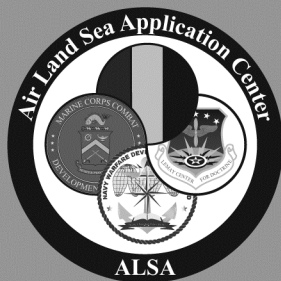


ARMY, MARINE CORPS, NAVY, AIR FORCE



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

MAY 2020

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This determination was made on [02 OCT 2019].

*Supersedes ATP 1-02.1/MCRP 3-30B.1/NTTP 6-02.1/AFTTP 3-2.5, dated 20 June 2018.

MULTI-SERVICE TACTICS, TECHNIQUES, AND PROCEDURES

Change No. 1

2 April 2021

	*ATP 1-02.1
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	AFTTP 3-2.5
ATP 1-02.1	US Army Training and Doctrine Command Joint Base Langley-Eustis, Virginia US Army Combined Arms Center Fort Leavenworth, Kansas
MCRP 3-30B.1	USMC, Training and Education Command Quantico, Virginia
NTTP 6-02.1	Navy Warfare Development Command Norfolk, Virginia
AFTTP 3-2.5	Curtis E. LeMay Center for Doctrine Development and Education Maxwell Air Force Base, Alabama

Commander, US Army Combined Arms Center
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This publication is changed to incorporate updated Multi-Service Brevity Codes.

A plus sign (+) denotes changed material.

ATP 1-02.1/MCRP 3-30B.1/NTTP 6-02.1/AFTTP 3-2.5, *Multi-Service Tactics, Techniques, and Procedures for Multi-Service Brevity Codes*, 28 May 2020 is changed as follows:

<u>Remove Old Pages</u>	<u>Add New Pages</u>
page iv	page iv
page 7	page 7


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2 April 2021

By Order of the Secretary of the Army

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FOREWORD

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

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



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PREFACE

1. Purpose

This publication will improve coordination and 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 its content.

2. Scope

This publication standardizes air-to-air (A/A), air-to-surface (A/S), surface-to-air (S/A), surface-to-surface (S/S), maritime air, and maritime to maritime brevity codes regardless of communication medium (voice/chat), as well as brevity codes (abbreviations) specific for use in tactical chat. The scope is limited to those brevity codes used in multi-Service operations and does not include words unique to single-Service operations. All Services agree to these brevity code meanings. These brevity codes have been forwarded to the NATO Standardization Office (NSO) terminology custodian for inclusion or modification of current joint brevity words in APP-7 and other appropriate Allied Communications Publications.

3. Applicability

This publication is intended for air, land, maritime, and space personnel 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, reference and incorporate it in Service manuals, regulations, and curricula as follows:

Army. Upon approval and authentication, the TTP contained herein will be incorporated into the United States (US) Army Doctrine and Training Literature Program as directed by the Commander, US Army Training and Doctrine Command. Distribution is IAW applicable directives listed on the authentication page.

Marine Corps.¹ The Marine Corps will incorporate the procedures in this publication in United States Marine Corps (USMC) doctrine publications as directed by Commanding General, Training and Education Command. Distribution is IAW the Marine Corps Publication Distribution System.

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¹ Marine Corps PCN: 144 000015 00

5. User Information

- a. US Army Combined Arms Center; USMC, Training and Education Command; NWDC; Curtis E. LeMay Center for Doctrine Development and Education; and 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 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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SUMMARY OF CHANGES

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

Adds These New Terms:

- BIRDDOG
- BLANK
- BLUR
- BUCKET
- BUMP
- CHAMELEON
- CREEP
- *Chat
- *Chat room
- DAISY
- (weapon) DAZZLE (ON/OFF)
- FUZZY
- KOMODO
- LOOK-THROUGH
- LOST LOCK
- MOON BEAM
- MUDDY
- *Net
- *Post
- TESLA
- TORCH
- *UI

Removes These Deleted Terms:

- BROKE LOCK
- CONFETTI
- DANGER CLOSE
- POLAR BEAR

Modifies These Terms:

- CEASE
- COVER
- FLOW
- PUSHING
- REFERENCE
- ROLEX [+/- time]
- SLIP(PING)
- TEN SECONDS

*Added to Chapter II STANDARD TACTICAL CHAT ABBREVIATIONS

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	MCRP 3-30B.1
	NTTP 6-02.1
	AFTTP 3-2.5
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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28 MAY 2020

BREVITY

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

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ATP 1-02.1/MCRP 3-30B.1/NTTP 6-02.1/AFTTP 3-2.5, C1

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EXECUTIVE SUMMARY

BREVITY

Multi-Service Tactics, Techniques, and Procedures (MTTP) for Multi-Service Brevity Codes establishes tactics, techniques, and procedures for the use of Multi-Service Brevity codes. 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 its content.

Chapter I Multi-Service Brevity Codes

Chapter I lists the Multi-Service brevity codes.

Chapter II Standard Tactical Chat Abbreviations

Chapter II provides a listing of Multi-Service tactical chat abbreviations.

Chapter III Category Synopsis

Chapter III provides the category of operation that Multi-Service brevity codes are typically used for.

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Chapter I
MULTI-SERVICE BREVITY CODES

Table 1. Key to Chapter I	
*	Meaning may differ from North Atlantic Treaty Organization (NATO) brevity word.
**	Not a NATO brevity word.
[NATO]	NATO brevity words not used by United States (US) forces but may be encountered in combined operations Allied Procedural Publication-7 (APP-7) (F) (Version 2) or communications.
[A/A]	Brevity code meaning applies to air-to-air (A/A) operations or communications.
[A/S]	Brevity code meaning applies to air-to-surface (A/S) 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.
[EW]	Brevity code meaning applies to electromagnetic warfare (EW) operations or communications.
[AIR-MAR]	Brevity code meaning applies to maritime air (AIR-MAR) operations or communications.
[MAR-MAR]	Brevity code meaning applies to maritime to maritime (MAR-MAR) operations or communications.

NOTE: All brevity codes pertain to general air operations unless indicated otherwise. NATO meanings are derived from APP-7(F) (Version 3), *Joint Brevity Words Publication*, 16 April 2020.

