### AAR REQUEST

TKR C/S + BRAA
CONFIG (BASKET / BOOM)
REFUEL ALTITUDE

REFUELING FREQUENCY
YARDSTICK

REMARKS

# CHECK OUT

C/S - POSIT - REC.BASE/TYPE

PLAYTIME - ORDNANCE REM.

RECOVERY INSTRUCTIONS
PIDGEON - MRR
BASE STATUS (VFR/IFR, RWY)
CHECK INFLT-RPT

# RETASKING

CHECK IN FLOW

C/S - POSIT - (IFR) - ALT

AUTH - DEVIATIONS / ABORT

(AUTH) - RADAR/IDENT - QNH

IFF (SWEET/SOUR)

PICTURE

LOWDOWN

STATUS SUPPORTING ASSETS

**WORKING FREQ** 

TRANSFER CONTROL

TASK / MISSION
LOCATION
ENY SITUATION (TARGET)
THREAT
FRIENDLIES

ORDNANCE (RESTRICTION/REQUEST)
REMARKS

CONTROL (SCAR, WD)

# SCRAMBLE

THIS IS (OWN C/S) WITH AN (QRA/CAS/CSAR) SCRAMBLE FOR (AIRBASE) TIME IS \_\_\_\_\_ ZULU, I AUTHENTICATE \_\_\_\_ SCRAMBLE (C/S) (AMT) (A/C TYPE)
VECTOR (XXX), AT (ALTITUDE)
--- AIR TO GROUND --- PROCEED TO (AREA/COORDINATES/KILLBOX)

--- FOR QRA ---TOI IS (VECTOR) (MILES) (FROM) HEADING (XXX) AT (XX THOUSANDS)

CONTACT (C/S) ON (FREQ) BACKUP (FREQ) WHEN AIRBORNE FOR COMMAND AND CONTROL. REMARKS:

### BRAA

C/S - (GROUP name / number / label) + ( "BRAA" ) + ( XXX (VECTOR) + ( XX MILES )
+ ( XX THOUSAND) + ( HOSTILE/BANDIT/BOGEY/THREAT) + (Track Cardinal Direction) + (Fill-in info such as

ASPECT (HOT or COLD), number and type of CONTACTS within GROUP).

### BULLSEYE CALL - INFORMATIVE (OWN CALLSIGN)

OWN C/S - (GROUP name / number / label) + ( "BULLSEYE" ) + ( XXX (VECTOR) )
+ ( XXX MILES) + ( XX - THOUSAND)
+ ( HOSTILE/BANDIT/BOGEY/THREAT) + (Track Cardinal Direction)
+ (Fill-in info such number and type of CONTACTS within GROUP).

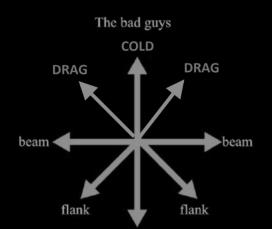
### THREAT BULLSEYE

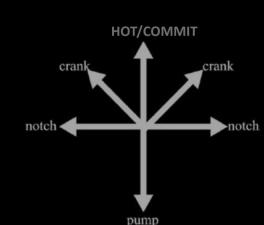
OWN C/S ("THREAT") + ( BULLSEYE ) + ( VECTOR from from BULLSEYE )
+ (Distance in NM) + (altitude of GROUP THOUSAND)
+ ( HOSTILE/BANDIT/BOGEY/THREAT)

### THREAT BRAA

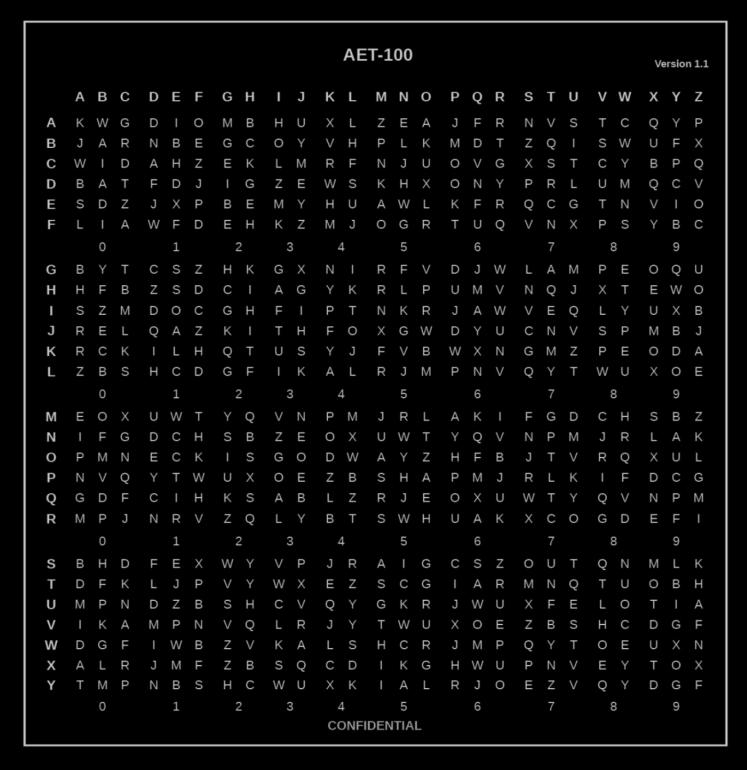
( C/S ) + ("THREAT" )
+ ("BRAA" ) + ( XXX (VECTOR) + ( XX MILES )
+ ( XX THOUSAND) + ( HOSTILE/BANDIT/BOGEY/THREAT)

