ARMY, MARINE CORPS, NAVY, AIR FORCE, SPACE FORCE



BREVITY

MULTI-SERVICE TACTICS, TECHNIQUES, AND PROCEDURES FOR MULTI-SERVICE BREVITY CODES

ATP 1-02.1
MCRP 3-30B.1
NTTP 6-02.1
AFTTP 3-2.5
STTP 3-9002

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MULTI-SERVICE TACTICS, TECHNIQUES, AND PROCEDURES

FOREWORD

This multi-Service tactics, techniques, and procedures (MTTP) publication is a product of the Air Land Sea Space Application (ALSSA) Center in accordance with the memorandum of agreement between the Headquarters of the United States (US) Army, Marine Corps, Navy, Air Force, and Space Force doctrine commanders directing ALSSA to develop MTTP publications to meet the immediate needs of the warfighter.

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

BRYAN L. BABICH
Brigadier General, US Army
Director
Mission Command Center of Excellence

K. R. ARBOGAST
Colonel, US Marine Corps
Director, Policy and Standards Division
Training and Education Command

MICHAEL R. DURKIN
Senior Executive Service, US Navy
Director
Navy Warfare Development Center

PARKER H. WRIGHT
Major General, US Air Force
Commander
Curtis E. LeMay Center for Doctrine Development and Education

S. SHANNON DASILVA
Colonel, US Space Force
Commander
Space Delta 10

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PREFACE

1. Purpose

This publication will improve coordination and understanding during multi-Service operations. A brevity code is a code that provides no security. Its sole purpose is the shortening of messages rather than the concealment of content.

2. Scope

This publication standardizes air-to-air, air-to-surface, surface-to-air, surface-to-surface, maritime air, and maritime-to-maritime brevity codes regardless of communication medium (voice/chat), and brevity codes (abbreviations) specific for use in tactical chat. The scope is limited to brevity codes used in multi-Service operations. All Services agree to these brevity code meanings. These brevity codes have been forwarded to the North Atlantic Treaty Organization (NATO) for inclusion or modification of the NATO Allied Procedural Publication (APP)-7, *Joint Brevity Words*, and other allied communications publications.

3. Applicability

This publication is for Service members conducting operations at the tactical level.

4. Implementation Plan

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

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b. This publication reflects current joint and Service doctrine, command and control organizations, facilities, personnel, responsibilities, and procedures. Changes in Service protocol, appropriately reflected in joint and Service publications, will 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

Commander, US Army Combined Arms Center
ATTN: ATZL-MCD
Fort Leavenworth, KS 66027-6900
DSN 552-4885 COMM (913) 684-4885
E-mail: usarmy.leavenworth.mccoe.mbx.cadd-org-mailbox@army.mil

Marine Corps

Commanding General, Training and Education Command
Policy and Standards Division, Doctrine Branch
ATTN: C466
Quantico, VA 22134
DSN 278-6228 COMM (703) 784-6228
E-mail: doctrine@usmc.mil

Navy

Director, Navy Warfare Development Center
ATTN: N5
1528 Piersey St, Building O-27
Norfolk, VA 23511-2723
DSN 341-4185 COMM (757) 341-4185
E-mail: nwdc_nrfk_fleetpubs@navy.mil

Air Force

Commander, Curtis E. LeMay Center for Doctrine Development and Education
ATTN: DDJ
401 Chennault Circle
Maxwell AFB, AL 36112-6428
DSN 493-7864/3202 COMM (334) 953-7864/3202
E-mail: afddec.ddj@us.af.mil

Space Force

Commander, 10th Force Development Squadron
2355 Fairchild Drive
Gregory Hall Suite 2N300
Air Force Academy, CO 80840
DSN 333-7723 COMM (719) 333-7723
E-mail: del10.tacdev.tacdev@spaceforce.mil

ALSSA

ALSSA Center
114 Andrews Street
Joint Base Langley-Eustis, VA 23665-2785
DSN 575-0902 COMM (757) 225-0902
E-mail: ALSSAINFO@army.mil

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SUMMARY OF CHANGES

ATP 1-02.1/MCRP 3-30B.1/NTTP 6-02.1/AFTTP 3-2.5/STTP 3-9002, *Multi-Service Tactics, Techniques, and Procedures for Multi-Service Brevity Codes*.

This revision:

Adds Brevity Terms:

BAT(S)
BERETTA
DOUBLE TAP
GADGET
JESTER [color]
LIGHTS [ON/OFF]
LONG RIFLE
ROOSTER
SPREAD
TSUNAMI
WATCHING
BLACKOUT
CHRISTMAS TREE
FLOCK
GO ACTIVE
LEEROY
LL (Tactical chat abbreviation)
MATE
SCORPION
TIGER
TWEET(ING)
WAVE

Removes Brevity Term:

HUSH

Modifies or Clarifies Brevity Terms:

BEAM [direction]
BUDDY [LASE or GUIDE]
DEFENDING [direction]
DRAG [cardinal direction]
ELEVATOR
FLASHLIGHT
HOT
KRAKEN
LOWDOWN
REMINGTON
ROLEX
SMACK
TUMBLEWEED
BRUISER
CHEAPSHOT
DETAILS
DRIVE-BY
FLANK [direction]
HITS
KOBE
LAME DUCK
MICKEY
RIFLE
SKATE
SPIKE
WORDS

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ATP 1-02.1	**US Army Training and Doctrine Command** **Joint Base Langley-Eustis, Virginia** **US Army Combined Arms Center** **Fort Leavenworth, Kansas**
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NTTP 6-02.1	**Navy Warfare Development Center** **Norfolk, Virginia**
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STTP 3-9002	**Space Delta 10** **Patrick Space Force Base, Florida**

25 April 2025

BREVITY

MULTI-SERVICE TACTICS, TECHNIQUES, AND PROCEDURES FOR MULTI-SERVICE BREVITY CODES

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EXECUTIVE SUMMARY

BREVITY

This publication establishes tactics, techniques, and procedures for multi-Service brevity codes. The sole purpose of a brevity code is to shorten messages rather than to conceal content. Brevity codes provide no security.

Chapter I Multi-Service Brevity Codes

Chapter I lists and defines the multi-Service brevity codes.

Chapter II Standard Tactical Chat Abbreviations

Chapter II lists and defines the multi-Service tactical chat abbreviations.

Chapter III Category Synopsis

Chapter III lists each category of operation and respective multi-Service brevity codes.

PROGRAM PARTICIPANTS

The following commanders and agencies participated in creating this publication:

Joint

United States (US) Joint Staff, J7, Suffolk, Virginia

Army

US Army Combined Arms Center, Fort Leavenworth, Kansas
US Army Training and Doctrine Command, Joint Base Langley-Eustis, Virginia
US Army Fires Center of Excellence, Fort Still, Oklahoma

Marine Corps

Training and Education Command, Quantico, Virginia
Marine Aviation Weapons and Tactics Squadron One, Marine Corps Air Station Yuma, Arizona
Policy and Standards Division, Doctrine Branch, Quantico, Virginia

Navy

Navy Warfare Development Center, Norfolk, Virginia
Naval Aviation Warfighting Development Center, Naval Air Station Fallon, Nevada

Air Force

Curtis E. LeMay Center for Doctrine Development and Education, Maxwell Air Force Base, Alabama
6th Weapons Squadron, Nellis Air Force Base, Nevada
17th Weapons Squadron, Nellis Air Force Base, Nevada
56th Operations Group, Luke Air Force Base, Arizona
56th Operations Support Squadron, Luke Air Force Base, Arizona
422nd Test and Evaluation Squadron, Nellis Air Force Base, Nevada
433rd Weapons Squadron, Nellis Air Force Base, Nevada
571st Weapons Squadron, Nellis Air Force Base, Nevada
607th Air Control Squadron, Luke Air Force Base, Arizona
752nd Operations Support Squadron, Tinker Air Force Base, Oklahoma
962nd Airborne Air Control Squadron, Joint Base Elmendorf-Richardson, Alaska

Space Force

Space Training and Readiness Command, Space Delta 10, Colorado Springs, Colorado

Chapter I
MULTI-SERVICE BREVITY CODES

Table 1. Key to Chapter I	
*	Meaning differs from the North Atlantic Treaty Organization (NATO) brevity word.
**	Not a NATO brevity word.
No Caveat	Denotes a general brevity code.
[A/A]	Brevity code meaning applies to air-to-air (A/A) operations or communications.
[AIR-MAR]	Brevity code meaning applies to maritime air (AIR-MAR) operations or communications.
[A/S]	Brevity code meaning applies to air-to-surface (A/S) operations or communications.
[EW]	Brevity code meaning applies to electromagnetic warfare (EW) operations or communications.
[MAR]	Brevity code meaning applies to maritime-to-maritime (MAR) operations or communications.
[S/A]	Brevity code meaning applies to surface-to-air (S/A) operations or communications.
[SO]	Brevity code meaning applies to space operations (SO) or communications.
[S/S]	Brevity code meaning applies to surface-to-surface (S/S) operations or communications.

Note: All brevity codes pertain to general air operations unless indicated otherwise. NATO meanings are derived from NATO Allied Procedural Publication (APP)-7(F) (Version 4), *Joint Brevity Words*, 4 October 2023.

Table 2. Multi-Service Brevity Codes	
ABORT	Cease action or terminate the attack prior to weapons release or event or mission.
[High or Low] ACCURACY	** Prebriefed criteria is met during geolocation; must be briefed by package commander (or outlined in the special instructions (SPINS)/standards).
ACTION	[A/A] [A/S] [S/A] [AIR-MAR] Initiate a briefed attack sequence or maneuver.
[system] ACTIVE [location, direction]	* [A/A] [EW] Referenced emitter is radiating at the stated location or along the stated bearing. Electronic intelligence derived.
ADD [system or category]	** [EW] Add a specific (system) or (electromagnetic order of battle (EOB) category) to search responsibilities.
[weapon] AFFIRM	* [S/A] FRIENDLY surface-to-air weapons platform are prepared to engage specified target(s) (e.g., BIRD(S) AFFIRM). Opposite of NEGATE.
ALARM	[A/A] [EW] [MAR] [SO] Terminate or terminating emissions control procedures. Opposite of SNOOZE.
ALLIGATOR	Link-11A or tactical data link Alpha.
ALPHA CHECK	* Request for confirmation of bearing and range from aircraft to described point.
ANCHOR [location]	1. Orbit about a specific point. 2. Refueling track flown by tanker.
ANCHORED [location]	* [A/A] Turning engagement at the specified location.
ANGELS	Height of FRIENDLY aircraft in thousands of feet from mean sea level (MSL).
ANYFACE	FRIENDLY command and control (C2) agency when call sign is not known.
ARIZONA	[A/S] [EW] No antiradiation missile ordnance remaining.
[direction] ARM	[A/A] [AIR-MAR] CONTACT(S) within a single GROUP that maneuvers outside of the GROUP criteria.

Table 2. Multi-Service Brevity Codes (Cont'd)	
AS FRAGGED	* Unit or element will be performing exactly as briefed or scheduled.
ASLEEP	** [EW] No longer detecting land or surface emitter activity via communications intelligence. Opposite of AWAKE.
ATTACK	* [A/S] An informative call indicating aircraft are committed to air-to-surface delivery on a specific ground target. **NOTE** Not to be used in a close air support (CAS) engagement.
AUTHENTICATE	To request or provide a response for a coded challenge.
AUTOCAT	Any communications relay using automatic retransmissions.
AVALANCHE	** [A/A] [AIR-MAR] Informative call indicating friendly forces require reinforcement in a specific location.
AWAKE	** [EW] Land or surface emitter activity detected via communications intelligence. Opposite of ASLEEP.
[number, weapon type] AWAY	[A/S] [AIR-MAR] [S/A] Release or launch of specified weapon (e.g., 1 AWAY, 2 PIGS AWAY, BIRDS AWAY, etc.). At minimum, number or weapon type required. **NOTE** Include launch location in BULLSEYE format and weapons track direction when appropriate.
AZIMUTH	1. [A/A] [AIR-MAR] 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). 2. ** [A/A] [S/A] Direction to the threat.

Table 2. Multi-Service Brevity Codes (Cont'd)	
BAD MAP	** [A/S] Call that the displayed map is unusable due to the following: Terrain - call that shadows obstruct the target area and a map must be taken from a different axis or graze angle. Image - call that the displayed image quality prevents target identification (ID).
BANDIT	1. [A/A] [AIR-MAR] Positively identified as an enemy in accordance with (IAW) theater ID criteria. The term does not imply direction or authority to engage. 2. * [SO] A SUSPECT whose orbital parameters are such that it may become a collection and/or counterspace concern to a spacecraft in the relative near-term, therefore limiting decision space.
BANZAI	* [A/A] Execute(ing) launch and decide tactics with the intent to maneuver into the visual arena.
BASE [+/- number]	Reference number used to indicate such information as headings, altitude, fuels, etc.
BAT(S)	** [A/S] FRIENDLY net-enabled glide weapon(s) with a multi-mode seeker (e.g., standoff weapon, guided bomb unit, small diameter bomb).
BAY	[EW] Carry out deception plan indicated or IAW previous orders.
BEAD WINDOW	* Last transmission potentially disclosed unauthorized information.
BEAM [direction]	[A/A] CONTACT stabilized within 60-109 degrees angle of trail or 71-120 degrees angle from nose.
BEAM RIDER [direction]	** [A/A] [A/S] Potential JAMMER along the stated azimuth from a ground unit or aircraft stated from the unit or aircraft's location. Usually followed by a request to search using an alternate radar source.
[system] BENT	* System indicated is inoperative. Cancelled by SWEET.

