

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



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# BREVITY

**MULTI-SERVICE  
BREVITY CODES**

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

**JUNE 2005**

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



# DRAFT for WORLD WIDE REVIEW

## 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 reference and incorporate it in service and command manuals, regulations, and curricula as follows:

**Army.** The Army will incorporate the TTP in this publication in U.S. Army training and doctrine publications as directed by the Commander, U.S. Army Training and Doctrine Command (TRADOC). Distribution is in accordance with initial distribution number (IDN) 115456.

**Marine Corps.** The Marine Corps will incorporate the procedures in this publication in U.S. Marine Corps training and doctrine publications as directed by the Commanding General, U.S. Marine Corps Combat Development Command (MCCDC). Distribution is in accordance with the Marine Corps Publication Distribution System (MCPDS) [Marine Corps PCN: 144 000015 00](#).

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**Air Force.** The Air Force will incorporate the procedures in this publication in accordance with applicable governing directives. Distribution is in accordance with Air Force Instruction (AFI) 33-360.

### 5. User Information

a. TRADOC, MCCDC, NWDC, Headquarters AFDC, and the Air Land Sea Application (ALSA) Center developed this publication with the joint participation of the approving Service commands. ALSA will review and update this publication as necessary.

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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—

## Army

**U.S. Army Training and Doctrine Command**

**ATTN: [AFTC-RD](#)**

**Fort Monroe, VA 23651-5000**

**DSN 680-3951 COMM (757) 788-3951**

**E-mail: [doctrine@monroe.army.mil](mailto:doctrine@monroe.army.mil)**

## Marine Corps

**Commanding General**

**U.S. Marine Corps Combat Development Command**

**ATTN: C42**

**3300 Russell Road, Suite 318A**

**Quantico, VA 22134-5021**

**DSN 278-6233/6234 COMM (703) 784-6234**

**E-mail: [deputydirectordoctrine@mccdc.usmc.mil](mailto:deputydirectordoctrine@mccdc.usmc.mil)**

## Navy

**Commander**

**Navy Warfare Development Command**

**ATTN: N5**

**686 Cushing Road**

**Newport, RI 02841-1207**

**DSN 948-1164/4189 COMM (401) 841-1164/4189**

**E-mail: [alsapubs@nwdc.navy.mil](mailto:alsapubs@nwdc.navy.mil)**

## Air Force

**HQ AFDC/DJ**

**[155 North Twining Street](#)**

**[Maxwell AFB AL 36112-62112](#)**

**DSN [493-7442](#) COMM [\(334\) 953-7442](#)**

**E-mail: [afdc.dj@maxwell.af.mil](mailto:afdc.dj@maxwell.af.mil)**

## ALSA

**ALSA Center**

**ATTN: Director**

**114 Andrews Street**

**Langley AFB, VA 23665-2785**

**DSN 575-0902 COMM (757) 225-0902**

**E-mail: [alsa.director@langley.af.mil](mailto:alsa.director@langley.af.mil)**

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\*NTTP 6-02.1

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XX June 2005

## BREVITY

### Multi-Service Brevity Codes

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## SUMMARY OF CHANGES

### 1. NEW TERMS

BIRD(S) AWAY (group name)	2 <sup>nd</sup> FOX 3/2/1	LASER	SLOPE
BUGSY	GO BROADCAST	LOST CONTACT	SMACK
CANYON	GO TACTICAL	MANFRED	STANDBY
CHECK (item)	HOOTER	MATCH SPARKLE	STRENGTH
CONFIDENCE	HUSH	MELD	SUPER
CONTACT (POD)	INTERVENE	MINIMIZE	SUPPORTING
DECLUTTER	IN THE DARK	NEUTRAL	SWEPT
(level)	INVESTIGATE	PAN(LEFT/RIGHT/UP /DOWN)	SWITCH (item)
DIRT	JAMMER	PEEPSHOW`	TIMBER
DOG	JELLO	PILLOW	CHANNEL
EYEBALL	KICK (Degrees L/R or Heading)	POST ATTACK	TRACKING
(NARROW)	KICK (appropriate frequency)	(direction/directive)	VERY LOW
FOX 3/2 (x-ship)		RENEGADE	VERY SLOW
			ZOOM (IN/OUT)

### 2. DELETED TERMS NELLIS Joint Working Group Jan 05

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

### 3. CHANGES TO TERM MEANINGS

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

### 4. DELETED AT BELGIUM JOINT WORKING GROUP NOV 04

ASLEEP	FAST	KOBOLD	PINNACLE
AWAKE	GLOWWORM	LOW	PULSE
BREVITY	GRIDIRON	MEDIUM	
DANCE	HUFFDUFF	MIKEDUFF	

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## Chapter I

### MULTI-SERVICE BREVITY CODES

Table II-1 KEY

*	Meaning may differ with NATO brevity word
**	Not a NATO brevity word
[NATO]	NATO brevity word not used by US forces but may be encountered in combined operations.
<b>TERM</b>	New brevity code
text of meaning	Change to brevity code meaning
(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

Note: All brevity codes pertain to general air operations unless indicated otherwise. NATO meanings derived from APP-7B, Change 1, and agreed upon changes at the 9 Nov 04 Brevity Custodial meeting, in addition to the results from the Nellis JWG held 6 Jan 05.

<b>ABORT</b>	Cease action/attack/event/mission.
<b>ACTION</b>	Initiate a briefed attack sequence or maneuver.
<b>(system)ACTIVE* (location/ direction)</b>	(EW) Referenced emitter is radiating at the stated location or along the stated bearing. (ELINT derived)
<b>ADD (system/ category)</b>	(EW) Add a specific (system) or (EOB category) to search responsibilities.
<b>ALARM</b>	Terminat(ing) EMCON procedures. Opposite of SNOOZE.
<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(ED) (location)</b>	1. (ED) Turning engagement at the specified location. <a href="#"><u>2. Orbit about a specific point.</u></a> <a href="#"><u>3. Refueling track flown by tanker.</u></a>
<b>ANGELS</b>	Height of friendly aircraft in thousands of feet from mean sea level (MSL).
<b>ANYFACE</b>	Friendly GCI/AEW/C2I agency when callsign is not known.

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<b>ARIZONA</b>	No anti-radiation missile (ARM) ordnance remaining.
<b>ARM</b>	(A/A) CONTACT(s) within a single group that maneuver outside of GROUP criteria <u>inside briefed no new picture range.</u>
<b>AS FRAGGED</b>	Unit or element will be performing exactly as stated by the air tasking order (ATO).
<b>ATTACK(ING)</b>	(A/S) Commence (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>	(A/S) Mandatory call from the attack aircraft to the Joint Terminal Attack Controller (JTAC)/FAC during Type III control indicating completion of ordnance release. (See also CLEARED TO ENGAGE)
<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. BIRDS AWAY, PIGS AWAY, LONG RIFLE AWAY, etc.) NOTE: Include launch location in bullseye format and weapons track direction for PIGS and LONG RIFLE.
<b>AZIMUTH</b>	<ol style="list-style-type: none"><li>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).</li><li>2. (S/A) Direction to the threat.</li></ol>
<b>BANDIT</b>	An aircraft identified as an enemy in accordance with (IAW) theater ID criteria. The term does not necessarily imply direction or authority to engage.
<b>BANZAI</b>	(A/A) Execute(ing) launch and decide tactics.
<b>BASE (+/- number)</b>	Reference number used to indicate such information as headings, altitude, fuels, etc.
<b>BAY</b>	[NATO] (EW) 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>	(A/A) CONTACT stabilized within 70 to 110 degrees of aspect.
<b>BEANSTALK</b>	[NATO] Datalink users should check equipment for spurious tracks.
<b>(system) BENT</b>	System indicated is inoperative. Cancelled by SWEET.
<b>BINGO</b>	Fuel state needed for recovery.
<b>BIRD</b>	Friendly surface-to-air missile (SAM).

