

# vVF-161 FIGHTIN' STINGGRAYS

BREVITY TERMS





TERM	MEANING
BUGOUT	Directive: Separate from that particular engagement/ attack/ operation; no intent to (Direction) re-engage/ return.
ABORT (ING)(ED)	Directive/ informative call to cease action/ attack/ event/ mission.
ACTIVE	A RADAR seeker in on
AFFIRM	Informative: That is correct.
ALPHA CHECK	Request for/ confirmation of bearing and range to described point.
ANCHOR (ED) (POINT)	Informative/Directive: Aircraft is orbiting around specified point
ANGELS	Height of aircraft in thousands of feet.
BANDIT	An aircraft identified as enemy, in accordance with theater ID criteria.
BANDIT IN	Informative: BANDIT has turned to an intercept heading while FIGHTER is in a CRANK
BANDIT OUT	Informative: BANDIT has turned away from the FIGHTER while the FIGHTER is in a CRANK
BENT	System indicated is inoperative.
BINGO	Fuel state needed for recovery.
BIRD	Friendly surface-to-air missile (SAM).
BLANK	Informative: SEAD aircraft does not detect any emitters of interest.
BLIND	Informative: No visual contact with friendly aircraft/ ground position; opposite of VISUAL.
BLOW THROUGH	Directive/ informative: aircraft will continue straight ahead at the merge and not turn with target/ targets.
BOGEY	A radar or visual air contact whose identity is <u>unknown</u> .
BOGEY DOPE	Request for target information as briefed/ available.
BOX	Groups/ contacts/ formations in a square or offset square.
BRAA	Tactical control format providing target bearing, range, altitude, and aspect, relative to a friendly aircraft.
BREAK (DIRECTION)	Directive: perform an immediate maximum performance turn in the direction indicated; assumes a defensive situation.
BREAKAWAY	Tanker or receiver directive call indicating immediate vertical and nose/ tail separation between tanker and receiver is required.
BUDDY SPIKE	Informative: RWR indication of lock from a friendly aircraft.
BULLSEYE	An established point from which the position of an object can be referenced; made by cardinal/range or digital format.
BUTTON	Radio preset



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CEASE FIRE	Directive: Do not open fire or discontinue firing; complete intercept if weapons are in flight; continue to track.
CHICKS	Friendly aircraft.
CLEAN	1. No radar contacts on aircraft of interest. 2. No visible battle damage 3. Aircraft not carrying external stores.
CLEARED	Requested action is authorized (no engaged/ support roles are assumed) (JTAC/FAC-A only).
CLEARED HOT	Ordnance release is authorized (JTAC/FAC-A only).
CLOSING	Decreasing in range.
COLD	1. Maneuver to turn away from contacts. 2. Group(s) heading away from friendly aircraft.
COLD BUFFET	Flight member shot down
COMMIT(TED)	Fighter intent to engage/ intercept; controller continues to provide information.
CONTACT	1. Sensor contact at the stated position. 2. Acknowledges sighting of a specified reference point.
DEFENSIVE	Aircraft is in a defensive position and maneuvering with reference to the threat. Defensive friendly aircraft are considered out of the fight.
DIVERT	Proceed to alternate mission or base.
DRAG (ING)	Maneuvering to slow or turn cold on contacts.
ENGAGED	Maneuvering with the intent to kill; this implies visual/ radar acquisition of target.
ESTIMATE	Provides estimate of the size, range, height, or other parameter of a specified contact; implies degradation.
EXTEND	Short-term maneuver to gain energy, distance, or separation; normally with the (Direction) intent of re-engaging.
FADED	Radar contact is lost.
FAST	Target speed is estimated to be 600 knots ground speed/ Mach 1 or greater.
FEET WET/ DRY	Flying over water/ land.
FENCE (IN/ OUT)	Set cockpit switches as appropriate prior to entering/ exiting the combat area.
FLANK(ING)	Target with a stable aspect of 120 to 150 degrees.
FLIGHT NUMBER	Informative: Wingman quickly reporting RODGER or WILCO
FOX ( )	Launch of air-to-air weapons. 1. Semi active radar-guided missile. 2. Infrared-guided missile. 3. Active radar-guided missile.
FRIENDLY	A positively identified friendly contact.
FURBALL	A turning fight involving multiple aircraft with known BANDITS and FRIENDLIES mixed.
GROUP	Radar targets within approximately 3 nautical miles (NMs) of each other.