Table 2. Multi-Service Brevity Codes (Cont'd)	
BERETTA	** [A/S] Aircraft is out of or unable to employ remaining air-to-ground ordnance, not to include gun (if equipped).
BIG STICK	** [S/A] FRIENDLY long-range surface-to-air missile(s) (SAM(s)). Modifiers include: AWAY, NEGATE, AFFIRM.
BINGO	* Prebriefed fuel state needed for recovery.
BIRD(S)	[S/A] FRIENDLY SAM(s). Modifiers include: AWAY, NEGATE, AFFIRM.
BIRDDOG	** Call to configure sensors IAW mission planning/brief.
BITTERSWEET	** Notification of potential for blue-on-blue (friendly fire) or blue-on-neutral situation.
BLACKOUT	** 1. [A/A] Turn off all external lighting. ** 2. [MAR] Surface ship radar is unable to effectively search or transition tracking to a new object due to over saturation.
BLANK	** [SO] Signal is on the air with zero content.
BLIND	No visual contact with FRIENDLY aircraft, ship, or ground position. Opposite of VISUAL.
BLOCK	** [MAR] An inherently defensive tactic used to force a vessel to alter course away from the defended asset or stop its closure. It is accomplished by maneuvering a unit directly in front of the closing vessel and maintaining position. The possibility of collision exists, depending on the intent of the closing vessel.
BLOTTER	[EW] Electromagnetic countermeasure receiver.
BLOW(ING) THROUGH	1. [A/A] Continue straight ahead at the MERGE and do not become ANCHORED with target(s). 2. ** [A/A] Intercepting aircraft is dropping targeting responsibility and commencing a BLOW THROUGH.
BLUR	** Radar being jammed.

Table 2. Multi-Service Brevity Codes (Cont'd)	
BOGEY	[A/A] [S/A] [SO] A CONTACT whose identity is unknown.
BOGEY DOPE	* [A/A] [S/A] Request for information on indicated or closest GROUP in bearing, range, altitude, and aspect (BRAA) format (with appropriate fill-ins).
BOOSTER	** [S/A] Track identified as a separated booster phase component of a ballistic missile.
BOX	[A/A] [AIR-MAR] Picture label with GROUPS in a square or offset square.
BRAA	[A/A] [S/A] 1. Provides target BRAA relative to the specified FRIENDLY aircraft (tactical control format). 2. Switch to BRAA format to a specific GROUP or CONTACT.
BRACKET [direction]	[A/A] [A/S] Maneuver to a position on opposite sides, either laterally or vertically from the target.
BREAK [direction]	[A/A] Perform an immediate maximum performance turn in the indicated direction (default is a 180-degree turn).
BREAK AWAY	Tanker or receiver call indicating immediate vertical and nose-to-tail separation between tanker and receiver is required.
BROKEN SPUR	** [A/S] Helicopter buddy or self-extraction is not possible.
BROWNING	** [S/A] SAM platform has reached low missile state.
BRUISER	* [AIR-MAR] [A/S] Employment of FRIENDLY air-launched, short range (e.g., <100 nautical miles [NM]), subsonic anti-ship weapon(s). Option to add follow-on modifiers for number of munitions and/or time of flight. **NOTE** Include launch location in BULLSEYE format and weapons track direction when appropriate.

Table 2. Multi-Service Brevity Codes (Cont'd)	
BUCKET	** [EW] C2 is experiencing radar electromagnetic deceptive jamming in a specified geographic area.
BUDDY [LASE or GUIDE]	* [A/S] Request or informative communication to have weapon guidance from a source other than delivering aircraft.
BUDDY LOCK [position, heading, altitude]	[A/A] Radar locked to a known FRIENDLY aircraft. Normally, a response to a SPIKED or BUDDY SPIKE calls.
BUDDY SPIKE [position or heading or altitude]	[A/A] FRIENDLY system radar lock-on indication on radar warning receiver.
BUGOUT [direction]	[A/A] [A/S] [AIR-MAR] Separation from a particular engagement, attack, or operation with no intent to reengage or return.
BULLDOG	* [MAR] [S/S] FRIENDLY surface- or submarine-launched antiship missile.
BULLRING	[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 (nautical miles) from this point.
BUMP	* [SO] Change power, plus or minus, from current power.
BUSTER	Fly at maximum continuous speed.
BUTTON	Radio channel setting.
BUZZER	** [EW] Electromagnetic communications jamming. **NOTE** Same as North Atlantic Treaty Organization (NATO) term, CHATTER
BUZZSAW	** [A/S] A chemical light-stick tied to a string and swung overhead; used to mark a FRIENDLY position.

Table 2. Multi-Service Brevity Codes (Cont'd)	
CANDYGRAM	[EW] Informative call that EW targeting information is available on a briefed secure net.
CANYON	[EW] Use electromagnetic jamming on radar frequency indicated or IAW previous orders or informative call for execution of electromagnetic attack (EA) list or EA against designated group.
CAP(PING) [location]	1. [A/A] Establish a combat air patrol at a specified point, used prior to committing forces in support of a defensive operation. 2. [A/A] Aircraft is established in an orbit.
[target or object] CAPTURED	* [A/S] Object has been acquired and is being tracked.
CATALOG	** [A/A] [A/S] [AIR-MAR] A directive call to record a potential target's description, location, and elevation information on a potential target.
CEASE [activity]	* Discontinue stated activity (e.g., CEASE BUZZER, LASER, SPARKLE, TORCH).
CEASE ENGAGEMENT	* A fire control order used to direct air defense units to stop tactical action against a specified target. [A/A] Break the engagement on the target specified and prepare to engage another target. Missiles in flight will continue to intercept.
CEASE FIRE	Stop firing, do not open fire. Missiles in flight will continue to intercept; continue to track.
CHAMELEON	** [EW] [SO] An EW target identified as operating on a known frequency with changes to external parameters. The term does not imply direction or authority to engage.

Table 2. Multi-Service Brevity Codes (Cont'd)	
CHAMPAGNE	[A/A] [AIR-MAR] 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.
CHARLIE	[AIR-MAR] A signal to land aboard the ship. A number suffix indicates a time delay in minutes before the landing is anticipated (e.g., CHARLIE ten).
CHATTERMARK [comm type]	Begin using briefed communication procedures to counter communications jamming. If no modifier specified, "radio" is understood.
CHEAPSHOT	* [A/A] Active missile data link terminated prior to achieving an active state.
CHECK [number, left or right]	* [A/A] Turn (number) degrees left or right and maintain new heading.
CHECK CAPTURE	[A/S] Target appears to be no longer tracked by sensor.
CHECK DATA [source]	Reference specified medium for message traffic (e.g., Internet relay chat, J28.2 [Link-16 free text message]).
CHECK FIRE(ING)	** [A/S] [MAR] [S/S] Immediate pause of direct or indirect fires. May require coordination to continue.
CHECK FOCUS	Sensor image appears to be out of focus.
CHECKPRINT [track number]	1. [AIR-MAR] Request from the air defense commander for unit(s) to provide amplifying information on a specified track. 2. [AIR-MAR] Reply to the air defense commander followed by positive track information using format specified in applicable operation task document.
CHECK SOLUTION	** [MAR] [S/S] Order sent by the spotter for the ship to check the fire control solution when an excessive initial or salvo-to-salvo error is observed.

Table 2. Multi-Service Brevity Codes (Cont'd)	
CHECK TIDS	** Directive or descriptive call to reference data link display and may be followed by amplifying information.
CHERRY	** [A/A] [A/S] [S/A] Call to inbound aircraft the landing zone (LZ), helicopter landing zone, or drop zone (DZ) has enemy activity above the prebriefed risk tolerance. Opposite of and cancels ICE.
CHERUBS	Height of a FRIENDLY aircraft in hundreds of feet above ground level.
CHICK(S)	* Term used to denote FRIENDLY aircraft on the safe flight or mission.
CHRISTMAS TREE	** [A/A] Turn on all external lighting.
CLAM	1. [EW] Cease emissions on specified equipment. 2. * [EW] Directive or informative call that jamming has stopped on current assignment. Assumed when COLD.
CLEAN	1. [A/A] No sensor information on a GROUP of interest. 2. No visible battle damage. 3. Aircraft not carrying external stores.
CLEARED	Requested action is authorized. **NOTE** [A/A] Engaged support roles not established or transferred.
CLEARED HOT	[A/S] Term used by a joint terminal attack controller (JTAC) / forward air controller (airborne) (FAC(A)) during Type 1 and 2 CAS terminal attack control when granting weapons release clearance to an aircraft attacking a specific target.

Table 2. Multi-Service Brevity Codes (Cont'd)	
CLEARED TO ENGAGE	1. ** [A/S] Term used by a JTAC/FAC(A) during Type 3 control, granting a weapons release clearance to an aircraft or flight to attack a target or targets within the parameters prescribed by the JTAC/FAC(A). 2. ** [A/A] [A/S] Clearance to fire on designated GROUP or target.
CLIFF	* [EW] Jamming signal.
CLOAK(ING)	** Switch(ing) from normal or overt external lighting to covert night-vision device only compatible lighting.
CLOSING	[A/A] Decreasing separation.
CLOVER [left or right]	** [A/S] Rotary-wing directive call to establish clover patterns in stated direction (e.g., "Taz 31, CLOVER left").
CLUSTER	** [S/A] Multiple ballistic missile objects within a small volume of space.
COLD	1. [A/A] Initiate(ing) a turn in the combat air patrol away from the anticipated threats. 2. * [A/S] Defined area is not expected to receive fire (enemy or FRIENDLY). 3. [A/A] Intercept geometry will result in a pass or roll out behind the target. 4. * [A/A] [AIR-MAR] Contact aspect stabilized 0–20 degrees from the tail or 160–180 degrees from the nose (or from the stern or bow for a ship respectively). 5. * [A/S] Contact aspect stabilized 0-20 degrees or 160-180 degrees from referenced position (e.g., friendly forward operating base, named area of interest, target area).
COLOR [system, position]	[EW] Request for information on a type (system) at stated location; implies a request for ambiguity resolution. May be used with data link data message (e.g., color, data).
COMEBACK [direction]	Directive call to reverse course.

Table 2. Multi-Service Brevity Codes (Cont'd)	
COME OFF [direction]	1. [A/A] Maneuver as indicated to either regain mutual support or to deconflict flight paths. Implies both VISUAL and TALLY. 2. [A/S] Maneuver or execute a specific instruction.
COMMIT	1. * [A/A] Intercept the GROUP(S) of interest. 2. * [A/A] Set briefed intercept geometry.
CONFIDENCE [level]	* Confidence indication IAW operational directives.
CONS/CONNING	* [A/A] Aircraft producing contrails.
CONTACT(S)	1. Sensor information at the stated position. 2. [A/S] Acknowledges sighting of a specified reference point (either visually or via sensor). 3. [A/A] Individual radar return within a GROUP or ARM.
CONTAINER	[A/A] [AIR-MAR] 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	[A/S] Continue present maneuver, ordnance release not authorized. Used to provide approval to aircraft to continue the pass without expending ordnance during Type 1, 2, or 3 control. (JTAC must use "Type 3, CONTINUE DRY" for dry Type 3 control). **NOTE** Simulated weapons deliveries may be performed.
COVER	1. [A/A] [S/A] Assign surface-to-air weapons or establish an air-to-air posture that will allow engagement of a specified track or threat if required. 2. [A/S] [AIR-MAR] Directive call to be ready for reattack/re-engage if weapons effects not achieved. 3. [SO] Assign weapons or establish posture that allows engagement of a specified track or threat.

Table 2. Multi-Service Brevity Codes (Cont'd)	
COVEY	** [A/S] [S/S] Two or more QUAIL.
CRANK [direction]	[A/A] Maneuver in the direction indicated. Implies illuminating target at or near radar GIMBAL limits.
CRATER [location]	** [S/A] [S/S] Expected threat ballistic missile impact point.
CREEP	** [SO] [EW] Characterize signal.
CRISS CROSS	[EW] A position or track derived from the plotting of direction finding bearings.
CROSSING	[A/A] Two GROUPs initially separated in azimuth decreasing azimuth separation to pass each other.
CROW(S)	** Detainees or prisoners.
CRUISE	Return to cruise speed (after BUSTER or GATE).
CURVE	[EW] Deception signal.
CUTOFF [direction]	[A/A] Request for, or directive to, intercept using cutoff geometry.
DAISY	** [SO] [EW] Notification that signal characteristics are within validated parameters.
DARK STAR	** [S/S] An illumination round that fails to properly ignite.
DASH [number]	Aircraft position within a flight. Use if specific call sign is unknown.
DATA [object, position]	Data link message concerning object at stated location.
[weapon] DAZZLE (ON/OFF)	** Suppressive nonlethal fire on a target to degrade sensor performance below the level needed to fulfill its mission objectives.
DEADEYE	Laser designator system inoperative.

Table 2. Multi-Service Brevity Codes (Cont'd)	
DECLARE	* [A/A] [S/A] [AIR-MAR] Inquiry as to the ID of specified track(s), target(s), or correlated GROUP. Responses may include: FRIENDLY, BOGEY, BANDIT, HOSTILE, NEUTRAL, UNABLE, CLEAN, or FURBALL. Full positional data (BULLSEYE) or TRACK NUMBER must accompany responses.
DECLUTTER	1. [A/S] Request for the pilot or operator to remove targeting symbology to allow the user to see a better picture of the target area. 2. * [A/A] Minimize on-screen graphics to prevent an object of interest from being obscured.
DEEP	[A/A] [AIR-MAR] 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, or BOX.
DEFENDING [direction]	[A/A] [A/S] Aircraft is in a defensive position and maneuvering with reference to a radar threat.
DEFENSIVE	[A/A] Aircraft is under attack, maneuvering defensively, and unable to ensure deconfliction or mutual support.
DELOUSE	[A/A] [S/A] [SO] Detect, identify, and engage (if required) unknown platform trailing FRIENDLY platform.
DELTA [altitude] [position]	[AIR-MAR] Hold and conserve fuel at altitude and position indicated during shipboard operations.
DEPLOY	[A/A] [A/S] [SO] Maneuver to briefed positioning.
DETAILS	Request for attack or execution brief.
DIAMONDS [position]	A surface infrared (IR) event location.
DIRT	** [A/S] [EW] Radar warning receiver indication of surface threat in search mode. See MUD and SINGER.