Table 2. Multi-Service Brevity Codes	
ABORT	Cease action or terminate the attack prior to weapons release or event or mission.
ACTION	[A/A] [A/S] [S/A] [AIR-MAR] [MAR-MAR] 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. Electronic intelligence derived.
[High or Low] ACCURACY	Advisory call to inform package that a pre-briefed criteria is met during geolocation; must be briefed by package commander (or outlined in the special instructions (SPINS)/standards).
ADD [system, category]	** [EW] Add a specific (system) or (electronic order of battle (EOB) category) to search responsibilities.
[weapon] AFFIRM	[S/A] FRIENDLY surface-to-air-weapons platform is able and prepared to engage specified target in accordance with (IAW) pre-planned responses (e.g., BIRDS AFFIRM). Opposite of NEGATE.
ALARM	[A/A] [EW] [SO] Terminate or terminating emissions control procedures. Opposite of SNOOZE.
ALLIGATOR	[EW] Link-11A or tactical data link Alpha.
ALPHA CHECK	* Request for confirmation of bearing and range from aircraft to described point.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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 anti-radiation missile ordnance remaining.
[direction] ARM	* [A/A] [AIR-MAR] CONTACT(S) within a single GROUP that maneuvers outside of the GROUP criteria.
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. <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;">NOTE: Not to be used in a close air support (CAS) engagement.</div>
AUTHENTICATE	A coded challenge or a response to a coded challenge.
AUTOCAT	Any communications relay using automatic retransmissions.

Table 2. Multi-Service Brevity Codes (Cont'd)	
AVALANCHE	** [A/A] [AIR-MAR] Informatory 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	<p>[A/S] [S/A] Release or launch of specified weapon at designated target (e.g., 1 AWAY, 2 PIGS AWAY, BIRDS AWAY, etc.). At minimum number or weapon type required.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p style="text-align: center;">NOTE</p> <p style="text-align: center;">Include launch location in BULLSEYE format and weapons track direction when appropriate.</p> </div>
AZIMUTH	<p>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).</p> <p>2. ** [S/A] Direction to the threat.</p>
BAD MAP	<p>[A/S] Informative call that the displayed map is unusable due to the following:</p> <p>(U) Terrain - informative call that shadows obstruct the target area and a map must be taken from a different axis or graze angle.</p> <p>(U) Image - informative call that the displayed image quality prevents target identification (ID).</p>

Table 2. Multi-Service Brevity Codes (Cont'd)	
BANDIT	[A/A] [AIR-MAR] Positively identified as an enemy IAW theater ID criteria. The term does not imply direction or authority to engage. * [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.
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 70 to 110 degrees of aspect.
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.
BIG STICK	** [S/A] FRIENDLY long-range surface-to-air missile(s) (SAM(s)). Modifiers include: AWAY, NEGATE, AFFIRM.
BINGO	* Pre-briefed fuel state needed for recovery.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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 (fratricide) or blue-on-neutral situation.
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-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] electronic countermeasure receiver.
BLOW THROUGH	[A/A] Directive call to continue straight ahead at the MERGE and do not become ANCHORED with target(s).
BLOWING THROUGH	[A/A] Informative call that the intercepting aircraft is dropping targeting responsibility and commencing a BLOW THROUGH.
BLUR	Radar being jammed.
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 BRAA format (with appropriate fill-ins).

+Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
BUMP	* [SO] Change power, plus or minus, from current power.
BRAA	[A/A] [S/A] 1. The following information is in a tactical control format providing target bearing, range, altitude, and aspect (BRAA) relative to the specified FRIENDLY aircraft. 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] Surface-to-air missile platform has reached low missile state.
BRUISER	* [AIR-MAR] FRIENDLY air launched anti-ship missile.
BUCKET	C2 is experiencing radar electronic deceptive jamming in a specified geographic area.
BUDDY [LASE or GUIDE]	* [A/S] Request or informative communications 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 or attack or operation with no intent to reengage or return.

Table 2. Multi-Service Brevity Codes (Cont'd)	
BULLDOG	* [S/S] FRIENDLY surface or 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 (nautical miles) from this point.
BUSTER	Fly at maximum continuous speed (military power).
BUTTON	Radio channel setting.
BUZZER	** [EW] Electronic communications jamming. <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> <p style="text-align: center;">NOTE Same as NATO term, CHATTER.</p> </div>
BUZZSAW	** [A/S] A chemical light-stick tied to a string and swung overhead; used to mark a FRIENDLY position.
CANDYGRAM	[EW] Informative call that EW targeting information is available on a briefed secure net.
CANYON	[EW] Use electronic jamming on radar frequency indicated or IAW previous orders or informative call for execution electronic attack (EA) list or EA against designated group.
CAP(ING) [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] Informative call that an aircraft is established in an orbit.
[target or object] CAPTURED	* [A/S] Specified surface target or object has been acquired and is being tracked with an onboard sensor.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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, CEASE LASER, CEASE SPARKLE, CEASE TORCH, etc.
CEASE ENGAGEMENT	* A fire control order used to direct air defense units to stop tactical action against a specified 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	* [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.
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	1. [AIR-MAR] The expected landing time on the ship. 2. [AIR-MAR] Directive to land aircraft on ship. 3. [AIR-MAR] (time in minutes) An advisory call modifying or delaying the briefed recovery time (e.g., CHARLIE ten).

Table 2. Multi-Service Brevity Codes (Cont'd)	
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 between high and medium pulse repetition frequency (MPRF) active.
CHECK [number, left or right]	[A/A] Turn (number) degrees left or right and maintain new heading.
CHECK CAPTURE	Target appears to be no longer tracked by sensor.
CHECK DATA [source]	Reference specified medium for message traffic (internet relay chat [IRC], J28.2, etc.).
CHECK FIRE(ING)	** [S/S] [A/S] Immediate pause of direct or indirect fires. May require coordination to continue.
CHECK FOCUS	Sensor image appears to be out of focus.
CHECK SOLUTION	[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.
CHECKPRINT [track number]	1. [AIR-MAR] Request by an air defense commander for unit(s) to provide amplifying information on a specified track. 2. [AIR-MAR] Reply or informative to air defense commander followed by positive track information using format specified in applicable operation task document.
CHECK TIDS	** Directive or descriptive call to reference data link display and may be followed by amplifying information.

Table 2. Multi-Service Brevity Codes (Cont'd)	
CHERRY	* [A/S] [S/A] [A/A] Informative call from intelligence, surveillance, and reconnaissance (ISR) or CAS platform to the inbound aircraft that the landing zone (LZ)/helicopter landing zone (HLZ)/drop zone (DZ) has enemy activity above the pre-briefed risk tolerance of the ground force commander (GFC). Opposite of and cancels ICE.
CHERUBS	Height of a FRIENDLY aircraft in hundreds of feet above surface.
CHICK(S)	* Term used to denote FRIENDLY aircraft.
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. <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;">NOTE Engaged support roles not established or transferred.</div>
CLEARED HOT	1. [A/S] 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 joint terminal attack controller (JTAC)/forward air controller (airborne) (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] Contact aspect stabilized 0–20 degrees from the tail or 160–180 degrees from the nose. 5. [A/S] Contact aspect stabilized 0-20 degrees or 160-180 degrees from referenced position (friendly forward operating base, named area of interest (NAI), target area, etc.). 6. [AIR-MAR] Contact aspect stabilized 0-20 degrees from stern or 160-180 degrees from bow.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
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] [S/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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
CONTINUE DRY	<p>[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).</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p style="text-align: center;">NOTE</p> <p style="text-align: center;">Simulated weapons deliveries may be performed.</p> </div>
COVER	<p>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.</p> <p>2. [A/S] [AIR-MAR] Directive call to be ready for reattack/re-engage if weapons effects not achieved.</p> <p>3. [SO] Assign weapons or establish posture that will allow engagement of a specified track or threat if required.</p>
COVEY	** [S/A] 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/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).

