F99th Standardized Brevity

**Sort/sorted** - A command or declaration indicating that one person is assigned to a particular airborne target. E.g., “Two is sorted on left bandit angels 12,” or “Two, sort on bandit angels 9.”

**Tally** - A declaration indicating visual acquisition of an enemy or unknown contact. E.g.,“One, tally bandit right 2 o’clock low.”

**Visual** - A declaration indicating visual acquisition of a friendly contact. E.g., “One, two has you visual 1 o’clock level, 2000 feet.”

**Blind** - A declaration indicating that one does not have visual acquisition of a friendly contact. E.g., “Two is blind on one.”

**No Joy** - A declaration indicating that one does not have visual acquisition of an unknown or enemy contact. E.g., “No joy on bandit feet wet.”

**Contact** - A declaration indicating radar contact on an airborne contact. E.g., “Contact bandit 323 for 42, angels 12.3.”

**Fox 1/2/3** - A declaration indicating an air-to-air missile launch. May be used to indicate friendly, enemy, or unknown missile launches in the form of “Fox 2 inbound your 5 o’clock” or “Fox 3 on bandit angels 3.” Numbers indicate different missile guidance techniques: 1 for semi-active radar homing, 2 for infrared homing, 3 for active radar homing.

**Extend/extending** - A command or declaration indicating that one should break or has broken from a combat area to escape a disadvantageous position. E.g., “Two, extend southeast, bandit on your 6, 5 miles,” or “One is extending heading 330.”

**Commit/Committed/Committing** - A command or declaration indicating that one should assume or has assumed an offensive posture and should push it until a kill shot can be taken. E.g., “Two, commit on bandit angels 3 cold,” or “Two is committed on bandit angels 4.”

**Padlocked** - A declaration indicating that one has visual contact but must maintain continuous visual tracking so as not to lose the contact. E.g., “One, tally Hokum southeast Sochi airfield, in the weeds, padlocked.”

**Tumbleweed** - A declaration indicating total loss of situational awareness. E.g., “One is defensive, merged with Fulcrum, tumbleweed.”

**Maddog** - A declaration indicating an active radar homing missile launch without radar cueing. E.g., “Maddog on bandit angels low over Gudauta.”

**Hounddog** - A declaration indicating that one has achieved a Weapon Engagement Zone on a bandit which is currently merged with another friendly. The friendly aircraft may then either direct you to “press” or pursue the engagement while they attempt to disengage and lessen the threat of friendly fire or they can continue their engagement and ask you to “hold.”

**Merged** - A declaration indicating that one has closed within WVR fight range with a bandit. E.g., “Two, you are merged with Flanker at angels 3.”

**Mud** - A declaration indicating that one has received RWR indication of a surface-to-air radar signal in search mode. Usually followed with type designation of the emitter and bearing. E.g., “One, mud SA-8 bearing 022.”

**Nails** - A declaration indicating that one has received RWR indication of an air-to-air radar signal in search mode. Usually followed with type designation of the emitter and bearing. E.g., “Two, 29 nails 303.”

**Offensive/Defensive** - A declaration indicating a positional advantage or disadvantage relative to an enemy or unknown contact. E.g., “One is merged offensive with Fulcrum angels 11 north of Senaki,” or “Two is engaged defensive, Fox 1 inbound.”

**Spike** - A declaration indicating RWR indication of a radar signal in STT mode. “Mudspike” indicates the emitter as being a surface-to-air radar, while “spike” alone indicates an air-to-air emitter. Usually followed with type designation and bearing. E.g., “One, 29 spike 4 o’clock,” or “One, mudspike SA-15 bearing 238.”

**Buddy Spike** - A declaration indicating an RWR indication of a radar signal in STT mode presumed to be from a friendly. May be followed up with further description of own position or ECM status. E.g., “One, buddy spike ECM over Sochi.”

**Buddy Lock** - A declaration indicating one has knowingly locked a friendly contact on radar. E.g., “One, buddy locked.”

**Raygun** - A declaration given while placing a radar contact in STT mode while requesting any friendly aircraft with a matching RWR indication to identify themselves via comms. May be used in an ECM environment to supplant the inability of IFF systems to classify jamming contacts. E.g., “Doc 1, raygun strobe bearing 006.”

**Reference** - A command given to indicate a turn to a given heading or waypoint. E.g., “Flight, reference steerpoint 1,” or “Two, reference 212.”

**Strobe** - A description indicating a jamming contact on radar. E.g., “One, contact a strobe bearing 077.”

**Burner** - A command to select/deselect afterburning thrust. Combination with “stage 1-5” indicates a specific stage of afterburner to select, if no stage is indicated, full afterburner is intended. E.g., “Flight reference 270, select burner, climb to angels 35.”