Table 2. Multi-Service Brevity Codes (Cont'd)	
DIRTY	1. Link is not encrypted. 2. * [A/A] Aircraft in landing configuration. 3. * [A/A] Aircraft equipped with external stores (i.e., "DIRTY wings").
DIVERT	Proceed to alternate base.
DOG [status]	[A/A] [S/A] Air towed decoy. ** (COLLARED): Decoy is retracted. ** (LEASHED): Decoy is extended. ** (SNIPPED): Decoy is severed from aircraft.
DONORIZE(D)	** Aircraft data has been input into the host aircraft as a flight, team, or donor to enable target and/or data sharing among tactical data link participants.
DOUBLE TAP	** [A/A] Shoot two (2) air-to-air missiles (AAMs) into designated CONTACT, or 2 AAMs per CONTACT within a GROUP.
[system] DOWN [location, direction]	[EW] Referenced emitter has stopped radiating at the stated location or along the stated bearing. **NOTE** DOWN does not mean system destroyed.
DRAG [cardinal direction]	* [A/A] Contact aspect stabilized at 0–59 degrees angle from tail or 121–180 degrees angle from nose.
DRIVE-BY	** [A/A] [A/S] Threat aircraft sensors or systems observed or in use (e.g., threat aircraft AAM shots observed).
DROP(PING)	1. [A/A] [A/S] Stop or stop(ing) monitoring of specified emitter or target or GROUP and resume(ing) search responsibilities. 2. [S/A] (TRACK number) Remove the emitter or target from tactical picture or track stores. 3. [EW] Remove a specific system or EOB category from search responsibilities.
DUFFER	[EW] Direction finding equipped unit.

Table 2. Multi-Service Brevity Codes (Cont'd)	
DUST	** [S/A] Launch or post intercept debris from a ballistic missile. Location given in digital BULLSEYE format.
DUSTOFF	** Military medical aircraft.
EAGLE	* [S/A] United States Navy ballistic defense missile.
ECHELON [subcardinal direction]	[A/A] [AIR-MAR] Fill-in to a picture label describing GROUPS aligned behind and to the side of the closest GROUP.
ECHO	[A/A] [S/A] Positive System M or Mode X (or comparable systems) reply.
ELEVATOR [altitude]	** Directive or request call to change altitude to the specified altitude in thousands of feet MSL.
EMPTY	[EW] No emitters of interest detected.
ENGAGE	A fire control order used to direct or authorize units to fire on a designated target. **NOTE** Not to be utilized in a Terminal Attack Control Type I or II CAS engagement. See CLEARED TO ENGAGE.
ENGAGED	[A/A] Call from an aircraft maneuvering in the visual arena to relinquish deconfliction responsibilities.
ENGAGEMENT COMPLETE	** [A/S] Mandatory call from the attack aircraft to the JTAC or FAC(A) during Type 3 CAS terminal control indicating completion of ordnance release. See also CLEARED TO ENGAGE.
EXPECT HOLLOW [time]	* [A/S] A condition will likely exist that limits video data link reception (e.g., maneuvers, terrain). Pass expected time of hollow in minutes.
EXTEND(ING) [direction]	[A/A] [A/S] Short-term maneuver to gain energy, distance, or separation with the intent of reengaging.

Table 2. Multi-Service Brevity Codes (Cont'd)	
EYEBALL	1. [A/A] Fighter with primary visual ID responsibility. 2. [A/A] Electro-optical (EO), IR, or night vision device acquisition of an aircraft. Normally followed by number of aircraft observed (if more than one).
EYEBALL NARROW	** [A/A] EO or IR contacts are viewed in narrow field of view (FOV) and are too close for resolution via radar.
FADED	* [A/A] [S/A] [AIR-MAR] Sensor data is lost on GROUP or CONTACT. Requires information of last known position to include number of CONTACTS and TRACK direction.
FAKER	[A/A] [AIR-MAR] A FRIENDLY track acting as a HOSTILE for exercise purposes.
FALCON(S)	* Partner nation forces.
FAN __ TACK __	[EW] Left and right hand edges of jammed sector are___and___.
FARM	** [A/S] Helicopter status of fuel (expressed in PLAYTIME), ammunition, rocket, and missile (e.g., "Taz 31, FARM 2+00, 300, 14, 4"). See WHAT STATE.
FAST	[A/A] [S/A] Target speed of 600–900 knots ground speed or Mach 1.0 to 1.5.
FATHER	* [AIR-MAR] Surface tactical air navigation station.
FEELER	[EW] Shipborne fire control radar.
FEET [WET/DRY]	Flying over water or land.

Table 2. Multi-Service Brevity Codes (Cont'd)	
FENCE [IN/OUT]	Set cockpit switches as appropriate before entering or exiting the combat area.
FERRET	[EW] Airborne electromagnetic reconnaissance activity or aircraft.
FIREBALL	** [S/S] Threat ballistic missile.
FLANK [direction]	* [A/A] CONTACT aspect stabilized at 110–149 degrees angle from tail or 31–70 degrees angle from nose.
FLASH	1. [A/A] [state system] Temporarily activate specified system for ID purposes (e.g., identification, friend or foe (IFF)), afterburner, flare or chaff, etc.). 2. * Clear the net immediately, critical information to follow (e.g., "FLASH, FLASH, FLASH this is Frontier 6, immediate MEDEVAC, grid to follow.").
FLASHLIGHT	[A/S] [AIR-MAR] Directive term for helicopter to turn on IR floodlight (pointed at ground to aid visual acquisition by escort aircraft).
FLAVOR	Visually identified nationality of a CONTACT.
FLOAT(ING)	[A/A] Expand(ing) the formation laterally within visual limits to maintain radar contact or prepare for a defensive response.
FLOCK	** [A/S] [EW] [S/A] Two or more ROOSTERS.
FLOW [direction or heading]	[A/A] Maneuver in stated direction or heading. Can be used to begin cold operations.
FLY-BY	** [A/S] [AIR-MAR] Aircraft conduct low altitude pass abeam or overhead the vessel or location. See THUMP, PEPPER.
FOREST	** Variable message format network.
FOX [number]	[A/A] Simulated or actual launch of air-to-air weapons. (ONE): Semi-active radar-guided missile. (TWO): IR-guided missile. (THREE): Active radar-guided missile.

Table 2. Multi-Service Brevity Codes (Cont'd)	
FOX MIKE	Frequency modulation (FM) radio.
[2nd] FOX THREE/TWO/ONE [number] SHIP	[A/A] Simulated or actual missile launch against separate targets (assumes one missile per target) (e.g., "SWORD 12, FOX THREE 2 SHIP"). When 2nd prefix is used indicates simulated or actual launch of multiple missiles on the same target.
FRIENDLY	** A positively identified FRIENDLY aircraft, ship, spacecraft, or ground position.
FUEL STATE [time or pounds]	* Aircraft fuel quantity, expressed in time or pounds, remaining until BINGO. FUEL STATE can be used as request for information. "FUEL STATE [time or pounds]" represents current status of platform.
FULL	** [S/A] Weapons system cannot support additional engagements due to reaching maximum allowable missiles away limit.
FUMBLE	** [A/A] [A/S] Observed weapons missing target or impacting without desired weapons effects (DWE).
FURBALL	1. [A/A] Non-FRIENDLY aircraft and FRIENDLY aircraft are inside of 5 nautical miles of each other. Can be response to a DECLARE request. 2. * [SO] Spacecraft are so close together that off-board sensors cannot distinguish relative positions.
FUZZY	** [SO] [EW] Degradation of signal is occurring.
GADABOUT [number]	Upper limit of height sanctuary for fighters in the missile engagement zone. ("GADABOUT 25" means the upper limit of the height sanctuary is 25,000 feet (ft); "GADABOUT 16–24" means the height sanctuary is between 16,000 and 24,000 ft.
GADGET	Radar or emitter equipment.
GATE	Fly as quickly as possible, using after-burner or maximum power.
GENESIS [location]	** [S/A] [S/S] Threat ballistic missile launch point.

Table 2. Multi-Service Brevity Codes (Cont'd)	
GENEVA	** A positively identified aircraft, ship, or ground position whose markings or signals indicate it is protected under the Geneva Conventions.
GENIE	[EW] Emitter is employing electromagnetic protection measures.
GIMBAL	* [A/A] Sensor target is approaching azimuth or elevation tracking limits.
GINGERBREAD	Voice imitative deception is suspected on this net.
GO ACTIVE	* Initiate frequency hopping [e.g., HAVE QUICK II/Second Generation Anti-Jam Tactical Ultrahigh Frequency (UHF) Radio for North Atlantic Treaty Organization (SATURN)] operations.
GOALIE	** [A/S] A back-up guidance capable platform appointed to guide a weapon to the target if the primary platform's guidance system fails after weapons release.
GOALIE, GOALIE, GOALIE [CALL SIGN]	** [A/S] Directive call from the primary weapon guidance platform for the appointed GOALIE to assume weapon guidance responsibilities. Only add CALL SIGN modifier if required.
GOGGLE/DE-GOGGLE	** [A/A] [A/S] Directive call for aircrew to put on or take off night vision-goggles.
GOGGLES [on/off]	** [A/A] [A/S] An informative call that night-vision goggles are on/off.
GOODWILL	* Boundary of an active FRIENDLY missile engagement zone.
GOPHER	* [A/A] [S/A] 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	[A/A] [AIR-MAR] [S/A] Large force of indeterminate numbers and formation of unknown or non-friendly aircraft.

Table 2. Multi-Service Brevity Codes (Cont'd)	
GRANDSLAM	All HOSTILE CONTACT(S) of a designated track (or against which a mission was tasked) are destroyed.
GREEN	1. [A/A] [A/S] [AIR-MAR] Direction of no known enemy threats; requires [direction] modifier. 2. * [A/A] [A/S] [AIR-MAR] Aircraft is at a weapon and/or fuel state that allows continued execution of the mission. **NOTE** A specific loadout or fuel state should be determined during mission planning.
GREYHOUND	FRIENDLY surface-launched cruise missile (e.g., Tomahawk land-attack missile).
GRIDIRON	[EW] Jamming signal appears on my precise position indicator scope or jamming signal prevents determination of range and bearing _____% of time.
GROUP	1. [A/A] Any number of air CONTACTS within 3 nautical miles in azimuth and range of each other. 2. * [AIR-MAR] Any number of surface CONTACTS within 1 nautical mile of each other.
GUIDE [cardinal direction, location]	** [A/A] Directive term to intercept and move track of interest (TOI) as directed using International Civil Aviation Organization procedures.
GUNS	[A/A] [A/S] Aircraft gun is being employed.
HANDSHAKE	1. Link 16 Air Control network participation group (NPG) initiation between air control unit and controlled aircraft. 2. [A/S] Video data link established.
HARD [left, right, direction]	High-G-force, energy sustaining turn in the indicated direction (default is a 180-degree turn).
HEADBUTT [direction]	** [A/A] Directive term to immediately divert a TOI clear of a restricted or prohibited area.

Table 2. Multi-Service Brevity Codes (Cont'd)	
HEADS UP	Alert of an activity of interest.
HEAVY	[A/A] [AIR-MAR] A GROUP known to contain three or more CONTACTS.
HIGH	[A/A] [S/A] CONTACT is greater than 40,000 ft MSL.
HIT(S)	1. Momentary radar return(s). 2. [A/A] (altitude) Indicates approximate altitude (e.g., GROUP BULLSEYE 360/10, HITS 15 thousand). 3. * Weapons created the desired effects on the intended target.
HOLD DOWN	Key transmitter for direction-finding steer.
HOLD FIRE	* An emergency fire control order to stop firing on a designated target and destroy missiles in flight. **NOTE** CEASE FIRE does not destroy missiles in flight.
HOLDING HANDS	* [A/A] Aircraft in visual formation.
HOLLOW	1. Any data link message not received. 2. * [A/S] Lost video data link.
HOLSTER	** [A/A] Directive call to cancel shoot communications/shoot priorities.
HOME PLATE	Home airfield or ship.
HOMING	Friends returning for recovery.
HOOK	1. [A/A] (direction) Perform an in-place, 180-degree turn. 2. (track # or descriptor) Data link directive call to cue sensors to described point (e.g., point of interest, SAM, MARKPOINT, track number, etc.).
HOOTER	[EW] FRIENDLY jammer.

