

TEST SQUADRON BREVITY CODE

ABORT	T1 Cease action/attack/event/mission.
BANDIT	T1 An aircraft identified as an enemy IAW theater ID criteria. The term does not necessarily imply direction or authority to engage.
BINGO	T1 Fuel state needed for recovery.
BLIND	T1 No visual contact with FRIENDLY aircraft/ground position. Opposite of VISUAL
BOGEY	T1 A radar or visual air CONTACT whose identity is unknown.
BREAK (direction)	T1 Perform an immediate maximum performance turn in the indicated direction (default is a 180-degree turn).
CEASE (activity)	T1 Discontinue stated activity; e.g., CEASE BUZZER, CEASE LASER, etc.
CLEAN	T1 1. No sensor information on nonfriendly group of interest. 2. No visible battle damage. 3. Aircraft not carrying external stores.
CLEARED TO ENGAGE	T1 Clearance to fire on designated group/target
CLOSING	T1 Decreasing in separation.
CONTACT	T1 1. Sensor contact at the stated position. 2. Acknowledges sighting of a specified reference point.
ENGAGE(ING)	T1 A fire control order used to direct or authorize units and/or weapon systems to fire on a designated target
FOX (number)	T1 [A/A] Simulated/actual launch of A/A weapons. (number of them, not class of them)
FRIENDLY	T1 A positively identified friendly aircraft, ship, or ground position.
HEADS UP	T1 Alert of an activity of interest.
NEUTRAL	T1 A positively identified aircraft, ship, or ground position whose characteristics, behavior, origin or nationality indicate that it is neither supporting nor opposing FRIENDLY forces.
ROGER	T1 Radio transmission received; does not indicate compliance or
SADDLED	T1 Wingman or element has returned to briefed formation position.

SPLASH(ED)	T1	1. [A/A] Target destroyed. 2. [A/S] Weapons impact. 3. * [S/S] Informative call to observer or spotter 5 seconds prior to estimated time of impact.
STATUS	T1	1. Request for an individual's tactical situation. 2. (GROUP) Request for a full positional update on a specified group (default is digital bullseye)
VISUAL	T1	Sighting of a friendly aircraft or ground position. Opposite of BLIND.