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<b><u>BIRD(S) AFFIRM*</u></b>	<u>(S/A) FRIENDLY unit is able and prepared to engage. Friendly unit has fire control solution on a specified target with SAMs. Opposite of BIRD(S) NEGAT.</u>
<b><u>BIRD(S) AWAY (group name)</u></b>	(S/A) Friendly SAM has been fired at designated target
<b>BIRD(S) NEGAT</b>	(S/A) FRIENDLY unit is unable to engage a specified target with SAMs. Opposite of BIRD(S) AFFIRM.
<b><u>BITTERSWEET**</u></b>	<u>Notification of potential for blue-on-blue (fratricide) or blue-on-neutral situation.</u>
<b>BLIND</b>	No visual contact with FRIENDLY aircraft/ground position. Opposite of VISUAL.
<b>BLOTTER</b>	[NATO] (EW) ECM receiver.
<b>BLOW THROUGH</b>	(A/A) Continue straight ahead at the merge and do not become ANCHORED with target(s).
<b>BOGEY</b>	A radar or visual air CONTACT whose identity is unknown.
<b>BOGEY DOPE</b>	(A/A) Request for target information as requested or for closest GROUP in BRAA (with appropriate fill ins)
<b>BOX</b>	(A/A) Picture label with GROUPs in a square or offset square (See CHAMPAGNE and VIC for GROUP names).
<b>BRAA</b>	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. Switch to tactical BRAA control format to a specific GROUP/CONTACT.
<b>BRACKET (direction)</b>	Maneuver to a position on opposite sides, either laterally or vertically from the target.
<b><u>BREAK* (direction)</u></b>	<u>Perform an immediate maximum performance turn in the indicated direction (default is a 180-degree turn).</u>
<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>	(A/S) Request or informative communications to have guidance of a weapon from a source other than delivering aircraft.
<b>BUDDY LOCK</b>	(A/A) Radar locked to a known friendly aircraft. Normally a response to a SPIKED or BUDDY SPIKE calls.
<b>BUDDY SPIKE (position /heading/alt)</b>	(A/A) Friendly aircraft radar lock-on indication on radar warning receiver (RWR).
<b>BUGOUT (direction)</b>	Separation from that particular engagement / attack / operation with no intent to reengage/return.

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<b><u>BUGSY</u></b>	Unit/entity conducting terrorist or asymmetric warfare activities.
<b>BULLDOG</b>	(S/S) Friendly surface/submarine launched anti-ship missile.
<b>BULLRING</b>	(AIR-MAR) 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>	(A/S) A climb to acquire line of sight (LOS) to the target or laser designation.
<b>BURN</b>	(A/S) 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, CHATTER)
<b>CANDYGRAM</b>	(EW) Electronic warfare targeting information is available on a briefed secure net.
<b><u>CANYON</u></b>	[NATO] (EW) Use electronic jamming on radar frequency indicated or IAW previous orders.
<b>CAP(PING) (location)</b>	1. Establish a combat air patrol (CAP) at a specified location. 2. Aircraft established in a CAP.
<b>(target/object) CAPTURED</b>	(A/S) Specified surface target/object has been acquired and is being tracked with an on-board sensor.
<b>CAV-OK</b>	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.
<b>CEASE (activity)</b>	Discontinue stated activity; e.g. CEASE BUZZER, CEASE LASER, etc.
<b>CEASE ENGAGEMENT</b>	(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.
<b>CEASE FIRE</b>	(S/A) Discontinue firing/do not open fire. Missiles in flight are allowed to continue to intercept; continue to track.
<b>CHAMPAGNE</b>	(A/A) 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.

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<b>CHARLIE</b>	<ol style="list-style-type: none"><li>1.(AIR-MAR) The expected landing time on the ship.</li><li>2. (AIR-MAR) Directive to land aircraft on ship.</li><li>3.(<b>time in minutes</b>) (AIR-MAR) An advisory call modifying/delaying the briefed recovery time (e.g., CHARLIE TEN).</li></ol>
<b>CHATTERMARK</b>	Begin using briefed radio procedures to counter communications jamming.
<b>CHEAPSHOT</b>	Active missile data link terminated between high and medium PRF active.
<b>CHECK (number, LEFT/RIGHT)</b>	Turn (number) degrees left or right and maintain new heading.
<b>CHECK FIRE**</b>	(S/S) Immediate pause of planned or current indirect fires.I
<b>CHECKPRINT (track #)</b>	<ol style="list-style-type: none"><li>1. (AIR-MAR) Request by an Air Defense Commander for unit(s) to provide amplifying information on a specified track.</li><li>2. (AIR-MAR) Reply/informative to Air Defense Commander followed by positive track information using format specified in applicable OPTASK document.</li></ol>
<b><u>CHECK (item) **</u></b>	Check the referenced item. <b><u>(CAPTURE)**</u></b> - Target appears to be no longer tracked by sensor. <b><u>(FOCUS)**</u></b> – Sensor image appears to be out of focus. <b><u>(TIDS)*</u></b> - Check datalink display. NOTE: Usually used to reference a target sorting message from another fighter aircraft.
<b>CHERUBS</b>	Height of a friendly aircraft in hundreds of feet above surface.
<b>CHICKS</b>	Friendly aircraft.
<b>CLAM</b>	(EW) Cease emissions on specified equipment.
<b>CLEAN</b>	<ol style="list-style-type: none"><li>1. No sensor information on non-friendly group of interest.</li><li>2. No visible battle damage.</li><li>3. Aircraft not carrying external stores.</li></ol>
<b>CLEARED</b>	Requested action is authorized. (A/A) NOTE: Engaged/support roles not established.
<b>CLEARED HOT</b>	<ol style="list-style-type: none"><li>1. (A/S) Type 1 and 2 Close Air Support terminal control clearance to release ordnance on this pass.</li><li>2. Training range operations: RCO/RSO authorizes ordnance release</li></ol>

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<b><u>CLEARED TO ENGAGE**</u></b>	<p>1. (A/S) <u>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.</u></p> <p>2. <u>A/A (NATO) Clearance to fire on designated group/target</u></p>
<b>CLOAK(ING)</b>	Switch(ing) from normal/overt external lighting to covert night vision device (NVD) only compatible lighting.
<b>CLOSING</b>	Decreasing in separation.
<b>COLD</b>	<p>1. (A/A) Initiate(ing) a turn in the CAP away from the anticipated threats.</p> <p>2. Defined area is not expected to receive fire (enemy or friendly).</p> <p>3. (A/A) Intercept geometry will result in a pass or roll out behind the target.</p>
<b>COLOR (system/ position)</b>	(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).
<b>COMEBACK (direction)</b>	Directive call to reverse course.
<b>COME OFF (direction)</b>	<p>1. (A/A) Maneuver as indicated to either regain mutual support or to deconflict flight paths. Implies both VISUAL and TALLY.</p> <p>2.(A/S) Maneuver or execute a specific instruction (e.g., COME OFF DRY).</p>
<b>COMMIT</b>	(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><u>CONTACT</u></b>	<p>1. Sensor contact at the stated position.</p> <p>2. Acknowledges sighting of a specified reference point.</p> <p>3. (A/A) Individual radar return within a GROUP or ARM.</p> <p>4. (A/S) <b>(POD)</b> <u>Acknowledges sighting of a specified reference point with EO/IR sensor.</u></p> <p>5. <del>(A/A) Sensor contact to group within pre-briefed threat range with drag aspect.</del></p>
<b>CONTAINER**</b>	(A/A) Inner GROUP formation with four CONTACTs 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.

