ARMY, MARINE CORPS, NAVY, AIR FORCE



BREVITY

MULTI-SERVICE BREVITY CODES

FM 3-54.10(FM 3-97.18)

MCRP 3-25B

NTTP 6-02.1

AFTTP(I) 3-2.5

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MULTI-SERVICE TACTICS, TECHNIQUES, AND PROCEDURES

FOREWORD

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



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PREFACE

1. Purpose

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

2. Scope

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

3. Applicability

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

4. Implementation Plan

Participating service command offices of primary responsibility (OPRs) will review this publication, validate the

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

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

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

Marine Corps PCN: 144 000015 00

5. User Information

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

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

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

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5 June 2003

BREVITY

Multi-Service Brevity Codes

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Chapter I

SUMMARY OF CHANGES

1. NEW TERMS

ANYFACE
ASLEEP
ATTACK
  COMPLETE
AWAKE
BAY
BEARING
BEANSTALK
BLOTTER
BUDDY
  LASE/GUIDE
BULLRING
BUMP
BUTTON
CAV-OKAY
CHANNEL
CHARLIE
CHECKPRINT
CINDER
CLAM
CLEARED TO
  ENGAGE
CLOWN
CRUISE
DANCE
DANGER CLOSE
DELTA
DIAMONDS
DIRTY
DOWN
DUFFER
FAKER
FAN TACK
FEELER
FERRET
FLARE
FLAVOR
FREEZE BURN
FUEL STATE
GADABOUT
GINGERBREAD
GLOWWORM
GOODWILL
GOPHER
GRIDIRON
HEADBUTT
HOOK (descriptor)
HOUNDOG
HUFFDUFF
INTRUDER
KOBOLD
LAME DUCK
LEVEL
LINER
LONG RIFLE
LOOKING
MARKPOINT
MIKEDUFF
MOVE BURN
NEGATIVE
  LASER
(system) OKAY
OILFIELD
ORBIT
PACMAN
PANCAKE
PEDRO
PINNACLE
POINT
POLAR BEAR
POPCORN
PULSE

QUAIL
RACKET
RED LIGHT
REFERENCE
RENO
RENT
REPEAT
RUMBA
SAME
SCAN
SEARCHER
SET
SINGLE
SLIPPING
SNEAKER
SNOOPER
SPOOFER
STARE
STOP (abort code)
TACTICAL
TIME CHECK
TRACK NUMBER
TRACKING
TRAVEL
TROUT
VECTOR
WEAPONS
WOOF

2. DELETED TERMS

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

3. CHANGED DEFINITIONS TO TERMS

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

Chapter II

MULTI-SERVICE BREVITY CODES

Table II-1 KEY

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

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

ABORT	Directive call to cease action/attack/event/mission.
ACTION	Directive call to initiate a briefed attack sequence or maneuver.
(system)ACTIVE (location/ direction)	(EW) Referenced emitter is radiating at the stated location or along the stated bearing.
ADD (system/ category)**	(EW) Directive call to add a specific (system) or (EOB category) to search responsibilities.
ALARM	Directive/informative call indicating the termination of EMCON procedures. Opposite of SNOOZE.
ALFA CHECK	Request for/confirmation of bearing and range from requesting aircraft to described point.
ALLIGATOR	Link-11/ TADIL A.
ANCHOR(ED) (location)	1. Informative call to indicate a turning engagement at the specified location. 2. Directive call to orbit about a specific point. 3. Refueling track flown by tanker.

ANGELS	Height of friendly aircraft in thousands of feet from mean sea level (MSL). (NOTE: NATO definition does not specify MSL or AGL)
ANYFACE*	Friendly GCI/AEW command and control agency when callsign is not known.
ARIZONA	No anti-radiation missile (ARM) ordnance remaining.
ARM**	CONTACT(s) resulting from target maneuvers exceeding GROUP criteria.
ASLEEP **	Enemy air defense system is not operating and is not expected to engage friendly aircraft. Opposite of AWAKE.
AS FRAGGED	Unit or element will be performing exactly as stated by the air tasking order (ATO).
ATTACK(ING)	(A/S) Directive/(informative) call indicating aircraft are committed to air-to-surface delivery on a specific ground target. Direction/bearing from which the weapon will be coming may be given.
ATTACK COMPLETE**	(A/S) Mandatory call from the attack aircraft to the Joint Terminal Attack Controller (JTAC) during Type III control indicating completion of ordnance release. (See also CLEARED TO ENGAGE)

AUTHENTICATE	To request or provide a response to a coded challenge.
AUTOCAT	Any communications relay using automatic retransmissions.
(weapon) AWAY	Release/launch of specified weapon (e.g. BIRDS AWAY, PIGS AWAY, LONG RIFLE AWAY, etc.) NOTE: Include launch location in bullseye format and weapons track direction for PIGS and LONG RIFLE.
AWAKE**	Enemy Air Defense system is operating and may engage friendly aircraft. Opposite of ASLEEP.
AZIMUTH*	1. (A/A) A picture label describing two GROUPs separated laterally. *GROUP names will be referenced by cardinal directions. (e.g. NORTH GROUP, SOUTH GROUP, or EAST GROUP, WEST GROUP) (NOTE: NATO definition includes two or more GROUPS). 2*. (S/A) Direction to the threat.
BANDIT	An aircraft identified as an enemy in accordance with (IAW) theater ID criteria. The term does not necessarily imply direction or authority to engage.

BANZAI	Informative/directive call to execute launch and decide tactics.
BASE (+/- number)	Reference number used to indicate such information as headings, altitude, fuels, etc.
BAY	*[NATO]* (EW) Carry out deception plan indicated or in accordance with previous orders.
BEAD WINDOW	Last transmission potentially disclosed unauthorized information.
BEAM (w/cardinal direction)*	CONTACT stabilized within 70 to 110 degrees of aspect. (NOTE: NATO = 60-120 degrees aspect)
BEANSTALK	*[NATO]* Information call advising datalink users to check equipment for spurious tracks.
BEARING (w/sub-cardinal direction)**	Inner GROUP formation with the trailer displaced approximately 45 degrees behind the leader.
(system) BENT	System indicated is inoperative. Cancelled by OKAY.
BINGO	Fuel state needed for recovery.
BIRD	Friendly surface-to-air missile (SAM).

