS weapon employment.
<b>SMASH (ON/OFF)</b>	Turn on/off anti-collision lights.
<b>SMOKE</b>	<b>[A/S]</b> Smoke marker used to mark a position.
<b>SNAKE</b>	<b>[A/S]</b> Oscillate an IR pointer about a target.
<b><u>SNAP</u></b>	1. <b>[A/A]</b> Fighter request for immediate BRAA call (with appropriate fill-ins) to the group described. Indicates fighter intent to intercept/join.  2. <b>(heading)</b> Urgent directive call to turn to a heading.
<b>SNAPLOCK (BRAA)</b>	<b>[A/A]</b> Fighter has obtained a radar contact inside briefed range, aspect, or radar mode.
<b>SNEAKER</b>	<b>[EW]</b> An intelligence-gathering vessel.
<b>SNIFF (type)</b>	** <b>[EW]</b> Passive sensor indication of a radar emitter.
<b>SNIPER (type, location [range, bearing])</b>	<b>[A/S]</b> Aircraft to employ a range-known HARM against a specified threat at the specified location.
<b>SNOOZE</b>	Initiate/initiating EMCON procedures. Opposite of <b>ALARM</b> .

<b>SORT</b>	Assignment of responsibility within a <b>GROUP</b> ; criteria can be met visually, electronically (radar), or both.
<b>SORTED</b>	Sort responsibility within a <b>GROUP</b> has been met.
<b>SOUR</b>	(Opposite of <b>SWEET</b> .)  <ol style="list-style-type: none"> <li>1. <b>(mode/type)</b> Invalid/no response to an administrative IFF/SIF check.</li> <li>2. <b>(link name)</b> (e.g., " <b>TIMBER SOUR</b> ") Potential problems with net entry; initiates pre-mission link troubleshooting.</li> <li>3. Equipment indicated is not operating efficiently</li> </ol>
<b>SPADES</b>	An interrogated group/radar contact that lacks all of the ATO (or equivalent) IFF/SIF modes and codes required for the ID criteria.
<b><u>SPARKLE</u></b>	<ol style="list-style-type: none"> <li>1. <b>[A/S]</b> Mark/(marking) target by IR pointer.</li> <li>2. <b>[A/S]</b> Target marking by gunship/ FAC-A using incendiary rounds.</li> <li>3. Platform is capable to IR point.</li> </ol>
<b>SPIKE/SPIKED (direction)</b>	RWR indication of an AI threat in track or launch.
<b>SPIN</b>	Execute/(executing) a timing/spacing maneuver.
<b>SPITTER (direction)</b>	<b>[A/A]</b> An aircraft that has departed from the engagement or is departing the engaged fighter's targeting responsibility.

<b>SPLASH(ED)</b>	<ol style="list-style-type: none"> <li>1. <b>[A/A]</b> Target destroyed.</li> <li>2. <b>[A/S]</b> Weapons impact.</li> <li>3. * <b>[S/S]</b> Informative call to observer or spotter 5 seconds prior to estimated time of impact.</li> </ol>
<b>SPLIT</b>	Flight member is leaving formation to pursue a separate attack; <b>VISUAL</b> may not be maintained.
<b>SPOOFER</b>	<b>[EW]</b> An entity employing electronic or tactical deception measures.
<b>SPOOFING</b>	Voice deception is being employed.
<b><u>SPOT</u></b>	<ol style="list-style-type: none"> <li>1. <b>[A/S]</b> Acquisition of laser designation.</li> <li>2. Platform is LST capable.</li> </ol>
<b>SQUAWK (mode/code)</b>	Operate IFF/SIF as indicated or IFF/SIF is operating as indicated.
<b>SQUAWKING (mode #)</b>	<b>BOGEY</b> is responding with an IFF/SIF mode or code other than that prescribed by the ATO/identification criteria.
<b>STACK</b>	<b>[A/A]</b> Two or more <b>CONTACTs</b> within <b>GROUP</b> criteria with an altitude separation in relation to each other.
<b><u>STAKE</u></b>	<ol style="list-style-type: none"> <li>1. Reference point for A/S targeting operations.</li> <li>2. A full motion video system mark has been set and is used as a frame of reference.</li> </ol>



**STANDBY**

1. More information is coming
2. **[A/A] (GROUP)** Eyeball fighter is preparing to call VID of target aircraft. No radio transmissions should be made until either ID is made or the eyeball fighter calls "unable VID."

