



## VNAO CVW-14

# Brevity Codes, Abbreviations and Acronyms

Listed below are common **brevity code** words used during our combat and training missions. Some you may use as a pilot and some you may hear from C2(command and control) or AWACS. Also included in this document are commonly used military **abbreviations and acronyms**.

### **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<sup>1</sup>.

### **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 includes brevity codes used in multi-Service operations and codes unique to Naval operations. All Services agree to these brevity code meanings<sup>1</sup>.

All definitions, abbreviations and acronyms are taken from the MULTI-SERVICE TACTICS, TECHNIQUES, AND PROCEDURES FOR MULTI-SERVICE (MTTP) BREVITY CODES publication, a product of Air Land Sea Application (ALSA).

### KEY

[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.

[EW] Brevity code meaning applies to electromagnetic warfare (EW) operations or communications.

[AIR-MAR] Brevity code meaning applies to maritime air (AIRMAR) operations or communications.

<b>ABORT</b>	Cease action or terminate the attack prior to weapons release or event or mission.
<b>ALPHA CHECK</b>	Request for confirmation of bearing and range from aircraft to described point.
<b>ANGELS</b>	Height of FRIENDLY aircraft in thousands of feet from mean sea level (MSL).
<b>ARIZONA</b>	[A/S] [EW] No anti-radiation missile ordnance remaining.
<b>AS FRAGGED</b>	Unit or element will be performing exactly as briefed or scheduled.
<b>[number, weapon] AWAY</b>	[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. NOTE Include launch location in BULLSEYE format and weapons track direction when appropriate.
<b>BANDIT</b>	[A/A] [AIR-MAR] Positively identified as an enemy IAW theater ID criteria.
<b>BINGO</b>	Pre-briefed fuel state needed for recovery.
<b>BLIND</b>	No visual contact with FRIENDLY aircraft, ship or ground position. Opposite of VISUAL.
<b>BOGEY</b>	[A/A] [S/A] A CONTACT whose identity is unknown.
<b>BOGEY DOPE</b>	[A/A] [S/A] Request for information on indicated or closest GROUP in BRAA format (with appropriate fill-ins).
<b>BRAA</b>	[A/A] [S/A] The following information is in a tactical control format providing target bearing, range, altitude, and aspect (BRAA) relative to the specified FRIENDLY aircraft.
<b>BUDDY LOCK [pos,hdg,alt]</b>	[A/A] Radar locked to a known FRIENDLY aircraft. Normally a response to a SPIKED or BUDDY SPIKE calls.
<b>BUDDY SPIKE</b>	[A/A] FRIENDLY system radar lock-on indication on radar warning receiver.
<b>BUGOUT</b>	[A/A] [A/S] [AIR-MAR] Separation from a particular engagement or attack or operation with no intent to re-engage or return.

<b>BULLSEYE</b>	An established reference point from which the position of an object can be referenced by bearing (magnetic) and range (nautical miles) from this point.
<b>BUSTER</b>	Fly at maximum continuous speed (military power).
<b>CAP(ing) [location]</b>	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.
<b>CLEAN</b>	[A/A] No sensor information ( <u>Radar</u> ) on a GROUP of interest.
<b>CHARLIE</b>	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).
<b>COLD</b>	[A/A] Initiate(ing) a turn in the combat air patrol away from the anticipated threats
<b>COMMIT</b>	[A/A] [S/A] Intercept the GROUP(S) of interest. 2. [A/A] Set briefed intercept geometry.
<b>CONTACT(S)</b>	[A/A] Individual radar return within a GROUP or ARM.
<b>CRANK [direction]</b>	[A/A] Maneuver in the direction indicated. Implies illuminating targets at or near radar GIMBAL limits.
<b>CRUISE</b>	Return to cruise speed (after BUSTER or GATE).
<b>DECLARE</b>	[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.
<b>DEFENDING</b>	[A/A] [A/S] Aircraft is in a defensive position and maneuvering with reference to a SAM threat.
<b>DEFENSIVE</b>	[A/A] [A/S] Aircraft is under attack, maneuvering defensively, and unable to ensure deconfliction or mutual support.
<b>DROP(PING)</b>	[A/A] [A/S] Stop or stopping monitoring of specified emitter or target or GROUP and resume(ing) search responsibilities.
<b>ENGAGED</b>	[A/A] Call from an aircraft maneuvering in the visual arena to relinquish deconfliction responsibilities.