BIRD(S) AFFIRM	(S/A) Surface-to-Air informative call indicating a FRIENDLY unit is able and prepared to engage a specified target with SAMs. Opposite of BIRD(S) NEGAT.
BIRD(S) NEGAT	(S/A) Surface-to-Air informative call indicating a FRIENDLY unit is unable to engage a specified target with SAMs. Opposite of BIRD(S) AFFIRM.
BITTERSWEET**	Notification of possible blue-on-blue (fratricide) or blue-on-neutral situation relative to a designated track or FRIENDLY aircraft.
BLIND	No visual contact with FRIENDLY aircraft/ground position. Opposite of VISUAL.
BLOTTER	*[NATO]* (EW) ECM receiver.
BLOW THROUGH	Directive/informative call that aircraft will continue straight ahead at the merge and not become ANCHORED with target(s).
BOGEY	A radar or visual air CONTACT whose identity is unknown.
BOGEY DOPE	Request for target information as requested or for closest GROUP in BRAA (with appropriate fill ins)

BOX	Picture label with GROUPs in a square or offset square (See CHAMPAGNE and VIC for GROUP names).
BRAA	1. Following information is in a tactical control format providing target bearing, range, altitude, and aspect, relative to the specified friendly aircraft. 2.* Request/directive call to switch to tactical BRAA control format.
BRACKET (direction)	Directive call to maneuver to a position on opposite sides, either laterally or vertically from the target.
BREAK (direction)	Directive call to perform an immediate maximum performance 180-degree turn (or as directed) in the indicated direction.
BREAK AWAY	Tanker or receiver call indicating immediate vertical and nose/tail separation between tanker and receiver is required.
BREVITY**	Directive call indicating the radio frequency is becoming saturated, degraded or jammed and briefer transmissions must follow. (NOTE: See NATO term ZIPLIP)
BROADCAST	Request/directive call to switch to broadcast control format.

BROKE LOCK	Advisory call regarding loss of radar/IR lock-on.
BRUISER	Friendly air launched anti-ship missile.
BUDDY (LASE/GUIDE)**	(A/S) Request or informative communications to have guidance of a weapon from a source other than delivering aircraft.
BUDDY LOCK	Radar locked to a known friendly aircraft. Normally a response to a SPIKED or BUDDY SPIKE calls.
BUDDY SPIKE (position /heading/alt)	Friendly aircraft radar lock-on indication on radar warning receiver (RWR).
BUGOUT (direction)	Separation from that particular engagement / attack / operation with no intent to reengage/return.
BULLDOG	(S/S) Friendly surface/submarine launched anti-ship missile.
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 (NM) from this point.

BUMP/BUMP-UP	(A/S) A climb to acquire line of sight (LOS) to the target or laser designation.
BURN**	(A/S) Informative call that Gated Laser Illuminator (GLINT) is being used to provide illumination. Typically employed by AC-130 to illuminate surface points of interest.
BUSTER	Directive call to fly at maximum continuous speed (military power).
BUTTON	Radio channel setting.
BUZZER**	Electronic communications jamming. (NOTE: same as NATO term, CHATTER)
CANDYGRAM**	(EW) Informative call to aircraft that electronic warfare targeting information is available on a briefed secure net.
CAP/CAPPING (location)	1. Directive call to establish a combat air patrol (CAP) at a specified location. 2. Descriptive term for aircraft in a CAP.
CAPTURED	(A/S) Aircrew has acquired and is able to track a specified surface target with an on-board sensor.
CAV-OK	Cloud and Visibility Okay (pronounced kav-okay). ICAO term meaning no significant clouds below 5,000 feet, visibility at least six miles, no precipitation or storms.

CEASE (activity)	Directive to discontinue stated activity; e.g. CEASE BUZZER, CEASE LASER, etc.
CEASE ENGAGEMENT	(S/A) A fire control order used to direct air defense units to stop tactical action against a specified target. Guided missiles already in flight will continue to intercept.
CEASE FIRE	(S/A) Discontinue firing/do not open fire. Missiles in flight are allowed to continue to intercept; continue to track.
CHAMPAGNE	A picture label of three distinct GROUPs with two in front and one behind. *GROUP names should be NORTH LEAD GROUP and SOUTH LEAD GROUP or WEST LEAD GROUP and EAST LEAD GROUP and TRAIL GROUP.(MAJOR CHANGE-USN/USMC)
CHANNEL**	Stacked net within a Link 16 Network.
CHARLIE	1.* (AIR-MAR) The expected landing time on the ship. 2. (AIR-MAR) Directive to land aircraft on ship. 3.* **(time in minutes)** (AIR-MAR) An advisory call modifying/delaying the briefed recovery time (e.g., CHARLIE TEN).

CHATTERMARK	Directive call to begin using briefed radio procedures to counter communications jamming.
CHEAPSHOT**	AIM-120 missile data link terminated between high and medium PRF active.
CHECK (number, LEFT/RIGHT)	Turn (number) degrees left or right and maintain new heading.
CHECK FIRING**	(S/S) Directive call to cease firing immediately.
CHECKPRINT (track #)**	1. Request by an Air Defense Commander for unit(s) to provide amplifying information on a specified track. 2. Reply/informative to Air Defense Commander followed by positive track information using format specified in applicable OPTASK document.
CHERUBS**	Height of a friendly aircraft in hundreds of feet AGL. (NOTE: NATO definition, when adopted, will not specify AGL or MSL)
CHICKS	Friendly aircraft.

CLAM	*[NATO]* (EW) Cease all or indicated electromagnetic and/or acoustic emissions in accordance with national instructions and exercise orders. Potential intelligence collector(s) in area (estimated duration of CLAM hours).
CLEAN	1. No sensor information on non-friendly group of interest. 2. No visible battle damage. 3. Aircraft not carrying external stores.
CLEARED	Response to requested action is authorized. No engaged/support roles are assumed
CLEARED HOT	Ordnance release is authorized.
CLEARED TO ENGAGE**	(A/S) JTAC Type III control clearance. Attack aircraft flight leaders may initiate attacks within the parameters imposed by the JTAC. Attack platform will provide ATTACK COMPLETE call to JTAC, indicating completion of ordnance release.
CLOAK	Directive/informative call to switch from normal/overt external lighting to covert night vision device (NVD) only compatible lighting.
CLOSING**	Decreasing in separation.

CLOWN	*[NATO]* (EW) Deception jammer.
COLD	1. A descriptive/directive call to initiate a turn in the CAP away from the anticipated threats. 2. Defined area is not expected to receive fire (enemy or friendly). 3. Intercept geometry will result in a pass or roll out behind the target.
COLOR (system/ position)**	(EW) Request for information on a type (system) at stated location; implies a request for ambiguity resolution. May be used with datalink data message- COLOR, DATA.
COMEBACK (direction)	Directive call to reverse course.
COMEOFF (direction)	1. (A/A) Directive call to maneuver as indicated to either regain mutual support or to deconflict flight paths. Implies both VISUAL and TALLY. 2.* (A/S) Directive call to maneuver or execute a specific instruction (e.g., COMEOFF DRY).
COMMIT	Directive call to intercept a GROUP of interest.

COMPOSITION**	Request for number of contacts within a GROUP.
CONFETTI	Chaff lane or corridor.
CONS/CONNING	Descriptive term for nonfriendly aircraft leaving contrails.
CONTACT	1. Sensor contact at the stated position. 2. Acknowledges sighting of a specified reference point. 3.* Individual radar return within a GROUP or ARM.
CONTAINER**	Inner GROUP formation with four CONTACTs oriented in a square or offset square.
CONTINUE	Continue present maneuver, does not imply a change in clearance to engage or expend ordnance.
CONTINUE DRY	Continue present maneuver, ordnance release not authorized. Training use only.
COVER*	Directive/Informative call to assign S/A weapons or establish an A/A posture that will allow engagement of a specified track or threat if required.

