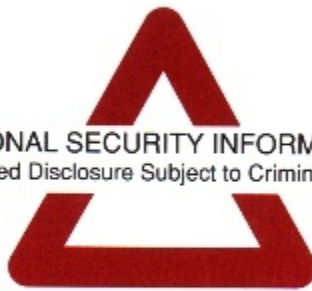


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# BREVITY

## MULTI-SERVICE BREVITY CODES

FM 3-54.10(FM 3-97.18)

MCRP 3-25B

NTTP 6-02.1

AFTTP(I) 3-2.5

## JUNE 2003

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## 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.

### 3. Applicability

This publication is intended for air and ground 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 reference and incorporate it in service and command 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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June 2003

**BREVITY**  
**Multi-Service Brevity Codes**  
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\*This publication supercedes FM 3-97.18, MCRP 3-25B, NTTP 6-02.1 and AFTTP(I) 3-2.5, 1 Feb 2002.

Chapter I  
SUMMARY OF CHANGES

1. NEW TERMS

ANYFACE	FLAVOR	POPCORN
ASLEEP	FREEZE BURN	PULSE
ATTACK COMPLETE	FUEL STATE	QUAIL
AWAKE	GADABOUT	RACKET
BAY	GINGERBREAD	RED LIGHT
BEARING	GLOWWORM	REFERENCE
BEANSTALK	GOODWILL	RENO
BLOTTER	GOPHER	RENT
BUDDY LASE/GUIDE	GRIDIRON	REPEAT
BULLRING	HEADBUTT	RUMBA
BUMP	HOOK (descriptor)	SAME
BUTTON	HOUNDOG	SCAN
CAV-OKAY	HUFFDUFF	SEARCHER
CHANNEL	INTRUDER	SET
CHARLIE	KOBOLD	SINGLE
CHECKPRINT	LAME DUCK	SLIPPING
CINDER	LEVEL	SNEAKER
CLAM	LINER	SNOOPER
CLEARED TO ENGAGE	LONG RIFLE	SPOOFER
CLOWN	LOOKING	STARE
CRUISE	MARKPOINT	STOP (abort code)
DANCE	MIKEDUFF	TACTICAL
DANGER CLOSE	MOVE BURN	TIME CHECK
DELTA	NEGATIVE LASER	TRACK NUMBER
DIAMONDS	(system) OKAY	TRACKING
DIRTY	OILFIELD	TRAVEL
DOWN	ORBIT	TROUT
DUFFER	PACMAN	VECTOR
FAKER	PANCAKE	WEAPONS
FAN TACK	PEDRO	WOOF
FEELER	PINNACLE	
FERRET	POINT	
FLARE	POLAR BEAR	

2. DELETED TERMS

AJAX  
BIRDDOG  
SHORT SKATE  
SORT TIDS/TADS  
TARGET TIDS/TADS  
VERY HIGH  
(system) WELL  
WINGS LEVEL



### 3. CHANGED DEFINITIONS TO TERMS

ARM	GENIE	SHIFT
ATTACKING	HEAVY	SHOTGUN
AZIMUTH	HIGH	SIDE-SIDE
(system) BENT	HOSTILE	SILENT
BOX	HOT	SLOW
BULLSEYE	LADDER	SNAP
CEASE (activity)	MARK	SNAPLOCK (BRAA)
CEASE ENGAGEMENT	MEDIUM	SOUR
CHAMPAGNE	MILLER TIME	STACK
COLOR	MONITOR(ING)	STINGER
CONTINUE DRY	MUD	STOP
DATA	NAILS	SWEET
DEADEYE	NEAR-FAR	TARGET
DEEP	PIGS AWAY	TIMBER
DEFENSIVE	PLAYTIME	VERY FAST
DUCK	POP UP	VIC
ECHELON	PRESS	WALL
ENGAGED	RANGE	WEAPONS
FAST	RETROGRADE	WEIGHTED
2nd FOX THREE	SCRAM	WHAT STATE
FOX 3 (X)-SHIP	SCRUB	WIDE

## Chapter II MULTI-SERVICE BREVITY CODES

Table II-1 KEY

*	Meaning may differ with NATO brevity word
**	Not a NATO brevity word
<i>[NATO]</i>	NATO brevity word not used by US forces but may be encountered in combined operations.
<u>TERM</u>	New brevity code
text of definition	Change to brevity code definition
(A/A)	Brevity code definition applies to air-to-air (A/A) operations
(A/S)	Brevity code definition applies to air-to-surface (A/S) operations
(S/A)	Brevity code definition applies to surface-to-air (S/A) operations
(S/S)	Brevity code definition applies to surface-to-surface (S/S) operations
(EW)	Brevity code definition applies to electronic warfare (EW) operations
(AIR-MAR)	Brevity code definition applies to maritime air (AIR-MAR) operations

Note: All brevity codes pertain to general air operations unless indicated otherwise. NATO definitions derived from APP/MPP-7B, Change 0.

ABORT	Directive call to cease action/attack/event/mission.
ACTION	Directive call to initiate a briefed attack sequence or maneuver.
(system)ACTIVE (location/ direction)	(EW) Referenced emitter is radiating at the stated location or along the stated bearing.
ADD (system/ category)**	(EW) Directive call to add a specific (system) or (EOB category) to search responsibilities.
ALARM	Directive/informative call indicating the termination of EMCON procedures. Opposite of SNOOZE.
ALFA CHECK	Request for/confirmation of bearing and range from requesting aircraft to described point.
ALLIGATOR	Link-11/ TADIL A.
ANCHOR(ED) (location)	1. Informative call to indicate a turning engagement at the specified location. 2. Directive call to orbit about a specific point. 3. Refueling track flown by tanker.
ANGELS	Height of friendly aircraft in thousands of feet from mean sea level (MSL). (NOTE: NATO definition does not specify MSL or AGL)
<u>ANYFACE*</u>	Friendly GCI/AEW command and control agency when callsign is not known.
ARIZONA	No anti-radiation missile (ARM) ordnance remaining.
ARM**	CONTACT(s) resulting from target maneuvers exceeding GROUP criteria.
<u>ASLEEP **</u>	Enemy air defense system is not operating and is not expected to engage friendly aircraft. Opposite of AWAKE.
AS FRAGGED	Unit or element will be performing exactly as stated by the air tasking order (ATO).
ATTACK(ING)	(A/S) Directive/(informative) call indicating 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.
<u>ATTACK COMPLETE**</u>	(A/S) Mandatory call from the attack aircraft to the Joint Terminal Attack Controller (JTAC) during Type III control indicating completion of ordnance release. (See also CLEARED TO ENGAGE)
AUTHENTICATE	To request or provide a response to a coded challenge.
AUTOCAT	Any communications relay using automatic retransmissions.

(weapon) AWAY	Release/launch of specified weapon (e.g. BIRDS AWAY, PIGS AWAY, LONG RIFLE AWAY, etc.) NOTE: Include launch location in bullseye format and weapons track direction for PIGS and LONG RIFLE.
<u>AWAKE</u> **	Enemy Air Defense system is operating and may engage friendly aircraft. Opposite of ASLEEP.
AZIMUTH*	1. (A/A) A picture label describing two GROUPs separated laterally. *GROUP names will be referenced by cardinal directions. (e.g. NORTH GROUP, SOUTH GROUP, or EAST GROUP, WEST GROUP) (NOTE: NATO definition includes two or more GROUPs).  2*. (S/A) Direction to the threat.
BANDIT	An aircraft identified as an enemy in accordance with (IAW) theater ID criteria. The term does not necessarily imply direction or authority to engage.
BANZAI	Informative/directive call to execute launch and decide tactics.
BASE (+/- number)	Reference number used to indicate such information as headings, altitude, fuels, etc.
<u>BAY</u>	[NATO] (EW) Carry out deception plan indicated or in accordance with previous orders.
BEAD WINDOW	Last transmission potentially disclosed unauthorized information.
BEAM (w/cardinal direction)*	CONTACT stabilized within 70 to 110 degrees of aspect. (NOTE: NATO = 60-120 degrees aspect)
<u>BEANSTALK</u>	[NATO] Information call advising datalink users to check equipment for spurious tracks.
<u>BEARING (w/sub-cardinal direction)**</u>	Inner GROUP formation with the trailer displaced approximately 45 degrees behind the leader.
(system) BENT	System indicated is inoperative. Cancelled by OKAY.
BINGO	Fuel state needed for recovery.
BIRD	Friendly surface-to-air missile (SAM).
BIRD(S) AFFIRM	(S/A) Surface-to-Air informative call indicating a FRIENDLY unit is able and prepared to engage a specified target with SAMs. Opposite of BIRD(S) NEGAT.
BIRD(S) NEGAT	(S/A) Surface-to-Air informative call indicating a FRIENDLY unit is unable to engage a specified target with SAMs. Opposite of BIRD(S) AFFIRM.
BITTERSWEET**	Notification of possible blue-on-blue (fratricide) or blue-on-neutral situation relative to a designated track or FRIENDLY aircraft.