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<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>	(A/A) F-Pole maneuver in the direction indicated; *implies illuminating target at/near radar GIMBAL limits.
<b>CROSSING</b>	(A/A) Two GROUPs initially separated in azimuth decreasing azimuth separation to pass each other.
<b>CRUISE</b>	[NATO] Return to cruise speed (after BUSTER or GATE).
<b>CUTOFF (direction)</b>	(A/A) Requests for, or directive to, intercept using cutoff geometry.
<b>CYCLOPS</b>	Any UAV.
<b>DANGER CLOSE**</b>	(A/S, S/S) 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.
<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>	<u>Inquiry as to the identification of a specified track(s), target(s), or correlated GROUP. Responses include FRIENDLY, BOGEY, BANDIT, HOSTILE, NEUTRAL, UNABLE, OR CLEAN. Full positional data must accompany declaration responses.</u>
<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>	(A/A) Indicates 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.
<b>DEFENSIVE*</b>	(A/A) 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>	(AIR-MAR) 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.

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<b>DIAMONDS</b> (w/position) .	A surface IR event location
<b><u>DIRT**</u></b>	RWR indication of surface threat in search mode. See MUD.
<b>DIRTY</b>	Link is not encrypted.
<b>DIVERT</b>	Proceed to alternate base.
<b><u>DOG</u></b>	<u>Air towed decoy</u>
<b>DOLLY</b>	Link-4A/TADIL C.
<b>(system) DOWN</b> <b>(location/ direction)</b>	(EW) Referenced emitter has stopped radiating at the stated location or along the stated bearing. NOTE: DOWN does not mean system destroyed.
<b>DRAG (cardinal direction)</b>	(A/A) Contact aspect stabilized at 0-60 degrees angle from tail or 120-180 degrees angle from nose.
<b>DROP(PING)</b>	<ol style="list-style-type: none"><li>1. Stop(ping) monitoring of specified emitter/target/contact and resume(ing) search responsibilities.</li><li>2. <b>(TRACK___)</b> Remove the emitter/target from tactical picture/track stores.</li><li>3.(EW) Remove a specific system or EOB category from search responsibilities.</li></ol>
<b>DUCK</b>	[NATO] Descend and increase speed.
<b>DUFFER</b>	(EW) DF equipped unit.
<b>ECHELON (sub-cardinal direction)*</b>	(A/A) Fill-in to a picture label describing GROUPs aligned behind and to the side of the closest GROUP.
<b>ECHO</b>	Positive System M/Mode X (or comparable system) reply.
<b>EMPTY</b>	(EW) No emitters of interest detected.
<b>ENGAGE</b>	A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target.
<b><u>ENGAGED</u></b>	<u>Inter-flight call from a fighter maneuvering in the visual arena to establish deconfliction responsibilities.</u>
<b>ESTIMATE</b>	Estimate of the size, range, height, or other parameter of a specified contact; implies degradation.
<b>EXTEND(ING)</b> <b>(direction)</b>	(A/A) Short-term maneuver to gain energy, distance, or separation, normally with the intent of reengaging.
<b><u>EYEBALL</u></b>	<ol style="list-style-type: none"><li>1. (A/A) Fighter with primary visual identification responsibility.</li><li>2. (A/A) EO/IR acquisition of an aircraft. Normally followed by number of aircraft observed (if more than one).</li><li>3. (A/A) <b>(NARROW**)</b> EO/IR contacts are too close for resolution via radar.</li></ol>
<b>FADED</b>	Radar contact is lost on unknown/nonfriendly contact.

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<b>FAKER</b>	[NATO] A FRIENDLY track acting as a HOSTILE for exercise purposes.
<b>FAN __ TACK __</b>	[NATO] (EW) Left and right hand edges of jammed sector are__and__.
<b>FATHER*</b>	Surface TACAN station.
<b>FEELER</b>	[NATO] (EW) 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>	[NATO] (EW) Airborne electronic reconnaissance activity or aircraft.
<b>FLANK (direction)</b>	(A/A) CONTACT aspect stabilized at 120 to 150 degrees angle from tail or 30 to 60 degrees angle from nose.
<b>FLARE(S)</b>	Deploy(ing) 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(ing) 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>	(A/A) 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)</u></b> <b><u>SHIP</u></b>	(A/A) Valid missile shot against (x) separate targets (assumes 1 missile per target).
<b><u>2nd FOX</u></b> <b><u>THREE/TWO/ONE</u></b>	(A/A) 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>	(AIR-MAR) A helicopter's fuel quantity, expressed in hours and minutes before having to make a controlled emergency landing.
<b>FURBALL</b>	(A/A) Non-friendly aircraft and friendly aircraft are in close proximity to each other. Can be response to a DECLARE request.

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<b>GADABOUT (#)</b>	[NATO] 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).
<b>GADGET</b>	Radar or emitter equipment.
<b>GATE</b>	Fly as quickly as possible, using after-burner/max power.
<b>GENIE</b>	(EW) 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>	<u>(A/A) Switch to tactical control.</u>
<b>GOODWILL</b>	Boundary of an active friendly MEZ.
<b>GOPHER</b>	A CONTACT 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>	(A/A) Large force of indeterminate numbers and formation of unknown/non-friendly aircraft.
<b>GRANDSLAM</b>	All HOSTILE aircraft of a designated track (or against which a mission was tasked) are shot down.
<b>GREEN (direction)</b>	<b>1 (direction)</b> Direction of no known enemy threats.
<b>GREYHOUND*</b>	Friendly ground attack cruise missile (e.g., TLAM).
<b><u>GROUP*</u></b>	<u>(A/A) Any number of air contacts within 3 NM in azimuth and range of each other. (NOTE: NATO definition includes an altitude discrimination.)</u>
<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 receive-only video receiver (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 GROUP known to contain three or more individual entities.
<b>HIGH</b>	CONTACT is greater than 40,000 ft MSL.

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<b>HIT(S)</b>	<ol style="list-style-type: none"><li>1. Momentary radar return(s).</li><li>2. <b>(altitude)</b> (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>
<b>HOLD DOWN</b>	Key transmitter for DF steer.
<b>HOLD FIRE</b>	(S/A) 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.** Lost full motion video signal and/or data to ROVER.</li><li>3. <b><u>EXPECT HOLLOW**</u></b> – A condition will likely exist that limits ROVER reception (maneuvers, terrain, etc.).</li></ol>
<b>HOME PLATE</b>	Home airfield or ship.
<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>	(EW) Friendly Jammer.
<b><u>HOSTILE*</u></b>	<p><u>A contact identified as enemy upon which clearance to fire is authorized in accordance with theater rules of engagement.</u></p> <p><u>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.</u></p>
<b>HOT</b>	<ol style="list-style-type: none"><li>1. Initiate(ing) 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. <u>Intercept geometry will result in passing in front of the target.</u></li></ol>
<b>HOTDOG (color)**</b>	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)
<b>HOTEL FOX</b>	HF radio.
<b>HOUNDOG</b>	[NATO] (A/A) Call made by free fighter indicating that he is in a position to employ weapons.
<b><u>HUSH</u></b>	(EW) Execute emission control IAW emission control policy.
<b>HUSKY</b>	(A/A) Active radar missile is at HPRF active range.