**STARE (w/ laser code and reference point)**

Cue the laser spot search/tracker function on the specified laser code in relation to the specified reference point. Reference point may include the following: INS steerpoint, **GEOREF**, bearing and range or datalink point.

**STATUS**

1. Request for an individual's tactical situation.
2. **(GROUP)** Request for a full positional update on a specified group (default is digital bullseye) .

**STEADY**

**[A/S]** Stop oscillation of IR pointer.

**STERN**

**[A/A]** Requests for, or directive to, intercept using **STERN** geometry.

**STINGER**

1. **[A/A]** Three-ship inner **GROUP** formation with two lead **CONTACTs** line abreast and the **SINGLE** in trail.
2. \* **[S/A]** An IR MANPAD.

**STOP**

**[A/S]** Stop IR illumination of a target.

**STOP BURN**

**[A/S]** Directive call to stop IR/EO illumination of a target.

**STRANGER**

Unidentified traffic that is not a participant with the action in progress.

**STRANGLE (\_\_\_)**

Turn off equipment indicated.

<b><u>STRENGTH</u></b>	<b>[A/A]</b> Numerical strength of a <b>TRACK/GROUP</b> .
<b>STRIPPED</b>	Aircraft is out of prebriefed formation.
<b>STROBE(S) (bearing)</b>	Radar indication(s) of noise jamming.
<b>SUNRISE</b>	C2 radar functions are available. Opposite of <b>MIDNIGHT</b> .
<b>SUNSHINE</b>	<b>[A/S]</b> Illuminating target with artificial illumination.
<b><u>SUPER</u></b>	Speed 600kts / 1.0M or greater.
<b><u>SUPPORTING</u></b>	Speaking unit or element is assuming a supporting role, is in a position to influence the outcome, and assumes deconfliction responsibility.
<b>SWEET</b>	(Opposite of <b>SOUR</b> ; cancels <b>SICK, BENT</b> .) <ol style="list-style-type: none"> <li>1. <b>(mode/type)</b> Valid response to an administrative IFF/SIF check request.</li> <li>2. <b>(link name)</b> (e.g., <b>TIMBER SWEET</b>) Confirms receipt of datalink information.</li> <li>3. Equipment indicated is operating efficiently.</li> </ol>
<b><u>SWEPT</u> (w/sub-cardinal direction)</b>	<b>[A/A]</b> Inner <b>GROUP</b> formation with the trailer displaced approximately 45 degrees behind the leader.

<b><u>SWITCH</u> (item)</b>	<p>1. ** Switch the setting on the referenced item.</p> <p>2. ** <b>(CAMERA)</b> Switch full motion video to EO or IR.</p> <p>3. ** <b>(POLARITY)</b> Switch IR polarity to black hot or white hot.</p>
<b>SWITCHED</b>	<b>[A/A]</b> Attacker is changing from one aircraft to another.
<b>TAG (system, location)</b>	<b>[EW]</b> Response to an emitter ambiguity resolution request <b>(COLOR)</b> .
<b>TALLY</b>	Sighting of a target, non-friendly aircraft, landmark, or enemy position. Opposite of <b>NO JOY</b> .
<b><u>TARGET</u> ( )</b>	<p>1. Assignment of targeting responsibilities.</p> <p>2. <b>[A/S] [S/S]</b> ROE, PID, coordination of forces, and Commander's Guidance requirements on the referenced target/track have been satisfied. Target/track correlation and CDE must be accomplished prior to employing ordnance/fires.</p>
<b>TARGETED</b>	<b>GROUP</b> responsibility has been met.
<b>TEN SECONDS</b>	<b>[A/S]</b> Standby for <b>LASER ON</b> call in approximately 10 seconds.
<b>TERMINATE</b>	<p>1. <b>[A/S]</b> Stop laser illumination of a target.</p> <p>2. In training, cease local engagement without affecting the overall exercise.</p>
<b>THREAT (direction)</b>	<b>[A/A]</b> Untargeted <b>HOSTILE/BANDIT/ BOGEY</b> is within a briefed range of a friendly aircraft.