BLIND	No visual contact with FRIENDLY aircraft/ground position. Opposite of VISUAL.
<u>BLOTTER</u>	[NATO] (EW) ECM receiver.
BLOW THROUGH	Directive/informative call that aircraft will continue straight ahead at the merge and not become ANCHORED with target(s).
BOGEY	A radar or visual air CONTACT whose identity is unknown.
BOGEY DOPE	Request for target information as requested or for closest GROUP in BRAA (with appropriate fill ins)
BOX	Picture label with GROUPs in a square or offset square (See CHAMPAGNE and VIC for GROUP names).
BRAA	1. Following information is in a tactical control format providing target <u>b</u> earing, <u>r</u> ange, <u>a</u> ltitude, and <u>a</u> spect, relative to the specified friendly aircraft. 2.* Request/directive call to switch to tactical BRAA control format.
BRACKET (direction)	Directive call to maneuver to a position on opposite sides, either laterally or vertically from the target.
BREAK (direction)	Directive call to perform an immediate maximum performance 180-degree turn (or as directed) in the indicated direction.
BREAK AWAY	Tanker or receiver call indicating immediate vertical and nose/tail separation between tanker and receiver is required.
BREVITY**	Directive call indicating the radio frequency is becoming saturated, degraded or jammed and briefer transmissions must follow. (NOTE: See NATO term ZIPLIP)
BROADCAST	Request/directive call to switch to broadcast control format.
BROKE LOCK	Advisory call regarding loss of radar/IR lock-on.
BRUISER	Friendly air launched anti-ship missile.
<u>BUDDY</u> <u>(LASE/GUIDE)**</u>	(A/S) Request or informative communications to have guidance of a weapon from a source other than delivering aircraft.
BUDDY LOCK	Radar locked to a known friendly aircraft. Normally a response to a SPIKED or BUDDY SPIKE calls.
BUDDY SPIKE (position /heading/alt)	Friendly aircraft radar lock-on indication on radar warning receiver (RWR).
BUGOUT (direction)	Separation from that particular engagement / attack / operation with no intent to reengage/return.
BULLDOG	(S/S) Friendly surface/submarine launched anti-ship missile.

<u>BULLRING</u>	(AIR-MAR) Maritime aircraft patrol zone.
BULLSEYE	An established reference point from which the position of an object can be referenced by bearing (Magnetic) and range (NM) from this point.
<u>BUMP/BUMP-UP</u>	(A/S) A climb to acquire line of sight (LOS) to the target or laser designation.
BURN**	(A/S) Informative call that Gated Laser Illuminator (GLINT) is being used to provide illumination. Typically employed by AC-130 to illuminate surface points of interest.
BUSTER	Directive call to fly at maximum continuous speed (military power).
<u>BUTTON</u>	Radio channel setting.
BUZZER**	Electronic communications jamming. (NOTE: same as NATO term, CHATTER)
CANDYGRAM**	(EW) Informative call to aircraft that electronic warfare targeting information is available on a briefed secure net.
CAP/CAPPING (location)	1. Directive call to establish a combat air patrol (CAP) at a specified location. 2. Descriptive term for aircraft in a CAP.
CAPTURED	(A/S) Aircrew has acquired and is able to track a specified surface target with an on-board sensor.
<u>CAV-OK</u>	Cloud and Visibility Okay (pronounced kav-okay). ICAO term meaning no significant clouds below 5,000 feet, visibility at least six miles, no precipitation or storms.
CEASE (activity)	Directive to discontinue stated activity; e.g. CEASE BUZZER, CEASE LASER, etc.
CEASE ENGAGEMENT	(S/A) 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.
CEASE FIRE	(S/A) Discontinue firing/do not open fire. Missiles in flight are allowed to continue to intercept; continue to track.
CHAMPAGNE	A picture label of three distinct GROUPs with two in front and one behind. *GROUP names should be NORTH LEAD GROUP and SOUTH LEAD GROUP or WEST LEAD GROUP and EAST LEAD GROUP and TRAIL GROUP.(MAJOR CHANGE-USN/USMC)
<u>CHANNEL**</u>	Stacked net within a Link 16 Network.

<u>CHARLIE</u>	<p>1.* (AIR-MAR) The expected landing time on the ship.</p> <p>2. (AIR-MAR) Directive to land aircraft on ship.</p> <p>3.* (time in minutes) (AIR-MAR) An advisory call modifying/delaying the briefed recovery time (e.g., CHARLIE TEN).</p>
CHATTERMARK	Directive call to begin using briefed radio procedures to counter communications jamming.
CHEAPSHOT**	AIM-120 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 FIRING**	(S/S) Directive call to cease firing immediately.
<u>CHECKPRINT</u> (track #)**	<p>1. Request by an Air Defense Commander for unit(s) to provide amplifying information on a specified track.</p> <p>2. Reply/informative to Air Defense Commander followed by positive track information using format specified in applicable OPTASK document.</p>
CHERUBS**	Height of a friendly aircraft in hundreds of feet AGL. (NOTE: NATO definition, when adopted, will not specify AGL or MSL)
CHICKS	Friendly aircraft.
<u>CLAM</u>	[NATO] (EW) Cease all or indicated electromagnetic and/or acoustic emissions in accordance with national instructions and exercise orders. Potential intelligence collector(s) in area (estimated duration of CLAM hours).
CLEAN	<p>1. No sensor information on non-friendly group of interest.</p> <p>2. No visible battle damage.</p> <p>3. Aircraft not carrying external stores.</p>
CLEARED	Response to requested action is authorized. No engaged/support roles are assumed
CLEARED HOT	Ordnance release is authorized.
<u>CLEARED TO ENGAGE**</u>	(A/S) JTAC Type III 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.
CLOAK	Directive/informative call to switch from normal/overt external lighting to covert night vision device (NVD) only compatible lighting.
CLOSING**	Decreasing in separation.
<u>CLOWN</u>	[NATO] (EW) Deception jammer.

COLD	<ol style="list-style-type: none"> <li>1. A descriptive/directive call to initiate a turn in the CAP away from the anticipated threats.</li> <li>2. Defined area is not expected to receive fire (enemy or friendly).</li> <li>3. Intercept geometry will result in a pass or roll out behind the target.</li> </ol>
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- COLOR, DATA.
COMEBACK (direction)	Directive call to reverse course.
COME OFF (direction)	<ol style="list-style-type: none"> <li>1. (A/A) Directive call to maneuver as indicated to either regain mutual support or to deconflict flight paths. Implies both VISUAL and TALLY.</li> <li>2.* (A/S) Directive call to maneuver or execute a specific instruction (e.g., COME OFF DRY).</li> </ol>
COMMIT	Directive call to intercept a GROUP of interest.
COMPOSITION**	Request for number of contacts within a GROUP.
CONFETTI	Chaff lane or corridor.
CONS/CONNING	Descriptive term for nonfriendly aircraft leaving contrails.
CONTACT	<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.* Individual radar return within a GROUP or ARM.</li> </ol>
CONTAINER**	Inner GROUP formation with four CONTACTs oriented in a square or offset square.
CONTINUE	Continue present maneuver, does not imply a change in clearance to engage or expend ordnance.
CONTINUE DRY	Continue present maneuver, ordnance release not authorized. Training use only.
COVER*	Directive/Informative call to assign S/A weapons or establish an A/A posture that will allow engagement of a specified track or threat if required.
CRANK (direction)	F-Pole maneuver in the direction indicated; *implies illuminating target at/near radar GIMBAL limits.
CROSSING**	Descriptive term for when two GROUPs initially separated in azimuth decrease azimuth separation to pass each other.
<u>CRUISE</u>	[NATO] Informative or directive call to return to cruise speed (after BUSTER or GATE).



CUTOFF	Requests for, or directive to, intercept using cutoff geometry.
CYCLOPS	Any UAV.
<u>DANCE</u> (column codeword/ designator)	[NATO] (EW) Shift all lines to COMPLAN ( ).
<u>DANGER CLOSE</u> **	(A/S, S/S) Informative call that friendly troops are within close proximity of the target (determined by the weapon/munition delivered/fired). NOTE: Specific DANGER CLOSE distances, assumptions, and procedures are contained in J-Fire guide.
DASH (#)	Aircraft position within a flight. Use if specific callsign is unknown.
DATA (object, position)**	Standby for data link message concerning object at stated location.
DEADEYE	Informative call by a laser designator indicating the laser system is inoperative.
DECLARE	Inquiry as to the identification of a specified track(s), target(s), or correlated GROUP.
DEEP**	Descriptive term used to indicate separation between the nearest and farthest GROUPs in range in a relative formation of three or more groups, used to describe a LADDER, VIC, CHAMPAGNE, BOX.
DEFENSIVE*	Aircraft is under attack, maneuvering defensively, and unable to ensure deconfliction or mutual support.
DEFENDING (direction)	Aircraft is in a defensive position and maneuvering with reference to a surface-to-air threat.
DELOUSE**	Directive call to detect, identify, and engage (if required) unknown aircraft trailing friendly aircraft.
<u>DELTA</u> ( )( )	(AIR-MAR) Hold and conserve fuel at altitude and position indicated during shipboard operations.
DEPLOY	Directive call for the element to maneuver to briefed positioning.
DETAILS**	Request for modified J-FIRE 9-Line Brief from Joint Surveillance Target Attack Radar System (Joint STARS).
<u>DIAMONDS</u> (w/position)**	An IR event location
<u>DIRTY</u>	Link is not encrypted.
DIVERT	Proceed to alternate base/*mission.
DOLLY	Link-4A/TADIL C.

