NOT MEASUREMENT SENSITIVE

MIL-STD-2525B
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SUPERSEDING
MIL-STD-2525B
30 January 1999

DEPARTMENT OF DEFENSE INTERFACE STANDARD

COMMON WARFIGHTING SYMBOLOGY

The cover page of this document has been changed; there are a number of additional changes to this document and are indicated on the Change Notice Page following this cover page.

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AMSC N/A AREA IPSC

Change Notice to Base Standard

General Changes to MIL-STD-2525B: These changes are applied throughout the document and appendixes. They do not have corresponding change proposals but were approved by the Symbology Standards Management Committee to be included as required administrative changes:

- All reference to Joint Interoperability and Engineering Organization (JIEO) were removed. The JIEO name was removed from these documents however, the documents still apply where indicated.
- A number of typo corrections were made to the document however, those changes do not change the intended meaning of the document.
- The graphical symbology displays in the Symbol Hierarchy Flowcharts have been removed and replaced with the Symbology Identification Code (SIDC) Table.
- The Symbol Hierarchy Flowchart numbers are displayed in the first cell of each row of the symbol and graphic display in the Symbology Set Tables throughout the appendixes.
- The numerical hierarchical nomenclature has been replaced with an alphabetical hierarchical nomenclature, which is called the "Unique Identifier"; i.e., hierarchy number 1.X will be displayed as WAR, which represents Warfighter. As an example: the new representation for 1.X.1.3 would be WAR.SPC.SST which translates to:

  WAR – Warfighter Symbol
  SPC – Space Track
  SST – Space Station

  Every symbol in the standard has a unique identifier that allows human understanding of the symbol being displayed (see paragraph 4.4 page 17).

Page #	Location	Line #	Change Made
i	Paragraph 3	2	New address for Defense Information Systems Agency (DISA).
1	Paragraph 1.3b	4	"5-2A" is changed to "5-12A."
2	Figure 1		Diagram changed to add Change 1 to the documents
2	Paragraph 1.3d	2	"is in draft for planned FY99 release" was deleted.
3	Paragraph 1.4	11	Change "number" to "unique identifier"
3	Paragraph 1.4a	1	Reworked "Symbols should comply with MIL-STD-2500 series, National Imagery Transmission Format for the National Imagery Transmission format Standard (NITFS) when formed and disseminated."
3	Paragraph 1.4a	7	Delete "however, to ensure interoperability, a common code for warrior symbol constructs developed using CGM across joint interfaces is necessary and is made standard in this document."
3	Paragraph 2.1	2	"all" was added after – include- and before –documents-.
4	Paragraph 2.1	4	"in the" was added after –requirement- and before –documents.

Page #	Location	Line #	Change Made
5	Paragraph 2.2.2	Pub List	"User Interface Specification for the Defense Information Infrastructure (DII)" was deleted.
7	Abbreviations		"CINC" was replaced with "COCOMs".
14	Paragraph 4.1	3	"CINCs" was deleted and replaced with "Combatant Commanders (COCOM)".
14	Paragraph 4.2	7	"flowcharts" was deleted and replaced with "tables".
16	Paragraph 4.4		Symbology Hierarchy - Paragraph was reworked to removed reference to hierarchy flowchart and replaced with hierarchy alphabetical unique identifier.
18	Table I		"Frame Shapes Depicting Affiliations and Battle Dimensions" the Unknown column has been updated with symbols for each affiliation. The "Joker" and "Faker" affiliations were removed.
19	Table II		"Frame Shapes Depicting Exercise Amplifying Descriptor and Battle Dimensions" was added. This table caused a renumbering of all following tables in the standard.
19	Paragraph 5.3.1.1		"The letter J or K in field E of a "friend Frame" is used to accommodate special exercise requirements and shall identify the symbol as joker or faker." Statement deleted and reworked into paragraph 5.3.1.2
20	Paragraph 5.3.1.2		"Exercise Modifying Descriptor" new paragraph added.
22	Paragraph 5.3.4	2	"except in the case of field E, the frame shape modifier, which is mandatory." Statement added at the end of the sentence.
31	Table IV		"Modifier Field Definitions and Maximum Display Lengths for Tactical Symbols" under Field ID column "E" under Field Title column "F", "N", and "H" were added; "J" and "K" were deleted.
27	Table VI		"Equipment Mobility Indicators" Wheeled and Tracked Combination was added to the table.
35	Third Row under "Attributes"	Table IX	"with the colors available in this implementation." was added to the end of the statement.
35	Fifth Row under "Attributes"	Table IX	"presentations." was added to the end of the statement.
36	Paragraph 5.4.6c	8	"SSMC" was added after – the - and before – Configuration.
39	Table XI Row 12		"Modifier Field Definitions and Maximum Display Lengths for Tactical Graphics" row 11 "Field ID – X" was added.
40	Figure 10	Notes:	"3. Field W1 is optional." was added.
47	Paragraph 5.9	Heading	Paragraph heading was changed. Delete "Testing" replace with "criteria".
47	Paragraph 5.9.1	Heading	Delete "Proper"
47	Paragraph 5.9.1	2	"the appearance" was added after –to- and before –the-.

Page #	Location	Line #	Change Made
48	Paragraph 5.9.2		“Appearance of Tactical Graphics” paragraph was added.
48	Paragraph 5.9.3	Heading	Delete “Correct”
49	Paragraph 5.9.4		Paragraph was reworked to address CGM.

Change Notice to Appendix A

The following changes apply to Appendix A. The initial change to this and all appendixes was the removal of the hierarchy flowchart. The old hierarchy flowchart number is displayed in the first cell of each row of the symbol and graphic display.

Page #	Location	Change Made
A1	Paragraph A.2	Paragraph replaced with the following paragraph: “Specific documents in paragraph 2.2.2 of this standard apply to this appendix.”
A2	Table A-I	Column “Affiliation/Exercise Amplifying Descriptor (1)” the following was added: G – EXERCISE PENDING EXERCISE UNKNOWN W – EXERCISE BATTLE DIMENSION O – EXERCISE UNKNOWN BATTLE DIMENSION M – EXERCISE ASSUMED FRIEND D – EXERCISE FRIEND L – EXERCISE NEUTRAL J – JOKER K – FAKER The following was deleted from the column: O – None specified
A2	Table A-I	Column “Battle Dimension (1)” the following was added: Z – UNKNOWN
A4	Table A-II	CODE – “M” DESCRIPTION – “Mobility Equipment” was deleted.
A5	Table A-I	Column “CODING SCHEME” the following items were removed: G – C2 Symbology: Military Operations W – METOC I – Signals Intelligence M – Mapping (Reserved – under Development) O – Military Operations Other than War (MOOTW)
A6	Table A-III	Column “HIERARCHY” the numbering system was replaced with the alphabetical unique identifier.
A8	Table A III Row 4	New symbol – ‘WAR.AIRTRK.MIL.FIXD.DRN.ATK” graphic on page A49
A8	Table A III Row 5	New symbol – “WAR.AIRTRK.MIL.FIXD.DRN.BMB” graphic on page A49
A8	Table A III Row 6	New symbol – “WAR.AIRTRK.MIL.FIXD.DRN.CGO” graphic on page A50
A8	Table A III Row 7	New symbol – “WAR.AIRTRK.MIL.FIXD.DRN.ABNCP” graphic on page A50

Page #	Location	Change Made
A8	Table A III Row 8	New symbol – “WAR.AIRTRK.MIL.FIXD.DRN.FTR” graphic on page A50
A8	Table A III Row 9	New symbol – “WAR.AIRTRK.MIL.FIXD.DRN.CSAR” graphic on page A50
A8	Table A III Row 10	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.ECM” graphic on page A50
A8	Table A III Row 11	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.TNK” graphic on page A51
A8	Table A III Row 12	New symbol – “WAR.AIRTRK.MIL.FIXD.DRN.VSTOL” graphic on page A51
A8	Table A III Row 13	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.SOF” graphic on page A51
A8	Table A III Row 14	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.MNECM” graphic on page A51
A8	Table A III Row 15	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.ASUM” graphic on page A51
A8	Table A III Row 16	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.PAT” graphic on page A52
A8	Table A III Row 17	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.RECON” graphic on page A52
A8	Table A III Row 18	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW” graphic on page A52
A8	Table A III Row 19	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM” graphic on page A52
A8	Table A III Row 20	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG” graphic on page A53
A8	Table A III Row 21	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.ASBW” graphic on page A53
A8	Table A III Row 22	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.TNE” graphic on page A53
A9	Table A III Row 2	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.UTY” graphic on page A53
A9	Table A III Row 3	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.COMM” graphic on page A53
A9	Table A III Row 4	New symbol - “WAR.AIRTRK.MIL.FIXD.DRN.MEDV” graphic on page A54
A54	Table A V Row 3	Fixed Wing Special Operations Forces - Change to symbol component “SOF”
A58	Table A V Row 1	Rotary Wing Special Operations Forces - Change to symbol component “SOF”
A60	Table A V Row 5	Missile in Flight Cruise Missile – Change to symbol component lettering from “LA” to “CM”

Change Notice to Appendix B

The following changes apply to Appendix B. The initial change to this and all appendixes was the removal of the hierarchy flowchart. The old hierarchy flowchart number is displayed in the first cell of each row of the symbol and graphic display. The Fire Support area of the standard starting on page B151 through 181 has been restructured to relocate symbols and to include new symbols. The reader should review all pages in this section for new information.

Page #	Location	Change Made
B1	Paragraph B.2	Paragraph replaced with the following paragraph: “Specific documents in paragraph 2.2.2 of this standard apply to this appendix.”
B5	Table B-I	Column “CODING SCHEME” the following items were removed: G – C2 Symbology: Military Operations W – METOC I – Signals Intelligence M – Mapping (Reserved – under Development) O – Military Operations Other than War (MOOTW)
B5	Table B-I	Column “Affiliation/Exercise Amplifying Descriptor (1)” the following was added: G – EXERCISE PENDING EXERCISE UNKNOWN W – EXERCISE BATTLE DIMENSION O – EXERCISE UNKNOWN BATTLE DIMENSION M – EXERCISE ASSUMED FRIEND D – EXERCISE FRIEND L – EXERCISE NEUTRAL J – JOKER K – FAKER The following was deleted from the column: O – None specified
B5	Table B-I	Column “Battle Dimension (1)” the following was added: Z – UNKNOWN
B11	Table B-III Row 20	New symbol – “TACGRP.C2GM.GNL.PNT.REFPNT.DRKT.LNE” graphic on page 54
B11	Table B-III Row 21	New symbol – “TACGRP.C2GM.GNL.PNT.REFPNT.DRKT.CIR” graphic on page 55
B11	Table B-III Row 22	New symbol – “TACGRP.C2GM.GNL.PNT.REFPNT.DRKT.AOU” graphic on page 55

Page #	Location	Change Made
B11	Table B-III Row 23	New symbol – "TACGRP.C2GM.GNL.PNT.REFPNT.AOU.ELP" graphic on page 55
B11	Table B-III 24	New symbol – "TACGRP.C2GM.GNL.PNT.REFPNT.AOU.BERBOX" graphic on page 56
B11	Table B-III Row 25	New symbol – "TACGRP.C2GM.GNL.PNT.REFPNT.AOU.LNE " graphic on page 56
B21-24	Table B-III Rows 16-105	The Fire Support Session of the standard has been restructured to include a number of new symbols. The new graphic structure begins on page B151 and continues through page 181.
B27	Table B-III Row 10	New symbol – "TACGRP.OTH.SSUBSR.BTMRTN.WRK.D" graphic on page B202

Change Notice to Appendix C

The following changes apply to Appendix C. The initial change to this and all appendixes was the removal of the hierarchy flowchart. The old hierarchy flowchart number is displayed in the first cell of each row of the symbol and graphic display. This appendix has major changes, the previous standard had 59 symbols in this area, and this change brings in 291 new symbols. In addition, the SIDC code for the METOC symbols does not follow the standard 15-character code layout. Changes to the positions of the 15-character code are indicated in the change table below.

Page #	Location	Change Made
C1	Paragraph C.2	Paragraph replaced with the following paragraph: “Specific documents in paragraph 2.2.2 of this standard apply to this appendix.”
C2	Paragraph C.5.2.1c	Paragraph replaced with the following paragraph: c. Positions 3 and 4, STATIC/DYNAMIC, indicate whether the METOC graphic’s size is fixed (static = “S-“) or changes (dynamic = “-D”) in proportion with the background projection.
C2	Paragraph C.5.2.1d	Paragraph replaced with the following paragraph: d. Positions 5 through 10, FUNCTION ID, identify a graphic’s function. Each position indicates an increasing level of detail and specialization.
C2	Paragraph C.5.2.1e	Paragraph replaced with the following paragraph: e. Positions 11 through 13, GRAPHIC TYPE, indicate whether the METOC graphic is point = “P--“, line = -L-“, or based = “--A”.

New - TABLE C-1. SIDC Positions and Categories.

CODING SCHEME (1) (POSITION 1)	CATEGORY (1) (POSITION 2)	STATIC/ DYNAMIC (POSITIONS 3-4)	FUNCTION ID (POSITIONS 5-10)	GRAPHIC TYPE (POSITIONS 11-13)	(POSITIONS 11-15)
W – METOC	A – Atmospheric O – Oceanic S – Space	“S-“ – Static “-D”- Dynamic	See table C-ii for specific values	“P—“ – Point “-L-“ – Line “—A” – Area	Not Used

Change Notice to Appendix D

The following changes apply to Appendix D. The initial change to this and all appendixes was the removal of the hierarchy flowchart. The old hierarchy flowchart number is displayed in the first cell of each row of the symbol and graphic display.

Page #	Location	Change Made
D1	Paragraph D.2	Paragraph replaced with the following paragraph: “Specific documents in paragraph 2.2.2 of this standard apply to this appendix.”
D3	Table D-I	Column “CODING SCHEME” the following items were removed: S – WARFIGHTING G – TACTICAL GRAPHICS W – METOC M – Mapping (Reserved – under Development) O – MILITARY OPERATIONS OTHER THAN WAR (MOOTW)
D3	Table D-I	Column “Affiliation/Exercise Amplifying Descriptor (1)” the following was added: G – EXERCISE PENDING EXERCISE UNKNOWN W – EXERCISE BATTLE DIMENSION O – EXERCISE UNKNOWN BATTLE DIMENSION M – EXERCISE ASSUMED FRIEND D – EXERCISE FRIEND L – EXERCISE NEUTRAL J – JOKER K – FAKER The following was deleted from the column: O – None specified

Change Notice to Appendix E

The following changes apply to Appendix E. The initial change to this and all appendixes was the removal of the hierarchy flowchart. The old hierarchy flowchart number is displayed in the first cell of each row of the symbol and graphic display.

Page #	Location	Change Made
E1	Paragraph E.2	Paragraph replaced with the following paragraph: “Specific documents in paragraph 2.2.2 of this standard apply to this appendix.”
E3	Table E-I	Column “CODING SCHEME” the following items were removed: S – WARFIGHTING G – TACTICAL GRAPHICS W – METOC I - INTELLIENCE M – Mapping (Reserved – under Development)
E3	Table E-I	Column “Affiliation/Exercise Amplifying Descriptor (1)” the following was added: G – EXERCISE PENDING EXERCISE UNKNOWN W – EXERCISE BATTLE DIMENSION O – EXERCISE UNKNOWN BATTLE DIMENSION M – EXERCISE ASSUMED FRIEND D – EXERCISE FRIEND L – EXERCISE NEUTRAL J – JOKER K – FAKER The following was deleted from the column: O – None specified

FOREWORD

1. This standard is approved for use by all Departments and Agencies of the Department of Defense (DOD). Using human factors engineering research, the standard is designed to eliminate conflicts within various symbol sets and to bring a core set of common warfighting symbology under one DOD standard. MIL-STD-2525B Change 1, is designed to equip the DOD with a standard solution that provides sets of Command, Control, Communications, Computers, and Intelligence (C4I) symbols, a coding scheme for symbol automation and information transfer, and technical details to support systems. The standard provides support through interoperability and users' input, which are essential to ensure that the standard continues to meet the warfighter's requirements. MIL-STD-2525B is the primary directive that DOD uses to standardize warfighting symbology.

2. Joint standard symbology is synthesized from land-based, nautical, and aeronautical warfighting domains, and is an increasingly essential ingredient in the successful implementation of the C4I For The Warrior (C4IFTW) concept. Joint warfighting has strengthened the requirement for the rapid exchange of information by the C4I systems community, expanding into the weapons control or engagement domain.

3. Recommendations, additions, deletions, and any pertinent data which may be of use in improving this document should be addressed to: Lead Standardization Activity (LSA), DISA Systems Engineering, Architecture & Integration Center, Standards Management Branch, P.O. Box 4502, Arlington, VA 22204-4502 by using the Standardization Document Improvement Proposal (DD Form 1426) appearing at the end of this document or by letter.

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APPENDIXES PAGE

Appendix A: C^2 Symbology: Units, Equipment, and Installations A-1
Appendix B: C^2 Symbology: Military Operations B-1
Appendix C: METOC Symbology C-1
Appendix D: Signals Intelligence Symbology D-1
Appendix E: Military Operations Other Than War Symbology E-1

1. SCOPE

1.1 Scope. This standard provides common warfighting symbology along with details on its display and plotting to ensure the compatibility, and to the greatest extent possible, the interoperability of DOD Command, Control, Communications, Computer, and Intelligence (C4I) systems development, operations, and training. The standard addresses the efficient transmission of symbology information within the infosphere through the use of a standard methodology for symbol hierarchy and symbol identifiers. The standard applies to both automated and hand-drawn graphic displays. These symbols are designed to enhance DOD's joint warfighting interoperability by providing a standard set of common C4I symbols. Additional symbol sets may be provided when this document is updated.

1.2 Purpose. This standard is designed to provide the guidelines and criteria necessary for the development and display of standard C4I warrior symbology. The requirement to standardize C4I warfighting symbology in order to provide a family of symbology standards in support of the C4I For The Warrior (C4IFTW) concept was recognized at the 30 August 1993 meeting of the Military Communications-Electronics Board. To satisfy these needs, common warfighting symbology standardization incorporates MIL-STD-2525B, *Common Warfighting Symbology*, a DOD symbol data repository, and supporting documentation such as the Symbology Information Technology Standards Management Plan, Configuration Management Plan, and Symbology Standards Management Committee (SSMC) charter (see figure 1).

1.3 Applicability. This standard applies to all DOD components directly or indirectly involved with C4I operations, system operations, system development, and training within the context of warfighting operations. MIL-STD-2525B will serve as the standard symbol set for all future DOD uses of C4I symbology. The standard can be applied to mapping/charting, weather, cockpit display, and engineering design symbology to the extent that it is usable by these communities. The standard will apply to all future use of symbols in two-dimensional and electronic display systems in C4I environments.

a. MIL-STD-2525B combines the symbology from two separate usage domains, referred to as the "force domain" and the "engagement domain." These domains use warfighting symbology in support of their C4IFTW functions. When integrated, this symbology provides the basis for a final standard solution for C4IFTW symbology.

b. Symbology used in the force domain has evolved from North Atlantic Treaty Organization (NATO) Standardization Agreement (STANAG) 2019 (APP 6), *Military Symbols for Land Based Systems*, and U.S. Army Field Manual (FM) 1-02/Marine Corps Reference Publication (MCRP) 5-12A, *Operational Terms and Graphics*. Commanders and staff at all echelons use the symbols and graphics contained in these documents for planning and execution of ground force military operations. These symbols represent units, installations, equipment, and operations, and are used in automated C4I systems or to mark maps and overlays manually.

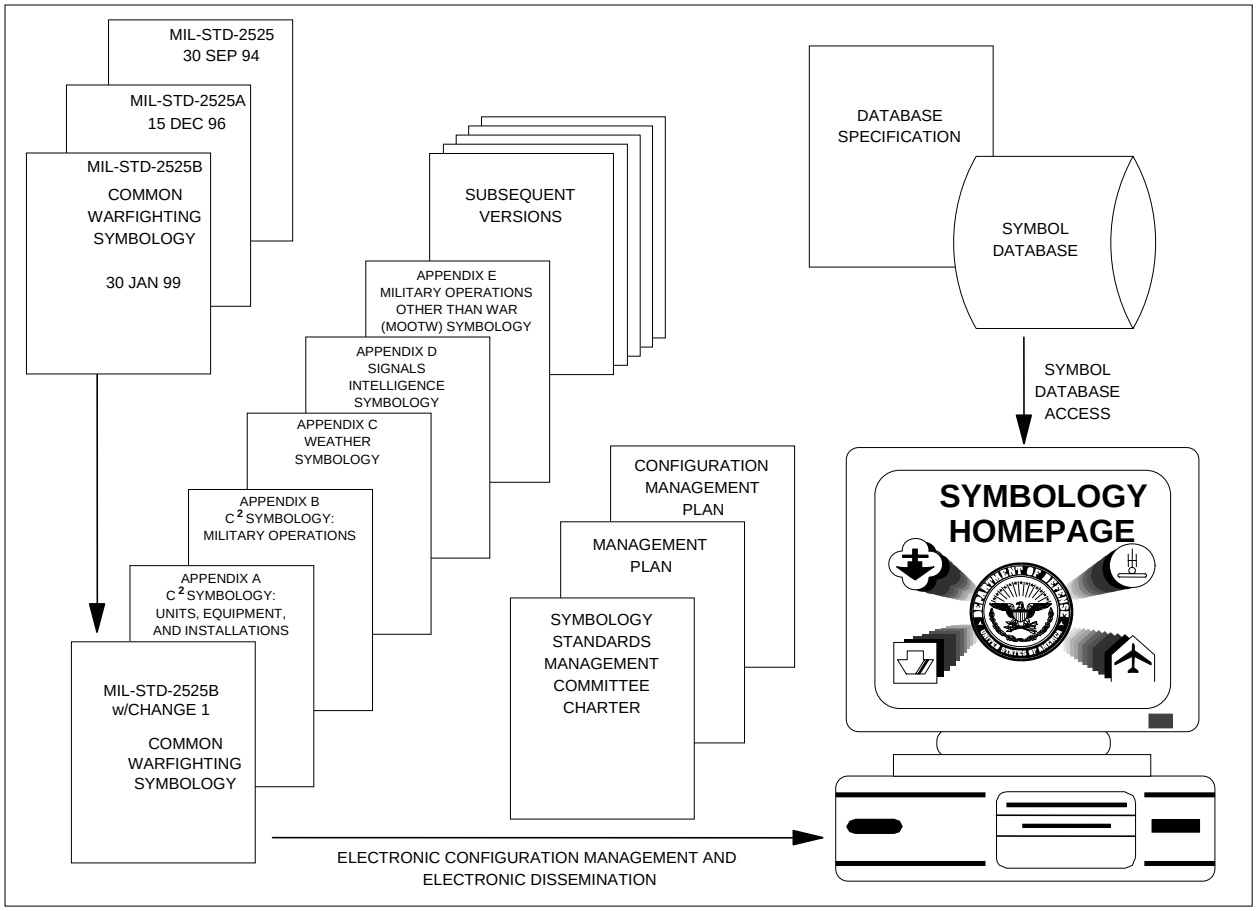


FIGURE 1. Common warfighting symbology documents.

c. Symbology used in the engagement domain has evolved from the requirement to plot sea and air tracks on cockpit, radar, weapons control, and command and control tactical displays. Joint Tactical Information Distribution System (JTIDS) and Naval Tactical Data System (NTDS) symbology, and most recently, "Display Symbology and Colors for NATO Maritime Units," have been the primary sources for track symbols used within the engagement domain.

d. MIL-STD-1787-Aircraft Display Symbology has been developed to provide standards guidance regarding rotary and fixed wing cockpit displays. MIL-STD-1787 supersedes MIL-STD-1295A.

1.4 Content. MIL-STD-2525B defines the composition, construction, and display of tactical symbols and tactical graphics. Each approved symbol set is presented in one of the five appendixes:

Appendix A - C^2 Symbology: Units, Equipment, and Installations
Appendix B - C^2 Symbology: Military Operations
Appendix C - METOC Symbology
Appendix D - Signals Intelligence Symbology
Appendix E - Military Operations Other Than War Symbology

Appendixes A through E contain tables listing symbol identification codes, each approved symbol in the set, and any additional technical specifications specific to that set. Each of the warrior icons listed can be cross-referenced to the symbol coding scheme provided in each symbol set's appendix. The information hierarchy provides an organization or structure for C4I warrior symbology, which encompasses the tactical information commonly exchanged via symbology. Each symbol category and icon is given a unique identifier that is cross-referenced to a symbol ID code.

a. Symbols should comply with MIL-STD-2500 series, National Imagery Transmission Format for the National Imagery Transmission Format Standard (NITFS) when formed and disseminated. This series should be used for file formation and digital exchange of imagery, symbology, and other imagery-related products. The symbol coding scheme in MIL-STD-2525B is the preferred code for all symbol transmissions in the DOD. If necessary, the coding scheme may be translated at the user system. Transmission vehicles are provided by the United States Message Text Format (USMTF) community's Graphical Report Overlay Message (GRAPHREP-OVERLAY) message and the Variable Message Format (VMF) community's OVERLAY message. These message formats are available to assist in symbology dissemination and are not mandated by MIL-STD-2525B when other forms of information transfer already in use are able to perform this function.

b. Additional icons, refinement of the coding scheme, and additional tactical graphics will be developed and presented in future updates of this standard. Special symbol sets will be released as they are developed.

1.5 Changes. MIL-STD-2525B is designed to be flexible enough to accommodate change, further development and input from the operators and users. Changes to these symbols and the addition of new symbol sets will be introduced through the procedures defined in the Symbology Configuration Management Plan, which mandates that changes will be approved by a consensus of the voting members of the SSMC. The staffing of configuration management items, called change proposals, will be in accordance with the procedures provided in DISA, Plan 3200, *Information Technology Standards Management Plan*, and Plan 9002, *Symbology Information Technology Standards Management Plan*.

2. APPLICABLE DOCUMENTS

2.1 General. The documents listed in this section apply to sections 3, 4, and 5 of this standard. This section does not include all documents cited in other sections of this standard or recommended for additional information or as examples. While every effort has been made to ensure the completeness of this list, document users are cautioned that they must meet all specific requirements in the documents cited in sections 3, 4, and 5 of this standard, whether or not they are listed.

2.2 Government documents.

2.2.1 Specifications, standards, and handbooks. The following specifications, standards, and handbooks form a part of this document to the extent specified herein. Unless otherwise

specified, the issues of these documents are those listed in the issue of the Department of Defense Index of Specifications and Standards (DODISS) and its supplement, cited in the solicitation. Copies are available from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094.

STANDARDS - DEPARTMENT OF DEFENSE

FIPS Pub 10 Series	Federal Information Processing Standards Publications. Name of Standard: Countries, Dependencies, Areas of Special Sovereignty, and Their Principal Administrative Divisions (FIPS PUB 10-4)
MIL-STD-1472 Series	Department of Defense Design Criteria Standard: Human Engineering
MIL-STD-1787 Series	Aircraft Display Symbology
MIL-STD-2401 Series	World Geodetic System, WGS-84
MIL-STD-2500 Series	National Imagery Transmission Format for the National Imagery Transmission Format Standard
MIL-STD-6016 Series	Department of Defense Interface Standard; Tactical Data Link (TDL) J Message Standard
MIL-STD-6040 Series	United States Message Text Formatting Program

2.2.2 Other Government documents, drawings, and publications. The following other Government documents, drawings, and publications form a part of this document to the extent specified herein. Unless otherwise specified, the issues are those cited in the solicitation. Joint Publications are available from the Joint Staff, Washington, DC 20318-7000.

Joint Publication 1-02	Department of Defense Dictionary of Military and Associated Terms
Joint Publication 3-59	Joint Doctrine for Meteorological and Oceanographic Support
AFM 51-12V2	Weather for Aircrews
APP-6	Military Symbols for Land Based Symbols
FM 34-3	Intelligence Analysis
FM 5-0	Army Planning and Orders Production
FM 1-02/MCRP 5-12A	Operational Terms and Graphics
STANAG 1241	NATO Standard Identity Description for Tactical Use
Joint Service Specification Guide 1776	Aircrew Systems

2.3 Non-Government publications. None referenced.

2.4 Order of precedence. In the event of a conflict between the text of this document and the references cited herein, the text of this document takes precedence. Nothing in this document, however, supersedes applicable laws and regulations unless a specific exemption has been obtained.