<b>THROTTLES</b>	<b>[A/A]</b> Reminder to set throttles appropriately considering the IR threat and desired energy state.
<b>THUNDER</b>	<b>[A/S]</b> One minute until A/S weapons impact.
<b>TIED</b>	Positive radar contact with element or aircraft.
<b>TIGER</b>	Enough fuel and ordnance to accept a commitment.
<b>TIMBER</b>	Link 16 Network.
<b><u>TIMBER CHANNEL</u></b>	Stacked net within a Link 16 Network.
<b>TIMECHECK</b>	Check/change IFF code.
<b>TOGGLE</b>	Execute a briefed change of an avionics setting.
<b>TOY</b>	HTS pod.
<b>TRACK (direction)</b>	<b>GROUP/CONTACT's</b> direction of flight/movement.
<b><u>TRACKING</u></b>	IR lock-on.
<b>(system) TRACKING</b>	Enemy air defense system is maintaining situational awareness on <b>FRIENDLY</b> .
<b>TRACK NUMBER (#)</b>	Datalink information file.
<b>TRASHED</b>	Missile has been defeated.
<b>TRAVEL</b>	<b>[N] [EW]</b> Change radar frequency.
<b>TRESPASS (system, position)</b>	The addressed flight is entering the threat SAM ring of a specific (system) at the stated location.
<b>TUMBLEWEED</b>	I have limited situational awareness, (i.e., <b>NO JOY, BLIND</b> ) and request information.

<b>UNABLE</b>	Cannot comply as requested or directed.
<b>UNIFORM</b>	UHF/AM radio.
<b>VACANT</b>	Ground equipment not present at tasked target location. Opposite of <b>OCCUPIED</b> .
<b>VAMPIRE</b>	Hostile anti-ship missile.
<b>VECTOR</b>	Alter heading to magnetic heading indicated. (Use of true headings to be established before operation commences).
<b>VERY FAST</b>	Target speed greater than 900 knots / 1.5 Mach.
<b><u>VERY LOW</u></b>	Target altitude less than 1,000 feet above surface.
<b><u>VERY SLOW</u></b>	Target speed less than 150 kts.
<b>VIC</b>	<b>[A/A]</b> Picture label with three <b>GROUPS</b> with the single closest in range and two <b>GROUPS</b> , azimuth split, in trail.  Group names should be <b>LEAD GROUP</b> and <b>NORTH TRAIL GROUP</b> and <b>SOUTH TRAIL GROUP</b> or <b>EAST TRAIL GROUP</b> and <b>WEST TRAIL GROUP</b> .
<b>VICTOR</b>	VHF/AM radio.
<b>VISUAL</b>	Sighting of a friendly aircraft or ground position. Opposite of <b>BLIND</b> .
<b>WALL</b>	<b>[A/A]</b> Picture label with three or more groups primarily split in azimuth. Group names should be <b>NORTH GROUP</b> , <b>MIDDLE GROUP</b> , <b>SOUTH GROUP</b> or <b>WEST GROUP</b> , <b>MIDDLE GROUP</b> , <b>EAST GROUP</b> .

<b>WARNING (color)</b>	Air defense warning. Hostile attack is: <b>(RED)</b> Imminent or in progress. <b>(YELLOW)</b> Probable. <b>(WHITE)</b> Improbable.
<b>WEAPONS ( )</b>	** <b>[S/A]</b> Weapons control status. Fire only: 1. ** <b>(FREE)</b> —at targets not identified as FRIENDLY IAW current ROE. 2. ** <b>(TIGHT)</b> —at targets positively identified as HOSTILE IAW current ROE. 3. ** <b>(HOLD/SAFE)</b> —in self-defense or in response to a formal order.
<b>WEDGE</b>	Three-ship inner <b>GROUP</b> formation with a single <b>CONTACT</b> closest in range and two trail <b>CONTACTs</b> line abreast.
<b>WEIGHTED (cardinal direction)</b>	Multiple <b>GROUP</b> formation ( <b>WALL, LADDER, VIC, CHAMPAGNE</b> ) that is offset in one direction.
<b>WHAT LUCK</b>	Request for results of missions or tasks.

**WHAT STATE**

Request for amount of fuel and missiles remaining. Response to **WHAT STATE** is --  
1. **(1st number)** number of active radar missiles remaining.  
**(2nd number)** number of semi-active radar missiles remaining.  
**(3rd number)** number of IR missiles remaining.  
**(MINUS)** No gun/ not sufficient ammunition for gun attack.