CRANK (direction)	F-Pole maneuver in the direction indicated; *****implies illuminating target at/near radar GIMBAL limits.
CROSSING**	Descriptive term for when two GROUPs initially separated in azimuth decrease azimuth separation to pass each other.
CRUISE	*[NATO]* Informative or directive call to return to cruise speed (after BUSTER or GATE).
CUTOFF	Requests for, or directive to, intercept using cutoff geometry.
CYCLOPS	Any UAV.
DANCE (column codeword/ designator)	*[NATO]* (EW) Shift all lines to COMPLAN (__).
DANGER CLOSE**	(A/S, S/S) Informative call that friendly troops are within close proximity of the target (determined by the weapon/munition delivered/fired). NOTE: Specific DANGER CLOSE distances, assumptions, and procedures are contained in J-Fire guide.
DASH (#)	Aircraft position within a flight. Use if specific callsign is unknown.
DATA (object, position)**	Standby for data link message concerning object at stated location.

DEADEYE	Informative call by a laser designator indicating the laser system is inoperative.
DECLARE	Inquiry as to the identification of a specified track(s), target(s), or correlated GROUP.
DEEP**	Descriptive term used to indicate separation between the nearest and farthest GROUPs in range in a relative formation of three or more groups, used to describe a LADDER, VIC, CHAMPAGNE, BOX.
DEFENSIVE*	Aircraft is under attack, maneuvering defensively, and unable to ensure deconfliction or mutual support.
DEFENDING (direction)	Aircraft is in a defensive position and maneuvering with reference to a surface-to-air threat.
DELOUSE**	Directive call to detect, identify, and engage (if required) unknown aircraft trailing friendly aircraft.
DELTA(__)(__)	(AIR-MAR) Hold and conserve fuel at altitude and position indicated during shipboard operations.
DEPLOY	Directive call for the element to maneuver to briefed positioning.

DETAILS**	Request for modified J-FIRE 9-Line Brief from Joint Surveillance Target Attack Radar System (Joint STARS).
DIAMONDS (w/position)** .	An IR event location
DIRTY	Link is not encrypted.
DIVERT	Proceed to alternate base/*mission.
DOLLY	Link-4A/TADIL C.
(system) DOWN (location/ direction) **	(EW) Referenced emitter has stopped radiating at the stated location or along the stated bearing. (NOTE: DOWN does not mean system destroyed)
DRAG (cardinal direction)	Contact aspect stabilized at 0-60 degrees angle from tail or 120-180 degrees angle from nose.

DROP(PING)	1. Directive/informative call to stop monitoring a specified emitter/target and resume search responsibilities. 2. Informative call that fighter has discontinued tracking responsibility. 3. **(TRACK___)** Remove the emitter/target from tactical picture/track stores. 4.***** (EW) Directive call to remove a specific system or EOB category from search responsibilities.
DUCK	*[NATO]* Informative/directive call to descend and increase speed.
DUFFER	(EW) DF equipped unit.
ECHELON (sub-cardinal direction)*	Fill-in to a picture label describing GROUPs aligned behind and to the side of the closest GROUP.
ECHO	Positive System M/Mode X (or comparable system) reply.
EMPTY**	(EW) No emitters of interest detected. (NOTE: equivalent to NATO term, BLANK)
ENGAGE	A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target.

ENGAGED*	Informative inter-flight call from a fighter maneuvering in the visual arena (NOTE: NATO definition is, "Descriptive call indicating maneuvering with intent to kill")
ESTIMATE	Estimate of the size, range, height, or other parameter of a specified contact; implies degradation.
EXTEND(ING) (direction)	Short-term maneuver to gain energy, distance, or separation, normally with the intent of reengaging.
EYEBALL	1. Fighter with primary visual identification responsibility. 2. EO/IR acquisition of an aircraft. Normally followed by number of aircraft observed.
FADED	Radar contact is lost on nonfriendly air/surface contact and any positional information given is estimated.
FAKER	*[NATO]* A FRIENDLY track acting as a HOSTILE for exercise purposes.
FAN __ TACK __	*[NATO]* (EW) Left and right hand edges of jammed sector are___and___.
FAST*	Target speed is estimated to be 600 – 900 knots /Mach 1 – 1.5 (Note: NATO = 400 knots to 600 knots/Mach 1)
FATHER	(AIR-MAR) Shipboard TACAN station.

FEELER	*[NATO]* (EW) Shipborne fire control radar.
FEET WET/DRY	Flying over water/land.
FENCE (IN/OUT)	Set cockpit switches as appropriate before entering/exiting the combat area.
FERRET	*[NATO]* (EW) Airborne electronic reconnaissance activity or aircraft.
FLANK (direction)	CONTACT aspect stabilized at 120 to 150 degrees angle from tail or 30 to 60 degrees angle from nose.
FLARE(S)	Directive to deploy flares.
FLASH (system)	Temporarily activate specified system for identification purposes (IFF/afterburner/flare/chaff/etc.).
FLASHLIGHT**	Directive term for helicopter to turn on IR floodlight (pointed at ground to aid visual acquisition by escort aircraft).
FLAVOR	Visually identified nationality of a contact.
FLOAT	Directive/informative call to expand the formation laterally within visual limits to maintain radar contact or prepare for a defensive response.
FLOW (direction)**	Directive call to fly stated heading.

FOX (number)	Simulated/actual launch of A/A weapons. **ONE -** Semiactive radar-guided missile. **TWO -** IR-guided missile. **THREE -** Active radar-guided missile.
2nd FOX THREE**	Simulated or actual launch of multiple active radar-guided missiles on the same target.
FOX THREE (X) SHIP**	Valid missile shot against (x) separate targets (assumes 1 missile per target).
FOX MIKE	VHF/FM radio.
FREEZE BURN**	Directive call to AC-130 to freeze the GLINT position in the present location.
FRIENDLY	A positively identified friendly aircraft, *ship, or *ground position.
FUEL STATE (time)**	(AIR-MAR) A helicopter's fuel quantity, expressed in hours and minutes before having to make a controlled emergency landing.
FURBALL*	Descriptive/informative call indicating known non-friendly aircraft and friendly aircraft are in close proximity to each other. Can be response to a DECLARE request. (NOTE: NATO equivalent term is MIX-UP. NATO definition of FURBALL is,: “A turning fight involving multiple aircraft”)

GADABOUT (#)	*[NATO]* Informative call indicating the upper limit of height sanctuary for fighters in the MEZ. ("GADABOUT 25" means the upper limit of the height sanctuary is 25,000 feet; "Gadabout 16 to 24" means the height sanctuary is between 16,000 to 24,000 feet).
GADGET	Radar or emitter equipment.
GATE	Directive/informative call to fly as quickly as possible, using after-burner/max power.
GENIE**	(EW) Emitter is employing electronic protection measures.
GIMBAL	Radar target is approaching azimuth or elevation tracking limits.
GINGERBREAD	Voice imitative deception is suspected on this net.
GLOWWORM	*[NATO]* Flare dropping aircraft.
GO ACTIVE	Go to briefed frequency agile net.
GO CLEAR	Use unencrypted voice communications.
GO SECURE	Activate encrypted voice communications.
GOGGLE/ DEGOGGLE**	Directive call to put on/take off NVDs.