Table 2. Multi-Service Brevity Codes (Cont'd)	
HOSTILE	** A contact identified as enemy upon which clearance to fire is authorized IAW theater rules of engagement (ROE). **WARNING** This use of HOSTILE is as a brevity term for air engagements and should not be confused with the same term in tactical data link identification.
HOT	1. [A/A] Initiate or initiating a turn in the combat air patrol toward the anticipated threats. 2. [A/A] Intercept geometry will result in passing in front of the target. 3. * CONTACT aspect stabilized at 150–180 degrees angle from tail or 0–30 degrees angle from nose. 4. Defined area is expected to receive fire (enemy or FRIENDLY). 5. Ordnance employment intended or completed.
HOTDOG [color]	** FRIENDLY aircraft is approaching or is at a specified standoff distance. (Color may indicate additional standoff distance). Follow briefed procedures.
HOTEL FOX	High frequency radio.
HOUNDDOG	** [A/A] [A/S] [AIR-MAR] Call made by an aircraft indicating aircraft is in a position to employ weapons. Used in response to COVER.
HUSKY	[A/A] Active radar missile is at high pulse repetition frequency active range.
ICE	** [A/A] [A/S] [S/A] Call that the LZ or DZ has enemy activity below the prebriefed risk. Opposite of and cancels CHERRY.

Table 2. Multi-Service Brevity Codes (Cont'd)	
ID	1. [A/A] [AIR-MAR] Directive call to identify the target or track. 2. [A/A] (type) ID is accomplished, followed by type.
IDLE	Surface vehicles and/or vessels are stationary.
IMPACT [time]	1. ** [A/S] Weapons observed impacting with unknown effects. 2. ** Preemptive call with estimated time of impact.
IN [direction]	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.
INDEX	** Unique number assigned to a tactical data link J12.6 message to differentiate between more than one POINT or MARKPOINT (e.g., "SCREWTOP 23, POINT INDEX 2 is disabled vehicle").
IN PLACE [direction]	[A/A] Perform indicated maneuver simultaneously.
INSPECT	** [A/A] Establish visual contact with cockpit of TOI (implies closure inside 500 feet). Attempt communications and report all observations of activity. **NOTE** Multiple passes may be required depending on TOI airspeed. Observed activities may include airspeed and altitude changes, structural damage, external lights, and aircraft configuration (gear or flaps).
INTERROGATE	Interrogate the designated contact of the IFF mode indicated.
IN THE BLIND	** A radio term indicating an agency/aircraft/unit is transmitting without having established two way communications with desired participants. May be utilized if experiencing radio jamming.

Table 2. Multi-Service Brevity Codes (Cont'd)	
IN THE DARK	CONTACT is in known radar blind zone.
INTRUDER	An individual, unit, or weapon system in or near an operational or exercise area, which represents the threat of intelligence gathering or disruptive activity.
INVESTIGATE	1. [A/S] Verify specified element(s) of ROE, positive identification (PID), collateral damage estimation (CDE), and/or coordination of forces on the referenced target or track. 2. ** [AIR-MAR] Verify specified element(s) of ROE, PID, clear field of fire, and/or coordination of forces on the referenced target or track.
JACKAL	Surveillance Network Participating Group 7 (NPG 7) of Link 16 tactical digital information link.
JAM	** [EW] Directive call to initiate jamming.
JAMMER	[EW] Non-friendly jammer.
JELLO	Inverse synthetic aperture radar (SAR).
JESTER [color]	Joint Range Extension Applications Protocol (JREAP). (AMBER): JREAP-A (BROWN): JREAP-B (COPPER): JREAP-C
JINK	[A/A] [A/S] Perform an unpredictable maneuver to negate a tracking solution.
JOINED	** [A/A] Two or more radar returns have come together.
JOKER	* Fuel state above BINGO at which separation, BUGOUT, or event termination should begin.
JONESING	** [A/S] Informative call requiring additional time to analyze current SAR map.
JUDY	[A/A] Aircrew has taken control of the intercept and only requires situation awareness information; controller will minimize radio transmissions.

Table 2. Multi-Service Brevity Codes (Cont'd)	
KICK [appropriate frequency]	* Change radio or data link to a specified net or frequency, typically used for an unplanned change in frequency (e.g., CHATTERMARK). Also see PUSH.
KILL	* [A/A] [S/A] In training, shooters are TALLY at assessed missile timeout.
KNOCK-IT-OFF	Cease all air combat maneuvers, attacks, activities, or exercises (training use only).
KOBE	** [A/S] [S/S] [AIR-MAR] Employment of FRIENDLY air-launched or surface-launched hypersonic weapon(s).
KOMODO	** [SO] A known EW target operating at a migrated frequency. The term does not imply direction or authority to engage.
KRAKEN	** [AIR-MAR] Employment of FRIENDLY air-launched, long-range (e.g., ≥100NM), subsonic antiship weapon(s). Option to add follow-on modifiers for number of munitions and/or time of flight. **NOTE** Include launch location in BULLSEYE format and weapons track direction when appropriate.
LADDER	[A/A] [AIR-MAR] Picture label with three or more GROUPS on the same azimuth but separated by range. GROUP names should be LEAD GROUP, SECOND GROUP, THIRD GROUP, and TRAIL GROUP or LEAD GROUP, MIDDLE GROUP, and TRAIL GROUP.
LAME DUCK	An aircraft in a minor state of emergency (e.g., an aircraft is troubleshooting a non-critical systems malfunction).
LASER ON	[A/S] [S/S] Directive call to start lasing.
LASING	[A/S] [S/S] The speaker is firing the laser in response to LASER ON.

Table 2. Multi-Service Brevity Codes (Cont'd)	
LAST	[A/A] C2 term that provides the last contact altitude from a high fidelity source (e.g., fighter radar).
LEAD-TRAIL	[A/A] [A/S] [AIR-MAR] Inner GROUP formation of two CONTACTS separated in range.
LEAKER(S)	[A/A] [S/A] [AIR-MAR] Airborne threat has passed through a defensive layer. Call should include amplifying information.
LEAN [direction]	[A/A] [A/S] Offset package or element in specified direction maintaining briefed altitude, airspeed, and formation.
LEANING ON	** [A/A] A GROUP shows bias to one element over another.
LEEROY	** Timeline adjustment in minutes for entire mission; always referenced from original preplanned mission time; always means **earlier**. Opposite of ROLEX.
LEVEL	1. Contact is co-altitude (inter-flight call). 2.** Briefed altitude has been reached.
[status] LIGHT	** [S/A] Mission status. ** (RED): Prebriefed threats have not been mitigated for further mission execution. Aircraft should evaluate their position relative to the threat and take appropriate actions. ** (YELLOW): Designated assets can continue to operate relative to the prebriefed threat while other assets should continue to hold. ** (GREEN): All aircraft are cleared to execute prebriefed missions.
LIGHTS [ON/OFF]	** [EW] Active radar system intentionally emitting/ceasing emissions. May be IAW briefed emissions control plan.
LIGHTBULB	Turn all position lights to bright.

Table 2. Multi-Service Brevity Codes (Cont'd)	
LINE ABREAST	[A/A] [AIR-MAR] Inner GROUP formation of two or more contacts separated in azimuth.
LINER	Fly at speed giving maximum cruising range.
LOCKED	1. [A/A] (with GROUP label) Radar lock-on; SORT is not assumed. 2. [A/A] (with position) Radar lock-on; correct targeting is not assumed.
LONG RIFLE	** [A/S] Employment of long range (e.g., ≥100 NM maximum range) air-to-surface munition with sustained propulsion (e.g., air-launched cruise missile). Option to add follow-on modifiers for number of munitions and/or time of flight. **NOTE** Include launch location in BULLSEYE format and weapons track direction when appropriate.
LOOKING	[A/S] [AIR-MAR] Aircrew does not have the ground or surface object, reference point, or target in sight (opposite of CONTACT).
LOOK-THROUGH	** [SO] To disengage to ensure parameters are still current.
LOST LOCK	* [A/A] Loss of host radar or IR lock-on.
LOW	* [A/A] A CONTACT less than 5,000 ft above ground level.
LOWDOWN	** [EW] A request for the tactical electromagnetic support or ground/surface picture in an area of interest.
MAGNUM [system, location]	[A/S] [EW] Launch of FRIENDLY antiradiation missile.
MANEUVER [azimuth, range, altitude]	[A/A] [AIR-MAR] Specified GROUP is maneuvering in azimuth, range, and/or altitude.

Table 2. Multi-Service Brevity Codes (Cont'd)	
MAP	** [A/S] Directive call to initiate SAR mapping event on a specified point of interest.
MAP COMPLETE	** [A/S] Informative call that air-to-surface radar completed mapping and waiting for the map to process/display. JONESING assumed.
MAPPING	[A/S] Multifunction radar in an air-to-ground mode.
MARK	1. Record the location of a point or object of interest. 2. ** [A/S] [S/S] Spotting round, normally white phosphorus or illumination on the deck to indicate targets to aircraft, ground troops, or fire support. 3. ** [A/A] Challenge and response term for requested aircraft to report contrails.
MARKPOINT	Data link non-designated geographic point of interest (J12.6 status information discrete (SID) 9 message).
MARSHAL(LING)	Establish(ing) at a specific point, typically used to posture forces in preparation for an offensive operation.
MATCH [type]	* [A/S] [S/S] [AIR-MAR] Overlay requested target designator type (e.g., MATCH SPARKLE, MATCH LASER).
MATE	** Positively identified as an ASSUMED FRIEND IAW theater ID criteria.
MELD	1. * [A/A] Bias radar coverage IAW briefed parameters. 2. * [A/A] Shift radar responsibilities from sanitizing to gaining situational awareness on the assigned GROUP. 3. [A/S] [AIR-MAR] Directive call to another aircraft to match sensor location.
MERGE(D)	[A/A] FRIENDLIES and targets have arrived in the visual arena.

Table 2. Multi-Service Brevity Codes (Cont'd)	
METALLICA	1. ** Informative call that contact cannot be targeted due to EA. 2. ** [A/A] Radar indication of jamming of A/A beyond visual range (BVR) employment.
MICKEY	UHF radio frequency hopping time of day signal (e.g., HAVEQUICK II, SATURN).
MIDNIGHT	[A/A] [S/A] C2 sensors are unavailable due to degradation. Opposite of SUNRISE.
MILLER TIME	[A/S] Completion of A/S ordnance delivery. Generally used by the last striker in conjunction with a precoordinated egress plan.
MINIMIZE	The radio frequency is becoming saturated, degraded, or jammed and briefer transmissions must follow.
MIRROR BEAM	** [A/A] [AIR-MAR] GROUPs in azimuth that maneuver to a beam opposite each other.
MONITOR(ING) [GROUP or object]	1. [A/A] [A/S] Maintain(ing) sensor awareness on specified GROUP or object. Implies that tactically significant changes will be communicated. 2. * [AIR-MAR] Maintain contact or targeting information on a maritime surface contact.
MOON BEAM	** After-the-fact advisory report to indicate a spillover or reflection of laser energy that occurred on a specific target.
MOSQUITO	* [A/A] [S/A] Slow speed and low radar cross section target.
MOTHER	[AIR-MAR] Parent ship.
MOVER(S)	Unidentified surface vehicle(s) in motion.
MUD [type with direction, range if able]	1. [A/S] [EW] Radar warning receiver ground threat displayed with no launch indication. 2. * [A/S] [EW] Radar warning receiver indication of surface threat in track mode. See DIRT and SINGER.

Table 2. Multi-Service Brevity Codes (Cont'd)	
MUDDY	** [SO] Denial on all channels of multiplexed signal.
MUSIC	* [A/A] Radar electromagnetic deceptive jamming.
NAILS [direction]	1. [A/A] Radar warning receiver indication of airborne interceptor radar in search. 2. * [A/S] 2.75-inch flechette rockets.
NAKED	[A/A] No radar warning receiver indications.
[weapon] NEGATE	** [S/A] FRIENDLY surface-to-air weapons platform is unable to engage specified target (e.g., EAGLES NEGATE). Opposite of AFFIRM.
NEGATIVE LASER	[A/S] Laser energy has not been acquired.
NEGLECT	** [S/S] Used by ship to indicate the last salvo was fired on incorrect data.
NEUTRAL	** A positively identified aircraft, ship, or ground position whose characteristics, behavior, origin, or nationality indicate it is neither supporting nor opposing FRIENDLY forces.
NEW PICTURE	[A/A] [A/S] [AIR-MAR] Used by controller or aircrew when tactical PICTURE has changed. Supersedes all previous calls and reestablishes PICTURE for all players.
[object] NO FACTOR	[A/A] [A/S] [S/A] Stated [object] is not a threat.
NO JOY	1.* [A/A] [A/S] [S/A] [SO] Aircrew does not have visual contact with the TARGET or BANDIT. Opposite of TALLY. 2.* Indicates that radio communications could not be established with the distant end on a specified radio net.
NOTCH(ING) [direction]	* [A/A] [A/S] [S/A] Aircraft is in a defensive position. Maneuver(ing) with reference to a threat.
OCCUPIED	[A/S] Ground equipment present at tasked target location. Opposite of VACANT.

Table 2. Multi-Service Brevity Codes (Cont'd)	
OFF [direction]	[A/A] [A/S] Attack is terminated, and maneuvering to the indicated direction.
OFFSET [direction]	Maneuver in a specified direction with reference to the target.
OPENING	[A/A] Increasing separation.
OUT [direction]	* [A/A] Directive or informative call indicating a turn to a cold aspect relative to the known threat. Used in launch-and-leave tactics and for all flight members to execute.
OUTLAW	[A/A] [S/A] CONTACT has met point of origin criteria for ROE.
PACKAGE	[A/A] Geographically isolated collection of GROUPs outside of briefed range.
PACMAN	Fighters have found the end of the threat formation and are converting; given in bearing and range from the BULLSEYE (e.g., "BLUE 44 is PACMAN 290/5").
PADLOCKED	Aircrew cannot take eyes off an aircraft, ground target, or surface position without risk of losing TALLY or VISUAL.
PAINT(S)	[A/A] [AIR-MAR] [MAR] An interrogated GROUP or radar contact that is responding with any of the specified IFF, or selective ID feature modes and correct codes established for the ID criteria.
PANCAKE	Land or request to land (reason may be specified; e.g., PANCAKE AMMO, PANCAKE FUEL).
PARROT	* IFF selective ID feature transponder.
PASSING	[A/A] Two GROUPs initially separated in range, decrease range separation and are passing each other.
PEDRO	* Combat search and rescue helicopter.
PEPPER	* [AIR-MAR] Directive call for an aircraft to strafe 1,000 feet ahead of the bow of a vessel.