**BY**

**(4th number)** thousands of pounds of fuel (given to one decimal point), or time remaining.  
Example response to **WHAT STATE**: "BLUE TWO IS 3-1-2 BY 7 POINT 5" is equivalent to 3 AIM-120s, 1 AIM-7, 2 AIM-9s, gun with ammunition, and 7,500 lbs of fuel remaining.

2. **(item)** Ammunition and oxygen are reported only when specifically requested or critical.

**WIDE**

**[A/A]** Separation between the farthest GROUPs in azimuth in a relative formation of three or more groups, used to describe a WALL, VIC, CHAMPAGNE, or BOX.

**WILCO**

Will comply with received instructions.

**WINCHESTER**

No ordnance remaining.

**WOOFER**

**[N] [EW]** Off board active radar decoy.

**WORDS**

Directive or interrogative call regarding further information or directives pertinent to the mission.

**WORKING**

1. **(system w/location)** Platform gathering EOB on a designated emitter.

2. Platform executing EID on a specific aircraft/group to obtain identification necessary for BVR employment.

**YARDSTICK**

Use A/A TACAN for ranging.

**ZAP**

Request for data link information.

**ZIPLIP**

Limit transmissions to critical information only. (See **MINIMIZE.**)

**ZOOM (IN/OUT)**

Increase/decrease the sensor's focal length.  
Note: **ZOOM IN/OUT** is normally followed by "ONE, TWO, THREE, or FOUR" to indicate the number of FOVs to change.



## CHAPTER III CATEGORY SYNOPSIS

### 1. GENERAL AIR OPERATIONS

ABORT	CEASE-ENGAGEMENT	FOX MIKE
ACTION	CEASE FIRE	FRIENDLY
ALFA CHECK	CHATTERMARK	GADABOUT [N]
ALARM	CHECK	GADGET
ANCHOR(ED)	CHERUBS	GATE
ANGELS	CHICKS	GINGERBREAD
ANYFACE	CLEAN	GO ACTIVE
AS FRAGGED	CLEARED	GO CLEAR
AUTHENTICATE	COLD	GO SECURE
AUTOCAT	COMEBACK	GOODWILL
BASE	CONFETTI	GREEN
BANDIT	CONS/CONNING	GREYHOUND
BEAD WINDOW	CONTACT	HARD
BENT	CONTINUE	HEADS UP
BINGO	CRUISE [N]	HIT(S)
BITTERSWEET	CYCLOPS	HOLDING HANDS
BLIND	DASH	HOLD FIRE
BOGEY	DEPLOY	HOME PLATE
BRAA	DIRT	HOOK
BREAK	DIVERT	HOSTILE
BREAKAWAY	ECHO	HOTDOG
BROADCAST	ESTIMATE	HOTEL FOX
BUGOUT	FADED	ID
BULLSEYE	FEET WET/DRY	IN PLACE
BUSTER	FENCE	INDIA
BUTTON	FLARE(S)	INTRUDER
BUZZER	FLASH	JINK
CAP/CAPPING	FLAVOR	JOKER
CAV-OK	FLOAT	KNOCK IT OFF

LAST	REFERENCE	STATUS
LEAN	REPORTED	STRANGER
LINER [N]	RESET	STRIPPED
MARKING	RESUME	STROBES
MARSHAL(ING)	RETROGRADE	SUNRISE
MICKEY	RIDER	SWEET
MIDNIGHT	ROGER	TALLY
MINIMIZE	SADDLED	TERMINATE
MOTHER	SAM	TIED
MUSIC	SAME	TIGER
NEGATIVE CONTACT	SANDWICHED	TIMECHECK
NO FACTOR	SAUNTER	TRACKING
NO JOY	SCAN [N]	TRESPASS
(system) OKAY	SCRAM	TUMBLEWEED
ORBIT(ING)	SCRAMBLE	UNABLE
OUTLAW	SCRUB	VAMPIRE
PADLOCKED	SCUD	VECTOR
PAINT(S)	SET	VISUAL
PANCAKE [N]	SHACKLE	WARNING
PARROT	SHADOW	RED
PIGEONS	SHOTGUN	YELLOW
PITCH/PITCHBACK	SICK	WHITE
PLAYMATE	SILENT	WEEDS
PLAYTIME	SLICE/SLICEBACK	WELL
POGO	SKUNK	WHAT LUCK
POLAR BEAR[N]	SNOOZE	WHAT STATE
POP	SOUR	WILCO
POPEYE	SPIN	WINCHESTER
POSIT	SPADES	WORDS
PRESS	SPOOFING	YARDSTICK
PUSH	SQUAWK	ZIPLIP
PUSHING	SQUAWKING	

## 2. AIR-TO-AIR

Note: (General air-to-air employment terms for fighters and controllers.)