GOGGLES ON/OFF**	Informative call that NVDs are on/off.
GOODWILL	Informative call indicating the boundary of an active friendly MEZ.
GOPHER**	A BOGEY that has not conformed to safe passage routing, airspeed, or altitude procedures. Will only be used when safe passage or minimum risk routing procedures are part of an ID matrix.
GORILLA	Large force of indeterminate numbers and formation.
GRANDSLAM	All HOSTILE aircraft of a designated track (or against which a mission was tasked) are shot down.
GREEN (direction)	Direction determined to be clearest of enemy air-to-air activity.
GREYHOUND**	Friendly ground attack cruise missile (e.g., TLAM).
GRIDIRON	*[NATO]* (EW) Jamming signal appears on my PPI scope or jamming signal prevents determination of range and bearing_____% of time.

GROUP*	Any number of air contacts within 3 NM in azimuth and range of each other. (NOTE: NATO definition includes an altitude discrimination of within 20,000 feet)
GUNS	Reference to A/A or A/S gun engagement.
HANDSHAKE**	Link 16 Air Control NPG initiation between air control unit and controlled aircraft.
HARD (direction)	High-G, energy sustaining 180-degree turn (or as directed) in the indicated direction.
HEADBUTT**	Directive term to fighters /interceptors to immediately divert a track of interest clear of a restricted or prohibited area.
HEADS UP	Alert of an activity of interest.
HEAVY*	A GROUP known to contain three or more individual entities. (NOTE: NATO definition: The largest GROUP of factor BOGEYS/ BANDITS)
HIGH*	CONTACT is greater than 40,000 ft MSL. (NOTE: NATO is 25,000 to 50,000 ft MSL)

HIT(S)	1. Momentary radar return(s). 2. **(altitude)** (A/A) Indicates approximate target altitude (e.g., GROUP BULLSEYE 360/10, HITS 15 THOUSAND). 3. (A/S) Weapons impact within lethal distance.
HOLD DOWN	Directive to key transmitter for DF steer.
HOLD FIRE	(S/A) An emergency fire control order to stop firing on a designated target, to include destruction of any missiles in- flight.
HOLDING HANDS	Aircraft in visual formation.
HOLLOW**	Any data link message not received.
HOME PLATE	Home airfield or ship.
HOOK	1. **(direction)** Directive call to perform an in-place 180-degree turn. 2. **(descriptor)**** Datalink directive call to cue sensors to described A/S point (point of interest, SAM, markpoint, TN, etc.)

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

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

NOTE: NATO "HOSTILE" brevity term does not necessarily constitute authorization to fire. Theater Commander should specify in ATO SPINS the exact definition of HOSTILE brevity term for combined operations.

HOT 1. A descriptive/directive call to initiate a turn in the CAP toward the anticipated threats.

2. *Defined area is expected to receive fire (enemy or friendly).

3. (A/S) Ordnance employment intended or completed.

4. CONTACT aspect stabilized at 160-180 degrees angle from tail or 0 – 20 degrees angle from nose.

5. Intercept geometry will result in passing in front of the target.

HOTDOG (color)**	Informative/directive call that a friendly aircraft is approaching or is at a specified standoff distance from the sovereign airspace of a nation (as defined by national boundaries or territorial sea and airspace). (Color may indicate additional standoff distance.) Follow briefed procedures.
HOTEL FOX	HF radio.
HOUNDOG	*[NATO]* (A/A) Call made by free fighter indicating that he is in a position to employ weapons.
HUFFDUFF	*[NATO]* (EW) HFDF equipment or unit fitted with HFDF equipment.
HUSKY	Informative call that the AIM-120 is at HPRF active range.
ID	1. Directive call to identify the target. 2. Informative call that identification is accomplished, followed by type.
IDLE**	Joint STARS call indicating surface vehicles are stationary.
IN (direction)	1. Informative call indicating a turn toward a known threat. Opposite of OUT. 2.* (A/S) Entering terminal phase of an air-to-ground attack. Opposite of OFF.

IN PLACE (direction)**	Perform indicated maneuver simultaneously.
INDIA	Mode IV.
INTERROGATE	Interrogate the designated contact of the IFF mode indicated.
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.
JACKAL	Surveillance network participating group (NPG) of Link 16/TADIL J.
JINK	Directive call to perform an unpredictable maneuver to negate a tracking solution.
JOKER	Fuel state above BINGO at which separation/bugout/event termination should begin.
JUDY	(A/A) Aircrew has radar or visual contact on the correct target, has taken control of the intercept and only requires situation awareness information; Controller will minimize radio transmissions.

KILL	1.***** Directive call to fire on designated target. (NOTE: NATO term is ENGAGE) 2. (A/A) In training, an informative call by a fighter to indicate kill criteria has been fulfilled.
KNOCK IT OFF	In training, a directive call to cease all air combat maneuvers/attacks/ activities/exercises.
KOBOLD	*[NATO]* Informative call indicating that a specific friendly MEZ is not active. (Opposite of OILFIELD).
LADDER	Picture label with three or more groups on the same azimuth but separated by range. *****Group names should be LEAD GROUP, MIDDLE GROUP, TRAIL GROUP
LAME DUCK	An aircraft in a minor state of emergency.
LASER ON	Directive/informative call to start/acknowledge laser designation.
LASING**	Informative call indicating that the speaker is firing the laser.
LAST**	Command and control (C2) term that provides the last contact altitude from a high fidelity source (fighter radar, etc.).
LEAD-TRAIL*	Inner GROUP formation of two contacts separated in range.

LEAKER(S)	Airborne threat has passed through a defensive layer. Call should include amplifying information.
LEAN (direction)**	Directive/informative call to maneuver in a direction to avoid the threat. (NOTE: equivalent NATO term is KICK)
LEVEL	(A/A) Inter-flight informative call that contact is co-altitude.
LIGHTS ON/OFF	Directive to turn on/off all exterior lights.
LIGHTBULB**	Directive call for flight to turn all position lights to bright.
LINE ABREAST	Inner GROUP formation of two or more contacts separated in azimuth.
LINER	*[NATO]* Fly at speed giving maximum cruising range.
LOCKED	1. **(w/GROUP label)** Radar lock-on; SORT is not assumed. 2. **(w/position)** Radar lock-on; correct targeting is not assumed.
LONG RIFLE**	(A/S) Friendly, long range A/S missile launch (e.g. AGM-130, SLAM- ER). See (weapon) AWAY.