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<b>ID</b>	1. Identify the target./track. 2. <b>(type)</b> Identification is accomplished, followed by type.
<b>IDLE</b>	(A/S) Surface vehicles are stationary.
<b>IN (direction)</b>	1. (A/A) Turning toward a known threat. Opposite of OUT. 2. (A/S) Entering terminal phase of an air-to-ground attack. Opposite of OFF. (NOTE: NATO rules allow "IN HOT" 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>	(A/A) Immediately divert a track of interest clear of a restricted or prohibited area. (NOTE: NATO word is INTERVENE)
<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>	<u>Verify specified element(s) of ROE, PID, CDE, and/or coordination of forces on the referenced target/track.</u>
<b>JACKAL</b>	Surveillance network participating group (NPG) of Link 16/TADIL J.
<b><u>JAMMER</u></b>	(EW) Non-friendly jammer.
<b><u>JELLO</u></b>	<u>Inverse synthetic aperture radar</u>
<b>JINK</b>	Perform an unpredictable maneuver to negate a tracking solution.
<b>JOKER</b>	Fuel state above BINGO at which separation/bugout/event termination should begin.
<b>JUDY</b>	(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.
<b><u>KICK (APPROPRIATE FREQ)</u></b>	<u>Change radio or datalink to a specified net or frequency</u>
<b><u>KICK (Degrees L/R or Heading) Add</u></b>	<u>Offset element away from threat in specified direction using maximum performance profile.</u>
<b>KNOCK IT OFF</b>	Cease all air combat maneuvers/attacks/ activities/exercises (training use only).
<b>LADDER</b>	(A/A) 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
<b>LAME DUCK</b>	An aircraft in a minor state of emergency.

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<u>LASER</u>	<u>Platform is capable to laser target designate</u>
LASER ON	Start/acknowledge laser designation.
LASING	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	(A/A) Inner GROUP formation of two contacts separated in range.
LEAKER(S)	(A/A) Airborne threat has passed through a defensive layer. Call should include amplifying information.
<u>LEAN (direction)</u>	<u>Offset package/element in specified direction maintaining briefed altitude, airspeed, and formation.</u>
LEVEL	(A/A) Contact is co-altitude (inter-flight call).
LIGHTS ON/OFF	Turn on/off all exterior lights.
LIGHTBULB	Turn all position lights to bright.
LINE ABREAST	Inner GROUP formation of two or more contacts separated in azimuth.
LINER	[NATO] Fly at speed giving maximum cruising range.
LOCKED	<ol style="list-style-type: none"><li>1. <b>(w/GROUP label)</b> Radar lock-on; SORT is not assumed.</li><li>2. <b>(w/position)</b> Radar lock-on; correct targeting is not assumed.</li></ol>
LONG RIFLE	(A/S) Friendly, long range A/S missile launch (e.g. AGM-130, SLAM- ER). See (weapon) AWAY.
LOOKING	Aircrew does not have the ground object, reference point, or target in sight (opposite of CONTACT).
<u>LOST CONTACT</u>	<ol style="list-style-type: none"><li>1. Previous contact lost, provide target information.</li><li>2. <u>Sensor information on a friendly aircraft is lost.</u></li></ol>
LOWDOWN**	A request to provide tactical ground information pertinent to the mission in a digital bullseye format.
MADDOG	(A/A) Visual AIM-120 launch.
MAGNUM (system/ location)	(A/S) Launch of friendly antiradiation missile.
MANEUVER (AZIMUTH /RANGE/ ALTITUDE)	(A/A) Specified GROUP is maneuvering in azimuth, range, and/or altitude.
<u>MANFRED</u>	(EW) I am unable to operate (radar or emitter indicated) for reasons of national security.
MAPPING	(A/S) Multifunction radar in an A/G mode.

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<b>MARK</b>	1. Record the location of a point/object of interest. <u>2. (A/S)(S/S) Spotting round (normally white phosphorus [WP] or illumination on the deck to indicate targets to aircraft, ground troops, or fire support.</u>
<b>MARKING</b>	Friendly aircraft is leaving contrails.
<b>MARKPOINT</b>	Datalink non-designated geographic point of interest.
<b>MARSHAL(ING)</b>	Establish(ed) at a specific point.
<b><u>MATCH SPARKLE</u></b>	<u>Overlay IR Point</u>
<b><u>MELD**</u></b>	(A/A) Bias radar coverage IAW briefed parameters.
<b><u>MERGE(D)</u></b>	<u>1. (A/A) FRIENDLIES and targets have arrived in the visual arena.</u> <u>2. Radar returns have come together.</u>
<b>MICKEY</b>	HAVE QUICK time-of-day (TOD) signal.
<b>MIDNIGHT</b>	C2 radar functions are unavailable due to degradation. Advisory information is still available. Opposite of SUNRISE.
<b>MILLER TIME</b>	(A/S) 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>	<u>The radio frequency is becoming saturated, degraded or jammed and briefer transmissions must follow.</u>
<b>MONITOR(ING) (GROUP/object)</b>	1. Maintain(ing) sensor awareness on specified GROUP/object. Implies that tactically significant changes will be communicated. <u>2.* (AIR-MAR) Maintain contact/targeting information on a maritime surface contact.</u>
<b>MOTHER</b>	(AIR-MAR) Parent ship.
<b>MOVE BURN (bearing)</b>	(A/S) Move EO/IR illumination in specified direction. NOTE: Do not use LEFT/RIGHT for moving a BURN.
<b>MOVER(S)</b>	Unidentified surface vehicles(s) in motion.
<b>MUD (type w/direction/ range if able)</b>	<u>1. RWR ground threat displayed with no launch indication.</u> <u>2. RWR indication of surface threat in track mode. See DIRT and SINGER.</u>
<b>MUSIC</b>	Radar electronic deceptive jamming.
<b>NAILS (direction)</b>	1. RWR indication of AI radar in search. 2.* (A/S) 2.75-inch flechette rockets.
<b>NAKED</b>	No RWR indications.

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<b>NEAR-FAR</b>	(A/A) Fighter term depicting a radar-apparent description of two or more contacts within a GROUP separated in range.
<b>NEGATIVE CONTACT</b>	No sensor information is available on a friendly aircraft.
<b>NEGATIVE LASER</b>	(A/S) Aircraft has not acquired Laser energy.
<b>NEW PICTURE</b>	(A/A) 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 FRIENDLY 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 TALLY.
<b>NOTCH(ING) (direction)</b>	(A/A) 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 VACANT.
<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(ing) on current or indicated position.
<b>OUT (direction)</b>	Turn(ing) to a cold aspect relative to a known threat.
<b>OUTLAW</b>	CONTACT has met point of origin criteria for ROE.
<b>PACKAGE</b>	Geographically isolated collection of GROUPs.
<b>PACMAN</b>	[NATO] 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").
<b>PADLOCKED</b>	Aircrew cannot take eyes off an aircraft, ground target, or surface position without risk of losing TALLY/VISUAL.
<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><u>PAN</u> (LEFT/RIGHT/UP/DOWN)</b>	Move the sensor in the indicated direction relative to the current image.
<b>PANCAKE</b>	[NATO] Land or I wish to land (reason may be specified, e.g. PANCAKE AMMO, PANCAKE FUEL).
<b>PARROT</b>	IFF/SIF transponder.