**Shooter/Cover** - Command given to assign a given flight member to the role of pressing an attack as “shooter” or falling back to a 5 mile trail as “cover” to watch for threats or take over the offensive position in the event that the shooter must abort. E.g., “Two, commit on Flanker left 10 degrees, you are shooter,” or “One committing on bandit angels 3, two go cover.”

**Print** - An informative call upon positive Non-Cooperative Target Recognition (NCTR - Basically your radar telling you what kind of target you're looking at) ID. E.g. "Eagle 2, Print, north group, Flanker" or "Doctor 4, print, low guy, Frogfoot" - Can also be used in a BRAA call: "Raptor 1-1, contact bulls 320/69 55 thousand, hot, print Foxhound."

**Bogey Dope** - Interrogative call requesting a BRAA to the nearest airborne threat. E.g. "Magic 1, Falcon 6, request bogey dope."

**Picture** - Request to AWACS or GCI to list all non-friendly (or hostile only) contacts/groups in BRAA format, usually from a bullseye. E.g. "Darkstar, Hawg 1, request Picture" (reply -->) "Hawg 1, Darkstar, picture is 3 groups, first group, 2 ship at bullseye 020 for 40, 30 thousand, heading South."

**Beam/Beaming** - The “beam” is your 3 o'clock / 9 o'clock line, also described as 70-110 aspect. Beaming may be used to attempt to hide oneself in the “doppler notch” of a pulse-doppler radar sensor on an opposing aircraft.

**Notch/Notching/Notched** - Notching is much like beaming, but it is a directive or informative call by friendlies. 99% of the time, you have to go to the beam to be in the notch. Also used as a directive call when defending: E.g. "Viper 2-2 Notching/Notched south, Adder inbound."

**Hot/Cold/Flanking** - Various aspects: Hot - 135+ aspect. Cold - 0-45 aspect. Flanking - 45-135 aspect. Generally used in BRAA calls - E.g. "Sniper 1, Magic 2, contact XXX/XX at XXX thousand HOT/COLD/FLANKING" Avoid using in BRAA calls relative to a bullseye.

**Faded** - Informative call upon losing a tracked/targeted/bugged contact on a sensor. E.g. "Bug 1-2, contact 35,000 faded."

**Status** - Request, asking for either a position update, engagement status (i.e. “Two's merged, defensive, Flanker.”), or situation update.

**State** (Interrogative form) - A request, generally given by either GCI or a flight lead, for an aircraft or flight to list their fuel, weapon, and/or countermeasures remaining. E.g. "Viper 1, say state."

**State** (Informative form) - A call, given on request or after reaching predefined fuel/weapon parameters, regarding an aircraft's remaining fuel, weapon, or countermeasures. Format for fighters is: AA weapons in number of ARH, IR, SARH AAMs, fuel in thousands of pounds (with decimal for hundreds: 10,500lbs is 10.5).

**Combat 1/2** (F-15 specific): Informative (or directive, from flight/element lead) call when using the selective jettison button in the combat mode. Combat 1 drops the fuel tanks first, second push (Combat 2) will release the weapon pylons and fuselage missiles in real life -- in DCS this starts releasing AAMs in pairs. Combat 2 is seldom used. Communication examples: "Eagle 1, Combat 1!"

**Joker** – Pre-briefed fuel state above bingo where separation from combat should begin, wingmen should call 'Joker' as required. Examples: "Doc 3 joker, fuel 5.9."

**Bingo** - Minimum fuel to successfully return to base, generally in a cruise flight profile and with reserves. Example: "Eagle 2 bingo and RTB, fuel 3.5"

**RTB** (Directive form) - Directive call from controlling authority, flight, or element lead ordering to return to base.

**RTB** (Informative form) - "Returning to Base" Informative, generally called after reaching a certain phase in the flight or a defined fuel/weapon state. Examples: "Hawg 1 is bingo, RTB."

**Bugout** - Directive call, made by a flight/element lead, to separate from an engagement or operation in a specified heading or to a specified point. Implies no intention to attempt to return to combat or station. E.g. "Eagle 1, bugout steer 2" or "Enfield flight, bugout 160."

**Targeted** - Informative call, used when fighter is tracking or bugging a contact (or contacts) on radar and would like to continue to receive off-board support or direction in pursuing the engagement. E.g. "Doctor 4, targeted, Trail group 24 thousand" or "Eagle 1, targeted North and East groups, 27 and 24 thousand"

**Judy** - Informative call to AWACS or GCI that a fighter has acquired and targeted a bogey/bandit, is in control of the engagement, and desires no further support in pursuing the engagement. E.g. "Magic, Sniper 1-2, Judy" or "Magic, Sniper 1-2, Judy on East bandit."