3. DEFINITIONS

3.1 Acronyms used in this standard. The acronyms used in this standard are defined as follows:

AA	Assembly Area
A/C	Aircraft
AAM	Air-to-Air Missile
AAWC	Antiair Warfare Commander
ACA	Airspace Coordination Area
ACP	Air Control Point
ACV	Armored Combat Vehicle
AD	Air Defense
ADP	Automated Data Processing
AEW	1. Airborne Electronic Warfare 2. Airborne Early Warning
AF	Air Force
AGI	Auxiliary Group Intelligence
ANM	Acoustic Noise Monitor
AOU	Area of Uncertainty
APC	Armored Personnel Carrier
APOD	Aerial Port of Debarkation
APOE	Aerial Port of Embarkation
APP	Allied Procedures Publication
ASM	Antiship Missile
ASP	Ammunition Support Point
ASR	Alternate Supply Route
ASUW	Antisurface Warfare
ASW	Antisubmarine Warfare
ATAC	Air Transportable Acoustic Communications
BT	Bathythermograph
BSA	Brigade Support Area
C2	Command and Control
C3I	Command, Control, Communications, and Intelligence
C4I	Command, Control, Communications, Computers, and Intelligence
C4IFTW	C4I for the Warrior
CAP	Combat Air Patrol
CARP	Computed Air Release Point
CAS	Close Air Support

CASS	Command Activated Sonobuoy System
CATK	Counterattack
CENOT	Communications Intelligence Notation
CCP	Communication Check Point
CFA	Covering Force Area
CFL	Coordinated Fire Line
CGM	Computer Graphics Metafile
CID	Criminal Investigation Division
CIE	Commission Internationale de'l Eclairage
COCOM	Combatant Commander
COLT	Combat Observation and Lasing Team
COMMZ	Communications Zone
CP	Check Point
C/S/A	COCOMs, Services, and Agencies
CSAR	Combat Search and Rescue
CWFS	Common Warfighting Symbology
DCA	Defensive Counter Air
DGZ	Designated Ground Zero
DIA	Defense Intelligence Agency
DICASS	Directional Command Activated Sonobuoy System
DIFAR	Directional Frequency Analysis and Recording
DISA	Defense Information Systems Agency
DLIC	Detachment Left-in-Contact
DLRP	Data Link Reference Point
DOD	Department of Defense
DODISS	Department of Defense Index of Specifications and Standards
DR	Dead Reckoning
DRPR	Drawing Practices
DTG	Date-Time Group
EA	Electronic Attack
EC	Electronic Combat
ECM	Electronic Countermeasures
ELNOT	Electronic Intelligence Notation
EO	Electro-optical
EP	Electronic Protection
EPW	Enemy Prisoner of War
ERP	Engineer Regulating Point
ES	Electronic Warfare Support
EW	Electronic Warfare
EZ	Extraction Zone
FAADEZ	Forward Area Air Defense Zone
FC	Fire Control
FCZ	Forward Combat Zone
FEBA	Forward Edge of the Battle Area
FLB	Forward Logistics Base
FLET	Forward Line of Enemy Troops

FLOT	Forward Line of Own Troops
FM	Field Manual
FO	Frame Optional
FSCL	Fire Support Coordination Line
F/W	Fixed Wing
GPS	Global Positioning System
GSD	Graphical Situation Display
GZ	Ground Zero
HCI	Human Computer Interface
HFAC	Human Factors
HIDACZ	High-Density Airspace Control Zone
HL	Holding Line
H/MAD	High/Medium Altitude Air Defense
ICBM	Intercontinental Ballistic Missile
IFF	Identification, Friend or Foe
IFV	Infantry Fighting Vehicle
INST	Information Standards and Technology
IP	Initial Point
IRBM	Intermediate Range Ballistic Missile
ISB	Intermediate Staging Base
JAG	Judge Advocate General
JTIDS	Joint Tactical Information Distribution System
JPOTF	Joint Psychological Operations Task Force
JSEAD	Joint Suppression of Enemy Air Defenses
JSOTF	Joint Special Operations Task Force
LAB	Logistics Assault Base
LC	Line of Contact
LCCP	Large Communication Configured Package
LD	Line of Departure
LLLTV	Low-Light Level Television
LLTR	Low-Level Transit Route
LOA	Limit of Advance
LOC	Lines of Communications
LOFAR	Low Frequency Analysis and Recording
LOTS	Logistics Over-The-Shore
LP	Linkup Point
LRP	Logistics Release Point
LRS	Long Range Surveillance
MAGTF	Marine Air-Ground Task Force
MBA	Main Battle Area
MC&G	Mapping, Charting, and Geodesy
MCM	Mine Countermeasures
MEDEVAC	Medical Evacuation
MEZ	Missile Engagement Zone
MICV	Mechanized Infantry Combat Vehicle
MOOTW	Military Operations Other Than War

MP	Military Police
MPA	Maritime Patrol Aircraft
MRR	Minimum-Risk Route
MSD	Minimum Safe Distance
MSR	Main Supply Route
MTF	Medical Treatment Facility
NAI	Named Area of Interest
NATO	North Atlantic Treaty Organization
NBC	Nuclear, Biological, and Chemical
NFA	No-Fire Area
NFL	No-Fire Line
NGA	National Geospatial-Intelligence Agency
NITFS	National Imagery Transmission Format Standard
NOTAM	Notice to Airmen
NTDS	Naval Tactical Data System
OBJ	Objective
OP	1. Observation Point 2. Observation Post
PAA	Position Area for Artillery
PDF	Principal Direction of Fire
PIM	Path of Intended Motion
PLD	Probable Line of Deployment
POD	Port of Debarkation
POE	Port of Embarkation
PP	Passage Point
PS	Personnel Services
PZ	Pickup Zone
QSTAG	Quadripartite Standardization Agreement
R3P	Rearm, Refuel, and Resupply Point
RAA	Rear Assembly Area
RAOC	Rear Area Operation Center
RCZ	Rear Combat Zone
RES	Reserve
RFL	Restrictive Fire Line
RGB	Red, Green, Blue
RL	Report Line
RO	Range Only
RO/RO	Roll-on/Roll-off
ROZ	Restricted Operations Zone
RP	Release Point
RPV	Remotely Piloted Vehicle
RV	Reentry Vehicle
S/SSM	Surface-to-Subsurface Missile
SAAFR	Standard use Army Aircraft Flight Route
SAM	Surface-to-Air Missile
SAR	Search and Rescue
SFOB	Special Forces Operations Base

SIF	Selective Identification Feature
SIGINT	Signals Intelligence
SL	Start Line
SLBM	Sea-Launched Ballistic Missile
SOF	Special Operations Forces
SP	1. Starting Point 2. Self-Propelled 3. Strong Point
SPOD	Seaport of Debarkation
SPOE	Seaport of Embarkation
SSM	Surface-to-Surface Missile
SSMC	Symbology Standards Management Committee
STANAG	Standardization Agreement (NATO)
SWG	1. Symbology Working Group 2. Surface Warfare Group
TAACOM	Theater Army Area Command
TAI	Target Area of Interest
TCP	Traffic Control Point
TF	Task Force
TGT	Target
TOT	Time on Target
TV	Television
TWS	Track While Scan
UAV	Unmanned Aerial Vehicle
UEI	Units, Equipment, and Installations
UF	Unframed
USA	United States Army
USMTF	United States Message Text Format
UTM	Universal Transverse Mercator
UWT	Under Water Telephone
UWTG	Under Water Tug
VDC	Virtual Device Coordinates
VLAD	Vertical Line Array Difar
VMF	Variable Message Format
VSTOL	Vertical/Short Take-Off and Landing
WFZ	Weapons Free Zone

3.2 Definitions used in this standard. Terms used in this document are defined as follows. The source of the definition is cited in parentheses.

3.2.1 Affiliation. The threat posed by the warfighting object being represented. The basic affiliation categories are Unknown, Friend, Neutral, and Hostile.

3.2.2 Area. 1. A flat piece of ground or open space. 2. A distinct space or surface, or one having a special function. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of areas.)

3.2.3 Assumed friend. A track which is assumed to be a Friend because of its characteristics, behavior, or origin. (MIL-STD-6016)

3.2.4 Atmospheric environment phenomena. A term used to describe natural phenomena occurring in the envelope of air surrounding the earth, including its interfaces and interactions with the earth's solid or liquid surface.

3.2.5 Attribute. A distinctive feature or characteristic such as line, shape, color, texture (fill), edge, mass, and value.

3.2.6 Battlespace. The total, fluid, dynamic environment within which mission-derived operational objectives are pursued.

3.2.7 Boundary. 1. Something indicating a border or limit. 2. The border or limit indicated. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of boundaries.)

3.2.8 Combat effectiveness. The ability of a unit to perform its mission. Factors such as ammunition, personnel, status of fuel, and weapon systems are assessed and rated. (FM 101-5)

3.2.9 Commission Internationale de l'Eclairage (CIE). A color space chart widely used to describe the range of color seen by the human eye.

3.2.10 Contact. In air intercept, a term meaning, "Unit has an unevaluated target." (Joint Pub 1-02)

3.2.11 Dynamic modifier. A modifier whose size and placement are based on the attributes of an object and can change as these attributes and the scale of the background change.

3.2.12 Engagement domain. An environment that is primarily based on the command and control of weapons systems and designed to facilitate rapid identification and judgment based on the need to engage or not to engage.

3.2.13 Engineering design symbology. Symbology used to design, plan, and develop engineering drawings in the chemical, electrical, civil, mechanical, and structural engineering fields.

3.2.14 Faker. A friendly track acting as a hostile for exercise purposes. (MIL-STD-6016)

3.2.15 Fields. A defined area in which a limited combination of alphanumeric and other characters, indicators, and/or abbreviations are grouped/situated in an established way around a symbol/icon, line, area, point, or boundary and used for the purpose of providing additional information about the associated object or battlespace geometry.

3.2.16 Force domain. An environment that is primarily based on the command and control (management of the battlespace) of units and forces.

3.2.17 Frame. The geometric border of a symbol that provides an indication of the affiliation, battle dimension, and status of a warfighting object.

3.2.18 Friend. A track belonging to a declared friendly nation. (MIL-STD-6016)

3.2.19 Graphic. All products of the cartographic and photogrammetric art.

3.2.20 Hostile. A track declared to belong to any opposing nation, party, group, or entity, which by virtue of its behavior or information collected on it such as characteristics, origin or nationality contributes to the threat to friendly forces. (MIL-STD-6016)

3.2.21 Icon. The innermost part of a symbol that provides a graphic representation of a warfighting object.

3.2.22 Indicator. One of several specific graphical additions to a symbol used to provide additional information pictorially vice textually.

3.2.23 Installation. A military camp or base.

3.2.24 Interoperability. The ability of systems, units, or forces to provide services to and accept services from other systems, units, or forces and to use the services so exchanged to enable them to operate effectively together. (Joint Pub 1-02)

3.2.25 Joker. A friendly track as a suspect for exercise purposes. (MIL-STD-6016)

3.2.26 Line. 1. A demarcation. 2. A border or boundary. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of lines.)

3.2.27 Mapping, Charting and Geodesy (MC&G). Symbology that represents natural and man-made features used in the production or display of maps, charts, and digital geospatial information.

3.2.28 Meteorological symbology. Symbology used in weather/climatic forecasting.

3.2.29 Modifier. Optional text or graphics that provide additional information about a symbol or tactical graphic.

3.2.30 Neutral. A track or contact whose characteristics, behavior, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. (MIL-STD-6016)

3.2.31 Oceanic environment phenomena. A term used to describe natural phenomena occurring on or below the surface of the earth's oceans and seas.

3.2.32 Pending. A track which has not been subjected to the identification process. (MIL-STD-6016)

3.2.33 Phase lines. Lines on maps that are easily identifiable from a ground or air vantage point. They may include features such as ridge lines, tree lines, hilltops, roads, and rivers.

3.2.34 Point. A position, place, or locality: SPOT. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of points.)

3.2.35 Signals Intelligence (SIGINT). 1. A category of intelligence comprising either individually or in combination all communications intelligence, electronics intelligence, and foreign instrumentation signals intelligence, however transmitted. 2. Intelligence derived from communications, electronics, and foreign instrumentation signals. (Joint Pub 1-02)

3.2.36 Space environment phenomena (space weather). A term used to describe natural phenomena occurring above 50 kilometers altitude.

3.2.37 Staff. A straight line used as a headquarters indicator in a symbol or used to connect a symbol with its location on a map, chart, or display. The free end of the staff indicates the location of the track or object.

3.2.38 Static modifier. A modifier whose size and placement are fixed and remain constant.

3.2.39 Status. A determination or declaration as to whether a track's or object's location is existing/present or is planned/anticipated at the time that the symbol was generated or the time associated/presented with the symbol itself.

3.2.40 Suspect. A track which is potentially hostile because of its characteristics, behavior, origin, or nationality. (MIL-STD-6016)

3.2.41 Symbol. An object that presents information.

3.2.42 Symbol Identification Code (SIDC). An alphanumeric code based on a database structure that provides the minimum elements required to construct the basic icon and/or a complete symbol. (Joint Pub 1-02)

3.2.43 Tactical graphic. A category of warfighting symbology that provides information about objects necessary for battlefield planning and management.

3.2.44 Tactical symbol. A category of warfighting symbology that provides information about the affiliation, battle dimension, status, and mission of a warfighting object.

3.2.45 Text. Words, alphanumeric information, and other ASCII characters used to define or further designate the meaning of a symbol.

3.2.46 Track. 1. A series of related contacts displayed on a plotting board. 2. The actual path of an aircraft above, or a ship on, the surface of the earth.

3.2.47 Unknown. An evaluated track which has not been identified. (MIL-STD-6016)

3.2.48 Virtual device. An idealized graphics device that presents a set of graphics capabilities to graphics software or systems via the Computer Graphics Interface. (ANSI X3.122)

3.2.49 Virtual Device Coordinates (VDC). The coordinates used to specify position in the VDC space. These are absolute two-dimensional coordinates. (ANSI X3.122)

3.2.50 VDC extent. A rectangular region of interest contained within the VDC range. (ANSI X3.122)

3.2.51 VDC range. A rectangular region within VDC space consisting of the set of all coordinates representable in the declared coordinate type and encoding format of the metafile. (ANSI X3.122)

3.2.52 Warfighting symbology. Symbology used to plan and execute military operations in support of C4I functions. These symbols fall into two basic categories: tactical symbols and tactical graphics (see 4.3, symbol categories).

3.2.53 Zone. A section of an area or territory set apart for a specific purpose. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of areas.)

3.3 Hierarchy identification codes used in the appendixes. The hierarchy identification codes used in the appendixes are defined as follows:

1WTRFF	ONE-WAY TRAFFIC
2WTRFF	TWO-WAY TRAFFIC
AA/C	ANTI-AIRCRAFT
AAFF	AXIS OF ADVANCE FOR FEINT
AAM	AIR TO AIR MISSILE (AAM)
AARM	ANTI ARMOR
AAST	AIR ASSAULT
AB	AIRPORT/AIRBASE
ABN	AIRBORNE
ABNCP	AIRBORNE COMMAND POST
ABNEW	AIRBORNE EARLY WARNING (AEW)
ABNINC	AIRBORNE INTERCEPT
ABNSB	AIRBORNE SEARCH & BOMBING
ABP	EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
ABS	ABATIS
ABYARA	ASSEMBLY AREA
ACA	AIRSPACE COORDINATION AREA (ACA)

ACDR	AIR CORRIDOR
ACP	AIR CONTROL POINT (ACP)
ACTL	AIR CONTROL
ACTPNT	ACTION POINTS (GENERAL)
ACU	ACOUSTIC
ACYC	ANTICYCLONE CENTER
ADF	AIR DEFENSE
ADFAD	AIR DEFENSE (AD)
ADFG	AIR DEFENSE GUN
ADMIN	ADMINISTRATIVE (ADMIN)
AEP	AMBULANCE EXCHANGE POINT
AEREXP	AERIAL EXPLOITATION
AFP	ATTACK BY FIRE POSITION
AHD	AIRHEAD
AIMPNT	AIM POINT
AIR	AIR
AIRFZ	AIRFIELD ZONE
AIRTRK	AIR TRACK
ALM	AIR LAUNCHED MISSILE
ALTUSP	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
AMB	AMBUSH
AMBLNC	AMBULANCE
AMEP	AMMUNITION AND EXPLOSIVES PRODUCTION
AMP	AMPHIBIOUS
AMPHC	ATMOSPHERIC
AMPWS	AMPHIBIOUS WARFARE SHIP
AMTP	ARMAMENT PRODUCTION
ANCRG1	ANCHORAGE
ANCRG2	ANCHORAGE
ANCRG3	ANCHORAGE
ANG	ANGLICO
ANM	ANM
AOO	AREA OF OPERATIONS (AO)
AP	AMMUNITION POINTS
APA	AIRCRAFT PRODUCTION & ASSEMBLY
APL	HIJACKING (AIRPLANE)
APMNE	ANTIPERSONNEL (AP) MINES
APOD	APOD/APOE
ARA	AREA
ARATGT	AREA TARGET

ARC	ARCTIC
ARM	ARMOR
ARMCV	ARMORED CARRIER WITH VOLCANO
ARMD	ARMORED
ARMERV	ARMORED ENGINEER RECON VEHICLE (AERV)
ARMINF	ARMORED INFANTRY
ARMPC	ARMORED PERSONNEL CARRIER
ARMVM	ARMORED VEHICLE MOUNTED
ARMWVH	ARMORED WHEELED VEHICLE
ARR	ARREST
ARS	AREAS
ARTSVY	ARTILLERY SURVEY
ASBW	ANTI-SUBMARINE WARFARE (ASW)
ASBW	ANTISUBMARINE WARFARE/MPA
ASBWCB	ANTISUBMARINE WARFARE (ASW) CARRIER BASED
ASBWF	ANTISUBMARINE WARFARE, FIXED WING
ASBWR	ANTISUBMARINE WARFARE, ROTARY WING
ASM	AIR TO SURFACE MISSILE (ASM)
ASN	ARSON/FIRE
ASP	AMMUNITION SUPPLY POINT (ASP)
ASRUT	ALTERNATE SUPPLY ROUTE
ASS	ASSASSINATION/MURDER/EXECUTION
AST	ARMORED ASSAULT
ASTCA	ASSAULT CROSSING AREA
ASTPSN	ASSAULT POSITION
ASTVES	ASSAULT VESSEL
ASUW	ANTI-SURFACE WARFACE (ASUW)
ASWSHP	ASW SHIP
ASWSUB	ASW SUBMARINE
AT	ANTITANK (AT)
ATAC	ATAC
ATCTL	AIR TRAFFIC CONTROL
ATD	ANTITANK DITCH
ATDATM	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
ATDC	COMPLETE
ATDUC	UNDER CONSTRUCTION
ATG	ANTI-TANK GUN
ATIZ	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
ATK	ATTACK
ATKPSN	ATTACK POSITION

ATMAHD	ANTITANK MINE WITH ANTIHANDLING DEVICE
ATMDIR	ANTITANK MINE (DIRECTIONAL)
ATMER	ATOMIC ENERGY REACTOR
ATMNE	ANTITANK MINE (AT)
ATN	AIDS TO NAVIGATION
ATO	ANTITANK OBSTACLES
ATP	AMMUNITION TRANSFER POINT (ATP)
ATRFF	ALTERNATING TRAFFIC
ATRL	ANTITANK ROCKET LAUNCHER
ATW	ANTITANK WALL
AVN	AVIATION
AXSADV	AXIS OF ADVANCE
BAS	BELTS AND STRIPS
BB	BERGY BIT
BBS	BATTLESHIP
BBY	BOOBY TRAP
BCN	BEACON
BCON	BRIEF CONTACT
BDAWTH	BOUNDED AREAS OF WEATHER
BEH	BEACH
BEHSPE	BEACH SLOPE
BERBOX	BEARING BOX
BERLNE	BEARING LINE
BH	BACKHOE
BIO	BIOLOGICAL
BIOCA	BIOLOGICALLY CONTAMINATED AREA
BIOLUM	BIOLUMINESCENCE
BKN	BROKEN COVERAGE
BLDS	BOULDERS
BLDTSD	BLOWING DUST OR SAND
BLK	BLOCK
BLSNHY	BLOWING SNOW - HEAVY
BLSNLM	BLOWING SNOW - LIGHT/MODERATE
BLST	BALLISTIC MISSILE
BLST	BLACK LIST LOCATION
BLT	BELT
BM	BOMB/BOMBING
BMARA	BOMB AREA
BMB	BOMBER
BNDS	BOUNDARIES

BOAT	HIJACKING (BOAT)
BRCT	BROADCAST
BRG	BRIDGE
BRGH	BRIDGEHEAD
BRH	BREACH
BRHSA	BERTHS (ANCHOR)
BRHSO	BERTHS (ONSHORE)
BRKS	BREAKERS
BSA	BRIGADE (BSA)
BT	BATHYTHERMOGRAPH TRANSMITTING (BT)
BTFSVL	BATTLEFIELD SURVEILLANCE
BTLPSN	BATTLE POSITION
BTMCHR	BOTTOM CHARACTERISTICS
BTMFAT	BOTTOM FEATURES
BTMRGN	BOTTOM ROUGHNESS
BTMRTN	BOTTOM RETURN/NOMBO
BUOY	BUOY DEFAULT
BUS	BUS
BW	BERGY WATER
BWGJAW	BREAKWATER/GROIN/JETTY (ABOVE WATER)
BWGJBW	BREAKWATER/GROIN/JETTY (BELOW WATER)
BYS	BYPASS
C2ARS	COMMAND & CONTROL AREAS
C2GM	COMMAND AND CONTROL AND GENERAL MANEUVER
C2HQ	SPECIAL C2 HEADQUARTERS COMPONENT
C2LNE	COMMAND & CONTROL LINES
C2PNT	COMMAND & CONTROL POINTS
C2V	C2V/ACV
CALM	CALM WINDS
CAP	COMBAT AIR PATROL (CAP)
CASS	COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
CATK	COUNTERATTACK (CATK)
CATKF	COUNTERATTACK BY FIRE
CBNP	CANNIBALIZATION POINT
CBT	COMBAT
CBTPST	COMBAT OUTPOST
CBTT	COMBATANT
CBWP	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
CCP	CASUALTY COLLECTION POINT
CCTA	CONCERTINA

CCTRK	CROSS-COUNTRY TRUCK
CELL	CELLULAR/MOBILE
CFCSG	CABLE FERRY CROSSING
CFFZ	CALL FOR FIRE ZONE (CFFZ)
CFL	COORDINATED FIRE LINE (CFL)
CFZ	CRITICAL FRIENDLY ZONE (CFZ)
CGO	CARGO
CGOALT	CARGO AIRLIFT (TRANSPORT)
CHKPNT	CHECK POINT
CID	CENTRAL INTELLIGENCE DIVISION (CID)
CINT	COUNTER INTELLIGENCE
CIP	CALL IN POINT
CIR	CIRCLE
CIRCLR	CIRCULAR
CIRTGT	CIRCULAR TARGET
CLAY	CLAY
CLDFRN	COLD FRONT
CLE	CIVILIAN LAW ENFORCEMENT
CLM	CLAYMORE
CLR	CLEAR
CLS1	CLASS I
CLS10	CLASS X
CLS2	CLASS II
CLS3	CLASS III
CLS4	CLASS IV
CLS5	CLASS V
CLS6	CLASS VI
CLS7	CLASS VII
CLS8	CLASS VIII
CLS9	CLASS IX
CLT	COLT/FIST
CM	CRUISE MISSILE
CMDOPN	COMMAND OPERATIONS
CML	CHEMICAL
CMLCA	CHEMICALLY CONTAMINATED AREA
CMPS	COMPOSITE
CNG	CONVERGENCE
CNGLNE	CONVERGANCE LINE
CNL	CANAL
CNS	CENSOR ZONE

CNT	CONTAIN
CNVPRN	CONVENTIONAL PROPULSION
CNY	CONVOY
CNZ	CANALIZE
COBL	COBBLES
COBLOS	COBBLES, OYSTER SHELLS
COMCP	COMMUNICATION CONFIGURED PACKAGE
COMM	COMMUNICATIONS
COMMCP	COMMUNICATIONS CHECKPOINT (CCP)
CONPNT	CONTACT POINT
COV	COVER
CPL	CHAPARRAL
CRCD	RECRUITMENT (COERCED/IMPRESSED)
CRDPNT	COORDINATION POINT
CRDRTB	CORRIDOR TAB
CRK	CRACKS
CRKASL	CRACKS AT A SPECIFIC LOCATION
CRL	CORAL
CRP	CORPS
CRR	CARRIER
CRU	CRUISER
CRV	DEPTH CURVE
CS	COMBAT SUPPORT
CSAR	COMBAT SEARCH AND RESCUE (CSAR)
CSE	COARSE
CSESD	COARSE SAND
CSESLT	COARSE SILT
CSGSTE	CROSSING SITE/WATER CROSSING
CSN	CONSTRUCTION
CSNALH	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED
CSNVEH	CONSTRUCTION VEHICLE
CSS	COMBAT SERVICE SUPPORT
CSSVEH	COMBAT SERVICE SUPPORT VEHICLE
CSTHYD	COASTAL HYDROGRAPHY
CSTLN	COASTLINE
CSTSVL	COASTAL SURVEILLANCE
CSV	CREWED SPACE VEHICLE
CTDAPP	CONTROLLED APPROACH
CTDINC	CONTROLLED INTERCEPT

CTR	SEARCH CENTER
CTRB	CLUTTER (BOTTOM)
CTSHVY	CONTINUOUS HEAVY
CTSLIT	CONTINUOUS LIGHT
CTSMOD	CONTINUOUS MODERATE
CTUR	CONTOUR
CUDCOV	CLOUD COVERAGE
CVL	CIVIL
CVLAFF	CIVIL AFFAIRS
CVLVEH	CIVILIAN VEHICLE
CVP	CIVILIAN COLLECTION POINT
CVY	CAVALRY
CWSNLH	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND
CYC	CYCLONE CENTER
DA	DEAD SPACE AREA (DA)
DAFF	DIRECTION OF ATTACK FOR FEINT
DAFNC	DOUBLE APRON FENCE
DAM	DAM
DANHAZ	DANGERS/HAZARDS
DAPP	DOWNED AIRCREW PICKUP POINT
DATTMN	DATA TRANSMISSION
DBLFNC	DOUBLE FENCE
DBLSTD	DOUBLE STRAND CONCERTINA
DBS	DRIVE-BY SHOOTING
DBT	MINE-NAVAL (DOUBTFUL)
DCDH2O	DISCOLORED WATER
DCNPNT	DECISION POINT
DCP	DETAINEE COLLECTION POINT
DCPN	DECEPTION
DCY	DECOY
DD	DESTROYER
DDCK	DRYDOCK
DECON	DECONTAMINATION
DECONP	DECONTAMINATION (DECON) POINTS
DEF	DEFENSE
DEFN	MINE-NAVAL (DEFINITE)
DEMO	DEMONSTRATION
DEN	DENTAL
DFG	DIRECT FIRE GUN
DFN	DIRECTION FINDING

DFT	BYPASS DIFFICULT
DFTY	OBSTACLE BYPASS DIFFICULTY
DGOPN	DRUG OPERATION
DGVEH	DRUG VEHICLE
DHA	DETAINEE HOLDING AREA
DICASS	DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)
DIFAR	DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
DIPPSN	DIP POSITION
DIRATK	DIRECTION OF ATTACK
DIV	DIVISION
DLRP	DLRP
DLT	DEALT
DLY	DELAY
DMA	DECOY MINED AREA
DMAF	DECOY MINED AREA, FENCED
DMD	DISMOUNTED
DMY	DUMMY (DECEPTION/DECOY)
DMYMD	DUMMY MINEFIELD (DYNAMIC)
DMYMS	DUMMY MINEFIELD (STATIC)
DOPN	DOLPHIN
DPH	DEPTH
DRCL	DOSE RATE CONTOUR LINES
DRFT	DRIFTER
DRG	DREDGE
DRN	DRONE (RPV/UAV)
DRPPNT	DROP POINT
DRPZ	DROP ZONE
DRT	DISRUPT
DSA	DIVISION (DSA)
DSTVES	DISTRESSED VESSEL
DSTY	DESTROY
DT/SD	DUST OR SAND
DTDVL	DUST DEVIL
DTHAC	DITCHED AIRCRAFT
DTM	DATUM
DVG	DIVERGENCE
DVR	DIVER (HARDTOP DIVER, SCUBA DIVER)
DVSN	DIVERSIONS
DYN	DYNAMIC DEPICTION

DYNPRO	DYNAMIC PROCESSES
DZ	DRIZZLE
DZR	DOZER
EBB	CURRENT FLOW - EBB
ECM	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
ECRG	ELECTRONIC RANGING
ECW	ELECTRONIC WARFARE
EIEOB	ESTIMATED ICE EDGE OR BOUNDARY
ELC	ELECTRONIC
ELCSCG	EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY
ELDSCG	EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY
ELP	ELLIPSE
EM	ELECTRO-MAGNETIC
EMP	EMPLACED
EMTARA	ENGAGEMENT AREA
ENCMT	ENCIRCLEMENT
ENG	ENGINEER
ENGEP	ENGINEERING EQUIPMENT PRODUCTION
ENGVEH	ENGINEER VEHICLE
ENTPNT	ENTRY POINT
EOD	EXPLOSIVE ORDINANCE DISPOSAL
EOP	ELECTRO-OPTICAL
EOPI	ELECTRO-OPTICAL INTERCEPT
EOTR	EDDIES/OVERFALLS/TIDE RIPS
EPF	ELECTRIC POWER FACILITY
EPWCP	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
EPWHA	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
EQT	EQUIPMENT
EQTMNF	EQUIPMENT MANUFACTURE
EQTTRP	DECON SITE/POINT (EQUIPMENT AND TROOPS)
ER	EMERGENCY
ERHMR	EARTHMOVER
ERHSVL	EARTH SURVEILLANCE
ERP	ENGINEER REGULATING POINT
ESM	ELECTRONIC SURVEILLANCE MEASURES
ESTOF	EARTHWORK, SMALL TRENCH OR FORTIFICATION
ESY	BYPASS EASY
EW	EARLY WARNING
EXCD	ROADBLOCK COMPLETE (EXECUTED)