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<b>PASSING</b>	(A/A) Two GROUPs initially separated in range, decrease range separation and are passing each other.
<b>PEDRO</b>	[NATO] Rescue helicopter.
<b><u>PEEPSHOW**</u></b>	<u>Perform non-traditional ISR on the referenced target/track.</u>
<b>PICTURE *</b>	(A/A) A request to provide air information pertinent to the mission in a digital bulls-eye format unless briefed otherwise
<b>PIG(S)</b>	(A/S) Friendly glide weapon(s) (e.g. JSOW). See (weapon) AWAY.
<b>PIGEONS</b>	Magnetic bearing and range to HOMEPLATE.
<b><u>PILLOW</u></b>	<u>(EW) Pulse repetition interval.</u>
<b>PINCE</b>	(A/A) Threat maneuvering for a bracket attack.
<b>PITBULL</b>	(A/A) 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 POGO. If unable to establish communications, switch to channel number following POGO. If no channel number follows POGO, return to this channel.
<b>POINT</b>	Datalink sensor point/track of interest.  <b><u>DROP POINT**</u></b> – Data link target sorting message is no longer needed/desired.  <b><u>HOLD POINT**</u></b> - Maintain primary designated track (PDT) on the current track to maintain the datalink target sorting message.  <b><u>TARGET POINT**</u></b> - Target the referenced datalink target sorting message (Example: "IRON FOUR, TARGET IRON ONE'S POINT").
<b>POLAR BEAR (direction)</b>	[NATO] Friendly aircraft has VISUAL/contact on the FRIENDLY PACKAGE and is joining.
<b>POP</b>	1. (A/S) Starting climb for A/S attack.  2. Max performance climb out of low-altitude structure.
<b>POPCORN</b>	CSAR aircraft departing the landing zone (LZ). Usually followed by number of recovered personnel, (e.g. "STING 1, POPCORN PLUS 2")
<b>POPEYE</b>	Flying in clouds or area of reduced visibility.

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<b>POP-UP</b>	<p>1. (A/A) GROUP that has suddenly appeared inside of briefed range.</p> <p>2. (S/A)* <u>Criteria used as a self-defense method, within the ROE, to protect friendly air defense elements from HOSTILE aircraft.</u></p>
<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> (direction/directive)</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<sub>[b139]</sub></b>	Illuminate(ing) an enemy position with flashing IR energy.
<b>PUMP</b>	(A/A) 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>PURE</b>	(A/A) Pure pursuit is being used or directive to go pure pursuit.
<b>PUSH (channel)</b>	Switch to designated frequency; no acknowledgment required.
<b>PUSHING</b>	<p>1. Departing designated point.</p> <p>2. <b><u>(GROUP/descriptions)</u></b> GROUP(S) have turned cold and will continue to be monitored.</p>
<b>QUAIL</b>	Enemy air-/surface-launched cruise missile.
<b>RACKET</b>	(EW) Intercepted electronic emission that has been assigned to a number of the trackblock.
<b>RANGE</b>	(A/A) A picture label describing two GROUPs separated in distance along the same line of bearing. Groups names will be LEAD GROUP / TRAIL GROUP.
<b>RAYGUN (position/ heading/ altitude)</b>	(A/A) Radar lock-on to unknown aircraft. A request for a BUDDY SPIKE reply from friendly aircraft meeting these parameters.
<b>RED LIGHT</b>	Time when search and rescue (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>	(EW) Report of characteristics of an intercepted signal.

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<b>REPEAT**</b>	<ol style="list-style-type: none"><li>1. (S/S) (during adjustment) Fire again using the same firing data.</li><li>2. (S/S) (during fire for effect) Fire the same number of rounds using the same method of fire for effect.</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 STAKE at the target centroid reported with direction of travel and elevation. Initiated by aircrew.
<b>RESUME</b>	Resume last formation/route/mission ordered.
<b><u>RETROGRADE(ING)</u></b>	<u>Withdraw(ing), while executing defensive procedures in response to a threat,</u>
<b>RIDER</b>	A BOGEY that is complying with ACO/safe passage procedures.
<b>RIFLE</b>	(A/S) Friendly air-to-surface missile launch.
<b>RIPPLE</b>	(A/S) Two or more munitions released or fired in close succession.
<b>*ROBBER</b>	A surface vessel that is identified as an enemy in accordance with theater ID criteria. The term does not necessarily imply clearance to engage.
<b>ROGER</b>	Radio transmission received; does not indicate compliance or reaction.
<b>ROLEX (+/- time)</b>	Time line adjustment in minutes always referenced from original preplanned mission execution time. PLUS means later; MINUS means earlier.
<b>ROPE</b>	Circling an IR pointer around an aircraft to help the aircraft identify the friendly ground position.
<b>ROTATOR</b>	Moving Target Indicator (MTI) returns that signifies a high probability of a rotating antenna.
<b>RUMBA</b>	<ol style="list-style-type: none"><li>1. *Radar has detected jamming/mutual interference but has not resolved the type.</li><li>2. [NATO] Own ship maneuvering for ranging.</li></ol>
<b>SADDLED</b>	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>	[NATO] Search sector indicated and report any contacts.

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<u>SCRAM* (direction)</u>	<u>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.</u> <u>2. Cease the intercept and take immediate evasive action. Implies that the target aircraft is being engaged by SAMs or other air defense fighters.</u>
SCRAMBLE	Takeoff as quickly as possible.
SCRUB	MTI return that signifies a low slow airborne target
SCUD	Any threat theater ballistic missile (TBM).
SEPARATE(ING)	(A/A) 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.
SET ____	<u>1. Set (or have set) a particular speed. May be in knots/indicated or in Mach.</u> <u>2.** No longer slewing sensor and awaiting further updates.</u>
SHACKLE	One weave, a single crossing of flight paths; maneuver to adjust or regain formation parameters.
SHADOW	Follow indicated target.
SHIFT (direction)	(A/S) Shift laser/IR/radar/device energy. (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.)
SHOOTER	Aircraft/unit designated to employ ordnance.
SHOPPING	An aircraft request to FAC/JTAC/C2 platform for a target.
SHOT**	(S/S) Round(s) has(ve) been fired.
SHOTGUN	Pre-briefed weapons state.
<u>(system) SICK**</u>	<u>System indicated is degraded/partially operative. Cancelled by SWEET</u>
SIDE-SIDE	(A/A) Fighter term depicting a radar-apparent description of two or more CONTACTs within a GROUP separated in azimuth.
(system) SILENT	<u>1. (time) System will be unavailable for time indicated.</u> <u>2. Datalink is, or should be placed, in receive only.</u> <u>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.</u>
<u>SINGER</u> <u>(type/direction)**</u>	<u>RWR indication of SAM launch. NOTE: Not a current NATO brevity word.</u>