<b>EXTEND(ING) [direction]</b>	[A/A] [A/S] Short-term maneuver to gain energy, distance, or separation with the intent of reengaging.
<b>FADED</b>	[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.
<b>FAST</b>	[A/A] Target speed of 600–900 knots ground speed or Mach 1.0 to 1.5.
<b>FENCE [in/out]</b>	Set cockpit switches as appropriate before entering or exiting the combat area.
<b>FEET WET/DRY</b>	Flying over water or land.
<b>FLANK [direction]</b>	[A/A] CONTACT aspect stabilized at 120–150 degrees angle from tail or 30–60 degrees angle from nose.
<b>FOX [#]</b>	[A/A] Simulated or actual launch of A/A weapons. (ONE): Semi active radar-guided missile. (TWO): IR-guided missile. (THREE): Active radar-guided missile.
<b>FURBALL</b>	[A/A] Non-FRIENDLY aircraft and FRIENDLY aircraft are inside of 5 nautical miles of each other. Can be a response to a DECLARE request.
<b>GATE</b> power.	Fly as quickly as possible, using afterburner or maximum power.
<b>GIMBAL</b>	[A/A] Sensor target is approaching azimuth or elevation tracking limits.
<b>GUNS</b>	[A/A] [A/S] Aircraft gun is being employed.
<b>HIGH</b>	[A/A] [S/A] CONTACT is greater than 40,000 ft MSL.
<b>HITS</b>	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.
<b>HOLDING HANDS</b>	[A/A] Aircraft in visual formation.
<b>HOMEPLATE</b>	Home airfield or ship.

<b>HOT</b>	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).
<b>JINK</b>	[A/A] [A/S] Perform an unpredictable maneuver to negate a tracking solution.
<b>JOKER</b>	Fuel state above BINGO at which separation or BUGOUT or event termination should begin.
<b>KNOCK IT OFF</b>	[A/A] [A/S] Cease all air combat maneuvers, attacks, activities, or exercises (training use only).
<b>LOCKED</b>	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.
<b>LOST LOCK</b>	[A/A] Loss of host radar or IR lock-on.
<b>LOW</b>	[A/A] A CONTACT less than 5,000 ft above ground level.
<b>MAGNUM</b>	[A/S] [EW] Launch of a FRIENDLY anti-radiation missile.
<b>MERGE(D)</b>	[A/A] FRIENDLIES and targets have arrived in the visual arena.
<b>MILLER TIME</b>	[A/S] Completion of A/S ordnance delivery. Generally used by the last striker in conjunction with a pre-coordinated egress plan.
<b>MOTHER</b>	[AIR-MAR] Parent ship.
<b>MOVER</b>	Unidentified surface vehicle(s) in motion.
<b>MUD [type, direction, rng]</b>	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.
<b>MUSIC</b>	[A/A] Radar electronic deceptive jamming.
<b>NAILS</b>	[A/A] Radar warning receiver indication of airborne interceptor (AI) radar in search.
<b>NAKED</b>	No radar warning receiver ( <u>RWR</u> ) indications.
<b>NEW PICTURE</b>	[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.

<b>NO JOY</b>	[A/A] [A/S] [S/A] Aircrew does not have visual contact with the TARGET or BANDIT. Opposite of TALLY.
<b>[object] NO FACTOR</b>	[A/A] [A/S] [S/A] Stated [object] is not a threat.
<b>NOTCH(ING)</b>	[A/A] [A/S] [S/A] Aircraft is in a defensive position. Maneuver(ing) with reference to a threat.
<b>OFFSET [direction]</b>	Maneuver in a specified direction with reference to the target.
<b>PICTURE</b>	[A/A] [A/S] [AIR-MAR] A request to provide information pertinent to the mission in a digital bullseye format unless briefed otherwise.
<b>PIG</b>	[A/S] FRIENDLY glide weapon.
<b>PITBULL</b>	[A/A] Air intercept missile (AIM)-120 is at MPRF active range.
<b>PLAYTIME</b>	Amount of time an aircraft can remain on station, given in hours plus minutes (e.g., ONE PLUS THIRTY equals 1 hour and 30 minutes).
<b>POPEYE</b>	Flying in clouds or an area of reduced visibility.
<b>RAYGUN [pos, hdg, alt]</b>	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.
<b>RESET</b>	[A/A] [S/A] [SO] Proceed to a prebriefed position or area of operations.
<b>REMINGTON</b>	[A/A] [A/S] No ordinance remaining except gun or self-protect ammo.
<b>RIFLE [number, time]</b>	[A/S] [AIR-MAR] FRIENDLY A/S missile launch. Option to add follow on modifiers for number of munitions and/or time of flight.
<b>SADDLED</b>	[A/A] Wingman or element has returned to a briefed formation position.
<b>SAM [direction]</b>	Visual acquisition of a SAM in flight or a SAM launch; should include position.
<b>SEAD</b>	[A/S] Directive call to execute prebriefed suppression of enemy air defenses (SEAD) contracts.
<b>SKIP IT</b>	Directive call for a specific platform to not engage the indicated track. Usually followed with further directions.