EXT	TURBULENCE - EXTREME
EXTDWC	EXTREMELY DRY WITH CRACKS
EXTN	EXTORTION
EZ	EXTRACTION ZONE (EZ)
FAADEZ	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
FAC	FACILITIES
FAOTP	FALLOUT PRODUCING
FARP	FORWARD ARMING AND REFUELING AREA (FARP)
FBG	FLOEBERG
FC	FUNNEL CLOUD (TORNADO/WATERSPOUT)
FCL	FINAL COORDINATION LINE
FDDIST	FOOD DISTRIBUTION
FEBA	FORWARD EDGE OF BATTLE AREA (FEBA)
FEW	FEW COVERAGE
FEWS	FOXHOLE, EMPLACEMENT OR WEAPON SITE
FFA	FIRE FREE AREA (FFA)
FFR	FRIGATE/CORVETTE
FG	FOG
FIN	FINANCE
FIRCTL	FIRE CONTROL
FIX	FIX
FIXAVN	FIXED WING AVIATION
FIXD	FIXED WING
FIXPFD	FIXED AND PREFABRICATED
FLDART	FIELD ARTILLERY
FLGRD1	FOUL GROUND
FLGRD2	FOUL GROUND
FLGRD3	FOUL GROUND
FLH	FLASH (OPTICAL)
FLMTHR	FLAME THROWER
FLOOD	CURRENT FLOW - FLOOD
FLOT	FORWARD LINE OF OWN TROOPS (FLOT)
FLT	FLAT
FLTBD	FLATBED TRUCK
FLTSUP	FLEET SUPPORT (TENDER/TUG)
FLWASS	FOLLOW AND ASSUME
FLWSUP	FOLLOW AND SUPPORT
FNE	FINE
FNESD	FINE SAND
FNESLT	FINE SILT

FOR	FORCE
FOSF	FOSSIL FUEL
FP	FIRING POINT
FPF	FINAL PROTECTIVE FIRE (FPF)
FRD	FORD
FRDDFT	FORD DIFFICULT
FRDESY	FORD EASY
FRGS	FRONTOGENESIS
FRGSRH	FORAGING/SEARCHING
FRLS	FRONTOLYSIS
FRMN	FORMATION
FRNSYS	FRONTAL SYSTEMS
FRT	FORT
FRY	FERRY
FRYCSG	FERRY CROSSING
FRYTSP	FERRY TRANSPORTER
FSA	FIRE SUPPORT AREA (FSA)
FSCL	FIRE SUPPORT COORDINATION LINE (FSCL)
FSG	FISHING
FSGHBR	FISHING HARBOR
FSH1	FORESHORE
FSH2	FORESHORE
FSH3	FORESHORE
FSS	FIRE SUPPORT STATION
FSTK1	FISH STAKES/TRAPS/WEIRS
FSTK2	FISH STAKES
FSTK3	FISH STAKES/TRAPS/WEIRS
FSUPP	FIRE SUPPORT
FTFDAR	FORTIFIED AREA
FTFDLN	FORTIFIED LINE
FTR	FIGHTER
FU	SMOKE
FWDCOM	FORWARD COMMUNICATIONS
FWDOP	FORWARD OBSERVER POSITION
FZDZ	FREEZING DRIZZLE
FZLED	FROZEN LEAD
FZLVL	FREEZING LEVEL
FZPPN	FREEZING/FROZEN PRECIPITATION
FZRA	FREEZING RAIN
FZSNV	FOG - FREEZING, SKY NOT VISIBLE

FZSV	FOG - FREEZING, SKY VISIBLE
GAP	GAP
GDD	GUIDED MISSILE
GENARA	GENERAL AREA
GLST	GRAY LIST LOCATION
GLZGRD	GLAZE (THIN ICE) ON GROUND
GNL	GENERAL
GOVLDR	GOVERNMENT LEADERSHIP
GPHY	GEOPHYSICS/ACOUSTICS
GRD	GROUND
GRDSM	GROUND STATION MODULE
GRDSR	GROUND SURVEILLANCE RADAR
GRDTRK	GROUND TRACK
GRDVEH	GROUND VEHICLE
GRDZRO	GROUND ZERO
GREL	GRENADE LAUNCHER
GRF	GRAFITTI
GTL	GENTLE
GUD	GUARD
GUNUNT	GUN UNIT
GVL	GRAVEL
GWL	GROWLER
H2O	WATER
H2OCRT	WATER CRAFT
H2OTRB	WATER TURBULENCE
HAMEZ	HIGH ALTITUDE MEZ
HAZ	HAZARD
HAZMAT	HAZARDOUS MATERIALS (HAZMAT)
HBR	HARBOR (GENERAL)
HC	HURRICANE/TYPHOON
HCNY	HALTED CONVOY
HGH	HIGH
HGHCTR	HIGH PRESSURE CENTER
HGL	HOLDING LINE
HGTFDG	HEIGHT FINDING
HIDACZ	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
HJKG	HIJACKING
HL	HAIL
HMAD	H/MAD
HMG	HEAVY MACHINE GUN

HOV	HOVERCRAFT
HOW	HOWITZER/GUN
HP	HIDE POINT
HRE	HORSE
HSP	HOSPITAL
HSPSHP	HOSPITAL SHIP
HTHP	HOUSE-TO-HOUSE PROPAGANDA
HUM	RIDGES OR HUMMOCKS
HVY	HEAVY
HWFNC	HIGH WIRE FENCE
HWK	HAWK
HYDGRY	HYDROGRAPHY
HZ	HAZE
IB	ICEBERG
IC	ICE CRYSTALS (DIAMOND DUST)
ICG	ICING
ICN	ICE CONCENTRATION
ID	ICE DRIFT (DIRECTION)
IDFF	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
IEOBFR	ICE EDGE OR BOUNDARY FROM RADAR
IF	ICE FREE
IFF	IFF (TRANSPONDER)
IFR	INSTRUMENT FLIGHT RULE (IFR)
II	ICE ISLAND
IMP	BYPASS IMPOSSIBLE
IMTBUR	IMPACT BURIAL
IMTPNT	IMPACT POINT
INC	INTERCEPT
INCR	INTERCEPTOR
INF	INFANTRY
INFFV	INFANTRY FIGHTING VEHICLE
INFNLE	INFILTRATION LANE
INMHVY	INTERMITTENT HEAVY
INMLIT	INTERMITTENT LIGHT
INMMOD	INTERMITTENT MODERATE
INS	INSTALLATION
INT	INTELLIGENCE (OCEANOGRAPHIC, AGI)
INTGN	INTERROGATION
INTMR	INTERMEDIATE RANGE
IRR	IRREGULAR

ISB	ISOBAR - SURFACE
ISD	ISODROSOTHERM
ISF	INTERNAL SECURITY FORCES
ISH	ISOTACH
ISL	ISOLATE
ISND	ISLAND
ISP	ISOPLETHS
IST	ISOTHERM
ISTB	INSTABILITY LINE
ISYS	ICE SYSTEMS
ITCZ	INTER-TROPICAL CONVERGANCE ZONE
ITD	INTER-TROPICAL DISCONTINUITY
ITDT	INTERDICT
ITEST	ICE THICKNESS (ESTIMATED)
ITM	ITEMS
ITOBS	ICE THICKNESS (OBSERVED)
IWU	INFORMATION WARFARE UNIT
JAG	JUDGE ADVOCATE GENERAL (JAG)
JBB	JAMMED BRASH BARRIER
JIB	JOINT INFORMATION BUREAU (JIB)
JINTCT	JOINT INTELLIGENCE CENTER
JMG	JAMMING
JTSM	JET STREAM
KDNG	KIDNAPPING
KGP	KINGPIN
KLP1	KELP/SEAWEED
KLP2	KELP/SEAWEED
KLP3	KELP/SEAWEED
KNIVEH	KNOWN INSURGENT VEHICLE
LAARA	LIMITED ACCESS AREA
LAMEZ	LOW ALTITUDE MEZ
LANE	LANE
LAR	LIGHT ARMORED RECONNAISSNACE (LAR)
LARMVH	LIGHT ARMORED VEHICLE
LAWENU	LAW ENFORCEMENT UNIT
LAWENV	LAW ENFORCEMENT VESSEL
LBR	LABOR
LCCP	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
LCCTRK	LIMITED CROSS-COUNTRY TRUCK
LCK	LOCK

LCON	LOST CONTACT
LD	LINE OF DEPARTURE
LDGLNE	LEADING LINE
LDLC	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
LDNCGC	LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY
LDSALH	LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED
LDSNLH	LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND
LDY	LAUNDRY/BATH
LED	LEAD
LEN	LARGE EXTENSION NODE
LESCRT	LEISURE CRAFT
LIT	LIGHT
LITHSE	LIGHTHOUSE
LITLNE	LIGHT LINE
LITMOD	DUST/SAND STORM - LIGHT TO MODERATE
LITVES	LIGHT VESSEL/LIGHTSHIP
LLTR	LOW LEVEL TRANSIT ROUTE (LLTR)
LMG	LIGHT MACHINE GUN
LMT	LIMITS
LMTADV	LIMIT OF ADVANCE
LND	LAND
LNDCRT	LANDING CRAFT
LNDMNE	LAND MINES
LNDPLC	LANDING PLACE
LNDRNG	LANDING RING
LNDSHP	LANDING SHIP
LNDSUP	LANDING SUPPORT
LNE	LINE
LNGR	LONG RANGE
LNKUPT	LINKUP POINT
LNRTGT	LINEAR TARGET
LOC	LINE OF CONTACT
LOCAT	LOCATIONS
LOFAR	LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
LORO	LIMIT OF RADAR OBSERVATION
LOU	LIMIT OF UNDERCAST
LOVO	LIMIT OF VISUAL OBSERVATION
LOWCTR	LOW PRESSURE CENTER

LP	LAUNCH POINT
LPC	LIQUID PRECIPITATION - CONVECTIVE
LPNCI	LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT
LRP	LOGISTICS RELEASE POINT (LRP)
LRS	LONG RANGE SURVEILLANCE (LRS)
LSR	LASER
LSTGT	LINEAR SMOKE TARGET
LTA	LIGHTER THAN AIR
LTG	LIGHTNING
LTL	LESS THAN LETHAL
LW	LOW
LWFNC	LOW WIRE FENCE
LZ	LANDING ZONE (LZ)
MAINT	MAINTENANCE
MANATK	MAIN ATTACK
MAR	MARINE
MARLFE	MARINE LIFE
MARTAR	MARITIME AREA
MARTLB	MARITIME LIMIT BOUNDARY
MCC	MOVEMENT CONTROL CENTER(MCC)
MCLST	MINE CLUSTER
MCMDRN	MCM DRONE
MCMSUP	MCM SUPPORT
MCNY	MOVING CONVOY
MCP	MAINTENANCE COLLECTION POINT
MCT	MERCHANT
MCVEH	MINE CLEARING VEHICLE
MDM	MEDIUM
MDMSD	MEDIUM SAND
MDMSLT	MEDIUM SILT
MECH	MECHANIZED
MED	MEDICAL
MEDF	MEDICAL FACILITY
MEDTF	MEDICAL TREATMENT FACILITY
MEDV	MEDEVAC
METO	METEOROLOGICAL
MEZ	MISSILE ENGAGEMENT ZONE (MEZ)
MFN	MULTI-FUNCTION
MIL	MILITARY
MILBF	MILITARY BASE/FACILITY

MILINT	MILITARY INTELLIGENCE
MILP	MILITARY POLICE
MILVP	MILITARY VEHICLE PRODUCTION
MIST	MIST
MIWBC	MIW BOTTOM CATEGORY
MIWBS	MIW-BOTTOM SEDIMENTS
MIWBT	MIW BOTTOM TYPE
MIX	MIXED ICING
ML	MINE LAYING
MLDCGC	MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
MLVEH	MINE LAYING VEHICLE
MMD	MAN-MADE STRUCTURES
MMF	MILITARY MATERIEL FACILITY
MNDARA	MINED AREA
MNE	MINE
MNECM	MINE COUNTERMEASURES
MNEFLD	MINEFIELDS
MNEHNT	MINEHUNTER
MNELYR	MINELAYER
MNENAV	MINE-NAVAL
MNESWE	MINESWEEPER
MNEWBD	MINE WARFARE BOTTOM DESCRIPTORS
MNEWV	MINE WARFARE VESSEL
MNT	MOUNTAIN
MNTWAV	MOUNTAIN WAVES
MNY	MANY ICEBERGS
MNYBB	MANY BERGY BITS
MNYGNL	MANY ICEBERGS - GENERAL
MNYGWL	MANY GROWLERS
MOBSU	MOBILITY/SURVIVABILITY
MOD	MODERATE
MODHVY	FREEZING DRIZZLE - MODERATE/HEAVY
MODHVY	FREEZING RAIN - MODERATE/HEAVY
MODHVY	HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER
MODHVY	RAIN SHOWERS - MODERATE/HEAVY
MODHVY	SNOW SHOWERS - MODERATE/HEAVY
MOOTW	MILITARY OPERATIONS OTHER THAN WAR (MOOTW)
MORT	MORTAR
MOT	MOTORIZED
MPOFI	MELT PUDDLES OR FLOODED ICE

MRK	MARKER
MRL	MULTIPLE ROCKET LAUNCHER
MRR	MINIMUM RISK ROUTE (MRR)
MRSH	MARSHALL
MRSPD	MULTI ROCKET SELF-PROPELLED
MRTOW	MULTI ROCKET TOWED
MRTRK	MULTI ROCKET TRUCK
MSDZ	MINIMUM SAFE DISTANCE ZONES
MSE	MULTIPLE SUBSCRIBER ELEMENT
MSL	MISSILE
MSLAQ	MISSILE ACQUISITION
MSLAQ	MISSILE ACQUISITION
MSLAQ	MISSILE ACQUISITION
MSLDL	MISSILE DOWNLINK
MSLGDN	MISSILE GUIDANCE
MSLIF	MISSILE IN FLIGHT
MSLL	MISSILE LAUNCHER
MSLPNT	MSL DETECT POINT
MSLTRK	MISSILE TRACKING
MSRUT	MAIN SUPPLY ROUTE
MSSP	MISSILE & SPACE SYSTEM PRODUCTION
MTRY	MORTUARY/GRAVES REGISTRY
MUD	MUD
MVB	MOVEABLE
MVBPFD	MOVEABLE AND PREFABRICATED
MVFR	MARGINAL VISUAL FLIGHT RULE (MVFR)
MWR	MORALE, WELFARE, RECREATION (MWR)
NAI	NAMED AREA OF INTEREST (NAI)
NAV	NAVAL
NAVGRP	NAVY GROUP
NAVREF	NAV REFERENCE
NAVTF	NAVY TASK FORCE
NAVTG	NAVY TASK GROUP
NAVTU	NAVY TASK UNIT
NBC	NUCLEAR, BIOLOGICAL AND CHEMICAL
NBCEQT	NBC EQUIPMENT
NBCOP	NBC OBSERVATION POST (DISMOUNTED)
NCBTT	NONCOMBATANT
NDGZ	NUCLEAR DETINATIONS GROUND ZERO
NENY	NUCLEAR ENERGY

NEUT	NEUTRALIZE
NFA	NO-FIRE AREA (NFA)
NFL	NO-FIRE LINE (NFL)
NMIL	NON-MILITARY
NMP	NUCLEAR MATERIAL PRODUCTION
NMS	NUCLEAR MATERIAL STORAGE
NODAT	NO DATA
NODCTR	NODE CENTER
NPRN	NUCLEAR PROPULSION
NPT	NUCLEAR PLANT
NSUB	NON-SUBMARINE
NUC	NUCLEAR
NUCTGT	NUCLEAR TARGET
NVGL	NAVIGATIONAL
OBJ	OBJECTIVE
OBSEFT	OBSTACLE EFFECT
OBSPST	OBSERVATION POST/OUTPOST
OBST	OBSTACLES
OBSTBP	OBSTACLE BYPASS
OCA	OCEANIC
OCC	OCCUPY
OCD	OCCLUDED FRONT
OCNGRY	OCEANOGRAPHY
OD	OPERATOR-DEFINED
ODFF	OPERATOR-DEFINED FREEFORM
OFA	OBSTACLE FREE AREA
OFF	OFFENSE
OIEOB	OBSERVED ICE EDGE OR BOUNDARY
OITI	OPENINGS IN THE ICE
OLOS	OMNI-LINE-OF-SIGHT (LOS)
OLR	OILER/TANKER
OLRG	OIL/GAS RIG
OLRGFD	OIL/GAS RIG FIELD
OPDECN	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
OPN	OPERATIONS
ORA	OBSTACLE RESTRICTED AREA
ORD	ORDNANCE
OSLF1	OFFSHORE LOADING FACILITY
OSLF2	OFFSHORE LOADING FACILITY
OSLF3	OFFSHORE LOADING FACILITY

OTH	OTHER
OVC	OVERCAST COVERAGE
OWN	OWN TRACK
PAA	POSITION AREA FOR ARTILLERY (PAA)
PAT	PATROL
PATG	PATROLLING
PATT	PATRIOT
PBL	PEBBLES
PBLSHE	PEBBLES, SHELLS
PBNO	PREPARED BUT NOT OCCUPIED
PBX	PENETRATION BOX
PDF	PRINCIPAL DIRECTION OF FIRE (PDF)
PDMIC	PREDOMINATELY ICE COVERED
PE	ICE PELLETS (SLEET)
PERSVC	PERSONNEL SERVICES
PF	PROCESSING FACILITY
PGO	PETROLEUM/GAS/OIL
PHELNE	PHASE LINE
PHG	PHOTOGRAPHIC
PHOSWT	TELEPHONE SWITCH
PIM	PIM
PIPNT	PREDICTED IMPACT POINT
PIW	PERSON IN WATER
PKAN	PACK ANIMAL(S)
PKT	PICKET
PLD	PROBABLE LINE OF DEPLOYMENT (PLD)
PLE	PILE/PILING/POST
PLND	PLANNED
PLT	WIND PLOT
PNE	PENETRATE
PNT	POINT
PNTA	POINT A
PNTD	POINT OF DEPARTURE
PNTINR	POINT OF INTEREST
PNTQ	POINT Q
PNTR	POINT R
PNTX	POINT X
PNTY	POINT Y
POUTAI	PRECIPITATION OF UNKNOWN TYPE AND INTENSITY
PPELNE	PIPELINES/PIPE

PRH1	PERCHES/STAKES
PRH2	PERCHES/STAKES
PRH3	PERCHES/STAKES
PRS	PRESSURE SYSTEMS
PRT	PORTS
PRTHBR	PORTS AND HARBORS
PSG	PASSENGER
PSNG	POISONING
PSSPNT	PASSAGE POINT
PST	POSTAL
PSY	PSYCHOLOGICAL
PSYOP	PSYCHOLOGICAL OPERATIONS (PSYOP)
PTGT	POINT/SINGLE TARGET
PTHY	FOG - PATCHY
PTNCTR	PATTERN CENTER
PTPLOS	POINT-TO-POINT LINE-OF-SIGHT (LOS)
PUBAFF	PUBLIC AFFAIRS
PUP	PULL-UP POINT (PUP)
PUR	PURIFICATION
PWQ	PIER/WHARF/QUAY
PWS	PUBLIC WATER SERVICES
PZ	PICKUP ZONE (PZ)
QLFYTM	QUALIFYING TERMS
RA	RAIN
RAD	RADAR
RADA	RADIOACTIVE AREA
RALRD	RAILROAD
RAMPAW	RAMP (ABOVE WATER)
RAMPBW	RAMP (BELOW WATER)
RASN	RAIN AND SNOW MIXED
RASWR	RAIN SHOWERS
RAYPNT	RALLY POINT
RCBB	ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
RCK	ROCK
RCKAWD	ROCK AWASHED
RCKSBM	ROCK SUBMERGERED
RCMT	RECRUITMENT
RCY	RECOVERY
RDGAXS	RIDGE AXIS
RDOUNT	RADIO UNIT

RDSLIT	RAIN OR DRIZZLE AND SNOW - LIGHT
RDSMH	RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY
RDV	RENDEZVOUS
RECEQP	RECON EQUIPPED
RECL	RECOILLESS
RECON	RECONNAISSANCE
REEF	REEF
REEVNT	RELEASE EVENTS
REFPNT	REFERENCE POINT
REL	RELEASE LINE
RELG	RELIGIOUS/CHAPLAIN
RELPNT	RELEASE POINT
RFA	RESTRICTIVE FIRE AREA (RFA)
RFE	REFUEL
RFG	REFUGEES
RFL	RESTRICTIVE FIRE LINE (RFL)
RFT	RAFT SITE
RFTG	RAFTING
RGH	ROUGH
RGR	RANGER
RHA	REFUGEE HOLDING AREA
RHD	RAILHEAD
RHU	REPLACEMENT HOLDING UNIT (RHU)
RIF	RIFLE
RIFWPN	RIFLE/AUTOMATIC WEAPON
RIME	RIME ICING
RIP	RELIEF IN PLACE (RIP)
RIV	RIVERINE
RLY	RELAY
RMP	RAW MATERIAL PRODUCTION/STORAGE
RO	RANGE ONLY (RO)
ROC	ROCKET
ROM	REFUEL ON THE MOVE (ROM) POINT
RORO	ROLL ON/ROLL OFF
ROT	ROTARY WING
ROZ	RESTRICTED OPERATIONS ZONE (ROZ)
RP	RELOAD POINT
RPH	REPLENISH
RRRP	REARM, REFUEL AND RESUPPLY POINT
RSA	REGIMENTAL (RSA)

RSC	RESCUE
RSDARA	RESTRICTED AREA
RTE	ROUTE
RTG	RECTANGULAR
RTGTGT	RECTANGULAR TARGET
RTM	RETIREMENT
RTN	RETAIN
SA	SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
SAAFR	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
SAFE	EXPLOSIVES, STATE OF READINESS 1 (SAFE)
SAFHSE	SAFE HOUSE
SAM	SURFACE TO AIR MISSILE (SAM)
SAR	SEARCH AND RESCUE
SAT	SATELLITE
SATDL	SATELLITE DOWN-LINK
SATUL	SATELLITE UP-LINK
SBM	WRECK (SUBMERGED)
SBMCRB	SUBMERGED CRIB
SBRSOO	SEABED ROCK/STONE, OBSTACLE, OTHER
SBSM	SUBSURFACE TO SURFACE MISSILE (S/SSM)
SBSUF	SUBSURFACE TRACK
SBT	SPECIAL BOAT
SC	SNOW COVER
SCE	SECURE
SCGC	SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS
SCM	SCM
SCN	SCREEN
SCP	SURVEY CONTROL POINT
SCR	SECTOR
SCT	SCATTERED COVERAGE
SCUT	SCOUT
SD	SAND
SD&SHE	SAND AND SHELLS
SEAL	SEAL
SEC	SECURITY
SECPOL	SECURITY POLICE (AIR)
SEMI	SEMI
SEN	SMALL EXTENSION NODE
SFP	SUPPORT BY FIRE POSITION
SG	SNOW GRAINS

SGTGT	SERIES OR GROUP OF TARGETS
SHA	SHEAR LINE
SHAZ	SHEARING OR SHEAR ZONE
SHE	SHELL
SHETKG	SHELL TRACKING
SHPCSN	SHIP CONSTRUCTION
SHRLNE	SHORELINE PROTECTION
SHRPAT	SHORE PATROL
SHTR	SHORT RANGE
SHWCTS	FOG - SHALLOW CONTINUOUS
SHWPTH	FOG - SHALLOW PATCHES
SI	SEA ICE
SIGINC	SIGNAL INTERCEPT
SIGINT	SIGNALS INTELLIGENCE
SIGSUP	SIGNAL SUPPORT
SIGUNT	SIGNAL UNIT
SKC	CLEAR SKY
SKEIP	STRIKE IP
SKYOBD	FOG - SKY OBSCURED
SKYVSB	FOG - SKY VISIBLE
SLDRCK	SOLID ROCK
SLM	SURFACE LAUNCHED MISSILE
SLP	SUPPLY
SLPRUT	SUPPLY ROUTES
SLT	SILT
SMDCY	SEA MINE DECOY
SMF	SEA MINE (FLOATING)
SMG	SEA MINE (GROUND)
SMH	SMOOTH
SMK	SMOKE
SMKDEC	SMOKE/DECON
SML	SEA MINE-LIKE
SMLNE	STREAM LINE
SMM	SEA MINE (MOORED)
SMNE	SEA MINE
SMOP	SEA MINE (OTHER POSITION)
SN	SNOW
SNAG	SNAGS/STUMPS
SNBY	SONOBUOY
SND	SOUND

SNDG	SOUNDINGS
SNG	SINGLE CONCERTINA
SNGFNC	SINGLE FENCE
SNK	SINKER
SNS	SENSOR
SNSZ	SENSOR ZONE
SOF	SPECIAL OPERATIONS FORCES (SOF)
SOFUNT	SPECIAL OPERATIONS FORCES (SOF) UNIT
SOP	SENSOR OUTPOST/LISTENING POST (OP/LP)
SP	SEAPORT/NAVAL BASE
SPC	SPACE
SPD	SELF-PROPELLED
SPDTRK	SELF-PROPELLED TRACKED
SPDWHD	SELF-PROPELLED WHEELED
SPG	SNIPING
SPL	SPECIAL
SPLPNT	SPECIAL POINT
SPOD	SPOD/SPOE
SPT	SUPPLY POINTS
SPY	SPY
SQL	SQUALL
SRH	SEARCH
SRHARA	SEARCH AREA/RECONNAISSANCE AREA
SRL	SINGLE ROCKET LAUNCHER
SRSPD	SINGLE ROCKET SELF-PROPELLED
SRTOW	SINGLE ROCKET TOWED
SRTRK	SINGLE ROCKET TRUCK
SRUF	SERVICE, RESEARCH, UTILITY FACILITY
SSH	SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG)
SSL	SEVERE SQUALL LINE
SSM	SURFACE TO SURFACE MISSILE (SSM)
SSSNR	SPECIAL SSNR
SST	SPACE STATION
SSUBSR	SEA SUBSURFACE RETURNS
SSUF	SEA SURFACE TRACK
SSWR	SNOW SHOWERS
STAT	STATIONARY FRONT
STC	STATIC DEPICTION
STG	STINGER
STGC	STRATEGIC

STMS	STORMS
STN	STATION
STNE	STONES
STOG	STATE OF THE GROUND
STOPO	SKY TOTALLY OR PARTIALLY OBSCURED
STP	STEEP
STRGPT	STRONG POINT
STRPNT	START POINT
SU	SURVIVABILITY
SUB	SUBMARINE
SUBCBL	SUBMARINE CABLE
SUF	SURF-SURF (SS)
SUFDRY	SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND
SUFFLD	SURFACE FLOODED
SUFFZN	SURFACE FROZEN
SUFMST	SURFACE MOIST
SUFSHL	SURFACE SHELTER
SUFSRH	SURFACE SEARCH
SUFWET	SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS
SUP	SUPPORT
SUPARS	SUPPORT AREAS
SUPATK	SUPPORTING ATTACK
SUPPLY	QUARTERMASTER (SUPPLY)
SUV	SPORT UTILITY VEHICLE (SUV)
SVL	SURVEILLANCE
SVR	SEVERE
SW	SEAWALL
SWO	SASTRUGI (WITH ORIENTATION)
SWPARA	SWEPT AREA
SWRLIT	RAIN AND SNOW SHOWERS - LIGHT
SWRMOD	RAIN AND SNOW SHOWERS - MODERATE/HEAVY
SYM	CLOUD COVERAGE SYMBOLS
SZE	SEIZE
TAC	TACTICAL
TACEXP	TACTICAL EXPLOIT
TACGRP	TACTICAL GRAPHICS
TACSAT	TACTICAL SATELLITE
TAI	TARGETED AREA OF INTEREST (TAI)
TAK	TANKING

TANK	TANK
TARP	PSYOP (TV AND RADIO PROPAGANDA)
TBA	TARGET BUILD-UP AREA (TBA)
TCF	TELECOMMUNICATIONS FACILITY
TCN	TACAN
TCP	TRAFFIC CONTROL POST (TCP)
TDECUR	TIDE AND CURRENT
TDEDP	TIDE DATA POINT
TDEG	TIDE GAUGE
TDTSM	ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
TELAR	TELAR
TGT	TARGET
TGTAQ	TARGET ACQUISITION
TGTAQZ	TARGET ACQUISTION ZONES
TGTGUT	TARGETING UNIT
TGTILL	TARGET ILLUMINATOR
TGTREF	TARGET REFERENCE
TGTTRK	TARGET TRACKING
THK	THICKNESS
THT	THEATER
TKD	TRACKED
TLAR	TLAR
TLDCGC	THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
TM	TRAILER MOUNTED
TMC	TOMCAT
TMDU	THEATER MISSILE DEFENSE UNIT
TNE	TRAINER
TNK	TANKER
TOPFTR	TOPOGRAPHICAL FEATURES
TOR	RAIN SHOWERS - TORRENTIAL
TOW	TOWED
TOWTRK	TOW TRUCK
TOWVES	TOWING VESSEL
TPD	TORPEDO
TPLSYS	TROPICAL STORM SYSTEMS
TPSSCT	TROPOSPHERIC SCATTER
TPT	TRANSPORTATION
TRB	TURBULENCE
TRF	TECHNOLOGICAL RESEARCH FACILITY