Table 2. Multi-Service Brevity Codes (Cont'd)	
CURVE	[EW] Deception signal.
CUTOFF [direction]	[A/A] Request(s) for, or directive(s) 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 or deploy its parachute.
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 non-lethal fire on a target to degrade sensor performance below the level needed to fulfill its mission objectives.
DEADEYE	Laser designator system inoperative.
DECLARE	* [A/A] [S/A] [AIR-MAR] Inquiry as to the ID of a specified track(s), target(s), or correlated GROUP. Responses include: FRIENDLY, BOGEY, BANDIT, HOSTILE, NEUTRAL, UNABLE, CLEAN, or FURBALL. Full positional data (BULLSEYE) must accompany responses.
DECLUTTER	[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.
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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
DEFENDING [direction]	[A/A] [A/S] Aircraft is in a defensive position and maneuvering with reference to a SAM threat.
DEFENSIVE	[A/A] [A/S] 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] [SO] Maneuver to brief positioning.
DETAILS	[A/S] [AIR-MAR] Request for attack or execution brief.
DIAMONDS [with position]	A surface infrared (IR) event location.
DIRT	** [S/A] Radar warning receiver indication of surface threat in search mode. See MUD and SINGER.
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.
DOLLY	Link-4A; tactical data link Charlie.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
[system] DOWN [location, direction]	[EW] Referenced emitter has stopped radiating at the stated location or along the stated bearing. <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p style="text-align: center;">NOTE DOWN does not mean system destroyed.</p> </div>
DRAG [cardinal direction]	* [A/A] Contact aspect stabilized at 0–60 degrees angle from tail or 120–180 degrees angle from nose.
DROP(PING)	1. [A/A] [A/S] Stop or stopping monitoring of specified emitter or target or GROUP and resume(ing) search responsibilities. 2. (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.
DUST	** [S/A] Launch or post intercept debris from a ballistic missile. Location given in digital BULLSEYE format.
EAGLE(S)	* [S/A] US 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] Positive System M or Mode X (or comparable systems) reply.
ELEVATOR [altitude]	[A/A] Directive or request call to change altitude to the requested altitude in thousands of feet MSL.

Table 2. Multi-Service Brevity Codes (Cont'd)	
EMPTY	[EW] No emitters of interest detected.
ENGAGE	[A/S] [S/A] A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target. <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> <p style="text-align: center;">NOTE Not to be utilized in a CAS engagement.</p> </div>
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 forward air controller during Type 3 CAS terminal control indicating completion of ordnance release. See also CLEARED TO ENGAGE.
EXTEND(ING) [direction]	[A/A] [A/S] Short-term maneuver to gain energy, distance, or separation with the intent of reengaging.
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.
FALCON(S)	Partner nation forces.

Table 2. Multi-Service Brevity Codes (Cont'd)	
FAKER	[A/A] [AIR-MAR] A FRIENDLY track acting as a HOSTILE for exercise purposes.
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] 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.
FENCE [IN/OUT]	Set cockpit switches as appropriate before entering or exiting the combat area.
FERRET	[EW] Airborne electronic reconnaissance activity or aircraft.
FIREBALL	** [S/S] Threat ballistic missile. May be short, medium, intermediate, or intercontinental ballistic missile.
FLANK [direction]	* [A/A] CONTACT aspect stabilized at 120–150 degrees angle from tail or 30–60 degrees angle from nose.
FLASH [system]	1. [A/A] Temporarily activate specified system for ID purposes (identification, friend or foe (IFF), or afterburner, flare or chaff, etc.). 2. ** [A/S] [S/S] Clear the net immediately, critical information to follow (e.g., "FLASH, FLASH, FLASH this is Frontier 6, immediate MEDEVAC, grid to follow.").

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
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 will 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.
FOX MIKE	Very high frequency (VHF)/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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
FURBALL	[A/A] Non-FRIENDLY aircraft and FRIENDLY aircraft are inside of 5 nautical miles of each other. Can be response to a DECLARE request. * [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.
GATE	Fly as quickly as possible, using after-burner or maximum power.
GENIE	[EW] Emitter is employing electronic protection measures.
GENESIS [location]	** [S/S] Threat ballistic missile launch point.
GIMBAL	* [A/A] Sensor target is approaching azimuth or elevation tracking limits.
GINGERBREAD	Voice imitative deception is suspected on this net.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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/DEGOGGLE	** [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] Large force of indeterminate numbers and formation of unknown or non-friendly aircraft.
GRANDSLAM	All HOSTILE CONTACT(S) of a designated track (or against which a mission was tasked) are destroyed.

Table 2. Multi-Service Brevity Codes (Cont'd)	
GREEN	<p>1. [A/A] [A/S] [AIR-MAR] Direction of no known enemy threats requires [direction] modifier.</p> <p>2. [A/A] [A/S] [AIR-MAR] Aircraft is at a weapon and/or fuel state that allows continued execution of the mission.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p style="text-align: center;">NOTE</p> <p>A specific loadout or fuel state should be determined during mission planning.</p> </div>
GREYHOUND	FRIENDLY ground attack 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(S)	<p>1. [A/A] Any number of air CONTACT(S) within 3 nautical miles in azimuth and range of each other.</p> <p>2. ** [AIR-MAR] Any number of surface CONTACTs within 1 nautical miles of each other.</p>
GUIDE [cardinal direction, location]	** [A/A] Directive term to intercept and move track of interest as directed using International Civil Aviation Organization procedures.
GUNS	[A/A] [A/S] Aircraft gun is being employed.
HANDSHAKE	<p>1. Link 16 Air Control network participation group (NPG) initiation between air control unit and controlled aircraft.</p> <p>2. [A/S] Video data link established.</p>
HARD [left, right, direction]	High-G-force, energy sustaining turn in the indicated direction (default is a 180-degree turn).