(system) <u>DOWN</u> (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)	Contact aspect stabilized at 0-60 degrees angle from tail or 120-180 degrees angle from nose.
DROP(PING)	<ol style="list-style-type: none"> <li>1. Directive/informative call to stop monitoring a specified emitter/target and resume search responsibilities.</li> <li>2. Informative call that fighter has discontinued tracking responsibility.</li> <li>3. (TRACK___) Remove the emitter/target from tactical picture/track stores.</li> <li>4.* (EW) Directive call to remove a specific system or EOB category from search responsibilities.</li> </ol>
DUCK	[NATO] Informative/directive call to descend and increase speed.
<u>DUFFER</u>	(EW) DF equipped unit.
ECHELON (sub-cardinal direction)*	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. (NOTE: equivalent to NATO term, BLANK)
ENGAGE	A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target.
ENGAGED*	Informative inter-flight call from a fighter maneuvering in the visual arena (NOTE: NATO definition is, "Descriptive call indicating maneuvering with intent to kill")
ESTIMATE	Estimate of the size, range, height, or other parameter of a specified contact; implies degradation.
EXTEND(ING) (direction)	Short-term maneuver to gain energy, distance, or separation, normally with the intent of reengaging.
EYEBALL	<ol style="list-style-type: none"> <li>1. Fighter with primary visual identification responsibility.</li> <li>2. EO/IR acquisition of an aircraft. Normally followed by number of aircraft observed.</li> </ol>
FADED	Radar contact is lost on nonfriendly air/surface contact and any positional information given is estimated.
<u>FAKER</u>	[NATO] A FRIENDLY track acting as a HOSTILE for exercise purposes.
<u>FAN</u> ___ <u>TACK</u> ___	[NATO] (EW) Left and right hand edges of jammed sector are ___ and ___.
FAST*	Target speed is estimated to be 600 – 900 knots /Mach 1 – 1.5 (Note: NATO = 400 knots to 600 knots/Mach 1)

FATHER	(AIR-MAR) Shipboard TACAN station.
<u>FEELER</u>	[NATO] (EW) Shipborne fire control radar.
FEET WET/DRY	Flying over water/land.
FENCE (IN/OUT)	Set cockpit switches as appropriate before entering/exiting the combat area.
<u>FERRET</u>	[NATO] (EW) Airborne electronic reconnaissance activity or aircraft.
FLANK (direction)	CONTACT aspect stabilized at 120 to 150 degrees angle from tail or 30 to 60 degrees angle from nose.
<u>FLARE(S)</u>	Directive to deploy flares.
FLASH (system)	Temporarily activate specified system for identification purposes (IFF/afterburner/flare/chaff/etc.).
FLASHLIGHT**	Directive term for helicopter to turn on IR floodlight (pointed at ground to aid visual acquisition by escort aircraft).
<u>FLAVOR</u>	Visually identified nationality of a contact.
FLOAT	Directive/informative call to expand the formation laterally within visual limits to maintain radar contact or prepare for a defensive response.
FLOW (direction)**	Directive call to fly stated heading.
FOX (number)	Simulated/actual launch of A/A weapons. ONE - Semiactive radar-guided missile. TWO - IR-guided missile. THREE - Active radar-guided missile.
2nd FOX THREE**	Simulated or actual launch of multiple active radar-guided missiles on the same target.
FOX THREE (X) SHIP**	Valid missile shot against (x) separate targets (assumes 1 missile per target).
FOX MIKE	VHF/FM radio.
<u>FREEZE BURN</u> **	Directive call to AC-130 to freeze the GLINT position in the present location.
FRIENDLY	A positively identified friendly aircraft, *ship, or *ground position.
<u>FUEL STATE (time) **</u>	(AIR-MAR) A helicopter's fuel quantity, expressed in hours and minutes before having to make a controlled emergency landing.
FURBALL*	Descriptive/informative call indicating known non-friendly aircraft and friendly aircraft are in close proximity to each other. Can be response to a DECLARE request. (NOTE: NATO equivalent term is MIX-UP. NATO definition of FURBALL is,: "A turning fight involving multiple aircraft")

<u>GADABOUT (#)</u>	[NATO] Informative call indicating the upper limit of height sanctuary for fighters in the MEZ. ("GADABOUT 25" means the upper limit of the height sanctuary is 25,000 feet; "Gadabout 16 to 24" means the height sanctuary is between 16,000 to 24,000 feet).
GADGET	Radar or emitter equipment.
GATE	Directive/informative call to fly as quickly as possible, using after-burner/max power.
GENIE**	(EW) Emitter is employing electronic protection measures.
GIMBAL	Radar target is approaching azimuth or elevation tracking limits.
<u>GINGERBREAD</u>	Voice imitative deception is suspected on this net.
<u>GLOWWORM</u>	[NATO] Flare dropping aircraft.
GO ACTIVE	Go to briefed frequency agile net.
GO CLEAR	Use unencrypted voice communications.
GO SECURE	Activate encrypted voice communications.
GOGGLE/ DEGOGGLE**	Directive call to put on/take off NVDs.
GOGGLES ON/OFF**	Informative call that NVDs are on/off.
<u>GOODWILL</u>	Informative call indicating the boundary of an active friendly MEZ.
<u>GOPHER**</u>	A BOGEY 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.
GORILLA	Large force of indeterminate numbers and formation.
GRANDSLAM	All HOSTILE aircraft of a designated track (or against which a mission was tasked) are shot down.
GREEN (direction)	Direction determined to be clearest of enemy air-to-air activity.
GREYHOUND**	Friendly ground attack cruise missile (e.g., TLAM).
<u>GRIDIRON</u>	[NATO] (EW) Jamming signal appears on my PPI scope or jamming signal prevents determination of range and bearing _____% of time.
GROUP*	Any number of air contacts within 3 NM in azimuth and range of each other. (NOTE: NATO definition includes an altitude discrimination of within 20,000 feet)
GUNS	Reference to A/A or A/S gun engagement.
HANDSHAKE**	Link 16 Air Control NPG initiation between air control unit and controlled aircraft.

HARD (direction)	High-G, energy sustaining 180-degree turn (or as directed) in the indicated direction.
<u>HEADBUTT</u> **	Directive term to fighters /interceptors to immediately divert a track of interest clear of a restricted or prohibited area.
HEADS UP	Alert of an activity of interest.
HEAVY*	A GROUP known to contain three or more individual entities. (NOTE: NATO definition: The largest GROUP of factor BOGEYS/ BANDITS)
HIGH*	CONTACT is greater than 40,000 ft MSL. (NOTE: NATO is 25,000 to 50,000 ft MSL)
HIT(S)	<ol style="list-style-type: none"> <li>1. Momentary radar return(s).</li> <li>2. (altitude) (A/A) Indicates approximate target altitude (e.g., GROUP BULLSEYE 360/10, HITS 15 THOUSAND).</li> <li>3. (A/S) Weapons impact within lethal distance.</li> </ol>
HOLD DOWN	Directive to key transmitter for DF steer.
HOLD FIRE	(S/A) An emergency fire control order to stop firing on a designated target, to include destruction of any missiles in-flight.
HOLDING HANDS	Aircraft in visual formation.
HOLLOW**	Any data link message not received.
HOME PLATE	Home airfield or ship.
HOOK	<ol style="list-style-type: none"> <li>1. (direction) Directive call to perform an in-place 180-degree turn.</li> <li>2. (<u>descriptor</u>)** Datalink directive call to cue sensors to described A/S point (point of interest, SAM, markpoint, TN, etc.)</li> </ol>
HOSTILE*	<p>A contact identified as enemy upon which clearance to fire is authorized in accordance with theater rules of engagement.</p> <p>NOTE: 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.</p> <p>NOTE: NATO "HOSTILE" brevity term does not necessarily constitute authorization to fire. Theater Commander should specify in ATO SPINS the exact definition of HOSTILE brevity term for combined operations.</p>