Table 2. Multi-Service Brevity Codes (Cont'd)	
PHANTOM	[EW] A position track derived from the triangulation of SPIKES originating from HOSTILE jamming.
PICTURE	* [A/A] [A/S] [AIR-MAR] A request to provide information pertinent to the mission in a digital bullseye format unless briefed otherwise.
PIG(S)	* [A/S] [AIR-MAR] FRIENDLY glide weapon(s) (e.g., standoff weapon, guided bomb unit, small diameter bomb). See (weapon) AWAY.
PIGEONS [bearing, range]	Bearing in magnetic and range in nautical miles to HOME PLATE.
PILLOW	[EW] Pulse repetition interval.
PINBALL	** [A/A] [A/S] Laser guided munition has separated from its launching vehicle and captured laser designator.
PINCE	** [A/A] Threat maneuvering for a bracket attack.
PING	** [A/S] Precision-guided munition has established communication link with supporting vehicle.
PINNACLE	[EW] An emission believed to originate from a platform assumed to be FRIENDLY.
PINPOINT	** [AIR-MAR] Request that the maritime air controller provide target coordinates via latitude and longitude.
PITBULL	[A/A] Active radar guided missile (e.g., air intercept missile [AIM]-120) is at medium pulse repetition frequency (also known as MPRF) active range.
PITCH / PITCHBACK [left/right]	[A/A] 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 1 hour and 30 minutes).

Table 2. Multi-Service Brevity Codes (Cont'd)	
[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.
[type] POINT	Data link sensor point or TOI, such as the J12.6 SID 10 data link message. ** CONTACT POINT: Indicates the aircraft has acquired the TOI TRACK NUMBER on their data link. ** DROP POINT: Data link target sorting message is no longer needed or desired. ** HOLD POINT: Maintain weapons quality track data. ** SHOOT POINT: Directive call to shoot data link targeting message; does not imply targeting responsibility. ** TARGET POINT: Target the referenced data link TARGET sorting message. (Example: "IRON FOUR, TARGET IRON ONE'S POINT").
POND	[EW] Carry out jamming plan indicated or IAW previous orders.
POP	1. [A/S] Starting climb for A/S attack. 2. [A/A] Maximum performance climb out of low-altitude structure.
POPCORN	Combat search and rescue aircraft departing the LZ. Usually followed by a number of recovered personnel, (e.g., "STING 1, POPCORN PLUS 2").
POPEYE	1. Flying in clouds or an area of reduced visibility. 2. * Reduced EO/IR visibility due to atmospherics.
POP-UP	1. * [A/A] GROUP that has suddenly appeared between the MELD and threat range. 2. ** [S/A] Criteria used as a self-defense method, within the ROE, to protect FRIENDLY air defense elements from HOSTILE aircraft.

Table 2. Multi-Service Brevity Codes (Cont'd)	
POSIT	Request for FRIENDLY position; response in terms of a geographic landmark or from a common reference point.
POST ATTACK [direction, directive]	Desired direction or directives after completion of intercept or engagement.
POST HOLE	[A/A] Rapid descending spiral.
[type] POSTURE	** [A/S] Communicates sensor posture type (offensive, defensive, or neutral) by the JTAC to assets. Does not imply the FRIENDLY ground forces' tactical situation.
PRESS	1. [A/A] Requested action is approved and mutual support will be maintained, assumes VISUAL. 2. [A/S] Requested action is approved and mutual support will be maintained.
PRINT [type]	[A/A] [S/A] Valid non-cooperative target recognition reply.
PULSE	Illuminate(ing) a position with flashing IR energy.
PUMP	* [A/A] A briefed maneuver to minimize closure on the threat or geographical boundary with the intent to reengage.
PUPPIES	[EW] Emission control plan is modified as follows.
PURE	[A/A] Pure pursuit is being used or a directive to go pure pursuit.
PUSH [channel]	Switch to designated frequency; no acknowledgment required.
PUSHING	[A/A] Departing designated point.
QUAIL	** [A/S] [S/S] HOSTILE air- or surface-launched cruise missile.
RACKET	[EW] Intercepted electromagnetic emission which has been assigned to a number of the track block.

Table 2. Multi-Service Brevity Codes (Cont'd)	
RANGE	[A/A] [AIR-MAR] A PICTURE label describing two GROUPs separated in distance along the same line of bearing. GROUP names will be LEAD GROUP or TRAIL GROUP.
RAYGUN [position, heading, altitude]	1. [A/A] Radar lock-on to unknown aircraft. 2. [A/A] A request for a BUDDY SPIKE reply from FRIENDLY aircraft meeting these parameters.
RECYCLE [system]	** Directive call for aircrew to turn IFF or selective ID feature or specified system off and on.
RED	** [A/A] [A/S] [AIR-MAR] Aircraft is at weapon and/or fuel state that is insufficient to continue execution of the mission. **NOTE** A specific loadout or fuel state should be determined during mission planning.
REDWOOD [HOT or COLD]	** [S/A] An informative or directive call to initiate (HOT) or cease (COLD) the integration of FRIENDLY surface-to-air fires into a fighter or joint engagement zone without further coordination. Must include modifier HOT or COLD. **NOTE** Friendly aircraft are expected to maintain an appropriate standoff following a REDWOOD HOT call, unless the acceptable level of risk permits otherwise.
REFERENCE [direction or heading]	Assume stated direction or heading.
REFINE	** [EW] Request for better location accuracy on an emitter of interest.

Table 2. Multi-Service Brevity Codes (Cont'd)	
REMINGTON	**1. [A/A] Aircraft is out of, or unable to employ remaining air-to-air ordnance, not to include gun (if equipped). 2. [S/A] [MAR] No ordnance remaining except gun or self-protection ammunition.
RENEGADE	A civil platform that is assessed as operating in such a manner as to raise suspicion that it might be used as a weapon.
RENT	[EW] Report of characteristics of an intercepted signal.
REPEAT	1. ** [S/S] (during adjustment) Fire again using the same method and volume of fire. 2. ** [S/S] (during fire for effect) Fire the same number of rounds using the same method and volume of fire.
REPORTED [information]	Information provided is derived from an off-board source.
RESET	[A/A] [S/A] [SO] Proceed to a prebriefed position or area of operations.
RE-STAKE	[A/S] Drive a new STAKE at the target centroid reported with direction of travel and elevation. Initiated by aircrew.
RESUME	[A/A] Resume last formation, route, or mission ordered.
RETROGRADE (ING)	* Withdraw(ing) while executing defensive procedures in response to a threat.
RIDER	[A/A] [S/A] A BOGEY that is complying with airspace control order or safe passage procedures.

Table 2. Multi-Service Brevity Codes (Cont'd)	
RIFLE [number, time]	* [A/S] [AIR-MAR] Employment of short range (e.g., < 100 NM maximum range) air-to-surface munition. Option to add follow-on modifiers for number of munitions and/or time of flight. **NOTE** Include launch location in BULLSEYE format and weapons track direction when appropriate.
RIPPED CHUTE	** [S/S] Sent by spotter to indicate that the illumination round parachute was ripped or separated on deployment.
RIPPLE	* [A/S] [S/A] [AIR-MAR] Two or more munitions will be released or fired in close succession. Typically associated with number and type of weapon with release interval. **NOTE** Normally discussed during the prestrike game plan between aircraft and/or between aircraft and ground tactical controller.
ROBBER	** [AIR-MAR] A surface vessel that is identified as an enemy IAW theater ID criteria. The term does not necessarily imply clearance to engage.
ROGER	Radio transmission received; does not indicate compliance or reaction.
ROLEX	* Timeline adjustment in minutes for entire mission; always referenced from original preplanned mission execution time; always means **later**. Opposite of LEEROY.
ROOSTER	** [A/S] [EW] [S/A] Enemy antiradiation missile.

Table 2. Multi-Service Brevity Codes (Cont'd)	
ROPE	[S/A] Circling an IR pointer around an aircraft to help the aircraft identify the FRIENDLY ground position. **CAUTION** This technique may damage night-vision devices.
ROTATOR	[EW] Moving target indicator returns that signifies a high probability of a rotating antenna.
ROVER	Platform is Remotely Operated Video Enhanced Receiver (ROVER) video downlink capable.
RUMBA	1. * [A/A] Radar has detected jamming or mutual interference but has not resolved the type. 2. Own-ship maneuvering for ranging.
SADDLED	[A/A] Wingman or element has returned to briefed formation position.
SAM [direction]	Visual acquisition of a SAM in flight or a SAM launch; should include position.
SAME	Aircrew has the identical information as was just stated.
SANDWICHED	[A/A] Aircraft or element is between opposing aircraft or elements.
SATURATED	** [S/A] Weapons system radar has exhausted all resources. Ability to detect new tracks is minimal.
SAUNTER	Fly at best endurance.
SCAN	[A/S] Search sector indicated and report any CONTACTS.
SCORPION	** [S/A] Enemy man-portable air defense system (MANPADS).

Table 2. Multi-Service Brevity Codes (Cont'd)	
SCRAM [direction]	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. 2. ** [A/A] [S/A] [EW] Cease the intercept and take immediate evasive action. Implies that the target aircraft is being engaged by SAMs or other air defense fighters. 3. ** [A/A] Directive term to instruct air traffic control to clear all civilian or nonengagement aircraft outside a specific area. TERMINATE SCRAM will resume normal operations.
SCRAMBLE	[A/A] [S/A] [S/S] Takeoff as quickly as possible.
SCRUB	[A/A] [S/A] Moving target indicator return that signifies a low, slow (100-250 knots ground speed) or very slow (<100 knots ground speed) airborne target.
SEAD	** [A/S] Execute the contracts of prebriefed suppression of enemy air defense (SEAD).
SEPARATE (ING)	[A/A] Leave(ing) a specific engagement; may or may not reenter.
SEPARATION	1. [A/A] Request for separation between two GROUPS. Response will include the follow-on GROUPS separation, altitude, and fill-ins. 2. ** [A/A] (Range/Azimuth) SEPARATION: Indicates relationship between GROUPS and separation if GROUPS and relationships in a label were not defined previously or if relationship between GROUPS has changed.
SET	1. Set (or have set) a particular speed. May be indicated in knots or Mach. 2. No longer slewing sensor and awaiting further updates. 3. ** Overwatch aircraft is in position.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SHACKLE	[A/A] One weave; a single crossing of flight paths; maneuver to adjust or regain formation parameters.
SHADOW	Follow indicated TARGET.
SHIFT [direction, track number]	[A/S] [AIR-MAR] Shift laser, IR, radar, device energy, or aim point. **NOTE** Can be used to shift from the offset position onto the target. Also used during multi-aircraft attack to shift laser energy or target assignments.
SHOOT	** [A/A] Directive communication to employ weapons on a contact, does not invoke targeting.
SHOOTER	Aircraft or unit designated to employ ordnance.
SHOPPING	[A/S] An aircraft request to forward air controller, JTAC, or C2 platform for a target or task.
SHOT	** [S/S] Round(s) has/have been fired.
SHOTGUN	[A/A] [A/S] [S/A] Prebriefed weapons state.
SHOULDER	** [MAR] An inherently offensive tactic used to physically force a vessel to alter course or stop. The goal of shouldering is to gently nudge an uncooperative vessel in a new direction to prevent it from traveling on its intended course, and to comply with orders to stop or change course. Skin-to-skin contact is anticipated.
SHREW	** Persistent interference from an undetermined source that is degrading situational awareness on the current radio channel.
[system] SICK	** System indicated is degraded or partially operative. Canceled by SWEET.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SIDE KICK	** [A/A] A directive call to initiate manned-unmanned teaming if the air-to-air relationship and communications link has not been established. Modifiers include 1 to 4 to describe the level of interoperability.
[system] SILENT	1. [A/A] (time) System will be unavailable for time indicated. 2. Data link is, or should be placed, in receive only. 3. [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]	[A/S] [EW] Radar warning receiver indication of SAM launch. See MUD and DIRT.
SINGLE	One GROUP, CONTACT, etc.
SKATE	[A/A] Call to execute launch and leave tactics at a prebriefed range. Modifiers include LONG, SHORT, or QUICK.
SKINNY	Current survivor coordinates.
SKIP IT	Directive call for a specific platform to not engage the indicated track. Usually followed with further directions.
SKOSH	[A/A] Aircraft is out of or unable to employ active radar guided missiles.
SKUNK	* [A/S] [AIR-MAR] A maritime or ground CONTACT that has not yet been identified.
SLANT	** References number of people or objects noted at specified location (men/women/children). For example, in response to a request for SLANT on a target building: "SLANT 4/6/4."

