

GAMEPLAN		PASS 1					PASS 2						PASS 1					PASS 2																								
	TYPE CONTROL	1		2		3		1		2		3		TYPE CONTROL	1		2		3		1		2		3																	
	ATTACK METHOD	BOC		BOT				BOC		BOT				ATTACK METHOD	BOC		BOT				BOC		BOT																			
	TYPE + NUMBER ORDNANCE																					TYPE + NUMBER ORDNANCE																				
	RIPPLE + INTERVAL																					RIPPLE + INTERVAL																				
	FUSE SETTINGS		BURST ALTITUDE					BURST ALTITUDE					FUSE SETTINGS		BURST ALTITUDE					BURST ALTITUDE																						
9-LINE	1. IP/BP																					1. IP/BP																				
	2. HEADING		OFFSET					OFFSET					2. HEADING		OFFSET					OFFSET																						
	3. DISTANCE																					3. DISTANCE																				
	4. TARGET ELEVATION																					4. TARGET ELEVATION																				
	5. TARGET DESCRIPTION																					5. TARGET DESCRIPTION																				
	6. TARGET LOCATION	N			BULLSEYE		N			BULLSEYE		6. TARGET LOCATION	N			BULLSEYE		N			BULLSEYE		6. TARGET LOCATION	N			BULLSEYE															
		E					E						E					E						E																		
	VISUAL / OFFSET																					VISUAL / OFFSET																				
	7. TYPE MARK/ TERMINAL GUIDANCE	NONE	WILLIE PETE	SMOKE	SPARKLE	LASER	NONE	WILLIE PETE	SMOKE	SPARKLE	LASER	7. TYPE MARK/ TERMINAL GUIDANCE	NONE	WILLIE PETE	SMOKE	SPARKLE	LASER	NONE	WILLIE PETE	SMOKE	SPARKLE	LASER	7. TYPE MARK/ TERMINAL GUIDANCE	NONE	WILLIE PETE	SMOKE	SPARKLE	LASER														
8. FRIENDLIES																					8. FRIENDLIES																					
9. EGRESS																					9. EGRESS																					
RESTRICTIONS	REMARKS																					REMARKS																				
	Surface to Air Threat Weather Hazards Friendly Mark Additional calls																					Surface to Air Threat Weather Hazards Friendly Mark Additional calls																				
	FINAL ATTACK HDG																					FINAL ATTACK HDG																				
	ALTITUDE																					ALTITUDE																				
	TOT / TTT																					TOT / TTT																				