### **Enemy relations to you**





Your relations to enemy



### RAMROD

## Standing RAMROD

Even days (2,4,6,8 etc): LUMBERJACK
Odd days (1,3,5,7 etc): COMPLEXITY

Close Control	Tactical Control	Broadcast Control	Advisory Control	Autonomous Control
	nformation provided fic flight.	Target information provided, but not to specific flights.	not available and not information or	
Command vectors guide aircrew to		Aircrew responsible c	or tactical positioning.	

0000			0100 0200		0300		0400		0500					
0600			0700		0800			0900		1000		1100		
1200			1300			1400			1500		1600		1700	
1800			1900		2000		2100		2200		2300			
00	-	ΑQ	00	-	SX	00	-	BE	00	- QI	00	- AW	00	- MH
02		QΕ	02		BU	02		ST	02	- SO	02	- QL	02	- MD
04		CE	04		ML	04		MW	04	- BQ	04	- QH	04	- QW
06		ZR	06		ΜZ	06		AD	06	- Al	06	- CV	06	- ZN
08		SY	08		CD	08		BI	08	- SQ	80	- QC	80	- AX
10		BY	10		CF	10		SU	10	- QD	10	- ZJ	10	- QT
12		MT	12		BD	12		ВА	12	- QF	12	- SM	12	- MQ
14		MY	14		CW	14		AO	14	- CY	14	- CO	14	- SE
16		QY	16		ZQ	16		ВТ	16	- ZG	16	- SD	16	- BF
18		MA	18		BL	18		CR	18	- MR	18	- ZD	18	- QO
20		AT	20		CI	20		QQ	20	- AB	20	- SP	20	- ZX
22		AY	22		ВХ	22		AG	22	- AN	22	- SK	22	- MF
24		MS	24		MU	24		SS	24	- SV	24	- QG	24	- BC
26		ВО	26		SR	26		ZA	26	- AU	26	- BN	26	- BS
28		BP	28		ΑE	28		AA	28	- MC	28	- ZM	28	- ZK
30		AF	30		ZI	30		CP	30	- ZB	30	- AP	30	- MN
32		AH	32		QR	32		QP	32	- ZU	32	- SH	32	- QH
34		MP	34		ΒZ	34		QΑ	34	- AS	34	- ZC	34	- CB
36		SL	36		BR	36		QS	36	- MX	36	- SQ	36	- BW
38		CA	38		ZL	38		ZS	38	- BB	38	- SF	38	- SZ
40		CS	40		MJ	40		MO	40	- QJ	40	- CG	40	- QZ
42		MG	42		BG	42		ВН	42	- QK	42	- SN	42	- CJ
44		QN	44		ZT	44		AJ	44	- ZE	44	- ZY	44	- AL
46		AC	46		AM	46		ΑK	46	- SJ	46	- QX	46	- QV
48		MV	48		SG	48		ZO	48	- QU	48	- ZH	48	- CQ
50		ВМ	50		ZF	50		SC	50	- CX	50	- ZW	50	- MB
52		SA	52		ZV	52		CK	52	- CC	52	- BV	52	- QM
54		CT	54		AR	54		CL	54	- SI	54	- CM	54	- MK
56		MI	56		BJ	56		CZ	56	- BK	56	- QB	56	- SB
58		ZΡ	58		ΑZ	58		MM	58	- AV	58	- CU	58	- ME

TAT = Transmission Authentication Table

132ND CONFIDENTIAL

# BDA / SITREP

C/S - MSN#

TGT LOC - TOT

BDA

REMARKS (WEATHER, ENY SIT)

# AO UPDATE

GFC INTENT
THREAT

# TGT / ENY SITUATION

FRIENDLIES

# CLEARANCE

ORDNANCE REQ.

RESTRICTIONS

HAZARDS

# REMARKS

V 1.2

### CSAR BASE INFO.

Position (coordinates or in relation to Bullseye)
Callsign of downed aircraft
Platform of downed aircraft
Known enemy positions in the area

### Brevity

re-establishes picture for all players.

