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| **LACE REPORT** Used to report status after contact with the enemy. |
| **LINE 1** -- *(L)* LIQUID \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **LINE 2** -- *(A)* AMMO\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **LINE 3** -- *(C)* CASUALTIES\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **LINE 4** -- *(E)* EQUIPMENT\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

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| **GOTWA** Used to leave a 5 point contingency plan. |
| **LINE 1** -- *(G)* where I'm Going \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **LINE 2** -- *(O)* Others I'm taking \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **LINE 3** -- *(T)* Time of my return \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **LINE 4** -- *(W)* What to do if I don't return \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **LINE 5** -- *(A)* Actions to take if I'm hit and Actions to take if you're hit \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| **SALUTE REPORT** |
| **LINE 1 --** *(S)*  **Size of Unit \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **LINE 2 --** *(A)*  **Activity of Unit \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **LINE 3 --** *(L)*  **Location of Unit \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **LINE 4 --** *(U)*  **Unit / Uniform \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **LINE 5 --** *(T)*  **Time \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **LINE 6 --** *(E)*  **Equipment unit has \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |

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