LOOKING	Aircrew does not have the ground object, reference point, or target in sight (opposite of CONTACT).
LOW*	Contact altitude below 10,000 ft MSL. (NOTE: NATO = 500 to 5,000 feet AGL)
LOWDOWN**	A request to provide tactical ground information pertinent to the mission in a digital bullseye format.
MADDOG	Visual AIM-120 / AIM-54 launch.
MAGNUM (system/ location)	(A/S) Launch of friendly antiradiation missile.
MANEUVER (AZIMUTH /RANGE/ ALTITUDE)**	Informative call that specified GROUP is maneuvering in azimuth, range, and/or altitude.
MAPPING	(A/S) Multifunction radar in an A/G mode.
MARK**	1. Used when aircraft passes over pickup zone/landing zone (PZ/LZ) team. 2. Directive term to record the location of a ground point of interest. 3. (S/S) Spotting round (normally white phosphorus [WP] or illumination on the deck to indicate targets to aircraft, ground troops, or fire support.

MARKING**	Informative call indicating friendly aircraft is leaving contrails. (NOTE: NATO term is CONNING)
MARKPOINT**	Datalink non-designated geographic point of interest.
MARSHAL(ING)	Establish(ed) at a specific point.
MEDIUM*	Contact altitude between 10,000 ft MSL and 40,000 ft MSL. (NOTE: NATO: 5,000' AGL to 25,000' MSL)
MERGE(D)	1. Information that friendlies and targets have arrived in the same visual arena. 2. Informative call indicating radar returns have come together.
MICKEY	HAVE QUICK time-of-day (TOD) signal.
MIDNIGHT	Informative call advising that C2 radar functions are unavailable due to degradation. Advisory information is still available. Opposite of SUNRISE.
MIKEDUFF	*[NATO]* (EW) MFDF equipment or unit fitted with MFDF equipment.

MILLER TIME**	(A/S) Informative call indicating completion of air-to-ground ordnance delivery. Generally used by the last striker in conjunction with a pre-coordinated egress plan.
MONITOR(ING)	1. Maintain(ing) sensor awareness on specified GROUP.
	2.* (AIR-MAR) Directive call to an aircraft to maintain contact/targeting information on a maritime surface contact.
MOTHER	(AIR-MAR) Parent ship.
MOVE BURN (bearing)**	(A/S) Directive call to AC-130 to move GLINT in specified direction. NOTE: Do not use LEFT/RIGHT for moving a BURN.
MOVER(S)**	Unidentified surface vehicles(s) in motion.
MUD (type w/direction/ range if able)	Informative call Indicating RWR ground threat displayed with no launch indication.
MUSIC	Radar electronic deceptive jamming.
NAILS (direction)	1. RWR indication of AI radar in search. (NOTE: NATO term is SPOTTED).
	2.* (A/S) 2.75-inch flechette rockets.
NAKED	No RWR indications.

NEAR-FAR**	Fighter term depicting a radar-apparent description of two or more contacts within a GROUP separated in range.
NEGATIVE CONTACT**	Sensor information on a friendly aircraft is lost. Termination of CONTACT, track plotting is not warranted.
NEGATIVE LASER**	(A/S) Aircraft has not acquired Laser energy.
NEW PICTURE	Used by controller or aircrew when tactical picture has changed. Supersedes all previous calls and re-establishes picture for all players.
NO FACTOR	Not a threat.
NO JOY	Aircrew does not have visual contact with the target/bandit/landmark. Opposite of TALLY.
NOTCH(ING) (direction)	Directive/informative call that an aircraft is in a defensive position and maneuvering with reference to an air-to-air threat.
OCCUPIED**	Ground equipment present at tasked target location. Opposite of VACANT.
OFF (direction)	Informative call indicating attack is terminated and maneuvering to the indicated direction.

OFFSET (direction)	Directive/informative call indicating maneuver in a specified direction with reference to the target.
OILFIELD	*[NATO]* Activated friendly MEZ (Opposite of KOBOLD)
(system) OKAY	System indicated is fully operative (cancels BENT).
ON STATION	Informative call that unit/aircraft has reached assigned station.
OPENING	Increasing in separation.
ORBIT(ING)	Directive(descriptive) call to hold on current or indicated position.
OUT (direction)	Informative call indicating a turn to a cold aspect relative to a known threat.
OUTLAW**	Informative call that a BOGEY has met point of origin criteria for ROE.
PACKAGE	Geographically isolated collection of GROUPs.
PACMAN	*[NATO]* Informative call that the fighters have found the end of the threat formation and are converting; given in range and bearing from the BULLSEYE (e.g. “BLUE 4 is PACMAN 290/5”).

PADLOCKED	Informative call indicating aircrew cannot take eyes off an aircraft, ground target, or surface position without risk of losing TALLY/VISUAL.
PAINT(S)	An interrogated group/radar contact that is responding with any of the specified IFF/SIF modes and correct codes established for the ID criteria.
PANCAKE	*[NATO]* Land or I wish to land (reason may be specified, e.g. PANCAKE AMMO, PANCAKE FUEL).
PARROT	IFF/SIF transponder.
PASSING**	Descriptive term for when two GROUPs initially separated in range, decrease range separation and pass each other.
PEDRO	*[NATO]* Rescue helicopter.
PICTURE	A request to provide air information pertinent to the mission in a digital bullseye format.
PIG(S)**	(A/S) Friendly glide weapon(s) (e.g. JSOW). See (weapon) AWAY.
PIGEONS	Magnetic bearing and range to HOMEPLATE.
PINCE	Threat maneuvering for a bracket attack.

PINNACLE	*[NATO]* (EW) An emission believed to originate from a platform assumed to be FRIENDLY.
PITBULL	1. Informative call that the AIM-120 is at MPRF active range. 2. Informative call that the AIM-54 is at active range.
PITCH/ PITCHBACK LEFT/RIGHT	Directive call for fighter or flight to execute a nose-high heading reversal.
PLAYMATE	Cooperating aircraft.
PLAYTIME	Amount of time aircraft can remain on station, given in hours plus minutes (e.g. ONE PLUS THIRTY equals one hour and thirty minutes).
(freq) POGO (freq)	Switch to communication channel number preceding POGO. If unable to establish communications, switch to channel number following POGO. If no channel number follows POGO, return to this channel.
POINT**	Datalink sensor point/track of interest.
POLAR BEAR (direction)	*[NATO]* Friendly aircraft has VISUAL/contact on the FRIENDLY PACKAGE and is joining.

POP	1. (A/S) Starting climb for A/S attack.
	2. Max performance climb out of low-altitude structure.
POPCORN**	CSAR aircraft departing the landing zone (LZ). Usually followed by number of recovered personnel, (e.g. "STING 1, POPCORN PLUS 2")
POPEYE	Flying in clouds or area of reduced visibility.
POP-UP	1. (A/A) Informative call of a GROUP that has suddenly appeared inside of briefed range.
	2. (S/A)* Criteria used as a self-defense method, within the ROE, to protect friendly air defense elements from HOSTILE aircraft.
POSIT	Request for friendly position; response in terms of a geographic landmark or from a common reference point.
POST HOLE	Rapid descending spiral.
PRESS	Directive call that a requested action is approved and mutual support will be maintained.
PRINT (type)	Active NCTR reply.