ACTION	BULLSEYE	DASH
ABORT	BUSTER	DECLARE
ACTION	CAP/CAPPING	DEEP
ALARM	CEASE ENGAGEMENT	DELOUSE
ALFA CHECK	CEASE FIRE	DEFENSIVE
ANCHOR(ED)	CHAMPAGNE	DEPLOY
ANGELS	CHEAPSHOT	DRAG
ARM	CHECK	DROP(PING)
AZIMUTH	CHERUBS	DUCK [N]
BASE	CHICKS	ECHELON
BANDIT	CLEAN	ECHO
BANZAI	CLEARED	ENGAGED
BEAM	CLOSING	ESTIMATE
BEARING	COLD	EXTEND(ING)
BITTERSWEET	COMEBACK	EYEBALL
BLIND	COMMIT	FADED
BLOW THROUGH	COMPOSITION	FAST
BOGEY	CONFETTI	FLANK
BOGEY DOPE	CONS/CONNING	FLARE
BOX	CONTACT	FLASH
BRAA	CONTAINER	FLASHLIGHT
BRACKET	CONTINUE	FLOAT
BREAK	COVER	FLOW
BROADCAST	CRANK	FOX THREE
BROKE LOCK	CROSSING	2ND FOX THREE
BUDDY LOCK	CRUISE	FOX 3 (X)-SHIP
BUDDY SPIKE	CUTOFF	FRIENDLY
BUGOUT	CYCLOPS	FURBALL

GADGET	LEAKER(S)	PICTURE
GATE	LEAN	PITBULL
GIMBALL	LEVEL	PITCH/PITCHBACK
GOPHER	LINE ABREAST	PINCE
GORILLA	LINER [N]	PITBULL
GRAND SLAM	LOCKED	PLAYMATE
GREEN	LOW	POLAR BEAR
GROUP	MADDOG	POP
GUNS	MANEUVER	POP-UP
HARD	MARKING	POPEYE
HEADS UP	MARSHAL(ING)	POSIT
HEAVY	MEDIUM	POST HOLE
HIGH	MERGE(D)	PRESS
HIT(S)	MIDNIGHT	PRINT
HOLDING HANDS	MONITOR(ING)	PUMP
HOLD FIRE	MUSIC	PURE
HOOK	NAILS	PUSH
HOSTILE	NAKED	PUSHING
HOT	NEAR-FAR	QUAIL
HOUNDOG [N]	NEGATIVE CONTACT	RANGE
HUSKY	NEW PICTURE	RAYGUN
ID	NO FACTOR	REPORTED
IN	NO JOY	RESET
IN PLACE	NOTCH(ING)	RESUME
INDIA	OFF	RETROGRADE
INTERROGATE	ON STATION	RIDER
INTERVENE	OPENING	RUMBA
INVESTIGATE	OUT	SADDLED
JINK	OUTLAW	SANDWICHED
JUDY	PACKAGE	SAUNTER
KILL	PACMAN [N]	SCRAM
KNOCK IT OFF	PADLOCKED	SCRAMBLE
LADDER	PAINT(S)	SCRUB
LAST	PARROT	SEPARATE(ING)
LEAD-TRAIL	PASSING	SEPARATION

SHACKLE  
SHADOW  
SHOOTER  
SHOTGUN  
SIDE-SIDE  
SILENT  
SINGLE  
SKATE  
SKIP IT  
SKOSH  
SLICE/SLICEBACK  
SLIDE  
SLOW  
SNAP  
SNAPLOCK  
SNIFF  
SNOOZE  
SORT  
SORTED  
SOUR  
SPADES  
SPIKE(D)

SPIN  
SPITTER  
SPLASH(ED)  
SPLIT  
SPOOFER  
SQUAWK  
SQUAWKING  
STACK  
STATUS  
STERN  
STINGER  
STRANGER  
STRANGLE  
STRIPPED  
STROBES  
SUNRISE  
SWEET  
SWITCHED  
TACTICAL  
TALLY  
TARGET  
TARGETED

TERMINATE  
THREAT  
THROTTLES  
TIED  
TIGER  
TRACK  
TRASHED  
TUMBLEWEED  
VERY FAST  
VIC  
VISUAL  
WALL  
WEDGE  
WEIGHTED  
WHAT LUCK  
WHAT STATE  
WIDE  
WINCHESTER  
WORKING  
YARDSTICK

### 3. AIR-TO-SURFACE

---

Note: (Terms for general air-to-surface employment for attack aircraft and controllers.)