TRGARA	TRAINING AREA
TRGH	DECON SITE/POINT (THOROUGH DECONTAMINATION)
TRIPWR	TRIP WIRE
TRISTD	TRIPLE STRAND CONCERTINA
TRK	TRACK
TRKMV	TRUCK MOUNTED WITH VOLCANO
TRNLCO	TRAIN LOCOMOTIVE
TROPDN	TROPICAL DEPRESSION
TROPHG	TROPOPAUSE HIGH
TROPLV	TROPOPAUSE LEVEL
TROPLW	TROPOPAUSE LOW
TROPSM	TROPICAL STORM
TRP	DECON SITE/POINT (TROOPS)
TRUAXS	TROUGH AXIS
TRW	TRAWLER
TS	THUNDERSTORM - NO PRECIPITATION
TS	THUNDERSTORMS
TSHVNH	THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL
TSHVWH	THUNDERSTORM HEAVY - WITH HAIL
TSK	TASKS
TSLMNH	THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL
TSLMWH	THUNDERSTORM LIGHT TO MODERATE - WITH HAIL
TSPF	TRANSPORT FACILITY
TSWADL	TROPICAL STORM WIND AREAS AND DATE/TIME LABELS
TTP	TRAILER TRANSFER POINT
TTYCTR	TELETYPE CENTER
TUG	TUG
TUR	TURN
TVAR	TARGET VALUE AREA (TVAR)
UAV	UNMANNED AERIAL VEHICLE
UAVR	UNMANNED AERIAL VEHICLE (UAV) ROUTE
UCOV	WRECK (UNCOVERS)
UGDSHL	UNDERGROUND SHELTER
UH2	UNDERWATER
UH2DAN	UNDERWATER DANGER/HAZARD
UH2DCY	UNDERWATER DECOY
UH2DML	UNDERWATER DEMOLITION TEAM
UH2WPN	UNDERWATER WEAPON
ULCSCG	UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY

ULDSCG	UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY
UMC	UNIT MAINTENANCE COLLECTION POINT
UNK	UNKNOWN
UNK	UNKNOWN/UNKNOWN
UNT	UNIT
UPP	UPPER
USP	UNSPECIFIED
USPMNE	UNSPECIFIED MINE
USW	UNDER SEA WARFARE
UTY	UTILITY
UTYVEH	UTILITY VEHICLE
UUV	UNMANNED UNDERWATER VEHICLE (UUV)
UWRPM	UNDERWAY REPLENISHMENT (OILER/TANKER, STORES, AMMUNITION, TROOP TRANSPORT)
UXO	UNEXPLODED ORDINANCE AREA (UXO)
VCSESD	VERY COARSE SAND
VDR1-2	VDR LEVEL 1-2
VDR2-3	VDR LEVEL 2-3
VDR3-4	VDR LEVEL 3-4
VDR4-5	VDR LEVEL 4-5
VDR5-6	VDR LEVEL 5-6
VDR6-7	VDR LEVEL 6-7
VDR7-8	VDR LEVEL 7-8
VDR8-9	VDR LEVEL 8-9
VDR9-0	VDR LEVEL 9-10
VEH	HIJACKING (VEHICLE)
VFNESD	VERY FINE SAND
VFNSLT	VERY FINE SILT
VIOATY	VIOLENT ACTIVITIES (DEATH CAUSING)
VLAD	VERTICAL LINE ARRAY DIFAR (VLAD)
VNY	VETERINARY
VOLASH	VOLCANIC ASH
VOLERN	VOLCANIC ERUPTION
VRLRPS	VANDALISM/RAPE/LOOT/RANSACK/PLUNDER/SACK
VSTOL	VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
VUL	VULCAN
WAMNE	WIDE AREA MINES
WAP	WAYPOINT
WAR	WARFIGHTING SYMBOLS
WARMVH	WHEELED ARMORED VEHICLE

WAVS	WHEELED ARMORED VEHICLE SURVEILLANCE
WDR	WITHDRAW
WDRUP	WITHDRAW UNDER PRESSURE
WFZ	WEAPONS FREE ZONE
WHD	WHEELED
WHMECH	WHEELED MECHANIZED
WLG	RECRUITMENT (WILLING)
WLST	WHITE LIST LOCATION
WND	WINDS
WOSMIC	WITHOUT SNOW OR MEASURABLE ICE COVER
WP	PSYOP (WRITTEN PROPAGANDA)
WPN	WEAPON
WPNGR	WEAPONS GRADE
WPNRF	WEAPONS/RADAR RANGE FANS
WREOBS	WIRE OBSTACLE
WRK	WRECK
WRKD	WRECK, DANGEROUS
WRKND	WRECK, NON DANGEROUS
WRMFRN	WARM FRONT
WSMIC	WITH SNOW OR MEASURABLE ICE COVER
WTH	WEATHER SYMBOLS
WWRT	WATER WITH RADAR TARGETS
Z	ZONE
ZOR	ZONE OF RESPONSIBILITY (ZOR)

4. GENERAL REQUIREMENTS

4.1 Objective. The display of warfighting symbology has evolved from a static, manual operation to include fully automated computer generation. This evolution has resulted in the fielding of many system-specific symbology implementations by the Combatant Commanders (COCOMs), Services, and Agencies (C/S/A) to meet the mission requirements of the warfighter. The "C4I for the Warrior" concept, signed by the Chairman of the Joint Chiefs of Staff in June 1992, brings together C4I functions to provide the warfighter with a seamless, real-time, true representation of the battlespace. The standardization of warfighting symbology shall play an integral role in achieving interoperability during joint service operations. While the primary focus of this standardization is the electronic generation of symbology, this effort shall also support those mission requirements where symbology is hand drawn by the warfighter. In addition, this standard is designed so that all essential symbology information can be communicated to the warfighter on either a monochrome (i.e., black, white, or single color) or multicolor-capable display.

4.2 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. The basic standard defines composition, construction,

display, and transmission of common warfighting symbology. This chapter introduces the general requirements for warrior symbology by defining the general categories into which the symbology can be divided, explaining the symbol hierarchy, and outlining the use of special symbol sets. Appendixes A through E contain additional technical specifications applicable to each set, symbol identification code (SIDC) tables, and the approved symbology in each set.

4.3 Symbology categories. This standard defines two categories of warfighting symbology: tactical symbols and tactical graphics. Each category can be characterized as to whether it contains point, line, or area objects. It is expected that C4I systems will implement those symbols and/or graphics needed to satisfy operational requirements.

4.3.1 Tactical symbols. The tactical symbols category consists of point objects that present information that can be pinpointed in one location at a particular point in time. The tactical symbols shown in Appendixes A, D, and E are composed of frames, fills, and icons (see 5.4.5 for other display options). The components provide information about the symbol's affiliation, battle dimension, status, and mission. The size and shape of a symbol are fixed and remain constant, regardless of the scale of the background projection, unless changed by the operator.

4.3.2 Tactical graphics. The tactical graphics category consists of point, line, and area objects that are necessary for battlefield planning and management, but cannot be presented as tactical symbols alone. Tactical graphics can delineate responsibilities and missions, provide guidance, establish control measures, and identify items of interest. A tactical graphic is composed of an icon and may include additional modifiers. The size and shape of the point graphics remain fixed, while the size and shape of the line and area graphics are determined by drawing parameters provided by the operator and the scale of the background on which the graphic is placed.

4.4 Symbology hierarchy. A unique alphanumeric hierarchy identifier is used to identify the location of each tactical symbol and graphic in the information taxonomy defined for each symbology set. For reference, the original numerical hierarchy representation is displayed with the alphabetical representation in the tables with each tactical symbol and graphic. The first position of the hierarchy identifier represents to which symbology set the symbol or graphic is assigned. The remaining positions represent an increasing level of detail and specificity within the information taxonomy. The levels within a set's structure (and therefore, the length of a symbol's hierarchy identifier) are determined by the number of icons or graphics in a specific set. The hierarchy identifier for each symbol and graphic is available in each symbology set's SIDC table.

4.5 Use of standard and special symbology sets. As referenced in 1.4, this standard provides five approved symbology sets:

Appendix A - C^2 Symbology: Units, Equipment, and Installations
Appendix B - C^2 Symbology: Military Operations
Appendix C - METOC Symbology
Appendix D - Signals Intelligence Symbology
Appendix E - Military Operations Other Than War Symbology

The SSMC is responsible for the standardization of all the symbology sets except METOC, providing configuration management by reviewing and approving additions and changes to these symbols and graphics. While the standardized symbology sets are intended to address the C4I information needs of the warfighter, it is expected that information from other operational domains will need to be displayed in order to accurately portray the battlespace. Many of these other domains have published symbology standards or other documents addressing information requirements that parallel those addressed here. Although these other domains are outside the scope of this document, it is desirable to make the symbology they publish available with this standard. Therefore, the SSMC identifies symbology sets of potential interest to the warfighter and includes them as appendixes to the current document as appropriate. The METOC symbology provided in Appendix C is an example of a special symbology set included in this standard. Although METOC symbology was derived from AF 51-12 and sources accepted by the international community, it is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525B compliant systems. The content of special symbology sets is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the current standard and may be inconsistent with the symbology requirements presented here.

4.6 Symbol set composition. The five approved symbol sets are presented in the appendixes to this standard. Appendixes A, D, and E contain point-based tactical symbols, while appendixes B and C contain point-, line-, and area-based tactical graphics.

5. DETAILED REQUIREMENTS

5.1 Objective. To promote interoperability at the information level within the area of warfighting symbology, it is necessary to define a standard set of rules for symbol construction and generation to be implemented in C4I systems. The rules in this standard are considered to be the minimum necessary to ensure that information about warfighting symbology is exchanged successfully across service and organizational boundaries. These rules are not intended to constrain the manner in which the symbology is used.

5.2 Organization. This section provides the detailed requirements concerning the composition, construction, display, and transmission of tactical symbols and tactical graphics considered essential to achieve interoperability. Display rules are provided which allow the degree of complexity of the resulting symbology to be tailored to operational requirements and system capabilities. Additional implementation guidance is provided in each appendix as it applies to the particular symbology set.

5.3 Composition of tactical symbols. A fully displayed tactical symbol is composed of a frame, fill, and icon and may include text and/or graphic modifiers that provide additional information (see figure 2). The frame attributes (i.e., affiliation, battle dimension, and status) determine the type of frame for a given symbol. Fill color is a redundant indication of the symbol's affiliation.

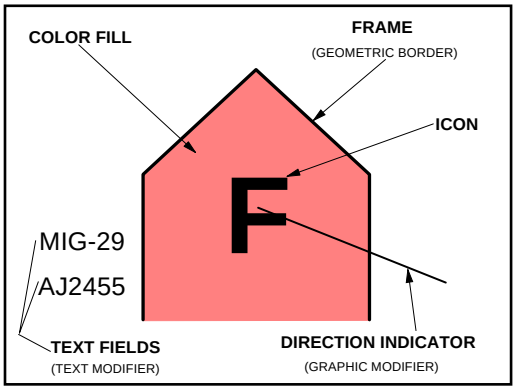
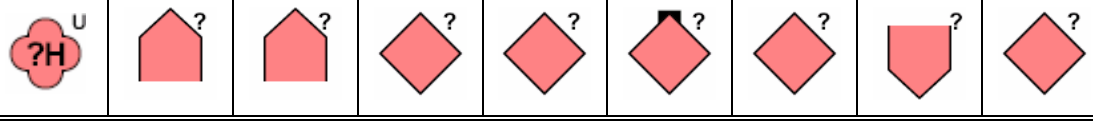


FIGURE 2. Symbol components.

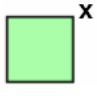
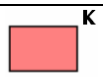
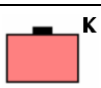
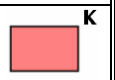
5.3.1 Frame. The frame is the geometric border of a symbol that, when displayed, provides an indication of the affiliation, battle dimension, and status of a warfighting object. The frame may include modifiers that are placed inside or outside the border and help determine affiliation and/or dimension. When any of these modifiers is displayed in a symbol it is considered to be an integral part of the frame. The frame serves as the base to which other symbol components and modifiers are added. Table I provides the approved frame shapes that depict affiliation and battle dimension for tactical symbols. Table II provides the approved frame shapes that depict the exercise modifying descriptor and battle dimension for tactical symbols that address special exercise requirements. A frame can be black or off-white depending on display background, or it can be colored, using the default colors in table XIII, to provide redundant information about affiliation.

TABLE I. Frame shapes depicting affiliations and battle dimensions.

BATTLE DIMENSION		ABOVE SURFACE		SURFACE					
				Ground (G)					
AFFILIATION	Unknown (Z)	Space (P)	Air (A)	Units	Equipment	Installations	Sea Surface (S)	Subsurface (U)	SOF (F)
PENDING (P) (YELLOW)									
UNKNOWN (U) (YELLOW)									
FRIEND (F) (CYAN)									
NEUTRAL (N) (GREEN)									
HOSTILE (H) (RED)									
ASSUMED FRIEND (A) (CYAN)									
SUSPECT (S) (RED)									

Note: Frames displayed with solid lines, as shown above, indicate status as present, i.e., the object exists at the location identified. See table III for examples of frames depicting planned or anticipated status.

TABLE II. Frame shapes depicting exercise amplifying descriptors and battle dimensions.

BATTLE DIMENSION		ABOVE SURFACE		SURFACE					
				Ground (G)					
EXERCISE AMPLIFYING DESCRIPTOR	Unknown (Z)	Space (P)	Air (A)	Units	Equipment	Installations	Sea Surface (S)	Subsurface (U)	SOF (F)
EXERCISE PENDING (G) (YELLOW)									
EXERCISE UNKNOWN (W) (YELLOW)									
EXERCISE FRIEND (D) (CYAN)	N/A								
EXERCISE NEUTRAL (L) (GREEN)	N/A								
EXERCISE ASSUMED FRIEND (M) (CYAN)	N/A								
JOKER (J) (RED)	N/A								
FAKER(K) (RED)	N/A								

Note: Frames displayed with solid lines, as shown above, indicate status as present, i.e., the object exists at the location identified. See table III for examples of frames depicting planned or anticipated status

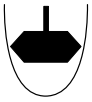
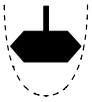
5.3.1.1 Affiliation. Affiliation refers to the threat posed by the warfighting object being represented. The basic affiliation categories are Unknown, Friend, Neutral, and Hostile. A quatrefoil frame shall be used to denote Unknown affiliation, a circle or rectangle frame to denote Friend affiliation, a square frame to denote Neutral affiliation, and a diamond frame to denote Hostile affiliation. The letter "F" centered in the "Unknown" frame identifies the symbol as Friendly, "N" as Neutral, and "H" as Hostile (see table I). When a question mark (?) precedes the "F" in the frame, it indicates Assumed Friend. A question mark (?) that precedes the "H" indicates Suspect. A question mark centered in an "Unknown" frame indicates that identification has not been determined and affiliation is Pending. A question mark (?) in field E (see table I and 5.3.4) of a "Friend" or "Hostile" frame indicates the uncertainty of the identification and shall identify the symbol as Assumed Friend or Suspect. Each of these affiliation categories is defined in 3.2. The codes for affiliation in the symbol SIDC are included in the appendix for each symbology set.

5.3.1.2 Exercise Amplifying Descriptor. An exercise amplifying descriptor is used in place of an affiliation when units/systems/platforms are conducting exercises. The basic exercise amplifying descriptors are Exercise Pending, Exercise Unknown, Exercise Friend, Exercise Neutral, Exercise Assumed Friend, Joker, and Faker (see table II).

5.3.1.3 Battle dimension. Battle dimension defines the primary mission area for the warfighting object within the battlespace. If the battle dimension cannot be or has not been determined, it is considered to be Unknown. If the battle dimension is known, an object can have a mission area above the earth's surface (i.e., in the air or outer space), on the earth's surface, or below the earth's surface. If the mission area of an object is on the earth's surface, it can be either on land or sea (the terms "ground" and "land" are used interchangeably). The ground dimension includes those mission areas on the land surface and is divided into units, equipment, and installations. The sea surface dimension includes those objects whose mission area is on the sea surface, whereas the subsurface dimension includes objects whose mission area is below the sea surface. As shown in tables I and II, a frame open at the bottom shall be used to denote the air and space dimension, a closed frame shall be used to denote the ground and sea surface dimension, and a frame open at the top shall be used to denote the subsurface dimension. The codes for battle dimension in the SIDC are presented in the appendix for each symbology set. To clarify which battle dimension should be used for a given object, maritime surface platforms shall be depicted in the sea surface dimension, aircraft shall be depicted in the air/space dimension, and ground equipment shall be depicted in the ground dimension. Likewise, a landing craft whose primary mission is ferrying personnel or equipment to and from shore is a maritime unit and is represented in the sea surface dimension. However, a landing craft whose primary mission is to fight on land is a ground asset and is represented in the ground dimension. All units, regardless of service affiliation (i.e., an Army, Navy, or Air Force helicopter squadron), are depicted with a rectangle frame.

5.3.1.4 Status. Status refers to whether a warfighting object exists at the location identified (i.e., status is "present") or will in the future reside at that location (i.e., status is "planned," "anticipated," "suspected," or "on order"). Regardless of affiliation, present status is indicated by a solid line and planned status by a dashed line. In the latter case, if the icon in a tactical symbol is framed (see 5.3.3 and 5.4.2), the symbol frame is a dashed line (see table II). If the icon is frame optional or unframed and is unfilled, the icon is a dashed line. If the icon is frame optional and contains a filled icon, the icon is displayed with a frame and the frame is a dashed line. Planned status cannot be shown if the symbol is an unframed filled icon or is displayed as a dot (see 5.4.5). The codes for status in the SIDC are provided in the appendix for each symbology set.

TABLE III. Present and planned status for tactical symbols.

BATTLE DIMENSION / STATUS	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
		UNITS	EQUIPMENT		
PRESENT POSITIONS (P) FOR FRAMED ICONS					
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR FRAMED ICONS					
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR UNFRAMED ICONS					

5.3.2 Fill. The fill is the interior area within a frame. If a color fill is used in a framed symbol, it provides redundant information about the affiliation of the object. If a color fill is not used, the interior of the frame shall be transparent. In an unframed symbol, color shall be the sole indicator of affiliation, excluding text modifiers. Table I depicts the default colors that shall be used to designate affiliation when colored symbols are either hand-drawn or displayed electronically. This standard allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc. (e.g., to differentiate among coalition forces assigned a Friend affiliation). See 5.7.2 for additional information on how color is to be displayed in a symbol.

5.3.3 Icon. The icon is the innermost part of a symbol that, when displayed, provides an abstract pictorial or alphanumeric representation of a warfighting object. The icon in a tactical symbol portrays the role or mission performed by the object. This standard distinguishes between icons that shall be framed or unframed and icons where framing is optional. The icons in the applicable appendix shall be used whenever a system displays any of the warfighting objects for which an icon is provided.

5.3.4 Modifiers. A modifier provides optional additional information about a symbol, except in the case of field E, the frame shape modifier, which is mandatory. A modifier can be static or dynamic. The size and placement of a static modifier are fixed and remain constant, while the size and placement of a dynamic modifier are based on the attributes of the object represented by the symbol and can change as these attributes and the scale of the background change. The field ID, field title, description, and maximum allowable display and transmission lengths of symbol modifiers are presented in table IV and 5.8. The default placement of static modifiers in fields around the symbol is shown in figure 3, and an example of each static graphic modifier is included in figure 4. The placement of these modifiers applies to all tactical symbols regardless of battle dimension or whether the symbol is framed or unframed. Implementation

guidance, where available, is provided in the appendix for each symbology set. Static graphic and text modifiers are described in 5.3.4.1 through 5.3.4.10; dynamic graphic modifiers are discussed in 5.3.4.11.

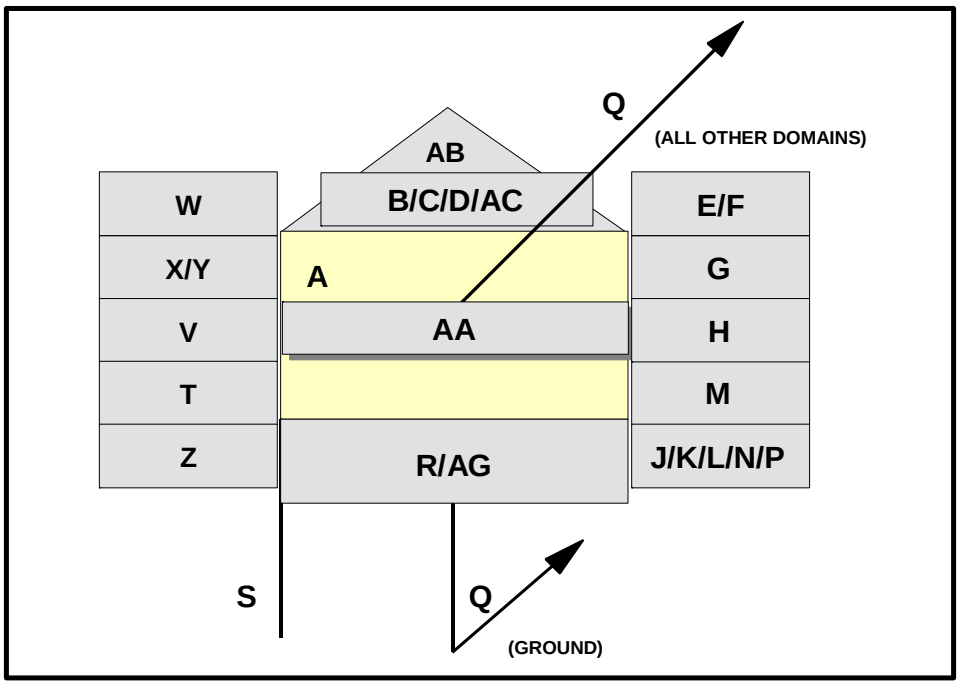


FIGURE 3. Field positions for tactical symbols.

TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols.

FIELD ID	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	M[1]
A	Symbol Icon	The innermost part of a symbol that represents a warfighting object (see 5.3.3).	G	G	G	G	G
B	Echelon	A graphic modifier in a unit symbol that identifies command level (see 5.3.4.2, table V, and figures 3 and 4).	G	-	-	-	G
C	Quantity	A text modifier in an equipment symbol that identifies the number of items present.	-	9[3]	-	-	-
D	Task Force Indicator	A graphic modifier that identifies a unit or MOOTW symbol as a task force (see 5.3.4.6 and figures 3 and 4).	G	-	-	-	G
E	Frame Shape Modifier	A graphic modifier that displays affiliation, battle dimension, or exercise amplifying descriptors of an object (see 5.3.1 and tables I and II).	G	G	G	-	G
F	Reinforced or Reduced	A text modifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced.	3	-	-	-	3
G	Staff Comments	A text modifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20
H	Additional Information	A text modifier for units, equipment, and installations; content is implementation specific.	20	20	20	20	20

TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	M[1]
J[4]	Evaluation Rating	A text modifier for units, equipment, and installations that consists of a one-letter reliability rating and a one-number credibility rating: **Reliability Ratings:** A-completely reliable, B-usually reliable, C-fairly reliable, D-not usually reliable, E-unreliable, F-reliability cannot be judged. **Credibility Ratings:** 1-confirmed by other sources, 2-probably true, 3-possibly true, 4-doubtfully true, 5-improbable, 6-truth cannot be judged.	2	2	2	2	2
K	Combat Effectiveness	A text modifier for units and equipment that indicates unit effectiveness or installation capability.	5	--	5	--	3
L	Signature Equipment	A text modifier for hostile equipment; “!” indicates detectable electronic signatures.	-	1	-	1	-
M	Higher Formation	A text modifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	21	-	-	21	-
N	Hostile (Enemy)	A text modifier for equipment; letters "ENY" denote hostile symbols.	-	3	-	-	-
P	IFF/SIF	A text modifier displaying IFF/SIF Identification modes and codes.	5	5	5	-	5
Q	Direction of Movement Indicator	A graphic modifier for units, equipment, and installations that identifies the direction of movement or intended movement of an object (see 5.3.4.1 and figures 3 and 4).	G	G	G	-	G
R	Mobility Indicator	A graphic modifier for equipment that depicts the mobility of an object (see 5.3.4.3, figures 3 and 4, and table VI).	-	G	-	-	-
R2	SIGINT Mobility Indicator	M = Mobile, S = Static, or U = Uncertain.	-	-	-	1	-
S	Headquarters Staff Indicator/Offset Location Indicator	**Headquarters staff indicator**: A graphic modifier for units, equipment, and installations that identifies a unit as a headquarters (see 5.3.4.8 and figures 3 and 4). **Offset location indicator**: A graphic modifier for units, equipment, and installations used when placing an object away from its actual location (see 5.3.4.9 and figures 3 and 4).	G	G	G	-	G
T	Unique Designation	A text modifier for units, equipment, and installations that uniquely identifies a particular symbol or track number. Identifies acquisitions number when used with SIGINT symbology.	21	21	21	21	21
V	Type	A text modifier for equipment that indicates types of equipment.	-	24	-	24	-
W[5]	Date/Time Group (DTG)	A text modifier for units, equipment, and installations that displays traditional military Date/Time Group format: DDHHMMSSZMONYY.	20	20	20	20	20
X	Altitude/Depth	A text modifier for units, equipment, and installations that displays the altitude portion of GPS; flight level for aircraft; depth for submerged objects; height in feet of equipment or structures on the ground.	6	6	6	-	6
Y	Location	A text modifier for units, equipment, and installations that displays a symbol’s location in degrees, minutes, and seconds (or in UTM or other applicable display format).	19	19	19	19	19

TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	M[1]
Z	Speed	A text modifier for units, equipment, and installations that displays velocity as set forth in MIL-STD-6040.	8	8	8	-	8
AA	Special C^2 Headquarters	A text modifier for units; indicator is contained inside the frame (see figures 3 and 4); contains the name of the special C^2 Headquarters.	9	-	-	-	9
AB	Feint/Dummy Indicator	Feint or dummy indicator: A graphic modifier for units, equipment, and installations that identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack (see 5.3.4.7 and figures 3 and 4).	G	G	G	-	G
AC	Installation	Installation: A graphic modifier for units, equipment, and installations used to show that a particular symbol denotes an installation (see 5.3.4.5 and figures 3 and 4).	G	G	G	-	G
AD	Platform Type	ELNOT or CENOT	-	-	-	6	-
AE	Equipment Teardown Time	Equipment teardown time in minutes.	-	-	-	3	-
AF	Common Identifier	Example: "Hawk" for Hawk SAM system.	-	-	-	12	-
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array (see 5.3.4.4, figures 3 and 4, and table VII).	-	G	-	-	-
AH	Area of Uncertainty	A graphic modifier for units, equipment, and installations that indicates the area where an object is most likely to be, based on the object's last report and the reporting accuracy of the sensor that detected the object (see 5.3.4.11.1 and figure 5).	G	G	G	-	G
AI	Dead Reckoning Trailer	A graphic modifier for units, equipment, and installations that identifies where an object should be located at present, given its last reported course and speed (see 5.3.4.11.2 and figure 5).	G	G	G	-	G
AJ	Speed Leader	A graphic modifier for units, equipment, and installations that depicts the speed and direction of movement of an object (see 5.3.4.11.3 and figure 5).	G	G	G	-	G
AK	Pairing Line	A graphic modifier for units, equipment, and installations that connects two objects and is updated dynamically as the positions of the objects change (see 5.3.4.11.4 and figure 5).	G	G	G	-	G

Notes:
1. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT), and M = military operations other than war (MOOTW).
2. Equipment includes air, space, sea surface, subsurface, and SOF, as well as land-based equipment as shown in table I.
3. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.
4. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
5. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON= month, and Y = year.

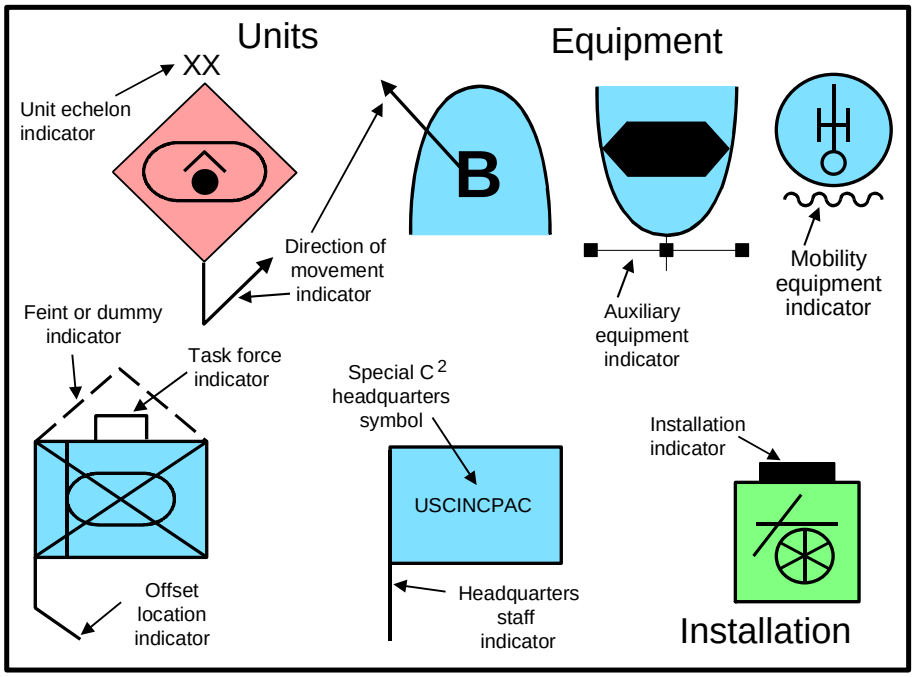


FIGURE 4. Static graphic modifiers for tactical symbols.

5.3.4.1 Direction of movement indicator. The direction of movement indicator is an arrow or staff identifying the direction of movement or intended movement of an object. For land symbols (ground battle dimension), the indicator is an angled arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement. For all other tactical symbols, the indicator is an arrow extending from the center of the frame or icon and pointing in the direction of movement. The indicator is represented as field Q as defined in table IV and is positioned as shown in figures 3 and 4.

5.3.4.2 Echelon indicator. The echelon indicator provides a graphic representation of command level, as shown in table V. Echelon indicator codes are listed in table V and the appendix for each symbology set. The indicator is represented in field B as defined in table IV and is positioned as shown in figures 3 and 4.