FATHER - Shipboard tactical air navigation (TACAN) station.

FURBALL - Response to a DECLARE request indicating known bandits and friendlies inclose proximity.

HEADS UP - Alert of an activity of interest.

KNOCK-IT-OFF - Directive call to cease air combat maneuvers/attacks/activities.

LOWDOWN - A request to provide tactical ground information pertinent to the mission in a digital bullseye format.

LEAN (direction) - Directive/informative call to maneuver in a direction to avoid the threat.

MERGE(D) - Informative call that friendlies and targets have arrived in the same visualarena. Call indicating radar returns have come together.

NEW PICTURE - Used by controller or aircrew when tactical picture has changed.Supersedes all previous calls and

OFFSET (w/direction) - Informative call indicating maneuver in a specified direction with reference to the target.

PIGEONS - Magnetic bearing and range to HOMEPLATE.

PITCH/PITCHBACK (LEFT/RIGHT) - Directive call for fighter or flight to execute a nose-high heading reversal.

SLICE/SLICEBACK (LEFT/RIGHT) - Directive call for fighter or flight to execute a nose-low heading reversal.

(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.

#### **Brevity TASK**

CUTOFF - Request for, or directive to, intercept using cutoff geometry.

DELOUSE - Directive call to detect, identify, and engage (if required) unknown aircraft trailing friendly aircraft.

DEPLOY - Directive call for the flight to maneuver to briefed positioning.

FLOW - Directive call to fly stated heading.

KILL - 1.(U) Directive call to fire on designated target.

MARSHAL(ING) - Establish(ed) at a specific point.

ID - Directive call to identify the target; also aircrew identification accomplished, followed bytype aircraft or "FRIENDLY/HOSTILE."

MONITOR(ING) - Maintain radar awareness on specified group.

GREEN - (w/cardinal direction)—Direction\_determined to be clearest of enemy A/A activity.

#### **Brevity FIGHTER**

COMPOSITION - Request for number of contacts within a group.

DECLARE - Inquiry as to the identification of specified tracks, targets, or correlated group.

GRAND SLAM - All hostile aircraft of a designated track (or against which a mission was tasked) are shot down.

JUDY - Aircrew has radar or visual contact on the correct target, has taken control of the intercept, and requires only situation awareness (SA) information; weapon director (WD) will minimize radio transmissions.

MILLER TIME - 1.(U) Informative call indicating completion of air-to-ground ordnance delivery. Generally used by the last striker in conjunction with a pre-coordinated egress plan.

2. (U) Indicates survivors are aboard recovery vehicle (combat search and rescue [CSAR]).

CUTOFF (GROUP) - Request for, or directive to, intercept using cutoff geometry.

SNAP (GROUP) - Fighter request for immediate BRAA call (with appropriate fill-ins) to the group described. Indicates fighter intent to intercept/join.

BOGEY DOPE - Request for target information as requested or closest group in BRAA(with appropriate fill-ins).

STATUS (GROUP) - Request for a full positional update indigital bullseye format on the specified group.

PICTURE - A request to provide air information pertinent to the mission in a digital bullseye format.

FLASH (system) - Temporarily activate specified system for identification purposes(e.g., IFF, afterburner, flare, or chaff)

#### Brevity TRACK

OUTLAW - Informative call that a bogey has met point of origin criteria.

HOSTILE - A contact identified as an enemy upon which clearance to fire is authorized IAW the theater rules of engagement (ROE).

HOTDOG - Informative/directive call that an aircraft is approaching or at a specified standoff distance from the sovereign airspace of a nation (as defined by national boundaries or territorial sea and airspace). (Color may indicate additional standoff distance.) Follow briefed procedures.

GOPHER - 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.

LEAKERS - Airborne threat has passed through a defensive layer. Call should include amplifying information.

FADED - Radar contact (temporally) is lost on a non-friendly aircraft/surface contact and any positional information given is estimated.

POPUP GROUP - Equals THREAT call, follow up with BRAA.

NO FACTOR - Not a threat.

GROUP - Aircraft within 3 NM in azimuth or range.
HEAVY - A group or package known to contain three or more entities.

FAST - Target speed is estimated to be 600 to 900 knots ground speed/Mach 1 to 1.5.

HIGH - Target is between 25,000 and 40,000 feet MSL.

MEDIUM - Target altitude between 10,000 and 25,000 feet MSL.

LOW -Target altitude is below 10,000 feet MSL.

MANEUVER (AZIMUTH/RANGE/ALTITUDE) - Informative call that said group is maneuvering in azimuth, range, and/or altitude.

OPENING - Increasing in range.

LAST - Command and control (C2) term that provides the last contact altitude from a high fidelity source

PINCE -Threat maneuvering for a bracket attack.

(fighter radar).