Table 2. Multi-Service Brevity Codes (Cont'd)	
SLAPSHOT [type, bearing]	[A/S] [EW] Immediately employ a best available antiradiation missile against a specified threat at the specified bearing.
SLEDGEHAMMER	** [AIR-MAR] Request from a surface vessel for immediate air support. Once SLEDGEHAMMER is called by the defended surface vessel, air assets will be re-rolled from other missions to identify threat intentions and employ if necessary in an armed reconnaissance/air interdiction/strike coordination and reconnaissance role.
SLEW	** Move sensor in direction indicated (usually accompanied with a unit of measure). For example, "SLEW left one half screen."
SLICE / SLICEBACK [left/right]	[A/A] Perform a high-G descending turn in the stated direction, usually 180-degree turn.
SLIDE	1. [A/A] [EW] [SO] Continue(ing) present mission while flowing from station in response to perceived threat, implies intent to RESET. 2. * [A/S] Directive or descriptive term to laterally reposition helicopter.
SLIP(PING)	[A/A] [A/S] Time delay to individual flight or element event.
SLOPE	[EW] Pulse repetition frequency.
SLOW	* [A/A] [S/A] Target with ground speed of 100–250 knots.
SMACK	[A/S] [S/S] [AIR-MAR] Clearance to employ ordnance or fires on surface target coordinates. Link-16 track, ROE, PID, CDE, clear field of fire, coordination of forces, and commander's guidance requirements on the referenced target or track have been satisfied. Not to be utilized in a CAS engagement.
SMASH [ON/OFF]	Turn on/off anti-collision lights.
SMELL	** Low confidence identification.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SMOKE	[A/S] Smoke marker used to mark a position.
SNAKE	[A/S] Oscillate an IR pointer in a figure eight about a target.
SNAP	1. [A/A] Fighter request for immediate BRAA call (with appropriate fill-ins) to the GROUP described. Indicates fighter intent to intercept or join. 2. [heading] Urgent directive call to turn to a heading.
SNAPLOCK [BRAA]	* [A/A] Informative call indicating fighter has obtained a radar contact inside briefed threat range with BEAM, FLANK, or HOT aspect and is unable to complete sanitization responsibilities implying ownership. A SNAPLOCK call should be responded to with BRAA.
SNEAKER	[EW] An intelligence-gathering vessel.
SNIFF [type]	[A/A] [EW] Passive sensor indication of a radar emitter.
SNIPER [type, location (range, bearing)]	[A/S] [EW] Aircraft to employ a range known antiradiation missile against a specified threat at the specified location.
SNOOZE	[A/A] [EW] [SO] Initiate(ing) emission control procedures. Opposite of ALARM.
SORT	1. [A/A] Assignment of responsibility within a GROUP; criteria can be met visually, electromagnetically (e.g., radar), or both. 2. * [A/S] Assignment of specific targeting responsibilities.
SORTED	[A/A] [A/S] [AIR-MAR] Sort responsibility within a GROUP has been met.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SOUR	1. (mode/type) [A/A] [S/A] Invalid or no response to an administrative IFF or selective ID feature check. 2. (link name) (e.g., "TIMBER SOUR") Potential problems with net entry; initiates pre-mission link troubleshooting. Opposite of SWEET.
SPADES	[A/A] [S/A] [AIR-MAR] An interrogated GROUP or radar contact that lacks all of the air tasking order (or equivalent) IFF or selective ID feature modes and codes required for the ID criteria.
SPARKLE	1. [A/S] [S/S] Mark or marking target by IR pointer. 2. Platform is IR pointer capable.
SPIDER	** Cooperative engagement capability network.
SPIKE [direction]	* [A/A] Radar warning receiver indication of an air interceptor threat in track or launch.
SPIN	[A/A] Execute(ing) a timing or spacing maneuver.
SPITTER [direction]	[A/A] An aircraft that has departed from the engagement or is departing the engaged fighter's targeting responsibility.
SPLASH(ED)	1. [A/A] [A/S] [S/A] Hit observed with valid DWE against a target. 2. * [S/A] [S/S] Informative call to observer or spotter 5 seconds prior to estimated time of impact.
SPLIT	* Flight member is leaving formation to pursue a separate attack; VISUAL may not be maintained.
SPOOFER	[A/A] [EW] An entity employing electromagnetic or tactical deception measures.
SPOOFING	[S/A] [EW] Voice deception is being employed.
SPOT	1. [A/S] Acquisition of the reflected laser energy. 2. Platform is laser spot tracker capable.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SPREAD	** [A/A] A GROUP maneuver where all contacts remain at a FLANK or HOT aspect.
SPUR RIDE	** [A/S] Attempt helicopter buddy or self-extraction by having downed crew attach themselves to the outside of the helicopter.
SQUAWK [mode, code]	Operate IFF/selective ID feature as indicated or IFF or selective ID feature is operating as indicated.
SQUAWKING [mode number]	* BOGEY is responding with an IFF or selective ID feature mode or code other than that prescribed by the air tasking order or ID criteria.
SQUIRTER	** [A/S] [S/S] A ground-borne object of interest departing the objective area.
STACK	1. [A/A] Two or more CONTACTS within a GROUP criteria with an altitude separation in relation to each other (typically >=10,000 foot separation). 2. * Request all airborne players and their assigned altitude block in the specified area.
STAKE	1. * [A/S] 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.
STALKER	** [SO] A BANDIT with counterspace capability that has significantly refined orbital parameters required to engage a high-value asset.
STANDOFF [role]	** [A/A] [A/S] [EW] Call to execute stated role (SEAD/SUPPORT/TARGET) and remain outside of a prebriefed coordination range from known SAM locations.

Table 2. Multi-Service Brevity Codes (Cont'd)	
STARE [laser code, reference point]	** Cue the laser spot search or tracker function on the specified laser code in relation to the specified reference point. Reference point may include the following: steerpoint, geographic reference, bearing and range, or data link point.
STATUS [phase]	1. Request for an individual's tactical situation. 2. * Request for amplifying information on current task or aircraft state (e.g., respond with WORKING, JONESING, CONTACT, CAPTURE, TARGETED, LOCKED, CLEAN, ENGAGED, FUEL (RED/YELLOW/GREEN), WEAPON (RED/YELLOW/GREEN) ready or plain English).
STEADY	[A/S] Stop oscillation of IR pointer.
STERN	[A/A] Requests for, or directive to, intercept using STERN geometry.
STIFF ARM	** [A/A] Fighter adjusts intercept flow to avoid package or threat group.
STINGER	1. [A/A] [AIR-MAR] Three-ship inner GROUP formation with two lead CONTACTs line abreast and the SINGLE in trail. 2. * [S/A] A US infrared MANPADS.
STRADDLE	** [S/S] A spotting of STRADDLE is made for a multi-gun salvo when some rounds fall short and some fall beyond the target. The spotter announces STRADDLE followed by a correction to place the mean point of impact on the target. The term is normally used during a ship adjust or a massed fire mission.
STRANGER	[A/A] Unidentified traffic that is not a participant in the action in progress.
STRANGLE [system]	Turn off system indicated (e.g., STRANGLE PARROT).
STRENGTH	[A/A] [A/S] [S/A] [AIR-MAR] Numerical strength of a TRACK or GROUP.

Table 2. Multi-Service Brevity Codes (Cont'd)	
STRIPPED	* [A/A] Aircraft is out of prebriefed formation.
STROBE(S) [bearing]	[A/A] Radar indication(s) of noise jamming.
STROKE	** [A/S] [AIR-MAR] Directive call for third party track production source to provide best possible continuous track data for weapon targeting purposes.
SUMMIT	** [S/S] The highest point of a shell's trajectory (also known as maximum ordnance (MAX ORD)). Sent as standard during an air observed mission and if requested by a ground spotter. Units of measurement are specified. A new SUMMIT is sent if it changes by more than 300 ft for an air observer or 100 meters for a ground observer.
SUNRISE	[A/A] [S/A] C2 sensors are available. Opposite of MIDNIGHT.
SUNSHINE	[A/S] Illuminating target with artificial illumination.
SUPPORT	** Execute prebriefed support contracts.
SUPPORTING	[A/A] Speaking unit or element is assuming a supporting role, is in a position to influence the outcome, and assumes deconfliction responsibility.
SUSPECT	An identity applied to a track that is potentially hostile because of its characteristics, behavior, origin, or nationality.
SWEET	1. [A/A] [S/A] (mode, type) Valid response to an administrative IFF or selective ID feature check request. 2. (link name) (e.g., TIMBER SWEET) Confirms receipt of data link information. 3. Equipment indicated is operating efficiently. (Opposite of SOUR; cancels SICK, BENT).
SWEPT [subcardinal direction]	[A/A] [AIR-MAR] Inner GROUP formation with the trailer displaced approximately 45 degrees behind the leader.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SWITCH [item]	1. * Switch the setting on the referenced item. 2. * (CAMERA) Switch full-motion video to EO or IR. 3. (POLARITY) Switch IR polarity to black hot or white hot. 4. * Formation or element change to preplanned frequency.
SWITCHED	[A/A] Attacker is changing from one aircraft to another.
TAG	1. [EW] Response to an emitter ambiguity resolution request (COLOR). Requires [system, location]. 2. * Call to a helicopter flight lead that the last aircraft of a flight is airborne.
TALLY	Sighting of a target, non-friendly aircraft, or enemy position. Opposite of NO JOY.
TALON	** [S/A] US Army Terminal High Altitude Area Defense (also known as THAAD) missile.
TARGET	1. [A/A] [A/S] [S/A] [AIR-MAR] Assignment of targeting responsibilities. 2. [A/S] [S/S] [AIR-MAR] ROE, PID, coordination of forces, and commander's guidance requirements on the referenced target or track have been satisfied. Target or track correlation, CDE, and clear field of fire must be accomplished prior to employing ordnance or fires.
TARGETABLE	** [A/S] Advisory call to inform package that the ability to TARGET has been met IAW prebriefed contracts; must be briefed by package commander (or outlined in SPINS/standards).
TARGETED	* [A/A] Fighter has acquired assigned GROUP and has assumed responsibility for it.
TECHNICAL	** Improvised fighting vehicle (usually civilian vehicles modified with mounted weapons).

Table 2. Multi-Service Brevity Codes (Cont'd)	
TEN SECONDS	[A/S] Standby for (weapon) ON call in approximately 10 seconds (e.g., LASER ON, TORCH ON).
TERMINATE	[A/A] In training, cease local engagement without affecting the overall exercise.
TESLA	** Mode 5 IFF.
THREAT [direction]	[A/A] Untargeted HOSTILE, BANDIT, or BOGEY is within a briefed range of a FRIENDLY aircraft.
THROTTLES	[A/A] Reminder to set throttles appropriately considering the IR threat and desired energy state.
THUMP	** [AIR-MAR] Aircraft conducts low-altitude, high-speed pass over or abeam a designated vessel and does not cross the bow. Supersonic airspeed is authorized as long as damage is not anticipated.
TIED	[A/A] Positive radar contact with element or aircraft.
TIGER	[A/A] Enough fuel and ordnance to accept a commit.
TIMBER	[EW] Link 16 Network.
TIMECHECK	Check or change IFF code.
TIMEOUT	1. ** [A/A] [S/A] Shooter assesses valid BVR shot parameters have been met and missile has reached termination. 2. ** [A/S] Munition impact is obscured and impact cannot be confirmed and time of flight has elapsed.
TOGGLE [system]	Execute the briefed setting change on specified system.
TORCH	1. ** Friendly high-energy laser (HEL) weapon fire. 2. ** Platform is HEL weapon capable. 3. ** Request for HEL fires on a specified target (e.g., JTAC Alpha request TORCH). TORCH ON/OFF: Friendly HEL weapon has started/ceased firing.

Table 2. Multi-Service Brevity Codes (Cont'd)	
TOY	[EW] High-speed antiradiation missile targeting system (also known as HTS) pod.
TRACK [direction]	1. ** [A/A] GROUP or CONTACTS direction of flight or movement. 2. ** [A/S] [S/S] Directive call assigning responsibility to an asset for maintaining sensor or visual observation of a defined object or area. 3. ** [A/S] Rotary-wing directive call to establish race track (e.g., "Taz 31, TRACK left). 4. ** [A/S] [AIR-MAR] Information call stating direction of vehicle or CONTACT in motion (e.g., TALLY TECHNICAL TRACK Northwest).
TRACKING or [system] TRACKING	1. * [EW] [S/A] IR lock-on. 2. * Enemy air defense system is maintaining situational awareness on FRIENDLY.
TRACK NUMBER [number]	Data link information file.
TRASHED	* [A/A] [S/A] FRIENDLY missile has been defeated.
TRAVEL	[EW] Change radar frequency.
TRESPASS [system, position]	[EW] The addressed flight is entering the threat SAM ring of a specific (system) at the stated location. ** [SO] A specified FRIENDLY spacecraft is entering into a collection area and/or weapons engagement zone of a known or suspected threat object.
TROJAN	** Deployment of air launch decoy.
TSUNAMI	** [A/A] Three or more WAVES.
TUMBLEWEED	Request for information due to limited or loss of situational awareness, (e.g., NO JOY, BLIND).
TWEET(ING)	** [A/A] An aircraft transmitting Mode S, Automatic Dependent Surveillance-Broadcast (also known as ADS-B), or reference data (e.g., Federal Aviation Administration registration).

Table 2. Multi-Service Brevity Codes (Cont'd)	
UNABLE	Cannot comply as requested or directed.
UNIFORM	UHF radio.
VACANT	[A/S] Ground equipment not present at specific or tasked target location. Opposite of OCCUPIED.
VAMPIRE	[A/S] [AIR-MAR] [MAR] [S/S] Hostile air- or surface-launched antiship missile.
VANISHED	** [A/A] [S/A] Special case of FADED defined as a GROUP or ARM or CONTACT with no available sensor data and is: (1) Not in a known sensor blind zone (terrain masking or Doppler blind zone) AND (2) Correlated to a shot by FRIENDLY forces.
VECTOR [heading]	Alter heading to indicated.
VERY FAST	[A/A] [S/A] Target speed greater than 900 knots ground speed or Mach 1.5.
VERY SLOW	** [A/A] [S/A] Target speed less than 100 knots.
VIC	[A/A] [AIR-MAR] 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	Very high-frequency (also known as VHF) / amplitude modulation (also known as AM) radio.
VISUAL	Sighting of a FRIENDLY aircraft or ground position or ship. Opposite of BLIND.
WAGON [left/right]	** [A/S] Rotary-wing directive call to orbit around the target (e.g., "Taz 31, WAGON left").