Table 2. Multi-Service Brevity Codes (Cont'd)	
HEADBUTT [direction]	** [A/A] Directive term to fighters or 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/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. (altitude) [A/A] Indicates approximate altitude (e.g., GROUP BULLSEYE 360/10, HITS 15 thousand). 3. [A/S] Weapons had 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, to include destruction of 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.
EXPECT HOLLOW [time]	** [A/S] A condition will likely exist that limits video data link reception (e.g., maneuvers, terrain, etc.). Pass expected time of hollow in minutes.
HOLSTER	[A/A] Directive call to cancel shoot communications or shoot priorities.
HOME PLATE	Home airfield or ship.
HOMING	* Friends returning for recovery.

Table 2. Multi-Service Brevity Codes (Cont'd)	
HOOK	<ol style="list-style-type: none"> 1. (direction) [A/A] 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.
HOSTILE	<p>A contact identified as enemy upon which clearance to fire is authorized IAW theater rules of engagement.</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p style="text-align: center;">WARNING</p> <p>This use of HOSTILE is as a brevity term for air-to-air and maritime air engagements and should not be confused with the same term in tactical data link ID and rules of engagement (ROE).</p> </div>
HOT	<ol style="list-style-type: none"> 1. [A/A] Initiate or initiating a turn in the combat air patrol toward the anticipated threats. 2. Defined area is expected to receive fire (enemy or FRIENDLY). 3. * Ordnance employment intended or completed. 4. CONTACT aspect stabilized at 160–180 degrees angle from tail or 0–20 degrees angle from nose. 5. [A/A] Intercept geometry will result in passing in front of the target.
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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
HUSH	[SO] [EW] Execute emission control IAW emission control policy.
HUSKY	[A/A] Active radar missile is at high pulse repetition frequency active range.
ICE	* [A/A] [A/S] [S/A] Informative call from ISR or CAS platform to inbound aircraft that the LZ/HLZ/DZ has enemy activity below the pre-briefed risk tolerance of the GFC. Opposite of and cancels CHERRY.
ID	1. [A/A] [AIR-MAR] Directive call to identify the target or track. 2. (type) [A/A] ID is accomplished, followed by type.
IDLE	Surface vehicles and/or vessels are stationary.
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").
INDIA	Mode IV IFF.
IN PLACE [direction]	[A/A] Perform indicated maneuver simultaneously.

Table 2. Multi-Service Brevity Codes (Cont'd)	
INSPECT	** [A/A] Establish visual contact with cockpit of track of interest, attempt communications, and report all observations of activity.
INTERROGATE	[A/A] [S/S] [AIR-MAR] [MAR-MAR] Interrogate the designated contact of the IFF mode indicated.
IN THE DARK	CONTACT is in known radar blind zone.
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.
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 NPG of Link 16 tactical information data link (TADIL-J).
JAM	[EW] Directive call to initiate jamming.
JAMMER	[EW] Non-friendly jammer.
JELLO	Inverse synthetic aperture radar (SAR).

Table 2. Multi-Service Brevity Codes (Cont'd)	
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 or 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.
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	[A/A] [A/S] Cease all air combat maneuvers, attacks, activities, or exercises (training use only).
KOMODO	* [SO] A known EW target operating at a migrated frequency. The term does not imply direction or authority to engage.
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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
LAME DUCK	* An aircraft in a minor state of emergency.
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.
LAST	[A/A] C2 term that provides the last contact altitude from a high fidelity source (e.g., fighter radar, etc.).
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.
LEVEL	1. Contact is co-altitude (interflight 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.
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. (with GROUP label) [A/A] Radar lock-on; SORT is not assumed. 2. (with position) [A/A] Radar lock-on; correct targeting is not assumed.
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	** A request for the tactical ground picture in an area of interest.
MAGNUM [system, location]	[A/S] [EW] Launch of FRIENDLY anti-radiation missile.
MANEUVER [azimuth, range, altitude]	[A/A] [AIR-MAR] Specified GROUP is maneuvering in azimuth, range, and/or altitude.
MAP	** [A/S] Directive call to initiate SAR mapping event on a specified point of interest.
MAP COMPLETE	[A/S] Informative call that A/S radar completed mapping and waiting for the map to process / display. JONESING assumed.
MAPPING	[A/S] Multifunction radar in an air-to-ground mode.

Table 2. Multi-Service Brevity Codes (Cont'd)	
MARK	<ol style="list-style-type: none"> 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 nondesignated geographic point of interest (J12.6 SID 9 message).
MARSHAL(LING)	Establish(ed) 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).
MELD	<ol style="list-style-type: none"> 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.
METALLICA	<ol style="list-style-type: none"> 1. [A/A] Informative call that contact cannot be targeted due to EA. 2. Radar indication of jamming of A/A beyond visual range (BVR) employment.
MICKEY	HAVE QUICK time-of-day signal.
MIDNIGHT	[A/A] C2 sensors are unavailable due to degradation. Opposite of SUNRISE.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
MUDDY	[SO] Denial on all channels of multiplexed signal.
MUSIC	* [A/A] Radar electronic deceptive jamming.

Table 2. Multi-Service Brevity Codes (Cont'd)	
NAILS [direction]	1. [A/A] Radar warning receiver indication of airborne interceptor (AI) 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.
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.
NEUTRAL	** A positively identified aircraft, ship, or ground position whose characteristics, behavior, origin, or nationality indicate it is neither supporting nor opposing FRIENDLY forces.
[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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
OCCUPIED	[A/S] Ground equipment present at tasked target location. Opposite of VACANT.
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] Turn or turning to a cold aspect relative to a known threat.
OUTLAW	[A/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-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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
PASSING	[A/A] Two GROUPs initially separated in range, decrease range separation and are passing each other.
PEDRO	* Rescue helicopter.
PEPPER	* [AIR-MAR] Directive call for an aircraft to strafe 1,000 ft ahead of the bow of a vessel.
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] FRIENDLY glide weapon(s) (e.g., joint stand-off weapon). 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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
PITBULL	* [A/A] Air intercept missile (AIM)-120 is at MPRF active range.
PITCH/PITCHBACK [left/right]	[A/A] Execute a nose-high heading reversal.
PLAYMATE	* [A/A] 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).
[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 track of interest, such as the J12.6 SID 10 data link message. ** CONTACT POINT: Indicates the aircraft has acquired the track of interest 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 datalink 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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
POP	1. [A/S] Starting climb for A/S attack. 2. [A/A] Max 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 atmospheric.
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.
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] Valid noncooperative target recognition reply.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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 directive to go pure pursuit.
PUSH [channel]	Switch to designated frequency; no acknowledgment required.
PUSHING	[A/A] Departing designated point.
QUAIL	Enemy air- or surface-launched cruise missile.
RACKET	[EW] Intercepted electronic emission which has been assigned to a number of the track block.
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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
RED	<p>* [A/A] [A/S] [AIR-MAR] Aircraft is at weapon and/or fuel state that is insufficient to continue execution of the mission.</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p style="text-align: center;">NOTE</p> <p>A specific loadout or fuel state should be determined during mission planning.</p> </div>
REDWOOD	<p>** [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.</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p style="text-align: center;">NOTE</p> <p>Friendly aircraft are expected to maintain an appropriate standoff following a REDWOOD HOT call, unless the acceptable level of risk permits otherwise.</p> </div>
REFERENCE [direction or heading]	Assume stated direction or heading.
REFINE	** [EW] Request for better location accuracy on an emitter of interest.
REMINGTON	** [A/A] [A/S] No ordnance remaining except gun or self-protect ammo.
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	<p>1. ** [S/S] (during adjustment) Fire again using the same method and volume of fire.</p> <p>2. ** [S/S] (during fire for effect) Fire the same number of rounds using the same method and volume of fire.</p>