<b>HARD (DIRECTION)</b>	High-G, energy-sustaining turn.
<b>HEADS UP</b>	Directive: Alert of an activity of interest. Look away from non-combat instruments or radios and to the threat.
<b>HOME PLATE</b>	Home airfield or carrier.
<b>HOSTILE</b>	A contact identified as enemy upon which clearance to fire is authorized in accordance with theater rules of engagement.
<b>HOT</b>	1. Group heading towards friendly aircraft; opposite of COLD. 2. Informative: Turning towards the threat.
<b>ID</b>	1. Directive to identify the target. 2. Identification accomplished, followed by type.
<b>IN</b>	Informative: Turning to a hot aspect relative to a THREAT/TARGET.
<b>JOKER</b>	Fuel state above BINGO at which separation/ bugout/ event termination should begin.
<b>KILL</b>	Enemy Fighter(s) shot down
<b>LEAD-TRAIL</b>	Tactical formation of two contacts within a group separated in range or following one another.
<b>LINE ABREAST</b>	Two contacts within a group side by side.
<b>LOCKED (BULLS)</b>	Final radar lock-on; sort is not assumed. Should include the BULLS of the target
<b>MERGE (D)</b>	1. Information that friendlies and targets have arrived in the same visual arena. 2. Call indicating radar returns have come together.
<b>MONITOR (TARGET/FREQ)</b>	Directive: Maintain radar awareness on or assume responsibility for specified target, tune to frequency and report relevant communications.
<b>MUD (TYPE, DIRECTION)</b>	Informative: RWR ground threat followed by clock position and type.
<b>MUSIC</b>	Electronic radar jamming. (On air interdiction (AI) radar, electronic deceptive jamming.)
<b>NEGATIVE</b>	Informative: That is incorrect.
<b>NO FACTOR</b>	Not a threat.
<b>NO JOY</b>	Aircrew does not have visual contact with the TARGET/ BANDIT/ landmark; opposite of TALLY.
<b>NOTCH</b>	All aspect missile defensive maneuver to place threat radar/ missile on the beam. (Direction)
<b>OFF (Direction)</b>	Informative: Attack is terminated and maneuvering to the indicated direction.
<b>OFFSET</b>	Informative: Maneuver in a specified direction with reference to (Direction) the target.
<b>ON STATION</b>	Informative: Unit/aircraft has reached assigned station.
<b>OPENING</b>	Increasing in range.



OUT (Direction)	Informative: Turning to a cold aspect relative to the threat; opposite of IN.
PADLOCKED	Informative: Cannot take eyes off an aircraft or a surface position without risk of losing TALLY/ VISUAL.
PICTURE	Provide tactical situation status pertinent to mission.
PINCER	Threat maneuvering for a bracket attack.
PITBULL	Informative: Fox-3 is locked on using its own RADAR.
PLAYTIME	Amount of time aircraft can remain on station.
POPUP	Informative: Contact that has suddenly appeared inside of meld/ CCR/ briefed range.
PRESS	Directive: Continue the attack; mutual support will be maintained. Supportive role will be assumed.
PUSH (BUTTON)	Directive: Change to specified radio preset (BUTTON)
RAYGUN	Request for a BUDDY SPIKE, typically for RADAR assisted rejoin.
REMINGTON	No mission ordinance remaining; only self protect A-A missiles
ROGER	Informative: Instructions understood.
SADDLED	Informative: Wingman/element has returned to position in formation.
SAM (DIRECTION)	Informative: Visual acquisition of a SAM or SAM launch; should include position.
SCRAMBLE	Takeoff as quickly as possible.
SHACK	A/G Weapons Impact
SKOSH	Aircraft is out of active radar missiles.
SMASH CHECK	Directive: Report speed.
SPIKE	Informative: Indication of an AI threat in track, launch, or unknown mode; include bearing, clock position, and threat type, if known.
SPLASH	A/ A Target destroyed.
SQUAWK	Directive: Set a specific Mode 3 IFF code for identification purposes
STACK	Two or more groups/ contacts/ formations with a high/ low altitude separation in relation to each other.
STATUS	Request for tactical situation.
STEER	Directive: Set magnetic heading indicated.
STRANGLE ( )	Directive: Turn off equipment indicated.
STROBE	Informative: RADAR noise jamming interfering with RADAR acquisition.
SWITCH (ED)	Informative: An attacker is changing from one aircraft to another.
TALLY	Informative: Sighting of a TARGET, BANDIT, BOGEY, or enemy position; opposite of NO JOY.



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TARGET ( )	Directive: Assign group responsibility to aircraft in a flight.
TARGETED ( )	Informative: Group responsibility has been met. Response to TARGET
THREAT	Untargeted HOSTILE/ BANDIT/ BOGEY within prebriefed range/ aspect of a (Direction) friendly.
TIED	Positive radar contact with element/ aircraft.
TRASHED	Informative: Missile has been defeated.
UNABLE	Informative: Cannot comply as requested/ directed.
VISUAL	Sighting of a friendly aircraft/ ground position; opposite of BLIND.
WALL	Three or more groups or contacts primarily split in azimuth.
WARNING	(color) Hostile attack is- RED imminent or in progress. YELLOW probable. WHITE improbable (all clear).
WEEDS	Indicates that fixed-wing aircraft are operating below 2,000 feet AGL.
WILCO	Informative: Will Comply
WINCHESTER	No ordnance remaining.