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<b>SINGLE</b>	One GROUP, CONTACT, etc.
<b><u>SKATE</u></b>	<u>(A/A) Execute(ing) launch-and-leave tactics.</u>
<b>SKINNY</b>	Current survivor coordinates.
<b>SKIP IT</b>	Veto of fighter COMMIT, usually followed with further directions.
<b>SKOSH</b>	(A/A) 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>	(A/S) 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><u>SLIDE</u></b>	<u>Continue(ing) present mission while flowing from station in response to perceived threat, implies intent to RESET.</u>
<b><u>SLIP(PING)</u></b>	<u>(A/S) Time delay to individual flight/element event.</u>
<b><u>SLOPE</u></b>	<u>(EW) Pulse repetition frequency.</u>
<b>SLOW</b>	Contact with ground speed of 150-400 knots.
<b><u>SMACK**</u></b>	<u>(A/S)(S/S) 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.</u>
<b><u>SMASH (ON/OFF)</u></b>	<u>Turn on/off anti-collision lights.</u>
<b>SMOKE</b>	(A/S) Smoke marker used to mark a position.
<b>SNAKE</b>	(A/S) Oscillate an IR pointer about a target.
<b>SNAP</b>	1. (A/A) 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>	(A/A) Fighter has obtained a radar contact inside briefed range, aspect, or radar mode.
<b>SNEAKER</b>	(EW) An intelligence-gathering vessel.
<b><u>SNIFF** (type)</u></b>	<u>(EW) Passive sensor indication of a radar emitter.</u>
<b>SNIPER (type, location [range, bearing])</b>	(A/S) Aircraft to employ a range-known HARM against a specified threat at the specified location.
<b><u>SNOOZE</u></b>	<u>Initiate(ing) EMCON procedures. Opposite of ALARM.</u>
<b>SORT</b>	Assignment of responsibility within a GROUP; criteria can be met visually, electronically (radar), or both.
<b>SORTED</b>	Sort responsibility within a GROUP has been met.

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<b>SOUR</b>	(Opposite of SWEET). 1. <b>(mode/type)*</b> Invalid/no response to an administrative IFF/SIF check. <u>2. (link name) (e.g. "TIMBER SOUR ") Potential problems with net entry; initiates pre-mission link troubleshooting.</u> <u>3. Equipment indicated is not operating efficiently</u>
<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>	<u>1. (A/S) Mark(ing) target by IR pointer.</u> <u>2. (A/S) Target marking by gunship/ FAC-A using incendiary rounds.</u> <u>3. Platform is capable to IR Point</u>
<b>SPIKE(D) (direction)</b>	RWR indication of an AI threat in track or launch.
<b>SPIN</b>	Execute(ing) a timing/spacing maneuver.
<b>SPITTER (direction)</b>	(A/A) An aircraft that has departed from the engagement or is departing the engaged fighter's targeting responsibility.
<b>SPLASH(ED)</b>	1. (A/A) Target destroyed. 2. (A/S) Weapons impact. 3.* (S/S) Informative call to observer or spotter five seconds prior to estimated time of impact.
<b>SPLIT</b>	Flight member is leaving formation to pursue a separate attack; VISUAL may not be maintained.
<b>SPOOFER</b>	(EW) An entity employing electronic or tactical deception measures.
<b>SPOOFING</b>	Voice deception is being employed.
<b><u>SPOT</u></b>	<u>1. (A/S) Acquisition of laser designation.</u> <u>2. Platform is LST capable.</u>
<b>SQUAWK (mode/code)</b>	Operate IFF/SIF as indicated or IFF/SIF is operating as indicated.
<b>SQUAWKING (mode #)</b>	BOGEY is responding with an IFF/SIF mode or code other than that prescribed by the ATO/identification criteria.
<b><u>STACK*</u></b>	<u>(A/A) Two or more CONTACTs within GROUP criteria with an altitude separation in relation to each other.</u>
<b>STAKE</b>	<u>1.</u> Reference point for A/S targeting operations. 2. A full motion video system mark has been set and is used as a frame of reference.

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<b><u>STANDBY</u></b>	<p>1. <u>More information is coming</u></p> <p>2. <u>(A/A)(GROUP) Eyeball fighter is preparing to call visual identification (VID) of target aircraft. No radio transmissions should be made until either ID is made or the eyeball fighter calls "unable VID."</u></p>
<b>STARE (w/ laser code and reference point)</b>	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.
<b><u>STATUS</u></b>	<p>1. <u>Request for an individual's tactical situation.</u></p> <p>2. <u>(GROUP) Request for a full positional update.on a specified group(default is digital bullseye) .</u></p>
<b>STEADY</b>	(A/S) Stop oscillation of IR pointer.
<b>STERN</b>	(A/A) Requests for, or directive to, intercept using STERN geometry.
<b>STINGER</b>	<p>1. (A/A) Three-ship inner GROUP formation with two lead CONTACTs line abreast and the SINGLE in trail.</p> <p>2.* <u>(S/A) An IR man portable air defense system (MANPADS).</u></p>
<b><u>STOP*</u></b>	<p>1. <u>(A/S) Stop IR illumination of a target.</u></p> <p>2. <u>(BURN) (A/S) Directive call to stop IR/EO illumination of a target.</u></p>
<b>STRANGER</b>	Unidentified traffic that is not a participant with the action in progress.
<b>STRANGLE ( )</b>	Turn off equipment indicated.
<b><u>STRENGTH</u></b>	(A/A) Numerical strength of a TRACK/GROUP.
<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 MIDNIGHT.
<b>SUNSHINE</b>	(A/S) 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, assumes deconfliction responsibility.

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<b>SWEET</b>	(Opposite of SOUR; cancels SICK, BENT) <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. TIMBER SWEET) Confirms receipt of datalink information.</li><li>3. Equipment indicated is operating efficiently</li></ol>
<b><u>SWEPT</u> (w/sub-cardinal direction)**</b>	(A/A) Inner GROUP formation with the trailer displaced approximately 45 degrees behind the leader.
<b><u>SWITCH</u> (item)**</b>	<ol style="list-style-type: none"><li>1. Switch the setting on the referenced item.</li><li>2. <b>(CAMERA)</b> Switch full motion video to EO or IR.</li><li>3. <b>(POLARITY)</b> Switch IR polarity to black hot or white hot.</li></ol>
<b>SWITCHED</b>	(A/A) Attacker is changing from one aircraft to another.
<b>TAG (system, location)</b>	(EW) Response to an emitter ambiguity resolution request (COLOR).
<b>TALLY</b>	Sighting of a target, non-friendly aircraft, landmark, or enemy position. Opposite of NO JOY.
<b>TARGET ( )</b>	<ol style="list-style-type: none"><li>1. Assignment of targeting responsibilities.</li><li>2. (A/S)(S/S) 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.</li></ol>
<b>TARGETED</b>	GROUP responsibility has been met.
<b>TEN SECONDS</b>	(A/S) Standby for LASER ON call in approximately 10 seconds.
<b>TERMINATE</b>	<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>
<b>THREAT (direction)</b>	(A/A) Untargeted HOSTILE/BANDIT/ BOGEY is within a briefed range of a friendly aircraft.
<b>THROTTLES</b>	(A/A) Reminder to set throttles appropriately considering the IR threat and desired energy state.
<b>THUNDER</b>	(A/S) 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>	<u>Stacked net within a Link 16 Network.</u>
<b>TIMECHECK</b>	Check/change IFF code.
<b>TOGGLE</b>	Execute a briefed change of an avionics setting.