TABLE V. Echelon indicator.

INDICATOR	DESCRIPTION
Ø	TEAM/CREW
•	SQUAD
••	SECTION
•••	PLATOON/DETACHMENT
I	COMPANY/BATTERY/TROOP
I I	BATTALION/SQUADRON
I I I	REGIMENT/GROUP

TABLE V. Echelon indicator - Continued.

INDICATOR	DESCRIPTION
X	BRIGADE
X X	DIVISION
X X X	CORPS
X X X X	ARMY
X X X X X	ARMY GROUP/FRONT
X X X X X X	REGION

5.3.4.3 Mobility indicator. The mobility indicator, which is only used for equipment, depicts the mobility feature of an object, as shown in table VI. This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a self-propelled howitzer, a tank or other tracked vehicle would not have a mobility indicator. The indicator is represented in field R as defined in table IV and is positioned as shown in figures 3 and 4.

TABLE VI. Equipment mobility indicators.

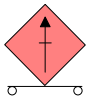
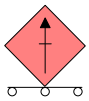
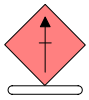
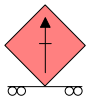
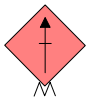
DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WHEELED (LIMITED CROSS-COUNTRY)						
WHEELED (CROSS-COUNTRY)						
TRACKED						
WHEELED AND TRACKED COMBINATION						
TOWED						

TABLE VI. Equipment mobility indicators – Continued.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
RAILWAY						
OVER-SNOW (PRIME MOVER)						
SLED						
PACK ANIMALS						
BARGE						
AMPHIBIOUS						

5.3.4.4 Auxiliary equipment indicator. The auxiliary equipment indicator, which is only used for towed equipment, depicts the mobility feature of an array, as shown in table VII. The indicator is represented in field AG as defined in table IV and is positioned as shown in figures 3 and 4.

TABLE VII. Auxiliary equipment indicators.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED SONAR ARRAY (SHORT)						
TOWED SONAR ARRAY (LONG)						

5.3.4.5 Installation indicator. The installation indicator is a shaded block used to show that a particular symbol denotes an installation. Although installations are included in the symbol hierarchy, the addition of an installation indicator can turn any tactical symbol (except Signals Intelligence symbology—Appendix D) into an installation. The indicator is represented in field AC as defined in table IV and is positioned as shown in figures 3 and 4.

5.3.4.6 Task force indicator. The task force indicator is a bracket that identifies a unit or MOOTW symbol as a task force. The indicator is represented in field D as defined in table IV and is positioned as shown in figures 3 and 4.

5.3.4.7 Feint/dummy indicator. The feint or dummy indicator is a dashed inverted "V" that identifies offensive or defensive units, equipment, and installations intended to draw the enemy's attention away from the area of the main attack. The indicator is represented in field AB as defined in table III and is positioned as shown in figures 3 and 4.

5.3.4.8 Headquarters staff indicator. The headquarters staff indicator is a line extending downward from the left side of the frame that identifies units, equipment, and installations as headquarters. The indicator is represented in field S as defined in table IV and is positioned as shown in figures 3 and 4.

5.3.4.9 Offset location indicator. The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from the left side of a frame or an appropriate anchor point on an icon. The offset location indicator differs from the headquarters staff indicator in that the former has an elbow extending to the actual location. In addition, the actual location (field Y) is given in latitude and longitude. The indicator is represented in field S as defined in table IV and is positioned as shown in figures 3 and 4.

5.3.4.10 Text modifiers. Table IV defines the specific content, length, and type of each text modifier. Not all text modifiers are applicable to all symbols. However, when any such modifier is displayed, it shall be defined in accordance with the contents of table IV and positioned in accordance with figure 3. Air/space and sea track numbers are included in field T. Staff comments and additional information are contained in fields G and H, with the content of these fields being implementation specific so long as the maximum number of characters in each field is not exceeded. Although text modifiers are normally displayed around the symbol, the special C2 headquarters indicator (field AA as defined in table IV) is contained inside the frame, as seen in figures 3 and 4.

5.3.4.11 Dynamic graphic modifiers. A dynamic modifier is a line or area graphic whose size and placement are based on the attributes of the object represented by the symbol and can change as these attributes and the scale of the background change. An example of each dynamic graphic modifier is shown in figure 5. These examples are notional; the size and placement of each modifier will vary based on the attributes of the object.

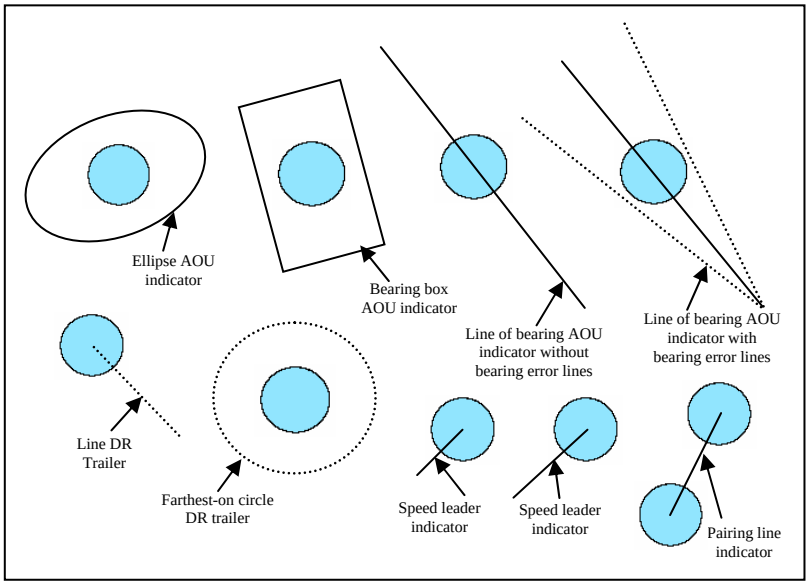


FIGURE 5. Dynamic graphic modifiers for tactical symbols.

5.3.4.11.1 Area of uncertainty indicator. The area of uncertainty (AOU) indicator displays the area where an object is most likely to be, based on the object's last report and the reporting accuracy of the sensor that detected the object. The AOU indicator can be displayed as an ellipse, a bearing box, or a line of bearing, depending on the report received for the object.

5.3.4.11.1.1 The ellipse AOU indicator is a rotated ellipse whose center is the last reported position for the object. The ellipse is shown as a solid line whose draw parameters are based on the attributes of the sensor that detected the object. The symbol for the object is displayed at the center of the ellipse.

5.3.4.11.1.2 The bearing box AOU indicator is a rotated rectangle whose center is the last reported position for the object. The rectangle is shown as a solid line whose draw parameters are based on the attributes of the sensor that detected the object. The symbol for the object is displayed at the center of the box.

5.3.4.11.1.3 The line of bearing AOU indicator is a solid line whose rotation represents the bearing of the object and whose length is determined by its range estimate. The indicator has a single bearing "center" line and may include bearing error "V" lines. The bearing error determines the placement of the "V" lines and is the angle from the bearing line to one of the bearing error lines. The bearing error lines are dotted and symmetric on either side of the bearing line. The length of the bearing error lines is equal to the bearing length.

5.3.4.11.2 Dead reckoning trailer indicator. An object can be displayed at its last reported position, or it can be displayed at its dead reckoned position. Dead reckoning (DR) uses the course and speed of an object from the last report and calculates where the object should be at present. The object is then plotted where it should be at the present time, assuming the course and speed are unchanged. The DR trailer indicator can be displayed as a line or circle,

depending on the report received for the object. Because DR calculates where the object should be at present, the status of the symbol for the object is shown as “present,” rather than “planned.”

5.3.4.11.2.1 The line DR trailer indicator is a dotted line that extends from the last reported position for the object to its dead reckoned position. The dotted line is a series of uniformly sized and shaped dots, with the symbol for the object displayed at its dead reckoned position.

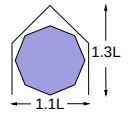
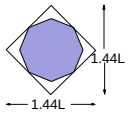
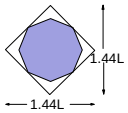
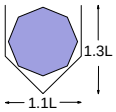
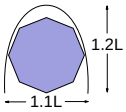
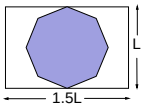
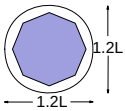
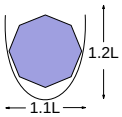
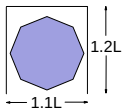
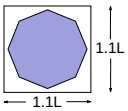
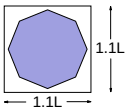
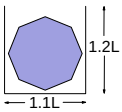
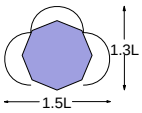
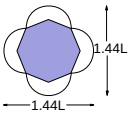
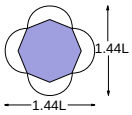
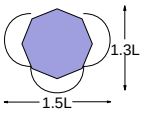
5.3.4.11.2.2 The farthest-on circle DR trailer indicator is a dotted circle indicating the furthest an object could be after a given time traveling at its top speed in any direction. The center of the circle is the last reported position for the object, and the radius is the maximum distance the object could travel based on its last reported position and speed; the symbol for the object is displayed at the center of the circle.

5.3.4.11.3 Speed leader indicator. The speed leader indicator is a line extending from the center of the frame or icon and pointing in the direction of movement; the length of the line is based on a combination of actual speed and object type. For example, the length of the speed leader for a submarine might be 1/4 inch if its speed is less than 15 knots, 1/2 inch if its speed is between 15 and 30 knots, and 3/4 inch if its speed is more than 30 knots, while the length of the speed leader for an aircraft might be 1/4 inch if its speed is less than 300 knots, 1/2 inch if its speed is between 300 and 600 knots, and 3/4 inch if its speed is more than 600 knots. The speed leader represents both speed and direction of movement information in a single indicator; by contrast, the static direction of movement indicator is a fixed length and identifies only the direction of movement of the object.

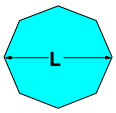
5.3.4.11.4 Pairing line indicator. The pairing line indicator is a line that connects two objects and is updated dynamically as the positions of the two objects change. For example, a pairing line might connect an active missile to the associated hostile aircraft. A pairing line is drawn from the center of the frame or icon for the first object to the center of the frame or icon for the second object. The color and style (e.g., solid, dotted) of the line can vary based on the specific context in which the modifier is used.

5.4 Construction of tactical symbols. Tactical symbols are constructed by placing the icon within a bounding octagon (see table VIII and figure 6) and then centering the octagon in the drawn area. The frame, when used, is placed behind the icon and offset as necessary to contain the bounding octagon. This method of placement allows automated systems to overlay an icon on any of the frame shapes while ensuring that the icon does not extend beyond the frame.

TABLE VIII. Symbol frame relative sizes.

AIR AND SPACE	SURFACE FRAMES (UNITS, EQUIPMENT, AND INSTALLATIONS)		SUBSURFACE FRAMES
	UNITS AND INSTALLATIONS	EQUIPMENT	
			
			
			
			

5.4.1 Relative size of symbol components. The relative size of each symbol component can be related to length (L), which is the default length and height of the bounding octagon.



The bounding octagon forms the basis of frame sizing.

FIGURE 6. The bounding octagon.

a. Frame size shall be determined in relation to a bounding octagon that defines the outer boundary for icons. Frame length and height should vary from L to 1.5L, depending on the particular frame shape. The minimum diameter of a dot shall be .15L.

b. In general, icons should not be so large as to touch the interior border of the frame. Figure 7 illustrates example exceptions to this size rule. The icons in this figure occupy the entire frame and shall, therefore, touch the interior border of the frame. The dimensions of unframed icons shall be the same as framed icons.

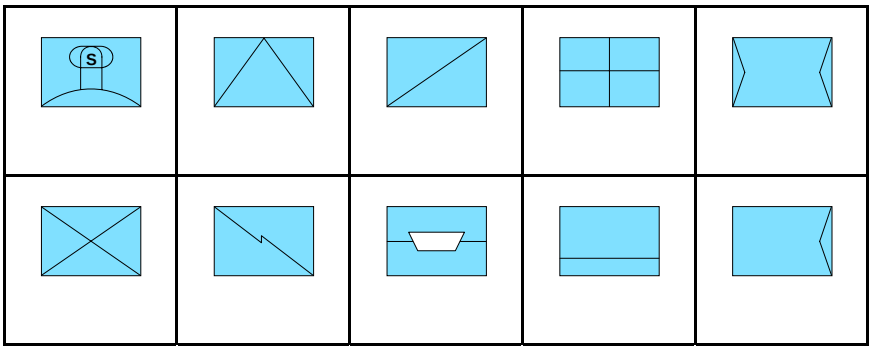


FIGURE 7. Example exceptions to icon placement.

c. The height of text information in a modifier shall be .3L. The length of the lines in a direction of movement indicator shall be the same as the height of the symbol frame. The headquarters staff indicator shall extend a distance of one frame height below the bottom of the frame. When a symbol is reduced to a size smaller than three lines of text, the text shall be positioned so that the symbol is centered relative to its associated field identifier text to maintain the relationship between the symbol and text.

5.4.2 Framing requirements. Framing requirements for individual icons are presented with each symbol and indicate whether an icon shall be framed, unframed, or whether framing is optional. Military ships (both sea surface and subsurface), military aircraft, military units, and installation icons are always associated with an affiliation and battle dimension, and so shall be framed. Only those icons specifically identified as unframed or frame optional shall be displayed without a frame. Framing requirements concerning the depiction of planned or present status are presented in 5.3.1.4.

5.4.3 Placement of icons. Although there are many exceptions for operational reasons, an icon is bounded by a bounding octagon (see figure 6), which is placed inside the frame.

a. The octagon shall be centered, with the frame offset vertically as necessary. The octagon shall be centered horizontally. Icons not bounded by the octagon extend to the frame wall.

b. Some land-based symbols contain multiple icons overlaid onto each other. The icons in these symbols may need to be shifted or reduced in size so that each is visible (see figure 8).

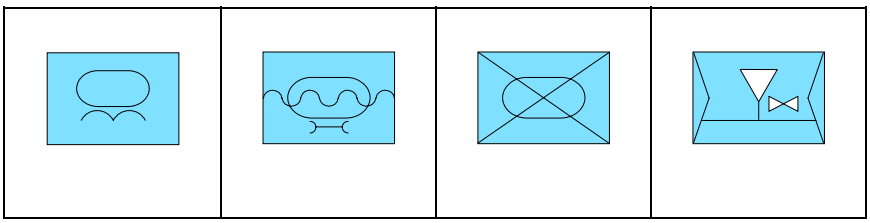
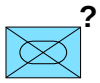


FIGURE 8. Examples of complex symbols with multiple icons.

5.4.4 Placement of modifiers. When symbol modifiers are displayed, the symbol itself shall be centered within field A (see figure 3), and the position of all modifiers shall remain the same regardless of whether the symbol is framed or unframed. While the relative placement of the fields shall be maintained, implementation and size constraints within a system may require fields to be offset or not displayed. Text modifiers placed to the left of the symbol shall be right justified, and text placed to the right shall be left justified. When multiple text modifiers are displayed in a single field (e.g., E/F or J/K/L/N/P), they shall be ordered as shown in figure 3 and separated by a single space, and the spaces assigned to unused modifiers shall be collapsed to bring the text as close to the symbol as possible. Text modifiers placed above the symbol shall be bottom justified and centered. Text below a symbol shall be top justified and centered.

5.4.5 Symbol display hierarchy. C4I systems differ in their operational requirements concerning the amount of information about a warfighting object that needs to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation, but allows flexibility in the symbol components and modifiers that are displayed to the warfighter. Display options range from complex (i.e., symbols include frame, fill, and icon) to primitive (i.e., symbols rendered as dots that denote the presence of an object at a specific location). Table IX provides examples of display options that can be used in color and monochrome displays and can either be hand drawn or computer generated. Based on operational requirements, systems may be implemented with a fixed set of display options, or with the ability to allow warfighters to select one or more display options. If the amplifying information provided by internal icons is not required by the warfighter, the symbols may be displayed with frame or frame and fill only, omitting the icon. Any display options in Table IX is considered 2525B compliant, per 5.9. If a system is implemented with multiple display options, the warfighter may be allowed to select a single option for rendering all symbols or to select different options based on the affiliation or battle dimension of the object and the amount of information required. For example, the warfighter may choose to display minimal information about friendly objects (displaying these symbols as dots) and maximal information about potential threats (displaying these symbols with frame, fill, and icon).

TABLE IX. Tactical symbol display option hierarchy.

DISPLAY OPTION EXAMPLES		ATTRIBUTES
		Frame: ON (black or white depending on background) Fill: ON (use default color indicating affiliation) Icon: ON (black or white)
		Frame: ON (use default color indicating affiliation) Fill: OFF Icon: ON (use default color indicating affiliation)
		Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Comments: Default option for monochrome implementation; replace black/white with the colors available in this implementation.
		Frame: OFF (none) Fill: OFF Icon: ON (use default color indicating affiliation)
		Frame: ON (use default color indicating affiliation) Fill: OFF Icon: OFF (none) Comments: “?” and “U” are part of the frame and are displayed in this frame-only presentation.
		Frame: ON (monochrome system) Fill: OFF Icon: OFF (none) Comments: “?” and “U” are part of the frame and are displayed in this frame-only presentation.
		Frame: OFF (none) Fill: ON (use default color indicating affiliation) Icon: OFF (none)
		Frame: OFF (none) Fill: OFF (none) Icon: OFF (none) Comments: Use only to indicate location of symbol.

Note: Table IX shows frame and fill color when displayed on a color monitor.

5.4.6 Adding temporary features to standard tactical symbols. Appendixes A and D contain the standard tactical symbols to be used in the C2 and the signals intelligence domains. The information hierarchy included in the SIDC tables of these appendixes provide a logical structure from which to define a set of design rules for the construction of symbols. A single graphic feature or attribute was selected to represent each type of information known about a warfighting object, with the same feature included in the symbol whenever that type of information is represented. The description of an object in terms of its position within the

information hierarchy directly maps to the graphic features included in the icon. For example, whenever a helicopter object is rendered, one feature of its icon is a "bow tie" graphic. Each icon was constructed from the combination of graphics consistent with its position within the hierarchy. The approach taken in this standard differs from the concept of icons as composites of graphic "primitives" in that the placement of a given feature may vary as needed to maximize legibility when the icon is displayed within a frame. When implementations require temporary extensions to the symbology provided in this standard, the following display rules apply:

a. Implementations shall not modify the frame shapes defined in this standard to indicate affiliation, battle dimension, and status.

b. Implementations shall use the default frame colors defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other affiliations shall not be changed. Hardware permitting, and unless specifically prohibited by system specification for operational reasons, implementation of this standard shall provide for operator control of color to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colors are not sufficient for ready discrimination (i.e., multiple hostiles which must be differentiated from each other) and to assign a specific color to a special interest target without reference to its affiliation.

c. Implementations needing to display additional role or mission information about a warfighting object shall use the icons in Appendix A as the basis from which to create any temporary symbols. Figure 9 presents some of the graphic extensions that may be added to these icons. Whenever possible, the basic representation of the icon should not be altered; a graphic extension shall be an addition to the basic icon and positioned to ensure that overall symbol legibility is not degraded. Figure 10 provides an example of how the basic icon is combined with an extension to produce a temporary symbol. Organizations requiring additional symbol modifiers shall submit change proposals to the SSMC Configuration Control Board (CCB) for formal processing. Symbol modifiers being processed as change proposals may be incorporated for use into the originator’s systems, but will not be approved for use until formal CCB processing is complete.

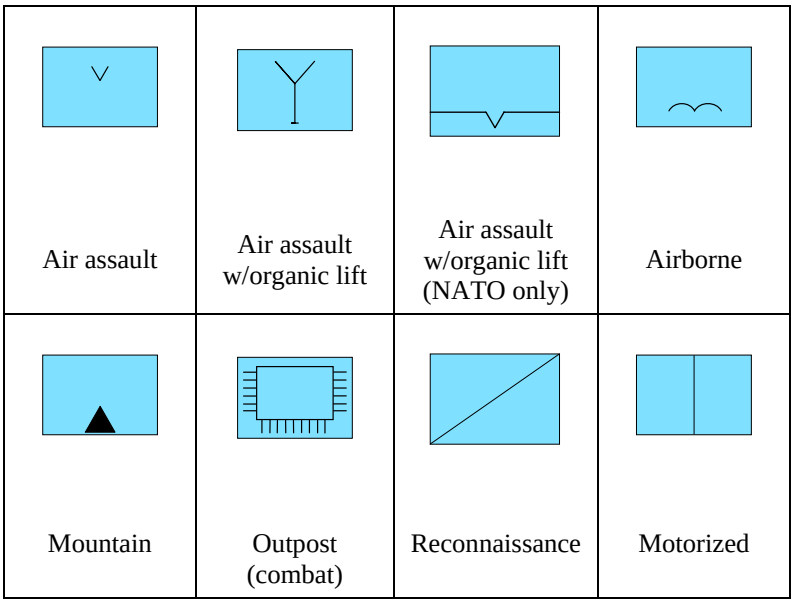


FIGURE 9. Examples of icon extensions.

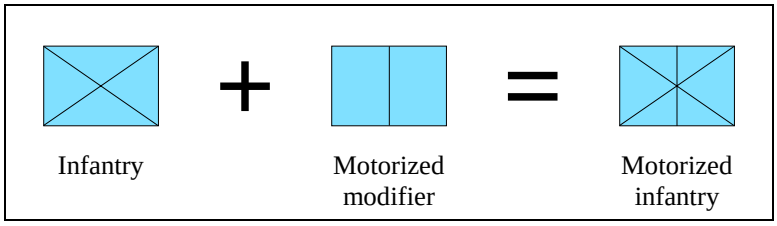


FIGURE 10. Extending the symbol.

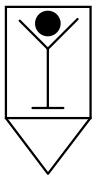
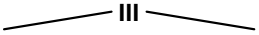
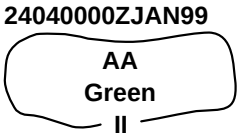
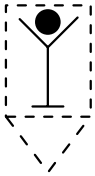
5.5 Composition of tactical graphics. A tactical graphic is composed of an icon and may include text and/or graphic modifiers that provide additional information. Each of these components is described below.

5.5.1 Icon. The icon provides a representation of natural and man-made features and locations on the ground and ground traces of aerial regions and may delineate responsibilities and missions, provide guidance, establish control measures, and identify items of interest. The icon may also indicate the affiliation and status of the battlespace object.

5.5.1.1 Affiliation. Affiliation refers to the threat posed by the battlespace object being represented. A tactical graphic may be black or off-white depending on display background, or affiliation may be indicated using color and/or text. If color is used, graphics denoting friend affiliation shall be shown in black, with other colors assigned in a manner consistent with the affiliation of the associated tactical symbols. By default, a graphic denoting hostile affiliation shall be shown in red. If red is not available, the graphic shall be drawn in black with the abbreviation “ENY” placed on the graphic in at least two places. In addition, if color is available, graphics indicating obstacles shall be drawn in green; otherwise, all obstacles shall be shown in black.

5.5.1.2 Status. Status refers to whether a warfighting object exists at the location identified (status is “present”) or will in the future reside at that location (status is “planned”, “anticipated”, “suspected”, or “on order”). In general, line (including boundary lines) and area graphics shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in table X. There are certain tactical graphics such as counterattack which are drawn in the “present’” status with dashed lines. The codes for status in the SIDC are provided in the appendix for each symbology set.

TABLE X. Present and planned status for tactical graphics.

	POINT GRAPHICS	BOUNDARY LINE GRAPHICS	AREA GRAPHICS
PRESENT POSITION (P)			
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A)			

5.5.2 Modifiers. A modifier provides optional additional information about a tactical graphic. The field ID, field title, description, and maximum allowable display lengths of tactical graphic modifiers are presented in table XI. The default placement of modifiers in fields for points, lines, areas, boundaries, and NBC events is shown in figures 11 and 12, and an example of each modifier (both text and graphic indicators) is included in figure 13. As indicated in figure 11, certain fields can be displayed more than once within a tactical graphic. In some cases, a tactical graphic may require multiple instances of a given modifier in order to fully create or represent an object: examples of these fields are H, T, W, and Y. The unnumbered fields should be filled before the numbered fields (i.e., fields W, H, and T should be used before fields W1, H1, and T1). As indicated in table XI, not all modifiers are applicable to all tactical graphics. However, when any such modifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures 11 and 12.

TABLE XI. Modifier field definitions and maximum display lengths for tactical graphics.

FIELD ID	FIELD TITLE	DESCRIPTION	P[1]	L[1]	A[1]	BL[1]	N[1]	B/C[1]
A	Symbol Indicator	The basic graphic (see 5.5.1).	G[2]	G	G	G	G	G
B	Echelon	A graphic modifier in a boundary graphic that identifies command level (see 5.5.2.2, table V, and figures 11 and 13).	-	G	G	G	-	-
C	Quantity	A text modifier in a nuclear symbol that identifies the detonation in kilotons; yield (can be displayed in decimals).	-	-	-	-	6[2]	-
H	Additional Information	A text modifier for tactical graphics; content is implementation specific.	20	20	20	-	20	20
N	Hostile (Enemy)	A text modifier for tactical graphics; letters "ENY" denote hostile symbols.	3	3	3	3	3	3
Q	Direction of Movement Indicator	A graphic modifier for nuclear, biological, and chemical (NBC) events that identifies the direction of movement (see 5.5.2.1 and figure 12).	-	-	-	-	G	G
S	Offset Location Indicator	A graphic modifier for points and nuclear, biological, and chemical (NBC) events used when placing an object away from its actual location (see 5.5.2.3 and figures 11, 12, and 13).	G	-	-	-	G	G
T	Unique Designation	A text modifier that uniquely identifies a particular tactical graphic; track number. **Nuclear:** delivery unit (missile, aircraft, satellite, etc.)	15	15	15	35	15	15
V	Type	A text modifier that indicates nuclear weapon type.	-	-	-	-	20	-
W[3]	Date/Time Group (DTG)	A text modifier that displays Date/Time Group format: DDHHMMSSZMONYY.	20	20	20	-	20	20
X	Altitude/Depth	A text modifier that displays the minimum, maximum or restricted flight level altitudes for aircraft, altitude in feet above ground level (AGL). Depth for submerged objects in feet below sea level.	6	6	6	-	6	6
Y	Location (Latitude and Longitude)	A text modifier that displays a graphic's location in degrees, minutes, and seconds (or in UTM or other applicable display format).	19	19	19	19	19	19

Notes:
1. Column headings: P = points, L = lines, A = areas, BL = boundary lines, N = nuclear, B/C = bio/chem.
2. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.
3. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON = month, and Y = year.

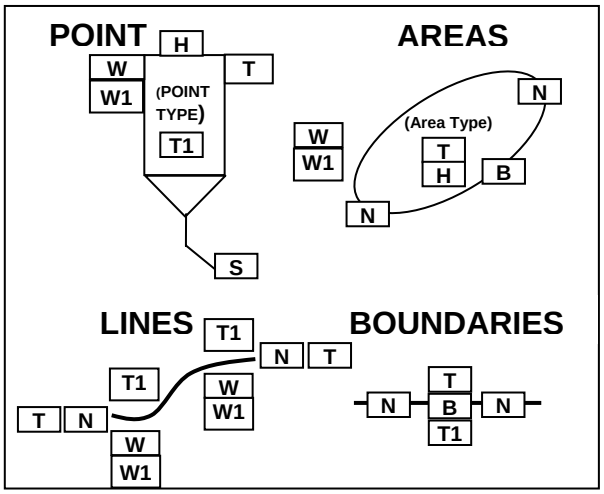


FIGURE 11. Placement modifiers for points, lines, areas and boundaries.

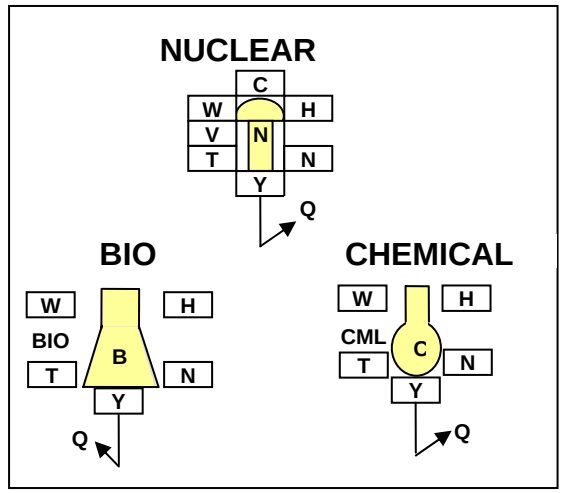


FIGURE 12. Placement of modifiers for NBC events.

Notes:
1. For lines, field T can include both the line designator and line name if available.
2. When placing a modifier inside an irregularly shaped area, it may be necessary to displace the modifier (see 5.4.4).
3. Field W1 is optional.