Table 2. Multi-Service Brevity Codes (Cont'd)	
WALL	[A/A] [AIR-MAR] 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]	Air defense warning. Hostile attack is: (RED): Imminent or in progress. (YELLOW): Probable. (WHITE): Improbable.
WATCHING	** [S/A] Surface to air defense unit is assigned a target for engagement responsibility; is unable to engage due to threat range; will engage when threat meets engagement criteria. WATCHING is an optional response to COVER when accepting engagement assignment but unable to respond AFFIRM.
WAVE	** [A/A] One or more follow-on GROUPS in a coordinated, defense-in-depth tactic. WAVES are numbered sequentially (e.g., "First WAVE, second WAVE").
WEAPONS [status]	* Weapons control status. 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. **NOTE** NATO uses WEAPONS to determine munitions available or remaining, similar to WHAT STATE.

Table 2. Multi-Service Brevity Codes (Cont'd)	
WEDGE	[A/A] [AIR-MAR] Three-ship inner GROUP formation with a single CONTACT closest in range and two trail CONTACTs line abreast.
WEIGHTED [cardinal direction]	[A/A] [AIR-MAR] Fill-in for a CHAMPAGNE, VIC, WALL, or LADDER when one or more GROUPS are out of position or offset from the standard picture label.
WHAT LUCK	Request for results of missions or tasks.
WHAT STATE	[A/A] Request for amount of fuel and missiles remaining. Response to WHAT STATE is: 1. (1st number) number of active radar missiles remaining. (2nd number) number of semi-active radar missiles remaining. (3rd number) number of IR missiles remaining. (MINUS) No gun or not sufficient ammunition for gun attack. BY (4th number) thousands of pounds of fuel (given to one decimal point), or time remaining. Example response to WHAT STATE: "Blue 44 is 3-1-2 by 7 POINT 5" is equivalent to 3 AIM-120s, 1 AIM-7, 2 AIM-9s, gun with ammunition, and 7,500 lbs. of fuel remaining. 2. (item) Ammunition and oxygen are reported only when specifically requested or critical.
WIDE	[A/A] [AIR-MAR] 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.
WOOD	** Situation awareness data link network.
WOOFER	[EW] Off board active radar decoy.

Table 2. Multi-Service Brevity Codes (Cont'd)	
WORDS	Directive calls or interrogative requests regarding further information or directives pertinent to the mission or operating area. Generated by the tactical command and control agencies and outlined in the theater-specific SPINS.
WORK	1. ** [A/A] Maneuver in the stated cardinal direction. 2. ** [EW] Directive call to command geolocation.
WORKING	1. [EW] (system with location) Platform gathering EOB on a designated emitter. 2. [A/A] Platform executing electronic ID on a specific aircraft or GROUP to obtain ID necessary for BVR employment.
YARDSTICK	[A/A] Use air tactical air navigation for ranging.
YELLOW	** [A/A] [A/S] [AIR-MAR] Aircraft is at a weapon and/or fuel status that is approaching a level insufficient to continue execution of the mission. **NOTE** A specific loadout or fuel state should be determined during mission planning.
ZAP	Request for data link information.
ZIPLIP	Limit transmissions to critical information only.
ZOOM [in/out]	[EW] Increase or 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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Chapter II
STANDARD TACTICAL CHAT ABBREVIATIONS

Background

Due to the significant proliferation of tactical chat (TC) systems, a list of common acronyms, abbreviations, and terms has been incorporated into this publication. TC has expanded to multiple platforms, users, and locations and is commonly used as a C2 tool. A broader audience than the end user often monitors and acts upon the information. Therefore, it is necessary to make TC abbreviations available and widely distributed to educate all users. Like a brevity code, a TC abbreviation provides no security and is only meant to shorten messages, not conceal their content.

TC does not replace formal communications. Its use must be consistent with existing doctrine and established procedures. TC, like brevity codes, requires discipline to minimize ambiguity and facilitate the understanding of messages sent and received. Users may be joint or multinational personnel and plain language may be the most effective means of passing information, especially with new users or when giving commands. Therefore, users should avoid generating new terminology and abbreviations.

Note: This is a list of recommended acronyms, abbreviations, and terms used to expedite information flow but not at the expense of clarity and accuracy of the information being sent. The list was developed by subject matter experts and operators of TC to streamline communications, mitigate miscommunications, and minimize traffic populating a chat room. Every effort should be made to use approved terms detailed in Service, multi-Service, and joint publications.

Table 3. Standard Tactical Chat Abbreviations

*** (single asterisk)**	Used to make an immediate correction to a previous posting.
***** (three asterisks)**	Used to denote a very important person is onboard a specific aircraft.
. (period)	Used to check server or user connectivity; if received, reply with two periods, no space.
.. (double period)	Response to a single period.
A/C	aircraft
A/F	as fragged or airfield depending on context
A/S	airspace
AAR	1. after action review 2. air-to-air refueling
ABN	airborne
AFFIRM	affirmative
AFK	away from keyboard

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
APPR	Approved
ARR	arrived
ATA	actual time of arrival
ATD	actual time of departure
ATT	at this time (use now)
BOLO	be on the lookout for
C	copy (acknowledgment of receipt)
C/S	call sign
CANX, CNX	cancel
CDR	commander
CHAT	The process of communicating via text in a specific tactical chat (TC) room.
Chat room/Channel	A single TC forum with participants communicating.
CIP	come in please (generally used when initiating whispers)
CK	check
CLR	clear
COMM	communications
CONSOL	consolidate
D/O	drop off
DC	disconnected
DE	from
decon	deconflict or decontaminate depending on context
DEP	departed
DZ	drop zone
elev	ELEVATOR
enrt	en route
EOM	end of mission
ETA	estimated time of arrival
ETD	estimated time of departure
fc	frequency change
ff	flight following
fl	flight level (altitude in hundreds of feet)
g2w	good two-way communication
gt	good test (reply to a "t" (test) connectivity check request)
hc	how copy
HVT	high-value target
i+	(air refueling) instantaneous fuel available
ib	inbound
IFE	in-flight emergency
IFR	instrument flight rules or in-flight report depending on context

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
imm	Immediate
iso	in support of
ivo	in the vicinity of
k	request to acknowledge transmission
LKP	last known position
LL	lost link (unmanned aircraft system)
lnd	landed
LZ	landing zone
MAXORD	maximum ordinate
mc	mission complete
medevac, medevac, medevac	preparatory command to clear the TC channel; followed by a 9-line MEDEVAC request.
message	single entry of text communication via TC
msn	mission
mx or maint	maintenance
neg	negative
net	a communication network defined by an operation order or unit standard operating procedure
nvm	never mind
nstr	nothing significant to report
o/c	on channel
o/n	operations normal
o/s	on station
o/t	on tank (air refueling)
ob	outbound
osr	operating outside the restricted operations zone (ROZ)
pls	please
poi	point of injury/impact
poo	point of origin
pos	position
post	single entry of text communication via TC
PRI	priority
r/r	radar/IFF contact and radio communication established
rar	received and read
RCVR	aircraft receiving air refueling
rgr	roger
rhr	ROZ hot request
rip	relief in place
rnds	rounds
RON	remain overnight
ROZ	restricted operations zone
RP	release point

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
rqst	Request
RTB	return to base
RTD	return to duty
rtn	routine
RX, rcv	Receive (rcv is used in reference to goods)
s/f	show of force
sfc	surface
SIPR	SECRET Internet Protocol Router (secure network)
sod	safe on deck
SOF	special operations forces
sp	start point
stby	standby
t	test (request for a connectivity check)
t/o	takeoff
thx, tks	thank you
tic	troops in contact
tn	datalink track number
TOT	time on target
TST	time-sensitive target
TX	transmit
UI	unique identifier
unk	unknown
urg	urgent
urgsurg	urgent surgical
VFR	visual flight rules
w/d	wheels down
w/u	wheels up
wkg	working
wrt	with regard to
wspr	whisper
WX	weather
yw	you're welcome

Chapter III
CATEGORY SYNOPSIS

1. General Operations

Note: All brevity codes pertain to general air operations. Words listed here have definitions which apply to all categories and may be listed under another category.

ABORT
[High or Low] ACCURACY
ALLIGATOR
ALPHA CHECK
ANCHOR [location]
ANGELS
ANYFACE
AS FRAGGED
AUTHENTICATE
AUTOCAT
AVALANCHE
BASE [+/- number]
BEAD WINDOW
[system] BENT
BINGO
BIRDDOG
BITTERSWEET
BLIND
BLUR
BREAK AWAY
BULLSEYE
BUSTER
BUTTON
CEASE [activity]
CEASE ENGAGEMENT
CEASE FIRE
CHATTERMARK [comm type]
CHECK DATA [source]
CHECK FOCUS
CHECK TIDS
CHERUBS
CHICK(S)
CLEAN
CLEARED
CLOAK(ING)
COMEBACK [direction]
CONFIDENCE [level]
CONTACT(S)
CONTINUE
CROW(S)
CRUISE
DASH [number]
DATA [object, position]
[weapon] DAZZLE (ON/OFF)
DEADEYE
DETAILS
DIAMONDS [position]
DIRTY
DIVERT
DONORIZE(D)
DUSTOFF
ELEVATOR [altitude]
ENGAGE
FALCON(S)
FEET WET/DRY
FENCE IN/OUT
FLASH
FLAVOR
FOREST
FOX MIKE
FRIENDLY
FUEL STATE [time or pounds]
GADABOUT [number]
GADGET
GATE
GENEVA
GINGERBREAD
GO ACTIVE
GOODWILL
GRANDSLAM
GREYHOUND
HANDSHAKE
HARD [left, right, direction]
HEADS UP
HIT(S)
HOLD DOWN
HOLD FIRE
HOLLOW
HOME PLATE
HOMING
HOOK
HOSTILE
HOT
HOTDOG [color]
HOTEL FOX
IDLE
IMPACT [time]
INDEX
INTERROGATE
IN THE BLIND
IN THE DARK
INTRUDER
JACKAL
JELLO
JESTER (AMBER, BROWN, COPPER)
JOKER
KICK [appropriate frequency]
KNOCK-IT-OFF
KRAKEN
LAME DUCK
LEEROY
LEVEL
LIGHTBULB
LINER
MARK
MARSHAL(LING)
MATE
METALLICA
MICKEY
MINIMIZE
MOON BEAM
MOVER(S)

NEUTRAL
NO JOY
OFFSET [direction]
PACMAN
PADLOCKED
PANCAKE
PARROT
PEDRO
PIGEONS [bearing, range]
PLAYMATE
PLAYTIME
[freq] POGO [freq]
[type] POINT
POPCORN
POPEYE
POSIT
POST ATTACK [direction, directive]
PULSE
PUSH [channel]
RECYCLE [system]
REFERENCE [direction or heading]
RENEGADE
REPORTED [information]
RETROGRADE (ING)
ROGER
ROLEX
ROVER
RUMBA
SAM [direction]
SAME
SAUNTER
SCRAM [direction]
SHREW
SHOOTER
SET
SHADOW
[system] SICK
[system] SILENT
SINGLE
SKINNY
SKIP IT
SLANT
SLEW
SMASH [ON/OFF]
SMELL
SNAP
SOUR
SPARKLE
SPIDER
SPLIT
SPOT
SQUAWK [mode, code]
SQUAWKING [mode number]
STATUS [phase]
STRANGLE [system]
SUPPORT
SUSPECT
SWEET
STACK
STAKE
STARE [laser code, reference point]
SWITCH [ITEM]
TAG [system, location]
TALLY
TECHNICAL
TESLA
TIMECHECK
TOGGLE [system]
TORCH
TRACKING or [system] TRACKING
TRACK NUMBER [number]
TROJAN
TUMBLEWEED
UNABLE
UNIFORM
VECTOR [heading]
VICTOR VISUAL
WARNING
[color]MARKPOINT
WEAPONS [status]
WHAT LUCK
WILCO
WINCHESTER
WOOD
WORDS
ZAP
ZIPLIP

2. Air-to-Air (A/A)

ACTION
[system] ACTIVE [location, direction]
ALARM
ANCHORED [location]
[direction] ARM
AVALANCHE
AZIMUTH
BANDIT
BANZAI
BEAM [direction]
BEAM RIDER [direction]
BLACKOUT
BLOW(ING) THROUGH
BOGEY
BOGEY DOPE
BOX
BRAA
BRACKET [direction]
BREAK [direction]
BUDDY LOCK [position, heading, altitude]
BUDDY SPIKE [position, heading, altitude]
BUGOUT [direction]
CAP(PING) [location]
CATALOG
CEASE ENGAGEMENT
CHAMPAGNE
CHEAPSHOT
CHECK [number, left or right]
CHERRY
CHRISTMAS TREE
CLEAN
CLOSING