---

ABORT	HIT(S)	PIG(S) AWAY
ATTACK(ING)	HOT	POP
(weapon) AWAY	IN	RIFLE
BRACKET	INVESTIGATE	RIPPLE
BRUISER	KILL	ROLEX
BUMP/BUMP-UP	LONG RIFLE	SCAN
CAPTURED	LOOKING	SCUD
CLEARED HOT	LOW DOWN	SKUNK
COLD	LEAN	SLIPPING
COME OFF	MAGNUM	SMACK
CONTACT	MAPPING	SPLASH(ED)
CONTINUE	MARK	TALLY
CONTINUE DRY	MILLER TIME	TARGET
DANGER CLOSE	MONITOR(ING)	THUNDER
DIVERT	NO JOY	VACANT
ENGAGE	OCCUPIED	VISUAL
GREYHOUND	OFF	

#### 4. CLOSE AIR SUPPORT (CAS)

ATTACK(ING)	COME OFF	LOOKING
ATTACK COMPLETE	CONTACT	OFF
(weapon) AWAY	CONTINUE	OFFSET
BUMP/BUMP-UP	CONTINUE DRY	RIFLE
CAPTURED	DANGER CLOSE	SMOKE
CLEARED	ENGAGE	SPARKLE
CLEARED HOT	HIT(S)	STOP
CLEARED TO	HOT	THUNDER
ENGAGE	IN	
COLD	LONG RIFLE	

#### 5. COMBAT SEARCH AND RESCUE (CSAR/SAR)

FLASHLIGHT	MILLER TIME	RED LIGHT
HOLD DOWN	PEDRO [N]	SKINNY
MARK	POPCORN	

#### 6. LASERS

BUDDY	DIAMONDS	SPLASH(ED)
LASE/GUIDE	LASER ON	SPOT
BUMP/BUMP-UP	LASING	STARE
CAPTURED	NEGATIVE LASER	TEN SECONDS
CEASE	PULSE	TERMINATE
CONTACT	SHIFT	
DEADEYE	SPARKLE	

## 7. BASIC NVD/IR/ILLUMINATION

BURN	LIGHTBULB	SNAKE
CLOAK	LIGHTS ON/OFF	SPARKLE
DEADEYE	MOVE BURN	STEADY
DIAMONDS	NEGATIVE	STOP
EYEBALL	LASER	STOP BURN
FLASH	ROPE	SUNSHINE
FLASHLIGHT	SHIFT	
FREEZE BURN	SMASH	

## 8. DATA LINKS

---

Note: (Terms for surveillance, air control, and tactical aircraft data links.)

---

ALLIGATOR	HANDSHAKE	SWEET
BEANSTALK	HOLLOW	TAG
BLOTTER	HOOK	TARGET
CHECKPRINT	JACKAL	TIMBER
COLOR	MARKPOINT	TRACK NUMBER
DATA	POINT	ZAP
DIRTY	SORT	
DOLLY	SOUR	



## 9. JSTARS

DETAILS	MOVERS	SCRUB
IDLE	RETAKE	SHOPPING
LOWDOWN	ROTATOR	STAKE

## 10. MARITIME AIR OPERATIONS

BULLRING	FATHER	ROBBER
CHARLIE	FUEL STATE	SKUNK
DELTA	MONITOR(ING)	
FAKER	PANCAKE	

## 11. BASIC SEAD/SIGINT/EW INTEGRATION

(system) ACTIVE	FERRET [N]	SLIDE
ADD	GENIE	SLOPE
ALLIGATOR	HOLLOW	SNEAKER[N]
ARIZONA	LOWDOWN	SNIFF
BAY [N]	MAGNUM	SNIPER
CANDYGRAM	MUD	SPLASH(ED)
CLAM [N]	PILLOW	SPOOFER
COLOR	RACKET	TAG
DATA	RENT	THUNDER
(system) DOWN	RETROGRADE	TOY
DROP (PING)	ROTATOR	TRACKING
DUFFER	SAM	TRESPASS
EMPTY	SCRAM	WOOFER[N]
FAN_TACK_ [N]	SLAPSHOT	WORKING
FEELER [N]	SINGER	ZAP

## 12. SURFACE-TO-AIR

Note: Terms for surface-to-air units for coordination and deconfliction.