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
RIFLE [number, time]	* [A/S] [AIR-MAR] FRIENDLY A/S missile launch. Option to add follow on modifiers for number of munitions and/or time of flight. <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 5px auto;"> <p style="text-align: center;">NOTE</p> <p style="text-align: center;">Include launch location in BULLSEYE format and weapons track direction when appropriate.</p> </div>
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. (Normally discussed during the pre-strike game plan between aircraft and/or between aircraft and ground tactical controller).

Table 2. Multi-Service Brevity Codes (Cont'd)	
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 [+/- time]	[A/A] [A/S] Timeline adjustment in minutes for entire mission; always referenced from original preplanned mission execution time. "Plus" means later; "minus" means earlier.
ROPE	[S/A] Circling an IR pointer around an aircraft to help the aircraft identify the FRIENDLY ground position. <div style="border: 3px double black; padding: 5px; margin: 10px auto; width: fit-content;"> <p style="text-align: center;">CAUTION This technique may damage night-vision devices.</p> </div>
ROTATOR	[EW] Moving target indicator returns that signifies a high probability of a rotating antenna.
ROVER	Platform is 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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
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 airborne target.
SEPARATE (ING)	[A/A] Leaving a specific engagement; may or may not reenter.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SEPARATION	<p>1. [A/A] Request for separation between two GROUPS. Response will include the follow-on GROUPS separation, altitude, and fill-ins.</p> <p>2. ** [A/A] (Range/Azimuth)</p> <p>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.</p>
SEAD	[A/S] Directive call to execute pre-briefed suppression of enemy air defenses (SEAD) contracts.
SET	<p>1. Set (or have set) a particular speed. May be indicated in knots or Mach.</p> <p>2. No longer slewing sensor and awaiting further updates.</p> <p>3. ** Overwatch aircraft is in position.</p>
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]	<p>* [A/S] [AIR-MAR] Shift laser, IR, radar, device energy, or aim point.</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p style="text-align: center;">NOTE</p> <p>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.</p> </div>

Table 2. Multi-Service Brevity Codes (Cont'd)	
SHOULDER	[MAR-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.
SHOOT	** [A/A] Directive communication to employ weapons on a contact, does not invoke targeting.
SHOOT POINT	[A/A] Directive call to SHOOT data link target sorting message, does not imply targeting responsibility.
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(ve) been fired.
SHOTGUN	[A/A] [A/S] [S/A] Pre-briefed weapons state.
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. Cancelled by SWEET.
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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
[system] SILENT	1. (time) [A/A] 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)	[EW] Radar warning receiver indication of SAM launch. See MUD and DIRT.
SINGLE	* [A/A] [AIR-MAR] One GROUP, CONTACT, etc.
SKATE	* [A/A] Informative or directive call to execute launch and leave tactics at a pre-briefed range. Modifiers can include LONG and SHORT.
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 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."
SLAPSHOT [type, bearing]	[A/S] [EW] Immediately employ a best available anti-radiation missile against a specified threat at the specified bearing.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
SMOKE	[A/S] Smoke marker used to mark a position.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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 anti-radiation 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, electronically (i.e., 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(D) [direction]	* [A/A] [S/A] Radar warning receiver indication of an AI 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] [S/A] Target destroyed. 2. [A/S] Weapons impact. 3. * [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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SPOOFER	[A/A] [EW] An entity employing electronic or tactical deception measures.
SPOOFING	* [S/A] Voice deception is being employed.
SPOT	1. [A/S] Acquisition of the reflected laser energy. 2. Platform is laser spot tracker capable.
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]	[A/A] Operate IFF/selective ID feature as indicated or IFF or selective ID feature is operating as indicated.
SQUAWKING [mode number]	* [A/A] [S/A] 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 GROUP criteria with an altitude separation in relation to each other (typically above >=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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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] Directive call to execute stated role (SEAD/SUPPORT/TARGET) and remain outside of a pre-briefed coordination range from known SAM locations.
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 (GEOREF), bearing and range, or data link point.
STATUS [phase]	1. [A/A] Request for an individual's tactical situation. 2. ** [A/A] [A/S] Directive call requesting amplifying information on current task or aircraft state. e.g., respond with WORKING, JONESING, VOID, 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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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] An IR man portable air defense system (MANPADS).
STRADDLE	[S/S] A spotting of STRADDLE is made for a multigun 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 (MPI) 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]	[A/A] [S/A] Turn off system indicated (e.g., STRANGLE PARROT).
STRENGTH	[A/A] [A/S] [S/A] [AIR-MAR] Numerical strength of a TRACK or GROUP.
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 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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
SUNRISE	[A/A] C2 sensors are available. Opposite of MIDNIGHT.
SUNSHINE	[A/S] Illuminating target with artificial illumination.
SUPPORT	Directive call to execute pre-briefed 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	* [SO] An identity applied to a track that is potentially hostile because of its characteristics, behavior, origin, or nationality.
SWEET	1. (mode, type) [A/A] [S/A] 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.
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.
SWITCHED	[A/A] Attacker is changing from one aircraft to another.
T-BIRD(S)	** [S/A] US Navy terminal ballistic missile defense missile.

Table 2. Multi-Service Brevity Codes (Cont'd)	
TAG [system, location]	1. [EW] Response to an emitter ambiguity resolution request (COLOR). 2. ** Informative call to a helicopter flight lead that the last aircraft of a flight is airborne.
TALON(S)	** [S/A] US Army Terminal High Altitude Area Defense (THAAD) missile.
TALLY	Sighting of a target, non-friendly aircraft, or enemy position. Opposite of NO JOY.
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).
TEN SECONDS	[A/S] Standby for (weapon) ON call in approximately 10 seconds.(e.g, LASER ON, TORCH ON, etc.)