PULSE**	Informative/Directive call used to illuminate an enemy position with flashing IR energy.
PUMP	A briefed maneuver to minimize closure on the threat or geographical boundary with the intent to re-engage. Used to initiate a Grinder tactic.
PURE	Informative call indicating pure pursuit is being used or directive to go pure pursuit.
PUSH (channel)	Directive to switch to designated frequency; no acknowledgment required.
PUSHING	Departing designated point.
QUAIL**	Enemy air-/surface-launched cruise missile.
RACKET	(EW) Intercepted electronic emission that has been assigned to a number of the trackblock.
RANGE**	A picture label describing two GROUPs separated in distance along the same line of bearing. Groups names will be LEAD GROUP / TRAIL GROUP.
RAYGUN (position/ heading/ altitude)	Indicating a radar lock-on to unknown aircraft. A request for a BUDDY SPIKE reply from friendly aircraft meeting these parameters.
RED LIGHT**	Time when search and rescue (SAR) aircraft is no longer SAR capable.

REFERENCE (direction)	Directive to assume stated heading.
RENO	*[NATO]* (A/A) Indicates that more than one radar contact is observed and the pilot is able to distinguish his assigned target.
RENT	(EW) Report of characteristics of an intercepted signal.
REPEAT**	1. (S/S) Directive call (during adjustment) to fire again using the same firing data. 2. (S/S) Directive call (during fire for effect) to fire the same number of rounds using the same method of fire for effect.
REPORTED (information)**	Information provided is derived from an off-board source.
RESET	Proceed to a pre-briefed position or area of operations.
RESTAKE**	Request for Joint STARS to drive a new STAKE at the target centroid reported with direction of travel and elevation. Initiated by aircrew.
RESUME	Resume last formation/route/mission ordered.

RETROGRADE	Directive/informative call to withdraw in response to a threat, continue mission as able, may RESET/RESUME if threat is negated.
RIDER	A BOGEY that is conforming to safe passage routing, airspeed, or altitude procedures.
RIFLE	(A/S) Friendly air-to-surface missile launch.
RIPPLE	(A/S) Two or more munitions released or fired in close succession.
ROGER	Indicates the receipt of radio transmission; does not indicate compliance or reaction.
ROLEX (+/- time)	Time line adjustment in minutes always referenced from original preplanned mission execution time. PLUS means later; MINUS means earlier.
ROPE	Circling an IR pointer around an aircraft to help the aircraft identify the friendly ground position.
ROTATOR**	Joint STARS MTI returns that signifies a high probability of a rotating antenna.
RUMBA	1. *****Radar has detected jamming/mutual interference but has not resolved the type. 2. *[NATO]* Own ship maneuvering for ranging.

SADDLED	Informative call from wingman or element indicating the return to briefed formation position.
SAM (direction)	Visual acquisition of a SAM in flight or a SAM launch, should include position.
SAME	Informative reply indicating that the aircrew has the identical information as was just stated.
SANDWICHED	Aircraft or element is between opposing aircraft or elements.
SAUNTER	Fly at best endurance.
SCAN	*[NATO]* Search sector indicated and report any contacts.
SCHLEM**	(A/A) Training term for simulated high off boresight IR missile launch. Not assessable for simulated kill/kill removal.
SCRAM (direction)	1. Directive/informative call to egress for defensive or survival reasons; no further HVAA mission support is expected.
	2. *[NATO]* Directive call to cease the intercept and take immediate evasive action. Implies that the target aircraft is being engaged by SAMs or other air defense fighters.

SCRAMBLE	Takeoff as quickly as possible.
SCRUB**	Joint STARS Moving Target Indicator (MTI) return that signifies a low slow airborne target
SCUD	Any threat theater ballistic missile (TBM).
SEARCHER	(EW) Unit having intercept equipment without DF capability. All references to DUFFERs are applicable to searchers within their capabilities.
SEPARATE(ING)	Leaving a specific engagement; may or may not reenter.
SEPARATION**	Request for separation between two GROUPS. Response will include the follow-on GROUP's separation, altitude, and fill-ins.
SET ___	A command to set (or have set) a particular speed. May be in knots/indicated or in Mach.
SHACKLE	One weave, a single crossing of flight paths; maneuver to adjust or regain formation parameters.
SHADOW	Follow indicated target.
SHIFT (direction)	Directive call to shift laser/IR/radar/device energy.

SHOOTER	Aircraft/unit designated to employ ordnance.
SHOPPING**	An aircraft request to Joint STARS for a target.
SHOT**	(S/S) Informative call indicating round(s) has(ve) been fired.
SHOTGUN	1. Pre-briefed weapons state. 2. *[NATO]* Pre-briefed weapons state at which separation/bugout should begin.
(system) SICK**	System indicated is degraded/partially operative. (NOTE: NATO term is SOUR)
SIDE-SIDE**	Fighter term depicting a radar-apparent description of two or more CONTACTs within a GROUP separated in azimuth.
(system) SILENT	1. **(time)** System will be unavailable for time indicated. 2. *****Directive/informative call to indicate datalink is, or should be placed, in receive only. 3. *[NATO]* (EW) Broadcast station is not transmitting. May also be used as an order and must be followed by a frequency or station designator. If possible it should be followed by an estimated time of return to the air.

SINGER (type/direction)	Informative call of RWR indication of SAM launch.
SINGLE	Descriptive call indicating one GROUP, CONTACT, etc.
SKATE	(A/A) Informative or directive call to execute launch-and-leave tactics.
SKINNY**	Current survivor coordinates.
SKIP IT	Veto of fighter COMMIT, usually followed with further directions.
SKOSH	(A/A) Aircraft is out of/or unable to employ active radar missiles.
SKUNK	A maritime surface contact that has not yet been identified.
SLAPSHOT (type/bearing)	Directive call for an aircraft to immediately employ a best available HARM against a specified threat at the specified bearing.
SLICE/ SLICEBACK (LEFT/RIGHT)	Directive calls to perform a high-G descending turn in the stated direction, usually 180-degree turn.
SLIDE**	Directive/informative call to/from HVAA to continue present mission while flowing from station in response to perceived threat, implies intent to RESET.

SLIP(PING)	(A/S) Directive (or informative) call indicating the attacker will attack the target at the alternate TOT.
SLOW*	Contact with ground speed of less than 200 knots. (NOTE: NATO = 200 to 400 knots)
SMASH (ON/OFF)	Directive call to turn on/off anti-collision lights.
SMOKE	(A/S) Smoke marker used to mark a position.
SNAKE	(A/S) Directive call to oscillate an IR pointer about a target.
SNAP	1.* Fighter request for immediate BRAA call (with appropriate fill-ins) to the group described. Indicates fighter intent to intercept/join. 2. **(heading)** Urgent directive call to turn to a heading.
SNAPLOCK (BRAA)**	Informative call indicating fighter has obtained a radar contact inside briefed range, aspect, or radar mode.
SNEAKER	*[NATO]* (EW) An intelligence-gathering vessel.
SNIFF (type)	(EW) Passive sensor indication of a radar emitter.