ABORT	FEET WET/DRY	SPLASH(ED)
BIRD	FRIENDLY	SPOOFING
BIRD(S) AFFIRM	GADGET	SQUAWKING
BIRDS AWAY	GRANDSLAM	STRENGTH
BIRD(S) NEGAT	GREYHOUND	STRANGLE
BITTERSWEET	HIGH	SWEET
BLIND	HOLD FIRE	TIMBER
BOGEY	HOSTILE	TRACKING
BRAA	HOT	UNABLE
BULLSEYE	INDIA	VAMPIRE
CEASE ENGAGEMENT	LEAKER(S)	VERY FAST
CEASE FIRE	NO FACTOR	WARNING
CHERUBS	NO JOY	RED
COMMIT	PARROT	YELLOW
CONTACT	RESET	WHITE
CONTINUE	RIDER	WEAPONS
COVER	SCRAM	FREE
DECLARE	SCRUB	TIGHT
DELOUSE	SLOW	HOLD/SAFE
DIRT	SOUR	WILCO
ENGAGE	SPADES	WINCHESTER
FADED	SPIKE	WORDS

## 13. SURFACE-TO-SURFACE, ARTILLERY

CEASE ENGAGEMENT	CHECK FIRE(ING)	MARK
CEASE FIRE	DANGER CLOSE	REPEAT
CEASE LOADING	LASER ON	SHOT
CEASE LASER	LASING	SPLASH

#### 14. SURFACE-TO-SURFACE, MARITIME

BULLDOG	DANGER CLOSE	LASER ON
CEASE- ENGAGEMENT	GO ACTIVE	LASING
CEASE FIRE	GO CLEAR	MARK
CEASE LASER	GREYHOUND	
CHECK FIRE	HOLD FIRE	

#### 15. NATO-SPECIFIC TERMS

BAY	FAN__TACK__	PHANTOM
BEANSTALK	FEELER	POND
BLOTTER	FERRET	POST ATTACK
CANYON	GADABOUT	POLAR BEAR
CHATTER	GRIDIRON	PUPPIES
CHRISTMAS TREE	HOMING	SCAN
CLAM	HOUNDOG	SNEAKER
CLIFF	HUSH	SPOOFING
CRISS CROSS	OILFIELD	TRAVEL
CRUISE	MULTIPLE	WOOFER
CURVE	PACMAN	ZOMBIE
DUCK	PANCAKE	
FAKER	PEDRO	



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## GLOSSARY

### PART I – ABBREVIATIONS AND ACRONYMS

<b>A</b>	
<b>A/A</b>	air-to-air
<b>A/S</b>	air-to-surface
<b>AEW</b>	Airborne Early Warning
<b>AFDC</b>	Air Force Doctrine Center
<b>AFI</b>	Air Force Instruction
<b>AFTTP(I)</b>	Air Force Tactics, Techniques, and Procedures
<b>AGM</b>	air-to-ground missile
<b>AI</b>	air interdiction/air intercept
<b>AIM</b>	air intercept missile
<b>AIR-MAR</b>	maritime air
<b>ALSA</b>	Air Land Sea Application
<b>AM</b>	amplitude modulation
<b>APP</b>	Allied Procedural Publication
<b>ARM</b>	anti-radiation missiles
<b>A/S</b>	air-to-surface
<b>ATO</b>	air tasking order
<b>B</b>	
<b>BRAA</b>	bearing, range, altitude, and aspect
<b>BVR</b>	beyond visual range
<b>C</b>	
<b>C2</b>	command and control
<b>C2I</b>	command, control, and intelligence
<b>CAP</b>	combat air patrol