Table 2. Multi-Service Brevity Codes (Cont'd)	
TERMINATE	[A/A] In training, cease local engagement without affecting the overall exercise.
TESLA	Mode V IFF.
THREAT [direction]	[A/A] Untargeted HOSTILE or 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 will conduct low altitude, high speed pass over or abeam a designated vessel. Do 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 commitment.
TIMBER	[E/W] Link 16 Network.
TIMBER CHANNEL	Stacked net within a 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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
TOY	[EW] high speed anti-radiation missile (HARM) targeting system (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	** [EW] [S/A] IR lock-on.
[system] TRACKING	** 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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
TROJAN	Deployment of air launch decoy.
TUMBLEWEED	I have limited situational awareness, (i.e., NO JOY, BLIND) and request information.
UNABLE	Cannot comply as requested or directed.
UNIFORM	Ultra-high frequency (UHF)/amplitude modulation (AM) radio.
VACANT	[A/S] Ground equipment not present at specific or tasked target location. Opposite of OCCUPIED.
VAMPIRE	[S/A] [AIR-MAR] Hostile anti-ship 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/1.5 mach.
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	VHF/AM radio.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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").
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]	[S/A] Air defense warning. Hostile attack is: (RED): Imminent or in progress. (YELLOW): Probable. (WHITE): Improbable.
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.
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.

Table 2. Multi-Service Brevity Codes (Cont'd)	
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.
WORDS	Directive or interrogative call regarding further information or directives pertinent to the mission.
WORK	1. Directive call to maneuver in stated cardinal. 2. [EW] Directive call to command geolocation.

Table 2. Multi-Service Brevity Codes (Cont'd)	
WORKING	<p>1. (system with location) [EW] Platform gathering electronic EOB on a designated emitter.</p> <p>2. [A/A] Platform executing electronic ID on a specific aircraft or GROUP to obtain ID necessary for BVR employment.</p>
YARDSTICK	[A/A] Use A/A tactical air navigation for ranging.
YELLOW	<p>** [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.</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>NOTE A specific loadout or fuel state should be determined during mission planning.</p> </div>
ZAP	Request for data link information.
ZIPLIP	Limit transmissions to critical information only.
ZOOM (in/out)	<p>* [EW] Increase or decrease the sensor's focal length.</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>NOTE ZOOM IN/OUT is normally followed by "ONE, TWO, THREE, or FOUR" to indicate the number of FOVs to change.</p> </div>

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Chapter II
STANDARD TACTICAL CHAT (TC) ABBREVIATIONS

Background

Due to the significant proliferation of 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, and 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 TC 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 fraged or airfield depending on context
A/S	airspace

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
AAR	1. after action review 2. air to air refueling
ABN	airborne
AFFIRM	affirmative
AFK	away from keyboard
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 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

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
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
imm	immediate
iso	in support of
ivo	in the vicinity of
k	request to acknowledge transmission
LKP	last known position
lnd	landed
LZ	landing zone
MAXORD	maximum ordnance altitude
mc	mission complete
message	single entry of text communication via TC

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
msn	mission
mx or maint	maintenance
neg	negative
net	a communication network defined by an operations order or unit standard operating procedure
nm	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
mnds	rounds
RON	remain overnight

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
ROZ	restricted operations zone
RP	release point
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

Table 3. Standard Tactical Chat Abbreviations (Cont'd)	
w/u	wheels up
wkg	working
wrt	with regard to
wspr	whisper
WX	weather
yw	you're welcome

**Chapter III
CATEGORY SYNOPSIS**

1. General Air Operations

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	COMEBACK	HARD
[High or Low]	[direction]	[left,right,direction]
ACCURACY	CONFIDENCE	HEADS UP
ALPHA CHECK	[level]	HIT(S)
ANCHOR	CONTACT	HOLD DOWN
[location]	CONTINUE	HOLD FIRE
ANGELS	CROWS(S)	HOLLOW
ANYFACE	CRUISE	HOME PLATE
AS FRAGGED	DASH [number]	HOMING
AUTHENTICATE	DATA	HOOK
AUTOCAT	[object, position]	HOSTILE
BASE	DEADEYE	HOT
[+/- number]	DIAMONDS	HOTDOG [color]
BEAD WINDOW	[with position]	HOTEL FOX
(system) BENT	DIRTY	IDLE
BINGO	DIVERT	INDEX
BITTERSWEET	DOLLY	INDIA
BLIND	DONORIZE(D)	IN THE DARK
BREAK AWAY	DROP(PING)	INTRUDER
BULLSEYE	FALCON(S)	JACKAL
BUSTER	FEET WET/DRY	JELLO
BUTTON	FENCE IN/OUT	JOKER
CEASE [activity]	FLAVOR	KICK [appropriate
CEASE	FOREST	frequency]
ENGAGEMENT	FOX MIKE	LAME DUCK
CEASE FIRE	FRIENDLY	LEVEL
CHATTERMARK	FUEL STATE	LIGHTBULB
[comm type]	[time or pounds]	LINER
CHECK CAPTURE	GADABOUT	LOWDOWN
CHECK DATA	[number]	MARK
[source]	GADGET	MARKPOINT
CHECK FOCUS	GATE	MARSHAL(LING)
CHECK TIDS	GINGERBREAD	METALLICA
CHERUBS	GOODWILL	MICKEY
CHICK(S)	GRANDSLAM	MINIMIZE
CLEAN	GREYHOUND	MOVER(S)
CLEARED	HANDSHAKE	NEUTRAL
CLOAK(ING)		OFFSET [direction]

PACMAN	SAM [direction]	TALLY
PADLOCKED	SAME	TECHINICAL
PANCAKE	SAUNTER	TIMBER CHANNEL
PARROT	SCRAM [direction]	TIMECHECK
PEDRO [NATO]	SET	TOGGLE
PIGEONS	SHADOW	[system]
[bearing, range]	SHOOTER	[system]
PLAYTIME	SHREW	TRACKING
[freq] POGO [freq]	[system] SICK	TRACK NUMBER
[type] POINT	[system] SILENT	[number]
POPCORN	SKINNY	TROJAN
POPEYE	SKIP IT	TUMBLEWEED
POSIT	SLANT	UNABLE
POST ATTACK	SLEW	UNIFORM
[direction, directive]	SMASH [ON/OFF]	VECTOR [heading]
PULSE	SNAP	VICTOR
PUSH [channel]	SOUR	VISUAL
QUAIL	SPIDER	WEAPONS [status]
RECYCLE [system]	SPLIT	WHAT LUCK
REFERENCE	SPOT	WILCO
[direction or	STACK	WINCHESTER
heading]	STAKE	WOOD
RENEGADE	STARE [laser code,	WORDS
REPORTED	reference point]	WORK
[information]	SUPPORT	ZAP
RÉTROGRADE	SWEET	ZIPLIP
(ING)	SWITCH [ITEM]	ZOOM
ROGER	TAG	
ROVER	[system, location]	

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

These are general air-to-air employment terms for fighters and controllers.