HOT	<ol style="list-style-type: none"> <li>1. A descriptive/directive call to initiate a turn in the CAP toward the anticipated threats.</li> <li>2. *Defined area is expected to receive fire (enemy or friendly).</li> <li>3. (A/S) Ordnance employment intended or completed.</li> <li>4. CONTACT aspect stabilized at 160-180 degrees angle from tail or 0 – 20 degrees angle from nose.</li> <li>5. Intercept geometry will result in passing in front of the target.</li> </ol>
HOTDOG (color)**	Informative/directive call that a 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.
HOTEL FOX	HF radio.
<u>HOUNDOG</u>	[NATO] (A/A) Call made by free fighter indicating that he is in a position to employ weapons.
<u>HUFFDUFF</u>	[NATO] (EW) HFDF equipment or unit fitted with HFDF equipment.
HUSKY	Informative call that the AIM-120 is at HPRF active range.
ID	<ol style="list-style-type: none"> <li>1. Directive call to identify the target.</li> <li>2. Informative call that identification is accomplished, followed by type.</li> </ol>
IDLE**	Joint STARS call indicating surface vehicles are stationary.
IN (direction)	<ol style="list-style-type: none"> <li>1. Informative call indicating a turn toward a known threat. Opposite of OUT.</li> <li>2.* (A/S) Entering terminal phase of an air-to-ground attack. Opposite of OFF.</li> </ol>
IN PLACE (direction)**	Perform indicated maneuver simultaneously.
INDIA	Mode IV.
INTERROGATE	Interrogate the designated contact of the IFF mode indicated.
<u>INTRUDER</u>	An individual, unit or weapon system in or near an operational or exercise area, which represents the threat of intelligence gathering or disruptive activity.
JACKAL	Surveillance network participating group (NPG) of Link 16/TADIL J.
JINK	Directive call to perform an unpredictable maneuver to negate a tracking solution.

JOKER	Fuel state above BINGO at which separation/bugout/event termination should begin.
JUDY	(A/A) 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.
KILL	1.* Directive call to fire on designated target. (NOTE: NATO term is ENGAGE)  2. (A/A) In training, an informative call by a fighter to indicate kill criteria has been fulfilled.
KNOCK IT OFF	In training, a directive call to cease all air combat maneuvers/attacks/ activities/exercises.
<u>KOBOLD</u>	[NATO] Informative call indicating that a specific friendly MEZ is not active. (Opposite of OILFIELD).
LADDER	Picture label with three or more groups on the same azimuth but separated by range. *Group names should be LEAD GROUP, MIDDLE GROUP, TRAIL GROUP
<u>LAME DUCK</u>	An aircraft in a minor state of emergency.
LASER ON	Directive/informative call to start/acknowledge laser designation.
LASING**	Informative call indicating that the speaker is firing the laser.
LAST**	Command and control (C2) term that provides the last contact altitude from a high fidelity source (fighter radar, etc.).
LEAD-TRAIL*	Inner GROUP formation of two contacts separated in range.
LEAKER(S)	Airborne threat has passed through a defensive layer. Call should include amplifying information.
LEAN (direction)**	Directive/informative call to maneuver in a direction to avoid the threat. (NOTE: equivalent NATO term is KICK)
<u>LEVEL</u>	(A/A) Inter-flight informative call that contact is co-altitude.
LIGHTS ON/OFF	Directive to turn on/off all exterior lights.
LIGHTBULB**	Directive call for flight to turn all position lights to bright.
LINE ABREAST	Inner GROUP formation of two or more contacts separated in azimuth.
<u>LINER</u>	[NATO] Fly at speed giving maximum cruising range.
LOCKED	1. (w/GROUP label) Radar lock-on; SORT is not assumed.  2. (w/position) Radar lock-on; correct targeting is not assumed.

<u>LONG RIFLE</u> **	(A/S) Friendly, long range A/S missile launch (e.g. AGM-130, SLAM-ER). See (weapon) AWAY.
<u>LOOKING</u>	Aircrew does not have the ground object, reference point, or target in sight (opposite of CONTACT).
LOW*	Contact altitude below 10,000 ft MSL. (NOTE: NATO = 500 to 5,000 feet AGL)
LOWDOWN**	A request to provide tactical ground information pertinent to the mission in a digital bullseye format.
MADDOG	Visual AIM-120 / AIM-54 launch.
MAGNUM (system/location)	(A/S) Launch of friendly antiradiation missile.
MANEUVER (AZIMUTH/RANGE/ ALTITUDE)**	Informative call that specified GROUP is maneuvering in azimuth, range, and/or altitude.
MAPPING	(A/S) Multifunction radar in an A/G mode.
MARK**	<ol style="list-style-type: none"> <li>1. Used when aircraft passes over pickup zone/landing zone (PZ/LZ) team.</li> <li>2. Directive term to record the location of a ground point of interest.</li> <li>3. (S/S) Spotting round (normally white phosphorus [WP] or illumination on the deck to indicate targets to aircraft, ground troops, or fire support.</li> </ol>
MARKING**	Informative call indicating friendly aircraft is leaving contrails. (NOTE: NATO term is CONNING)
<u>MARKPOINT</u> **	Datalink non-designated geographic point of interest.
MARSHAL(ING)	Establish(ed) at a specific point.
MEDIUM*	Contact altitude between 10,000 ft MSL and 40,000 ft MSL. (NOTE: NATO: 5,000' AGL to 25,000' MSL)
MERGE(D)	<ol style="list-style-type: none"> <li>1. Information that friendlies and targets have arrived in the same visual arena.</li> <li>2. Informative call indicating radar returns have come together.</li> </ol>
MICKEY	HAVE QUICK time-of-day (TOD) signal.
MIDNIGHT	Informative call advising that C2 radar functions are unavailable due to degradation. Advisory information is still available. Opposite of SUNRISE.
<u>MIKEDUFF</u>	[NATO] (EW) MFDF equipment or unit fitted with MFDF equipment.
MILLER TIME**	(A/S) Informative call indicating completion of air-to-ground ordnance delivery. Generally used by the last striker in conjunction with a pre-coordinated egress plan.



MONITOR(ING)	1. Maintain(ing) sensor awareness on specified GROUP. 2.* (AIR-MAR) Directive call to an aircraft to maintain contact/targeting information on a maritime surface contact.
MOTHER	(AIR-MAR) Parent ship.
<u>MOVE BURN</u> (bearing)**	(A/S) Directive call to AC-130 to move GLINT in specified direction. NOTE: Do not use LEFT/RIGHT for moving a BURN.
MOVER(S)**	Unidentified surface vehicles(s) in motion.
MUD (type w/direction/ range if able)	Informative call Indicating RWR ground threat displayed with no launch indication.
MUSIC	Radar electronic deceptive jamming.
NAILS (direction)	1. RWR indication of AI radar in search. (NOTE: NATO term is SPOTTED). 2.* (A/S) 2.75-inch flechette rockets.
NAKED	No RWR indications.
NEAR-FAR**	Fighter term depicting a radar-apparent description of two or more contacts within a GROUP separated in range.
NEGATIVE CONTACT**	Sensor information on a friendly aircraft is lost. Termination of CONTACT, track plotting is not warranted.
<u>NEGATIVE LASER</u> **	(A/S) Aircraft has not acquired Laser energy.
NEW PICTURE	Used by controller or aircrew when tactical picture has changed. Supersedes all previous calls and re-establishes picture for all players.
NO FACTOR	Not a threat.
NO JOY	Aircrew does not have visual contact with the target/bandit/landmark. Opposite of TALLY.
NOTCH(ING) (direction)	Directive/informative call that an aircraft is in a defensive position and maneuvering with reference to an air-to-air threat.
OCCUPIED**	Ground equipment present at tasked target location. Opposite of VACANT.
OFF (direction)	Informative call indicating attack is terminated and maneuvering to the indicated direction.
OFFSET (direction)	Directive/informative call indicating maneuver in a specified direction with reference to the target.
<u>OILFIELD</u> (system) <u>OKAY</u>	[NATO] Activated friendly MEZ (Opposite of KOBOLD) System indicated is fully operative (cancels BENT).
ON STATION	Informative call that unit/aircraft has reached assigned station.