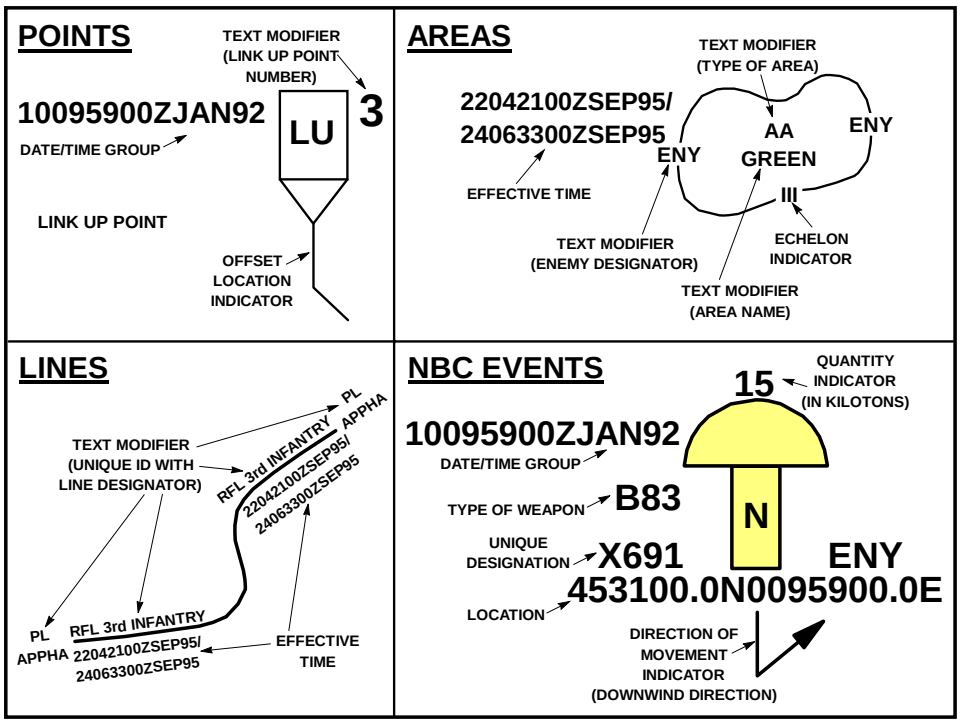


FIGURE 13. Graphic modifiers for tactical graphics.

5.5.2.1 Direction of movement indicator. The direction of movement indicator is an arrow identifying the direction of movement of nuclear, biological, and chemical (NBC) events. The arrow extends downward from the center of the NBC icon and points in the direction of

movement. The indicator is represented in field Q as defined in table XI and positioned as shown in figure 12.

5.5.2.2 Echelon indicator. The echelon indicator provides a graphic representation of command level and is used to show the element echelon on boundary lines, lines, and areas. Echelon indicator codes are listed in table V and the appendix for each symbology set. The indicator is represented in field B as defined in table XI and positioned as shown in figure 11.

5.5.2.3 Offset location indicator. The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from an appropriate anchor point on an icon. The actual location (field Y) is given in latitude and longitude. The indicator is represented in field S in table XI and positioned as shown in figures 11, 12, and 13.

5.5.2.4 Text modifiers. Table XI defines the specific content, length, and type of each text modifier. Additional information is contained in field H, with the content of this field being implementation specific, provided the maximum number of characters in each field is not exceeded.

5.6 Construction of tactical graphics. The rules for constructing tactical graphics vary depending on whether the object is point, line, or area based. The latter category of objects includes various forms of line graphics such as boundaries, areas of all shapes and sizes, and complex figures such as an air corridor.

5.6.1 Point graphics. A point-based graphic, such as a casualty collection point, is constructed in the same manner as an unframed tactical symbol. Rules concerning the relative size of symbol components and placement of modifiers in tactical symbols also apply to point-based graphics.

5.6.2 Line and area graphics. A line or area graphic is constructed using the anchor points, size, and orientation defined for the graphic. Appendix B includes these parameters for the line and area graphics in the C^2 domain. The size of the graphic is determined by these parameters and the scale of the background on which the graphic is placed. As a general rule, the line width and pattern height shall be scaled proportionally to the change in icon size required by its change in background scale (map or image). For tactical graphics, line width is dependent on the distance between the points to be depicted and may vary (i.e., be reduced or enlarged) as display scale changes.

5.7 Display rules for tactical symbols and tactical graphics. The following display rules address symbology size, color, line width, plotting, and orientation and apply to the implementation of both tactical symbols and tactical graphics.

5.7.1 Size. The size of a symbol or point graphic is directly related to the viewing distance of the operator from the display surface on which the object is presented. MIL-STD-1472 recommends a minimum size of 20 minutes of arc subtended visual angle (arc min.) for distinguishing targets of complex shape on a cathode ray tube, without regard to the

effect of color coding. The following formula can be used to determine object size for a given implementation:

$$L = \frac{(VA)(D)}{(57.3)(60)}$$

where VA is the visual angle in arc minutes, D is the viewing distance in inches, and L is the object size in inches. Table XII presents the dimensions for tactical symbols at 20, 30, and 40 arc minutes for selected viewing distances. In general, medium to large object sizes (i.e., subtending 30-40 arc minutes) are recommended; however, implementers should conduct usability testing to determine the optimum size(s) at which warfighter performance is most effective.

TABLE XII. Minimum object size at selected viewing distances.

SYMBOL SIZE			
VIEWING DISTANCE (IN INCHES)	**20 ARC MIN.**	**30 ARC MIN.**	**40 ARC MIN.**
15	.087 in. (2.21 mm)	.131 in. (3.33 mm)	.175 in. (4.45 mm)
20	.116 in. (2.95 mm)	.175 in. (4.45 mm)	.233 in. (5.92 mm)
25	.145 in. (3.68 mm)	.218 in. (5.54 mm)	.291 in. (7.40 mm)
30	.175 in. (4.45 mm)	.262 in. (6.65 mm)	.349 in. (8.87 mm)
35	.204 in. (5.18 mm)	.305 in. (7.76 mm)	.407 in. (10.34 mm)
40	.233 in. (5.92 mm)	.349 in. (8.87 mm)	.465 in. (11.82 mm)

5.7.2 Color. It is important that implementations maximize the contrast between symbology and the display background in order to provide optimum discriminability.

a. For tactical symbols, this contrast can be provided by using black for the frame, icon, and modifiers when symbols are displayed on a light background, and using white for these elements when symbols are displayed on a dark background. Implementations choosing to display a color fill shall also display the appropriate icon from the symbol table. Implementors should select specific values (e.g., in CIE or RGB terms) for the default colors in table XIII based on considerations such as operational requirements, hardware configuration, display background, and viewing conditions (e.g., ambient lighting). If a symbol includes a frame and an icon, both components and any modifiers should be the same color (e.g., black, white, or one of the default colors indicating affiliation).

b. For tactical graphics, this contrast can be provided by using black for the graphic when it is displayed on a light background, and using white when it is displayed on a dark background. If color is used in a graphic, implementors should select specific values for the default colors in table XIII based on the same considerations as for tactical symbols.

c. Implementors should include sufficient usability testing to ensure effective operator performance when selecting colors to render the symbology. While color coding shall be the same throughout an implementation, color saturation may need to vary depending on the display option(s) selected for tactical symbols. For example, to ensure optimum symbol discriminability, different shades of red may be needed in a frame-only symbol as compared to the color fill in a symbol with a black frame and icon.

TABLE XIII. Default colors for symbology.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED	
		ICON (RGB VALUE)	FILL (RGB VALUE)
Friend, Assumed Friend	Blue	Cyan (0, 255, 255)	Crystal Blue (128, 224, 255)
Unknown, Pending	Yellow	Yellow (255, 255, 0)	Light Yellow (255, 255, 128)
Neutral	Green	Neon Green (0, 255, 0)	Bamboo Green (170, 255, 170)
Hostile, Suspect, Joker, Faker	Red	Red (255, 0, 0)	Salmon (255, 128, 128)
METOC	Purple Brown	Plum Red (128, 0, 128) Safari (128, 98, 16)	Light Orchid (226, 159, 255) Khaki (210, 176, 106)
Boundaries, lines, areas, text, icons and frames	Black	Black (0, 0, 0)	Black (0, 0, 0)
White-filled icons	White	White (255, 255, 255)	Off-White (6% Grey) (239, 239, 239)

5.7.3 Line width. Because the frame of a tactical symbol indicates both the affiliation and battle dimension of an object, it is critical that line width be sufficient to ensure frame legibility and discriminability at normal viewing distance. The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled or displayed in color or black/white. Similarly, the legibility of a tactical graphic is impacted by line thickness, especially when the size of an area graphic changes based on background scale. Usability testing should be performed to identify the optimum rendering for a given implementation.

5.7.4 Plotting. The plotting of tactical symbols and most point graphics shall be based on the geometric center of the symbol or graphic. The geometric center indicates the general vicinity of the center of mass of an object. Point graphics that do not use their geometric center for plotting shall be positioned based on their anchor point. Directions related to plotting are included in Appendix B. If an offset location indicator is displayed with a symbol or graphic, the endpoint of the indicator shall show the object's location. If a group of tactical symbols is displayed at one location, the group may be enclosed with a bracket and the location of that group identified with an offset location indicator. An offset indicator is one option for reducing clutter when symbols overlap or are collocated. Other options for reducing visual clutter include: (1) repositioning or turning off labels so that they are not obscured by other objects, with a line connecting each label to its object and/or (2) supporting variable coding of objects (e.g., high-interest objects are rendered as symbols and low-interest objects as dots). The choice

of display options for addressing clutter is considered to be implementation specific. The positional accuracy of symbology plotting is also considered implementation specific.

5.7.5 Orientation. The frame and icon in framed tactical symbols shall be displayed in the orientation shown in Appendixes A, D, and E. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed. Tactical graphics shall be displayed in the orientation shown in Appendix B. Point graphics that are positioned based on their anchor point can be rotated 90 degrees when necessary to minimize interference with other symbology or terrain features.

5.8 Symbology transmission. Common warfighting symbology can be exchanged between MIL-STD-2525B compliant systems using the USMTF GRAPHREP-OVERLAY Message. This message transmits a 15-character alphanumeric SIDC which provides the information necessary for a system to transmit and display a tactical symbol or graphic and its modifier fields. The information required to identify a symbol or graphic varies slightly between symbology sets; therefore, an entry may not be required in all 15 positions of the SIDC. A null character is used to fill each unused position. The composition of the SIDC is provided in the appendix for each symbology set. The transmission requirements for modifier fields for both symbols and graphics are presented in table XIV. This table identifies the transmission length for each field and includes information about required format, where appropriate, as required by applicable transmission standards. The dynamic graphic modifiers described in 5.3.4.11 are excluded from table XIV because their size and placement vary based on the attributes of the object and can change as these attributes change.

TABLE XIV. Transmission lengths for tactical symbols and tactical graphics.

FIELD ID	FIELD TITLE	U[2]	E[2]	I[2]	SI[2]	M[2]	P[2]	L[2]	A[2]	BL[2]	N[2]	B/C[2]	FORMAT
A	Symbol Indicator	*[3]	*	*	*	*	*	*	*	*	*	*	SYM-ID positions 3, 5-10[4]
B	Echelon	*	-	-	-	*	-	*	*	*	-	-	SYM-ID positions 11 and 12
C	Quantity	-	9[3]	-	-	-	-	-	-	-	6	-	-
D	Task Force Indicator	*	-	-	-	*	-	-	-	-	-	-	SYM-ID positions 11-12
E	Frame Shape Modifier	*	*	*	-	*	-	-	-	-	-	-	SYM-ID positions 3-4
F	Reinforced or Reduced	3	-	-	-	3	-	-	-	-	-	-	R = reinforced, D = reduced, RD = reinforced and reduced
G	Staff Comments	20	20	20	20	20	-	-	-	-	-	-	Free text
H	Additional Information	20	20	20	20	20	20	20	20	-	20	20	Free text
J[5]	Evaluation Rating	2	2	2	2	2	-	-	-	-	-	-	One letter and one number
K	Combat Effectiveness	5	-	5	-	3	-	-	-	-	-	-	-

TABLE XIV. Transmission lengths for tactical symbols and tactical graphics – Continued.

FIELD ID	FIELD TITLE	U[2]	E[2]	I[2]	SI[2]	M[2]	P[2]	L[2]	A[2]	BL[2]	N[2]	B/C[2]	FORMAT
L	Signature Equipment	-	1	-	1	-	-	-	-	-	-	-	-
M	Higher Formation	21	-	-	21	-	-	-	-	-	-	-	-
N	Hostile (Enemy)	-	3	-	-	-	3	3	3	3	3	3	-
P	IFF/SIF	5	5	5	-	5	-	-	-	-	-	-	-
Q	Direction of Movement Indicator	4	4	4	-	4	-	-	-	-	4	4	Number in degrees or mils, such as 090 degrees or 1600 mils
R	Mobility Indicator; Towed Sonar Array Indicator	-	*	-	-	-	-	-	-	-	-	-	SYM-ID code positions 11- 12
R2	SIGINT Mobility Indicator	-	-	-	1	-	-	-	-	-	-	-	-
S	Headquarters Staff Indicator/ Offset Location Indicator	*	*	*	-	*	-	-	-	-	-	-	-
T	Unique Designation	21	21	21	21	21	15	15	15	35	15	15	-
V	Type	-	24	-	24	-	-	-	-	-	20	-	-
W[6]	Date/Time Group (DTG)	20	20	20	20	20	20	20	20	-	20	20	Alphanumeric field for date/time for transmission conforms with MIL-STD-2500B (YYYYMMDDHH NNSS)
X	Altitude/ Depth	6	6	6	-	6	6	6	6	-	6	6	-
Y[7]	Location	19	19	19	19	19	19	19	19	19	19	19	Conforms to decimal degrees format: xx.dddddhyyy.ddddd h where xx = degrees latitude yyy = degrees longitude .ddddd = decimal degrees h = direction (N, E, S, W)
Z	Speed	8	8	8	-	8	-	-	-	-	-	-	-
AA	Special C[2] Headquarters	9	-	-	-	9	-	-	-	-	-	-	-
AB	Feint/Dummy Indicator	*	*	*	-	*	-	-	-	-	-	-	SYM-ID code positions 11-12
AC	Installation	*	*	*	-	*	-	-	-	-	-	-	SYM-ID code positions 11-12
AD	Platform Type	-	-	-	6	-	-	-	-	-	-	-	-
AE	Equipment Teardown Time	-	-	-	3	-	-	-	-	-	-	-	-
AF	Common Identifier	-	-	-	12	-	-	-	-	-	-	-	-

TABLE XIV. Transmission lengths for tactical symbols and tactical graphics – Continued.

FIELD ID	FIELD TITLE	U[2]	E[2]	I[2]	SI[2]	M[2]	P[2]	L[2]	A[2]	BL[2]	N[2]	B/C[2]	FORMAT
AG	Auxiliary Equipment Indicator	-	1	-	-	-	-	-	-	-	-	-	-

Notes: 1. The transmission lengths shown in Table XIV are in ASCII format.
2. Column headings: U = units, E = equipment, I = installations, SI = signals intelligence (SIGINT), and M = military operations other than war (MOOTW), P = points, L = lines, A = areas, BL = boundary lines, N = nuclear, and B/C = bio/chem.
3. An asterisk (*) indicates that the value is contained in the symbol ID code. Numeric entry indicates the number of alphanumeric characters in transmission fields. A dash (-) indicates non-applicable.
4. Tactical symbols require function ID, symbol ID code positions 5 - 10. Tactical graphics require category and function ID, symbol ID code positions 3, 5-10.
5. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
6. Field W: Y = year, M = month, D = day, H = hour, N = minute, and S = second. All time is assumed to be Zulu.
7. Field Y: WGS-84 (MIL-STD-2410) is a mandated standard (see CJCSI 3900.1), which allows an unambiguous representation of positional information. Many mapping, charting, and geodetic products produced by other agencies and governments are not referred to in WGS-84. Parameters to transform these products to WGS-84 are part of this standard.

5.9 Compliance criteria. If common warfighting symbology is implemented to visually display or present symbology, the implementation shall comply with the provisions of this standard. To be considered MIL-STD-2525B compliant, implementations must satisfy criteria related to the appearance of tactical symbols and graphics, the assembly and parsing of SIDC, and the interpretation and generation of symbol representations. Each category of compliance criteria is described below.

5.9.1 Appearance of tactical symbols. The following compliance criteria apply to the appearance tactical symbols:

a. The frame shape in a tactical symbol indicates the affiliation, battle dimension, and status of a warfighting object as defined in this MIL-STD.

b. If color is used in a tactical symbol, it indicates the affiliation of a warfighting object as defined in this MIL-STD.

c. The icon in a tactical symbol is displayed as framed or unframed in accordance with framing requirements defined in this MIL-STD.

d. The icons in this MIL-STD are used to provide role or mission information about a warfighting object whenever the objects for which icons are provided are displayed in a tactical symbol.

e. If text and/or graphic modifiers are included in a tactical symbol, they conform to the field definitions and display lengths defined in this MIL-STD.

f. Tactical symbol components and modifiers are sized and positioned as defined in this MIL-STD.

g. The rendering of tactical symbols and modifiers conform to the display hierarchy defined in this MIL-STD.

h. Any temporary features added to a tactical symbol conform to the display rules in this MIL-STD.

5.9.2 Appearance of tactical graphics. The following compliance criteria apply to the appearance of tactical graphics:

a. The icons in this MIL-STD are used to provide information for battlefield planning and management whenever the objects for which icons are provided are displayed in a tactical graphic.

b. The affiliation and status of a tactical graphic are displayed using color and/or text as defined in this MIL-STD.

c. If text and/or graphic modifiers are included in a tactical graphic, they conform to the field definitions and display lengths defined in this MIL-STD.

d. Tactical graphic components and modifiers are sized and positioned as defined in this MIL-STD.

5.9.3 Assembly and parsing of SIDC. The following compliance criteria apply to the assembly and parsing of SIDC codes:

a. An implementation can assemble the correct tactical symbol or graphic and its modifier(s) from a SIDC it has been given.

b. An implementation can generate the SIDC that will produce the correct tactical symbol or graphic when transmitted to another MIL-STD-2525B compliant system.

SIDC:

sfgpewrh--mtusg (i.e., a heavy US machine gun with a Friend frame) with C = 200, G = “for reinforcements”, H = “added support for JJ”, Q = 0450, R = mt (mobility rail), V = “machine gun”, W = “30140000ZSEP97”, Y = “0900000.0E570306.0N”

Symbol representation:

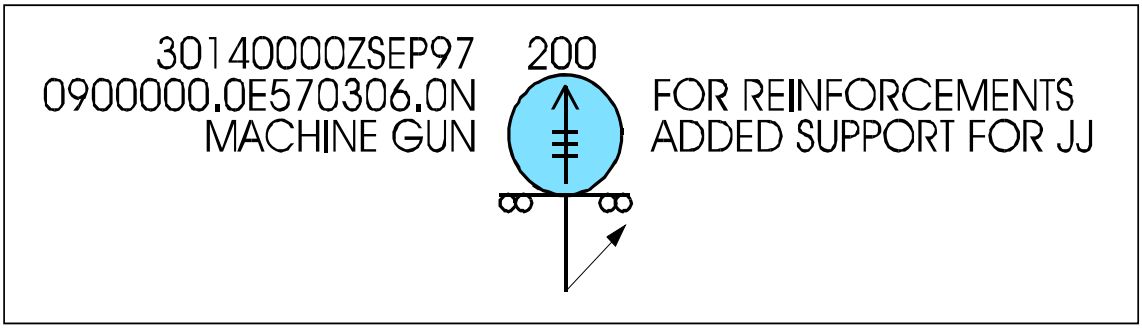


FIGURE 14. Example of proper tactical symbol representation.

5.9.4 Compliance to NITFS. Computer Graphic Metafile (CGM) files shall be in compliance with metafile constructs within the NITFS-bounded subset of CGMs defined by

MIL-STD-2301A, Computer Graphics Metafile (CGM) Implementation Standard for the National Imagery Transmission Format Standard.

6. NOTES

(This section contains information of a general or explanatory nature that may be helpful, but is not mandatory.)

6.1 Intended use. MIL-STD-2525B is designed to enhance DOD's joint warfighting interoperability by providing sets of C4I symbols, a coding scheme for symbol automation and information transfer, and technical details to support C4I symbology systems.

6.2 Subject term (key word) listing.
C2 Symbology: Tactical Graphics
C2 Symbology: UEI
C4I
Graphic
Interoperability
METOC
MOOTW
Operations
SIGINT
SOF
Symbol
Tactical Graphics
Warfighter

6.3 Changes from previous issue. Marginal notations are not used in this revision to identify changes with respect to the previous issue due to the extent of the changes.

CONCLUDING MATERIAL

Custodians:
Army – AC
Navy – OM
Air Force – 90

Review activities:

OASD – DO, HS, IQ, IR, SO, WS

Army – AR, CE, ET, IE, MD1, MI, PT, SC1, SC2, SC3, TI, TM

Navy – AS, CG, CH, EC, MC, NC, ND, NO, NP, SA

Air Force – 02, 09, 10, 11,13,16,17,19, 29, 33, 93

DLA – DH, ES

MISC – CI, DC1, DE5, DC7, MI, MP, NS, US

Civil agency coordinating activities:

DOT – OST

NASA – NA

National Communication Systems – NCS

GPO

Preparing activity:
Misc – DC-4

Agent:
Not Applicable
(Project IPSC –0077)

C^2 SYMBOLOGY: UNITS, EQUIPMENT, AND INSTALLATIONS

A.1 SCOPE

A.1.1 Scope. This appendix addresses tactical symbols that support units, equipment, and installations (UEI) in the C^2 domain. The tables in this appendix present the icons for space, air, ground, sea surface, sea subsurface, and special operations forces (SOF). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

A.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 of this standard apply to this appendix.

A.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

A.4 GENERAL REQUIREMENTS

A.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the C^2 Symbology: Units, Equipment, and Installations symbology set.

A.5 DETAILED REQUIREMENTS

A.5.1 Technical specifications. Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard.

A.5.2 Symbol identification coding (SIDC) scheme. A SIDC is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525B compliant systems.

A.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility. Table A-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.

b. Position 2, affiliation, indicates the symbol’s affiliation.

c. Position 3, battle dimension, indicates the symbol’s battle dimension.

d. Position 4, status, indicates the symbol's planned or present status.

e. Positions 5 through 10, function ID, identifies a symbol's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table A-II contains the specific values used in this field.

g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

TABLE A-I. SIDC positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUBSURFACE F - SOF X - OTHER (No frame) Z - UNKNOWN	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5 - 10)	SYMBOL MODIFIER (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table A-III for specific values.	See table A-II for specific values.	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED

TABLE A-II. Symbol modifier codes.

CODE	DESCRIPTION		CODE	DESCRIPTION
- -	NULL		- A	TEAM/CREW
- B	SQUAD		- C	SECTION
- D	PLATOON/DETACHMENT		- E	COMPANY/BATTERY/TROOP
- F	BATTALION/SQUADRON		- G	REGIMENT/GROUP
- H	BRIGADE		- I	DIVISION
- J	CORPS/MEF		- K	ARMY
- L	ARMY GROUP/FRONT		- M	REGION
A -	HEADQUARTERS (HQ)		AA	HQ TEAM/CREW
AB	HQ SQUAD		AC	HQ SECTION
AD	HQ PLATOON/DETACHMENT		AE	HQ COMPANY/BATTERY/TROOP
AF	HQ BATTALION/SQUADRON		AG	HQ REGIMENT/GROUP
AH	HQ BRIGADE		AI	HQ DIVISION
AJ	HQ CORPS/MEF		AK	HQ ARMY
AL	HQ ARMY GROUP/FRONT		AM	HQ REGION
B -	TASK FORCE (TF) HQ		BA	TF HQ TEAM/CREW
BB	TF HQ SQUAD		BC	TF HQ SECTION
BD	TF HQ PLATOON/DETACHMENT		BE	TF HQ COMPANY/BATTERY/TROOP
BF	TF HQ BATTALION/SQUADRON		BG	TF HQ REGIMENT/GROUP
BH	TF HQ BRIGADE		BI	TF HQ DIVISION
BJ	TF HQ CORPS/MEF		BK	TF HQ ARMY
BL	TF HQ ARMY GROUP/FRONT		BM	TF HQ REGION
C -	FEINT DUMMY (FD) HQ		CA	FD HQ TEAM/CREW
CB	FD HQ SQUAD		CC	FD HQ SECTION
CD	FD HQ PLATOON/DETACHMENT		CE	FD HQ COMPANY/BATTERY/TROOP
CF	FD HQ BATTALION/SQUADRON		CG	FD HQ REGIMENT/GROUP
CH	FD HQ BRIGADE		CI	FD HQ DIVISION
CJ	FD HQ CORPS/MEF		CK	FD HQ ARMY
CL	FD HQ ARMY GROUP/FRONT		CM	FD HQ REGION
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		DA	FD/TF HQ TEAM/CREW

TABLE A-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
DB	FD/TF HQ SQUAD		DC	FD/TF HQ SECTION
DD	FD/TF HQ PLATOON/DETACHMENT		DE	FD/TF HQ COMPANY/BATTERY/TROOP
DF	FD/TF HQ BATTALION/SQUADRON		DG	FD/TF HQ REGIMENT/GROUP
DH	FD/TF HQ BRIGADE		DI	FD/TF HQ DIVISION
DJ	FD/TF HQ CORPS/MEF		DK	FD/TF HQ ARMY
DL	FD/TF HQ ARMY GROUP/FRONT		DM	FD/TF HQ REGION
E -	TASK FORCE (TF)		EA	TF TEAM/CREW
EB	TF SQUAD		EC	TF SECTION
ED	TF PLATOON/DETACHMENT		EE	TF COMPANY/BATTERY/TROOP
EF	TF BATTALION/SQUADRON		EG	TF REGIMENT/GROUP
EH	TF BRIGADE		EI	TF DIVISION
EJ	TF CORPS/MEF		EK	TF ARMY
EL	TF ARMY GROUP/FRONT		EM	TF REGION
F -	FEINT DUMMY (FD)		FA	FD TEAM/CREW
FB	FD SQUAD		FC	FD SECTION
FD	FD PLATOON/DETACHMENT		FE	FD COMPANY/BATTERY/TROOP
FF	FD BATTALION/SQUADRON		FG	FD REGIMENT/GROUP
FH	FD BRIGADE		FI	FD DIVISION
FJ	FD CORPS/MEF		FK	FD ARMY
FL	FD ARMY GROUP/FRONT		FM	FD REGION
G -	FEINT DUMMY/TASK FORCE (FD/TF)		GA	FD/TF TEAM/CREW
GB	FD/TF SQUAD		GC	FD/TF SECTION
GD	FD/TF PLATOON/DETACHMENT		GE	FD/TF COMPANY/BATTERY/TROOP
GF	FD/TF BATTALION/SQUADRON		GG	FD/TF REGIMENT/GROUP
GH	FD/TF BRIGADE		GI	FD/TF DIVISION
GJ	FD/TF CORPS/MEF		GK	FD/TF ARMY
GL	FD/TF ARMY GROUP/FRONT		GM	FD/TF REGION
H -	INSTALLATION		HB	FEINT DUMMY INSTALLATION

TABLE A-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY		MP	MOBILITY CROSS COUNTRY
MQ	MOBILITY TRACKED		MR	MOBILITY WHEELED AND TRACKED COMBINATION
MS	MOBILITY TOWED		MT	MOBILITY RAIL
MU	MOBILITY OVER THE SNOW		MV	MOBILITY SLED
MW	MOBILITY PACK ANIMALS		MX	MOBILITY BARGE
MY	MOBILITY AMPHIBIOUS			
NS	TOWED ARRAY (SHORT)		NL	TOWED ARRAY (LONG)

A.5.2.2 SIDC table. The following table lists the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively. As stated in A.5.2.1, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility.