<b>SNAP</b>	[A/A] Fighter request for immediate BRAA call (with appropriate fill-ins) to the GROUP described. Indicates fighter intent to intercept or join.
<b>SORT</b>	[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.
<b>SORTED</b>	[A/A] [A/S] [AIR-MAR] Sort responsibility within a GROUP has been met.
<b>SPASH</b>	1. [A/A] [S/A] Target destroyed. 2. [A/S] Weapons impact.
<b>SPIKE</b>	[A/A] [S/A] Radar warning receiver indication of an AI threat in track or launch.
<b>SQUAWK</b>	[A/A] Operate IFF/selective ID feature as indicated or IFF or selective ID feature is operating as indicated.
<b>STROBE</b>	[A/A] Radar indication(s) of noise jamming.
<b>TALLY</b>	Sighting of a target, non-friendly aircraft, or enemy position. Opposite of NO JOY.
<b>TARGET</b>	[A/A] [A/S] [S/A] [AIR-MAR] Assignment of targeting responsibilities.
<b>TARGETED</b>	[A/A] Fighter has acquired assigned GROUP and has assumed responsibility for it.
<b>TIMEOUT</b>	[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.
<b>THREAT</b>	[A/A] Untargeted HOSTILE or BANDIT or BOGEY is within a briefed range of a FRIENDLY aircraft.
<b>UNABLE</b>	Cannot comply as requested or directed.
<b>VANISHED</b>	[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.
<b>VERY FAST</b>	[A/A] [S/A] Target speed greater than 900 knots/1.5 mach.

<b>VISUAL</b>	Sighting of a FRIENDLY aircraft or ground position or ship. Opposite of BLIND.
<b>WEAPONS [status]</b>	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.
<b>WINCHESTER</b>	No ordnance remaining.
<b>YARDSTICK</b>	[A/A] Use A/A tactical air navigation for ranging.
<b>ZIPLIP</b>	Limit transmissions to critical information only.

### **ABBREVIATIONS AND ACRONYMS**

#### **A**

A/A	air-to-air
AFTTP	Air Force tactics, techniques, and procedures
AGL	above ground level
AI	airborne interceptor
AIM	air intercept missile
AIR-MAR	maritime air
ALSA	Air Land Sea Application (Center)
AM	amplitude modulation
AO	area of operation
A/S	air-to-surface
AWACS	airborne warning and control system

**B**

BVR beyond visual range

**C**

C2 command and control

C3 command, control and communication

CAP combat air patrol

CAS close air support

CDE collateral damage estimation

CVN aircraft carrier, nuclear powered

CVW carrier air wing

**D**

DEAD destruction of enemy air defenses

DME distance measuring equipment

**E**

EA electronic attack

EO electro-optical

EOB electronic order of battle

EW electromagnetic warfare

**F, G**

FAC(A) forward air controller (airborne)

FARP forward arming and refueling point

FM frequency modulation

FOV field of view

**G**

GFC ground force commander

## 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

MPRF medium pulse repetition frequency

MSL mean sea level

## N, O

NATO North Atlantic Treaty Organization

NATOPS Naval Air Training and Operating Procedures Standardization

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

SPINS special instructions

S/S surface-to-surface

SSSC surface subsurface surveillance control

SOP standard operating procedure

**T**

TC tactical chat

THAAD Terminal High Altitude Area Defense missile

**U**

UHF ultrahigh frequency

**V, W, X, Y, Z**

VHF very high frequency

Work Cited:

1. "BREVITY." *Army Publishing Directorate*, 2 April 2021,  
[https://armypubs.army.mil/epubs/DR\\_pubs/DR\\_a/ARN32045-ATP\\_1-02.1-001-WEB-3.pdf](https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN32045-ATP_1-02.1-001-WEB-3.pdf).  
Accessed 24 February 2022.

[https://armypubs.army.mil/epubs/DR\\_pubs/DR\\_a/ARN32045-ATP\\_1-02.1-001-WEB-3.pdf](https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN32045-ATP_1-02.1-001-WEB-3.pdf)