<b>CAV-OK</b>	cloud and visibility okay (pronounced kav-okay)
<b>CDE</b>	collateral damage estimate
<b>CSAR</b>	combat search and rescue
<b>D</b>	
<b>DF</b>	direction finding
<b>DR</b>	decision range
<b>E</b>	
<b>ECM</b>	electronic countermeasures
<b>EID</b>	electronic identification
<b>ELINT</b>	electronic intelligence
<b>EMCON</b>	emission control
<b>EO</b>	electro optical
<b>EOB</b>	electronic order of battle
<b>EW</b>	electronic warfare
<b>F</b>	
<b>FAC</b>	forward air controller
<b>FAC-A</b>	forward air controller-airborne
<b>FOV</b>	field of view
<b>FT</b>	feet
<b>FM</b>	frequency modulation; Field Manual
<b>G</b>	
<b>GCI</b>	ground control intercept
<b>GEOREF</b>	geographical reference
<b>GPS</b>	global positioning system
<b>H</b>	
<b>HARM</b>	high-speed anti-radiation missile
<b>HF</b>	high frequency
<b>HPRF</b>	high pulse repetition frequency
<b>HTS</b>	HARM targeting system

	<b>I</b>	
<b>IAW</b>		in accordance with
<b>ICAO</b>		International Civil Aviation Organization
<b>ID</b>		identification
<b>IDN</b>		initial distribution number
<b>IFF</b>		identification, friend or foe
<b>INS</b>		inertial navigation system
<b>IO</b>		information operations
<b>IR</b>		infrared
<b>ISR</b>		intelligence, surveillance, and reconnaissance
	<b>J</b>	
<b>JTAC</b>		joint terminal attack controller
<b>JSOW</b>		joint stand-off weapon
	<b>L</b>	
<b>LOS</b>		line of sight
<b>LST</b>		laser spot tracker
<b>LZ</b>		landing zone
	<b>M</b>	
<b>MANPADS</b>		man portable air defense system
<b>MCCDC</b>		US Marine Corps Combat Development Command
<b>MCPDS</b>		Marine Corps Publication Distribution System
<b>MEZ</b>		missile engagement zone
<b>MILSTRIP</b>		Military Standard Requisition and Issue Procedure
<b>MPRF</b>		medium pulse repetition frequency
<b>MSL</b>		mean sea level
<b>MTI</b>		moving target indicator
	<b>N</b>	
<b>NATO</b>		North Atlantic Treaty Organization
<b>NAVSUP</b>		Navy Supplement Publication

<b>NCTR</b>	noncooperative target recognition
<b>NM</b>	nautical mile
<b>NPG</b>	network participation group
<b>NVD</b>	night vision device
<b>NWDC</b>	Navy Warfare Development Command
<b>O</b>	
<b>OPR</b>	office of primary responsibility
<b>OPTASK</b>	operational tasking
<b>P</b>	
<b>PDT</b>	primary designated track
<b>PID</b>	positive identification
<b>PRF</b>	pulse repetition frequency
<b>R</b>	
<b>RCO</b>	Range Control Officer
<b>ROE</b>	rules of engagement
<b>ROVER</b>	receive-only video receiver
<b>RSO</b>	Range Safety Officer
<b>RWR</b>	radar warning receiver
<b>S</b>	
<b>S/A</b>	surface-to-air
<b>SAM</b>	surface-to-air missile
<b>SAR</b>	search and rescue
<b>SEAD</b>	suppression of enemy air defenses
<b>SIF</b>	selective identification feature
<b>SIGINT</b>	signals intelligence
<b>S/S</b>	surface-to surface
<b>T</b>	
<b>TACAN</b>	tactical air navigation
<b>TADIL</b>	tactical digital information link
<b>TBM</b>	tactical/theater ballistic missile
<b>TIDS</b>	tactical imagery dissemination system
<b>TLAM</b>	Tomahawk land-attack missile
<b>TN</b>	track number



<b>TOD</b>	time of day
<b>TRADOC</b>	US Army Training and Doctrine Command
<b>U</b>	
<b>UAV</b>	unmanned aerial vehicle
<b>UHF</b>	ultra high frequency
<b>US</b>	United States
<b>V</b>	
<b>VHF</b>	very high frequency
<b>VID</b>	visual identification
<b>W, X, Y, Z</b>	
<b>WP</b>	white phosphorus



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**FM 1-02.1 (FM 3-54.10)**  
**MCRP 3-25B**  
**NTTP 6-02.1**  
**AFTTP(I) 3-2.5**  
**15 June 2005**

**By Order of the Secretary of the Army:**

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**Supersedes AFTTP(I), 3-2.5, June 2003.**



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**MARINE CORPS PCN: 144 000015 00**

**PIN: 082563-000**