ACTION	BLOWING	BUDDY SPIKE
ALARM	THROUGH	[position, heading,
ANCHORED	BOGEY	altitude]
[location]	BOGEY DOPE	BUGOUT [direction]
[direction] ARM	BOX	CAP(ING) [location]
AVALANCHE	BRAA	CATALOG
AZIMUTH	BRACKET	CHAMPAGNE
BANDIT	[direction]	CHEAPSHOT
BANZAI	BREAK [direction]	CHECK [number,
BEAM [direction]	BUDDY LOCK	left or right]
BEAM RIDER	[position, heading,	CHERRY
[direction]	altitude]	CLEAN
BLOW THROUGH		CLEARED TO
		ENGAGE

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

REMINGTON	SMELL [type]	SUPPORTING
RESET	SNOOZE	SWEET
RESUME	SORT	SWEPT
RIDER	SORTED	[subcardinal
ROLEX [+/- time]	SOUR	direction]
RUMBA	SPADES	SWITCHED
SADDLED	SPIKE(D)	TARGET
SANDWICHED	SPIN	TARGETED
SCRAM [direction]	SPITTER [direction]	TERMINATE
SCRAMBLE	SPLASH(ED)	THREAT [direction]
SCRUB	SPOOFER	THROTTLES
SEPARATE(ING)	SQUAWK [mode,	TIED
SEPARATION	code]	TIGER
SHACKLE	SQUAWKING	TIMEOUT
SHOOT	[mode number]	TRASHED
SHOOT POINT	STACK	VANISHED
SHOTGUN	STANDOFF [role]	VERY FAST
SIDE KICK	STATUS [phase]	VERY SLOW
[system] SILENT	STERN	VIC
SINGLE	STIFF ARM	WALL
SKATE	STINGER	WEDGE
SKOSH	STRANGER	WEIGHTED
SLICE/SLICEBACK	STRANGLE	[cardinal direction]
[left or right]	[system]	WHAT STATE
SLIDE	STRENGTH	WIDE
SLOW	STRIPPED	WORKING
SNAP	STROBE(S)	YARDSTICK
SNAPLOCK	[bearing]	YELLOW
[BRAA]	SUNRISE	

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

These are general air-to-surface employment terms for attack aircraft and controllers.

ACTION	[time]	MUD [type with direction, range if able]
ARIZONA	EXTEND(ING)	NAILS [direction]
ATTACK	[direction]	NEGATIVE LASER
[number, weapon type] AWAY	FARM	[object] NO FACTOR
BAD MAP	FLASH [system]	NO JOY
BANDIT	FLASHLIGHT	NOTCH(ING)
BANZAI	FLY-BY	[direction]
BEAM RIDER	GOALIE	OCCUPIED
[direction]	GOALIE, GOALIE,	OFF [direction]
BRACKET	GOALIE [CALL SIGN]	PICTURE
[direction]	GOGGLE/	PIG(S)
BROKEN SPUR	DEGOGGLE	PINBALL
BUDDY	GOGGLES [on/off]	PING
(LASE or GUIDE)	GREEN	POP
BUGOUT [direction]	GUNS	[type] POSTURE
BUZZSAW	HANDSHAKE	PRESS
[target or object]	HIT(S)	RED
CAPTURED	HOLLOW	REMINGTON
CATALOG	HOUNDDOG	RE-STAKE
CHECK FIRE(ING)	ICE	RIFLE [number, time]
CHERRY	IN [direction]	RIPPLE
CLEARED HOT	INVESTIGATE	ROLEX [+/- time]
CLEARED TO ENGAGE	JINK	SCAN
CLOVER [left or right]	JONESING	SEAD
COLD	KNOCK-IT-OFF	SHIFT [direction, track number]
COME OFF	LASER ON	SHOPPING
[direction]	LASING	SHOTGUN
CONTACT	LEAD-TRAIL	SKUNK
CONTINUE DRY	LEAN [direction]	SLAPSHOT [type, bearing]
COVER	LOOKING	SLIDE
DECLUTTER	MAGNUM [system, location]	SLIP(PING)
DEFENDING	MAP	SMACK
[direction]	MAP COMPLETE	SMOKE
DEFENSIVE	MAPPING	SNAKE
DETAILS	MARK	SNIPER [type, location (range, bearing)]
DROP(PING)	MATCH [type]	
ENGAGE	MELD	
ENGAGEMENT COMPLETE	MILLER TIME	
	MONITOR(ING)	
EXPECT HOLLOW	[GROUP or object]	
28 MAY 2020		SORTED

SPARKLE	STEADY	TIMEOUT
SPLASH(ED)	STRENGTH	TRACK [direction]
SPOT	STROKE	VACANT
SPUR RIDE	SUNSHINE	WAGON [left/right]
SQUIRTER	TRACK [direction]	YELLOW Surface-
STAKE	TARGET	to-air (S/A)
STANDOFF [role]	TARGETABLE	
STATUS [phase]	TEN SECONDS	

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

These are general surface-to-air employment terms for coordination and deconfliction.

ACTION	ENGAGE	SATURATED
[weapon] AFFIRM	FADED	SCRAM [direction]
[number, weapon type] AWAY	FIREBALL	SCRUB
AZIMUTH	FULL	SHOTGUN
BIG STICK	GENESIS [location]	SOUR
BIRD(S)	GOPHER	SPADES
BOGEY	HIGH	SPIKE(D) [direction]
BOGET DOPE	ICE	SPLASH(ED)
BOOSTER	KILL	SPOOFING [NATO]
BRAA	LEAKER(S)	SQUAWKING
BROWNING	[status] LIGHT	STINGER
CHERRY	MOSQUITO	STRANGLE
CLUSTER	[weapon] NEGATE	STRENGTH
COMMIT	[object] NO	SWEET
COVER	FACTOR	T-BIRD(S)
COVEY	NO JOY	TALON(S)
CRATER [location]	NOTCH(ING)	TARGET
DECLARE	[direction]	TIMEOUT
DELOUSE	POP-UP	TRASHED
DIRT	REDWOOD	VAMPIRE
DOG [status]	RESET	VANISHED
DUST	RIDER	VERY FAST
EAGLE(S)	RIPPLE	VERY SLOW
	ROPE	WARNING [color]