OPENING	Increasing in separation.
<u>ORBIT(ING)</u>	Directive(descriptive) call to hold on current or indicated position.
OUT (direction)	Informative call indicating a turn to a cold aspect relative to a known threat.
OUTLAW**	Informative call that a BOGEY has met point of origin criteria for ROE.
PACKAGE	Geographically isolated collection of GROUPs.
<u>PACMAN</u>	[NATO] Informative call that the fighters have found the end of the threat formation and are converting; given in range and bearing from the BULLSEYE (e.g. "BLUE 4 is PACMAN 290/5").
PADLOCKED	Informative call indicating aircrew cannot take eyes off an aircraft, ground target, or surface position without risk of losing TALLY/VISUAL.
PAINT(S)	An interrogated group/radar contact that is responding with any of the specified IFF/SIF modes and correct codes established for the ID criteria.
<u>PANCAKE</u>	[NATO] Land or I wish to land (reason may be specified, e.g. PANCAKE AMMO, PANCAKE FUEL).
PARROT	IFF/SIF transponder.
PASSING**	Descriptive term for when two GROUPs initially separated in range, decrease range separation and pass each other.
<u>PEDRO</u>	[NATO] Rescue helicopter.
PICTURE	A request to provide air information pertinent to the mission in a digital bullseye format.
PIG(S)**	(A/S) Friendly glide weapon(s) (e.g. JSOW). See (weapon) AWAY.
PIGEONS	Magnetic bearing and range to HOMEPLATE.
PINCE	Threat maneuvering for a bracket attack.
<u>PINNACLE</u>	[NATO] (EW) An emission believed to originate from a platform assumed to be FRIENDLY.
PITBULL	1. Informative call that the AIM-120 is at MPRF active range. 2. Informative call that the AIM-54 is at active range.
PITCH/ PITCHBACK LEFT/RIGHT	Directive call for fighter or flight to execute a nose-high heading reversal.
PLAYMATE	Cooperating aircraft.

PLAYTIME	Amount of time aircraft can remain on station, given in hours plus minutes (e.g. ONE PLUS THIRTY equals one hour and thirty minutes).
(freq) POGO (freq)	Switch to communication channel number preceding POGO. If unable to establish communications, switch to channel number following POGO. If no channel number follows POGO, return to this channel.
<u>POINT</u> **	Datalink sensor point/track of interest.
<u>POLAR BEAR</u> (direction)	[NATO] 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.
<u>POPCORN</u> **	CSAR aircraft departing the landing zone (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) Informative call of 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.
POSIT	Request for friendly position; response in terms of a geographic landmark or from a common reference point.
POST HOLE	Rapid descending spiral.
PRESS	Directive call that a requested action is approved and mutual support will be maintained.
PRINT (type)	Active NCTR reply.
<u>PULSE</u> **	Informative/Directive call used to illuminate an enemy position with flashing IR energy.
PUMP	A briefed maneuver to minimize closure on the threat or geographical boundary with the intent to re-engage. Used to initiate a Grinder tactic.
PURE	Informative call indicating pure pursuit is being used or directive to go pure pursuit.
PUSH (channel)	Directive to switch to designated frequency; no acknowledgment required.
PUSHING	Departing designated point.
<u>QUAIL</u> **	Enemy air-/surface-launched cruise missile.
<u>RACKET</u>	(EW) Intercepted electronic emission that has been assigned to a number of the trackblock.

RANGE**	A picture label describing two GROUPs separated in distance along the same line of bearing. Groups names will be LEAD GROUP / TRAIL GROUP.
RAYGUN (position/ heading/ altitude)	Indicating a radar lock-on to unknown aircraft. A request for a BUDDY SPIKE reply from friendly aircraft meeting these parameters.
<u>RED LIGHT</u> **	Time when search and rescue (SAR) aircraft is no longer SAR capable.
<u>REFERENCE</u> (direction)	Directive to assume stated heading.
<u>RENO</u>	[NATO] (A/A) Indicates that more than one radar contact is observed and the pilot is able to distinguish his assigned target.
<u>RENT</u>	(EW) Report of characteristics of an intercepted signal.
<u>REPEAT</u> **	1. (S/S) Directive call (during adjustment) to fire again using the same firing data. 2. (S/S) Directive call (during fire for effect) to fire the same number of rounds using the same method of fire for effect.
REPORTED (information)**	Information provided is derived from an off-board source.
RESET	Proceed to a pre-briefed position or area of operations.
RETAKE**	Request for Joint STARS to drive a new STAKE at the target centroid reported with direction of travel and elevation. Initiated by aircrew.
RESUME	Resume last formation/route/mission ordered.
RETROGRADE	Directive/informative call to withdraw in response to a threat, continue mission as able, may RESET/RESUME if threat is negated.
RIDER	A BOGEY that is conforming to safe passage routing, airspeed, or altitude procedures.
RIFLE	(A/S) Friendly air-to-surface missile launch.
RIPPLE	(A/S) Two or more munitions released or fired in close succession.
ROGER	Indicates the receipt of radio transmission; 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**	Joint STARS MTI returns that signifies a high probability of a rotating antenna.
<u>RUMBA</u>	1. *Radar has detected jamming/mutual interference but has not resolved the type. 2. [NATO] Own ship maneuvering for ranging.
SADDLED	Informative call from wingman or element indicating the return to briefed formation position.
SAM (direction)	Visual acquisition of a SAM in flight or a SAM launch, should include position.
<u>SAME</u>	Informative reply indicating that the aircrew has the identical information as was just stated.
SANDWICHED	Aircraft or element is between opposing aircraft or elements.
SAUNTER	Fly at best endurance.
<u>SCAN</u>	[NATO] Search sector indicated and report any contacts.
SCHLEM**	(A/A) Training term for simulated high off boresight IR missile launch. Not assessable for simulated kill/kill removal.
SCRAM (direction)	1. Directive/informative call to egress for defensive or survival reasons; no further HVAA mission support is expected. 2. [NATO] Directive call to cease the intercept and take immediate evasive action. Implies that the target aircraft is being engaged by SAMs or other air defense fighters.
SCRAMBLE	Takeoff as quickly as possible.
SCRUB**	Joint STARS Moving Target Indicator (MTI) return that signifies a low slow airborne target
SCUD	Any threat theater ballistic missile (TBM).
<u>SEARCHER</u>	(EW) Unit having intercept equipment without DF capability. All references to DUFFERS are applicable to searchers within their capabilities.
SEPARATE(ING)	Leaving a specific engagement; may or may not reenter.
SEPARATION**	Request for separation between two GROUPS. Response will include the follow-on GROUP's separation, altitude, and fill-ins.
<u>SET</u> ____	A command to set (or have set) a particular speed. May be in knots/indicated or in Mach.
SHACKLE	One weave, a single crossing of flight paths; maneuver to adjust or regain formation parameters.
SHADOW	Follow indicated target.

SHIFT (direction)	Directive call to shift laser/IR/radar/device energy.
SHOOTER	Aircraft/unit designated to employ ordnance.
SHOPPING**	An aircraft request to Joint STARS for a target.
SHOT**	(S/S) Informative call indicating round(s) has(ve) been fired.
SHOTGUN	1. Pre-briefed weapons state. 2. [NATO] Pre-briefed weapons state at which separation/bugout should begin.
(system) SICK**	System indicated is degraded/partially operative. (NOTE: NATO term is SOUR)
SIDE-SIDE**	Fighter term depicting a radar-apparent description of two or more CONTACTs within a GROUP separated in azimuth.
(system) SILENT	1. (time) System will be unavailable for time indicated. 2. *Directive/informative call to indicate datalink is, or should be placed, in receive only. 3. [NATO] (EW) 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.
SINGER (type/direction)	Informative call of RWR indication of SAM launch.
<u>SINGLE</u>	Descriptive call indicating one GROUP, CONTACT, etc.
SKATE	(A/A) Informative or directive call to execute launch-and-leave tactics.
SKINNY**	Current survivor coordinates.
SKIP IT	Veto of fighter COMMIT, usually followed with further directions.
SKOSH	(A/A) Aircraft is out of/or unable to employ active radar missiles.
SKUNK	A maritime surface contact that has not yet been identified.
SLAPSHOT (type/bearing)	Directive call for an aircraft to immediately employ a best available HARM against a specified threat at the specified bearing.
SLICE/ SLICEBACK (LEFT/RIGHT)	Directive calls to perform a high-G descending turn in the stated direction, usually 180-degree turn.
SLIDE**	Directive/informative call to/from HVAA to continue present mission while flowing from station in response to perceived threat, implies intent to RESET.