SNIPER (type, location [range, bearing])	Directive call for an aircraft to employ a range-known HARM against a specified threat at the specified location.
SNOOPER	*[NATO]* An aircraft employed in the detection and reporting of opposing forces while avoiding detection by those forces.
SNOOZE	Directive or informative call indicating initiation of EMCON procedures. Opposite of ALARM.
SORT	Directive call to assign responsibility within a GROUP; criteria can be met visually, electronically (radar), or both.
SORTED	Sort responsibility within a GROUP has been met.
SOUR	(Opposite of SWEET). 1. **(mode/type)** Invalid/no response to an administrative IFF/SIF check. 2. **(link name)*** (e.g. " TIMBER SOUR ") Indicates there are potential problems with net entry and initiates pre-mission link troubleshooting. 3. *[NATO]* Equipment indicated is not operating efficiently

SPADES	An interrogated group/radar contact that lacks all of the ATO (or equivalent) IFF/SIF modes and codes required for the ID criteria.
SPARKLE	1. (A/S) Target marking by IR pointer. 2. (A/S) Target marking by gunship/ FAC-A using incendiary rounds.
SPIKE(D) (direction)	RWR indication of an AI threat in track or launch.
SPIN	Directive or informative call to execute a timing/spacing maneuver.
SPITTER (direction)	An aircraft that has departed from the engagement or is departing the engaged fighter's targeting responsibility.
SPLASH(ED)	1. (A/A) Target destroyed. 2. (A/S) Weapons impact. 3.* (S/S) Informative call to observer or spotter five seconds prior to estimated time of impact.
SPLIT	Informative/directive call that flight member is leaving formation to pursue a separate attack; VISUAL may not be maintained.
SPOOFER	(EW) An entity employing electronic or tactical deception measures.

SPOOFING	Informative call that voice deception is being employed.
SPOT	(A/S) Acquisition of laser designation.
SQUAWK (mode/code)	Operate IFF/SIF as indicated or IFF/SIF is operating as indicated.
SQUAWKING (mode #)	An informative/descriptive call denoting a BOGEY is responding with an IFF/SIF mode or code other than that prescribed by the ATO/identification criteria.
STACK	Two or more CONTACTs within GROUP criteria with an altitude separation in relation to each other.
STAKE**	Joint STARS reference point for A/S targeting operations.
STARE (w/ laser code and reference point)**	Directive call to cue the laser spot search/tracker function on the specified laser code in relation to the specified reference point. Reference point may include the following: INS steerpoint, GEOREF, bearing and range or datalink point.

STATUS	1. Request for an individual's tactical situation.
	2. **(GROUP)** Request for a full positional update in digital bullseye format on the specified group.
STEADY	(A/S) Directive call to stop oscillation of IR pointer.
STERN	Requests for, or directive to, intercept using STERN geometry.
STINGER	1. (A/A) Three-ship inner GROUP formation with two lead CONTACTs line abreast and the SINGLE in trail.
	2.* (S/A) An IR man portable air defense system (MANPADS).
STOP	1. (A/S) Stop IR illumination of a target.
	2.* **(BURN)** (A/S) Directive call to AC-130 to stop GLINT.
	3. **(abort code)** *[NATO]* (A/S) JTAC directs aircrew to abort the attack. This is a mandatory instruction.
STRANGER	Unidentified traffic that is not a participant with the action in progress.
STRANGLE ( )	Turn off equipment indicated.

STRIPPED	Informative call that aircraft is out of prebriefed formation.
STROBE(S) (bearing)	Radar indication(s) of noise jamming.
SUNRISE	Informative call that C2 radar functions are available. Opposite of MIDNIGHT.
SUNSHINE**	(A/S) Directive or informative call indicating illumination of target is being conducted with artificial illumination.
SWEET	(Opposite of SOUR.) 1. **(mode/type)*** Valid response to an administrative IFF/SIF check request. 2. **(link name)***. (e.g. TIMBER SWEET) Confirms receipt of datalink information. 3. *[NATO]* Equipment indicated is operating efficiently
SWITCHED	Indicates an attacker is changing from one aircraft to another.
TACTICAL	(A/A) Request/directive to switch to tactical control.
TAG (system, location)**	(EW) Response to an emitter ambiguity resolution request (COLOR).

TALLY	Sighting of a target, non-friendly aircraft, landmark, or enemy position. Opposite of NO JOY.
TARGET ( )	Directive call assigning targeting responsibilities.
TARGETED	Informative call that GROUP responsibility has been met.
TEN SECONDS	(A/S) Directive to terminal controller to standby for LASER ON call in approximately 10 seconds.
TERMINATE	1. (A/S) Stop laser illumination of a target. 2. In training, cease local engagement without affecting the overall exercise.
THREAT (direction)	Untargeted HOSTILE/BANDIT/ BOGEY is within a briefed range of a friendly aircraft.
THROTTLES	Reminder to set throttles appropriately considering the IR threat and desired energy state.
THUNDER**	(A/S) Informative call one minute prior to A/S weapons impact.
TIED	Positive radar contact with element or aircraft.
TIGER	Enough fuel and ordnance to accept a commitment.

TIMBER	The Link 16 network
TIMECHECK	Informative call to check/change IFF code.
TOGGLE**	Execute a briefed change of an avionics setting.
TOY**	HARM targeting system (HTS) pod.
TRACK (direction)	GROUP/CONTACT's direction of flight/movement.
TRACK NUMBER (#)**	Datalink information file.
(system) TRACKING**	Enemy air defense system is maintaining situational awareness on friendly.
TRAVEL	*[NATO]* (EW) Change radar frequency.
TRASHED	Informative call that missile has been defeated.
TRESPASS (system, position)	The addressed flight is entering the threat SAM ring of a specific (system) at the stated location.
TROUT	*[NATO]* (EW) Take a DF bearing on transmission indicated.
TUMBLEWEED	Indicates limited situational awareness, (i.e., NO JOY, BLIND) and is a request for information.
UNABLE	Cannot comply as requested or directed.

UNIFORM	UHF/AM radio.
VACANT**	Ground equipment not present at tasked target location. Opposite of OCCUPIED.
VAMPIRE	Hostile anti-ship missile.
VECTOR	Alter heading to magnetic heading indicated. (Use of true headings to be established before operation commences).
VERY FAST**	Target speed greater than 900 knots / 1.5 Mach
VIC	Picture label with three groups with the single closest in range and two groups, azimuth split, in trail. *Group names should be LEAD GROUP and NORTH TRAIL GROUP and SOUTH TRAIL GROUP or EAST TRAIL GROUP and WEST TRAIL GROUP.
VICTOR	VHF/AM radio.
VISUAL	Sighting of a friendly aircraft or ground position. Opposite of BLIND.
WALL	Picture label with three or more groups primarily split in azimuth. *Group names should be NORTH GROUP, MIDDLE GROUP, SOUTH GROUP or WEST GROUP, MIDDLE GROUP, EAST GROUP.