TABLE A-III. SIDC table.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR	S	-	-	-	--	--	--	**	**	*	WARFIGHTING SYMBOLS
WAR.SPC	S	*	P	*	--	--	--	**	**	*	SPACE TRACK
WAR.SPC.SAT	S	*	P	*	S-	--	--	**	**	*	SATELLITE
WAR.SPC.CSV	S	*	P	*	V-	--	--	**	**	*	CREWED SPACE VEHICLE
WAR.SPC.SST	S	*	P	*	T-	--	--	**	**	*	SPACE STATION
WAR.AIRTRK	S	*	A	*	--	--	--	**	**	*	AIR TRACK
WAR.AIRTRK.MIL	S	*	A	*	M-	--	--	**	**	*	MILITARY
WAR.AIRTRK.MIL.FIXD	S	*	A	*	MF	--	--	**	**	*	FIXED WING
WAR.AIRTRK.MIL.FIXD.BMB	S	*	A	*	MF	B-	--	**	**	*	BOMBER
WAR.AIRTRK.MIL.FIXD.FTR	S	*	A	*	MF	F-	--	**	**	*	FIGHTER
WAR.AIRTRK.MIL.FIXD.FTR.INCR	S	*	A	*	MF	FI	--	**	**	*	INTERCEPTOR
WAR.AIRTRK.MIL.FIXD.TNE	S	*	A	*	MF	T-	--	**	**	*	TRAINER
WAR.AIRTRK.MIL.FIXD.ATK	S	*	A	*	MF	A-	--	**	**	*	ATTACK/STRIKE
WAR.AIRTRK.MIL.FIXD.VSTOL	S	*	A	*	MF	L-	--	**	**	*	VSTOL
WAR.AIRTRK.MIL.FIXD.TNK	S	*	A	*	MF	K-	--	**	**	*	TANKER
WAR.AIRTRK.MIL.FIXD.CGOALT	S	*	A	*	MF	C-	--	**	**	*	CARGO AIRLIFT (TRANSPORT)
WAR.AIRTRK.MIL.FIXD.CGOALT.LIT	S	*	A	*	MF	CL	--	**	**	*	CARGO AIRLIFT (LIGHT)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.AIRTRK.MIL.FIXD.CGOALT.MDM	S	*	A	*	MF	CM	--	**	**	*	CARGO AIRLIFT (MEDIUM)
WAR.AIRTRK.MIL.FIXD.CGOALT.HVY	S	*	A	*	MF	CH	--	**	**	*	CARGO AIRLIFT (HEAVY)
WAR.AIRTRK.MIL.FIXD.ECM	S	*	A	*	MF	J-	--	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
WAR.AIRTRK.MIL.FIXD.MEDV	S	*	A	*	MF	O-	--	**	**	*	MEDEVAC
WAR.AIRTRK.MIL.FIXD.RECON	S	*	A	*	MF	R-	--	**	**	*	RECONNAISSANCE
WAR.AIRTRK.MIL.FIXD.RECON.ABNEW	S	*	A	*	MF	RW	--	**	**	*	AIRBORNE EARLY WARNING (AEW)
WAR.AIRTRK.MIL.FIXD.RECON.ESM	S	*	A	*	MF	RZ	--	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
WAR.AIRTRK.MIL.FIXD.RECON.PHG	S	*	A	*	MF	RX	--	**	**	*	PHOTOGRAPHIC
WAR.AIRTRK.MIL.FIXD.PAT	S	*	A	*	MF	P-	--	**	**	*	PATROL
WAR.AIRTRK.MIL.FIXD.PAT.ASUW	S	*	A	*	MF	PN	--	**	**	*	ANTISURFACE WARFARE (ASUW)
WAR.AIRTRK.MIL.FIXD.PAT.MNECM	S	*	A	*	MF	PM	--	**	**	*	MINE COUNTERMEASURES
WAR.AIRTRK.MIL.FIXD.UTY	S	*	A	*	MF	U-	--	**	**	*	UTILITY
WAR.AIRTRK.MIL.FIXD.UTY.LIT	S	*	A	*	MF	UL	--	**	**	*	UTILITY (LIGHT)
WAR.AIRTRK.MIL.FIXD.UTY.MDM	S	*	A	*	MF	UM	--	**	**	*	UTILITY (MEDIUM)
WAR.AIRTRK.MIL.FIXD.UTY.HVY	S	*	A	*	MF	UH	--	**	**	*	UTILITY (HEAVY)
WAR.AIRTRK.MIL.FIXD.COMM	S	*	A	*	MF	Y-	--	**	**	*	COMMUNICATIONS (C3I)
WAR.AIRTRK.MIL.FIXD.CSAR	S	*	A	*	MF	H-	--	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
WAR.AIRTRK.MIL.FIXD.ABNCP	S	*	A	*	MF	D-	--	**	**	*	AIRBORNE COMMAND POST (C2)
WAR.AIRTRK.MIL.FIXD.DRN	S	*	A	*	MF	Q-	--	**	**	*	DRONE (RPV/UAV)
WAR.AIRTRK.MIL.FIXD.DRN.ATK	S	*	A	*	MF	QA	--	**	**	*	ATTACK
WAR.AIRTRK.MIL.FIXD.DRN.BMB	S	*	A	*	MF	QB	--	**	**	*	BOMBER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.AIRTRK.MIL.FIXD.DRN.CGO	S	*	A	*	MF	QC	--	**	**	*	CARGO
WAR.AIRTRK.MIL.FIXD.DRN.ABNCP	S	*	A	*	MF	QD	--	**	**	*	AIRBORNE COMMAND POST
WAR.AIRTRK.MIL.FIXD.DRN.FTR	S	*	A	*	MF	QF	--	**	**	*	FIGHTER
WAR.AIRTRK.MIL.FIXD.DRN.CSAR	S	*	A	*	MF	QH	--	**	**	*	SEARCH & RESCUE (CSAR)
WAR.AIRTRK.MIL.FIXD.DRN.ECM	S	*	A	*	MF	QJ	--	**	**	*	ELECTRONIC COUNTERMEASURES (JAMMER)
WAR.AIRTRK.MIL.FIXD.DRN.TNK	S	*	A	*	MF	QK	--	**	**	*	TANKER
WAR.AIRTRK.MIL.FIXD.DRN.VSTOL	S	*	A	*	MF	QL	--	**	**	*	VSTOL
WAR.AIRTRK.MIL.FIXD.DRN.SOF	S	*	A	*	MF	QM	--	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
WAR.AIRTRK.MIL.FIXD.DRN.MNECM	S	*	A	*	MF	QI	--	-*	**	*	MINE COUNTERMEASURES
WAR.AIRTRK.MIL.FIXD.DRN.ASUW	S	*	A	*	MF	QN	--	**	**	*	ANTI-SURFACE WARFACE (ASUW)
WAR.AIRTRK.MIL.FIXD.DRN.PAT	S	*	A	*	MF	QP	--	**	**	*	PATROL
WAR.AIRTRK.MIL.FIXD.DRN.RECON	S	*	A	*	MF	QR	--	**	**	*	RECONNAISSANCE
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW	S	*	A	*	MF	QR	W-	**	**	*	AIRBORNE EARLY WARNING (AEW)
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM	S	*	A	*	MF	QR	Z-	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG	S	*	A	*	MF	QR	X-	**	**	*	PHOTOGRAPHIC
WAR.AIRTRK.MIL.FIXD.DRN.ASBW	S	*	A	*	MF	QS	--	**	**	*	ANTI-SUBMARINE WARFARE (ASW)
WAR.AIRTRK.MIL.FIXD.DRN.TNE	S	*	A	*	MF	QT	--	**	**	*	TRAINER
WAR.AIRTRK.MIL.FIXD.DRN.UTY	S	*	A	*	MF	QU	--	**	**	*	UTILITY
WAR.AIRTRK.MIL.FIXD.DRN.COMM	S	*	A	*	MF	QY	--	**	**	*	COMMUNICATIONS (C3I)
WAR.AIRTRK.MIL.FIXD.DRN.MEDV	S	*	A	*	MF	QO	--	**	**	*	MEDEVAC
WAR.AIRTRK.MIL.FIXD.ASBWCB	S	*	A	*	MF	S-	--	**	**	*	ANTISUBMARINE WARFARE (ASW) CARRIER BASED

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.AIRTRK.MIL.FIXD.SOF	S	*	A	*	MF M- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
WAR.AIRTRK.MIL.ROT	S	*	A	*	MH -- --	**	**	*	ROTARY WING
WAR.AIRTRK.MIL.ROT.ATK	S	*	A	*	MH A- --	**	**	*	ATTACK
WAR.AIRTRK.MIL.ROT.ASBW	S	*	A	*	MH S- --	**	**	*	ANTISUBMARINE WARFARE/MPA
WAR.AIRTRK.MIL.ROT.UTY	S	*	A	*	MH U- --	**	**	*	UTILITY
WAR.AIRTRK.MIL.ROT.UTY.LIT	S	*	A	*	MH UL --	**	**	*	UTILITY (LIGHT)
WAR.AIRTRK.MIL.ROT.UTY.MDM	S	*	A	*	MH UM --	**	**	*	UTILITY (MEDIUM)
WAR.AIRTRK.MIL.ROT.UTY.HVY	S	*	A	*	MH UH --	**	**	*	UTILITY (HEAVY)
WAR.AIRTRK.MIL.ROT.MNECM	S	*	A	*	MH I- --	**	**	*	MINE COUNTERMEASURES
WAR.AIRTRK.MIL.ROT.CSAR	S	*	A	*	MH H- --	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
WAR.AIRTRK.MIL.ROT.RECON	S	*	A	*	MH R- --	**	**	*	RECONNAISSANCE
WAR.AIRTRK.MIL.ROT.DRN	S	*	A	*	MH Q- --	**	**	*	DRONE (RPV/UAV)
WAR.AIRTRK.MIL.ROT.CGOALT	S	*	A	*	MH C- --	**	**	*	CARGO AIRLIFT (TRANSPORT)
WAR.AIRTRK.MIL.ROT.CGOALT.LIT	S	*	A	*	MH CL --	**	**	*	CARGO AIRLIFT (LIGHT)
WAR.AIRTRK.MIL.ROT.CGOALT.MDM	S	*	A	*	MH CM --	**	**	*	CARGO AIRLIFT (MEDIUM)
WAR.AIRTRK.MIL.ROT.CGOALT.HVY	S	*	A	*	MH CH --	**	**	*	CARGO AIRLIFT (HEAVY)
WAR.AIRTRK.MIL.ROT.TNE	S	*	A	*	MH T- --	**	**	*	TRAINER
WAR.AIRTRK.MIL.ROT.MEDV	S	*	A	*	MH O- --	**	**	*	MEDEVAC
WAR.AIRTRK.MIL.ROT.SOF	S	*	A	*	MH M- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
WAR.AIRTRK.MIL.ROT.ABNCP	S	*	A	*	MH D- --	**	**	*	AIRBORNE COMMAND POST (C2)
WAR.AIRTRK.MIL.ROT.TNK	S	*	A	*	MH K- --	**	**	*	TANKER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.AIRTRK.MIL.ROT.ECM	S	*	A	*	MH J- --	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
WAR.AIRTRK.MIL.LTA	S	*	A	*	ML -- --	**	**	*	LIGHTER THAN AIR
WAR.AIRTRK.WPN	S	*	A	*	W- -- --	**	**	*	WEAPON
WAR.AIRTRK.WPN.MSLIF	S	*	A	*	WM -- --	**	**	*	MISSILE IN FLIGHT
WAR.AIRTRK.WPN.MSLIF.SLM	S	*	A	*	WM S- --	**	**	*	SURFACE LAUNCHED MISSILE
WAR.AIRTRK.WPN.MSLIF.SLM.SSM	S	*	A	*	WM SS --	**	**	*	SURFACE TO SURFACE MISSILE (SSM)
WAR.AIRTRK.WPN.MSLIF.SLM.SAM	S	*	A	*	WM SA --	**	**	*	SURFACE TO AIR MISSILE (SAM)
WAR.AIRTRK.WPN.MSLIF.ALM	S	*	A	*	WM A- --	**	**	*	AIR LAUNCHED MISSILE
WAR.AIRTRK.WPN.MSLIF.ALM.ASM	S	*	A	*	WM AS --	**	**	*	AIR TO SURFACE MISSILE (ASM)
WAR.AIRTRK.WPN.MSLIF.ALM.AAM	S	*	A	*	WM AA --	**	**	*	AIR TO AIR MISSILE (AAM)
WAR.AIRTRK.WPN.MSLIF.SBSM	S	*	A	*	WM U- --	**	**	*	SUBSURFACE TO SURFACE MISSILE (S/SSM)
WAR.AIRTRK.WPN.MSLIF.CM	S	*	A	*	WM CM --	**	**	*	CRUISE MISSILE
WAR.AIRTRK.WPN.DCY	S	*	A	*	WD -- --	**	**	*	DECOY
WAR.AIRTRK.CVL	S	*	A	*	C- -- --	**	**	*	CIVIL AIRCRAFT
WAR.AIRTRK.CVL.FIXD	S	*	A	*	CF -- --	**	**	*	FIXED WING
WAR.AIRTRK.CVL.ROT	S	*	A	*	CH -- --	**	**	*	ROTARY WING
WAR.AIRTRK.CVL.LTA	S	*	A	*	CL -- --	**	**	*	LIGHTER THAN AIR
WAR.GRDTRK	S	*	G	*	-- -- --	**	**	*	GROUND TRACK
WAR.GRDTRK.UNT	S	*	G	*	U- -- --	**	**	*	UNIT
WAR.GRDTRK.UNT.CBT	S	*	G	*	UC -- --	**	**	*	COMBAT
WAR.GRDTRK.UNT.CBT.ADF	S	*	G	*	UC D- --	**	**	*	AIR DEFENSE

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.ADF.SHTR	S	*	G	*	UC	DS	--	**	**	*	SHORT RANGE
WAR.GRDTRK.UNT.CBT.ADF.SHTR.CPL	S	*	G	*	UC	DS	C-	**	**	*	CHAPARRAL
WAR.GRDTRK.UNT.CBT.ADF.SHTR.STG	S	*	G	*	UC	DS	S-	**	**	*	STINGER
WAR.GRDTRK.UNT.CBT.ADF.SHTR.VUL	S	*	G	*	UC	DS	V-	**	**	*	VULCAN
WAR.GRDTRK.UNT.CBT.ADF.MSL	S	*	G	*	UC	DM	--	**	**	*	AIR DEFENSE MISSILE
WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT	S	*	G	*	UC	DM	L-	**	**	*	AIR DEFENSE MISSILE LIGHT
WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT.MOT	S	*	G	*	UC	DM	LA	**	**	*	AIR DEFENSE MISSILE MOTORIZED (AVENGER)
WAR.GRDTRK.UNT.CBT.ADF.MSL.MDM	S	*	G	*	UC	DM	M-	**	**	*	AIR DEFENSE MISSILE MEDIUM
WAR.GRDTRK.UNT.CBT.ADF.MSL.HVY	S	*	G	*	UC	DM	H-	**	**	*	AIR DEFENSE MISSILE HEAVY
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD	S	*	G	*	UC	DH	--	**	**	*	H/MAD
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.HWK	S	*	G	*	UC	DH	H-	**	**	*	HAWK
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.PATT	S	*	G	*	UC	DH	P-	**	**	*	PATRIOT
WAR.GRDTRK.UNT.CBT.ADF.GUNUNT	S	*	G	*	UC	DG	--	**	**	*	GUN UNIT
WAR.GRDTRK.UNT.CBT.ADF.CMPS	S	*	G	*	UC	DC	--	**	**	*	COMPOSITE
WAR.GRDTRK.UNT.CBT.ADF.TGTGUT	S	*	G	*	UC	DT	--	**	**	*	TARGETING UNIT
WAR.GRDTRK.UNT.CBT.ADF.TMDU	S	*	G	*	UC	DO	--	**	**	*	THEATER MISSILE DEFENSE UNIT
WAR.GRDTRK.UNT.CBT.ARM	S	*	G	*	UC	A-	--	**	**	*	ARMOR
WAR.GRDTRK.UNT.CBT.ARM.TRK	S	*	G	*	UC	AT	--	**	**	*	ARMOR TRACK
WAR.GRDTRK.UNT.CBT.ARM.TRK.ABN	S	*	G	*	UC	AT	A-	**	**	*	ARMOR TRACK AIRBORNE
WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP	S	*	G	*	UC	AT	W-	**	**	*	ARMOR TRACK AMPHIBIOUS
WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP.RCY	S	*	G	*	UC	AT	WR	**	**	*	ARMOR TRACK AMPHIBIOUS RECOVERY

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.ARM.TRK.LIT	S	*	G	*	UC	AT	L-	**	**	*	ARMOR TRACK, LIGHT
WAR.GRDTRK.UNT.CBT.ARM.TRK.MDM	S	*	G	*	UC	AT	M-	**	**	*	ARMOR TRACK, MEDIUM
WAR.GRDTRK.UNT.CBT.ARM.TRK.HVY	S	*	G	*	UC	AT	H-	**	**	*	ARMOR TRACK, HEAVY
WAR.GRDTRK.UNT.CBT.ARM.TRK.RCY	S	*	G	*	UC	AT	R-	**	**	*	ARMOR TRACK, RECOVERY
WAR.GRDTRK.UNT.CBT.ARM.WHD	S	*	G	*	UC	AW	--	**	**	*	ARMOR, WHEELED
WAR.GRDTRK.UNT.CBT.ARM.WHD.AAST	S	*	G	*	UC	AW	S-	**	**	*	ARMOR, WHEELED AIR ASSAULT
WAR.GRDTRK.UNT.CBT.ARM.WHD.ABN	S	*	G	*	UC	AW	A-	**	**	*	ARMOR, WHEELED AIRBORNE
WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP	S	*	G	*	UC	AW	W-	**	**	*	ARMOR, WHEELED AMPHIBIOUS
WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP.RCY	S	*	G	*	UC	AW	WR	**	**	*	ARMOR, WHEELED AMPHIBIOUS RECOVERY
WAR.GRDTRK.UNT.CBT.ARM.WHD.LIT	S	*	G	*	UC	AW	L-	**	**	*	ARMOR, WHEELED LIGHT
WAR.GRDTRK.UNT.CBT.ARM.WHD.MDM	S	*	G	*	UC	AW	M-	**	**	*	ARMOR, WHEELED MEDIUM
WAR.GRDTRK.UNT.CBT.ARM.WHD.HVY	S	*	G	*	UC	AW	H-	**	**	*	ARMOR, WHEELED HEAVY
WAR.GRDTRK.UNT.CBT.ARM.WHD.RCY	S	*	G	*	UC	AW	R-	**	**	*	ARMOR, WHEELED RECOVERY
WAR.GRDTRK.UNT.CBT.AARM	S	*	G	*	UC	AA	--	**	**	*	ANTI ARMOR
WAR.GRDTRK.UNT.CBT.AARM.DMD	S	*	G	*	UC	AA	D-	**	**	*	ANTI ARMOR DISMOUNTED
WAR.GRDTRK.UNT.CBT.AARM.LIT	S	*	G	*	UC	AA	L-	**	**	*	ANTI ARMOR LIGHT
WAR.GRDTRK.UNT.CBT.AARM.ABN	S	*	G	*	UC	AA	M-	**	**	*	ANTI ARMOR AIRBORNE
WAR.GRDTRK.UNT.CBT.AARM.AAST	S	*	G	*	UC	AA	S-	**	**	*	ANTI ARMOR AIR ASSAULT
WAR.GRDTRK.UNT.CBT.AARM.MNT	S	*	G	*	UC	AA	U-	**	**	*	ANTI ARMOR MOUNTAIN
WAR.GRDTRK.UNT.CBT.AARM.ARC	S	*	G	*	UC	AA	C-	**	**	*	ANTI ARMOR ARCTIC
WAR.GRDTRK.UNT.CBT.AARM.ARMD	S	*	G	*	UC	AA	A-	**	**	*	ANTI ARMOR ARMORED

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.AARM.ARMD.TKD	S	*	G	*	UC	AA	AT	**	**	*	ANTI ARMOR ARMORED TRACKED
WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD	S	*	G	*	UC	AA	AW	**	**	*	ANTI ARMOR ARMORED WHEELED
WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST	S	*	G	*	UC	AA	AS	**	**	*	ANTI ARMOR ARMORED AIR ASSAULT
WAR.GRDTRK.UNT.CBT.AARM.MOT	S	*	G	*	UC	AA	O-	**	**	*	ANTI ARMOR MOTORIZED
WAR.GRDTRK.UNT.CBT.AARM.MOT.AAST	S	*	G	*	UC	AA	OS	**	**	*	ANTI ARMOR MOTORIZED AIR ASSAULT
WAR.GRDTRK.UNT.CBT.AVN	S	*	G	*	UC	V-	--	**	**	*	AVIATION
WAR.GRDTRK.UNT.CBT.AVN.FIXD	S	*	G	*	UC	VF	--	**	**	*	FIXED WING
WAR.GRDTRK.UNT.CBT.AVN.FIXD.UTY	S	*	G	*	UC	VF	U-	**	**	*	UTILITY FIXED WING
WAR.GRDTRK.UNT.CBT.AVN.FIXD.ATK	S	*	G	*	UC	VF	A-	**	**	*	ATTACK FIXED WING
WAR.GRDTRK.UNT.CBT.AVN.FIXD.RECON	S	*	G	*	UC	VF	R-	**	**	*	RECON FIXED WING
WAR.GRDTRK.UNT.CBT.AVN.ROT	S	*	G	*	UC	VR	--	**	**	*	ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.ATK	S	*	G	*	UC	VR	A-	**	**	*	ATTACK ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.SCUT	S	*	G	*	UC	VR	S-	**	**	*	SCOUT ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.ASBW	S	*	G	*	UC	VR	W-	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY	S	*	G	*	UC	VR	U-	**	**	*	UTILITY ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.LIT	S	*	G	*	UC	VR	UL	**	**	*	LIGHT UTILITY ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.MDM	S	*	G	*	UC	VR	UM	**	**	*	MEDIUM UTILITY ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.HVY	S	*	G	*	UC	VR	UH	**	**	*	HEAVY UTILITY ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.C2	S	*	G	*	UC	VR	UC	**	**	*	C2 ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.MEDV	S	*	G	*	UC	VR	UE	**	**	*	MEDEVAC ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.ROT.MNECM	S	*	G	*	UC	VR	M-	**	**	*	MINE COUNTERMEASURE ROTARY WING

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.AVN.SAR	S	*	G	*	UC	VS	--	**	**	*	SEARCH AND RESCUE
WAR.GRDTRK.UNT.CBT.AVN.CMPS	S	*	G	*	UC	VC	--	**	**	*	COMPOSITE
WAR.GRDTRK.UNT.CBT.AVN.VSTOL	S	*	G	*	UC	VV	--	**	**	*	VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
WAR.GRDTRK.UNT.CBT.AVN.UAV	S	*	G	*	UC	VU	--	**	**	*	UNMANNED AERIAL VEHICLE
WAR.GRDTRK.UNT.CBT.AVN.UAV.FIXD	S	*	G	*	UC	VU	F-	**	**	*	UNMANNED AERIAL VEHICLE FIXED WING
WAR.GRDTRK.UNT.CBT.AVN.UAV.ROT	S	*	G	*	UC	VU	R-	**	**	*	UNMANNED AERIAL VEHICLE ROTARY WING
WAR.GRDTRK.UNT.CBT.INF	S	*	G	*	UC	I-	--	**	**	*	INFANTRY
WAR.GRDTRK.UNT.CBT.INF.LIT	S	*	G	*	UC	IL	--	**	**	*	INFANTRY LIGHT
WAR.GRDTRK.UNT.CBT.INF.MOT	S	*	G	*	UC	IM	--	**	**	*	INFANTRY MOTORIZED
WAR.GRDTRK.UNT.CBT.INF.MNT	S	*	G	*	UC	IO	--	**	**	*	INFANTRY MOUNTAIN
WAR.GRDTRK.UNT.CBT.INF.ABN	S	*	G	*	UC	IA	--	**	**	*	INFANTRY AIRBORNE
WAR.GRDTRK.UNT.CBT.INF.AAST	S	*	G	*	UC	IS	--	**	**	*	INFANTRY AIR ASSAULT
WAR.GRDTRK.UNT.CBT.INF.MECH	S	*	G	*	UC	IZ	--	**	**	*	INFANTRY MECHANIZED
WAR.GRDTRK.UNT.CBT.INF.NAV	S	*	G	*	UC	IN	--	**	**	*	INFANTRY NAVAL
WAR.GRDTRK.UNT.CBT.INF.INFFV	S	*	G	*	UC	II	--	**	**	*	INFANTRY FIGHTING VEHICLE
WAR.GRDTRK.UNT.CBT.INF.ARC	S	*	G	*	UC	IC	--	**	**	*	INFANTRY ARCTIC
WAR.GRDTRK.UNT.CBT.ENG	S	*	G	*	UC	E-	--	**	**	*	ENGINEER
WAR.GRDTRK.UNT.CBT.ENG.CBT	S	*	G	*	UC	EC	--	**	**	*	ENGINEER COMBAT
WAR.GRDTRK.UNT.CBT.ENG.CBT.AAST	S	*	G	*	UC	EC	S-	**	**	*	ENGINEER COMBAT AIR ASSAULT
WAR.GRDTRK.UNT.CBT.ENG.CBT.ABN	S	*	G	*	UC	EC	A-	**	**	*	ENGINEER COMBAT AIRBORNE
WAR.GRDTRK.UNT.CBT.ENG.CBT.ARC	S	*	G	*	UC	EC	C-	**	**	*	ENGINEER COMBAT ARCTIC

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.ENG.CBT.LIT	S	*	G	*	UC	EC	L-	**	**	*	ENGINEER COMBAT LIGHT (SAPPER)
WAR.GRDTRK.UNT.CBT.ENG.CBT.MDM	S	*	G	*	UC	EC	M-	**	**	*	ENGINEER COMBAT MEDIUM
WAR.GRDTRK.UNT.CBT.ENG.CBT.HVY	S	*	G	*	UC	EC	H-	**	**	*	ENGINEER COMBAT HEAVY
WAR.GRDTRK.UNT.CBT.ENG.CBT.MECH	S	*	G	*	UC	EC	T-	**	**	*	ENGINEER COMBAT MECHANIZED (TRACK)
WAR.GRDTRK.UNT.CBT.ENG.CBT.MOT	S	*	G	*	UC	EC	W-	**	**	*	ENGINEER COMBAT MOTORIZED
WAR.GRDTRK.UNT.CBT.ENG.CBT.MNT	S	*	G	*	UC	EC	O-	**	**	*	ENGINEER COMBAT MOUNTAIN
WAR.GRDTRK.UNT.CBT.ENG.CBT.RECON	S	*	G	*	UC	EC	R-	**	**	*	ENGINEER COMBAT RECON
WAR.GRDTRK.UNT.CBT.ENG.CSN	S	*	G	*	UC	EN	--	**	**	*	ENGINEER CONSTRUCTION
WAR.GRDTRK.UNT.CBT.ENG.CSN.NAV	S	*	G	*	UC	EN	N-	**	**	*	ENGINEER NAVAL CONSTRUCTION
WAR.GRDTRK.UNT.CBT.FLDART	S	*	G	*	UC	F-	--	**	**	*	FIELD ARTILLERY
WAR.GRDTRK.UNT.CBT.FLDART.HOW	S	*	G	*	UC	FH	--	**	**	*	HOWITZER/GUN
WAR.GRDTRK.UNT.CBT.FLDART.HOW.SPD	S	*	G	*	UC	FH	E-	**	**	*	SELF-PROPELLED
WAR.GRDTRK.UNT.CBT.FLDART.HOW.AAST	S	*	G	*	UC	FH	S-	**	**	*	AIR ASSAULT
WAR.GRDTRK.UNT.CBT.FLDART.HOW.ABN	S	*	G	*	UC	FH	A-	**	**	*	AIRBORNE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.ARC	S	*	G	*	UC	FH	C-	**	**	*	ARCTIC
WAR.GRDTRK.UNT.CBT.FLDART.HOW.MNT	S	*	G	*	UC	FH	O-	**	**	*	MOUNTAIN
WAR.GRDTRK.UNT.CBT.FLDART.HOW.LIT	S	*	G	*	UC	FH	L-	**	**	*	LIGHT
WAR.GRDTRK.UNT.CBT.FLDART.HOW.MDM	S	*	G	*	UC	FH	M-	**	**	*	MEDIUM
WAR.GRDTRK.UNT.CBT.FLDART.HOW.HVY	S	*	G	*	UC	FH	H-	**	**	*	HEAVY
WAR.GRDTRK.UNT.CBT.FLDART.HOW.AMP	S	*	G	*	UC	FH	X-	**	**	*	AMPHIBIOUS
WAR.GRDTRK.UNT.CBT.FLDART.ROC	S	*	G	*	UC	FR	--	**	**	*	ROCKET

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL	S	*	G	*	UC	FR	S-	**	**	*	SINGLE ROCKET LAUNCHER
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRSPD	S	*	G	*	UC	FR	SS	**	**	*	SINGLE ROCKET SELF-PROPELLED
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTRK	S	*	G	*	UC	FR	SR	**	**	*	SINGLE ROCKET TRUCK
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTOW	S	*	G	*	UC	FR	ST	**	**	*	SINGLE ROCKET TOWED
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL	S	*	G	*	UC	FR	M-	**	**	*	MULTI ROCKET LAUNCHER
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRSPD	S	*	G	*	UC	FR	MS	**	**	*	MULTI ROCKET SELF-PROPELLED
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTRK	S	*	G	*	UC	FR	MR	**	**	*	MULTI ROCKET TRUCK
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTOW	S	*	G	*	UC	FR	MT	**	**	*	MULTI ROCKET TOWED
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ	S	*	G	*	UC	FT	--	**	**	*	TARGET ACQUISITION
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.RAD	S	*	G	*	UC	FT	R-	**	**	*	RADAR
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.SND	S	*	G	*	UC	FT	S-	**	**	*	SOUND
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.FLH	S	*	G	*	UC	FT	F-	**	**	*	FLASH (OPTICAL)
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT	S	*	G	*	UC	FT	C-	**	**	*	COLT/FIST
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.DMD	S	*	G	*	UC	FT	CD	**	**	*	DISMOUNTED COLT/FIST
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.TKD	S	*	G	*	UC	FT	CM	**	**	*	TRACKED COLT/FIST
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.ANG	S	*	G	*	UC	FT	A-	**	**	*	ANGLICO
WAR.GRDTRK.UNT.CBT.FLDART.MORT	S	*	G	*	UC	FM	--	**	**	*	MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDTRK	S	*	G	*	UC	FM	S-	**	**	*	SELF-PROPELLED (SP) TRACKED MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDWHD	S	*	G	*	UC	FM	W-	**	**	*	SP WHEELED MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW	S	*	G	*	UC	FM	T-	**	**	*	TOWED MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ABN	S	*	G	*	UC	FM	TA	**	**	*	TOWED AIRBORNE MORTAR