<u>SLIP(PING)</u>	(A/S) Directive (or informative) call indicating the attacker will attack the target at the alternate TOT.
SLOW*	Contact with ground speed of less than 200 knots. (NOTE: NATO = 200 to 400 knots)
SMASH (ON/OFF)	Directive call to turn on/off anti-collision lights.
SMOKE	(A/S) Smoke marker used to mark a position.
SNAKE	(A/S) Directive call to oscillate an IR pointer about a target.
SNAP	1.* Fighter request for immediate BRAA call (with appropriate fill-ins) to the group described. Indicates fighter intent to intercept/join. 2. ( <u>heading</u> ) Urgent directive call to turn to a heading.
SNAPLOCK (BRAA)**	Informative call indicating fighter has obtained a radar contact inside briefed range, aspect, or radar mode.
<u>SNEAKER</u>	[NATO] (EW) An intelligence-gathering vessel.
SNIFF (type)	(EW) Passive sensor indication of a radar emitter.
SNIPER (type, location [range, bearing])	Directive call for an aircraft to employ a range-known HARM against a specified threat at the specified location.
<u>SNOOPER</u>	[NATO] An aircraft employed in the detection and reporting of opposing forces while avoiding detection by those forces.
SNOOZE	Directive or informative call indicating initiation of EMCON procedures. Opposite of ALARM.
SORT	Directive call to assign responsibility within a GROUP; criteria can be met visually, electronically (radar), or both.
SORTED	Sort responsibility within a GROUP has been met.
SOUR	(Opposite of SWEET). 1. (mode/type) Invalid/no response to an administrative IFF/SIF check. 2. ( <u>link name</u> )* (e.g. "TIMBER SOUR") Indicates there are potential problems with net entry and initiates pre-mission link troubleshooting. 3. [NATO] Equipment indicated is not operating efficiently
SPADES	An interrogated group/radar contact that lacks all of the ATO (or equivalent) IFF/SIF modes and codes required for the ID criteria.
SPARKLE	1. (A/S) Target marking by IR pointer. 2. (A/S) Target marking by gunship/ FAC-A using incendiary rounds.
SPIKE(D) (direction)	RWR indication of an AI threat in track or launch.

SPIN	Directive or informative call to execute a timing/spacing maneuver.
SPITTER (direction)	An aircraft that has departed from the engagement or is departing the engaged fighter's targeting responsibility.
SPLASH(ED)	<ol style="list-style-type: none"> <li>1. (A/A) Target destroyed.</li> <li>2. (A/S) Weapons impact.</li> <li>3.* (S/S) Informative call to observer or spotter five seconds prior to estimated time of impact.</li> </ol>
SPLIT	Informative/directive call that flight member is leaving formation to pursue a separate attack; VISUAL may not be maintained.
<u>SPOOFER</u>	(EW) An entity employing electronic or tactical deception measures.
SPOOFING	Informative call that voice deception is being employed.
SPOT	(A/S) Acquisition of laser designation.
SQUAWK (mode/code)	Operate IFF/SIF as indicated or IFF/SIF is operating as indicated.
SQUAWKING (mode #)	An informative/descriptive call denoting a BOGEY is responding with an IFF/SIF mode or code other than that prescribed by the ATO/identification criteria.
STACK	Two or more CONTACTs within GROUP criteria with an altitude separation in relation to each other.
STAKE**	Joint STARS reference point for A/S targeting operations.
<u>STARE</u> (w/ laser code and reference point)**	Directive call to 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	<ol style="list-style-type: none"> <li>1. Request for an individual's tactical situation.</li> <li>2. (GROUP) Request for a full positional update in digital bullseye format on the specified group.</li> </ol>
STEADY	(A/S) Directive call to stop oscillation of IR pointer.
STERN	Requests for, or directive to, intercept using STERN geometry.
STINGER	<ol style="list-style-type: none"> <li>1. (A/A) Three-ship inner GROUP formation with two lead CONTACTs line abreast and the SINGLE in trail.</li> <li>2.* (S/A) An IR man portable air defense system (MANPADS).</li> </ol>



STOP	<ol style="list-style-type: none"> <li>1. (A/S) Stop IR illumination of a target.</li> <li>2.* (<u>BURN</u>) (A/S) Directive call to AC-130 to stop GLINT.</li> <li>3. (<u>abort code</u>) [NATO] (A/S) JTAC directs aircrew to abort the attack. This is a mandatory instruction.</li> </ol>
STRANGER	Unidentified traffic that is not a participant with the action in progress.
STRANGLE ( )	Turn off equipment indicated.
STRIPPED	Informative call that aircraft is out of prebriefed formation.
STROBE(S) (bearing)	Radar indication(s) of noise jamming.
SUNRISE	Informative call that C2 radar functions are available. Opposite of MIDNIGHT.
SUNSHINE**	(A/S) Directive or informative call indicating illumination of target is being conducted with artificial illumination.
SWEET	(Opposite of SOUR.) <ol style="list-style-type: none"> <li>1. (mode/type)* Valid response to an administrative IFF/SIF check request.</li> <li>2. (<u>link name</u>)*. (e.g. TIMBER SWEET) Confirms receipt of datalink information.</li> <li>3. [NATO] Equipment indicated is operating efficiently</li> </ol>
SWITCHED	Indicates an attacker is changing from one aircraft to another.
<u>TACTICAL</u>	(A/A) Request/directive to switch to tactical control.
TAG (system, location)**	(EW) Response to an emitter ambiguity resolution request (COLOR).
TALLY	Sighting of a target, non-friendly aircraft, landmark, or enemy position. Opposite of NO JOY.
TARGET ( )	Directive call assigning targeting responsibilities.
TARGETED	Informative call that GROUP responsibility has been met.
TEN SECONDS	(A/S) Directive to terminal controller to standby for LASER ON call in approximately 10 seconds.
TERMINATE	<ol style="list-style-type: none"> <li>1. (A/S) Stop laser illumination of a target.</li> <li>2. In training, cease local engagement without affecting the overall exercise.</li> </ol>
THREAT (direction)	Untargeted HOSTILE/BANDIT/ BOGEY is within a briefed range of a friendly aircraft.
THROTTLES	Reminder to set throttles appropriately considering the IR threat and desired energy state.
THUNDER**	(A/S) Informative call one minute prior to A/S weapons impact.

TIED	Positive radar contact with element or aircraft.
TIGER	Enough fuel and ordnance to accept a commitment.
TIMBER	The Link 16 network
<u>TIMECHECK</u>	Informative call to check/change IFF code.
TOGGLE**	Execute a briefed change of an avionics setting.
TOY**	HARM targeting system (HTS) pod.
TRACK (direction)	GROUP/CONTACT's direction of flight/movement.
<u>TRACK NUMBER (#)</u> **	Datalink information file.
(system) <u>TRACKING</u> **	Enemy air defense system is maintaining situational awareness on friendly.
<u>TRAVEL</u>	[NATO] (EW) Change radar frequency.
TRASHED	Informative call that missile has been defeated.
TRESPASS (system, position)	The addressed flight is entering the threat SAM ring of a specific (system) at the stated location.
<u>TROUT</u>	[NATO] (EW) Take a DF bearing on transmission indicated.
TUMBLEWEED	Indicates limited situational awareness, (i.e., NO JOY, BLIND) and is a request for information.
UNABLE	Cannot comply as requested or directed.
UNIFORM	UHF/AM radio.
VACANT**	Ground equipment not present at tasked target location. Opposite of OCCUPIED.
VAMPIRE	Hostile anti-ship missile.
<u>VECTOR</u>	Alter heading to magnetic heading indicated. (Use of true headings to be established before operation commences).
VERY FAST**	Target speed greater than 900 knots / 1.5 Mach
VIC	Picture label with three groups with the single closest in range and two groups, azimuth split, in trail. *Group names should be LEAD GROUP and NORTH TRAIL GROUP and SOUTH TRAIL GROUP or EAST TRAIL GROUP and WEST TRAIL GROUP.
VICTOR	VHF/AM radio.
VISUAL	Sighting of a friendly aircraft or ground position. Opposite of BLIND.
WALL	Picture label with three or more groups primarily split in azimuth. *Group names should be NORTH GROUP, MIDDLE GROUP, SOUTH GROUP or WEST GROUP, MIDDLE GROUP, EAST GROUP.

WARNING (color)	Hostile attack is: (RED) Imminent or in progress. (YELLOW) Probable. (WHITE) Improbable (all clear).
WEAPONS ( )	(S/A) Fire only: 1. (FREE) - at targets not identified as FRIENDLY IAW current ROE. 2. (TIGHT) - at targets positively identified as HOSTILE IAW current ROE. 3. (HOLD/SAFE) - in self-defense or in response to a formal order.
WEDGE**	Three-ship inner GROUP formation with a single CONTACT closest in range and two trail CONTACTs line abreast.
WEEDS	Indicates that aircraft are operating close to the surface.
WEIGHTED (cardinal direction)**	Descriptive term used for a multiple GROUP formation (WALL, LADDER, VIC, CHAMPAGNE) that is offset in one direction.
WHAT LUCK	Request for results of missions or tasks.