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

WHAT STATE

Request for amount of fuel and missiles remaining. Response to WHAT STATE is--
1. (US response)*****
(1st number) number of active radar missiles remaining.
(2nd number) number of semi-active radar missiles remaining.
(3rd number) number of IR missiles remaining.
BY
(4th number) thousands of pounds of fuel (given to one decimal point), or time remaining.
Example response to WHAT STATE: "BLUE TWO IS 3-1-2 BY 7 POINT 5" is equivalent to 3 AIM-120s, 1 AIM-7, 2 AIM-9s and 7,500 lbs of fuel remaining.
2. **(item)** Ammunition and oxygen are reported only when specifically requested or critical.
3. *[NATO response]*
WEAPONS___-___(-___) I have ___semi-active plus___ IR missiles. Remaining and gun ammunition is (PLUS, MINUS, ZERO).
(PLUS) - Gun(s) fitted and sufficient ammunition for a gun attack.
(MINUS) - Gun(s) fitted but not sufficient ammunition for a gun attack.
(ZERO) -No gun(s) fitted. A fourth character can be given to indicate the number of front hemisphere capable missiles available (e.g. an aircraft with a serviceable radar, loaded with 2 Sparrows, 2 Phoenix, 2 Sidewinder AIM-9L, and fully loaded gun would report its state as "WEAPONS 4-2-PLUS-6").

WIDE**	Descriptive term used to indicate the separation between the farthest GROUPs in azimuth in a relative formation of three or more groups, used to describe a WALL, VIC, CHAMPAGNE, or BOX.
WILCO	Will comply with received instructions.
WINCHESTER	No ordnance remaining.
WOOFER	*[NATO]* (EW) Off board active radar decoy.
WORDS	Directive or interrogative call regarding further information or directives pertinent to the mission.
WORKING	1. **(system w/location)** Platform gathering EOB on a designated emitter. 2. Platform executing EID on a specific aircraft/group to obtain identification necessary for BVR employment.
YARDSTICK	Directive to use A/A TACAN for ranging.
ZAP**	Request for data link information.
ZIPLIP	Directive call to minimize radio transmissions.

Chapter III

CATAGORY SYNOPSIS

1. GENERAL AIR OPERATIONS

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

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

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

2. AIR-TO-AIR

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

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

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

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

3. AIR-TO-SURFACE

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

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

4. CLOSE AIR SUPPORT (CAS)

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

5. COMBAT SEARCH AND RESCUE (CSAR/SAR)

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

6. LASERS

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

7. BASIC NVD/IR/ILLUMINATION

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

8. DATA LINKS

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

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

9. JSTARS

DETAILS
IDLE
LOWDOWN
MOVERS
RESTAKE
ROTATOR
SCRUB
SHOPPING
SILENT
STAKE

10. MARITIME AIR OPERATIONS

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

11. BASIC SEAD/SIGINT/EW INTEGRATION

(system) ACTIVE
ADD
  (system/category)
ALLIGATOR
ARIZONA
ASLEEP
AWAKE
BAY *[NATO]*
CANDYGRAM
CAPTURED
CLAM *[NATO]*
CLOWN *[NATO]*
COLOR
DANCE *[NATO]*
DATA
(system) DOWN
DROP (PING)
DUFFER
EMPTY
FAN_TACK_ *[NATO]*
FEELER *[NATO]*
FERRET *[NATO]*
GENIE
GRIDIRON *[NATO]*
HOLLOW
HUFFDUFF *[NATO]*
LOWDOWN
MAGNUM
MIKEDUFF *[NATO]*
MUD
PINNACLE *[NATO]*
RACKET
RENT
RETROGRADE
ROTATOR
SAM
SCRAM
SEARCHER
SLAPSHOT
SLIDE
SINGER
SNEAKER *[NATO]*
SNIFF
SNIPER
SNOOPER*[NATO]*
SPLASH(ED)
SPOOFER
TAG
THUNDER
TOY
(system)
  TRACKING
TRAVEL *[NATO]*
TROUT *[NATO]*
TRESPASS
WOOFER *[NATO]*
WORKING
ZAP

12. SURFACE-TO-AIR

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

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

13. SURFACE-TO-SURFACE

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

14. NATO-SPECIFIC TERMS

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

Glossary

A	
A/A	air-to-air
AAA	anti-aircraft artillery
AGL	above ground level
AGM	air-to-ground missile
AI	air interdiction/air intercept
AIC	air intercept control
AIM	air intercept missile
AM	amplitude modulation
AO	area of operations
ARM	anti-radiation missiles
A/S	air-to-surface
ASCM	anti-ship cruise missiles
ASM	anti-ship missile
ATM	air tasking message
ATO	air tasking order
AWACS	airborne warning and control system
B	
BRAA	bearing, range, altitude, and aspect
BVR	beyond visual range

C

C2	command and control
CAP	combat air patrol
CSAR	combat search and rescue

D

DF	direction finding
DR	decision range

E

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

F

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

G

GCI	ground control intercept
GEOREF	geographical reference
GLINT	gated laser intensifier

H

HARM	high-speed anti-radiation missile
HF	high frequency
HIGH-G	high gravity
HPRF	high pulse repetition frequency
HTS	HARM targeting system
HVAA	high value airborne assets

I

IAW	in accordance with
ICAO	International Civil Aviation Organization
ID	identification
IDM	improved data modem
IFF	identification, friend or foe
INS	inertial navigation system
IR	infrared

J

JTAC	joint terminal attack controller
JSOW	joint stand-off weapon

L

LOS	line of sight
LZ	landing zone

M

MALD	miniature air launch decoy

MAR	minimum abort range
MEZ	missile engagement zone
MFDF	medium frequency direction finding
MPRF	medium pulse repetition frequency
MSL	mean sea level
MTI	moving target indicator
N	
NCTR	noncooperative target recognition
NM	nautical mile
NPG	network participation group
NVD	night vision device
O	
OPTASK	operational tasking
P	
PPI	plan position indicator
PRF	pulse repetition frequency
PZ	pickup zone
R	
ROE	rules of engagement
RWR	radar warning receiver
S	
S/A	surface-to-air
SAM	surface-to-air missile

SEAD	suppression of enemy air defenses
SIF	selective identification feature
S/S	surface-to surface
T	
TACAN	tactical air navigation
TAD	tactical air direction
TADIL	tactical digital information link
TALD	tactical air-launched decoy
TBM	tactical/theater ballistic missile
TIDS	tactical imagery dissemination system
TLAM	Tomahawk land-attack missile
TN	track number
TOD	time of day
TOT	time on target
U	
UAV	unmanned aerial vehicle
UHF	ultra high frequency
V	
VHF	very high frequency
W	
WP	white phosphorus

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