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TOY	HARM targeting system (HTS) pod.
TRACK (direction)	GROUP/CONTACT's direction of flight/movement.
<u>TRACKING</u>	IR lock-on.
(system) TRACKING	Enemy air defense system is maintaining situational awareness on FRIENDLY.
TRACK NUMBER (#)	Datalink information file.
TRASHED	Missile has been defeated.
TRAVEL	[NATO] (EW) Change radar frequency.
TRESPASS (system, position)	The addressed flight is entering the threat SAM ring of a specific (system) at the stated location.
TUMBLEWEED	I have limited situational awareness, (i.e., NO JOY, BLIND) and request 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.
VECTOR	Alter heading to magnetic heading indicated. (Use of true headings to be established before operation commences).
<u>VERY FAST</u>	<u>Target speed greater than 900 knots / 1.5 Mach</u>
<u>VERY LOW</u>	<u>Target altitude less than 1,000 feet above surface.</u>
<u>VERY SLOW</u>	<u>Target speed less than 150 kts.</u>
VIC	(A/A) 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	(A/A) 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.
<u>WARNING (color)</u>	<u>Hostile attack is:</u> <u>(RED) Imminent or in progress.</u> <u>(YELLOW) Probable.</u> <u>(WHITE) Improbable.</u>

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<b>WEAPONS ( )</b>	(S/A) Fire only: <ol style="list-style-type: none"><li>1. <b>(FREE)</b> - at targets not identified as FRIENDLY IAW current ROE.</li><li>2. <b>(TIGHT)</b> - at targets positively identified as HOSTILE IAW current ROE.</li><li>3. <b>(HOLD/SAFE)</b> - in self-defense or in response to a formal order.</li></ol>
<b><u>WEDGE**</u></b>	<u>Three-ship inner GROUP formation with a single CONTACT closest in range and two trail CONTACTs line abreast.</u>
<b>WEIGHTED (cardinal direction)</b>	Multiple GROUP formation (WALL, LADDER, VIC, CHAMPAGNE) that is offset in one direction.
<b>WHAT LUCK</b>	Request for results of missions or tasks.
<b>WHAT STATE</b>	Request for amount of fuel and missiles remaining. Response to WHAT STATE is-- <ol style="list-style-type: none"><li>1. (US response)* <b>(1st number)</b> number of active radar missiles remaining. <b>(2nd number)</b> number of semi-active radar missiles remaining. <b>(3rd number)</b> number of IR missiles remaining. <b>(MINUS)</b> No gun/ not sufficient ammunition for gun attack. <b>BY</b> <b>(4th number)</b> 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.</li><li>2. <b>(item)</b> Ammunition and oxygen are reported only when specifically requested or critical.</li></ol>
<b>WIDE</b>	(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.
<b>WINCHESTER</b>	No ordnance remaining.
<b>WOOFER</b>	[NATO] (EW) Off board active radar decoy.
<b>WORDS</b>	Directive or interrogative call regarding further information or directives pertinent to the mission.
<b>WORKING</b>	<ol style="list-style-type: none"><li>1. <b>(system w/location)</b> 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>
<b>YARDSTICK</b>	Use A/A TACAN for ranging.
<b>ZAP</b>	Request for data link information.
<b>ZIPLIP</b>	Limit transmissions to critical information only (See MINIMIZE).

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## **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.

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# DRAFT for WORLD WIDE REVIEW

## Chapter III Chapter II

### CATAGORY SYNOPSIS

#### 1. GENERAL AIR OPERATIONS

Note:(General operating terms for aircrew and units that operate with aircraft) [N] = NATO  
brevity word

ABORT	CONTINUE	JOKER	SADDLED
ACTION	CRUISE [N]	KNOCK IT OFF	SAM
ALFA CHECK	CYCLOPS	LAST	SAME
ALARM	DASH	LEAN	SANDWICHED
ANCHOR(ED)	DEPLOY	LINER [N]	SAUNTER
ANGELS	<u>DIRT</u>	MARKING	SCAN [N]
ANYFACE	DIVERT	MARSHAL(ING)	SCRAM
AS FRAGGED	ECHO	MICKEY	SCRAMBLE
AUTHENTICATE	ESTIMATE	MIDNIGHT	SCRUB
AUTOCAT	FADED	<u>MINIMIZE</u>	SCUD
BASE	FEET WET/DRY	MOTHER	SET
BANDIT	FENCE	MUSIC	SHACKLE
BEAD WINDOW	FLARE(S)	NEGATIVE	SHADOW
BENT	FLASH	CONTACT	SHOTGUN
BINGO	FLAVOR	NO FACTOR	SICK
BITTERSWEET	FLOAT	NO JOY	SILENT
BLIND	FOX MIKE	(system) OKAY	SLICE/ SLICEBACK
BOGEY	FRIENDLY	ORBIT(ING)	SKUNK
BRAA	GADABOUT [N]	OUTLAW	SNOOZE
BREAK	GADGET	PADLOCKED	SOUR
BREAKAWAY	GATE	PAINT(S)	SPIN
BROADCAST	GINGERBREAD	PANCAKE [N]	SPADES
BUGOUT	GO ACTIVE	PARROT	SPOOFING
BULLSEYE	GO CLEAR	PIGEONS	SQUAWK
BUSTER	GO SECURE	PITCH / PITCHBACK	SQUAWKING
BUTTON	GOODWILL	PLAYMATE	STATUS
BUZZER	GREEN	PLAYTIME	STRANGER
CAP/CAPPING	GREYHOUND	POGO	STRIPPED
CAV-OK	HARD	POLAR BEAR[N]	STROBES
CEASE ENGAGEMENT	HEADS UP	POP	SUNRISE
CEASE FIRE	HIT(S)	POPEYE	SWEET
CHATTERMARK	HOLDING HANDS	POSIT	TALLY
CHECK	HOLD FIRE	PRESS	TERMINATE
CHERUBS	HOME PLATE	PUSH	TIED
CHICKS	HOOK	PUSHING	TIGER
CLEAN	HOSTILE	REFERENCE	TIMECHECK
CLEARED	HOTDOG	REPORTED	TRACKING
COLD	HOTEL FOX	RESET	TRESPASS
COMEBACK	ID	RESUME	TUMBLEWEEDU
CONFETTI	IN PLACE	RETROGRADE	NABLE
CONS/CONNING	INDIA	RIDER	VAMPIRE
CONTACT	INTRUDER	ROGER	VECTOR
	JINK		

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VISUAL  
WARNING  
RED, YELLOW, WHITE  
WEEDS