WHAT STATE	<p>Request for amount of fuel and missiles remaining.  Response to WHAT STATE is--</p> <ol style="list-style-type: none"> <li>1. (US response)*  (1st number) number of active radar missiles remaining.  (2nd number) number of semi-active radar missiles remaining.  (3rd number) number of IR missiles remaining.  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 and 7,500 lbs of fuel remaining.</li> <li>2. (item) Ammunition and oxygen are reported only when specifically requested or critical.</li> <li>3. [NATO response]  WEAPONS__ - __(- __) I have __semi-active plus__ IR missiles. Remaining and gun ammunition is (PLUS, MINUS, ZERO).  (PLUS) - Gun(s) fitted and sufficient ammunition for a gun attack.  (MINUS) - Gun(s) fitted but not sufficient ammunition for a gun attack.  (ZERO) -No gun(s) fitted. A fourth character can be given to indicate the number of front hemisphere capable missiles available (e.g. an aircraft with a serviceable radar, loaded with 2 Sparrows, 2 Phoenix, 2 Sidewinder AIM-9L, and fully loaded gun would report its state as "WEAPONS 4-2-PLUS-6").</li> </ol>
WIDE**	Descriptive term used to indicate the 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.
<u>WOOFER</u>	[NATO] (EW) Off board active radar decoy.
WORDS	Directive or interrogative call regarding further information or directives pertinent to the mission.
WORKING	<ol style="list-style-type: none"> <li>1. (system w/location) Platform gathering EOB on a designated emitter.</li> <li>2. Platform executing EID on a specific aircraft/group to obtain identification necessary for BVR employment.</li> </ol>
YARDSTICK	Directive to use A/A TACAN for ranging.
ZAP**	Request for data link information.
<u>ZIPLIP</u>	Directive call to minimize radio transmissions.



Chapter III  
CATAGORY SYNOPSIS

1. GENERAL AIR OPERATIONS

Note:(General operating terms for aircrew and units that operate with aircraft)

[N] = NATO brevity word

ABORT	CONS/CONNING	IN PLACE
ACTION	CONTACT	INDIA
ALFA CHECK	CONTINUE	INTRUDER
ALARM	CRUISE [N]	JINK
ANCHOR(ED)	CYCLOPS	JOKER
ANGELS	DASH	KILL
ANYFACE	DEPLOY	KNOCK IT OFF
AS FRAGGED	DIVERT	KOBOLD [N]
AUTHENTICATE	ECHO	LAME DUCK
AUTOCAT	ESTIMATE	LAST
BASE	FADED	LEAN
BANDIT	FEET WET/DRY	LINER [N]
BEAD WINDOW	FENCE	MARKING
BENT	FLARE(S)	MARSHAL(ING)
BINGO	FLASH	MICKEY
BITTERSWEET	FLAVOR	MIDNIGHT
BLIND	FLOAT	MOTHER
BOGEY	FOX MIKE	MUSIC
BRAA	FRIENDLY	NEGATIVE CONTACT
BREAK	GADABOUT [N]	NO FACTOR
BREAKAWAY	GADGET	NO JOY
BREVITY	GATE	(system) OKAY
BROADCAST	GINGERBREAD	ON STATION
BUGOUT	GLOWWORM [N]	ORBIT(ING)
BULLSEYE	GO ACTIVE	OUTLAW
BUSTER	GO CLEAR	PADLOCKED
BUTTON	GO SECURE	PAINT(S)
BUZZER	GOODWILL	PANCAKE [N]
CAP/CAPPING	GREEN	PARROT
CAV-OK	GREYHOUND	PIGEONS
CEASE ENGAGEMENT	HARD	PITCH / PITCHBACK
CEASE FIRE	HEADS UP	PLAYMATE
CHATTERMARK	HIT(S)	PLAYTIME
CHECK	HOLDING HANDS	POGO
CHERUBS	HOLD FIRE	POLAR BEAR [N]
CHICKS	HOME PLATE	POP
CLEAN	HOOK	POPEYE
CLEARED	HOSTILE	POSIT
COLD	HOTDOG	PRESS
COMEBACK	HOTEL FOX	PUSH
CONFETTI	ID	PUSHING

REFERENCE  
REPORTED  
RESET  
RESUME  
RETROGRADE  
RIDER  
ROGER  
SADDLED  
SAM  
SAME  
SANDWICHED  
SAUNTER  
SCAN [N]  
SCRAM  
SCRAMBLE  
SCRUB  
SCUD  
SET  
SHACKLE  
SHADOW  
SHOTGUN

SICK  
SILENT  
SLICE/SLICEBACK  
SKUNK  
SNOOZE  
SOUR  
SPIN  
SPADES  
SPOOFING  
SQUAWK  
SQUAWKING  
STATUS  
STRANGER  
STRIPPED  
STROBES  
SUNRISE  
SWEET  
TALLY  
TERMINATE  
TIED  
TIGER  
TIMECHECK

TRACKING  
TRESPASS  
TUMBLEWEED  
UNABLE  
VAMPIRE  
VECTOR  
VISUAL  
WARNING  
RED  
YELLOW  
WHITE  
WEEDS  
WELL  
WHAT LUCK  
WHAT STATE  
WILCO  
WINCHESTER  
WORDS  
YARDSTICK  
ZIPLIP

## 2. AIR-TO-AIR

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

ACTION	CONS/CONNING	HARD
ABORT	CONTACT	HEADS UP
ACTION	CONTAINER	HEADBUTT
ALARM	CONTINUE	HEAVY
ALPHA CHECK	COVER	HIGH
ANCHOR(ED)	CRANK	HIT(S)
ANGELS	CROSSING	HOLDING HANDS
ARM	CRUISE	HOLD FIRE
AZIMUTH	CUTOFF	HOOK
BASE	CYCLOPS	HOSTILE
BANDIT	DASH	HOT
BANZAI	DECLARE	HOUNDOG [NATO]
BEAM	DEEP	HUSKY
BEARING	DELOUSE	ID
BITTERSWEET	DEFENSIVE	IN
BLIND	DEPLOY	IN PLACE
BLOW THROUGH	DRAG	INDIA
BOGEY	DROP(PING)	INTERROGATE
BOGEY DOPE	DUCK [NATO]	JINK
BOX	ECHELON	JUDY
BRAA	ECHO	KILL
BRACKET	ENGAGED	KNOCK IT OFF
BREAK	ESTIMATE	LADDER
BROADCAST	EXTEND(ING)	LAST
BROKE LOCK	EYEBALL	LEAD-TRAIL
BUDDY LOCK	FADED	LEAKER(S)
BUDDY SPIKE	FAST	LEAN
BUGOUT	FLANK	LEVEL
BULLSEYE	FLARE	LINE ABREAST
BUSTER	FLASH	LINER [NATO]
CAP/CAPPING	FLASHLIGHT	LOCKED
CEASE	FLOAT	LOW
ENGAGEMENT	FLOW	MADDOG
CEASE FIRE	FOX THREE	MANEUVER
CHAMPAGNE	2ND FOX THREE	MARKING
CHEAPSHOT	FOX 3 (X)-SHIP	MARSHAL(ING)
CHECK	FRIENDLY	MEDIUM
CHERUBS	FURBALL	MERGE(D)
CHICKS	GADGET	MIDNIGHT
CLEAN	GATE	MONITOR(ING)
CLEARED	GIMBALL	MUSIC
CLOSING	GOPHER	NAILS
COLD	GORILLA	NAKED
COMEBACK	GRAND SLAM	NEAR-FAR
COMMIT	GREEN	NEGATIVE
COMPOSITION	GROUP	CONTACT
CONFETTI	GUNS	NEW PICTURE



NO FACTOR  
NO JOY  
NOTCH(ING)  
OFF  
ON STATION  
OPENING  
OUT  
OUTLAW  
PACKAGE  
PACMAN [NATO]  
PADLOCKED  
PAINT(S)  
PARROT  
PASSING  
PICTURE  
PITBULL  
PITCH /  
    PITCHBACK  
PINCE  
PITBULL  
PLAYMATE  
POLAR BEAR  
POP  
POP-UP  
POPEYE  
POSIT  
POST HOLE  
PRESS  
PRINT (type)  
PUMP  
PURE  
PUSH  
PUSHING  
RANGE  
QUAIL  
RAYGUN  
RENO  
REPORTED  
RESET

RESUME  
RETROGRADE  
RIDER  
RUMBA  
SADDLED  
SANDWICHED  
SAUNTER  
SCHLEM  
SCRAM  
SCRAMBLE  
SCRUB  
SEPARATE(ING)  
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  
WEEDS  
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	GREYHOUND	OCCUPIED
ATTACK(ING)	GUNS	OFF
(weapon) AWAY	HIT(S)	PIG(S) AWAY
BRACKET	HOT	POP
BRUISER	IN	RIFLE
BUMP/BUMP-UP	KILL	RIPPLE
CAPTURED	LONG RIFLE	ROLEX
CLEARED HOT	LOOKING	SCAN
COLD	LOW DOWN	SCUD
COME OFF	LEAN	SKUNK
CONTACT	MAGNUM	SLIPPING
CONTINUE	MAPPING	SPLASH(ED)
CONTINUE DRY	MARK	TALLY
DANGER CLOSE	MILLER TIME	THUNDER
DIVERT	MONITOR(ING)	VACANT
ENGAGE	NO JOY	VISUAL

