

## STATUS CODES

**ANGELS:** Height of FRIENDLY aircraft in thousands of feet from mean seal level (MSL).

**BINGO:** \* Prebriefed fuel state needed for recovery.

**FUEL STATE (time/pounds):** \* Aircraft fuel quantity, expressed in time or pounds, remaining until BINGO. FUEL STATE can be used as request for information. "FUEL STATE [time/pounds]" represents current status of platform.

**WINCHESTER:** No ordnance remaining.

**MILLER TIME:** [A/S] Completion of A/S ordnance delivery. Generally used by the last striker in conjunction.

## AWARENESS CODES

**TALLY:** Sighting target, non-friendly aircraft, or enemy position.

**NO JOY:** \* [A/A] [A/S] [S/A] [SO] Aircrew does not have visual contact with the TARGET or BANDIT. Opposite of TALLY.

**VISUAL:** Sighting FRIENDLY aircraft or ground position or ship.

**BLIND:** No visual on FRIENDLY aircraft, ship, or ground position.

**CONTACT(S):** Sensor information at the stated position.  
Similar to tally/visual, but for sensors

**MERGE:** [A/A] FRIENDLIES and targets have arrived in the visual arena.  
Typically used to indicate you have close contact to a bandit

**NOTCH(ING) [direction]:** \* [A/A] [A/S] [S/A] Aircraft is in a defensive position. Maneuver(ing) with reference to a threat.

**DEFENSIVE:** [A/A] [A/S] Aircraft is under attack, maneuvering defensively, and unable to ensure deconfliction or mutual support.

## RWR CODES

**SPIKE:** \* [A/A] [S/A] Radar warning receiver indication of an air or SAM threat in track or launch.

**NAILS:** [A/A] Radar warning receiver indication of airborne interceptor radar in search.

**NAKED:** [A/A] No radar warning receiver indications.  
PHA: Calls that include the position, heading, AND altitude

**RAYGUN [PHA]:** 1. [A/A] Radar lock-on to unknown aircraft.  
2. [A/A] A request for a BUDDY SPIKE reply FRIENDLY aircraft meeting these parameters.

**BUDDY SPIKE [PHA]:** [A/A] FRIENDLY system radar lock-in indication of radar warning receiver.

**BUDDY LOCK [PHA]:** [A/A] Radar locked to a known FRIENDLY aircraft. Normally, a response to SPIKED or BUDDY SPIKE

**DIRT:** \*\* [S/A] Radar warning receiver indication of surface threat in search mode.

**SINGER [type, direction]:** [EW] Radar warning receiver indication of SAM launch.

**MUD (type, direction):** 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.



## UNIT CODES

**BANDIT:** [A/A] [AIR-MAR] Positively identified as an enemy in accordance with (IAW) theater ID criteria. The term does not imply direction or authority to engage.

**BOGEY:** [A/A] [S/A] [SO] A CONTACT whose identity is unknown.

**MOTHER:** [AIR-MAR] Parent ship.

## TASK CODES

**CAS:** Strictly "Close Air Support".  
Typically communicating and supporting friendly ground forces

**CAP:** Strictly "Combat Air Patrol".

- [A/A] Establish a combat air patrol at a specified point, used prior to committing forces in support of a defensive operation.
- [A/A] Aircraft is established in an orbit.

**STRIKE:** \*\*\* [A/S] Execute the contracts of prebriefed destruction of enemy infrastructure, logistics, or other emplacement.

**SEAD:** \*\* [A/S] Execute the contracts of prebriefed Suppression Enemy Air Defenses.

**DEAD:** \*\*\* [A/S] Execute the contracts of prebriefed Destruction of Enemy Air Defenses.

## ASPECT CODES

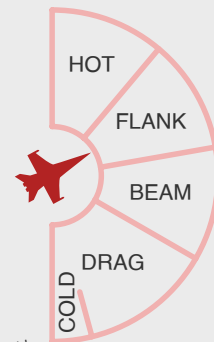
**HOT:** 1. [A/A] Initiate a turn in the CAP toward anticipated threats.  
2. \* [A/A] [AIR-MAR] CONTACT aspect stabilized 160–180 degrees from tail or 0–20 degrees from nose.  
3. [A/A] Intercept geometry will result passing in front of the target.  
4. [A/S] Area expected to receive fire (enemy or FRIENDLY).

**FLANK [direction]:** \* [A/A] CONTACT aspect stabilized 120–150 degrees from tail or 30–60 degrees from nose.

**BEAM [direction]:** [A/A] CONTACT aspect stabilized 70–110 degrees from nose.

**DRAG [direction]:** \* [A/A] Contact aspect stabilized 0–60 degrees from tail or 120–180 degrees from nose.

**COLD:** 1. [A/A] Initiate a turn in the CAP away from the anticipated threats.  
2. \* [A/A] [AIR-MAR] CONTACT aspect stabilized 0–20 degrees from tail or 160–180 degrees from nose.  
3. \* [A/A] Intercept geometry will result passing behind the target.  
4. \* [A/S] Area not expected to receive fire (enemy or FRIENDLY).



[Direction] given with cardinal directions i.e. North

**Note:** In most cases "Hot" or "Cold" is enough information to make decisions on.

## KEY CODES

Values trailing codes can be [required] or [optional].  
"/" denotes "or", "&" denotes "and".

[A/A]: air-to-air	[S/A]: surface-to-air	* Differs from NATO.
[A/S]: air-to-surface (A/G)	[S/S]: surface-to-surface	** Not a NATO brevity word.
[AIR-MAR]: maritime air	[EW]: Electromagnetic Warfare	*** Editor added brevity word.
[MAR]: maritime-to-maritime	[SO]: Space Operations	No caveat Denotes a general brevity code.

## WEAPONS

## A/A

**FOX [number, altitude]:** [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.

**SPLASH(ED):** [A/A] [A/S] [S/A] Hit observed with valid desired weapon effect against a target.

## A/S A/G

**PICKLE:** [A/S] Simulated or actual release of (A/S) weapons.

**BRUISER:** \* [A/S] FRIENDLY air-launched, antiship missile.

**MAGNUM [system, (location)]:** [A/S] [EW] Launch of FRIENDLY antiradiation missile.

**RIFLE (number, time):** \* [A/S] [AIR-MAR] FRIENDLY A/S missile launch.

**SHACK:** \*\*\* [A/S] Weapons observed impacting with good effect.  
More specific callouts over more general callouts. i.e. HARM=MAGNUM