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

BULLDOG	NEGLEGT	SPARKLE
CHECK FIRE(ING)	MARK	SPLASH(ED)
CHECK SOLUTION	MATCH [type]	SQUIRTER
DARK STAR	REPEAT	STRADDLE
FLASH [system]	RIPPED CHUTE	SUMMIT
LASER ON	SHOT	TARGET
LASING	SMACK	TRACK [direction]

6. Electromagnetic Warfare (EW) Integration

[system] ACTIVE [location, direction]	FEELER [NATO]	SINGER [type, direction]
ADD [system, category]	FERRET [NATO]	SLAPSHOT [type, bearing]
ALARM	GENIE	SLIDE
ALLIGATOR	GRIDIRON [NATO]	SLOPE
ARIZONA	HOOTER	SNEAKER [NATO]
ASLEEP	HUSH [NATO]	SNIFF [type]
AWAKE	JAM	SNIPER [type, location (range, bearing)]
BAY [NATO]	JAMMER	SNOOZE
BLOTTER [NATO]	MAGNUM [system, location]	SPOOFER
BUZZER	MUD [type with direction, range if able]	STANDOFF [role]
CANDYGRAM	PHANTOM [NATO]	TAG [system, location]
CANYON [NATO]	PILLOW	TIMBER
CLAM [NATO]	PINNACLE [NATO]	TOY
CLIFF	POND [NATO]	TRACKING
COLOR [system, direction]	PUPPIES [NATO]	TRAVEL [NATO]
CRISS CROSS [NATO]	RACKET	TRESPASS
CURVE [NATO]	REFINE	[system, position]
[system] DOWN [location, direction]	RENT	WOOFER [NATO]
DROP(PING)	ROTATOR	WORK
DUFFER	SCRAM [direction]	WORKING
EMPTY	[system] SILENT [NATO]	ZOOM [in/out]

7. Maritime Air Operations (AIR-MAR)

AVALANCHE	CONTAINER	FLY-BY
AZIMUTH	COVER	GORILLA
BANDIT	DECLARE	GREEN
BRUISER	DEEP	GROUP
BUGOUT [direction]	DELTA	HEAVY
BULLRING	[altitude] [position]	HOUNDDOG
CATALOG	DETAILS	ID
CHAMPAGNE	ECHELON	INTERROGATE
CHARLIE	[subcardinal direction]	INVESTIGATE
CHECKPRINT [track number]	FADED	LADDER
COLD	FAKER	LEAD-TRAIL
COLOR [system, position]	FATHER	LEAKER(S)
	FLASHLIGHT	LINE ABREAST
		LOOKING

MANEUVER [azimuth, range, altitude]	RED	SWEPT [subcardinal direction]
MATCH [type]	RIFLE [number, time]	TARGET
MELD	RIPPLE	THUMP
MIRROR BEAM	ROBBER	TRACK [direction]
MONITOR(ING) [group or object]	SHIFT [direction, track number]	VAMPIRE
MOTHER	SINGLE	VIC
NEW PICTURE	SKUNK	WALL
PAINT(S)	SLEDGEHAMMER	WEDGE
PEPPER	SMACK	WEIGHTED [subcardinal direction]
PICTURE	SORTED	WIDE
PINPOINT	SPADES	YELLOW
RANGE	STINGER	
RIFLE [number, time]	STRENGTH	
	STROKE	

8. Maritime Operations (MAR-MAR)

[direction] ARM	INTERROGATE	SHOULDER
BLOCK	PAINT(S)	

9. Space Operations (SO)

ALARM	DEPLOY	NEUTRAL
BANDIT	DUSTY	NO FACTOR
BLANK	FRIENDLY	RESET
BOGEY	FURBALL	SCRAM
BUMP	FUZZY	SHADOW
CHAMELEON	HUSH	SLIDE
COVER	INTRUDER	SNOOZE
CREEP	KOMODO	STALKER
DAISY	LOOK-THROUGH	SUSPECT
DELOUSE	MUDDY	TRESPASS

10. NATO-specific Terms

BAY	GADABOUT	POND
BLOTTER	GRIDIRON	POST ATTACK
CANYON	HOMING	PUPPIES
CLAM	HUSH	RUMBA
CRISS CROSS	PACMAN	SCAN
CURVE	PANCAKE	(system) SILENT
FAN_TACK__	PEDRO	SNEAKER
FEELER	PHANTOM	SPOOFING
FERRET	PINNACLE	TRAVEL
	POLAR BEAR	WOOFER

REFERENCES

North Atlantic Treaty Organization Publications

Allied Procedural Publication -7(F)(Version 3), Joint Brevity Words Publication,
16 April 2020.

GLOSSARY

PART I – ABBREVIATIONS AND ACRONYMS

A

A/A	air-to-air
AFTTP	Air Force tactics, techniques, and procedures
AI	airborne interceptor
AIM	air intercept missile
AIR-MAR	maritime air
ALSA	Air Land Sea Application (Center)
AM	amplitude modulation
APP	allied procedural publication
A/S	air-to-surface
ATP	Army Techniques Publications

B

BVR	beyond visual range
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C

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

D

EA	electronic attack
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E

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

F, G

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

G

GFC	ground force commander
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	H
HARM	high speed anti-radiation missile
HEL	high-energy laser
HLZ	helicopter landing zone
HTS	HARM targeting system
	I
IAW	in accordance with
ID	identification
IFF	identification, friend or foe
IR	infrared
ISR	intelligence, surveillance, and reconnaissance
	J, K
JTAC	joint terminal attack controller
	L
LZ	landing zone
	M
MCRP	Marine Corps reference publication
MPRF	medium pulse repetition frequency
MSL	mean sea level
	N, O
NATO	North Atlantic Treaty Organization
NPG	network participation group
NTTP	Navy tactics, techniques, and procedures
NWDC	Navy Warfare Development Command
	P, Q
PID	positive identification
	R
ROE	rules of engagement
ROZ	restricted operations zone
	S
S/A	surface-to-air
SAM	surface to-air missile
SAR	synthetic aperture radar

SEAD	suppression of enemy air defenses
SO	space operations
SPINS	special instructions
S/S	surface-to-surface
	T
TC	tactical chat
THAAD	Terminal High Altitude Area Defense missile
	U
UHF	ultrahigh frequency
US	United States
USAF	United States Air Force
USMC	United States Marine Corps
	V, W, X, Y, Z
VHF	very high frequency

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By Order of the Secretary of the Army

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