### 4. CLOSE AIR SUPPORT (CAS)

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

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

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

## 6. LASERS

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

## 7. BASIC NVD/IR/ILLUMINATION

BURN	GOGGLE/DEGOGGLE	SMASH
CLOAK	GOGGLES ON/OFF	SNAKE
DEADEYE	LIGHTBULB	SPARKLE
DIAMONDS	LIGHTS ON/OFF	STEADY
EYEBALL	MOVE BURN (bearing)	STOP
FLASH (system)	NEGATIVE LASER	STOP BURN
FLASHLIGHT	ROPE	SUNSHINE
FREEZE BURN	SHIFT (direction)	

## 8. DATA LINKS

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

ALLIGATOR	DOLLY	SOUR (link name)
BEANSTALK	HANDSHAKE	SWEET (link name)
BLOTTER	HOLLOW	TAG
CHANNEL	HOOK (descriptor)	TARGET
CHECKPRINT (track#)	JACKAL	TIMBER
COLOR	MARKPOINT	TRACK NUMBER (#)
DATA	POINT	ZAP
DIRTY	SILENT	
	SORT	

## 9. JSTARS

DETAILS	RESTAKE	SILENT
IDLE	ROTATOR	STAKE
LOWDOWN	SCRUB	
MOVERS	SHOPPING	

## 10. MARITIME AIR OPERATIONS

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

## 11. BASIC SEAD/SIGINT/EW INTEGRATION

(system) ACTIVE

ADD

(system/category)

ALLIGATOR

ARIZONA

ASLEEP

AWAKE

BAY [NATO]

CANDYGRAM

CAPTURED

CLAM [NATO]

CLOWN [NATO]

COLOR

DANCE [NATO]

DATA

(system) DOWN

DROP (PING)

DUFFER

EMPTY

FAN\_TACK\_[NATO]

FEELER [NATO]

FERRET [NATO]

GENIE

GRIDIRON [NATO]

HOLLOW

HUFFDUFF [NATO]

LOWDOWN

MAGNUM

MIKEDUFF [NATO]

MUD

PINNACLE [NATO]

RACKET

RENT

RETROGRADE

ROTATOR

SAM

SCRAM

SEARCHER

SLAPSHOT

SLIDE

SINGER

SNEAKER [NATO]

SNIFF

SNIPER

SNOOPER[NATO]

SPLASH(ED)

SPOOFER

TAG

THUNDER

TOY

(system)

TRACKING

TRAVEL [NATO]

TROUT [NATO]

TRESPASS

WOOFER [NATO]

WORKING

ZAP

## 12. SURFACE-TO-AIR

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

ABORT	GRANDSLAM	SQUAWKING
BIRD	GREYHOUND	STRANGLE
BIRD(S) AFFIRM	GUNS	SWEET
BIRD(S) NEGAT	HIGH	TRACKING
BITTERSWEET	HOLD FIRE	UNABLE
CEASE ENGAGEMENT	KILL	VAMPIRE
CEASE FIRE	LEAKER(S)	VERY FAST
CHERUBS	LOW	WARNING
COMPOSITION	MEDIUM	RED
CONTACT	RESET	YELLOW
CONTINUE	RIDER	WHITE
COVER	SCRAM	WEAPONS
ENGAGE	SCRUB	FREE
FADED	SLOW	TIGHT
FAST	SOUR	HOLD/SAFE
FEET WET/DRY	SPADES	(system) WELL
FRIENDLY	SPLASH(ED)	WILCO
GADGET	SPOOFING	WINCHESTER

## 13. SURFACE-TO-SURFACE

BULLDOG	GO ACTIVE	LASING
CEASE	GO CLEAR	MARK
ENGAGEMENT	GO SECURE	REPEAT
CEASE FIRE	GREYHOUND	SHOT
CEASE LASER	HOLD FIRE	SPLASH(ED)
CHECK FIRING	KILL	
DANGER CLOSE	LASER ON	

## 14. NATO-SPECIFIC TERMS

BAY (EW)		KOBOLD (AIR-GEN)
BEANSTALK (Datalink)		LINER (AIR-GEN)
BLOTTER (EW)		MIKEDUFF (EW)
CLAM (EW)		OILFIELD (AIR-GEN)
CLOWN (EW)		PACMAN (A/S, A/A)
CRUISE (AIR-GEN)		PANCAKE (AIR-GEN /AIR-MAR)
DANCE (EW)		PEDRO (CSAR/SAR)
DUCK (AIR-GEN)		PINNACLE (EW)
FAKER (AIR-MAR)		POLAR BEAR (AIR-GEN)
FAN_TACK_ (EW)		RENO (A/A)
FEELER (EW)		SCAN (AIR-GEN /AIR-MAR)
FERRET (EW)		SNEAKER (EW)
GADABOUT (AIR-GEN)		SNOOPER (EW)
GLOWWORM (AIR-GEN)		STOP (abort code) (CAS)
GRIDIRON (EW)		TRAVEL (EW)
HOUNDG (A/A)		TROUT (EW)
HUFFDUFF (EW)		WOOFER (EW)



## Glossary

### A

<b>A/A</b>	air-to-air
<b>AAA</b>	anti-aircraft artillery
<b>AGL</b>	above ground level
<b>AGM</b>	air-to-ground missile
<b>AI</b>	air interdiction/air intercept
<b>AIC</b>	air intercept control
<b>AIM</b>	air intercept missile
<b>AM</b>	amplitude modulation
<b>AO</b>	area of operations
<b>ARM</b>	anti-radiation missiles
<b>A/S</b>	air-to-surface
<b>ASCM</b>	anti-ship cruise missiles
<b>ASM</b>	anti-ship missile
<b>ATM</b>	air tasking message
<b>ATO</b>	air tasking order
<b>AWACS</b>	airborne warning and control system

### B

<b>BRAA</b>	bearing, range, altitude, and aspect
<b>BVR</b>	beyond visual range

### C

<b>C2</b>	command and control
<b>CAP</b>	combat air patrol
<b>CSAR</b>	combat search and rescue

### D

<b>DF</b>	direction finding
<b>DR</b>	decision range

### E

<b>ECM</b>	electronic countermeasures
<b>EID</b>	electronic identification
<b>EMCON</b>	emission control
<b>EO</b>	electro optical
<b>EOB</b>	electronic order of battle
<b>EW</b>	electronic warfare

### F

<b>F-POLE</b>	distance between shooter and target at impact
<b>FAC-A</b>	forward air controller-airborne
<b>FT</b>	feet
<b>FM</b>	frequency modulation

### G

<b>GCI</b>	ground control intercept
<b>GEOREF</b>	geographical reference



<b>GLINT</b>	gated laser intensifier
H	
<b>HARM</b>	high-speed anti-radiation missile
<b>HF</b>	high frequency
<b>HIGH-G</b>	high gravity
<b>HPRF</b>	high pulse repetition frequency
<b>HTS</b>	HARM targeting system
<b>HVAA</b>	high value airborne assets
I	
<b>IAW</b>	in accordance with
<b>ICAO</b>	International Civil Aviation Organization
<b>ID</b>	identification
<b>IDM</b>	improved data modem
<b>IFF</b>	identification, friend or foe
<b>INS</b>	inertial navigation system
<b>IR</b>	infrared
J	
<b>JTAC</b>	joint terminal attack controller
<b>JSOW</b>	joint stand-off weapon
L	
<b>LOS</b>	line of sight
<b>LZ</b>	landing zone
M	
<b>MALD</b>	miniature air launch decoy
<b>MAR</b>	minimum abort range
<b>MEZ</b>	missile engagement zone
<b>MDFD</b>	medium frequency direction finding
<b>MPRF</b>	medium pulse repetition frequency
<b>MSL</b>	mean sea level
<b>MTI</b>	moving target indicator
N	
<b>NCTR</b>	noncooperative target recognition
<b>NM</b>	nautical mile
<b>NPG</b>	network participation group
<b>NVD</b>	night vision device
O	
<b>OPTASK</b>	operational tasking
P	
<b>PPI</b>	plan position indicator
<b>PRF</b>	pulse repetition frequency
<b>PZ</b>	pickup zone
R	
<b>ROE</b>	rules of engagement

<b>RWR</b>	radar warning receiver
S	
<b>S/A</b>	surface-to-air
<b>SAM</b>	surface-to-air missile
<b>SEAD</b>	suppression of enemy air defenses
<b>SIF</b>	selective identification feature
<b>S/S</b>	surface-to surface
T	
<b>TACAN</b>	tactical air navigation
<b>TAD</b>	tactical air direction
<b>TADIL</b>	tactical digital information link
<b>TALD</b>	tactical air-launched decoy
<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>TOT</b>	time on target
U	
<b>UAV</b>	unmanned aerial vehicle
<b>UHF</b>	ultra high frequency
V	
<b>VHF</b>	very high frequency
W	
<b>WP</b>	white phosphorus

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