WELL  
WHAT LUCK  
WHAT STATE

WILCO  
WINCHESTER  
WORDS

YARDSTICK  
ZIPLIP

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## 2. AIR-TO-AIR

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

ACTION	CONS/CONNING	HARD	NEGATIVE
ABORT	CONTACT	HEADS UP	CONTACT
ACTION	CONTAINER	HEAVY	NEW PICTURE
ALARM	CONTINUE	HIGH	NO FACTOR
ALFA CHECK	COVER	HIT(S)	NO JOY
ANCHOR(ED)	CRANK	HOLDING	NOTCH(ING)
ANGELS	CROSSING	HANDS	OFF
ARM	CRUISE	HOLD FIRE	ON STATION
AZIMUTH	CUTOFF	HOOK	OPENING
BASE	CYCLOPS	HOSTILE	OUT
BANDIT	DASH	HOT	OUTLAW
BANZAI	DECLARE	HOUNDOG	PACKAGE
BEAM	DEEP	[NATO]	PACMAN [NATO]
BEARING	DELOUSE	HUSKY	PADLOCKED
BITTERSWEET	DEFENSIVE	ID	PAINT(S)
BLIND	DEPLOY	IN	PARROT
BLOW THROUGH	DRAG	IN PLACE	PASSING
BOGEY	DROP(PING)	INDIA	PICTURE
BOGEY DOPE	DUCK [N]	INTERROGATE	PITBULL
BOX	ECHELON	<u>INTERVENE</u>	PITCH /
BRAA	ECHO	<u>INVESTIGATE</u>	PITCHBACK
BRACKET	ENGAGED	JINK	PINCE
BREAK	ESTIMATE	JUDY	PITBULL
BROADCAST	EXTEND(ING)	KILL	PLAYMATE
BROKE LOCK	EYEBALL	KNOCK IT OFF	POLAR BEAR
BUDDY LOCK	FADED	LADDER	POP
BUDDY SPIKE	FAST	LAST	POP-UP
BUGOUT	FLANK	LEAD-TRAIL	POPEYE
BULLSEYE	FLARE	LEAKER(S)	POSIT
BUSTER	FLASH	LEAN	POST HOLE
CAP/CAPPING	FLASHLIGHT	LEVEL	PRESS
CEASE	FLOAT	LINE ABREAST	PRINT (type)
ENGAGEMENT	FLOW	LINER [N]	PUMP
CEASE FIRE	FOX THREE	LOCKED	PURE
CHAMPAGNE	2ND FOX THREE	LOW	PUSH
CHEAPSHOT	FOX 3 (X)-SHIP	MADDOG	PUSHING
CHECK	FRIENDLY	MANEUVER	<u>QUAIL</u>
CHERUBS	FURBALL	MARKING	RANGE
CHICKS	GADGET	MARSHAL(ING)	RAYGUN
CLEAN	GATE	MEDIUM	REPORTED
CLEARED	GIMBALL	MERGE(D)	RESET
CLOSING	GOPHER	MIDNIGHT	RESUME
COLD	GORILLA	MONITOR(ING)	RETROGRADE
COMEBACK	GRAND SLAM	MUSIC	RIDER
COMMIT	GREEN	NAILS	RUMBA
COMPOSITION	GROUP	NAKED	SADDLED
CONFETTI	GUNS	NEAR-FAR	SANDWICHED

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SAUNTER	SLOW	STATUS	TIGER
SCRAM	SNAP	STERN	TRACK
SCRAMBLE	SNAPLOCK	STINGER	TRASHED
SCRUB	SNIFF	STRANGER	TUMBLEWEED
SEPARATE(ING)	SNOOZE	STRANGLE	VERY FAST
SEPARATION	SORT	STRIPPED	VIC
SHACKLE	SORTED	STROBES	VISUAL
SHADOW	SOUR	SUNRISE	WALL
SHOOTER	SPADES	SWEET	WEDGE
SHOTGUN	SPIKE(D)	SWITCHED	WEIGHTED
SIDE-SIDE	SPIN	TACTICAL	WHAT LUCK
SILENT	SPITTER	TALLY	WHAT STATE
SINGLE	SPLASH(ED)	TARGET	WIDE
SKATE	SPLIT	TARGETED	WINCHESTER
SKIP IT	SPOOFER	TERMINATE	WORKING
SKOSH	SQUAWK	THREAT	YARDSTICK
SLICE/SLICEBACK	SQUAWKING	THROTTLES	
SLIDE	STACK	TIED	

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## 3. AIR-TO-SURFACE

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

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

## 4. CLOSE AIR SUPPORT (CAS)

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

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

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

## 6. LASERS

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

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## 7. BASIC NVD/IR/ILLUMINATION

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

## 8. DATA LINKS

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

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

## 9. JSTARS

DETAILS	MOVERS	SCRUB
IDLE	RETAKE	SHOPPING
LOWDOWN	ROTATOR	STAKE

## 10. MARITIME AIR OPERATIONS

BULLRING	FAKER	MONITOR(ING)	SKUNK
CHARLIE	FATHER	PANCAKE	
DELTA ( ) ( )	FUEL STATE	<u>ROBBER</u>	

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## 11. BASIC SEAD/SIGINT/EW INTEGRATION

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

## 12. SURFACE-TO-AIR

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

ABORT	<u>DIRT</u>	SCRAM	VAMPIRE
BIRD	ENGAGE	SCRUB	VERY FAST
BIRD(S) AFFIRM	FADED	SLOW	WARNING
<u>BIRDS AWAY</u>	FEET WET/DRY	SOUR	RED
BIRD(S) NEGAT	FRIENDLY	SPADES	YELLOW
BITTERSWEET	GADGET	SPLASH(ED)	WHITE
CEASE	GRANDSLAM	SPOOFING	WEAPONS
ENGAGEMENT	GREYHOUND	SQUAWKING	FREE
CEASE FIRE	HIGH	<u>STRENGTH</u>	TIGHT
CHERUBS	HOLD FIRE	STRANGLE	HOLD/SAFE
CONTACT	LEAKER(S)	SWEET	WINCHESTER
CONTINUE	RESET	TRACKING	
COVER	RIDER	UNABLE	

## 13. SURFACE-TO-SURFACE

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

## 14. NATO-SPECIFIC TERMS

BAY	(EW)AN__TACK__	(EW)ANCAKE	SCAN (AIR-GEN
BEANSTALK	(EW)FELER	(EW)(AIR-GEN /AIR-MAR)	/AIR-MAR)
BLOTTER	(EW)FERRET	(EW)EDRO	SNEAKER (EW)
CLAM	(EW)GADABOUT	(AIR-GEN)(CS/SAR)	TRAVEL (EW)
CRUISE	(AIR-GEN)DOG	(A/A)POLAR BEAR	WOOFER (EW)
DUCK	(AIR-GEN)D	(AIR-GEN)	
FAKER	(AIR-GEN)MAN	(A/S, A/A)	

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## Glossary

<b>A</b>	
<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</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>CAP</b>	combat air patrol
<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>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>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
<b>G</b>	
<b>GCI</b>	ground control intercept
<b>GEOREF</b>	geographical reference
<b>GLINT</b>	gated laser intensifier

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<b>H</b>	
<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
<b>I</b>	
<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
<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>LZ</b>	landing zone
<b>M</b>	
<b>MALD</b>	miniature air launch decoy
<b>MAR</b>	minimum abort range
<b>MEZ</b>	missile engagement zone
<b>MFDF</b>	medium frequency direction finding
<b>MPRF</b>	medium pulse repetition frequency
<b>MSL</b>	mean sea level
<b>MTI</b>	moving target indicator
<b>N</b>	
<b>NCTR</b>	noncooperative target recognition
<b>NM</b>	nautical mile
<b>NPG</b>	network participation group
<b>NVD</b>	night vision device
<b>O</b>	
<b>OPTASK</b>	operational tasking
<b>P</b>	
<b>PPI</b>	plan position indicator
<b>PRF</b>	pulse repetition frequency
<b>PZ</b>	pickup zone
<b>R</b>	
<b>ROE</b>	rules of engagement
<b>RWR</b>	radar warning receiver
<b>S</b>	

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<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
<b>T</b>	
<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
<b>U</b>	
<b>UAV</b>	unmanned aerial vehicle
<b>UHF</b>	ultra high frequency
<b>V</b>	
<b>VHF</b>	very high frequency
<b>W</b>	
<b>WP</b>	white phosphorus

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