

Brevity Codes

Brevity codes are used to keep communication brief and concise while delivering as much information as possible.

See below some of the more commonly used TAC-C2 Brevity Codes.

| Code | Meaning |
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| ABORT | Cease action or terminate the attack prior to weapons release or event or mission. |
| ALPHA CHECK | Request for confirmation of bearing and range from aircraft to described point. |
| ANGELS | Height of FRIENDLY aircraft in thousands of feet from mean sea level (MSL). |
| AS FRAGGED | Unit or element will be performing exactly as briefed or scheduled. |
| AZIMUTH | A picture label describing two GROUPS separated laterally. GROUP names will be referenced by cardinal directions |
| BASE [+/- number] | Reference number used to indicate such information as headings, altitude, fuels, etc |
| BINGO | Prebriefed fuel state needed for recovery. |
| BOGEY DOPE | Request for information on indicated or closest GROUP in bearing, range, altitude, and aspect (BRAA) format (with appropriate fill-ins). |
| BREAK [direction] | Perform an immediate maximum performance turn in the indicated direction (default is a 180-degree turn). |
| BUSTER | Fly at maximum continuous speed |
| CLEARED TO ENGAGE | Clearance to fire on designated GROUP or target. |
| COMMIT | Intercept the GROUP(S) of interest. NB: Does not indicate authority to release weapons |
| CONTACT | Sensor information at the stated position. |
| DECLARE | Inquiry as to the ID of specified track(s), target(s), or correlated GROUP. Responses may include: FRIENDLY, BOGEY, BANDIT, HOSTILE, NEUTRAL, UNABLE, CLEAN, or FURBALL. |
| FADED | Sensor data is lost on GROUP or CONTACT |

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|----------------|---|
| FAKER | A FRIENDLY track acting as a HOSTILE for exercise purposes. |
| GORILLA | Large force of indeterminate numbers and formation of unknown or non-friendly aircraft. |
| HOME PLATE | Home airfield or ship. |
| ID | 1. Directive call to identify the target or track 2. (type) ID is accomplished, followed by type |
| JOKER | Fuel state above BINGO at which separation, BUGOUT, or event termination should begin. |
| JUDY | Aircrew has taken control of the intercept and only requires situation awareness information; controller will minimize radio transmissions. |
| KNOCK-IT-OFF | Cease all air combat maneuvers, attacks, activities, or exercises (training use only). |
| MERGE(D) | FRIENDLIES and targets have arrived in the visual arena. |
| NO JOY / BLIND | Aircrew does not have visual contact with the TARGET or BANDIT. Opposite of TALLY. |
| PEDRO | Combat search and rescue helicopter. |
| PICTURE | A request to provide information pertinent to the mission in a digital bullseye format unless briefed otherwise. |
| SMELL [type] | Passive sensor indication of a radar emitter. |
| TALLY | Sighting of a target, non-friendly aircraft, or enemy position. Opposite of NO JOY. |
| TARGETED | Fighter has acquired assigned GROUP and has assumed responsibility for it. |
| WINCHESTER | No ordnance remaining. |
| EMBELLISH | (UK MMATM Term Only). A codeword signifying that an Aircraft is prepared to act as a target for fighter interception. |

Descriptions of Airborne Tracks

The following descriptor codes will be used to identify TRACK(S)/GROUP(S).

| Code | Description |
|----------|---|
| FRIENDLY | A positively identified FRIENDLY aircraft, ship, spacecraft, or ground position |
| BANDIT | Positively identified as an enemy in accordance with (IAW) theater ID criteria. The term does not imply direction or authority to engage. |
| BOGEY | A CONTACT whose identity is unknown |
| STRANGER | CONTACT not involved in the exercise (Used only in Training) |
| HOSTILE | A contact identified as enemy upon which clearance to fire is authorized IAW theater rules of engagement (ROE). |
| NEUTRAL | A positively identified aircraft, ship, or ground position whose characteristics, behavior, origin, or nationality indicate it is neither supporting nor opposing FRIENDLY forces |

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