COLD
COME OFF [direction]
COMMIT
CONS/CONNING
CONTACT(S)
CONTAINER
COVER
CRANK [direction]
CROSSING
CUTOFF [direction]
DECLARE
DECLUTTER
DEEP
DEFENDING [direction]
DEFENSIVE
DELOUSE
DEPLOY
DIRTY
DOG [status]
DOUBLE TAP
DRAG [cardinal direction]
DRIVE-BY
DROP(PING)
ECHELON [subcardinal direction]
ECHO
ENGAGED
EXTEND(ING) [direction]
EYEBALL
EYEBALL NARROW
FADED
FAKER
FAST
FLANK [direction]
FLASH [system]
FLOAT(ING)
FLOW [direction or heading]
FOX [NUMBER]
[2nd] FOX THREE/TWO/ONE [number]-SHIP
FUMBLE
FURBALL
GIMBAL
GOGGLE/ DEGOGGLE
GOGGLES [on/off]
GOPHER
GORILLA
GREEN
GROUP(S)
GUIDE [cardinal direction, location]
GUNS
HEADBUTT [direction]
HEAVY
HIGH
HIT(S)
HOLDING HANDS
HOLSTER
HOOK
HOT
HOUNDDOG
HUSKY
ICE
ID
IN [direction]
IN PLACE [direction]
INSPECT
JINK
JOINED
JUDY
KILL
LADDER
LAST
LEAD-TRAIL
LEAKER(S)
LEAN [direction]
LEANING ON
LINE ABREAST
LOCKED
LOST LOCK
LOW
MANEUVER [azimuth, range, altitude]
MARK
MELD
MERGE(D)
METALLICA
MIDNIGHT
MIRROR BEAM
MONITOR(ING) [GROUP or object]
MOSQUITO
MUSIC
NAILS [direction]
NAKED
NEW PICTURE [object] NO FACTOR
NO JOY
NOTCH(ING) [direction]
OFF [direction]
OPENING
OUT [direction]
OUTLAW
PACKAGE
PAINT(S)
PASSING
PICTURE
PINBALL
PINCE
PITBULL
PITCH/ PITCHBACK [left or right]
POP
POP-UP
POST HOLE
PRESS
PRINT [type]
PUMP
PURE
PUSHING
RANGE
RAYGUN [position, heading, altitude]
RED
REMINGTON
RESET
RESUME
RIDER
RUMBA
SADDLED
SANDWICHED
SCRAM [direction]
SCRAMBLE
SCRUB

SEPARATE(ING)
SEPARATION
SHACKLE
SHOOT
SHOTGUN
SIDE KICK
[system] SILENT
SKATE
SKOSH
SLICE/SLICEBACK [left or right]
SLIDE
SLIP(PING)
SLOW
SNAP
SNAPLOCK [BRAA]
SNIFF [type]
SNOOZE
SORT
SORTED
SOUR
SPADES
SPIKE [direction]
SPIN
SPITTER [direction]
SPLASH(ED)
SPOOFER
SPREAD
STACK
STANDOFF [role]
STERN
STIFF ARM
STINGER
STRANGER
STRENGTH
STRIPPED
STROBE(S) [bearing]
SUNRISE
SUPPORTING
SWEET
SWEPT [subcardinal direction]
SWITCHED
TARGET
TARGETED
TERMINATE
THREAT [direction]
THROTTLES
TIED
TIGER
TIMEOUT
TRACK [direction]
TRASHED
TSUNAMI
TWEET(ING)
VANISHED
VERY FAST
VERY SLOW
VIC
WALL
WAVE
WEDGE
WEIGHTED [cardinal direction]
WHAT STATE
WIDE
WORK
WORKING
YARDSTICK
YELLOW

3. Air-to-Surface (A/S)

ACTION
ARIZONA
ATTACK
[number, weapon type] AWAY
BAD MAP
BAT(S)
BEAM RIDER [direction]
BERETTA
BRACKET [direction]
BROKEN SPUR
BRUISER
BUDDY (LASE or GUIDE)
BUGOUT [direction]
BUZZSAW
[target or object] CAPTURED
CATALOG
CHECK FIRE(ING)
CHERRY
CLEARED HOT
CLEARED TO ENGAGE
CLOVER [left or right]
COLD
COME OFF [direction]
CONTACT(S)
CONTINUE DRY
COVER
COVEY
DECLUTTER
DEPLOY
DEFENDING [direction]
DIRT
DRIVE-BY
DROP(PING)
ENGAGEMENT COMPLETE
EXPECT HOLLOW [time]
EXTEND(ING) [direction]
FARM
FLASHLIGHT
FLOCK
FLY-BY
FUMBLE
GOALIE
GOALIE, GOALIE, GOALIE [CALL SIGN]
GOGGLE/ DEGOGGLE
GOGGLES [on/off]
GREEN
GUNS
HANDSHAKE
HOLLOW
HOUNDDOG
ICE
IMPACT [time]
IN [direction]
INVESTIGATE
JINK
JONESING
KOBE
LASER ON
LASING

LEAD-TRAIL
LEAN [direction]
LONG RIFLE
LOOKING
MAGNUM [system, location]
MAP
MAP COMPLETE
MAPPING
MARK
MATCH [type]
MELD
MILLER TIME
MONITOR(ING) [GROUP or object]
MUD [type with direction, range if able]
NAILS [direction]
NEGATIVE LASER
NEW PICTURE
[object] NO FACTOR
NO JOY
NOTCH(ING) [direction]
OCCUPIED
OFF [direction]
PICTURE
POP
[type] POSTURE
PIG(S)
PINBALL
PING
PRESS
QUAIL
RED
RE-STAKE
RIFLE [number, time]
RIPPLE
ROOSTER
SCAN
SEAD
SHIFT [direction, track number]
SHOPPING
SHOTGUN
SINGER
SKUNK
SLAPSHOT [type, bearing]
SLIDE
SLIP(PING)
SMACK
SMOKE
SNAKE
SNIPER [type, location (range, bearing)]
SORT
SORTED
SPARKLE
SPLASH(ED)
SPOT
SPUR RIDE
SQUIRTER
STAKE
STANDOFF [role]
STEADY
STRENGTH
STROKE
SUNSHINE
TARGET
TARGETABLE
TEN SECONDS
TIMEOUT
TRACK [direction]
VACANT
VAMPIRE
WAGON [left/right]
YELLOW

4. Surface-to-Air (S/A)

ACTION
[weapon] AFFIRM
[number, weapon type] AWAY
AZIMUTH
BIG STICK
BIRD(S)
BOGEY
BOGEY DOPE
BOOSTER
BRAA
BROWNING
CHERRY
CLUSTER
COVER
CRATER [location]
DECLARE
DELOUSE
DOG [status]
DROP(PING)
DUST
EAGLE(S)
ECHO
FADED
FAST
FLOCK
FULL
GENESIS [location]
GOPHER
GORILLA
HIGH
ICE
INTERROGATE
KILL
LEAKER(S)
[status] LIGHT
MIDNIGHT
MOSQUITO
[weapon] NEGATE
[object] NO FACTOR
NO JOY
NOTCH(ING) [direction]
OUTLAW
POP-UP
PRINT [type]
QUAIL
REDWOOD [HOT or COLD]
RESET
RIDER
RIPPLE
ROOSTER
ROPE
SATURATED

SCORPION
SCRAM [direction]
SQUAWKING [mode number]
STINGER
STRANGLE [system]
STRENGTH
SCRAMBLE
SCRUB
SHOTGUN
SLOW
SOUR
SPADES
SPLASH(ED)
SPOOFING
SUNRISE
SWEET
TALON(S)
TARGET
TIMEOUT
TRACKING or [system] TRACKING
TRASHED
VANISHED
VERY FAST
VERY SLOW
WATCHING

5. Surface-to-Surface (S/S)

BULLDOG
CHECK FIRE(ING)
CHECK SOLUTION
COVEY
CRATER [location]
DARK STAR
FIREBALL
GENESIS [location]
KOBE
LASER ON
LASING
MARK
MATCH [type]
NEGLECT
QUAIL
REPEAT
RIPPED CHUTE
SCRAMBLE
SHOT
SMACK
SPARKLE
SPLASH(ED)
SQUIRTER
STRADDLE
SUMMIT
TARGET
TRACK [direction]
VAMPIRE

6. Electromagnetic Warfare (EW) Integration

[system] ACTIVE [location, direction]
ADD [system, category]
ALARM
ARIZONA
ASLEEP
AWAKE
BAY
BLOTTER
BUCKET
BUZZER
CANDYGRAM
CANYON
CHAMELEON
CLAM
CLIFF
COLOR [system, direction]
CREEP
CRISS CROSS
CURVE
DAISY
DIRT
[system] DOWN [location, direction]
DROP(PING)
DUFFER
EMPTY
FAN __ TACK __
FEELER
FERRET
FLOCK
FUZZY
GENIE
GRIDIRON
HOOTER
JAM
JAMMER
LIGHTS [ON/OFF]
LOWDOWN
MAGNUM [system, location]
MUD [type with direction, range if able]
PHANTOM
PILLOW
PINNACLE
POND
PUPPIES
RACKET
REFINE
RENT
ROOSTER
ROTATOR
SCRAM [direction]
[system] SILENT
SINGER [type, direction]
SLAPSHOT [type, bearing]
SLIDE
SLOPE
SNEAKER
SNIFF [type]
TRAVEL

SNIPER [type, location (range, bearing)]
SNOOZE
SPOOFER
SPOOFING
STANDOFF [role]
TAG [system, location]
TIMBER
TOY
TRACKING or [system] TRACKING
TRESPASS [system, position]
WOOFER
WORK
WORKING
ZOOM [in/out]

7. Maritime Air Operations (AIR-MAR)

ACTION
[direction] ARM
AVALANCHE [number, weapon type]
AWAY
AZIMUTH
BANDIT
BOX
BRUISER
BUGOUT [direction]
BULLRING
CATALOG
CHAMPAGNE
CHARLIE
CHECKPRINT [track number]
COLD
CONTAINER
COVER
DECLARE
DEEP
DELTA [altitude] [position]
FADED
FAKER
FATHER
FLASHLIGHT
FLY-BY
GORILLA
GREEN
GROUP
HEAVY
HOUNDDOG
ID
INVESTIGATE
LADDER
LEAD-TRAIL
LEAKER(S)
LINE ABREAST
LOOKING
MANEUVER [azimuth, range, altitude]
MATCH [type]
MELD
MIRROR BEAM
MONITOR(ING) [group or object]
MOTHER
NEW PICTURE
PAINT(S)
PEPPER
ECHELON [subcardinal direction]
PICTURE
PINPOINT
RANGE
RED
RIFLE [number, time]
RIPPLE
ROBBER
SHIFT [direction, track number]
SKUNK
SLEDGEHAMMER
SMACK
SORTED
SPADES
STINGER
STRENGTH
STROKE
SWEPT [subcardinal direction]
TARGET
THUMP
TRACK [direction]
VAMPIRE
VIC
WALL
WEDGE
WEIGHTED [cardinal direction]
WIDE
YELLOW

8. Maritime to Maritime (MAR) Operations

ALARM	BULLDOG CHECK	PAINT(S)
BLACKOUT	FIRE(ING)	SHOULDER
BLOCK	CHECK SOLUTION	VAMPIRE

9. Space Operations (SO)

ALARM	DAISY	NO JOY
BANDIT	DELOUSE	RESET
BLANK	DEPLOY	SLIDE
BOGEY	FURBALL	SNOOZE
BUMP	FUZZY	STALKER
CHAMELEON	KOMODO	TRESPASS [system, position]
COVER	LOOK-THROUGH	
CREEP	MUDDY	

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GLOSSARY

PART I – ABBREVIATIONS AND ACRONYMS

A

A/A	air-to-air
AAM	air-to-air missile
ADS-B	automatic dependent surveillance-broadcast
AFTTP	Air Force tactics, techniques, and procedures
AIM	air intercept missile
AIR-MAR	maritime air
ALSSA	Air Land Sea Space Application Center
AM	amplitude modulation
APP	Allied procedural publication
A/S	air-to-surface
ATP	Army techniques publication

B

BRAA	bearing, range, altitude, and aspect
BVR	beyond visual range

C

C2	command and control
CAS	close air support
CDE	collateral damage estimation

D

DWE	desired weapons effects
DZ	drop zone

E

EA	electromagnetic attack
EO	electro-optical
EOB	electromagnetic order of battle
EW	electromagnetic warfare

F, G

FAC(A)	forward air controller (airborne)
FM	frequency modulation
FOV	field of view

ft	feet
	H
HEL	high-energy laser
	I
IAW	in accordance with
ID	identification
IFF	identification, friend or foe
IR	infrared
	J, K, L
JREAP	joint range extension application protocol
JTAC	joint terminal attack controller
LZ	landing zone
	M
MANPADS	man-portable air defense system
MAR	maritime-to-maritime
MCRP	Marine Corps reference publication
MILSTRAP	military standard transaction reporting and accounting procedure
MILSTRIP	military standard requisitioning and issue procedure
MSL	mean sea level
MTTP	multi-Service tactics, techniques, and procedures
	N, O
NATO	North Atlantic Treaty Organization
NM	nautical mile
NPG	network participation group
NTTP	Navy tactics, techniques, and procedures
NWDC	Navy Warfare Development Center
	P, Q
PID	positive identification
	R
ROE	rules of engagement
ROVER	remotely operated video enhanced receiver
ROZ	restricted operations zone
	S
S/A	surface-to-air

SAM	surface-to-air missile
SAR	synthetic aperture radar
SATURN	second generation anti-jam tactical ultrahigh frequency radio for North Atlantic Treaty Organization
SEAD	suppression of enemy air defenses
SID	status information discrete
SO	space operations
SPINS	special instructions
S/S	surface-to-surface
STTP	Space tactics, techniques, and procedures

T

TC	tactical chat
TECOM	Training and Education Command (USMC)
TOI	track of interest

U, V

UHF	ultrahigh frequency
US	United States
USAF	United States Air Force
USMC	United States Marine Corps

W, X, Y, Z

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MCRP 3-30B.1
NTTP 6-02.1
AFTTP 3-2.5
STTP 3-9002

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