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.AAST	S	*	G	*	UC	FM	TS	**	**	*	TOWED AIR ASSAULT MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ARC	S	*	G	*	UC	FM	TC	**	**	*	TOWED ARCTIC MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.MNT	S	*	G	*	UC	FM	TO	**	**	*	TOWED MOUNTAIN MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.AMP	S	*	G	*	UC	FM	L-	**	**	*	AMPHIBIOUS MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY	S	*	G	*	UC	FS	--	**	**	*	ARTILLERY SURVEY
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.AAST	S	*	G	*	UC	FS	S-	**	**	*	AIR ASSAULT
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.ABN	S	*	G	*	UC	FS	A-	**	**	*	AIRBORNE
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.LIT	S	*	G	*	UC	FS	L-	**	**	*	LIGHT
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.MNT	S	*	G	*	UC	FS	O-	**	**	*	MOUNTAIN
WAR.GRDTRK.UNT.CBT.FLDART.METO	S	*	G	*	UC	FO	--	**	**	*	METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.AAST	S	*	G	*	UC	FO	S-	**	**	*	AIR ASSAULT METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.ABN	S	*	G	*	UC	FO	A-	**	**	*	AIRBORNE METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.LIT	S	*	G	*	UC	FO	L-	**	**	*	LIGHT METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.MNT	S	*	G	*	UC	FO	O-	**	**	*	MOUNTAIN METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.RECON	S	*	G	*	UC	R-	--	**	**	*	RECONNAISSANCE
WAR.GRDTRK.UNT.CBT.RECON.HRE	S	*	G	*	UC	RH	--	**	**	*	RECONNAISSANCE HORSE
WAR.GRDTRK.UNT.CBT.RECON.CVY	S	*	G	*	UC	RV	--	**	**	*	RECONNAISSANCE CAVALRY
WAR.GRDTRK.UNT.CBT.RECON.CVY.ARMD	S	*	G	*	UC	RV	A-	**	**	*	RECONNAISSANCE CAVALRY ARMORED
WAR.GRDTRK.UNT.CBT.RECON.CVY.MOT	S	*	G	*	UC	RV	M-	**	**	*	RECONNAISSANCE CAVALRY MOTORIZED
WAR.GRDTRK.UNT.CBT.RECON.CVY.GRD	S	*	G	*	UC	RV	G-	**	**	*	RECONNAISSANCE CAVALRY GROUND
WAR.GRDTRK.UNT.CBT.RECON.CVY.AIR	S	*	G	*	UC	RV	O-	**	**	*	RECONNAISSANCE CAVALRY AIR

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.RECON.ARC	S	*	G	*	UC	RC	--	**	**	*	RECONNAISSANCE ARCTIC
WAR.GRDTRK.UNT.CBT.RECON.AAST	S	*	G	*	UC	RS	--	**	**	*	RECONNAISSANCE AIR ASSAULT
WAR.GRDTRK.UNT.CBT.RECON.ABN	S	*	G	*	UC	RA	--	**	**	*	RECONNAISSANCE AIRBORNE
WAR.GRDTRK.UNT.CBT.RECON.MNT	S	*	G	*	UC	RO	--	**	**	*	RECONNAISSANCE MOUNTAIN
WAR.GRDTRK.UNT.CBT.RECON.LIT	S	*	G	*	UC	RL	--	**	**	*	RECONNAISSANCE LIGHT
WAR.GRDTRK.UNT.CBT.RECON.MAR	S	*	G	*	UC	RR	--	**	**	*	RECONNAISSANCE MARINE
WAR.GRDTRK.UNT.CBT.RECON.MAR.DIV	S	*	G	*	UC	RR	D-	**	**	*	RECONNAISSANCE MARINE DIVISION
WAR.GRDTRK.UNT.CBT.RECON.MAR.FOR	S	*	G	*	UC	RR	F-	**	**	*	RECONNAISSANCE MARINE FORCE
WAR.GRDTRK.UNT.CBT.RECON.MAR.LAR	S	*	G	*	UC	RR	L-	**	**	*	RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSNACE (LAR)
WAR.GRDTRK.UNT.CBT.RECON.LRS	S	*	G	*	UC	RX	--	**	**	*	RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)
WAR.GRDTRK.UNT.CBT.MSL	S	*	G	*	UC	M-	--	**	**	*	MISSILE (SURF-SURF)
WAR.GRDTRK.UNT.CBT.MSL.TAC	S	*	G	*	UC	MT	--	**	**	*	MISSILE (SURF-SURF) TACTICAL
WAR.GRDTRK.UNT.CBT.MSL.STGC	S	*	G	*	UC	MS	--	**	**	*	MISSILE (SURF-SURF) STRATEGIC
WAR.GRDTRK.UNT.CBT.ISF	S	*	G	*	UC	S-	--	**	**	*	INTERNAL SECURITY FORCES
WAR.GRDTRK.UNT.CBT.ISF.RIV	S	*	G	*	UC	SW	--	**	**	*	RIVERINE
WAR.GRDTRK.UNT.CBT.ISF.GRD	S	*	G	*	UC	SG	--	**	**	*	GROUND
WAR.GRDTRK.UNT.CBT.ISF.GRD.DMD	S	*	G	*	UC	SG	D-	**	**	*	DISMOUNTED GROUND
WAR.GRDTRK.UNT.CBT.ISF.GRD.MOT	S	*	G	*	UC	SG	M-	**	**	*	MOTORIZED GROUND
WAR.GRDTRK.UNT.CBT.ISF.GRD.MECH	S	*	G	*	UC	SG	A-	**	**	*	MECHANIZED GROUND
WAR.GRDTRK.UNT.CBT.ISF.WHMECH	S	*	G	*	UC	SM	--	**	**	*	WHEELED MECHANIZED

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.ISF.RALRD	S	*	G	*	UC	SR	--	**	**	*	RAILROAD
WAR.GRDTRK.UNT.CBT.ISF.AVN	S	*	G	*	UC	SA	--	**	**	*	AVIATION
WAR.GRDTRK.UNT.CS	S	*	G	*	UU	--	--	**	**	*	COMBAT SUPPORT
WAR.GRDTRK.UNT.CS.NBC	S	*	G	*	UU	A-	--	**	**	*	COMBAT SUPPORT NBC
WAR.GRDTRK.UNT.CS.NBC.CML	S	*	G	*	UU	AC	--	**	**	*	CHEMICAL
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC	S	*	G	*	UU	AC	C-	**	**	*	SMOKE/DECON
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MECH	S	*	G	*	UU	AC	CK	**	**	*	MECHANIZED SMOKE/DECON
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MOT	S	*	G	*	UU	AC	CM	**	**	*	MOTORIZED SMOKE/DECON
WAR.GRDTRK.UNT.CS.NBC.CML.SMK	S	*	G	*	UU	AC	S-	**	**	*	SMOKE
WAR.GRDTRK.UNT.CS.NBC.CML.SMK.MOT	S	*	G	*	UU	AC	SM	**	**	*	MOTORIZED SMOKE
WAR.GRDTRK.UNT.CS.NBC.CML.SMK.ARM	S	*	G	*	UU	AC	SA	**	**	*	ARMOR SMOKE
WAR.GRDTRK.UNT.CS.NBC.CML.RECON	S	*	G	*	UU	AC	R-	**	**	*	CHEMICAL RECON
WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WARMVH	S	*	G	*	UU	AC	RW	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE
WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WAVS	S	*	G	*	UU	AC	RS	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE
WAR.GRDTRK.UNT.CS.NBC.NUC	S	*	G	*	UU	AN	--	**	**	*	NUCLEAR
WAR.GRDTRK.UNT.CS.NBC.BIO	S	*	G	*	UU	AB	--	**	**	*	BIOLOGICAL
WAR.GRDTRK.UNT.CS.NBC.BIO.RECEQP	S	*	G	*	UU	AB	R-	**	**	*	RECON EQUIPPED
WAR.GRDTRK.UNT.CS.NBC.DECON	S	*	G	*	UU	AD	--	**	**	*	DECONTAMINATION
WAR.GRDTRK.UNT.CS.MILINT	S	*	G	*	UU	M-	--	**	**	*	MILITARY INTELLIGENCE
WAR.GRDTRK.UNT.CS.MILINT.AEREXP	S	*	G	*	UU	MA	--	**	**	*	AERIAL EXPLOITATION

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CS.MILINT.SIGINT	S	*	G	*	UU	MS	--	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW	S	*	G	*	UU	MS	E-	**	**	*	ELECTRONIC WARFARE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.ARMWVH	S	*	G	*	UU	MS	EA	**	**	*	ARMORED WHEELED VEHICLE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.DFN	S	*	G	*	UU	MS	ED	**	**	*	DIRECTION FINDING
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.INC	S	*	G	*	UU	MS	EI	**	**	*	INTERCEPT
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.JMG	S	*	G	*	UU	MS	EJ	**	**	*	JAMMING
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.THT	S	*	G	*	UU	MS	ET	**	**	*	THEATER
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.CRP	S	*	G	*	UU	MS	EC	**	**	*	CORPS
WAR.GRDTRK.UNT.CS.MILINT.CINT	S	*	G	*	UU	MC	--	**	**	*	COUNTER INTELLIGENCE
WAR.GRDTRK.UNT.CS.MILINT.SVL	S	*	G	*	UU	MR	--	**	**	*	SURVEILLANCE
WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSR	S	*	G	*	UU	MR	G-	**	**	*	GROUND SURVEILLANCE RADAR
WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS	S	*	G	*	UU	MR	S-	**	**	*	SENSOR
WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS.SCM	S	*	G	*	UU	MR	SS	**	**	*	SENSOR SCM
WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSM	S	*	G	*	UU	MR	X-	**	**	*	GROUND STATION MODULE
WAR.GRDTRK.UNT.CS.MILINT.SVL.METO	S	*	G	*	UU	MM	O-	**	**	*	METEOROLOGICAL
WAR.GRDTRK.UNT.CS.MILINT.OPN	S	*	G	*	UU	MO	--	**	**	*	OPERATIONS
WAR.GRDTRK.UNT.CS.MILINT.TACEXP	S	*	G	*	UU	MT	--	**	**	*	TACTICAL EXPLOIT
WAR.GRDTRK.UNT.CS.MILINT.INTGN	S	*	G	*	UU	MQ	--	**	**	*	INTERROGATION
WAR.GRDTRK.UNT.CS.MILINT.JINTCT	S	*	G	*	UU	MJ	--	**	**	*	JOINT INTELLIGENCE CENTER
WAR.GRDTRK.UNT.CS.LAWENU	S	*	G	*	UU	L-	--	**	**	*	LAW ENFORCEMENT UNIT
WAR.GRDTRK.UNT.CS.LAWENU.SHRPAT	S	*	G	*	UU	LS	--	**	**	*	SHORE PATROL

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CS.LAWENU.MILP	S	*	G	*	UU	LM	--	**	**	*	MILITARY POLICE
WAR.GRDTRK.UNT.CS.LAWENU.CLE	S	*	G	*	UU	LC	--	**	**	*	CIVILIAN LAW ENFORCEMENT
WAR.GRDTRK.UNT.CS.LAWENU.SECPOL	S	*	G	*	UU	LF	--	**	**	*	SECURITY POLICE (AIR)
WAR.GRDTRK.UNT.CS.LAWENU.CID	S	*	G	*	UU	LD	--	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
WAR.GRDTRK.UNT.CS.SIGUNT	S	*	G	*	UU	S-	--	**	**	*	SIGNAL UNIT
WAR.GRDTRK.UNT.CS.SIGUNT.ARA	S	*	G	*	UU	SA	--	**	**	*	AREA
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP	S	*	G	*	UU	SC	--	**	**	*	COMMUNICATION CONFIGURED PACKAGE
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP.LCCP	S	*	G	*	UU	SC	L-	**	**	*	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
WAR.GRDTRK.UNT.CS.SIGUNT.CMDOPN	S	*	G	*	UU	SO	--	**	**	*	COMMAND OPERATIONS
WAR.GRDTRK.UNT.CS.SIGUNT.FWDCOM	S	*	G	*	UU	SF	--	**	**	*	FORWARD COMMUNICATIONS
WAR.GRDTRK.UNT.CS.SIGUNT.MSE	S	*	G	*	UU	SM	--	**	**	*	MULTIPLE SUBSCRIBER ELEMENT
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.SEN	S	*	G	*	UU	SM	S-	**	**	*	SMALL EXTENSION NODE
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.LEN	S	*	G	*	UU	SM	L-	**	**	*	LARGE EXTENSION NODE
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.NODCTR	S	*	G	*	UU	SM	N-	**	**	*	NODE CENTER
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT	S	*	G	*	UU	SR	--	**	**	*	RADIO UNIT
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TACSAT	S	*	G	*	UU	SR	S-	**	**	*	TACTICAL SATELLITE
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TTYCTR	S	*	G	*	UU	SR	T-	**	**	*	TELETYPE CENTER
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.RLY	S	*	G	*	UU	SR	W-	**	**	*	RELAY
WAR.GRDTRK.UNT.CS.SIGUNT.SIGSUP	S	*	G	*	UU	SS	--	**	**	*	SIGNAL SUPPORT
WAR.GRDTRK.UNT.CS.SIGUNT.PHOSWT	S	*	G	*	UU	SW	--	**	**	*	TELEPHONE SWITCH
WAR.GRDTRK.UNT.CS.SIGUNT.ECRG	S	*	G	*	UU	SX	--	**	**	*	ELECTRONIC RANGING

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CS.IWU	S	*	G	*	UU	I-	--	**	**	*	INFORMATION WARFARE UNIT
WAR.GRDTRK.UNT.CS.LNDSUP	S	*	G	*	UU	P-	--	**	**	*	LANDING SUPPORT
WAR.GRDTRK.UNT.CS.EOD	S	*	G	*	UU	E-	--	**	**	*	EXPLOSIVE ORDINANCE DISPOSAL
WAR.GRDTRK.UNT.CSS	S	*	G	*	US	--	--	**	**	*	COMBAT SERVICE SUPPORT
WAR.GRDTRK.UNT.CSS.ADMIN	S	*	G	*	US	A-	--	**	**	*	ADMINISTRATIVE (ADMIN)
WAR.GRDTRK.UNT.CSS.ADMIN.THT	S	*	G	*	US	AT	--	**	**	*	ADMIN THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.CRP	S	*	G	*	US	AC	--	**	**	*	ADMIN CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.JAG	S	*	G	*	US	AJ	--	**	**	*	JUDGE ADVOCATE GENERAL (JAG)
WAR.GRDTRK.UNT.CSS.ADMIN.JAG.THT	S	*	G	*	US	AJ	T-	**	**	*	JAG THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.JAG.CRP	S	*	G	*	US	AJ	C-	**	**	*	JAG CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PST	S	*	G	*	US	AO	--	**	**	*	POSTAL
WAR.GRDTRK.UNT.CSS.ADMIN.PST.THT	S	*	G	*	US	AO	T-	**	**	*	POSTAL THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PST.CRP	S	*	G	*	US	AO	C-	**	**	*	POSTAL CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.FIN	S	*	G	*	US	AF	--	**	**	*	FINANCE
WAR.GRDTRK.UNT.CSS.ADMIN.FIN.THT	S	*	G	*	US	AF	T-	**	**	*	FINANCE THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.FIN.CRP	S	*	G	*	US	AF	C-	**	**	*	FINANCE CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC	S	*	G	*	US	AS	--	**	**	*	PERSONNEL SERVICES
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.THT	S	*	G	*	US	AS	T-	**	**	*	PERSONNEL THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.CRP	S	*	G	*	US	AS	C-	**	**	*	PERSONNEL CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY	S	*	G	*	US	AM	--	**	**	*	MORTUARY/GRAVES REGISTRY
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.THT	S	*	G	*	US	AM	T-	**	**	*	MORTUARY/GRAVES REGISTRY THEATER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.CRP	S	*	G	*	US	AM	C-	**	**	*	MORTUARY/GRAVES REGISTRY CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.RELG	S	*	G	*	US	AR	--	**	**	*	RELIGIOUS/CHAPLAIN
WAR.GRDTRK.UNT.CSS.ADMIN.RELG.THT	S	*	G	*	US	AR	T-	**	**	*	RELIGIOUS/CHAPLAIN THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.RELG.CRP	S	*	G	*	US	AR	C-	**	**	*	RELIGIOUS/CHAPLAIN CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF	S	*	G	*	US	AP	--	**	**	*	PUBLIC AFFAIRS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.THT	S	*	G	*	US	AP	T-	**	**	*	PUBLIC AFFAIRS THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.CRP	S	*	G	*	US	AP	C-	**	**	*	PUBLIC AFFAIRS CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT	S	*	G	*	US	AP	B-	**	**	*	PUBLIC AFFAIRS BROADCAST
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.THT	S	*	G	*	US	AP	BT	**	**	*	PUBLIC AFFAIRS BROADCAST THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.CRP	S	*	G	*	US	AP	BC	**	**	*	PUBLIC AFFAIRS BROADCAST CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB	S	*	G	*	US	AP	M-	**	**	*	PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.THT	S	*	G	*	US	AP	MT	**	**	*	PUBLIC AFFAIRS JIB THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.CRP	S	*	G	*	US	AP	MC	**	**	*	PUBLIC AFFAIRS JIB CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.RHU	S	*	G	*	US	AX	--	**	**	*	REPLACEMENT HOLDING UNIT (RHU)
WAR.GRDTRK.UNT.CSS.ADMIN.RHU.THT	S	*	G	*	US	AX	T-	**	**	*	RHU THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.RHU.CRP	S	*	G	*	US	AX	C-	**	**	*	RHU CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.LBR	S	*	G	*	US	AL	--	**	**	*	LABOR
WAR.GRDTRK.UNT.CSS.ADMIN.LBR.THT	S	*	G	*	US	AL	T-	**	**	*	LABOR THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.LBR.CRP	S	*	G	*	US	AL	C-	**	**	*	LABOR CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.MWR	S	*	G	*	US	AW	--	**	**	*	MORALE, WELFARE, RECREATION (MWR)
WAR.GRDTRK.UNT.CSS.ADMIN.MWR.THT	S	*	G	*	US	AW	T-	**	**	*	MWR THEATER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CSS.ADMIN.MWR.CRP	S	*	G	*	US	AW	C-	**	**	*	MWR CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY	S	*	G	*	US	AQ	--	**	**	*	QUARTERMASTER (SUPPLY)
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.THT	S	*	G	*	US	AQ	T-	**	**	*	QUARTERMASTER (SUPPLY) THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.CRP	S	*	G	*	US	AQ	C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
WAR.GRDTRK.UNT.CSS.MED	S	*	G	*	US	M-	--	**	**	*	MEDICAL
WAR.GRDTRK.UNT.CSS.MED.THT	S	*	G	*	US	MT	--	**	**	*	MEDICAL THEATER
WAR.GRDTRK.UNT.CSS.MED.CRP	S	*	G	*	US	MC	--	**	**	*	MEDICAL CORPS
WAR.GRDTRK.UNT.CSS.MED.MEDTF	S	*	G	*	US	MM	--	**	**	*	MEDICAL TREATMENT FACILITY
WAR.GRDTRK.UNT.CSS.MED.MEDTF.THT	S	*	G	*	US	MM	T-	**	**	*	MEDICAL TREATMENT FACILITY THEATER
WAR.GRDTRK.UNT.CSS.MED.MEDTF.CRP	S	*	G	*	US	MM	C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
WAR.GRDTRK.UNT.CSS.MED.VNY	S	*	G	*	US	MV	--	**	**	*	MEDICAL VETERINARY
WAR.GRDTRK.UNT.CSS.MED.VNY.THT	S	*	G	*	US	MV	T-	**	**	*	MEDICAL VETERINARY THEATER
WAR.GRDTRK.UNT.CSS.MED.VNY.CRP	S	*	G	*	US	MV	C-	**	**	*	MEDICAL VETERINARY CORPS
WAR.GRDTRK.UNT.CSS.MED.DEN	S	*	G	*	US	MD	--	**	**	*	MEDICAL DENTAL
WAR.GRDTRK.UNT.CSS.MED.DEN.THT	S	*	G	*	US	MD	T-	**	**	*	MEDICAL DENTAL THEATER
WAR.GRDTRK.UNT.CSS.MED.DEN.CRP	S	*	G	*	US	MD	C-	**	**	*	MEDICAL DENTAL CORPS
WAR.GRDTRK.UNT.CSS.MED.PSY	S	*	G	*	US	MP	--	**	**	*	MEDICAL PSYCHOLOGICAL
WAR.GRDTRK.UNT.CSS.MED.PSY.THT	S	*	G	*	US	MP	T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATER
WAR.GRDTRK.UNT.CSS.MED.PSY.CRP	S	*	G	*	US	MP	C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
WAR.GRDTRK.UNT.CSS.SLP	S	*	G	*	US	S-	--	**	**	*	SUPPLY
WAR.GRDTRK.UNT.CSS.SLP.THT	S	*	G	*	US	ST	--	**	**	*	SUPPLY THEATER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CSS.SLP.CRP	S	*	G	*	US	SC	--	**	**	*	SUPPLY CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS1	S	*	G	*	US	S1	--	**	**	*	SUPPLY CLASS I
WAR.GRDTRK.UNT.CSS.SLP.CLS1.THT	S	*	G	*	US	S1	T-	**	**	*	SUPPLY CLASS I THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS1.CRP	S	*	G	*	US	S1	C-	**	**	*	SUPPLY CLASS I CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS2	S	*	G	*	US	S2	--	**	**	*	SUPPLY CLASS II
WAR.GRDTRK.UNT.CSS.SLP.CLS2.THT	S	*	G	*	US	S2	T-	**	**	*	SUPPLY CLASS II THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS2.CRP	S	*	G	*	US	S2	C-	**	**	*	SUPPLY CLASS II CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS3	S	*	G	*	US	S3	--	**	**	*	SUPPLY CLASS III
WAR.GRDTRK.UNT.CSS.SLP.CLS3.THT	S	*	G	*	US	S3	T-	**	**	*	SUPPLY CLASS III THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS3.CRP	S	*	G	*	US	S3	C-	**	**	*	SUPPLY CLASS III CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN	S	*	G	*	US	S3	A-	**	**	*	SUPPLY CLASS III AVIATION
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.THT	S	*	G	*	US	S3	AT	**	**	*	SUPPLY CLASS III AVIATION THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.CRP	S	*	G	*	US	S3	AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS4	S	*	G	*	US	S4	--	**	**	*	SUPPLY CLASS IV
WAR.GRDTRK.UNT.CSS.SLP.CLS4.THT	S	*	G	*	US	S4	T-	**	**	*	SUPPLY CLASS IV THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS4.CRP	S	*	G	*	US	S4	C-	**	**	*	SUPPLY CLASS IV CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS5	S	*	G	*	US	S5	--	**	**	*	SUPPLY CLASS V
WAR.GRDTRK.UNT.CSS.SLP.CLS5.THT	S	*	G	*	US	S5	T-	**	**	*	SUPPLY CLASS V THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS5.CRP	S	*	G	*	US	S5	C-	**	**	*	SUPPLY CLASS V CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS6	S	*	G	*	US	S6	--	**	**	*	SUPPLY CLASS VI
WAR.GRDTRK.UNT.CSS.SLP.CLS6.THT	S	*	G	*	US	S6	T-	**	**	*	SUPPLY CLASS VI THEATER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CSS.SLP.CLS6.CRP	S	*	G	*	US	S6	C-	**	**	*	SUPPLY CLASS VI CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS7	S	*	G	*	US	S7	--	**	**	*	SUPPLY CLASS VII
WAR.GRDTRK.UNT.CSS.SLP.CLS7.THT	S	*	G	*	US	S7	T-	**	**	*	SUPPLY CLASS VII THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS7.CRP	S	*	G	*	US	S7	C-	**	**	*	SUPPLY CLASS VII CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS8	S	*	G	*	US	S8	--	**	**	*	SUPPLY CLASS VIII
WAR.GRDTRK.UNT.CSS.SLP.CLS8.THT	S	*	G	*	US	S8	T-	**	**	*	SUPPLY CLASS VIII THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS8.CRP	S	*	G	*	US	S8	C-	**	**	*	SUPPLY CLASS VIII CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS9	S	*	G	*	US	S9	--	**	**	*	SUPPLY CLASS IX
WAR.GRDTRK.UNT.CSS.SLP.CLS9.THT	S	*	G	*	US	S9	T-	**	**	*	SUPPLY CLASS IX THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS9.CRP	S	*	G	*	US	S9	C-	**	**	*	SUPPLY CLASS IX CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS10	S	*	G	*	US	SX	--	**	**	*	SUPPLY CLASS X
WAR.GRDTRK.UNT.CSS.SLP.CLS10.THT	S	*	G	*	US	SX	T-	**	**	*	SUPPLY CLASS X THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS10.CRP	S	*	G	*	US	SX	C-	**	**	*	SUPPLY CLASS X CORPS
WAR.GRDTRK.UNT.CSS.SLP.LDY	S	*	G	*	US	SL	--	**	**	*	SUPPLY LAUNDRY/BATH
WAR.GRDTRK.UNT.CSS.SLP.LDY.THT	S	*	G	*	US	SL	T-	**	**	*	SUPPLY LAUNDRY/BATH THEATER
WAR.GRDTRK.UNT.CSS.SLP.LDY.CRP	S	*	G	*	US	SL	C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
WAR.GRDTRK.UNT.CSS.SLP.H2O	S	*	G	*	US	SW	--	**	**	*	SUPPLY WATER
WAR.GRDTRK.UNT.CSS.SLP.H2O.THT	S	*	G	*	US	SW	T-	**	**	*	SUPPLY WATER THEATER
WAR.GRDTRK.UNT.CSS.SLP.H2O.CRP	S	*	G	*	US	SW	C-	**	**	*	SUPPLY WATER CORPS
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR	S	*	G	*	US	SW	P-	**	**	*	SUPPLY WATER PURIFICATION
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.THT	S	*	G	*	US	SW	PT	**	**	*	SUPPLY WATER PURIFICATION THEATER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.CRP	S	*	G	*	US	SW	PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
WAR.GRDTRK.UNT.CSS.TPT	S	*	G	*	US	T-	--	**	**	*	TRANSPORTATION
WAR.GRDTRK.UNT.CSS.TPT.THT	S	*	G	*	US	TT	--	**	**	*	TRANSPORTATION THEATER
WAR.GRDTRK.UNT.CSS.TPT.CRP	S	*	G	*	US	TC	--	**	**	*	TRANSPORTATION CORPS
WAR.GRDTRK.UNT.CSS.TPT.MCC	S	*	G	*	US	TM	--	**	**	*	MOVEMENT CONTROL CENTER(MCC)
WAR.GRDTRK.UNT.CSS.TPT.MCC.THT	S	*	G	*	US	TM	T-	**	**	*	MCC THEATER
WAR.GRDTRK.UNT.CSS.TPT.MCC.CRP	S	*	G	*	US	TM	C-	**	**	*	MCC CORPS
WAR.GRDTRK.UNT.CSS.TPT.RHD	S	*	G	*	US	TR	--	**	**	*	RAILHEAD
WAR.GRDTRK.UNT.CSS.TPT.RHD.THT	S	*	G	*	US	TR	T-	**	**	*	RAILHEAD THEATER
WAR.GRDTRK.UNT.CSS.TPT.RHD.CRP	S	*	G	*	US	TR	C-	**	**	*	RAILHEAD CORPS
WAR.GRDTRK.UNT.CSS.TPT.SPOD	S	*	G	*	US	TS	--	**	**	*	SPOD/SPOE
WAR.GRDTRK.UNT.CSS.TPT.SPOD.THT	S	*	G	*	US	TS	T-	**	**	*	SPOD/SPOE THEATER
WAR.GRDTRK.UNT.CSS.TPT.SPOD.CRP	S	*	G	*	US	TS	C-	**	**	*	SPOD/SPOE CORPS
WAR.GRDTRK.UNT.CSS.TPT.APOD	S	*	G	*	US	TA	--	**	**	*	APOD/APOE
WAR.GRDTRK.UNT.CSS.TPT.APOD.THT	S	*	G	*	US	TA	T-	**	**	*	APOD/APOE THEATER
WAR.GRDTRK.UNT.CSS.TPT.APOD.CRP	S	*	G	*	US	TA	C-	**	**	*	APOD/APOE CORPS
WAR.GRDTRK.UNT.CSS.TPT.MSL	S	*	G	*	US	TI	--	**	**	*	MISSILE
WAR.GRDTRK.UNT.CSS.TPT.MSL.THT	S	*	G	*	US	TI	T-	**	**	*	MISSILE THEATER
WAR.GRDTRK.UNT.CSS.TPT.MSL.CRP	S	*	G	*	US	TI	C-	**	**	*	MISSILE CORPS
WAR.GRDTRK.UNT.CSS.MAINT	S	*	G	*	US	X-	--	**	**	*	MAINTENANCE
WAR.GRDTRK.UNT.CSS.MAINT.THT	S	*	G	*	US	XT	--	**	**	*	MAINTENANCE THEATER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CSS.MAINT.CRP	S	*	G	*	US	XC	--	**	**	*	MAINTENANCE CORPS
WAR.GRDTRK.UNT.CSS.MAINT.HVY	S	*	G	*	US	XH	--	**	**	*	MAINTENANCE HEAVY
WAR.GRDTRK.UNT.CSS.MAINT.HVY.THT	S	*	G	*	US	XH	T-	**	**	*	MAINTENANCE HEAVY THEATER
WAR.GRDTRK.UNT.CSS.MAINT.HVY.CRP	S	*	G	*	US	XH	C-	**	**	*	MAINTENANCE HEAVY CORPS
WAR.GRDTRK.UNT.CSS.MAINT.RCY	S	*	G	*	US	XR	--	**	**	*	MAINTENANCE RECOVERY
WAR.GRDTRK.UNT.CSS.MAINT.RCY.THT	S	*	G	*	US	XR	T-	**	**	*	MAINTENANCE RECOVERY THEATER
WAR.GRDTRK.UNT.CSS.MAINT.RCY.CRP	S	*	G	*	US	XR	C-	**	**	*	MAINTENANCE RECOVERY CORPS
WAR.GRDTRK.UNT.CSS.MAINT.ORD	S	*	G	*	US	XO	--	**	**	*	ORDNANCE
WAR.GRDTRK.UNT.CSS.MAINT.ORD.THT	S	*	G	*	US	XO	T-	**	**	*	ORDNANCE THEATER
WAR.GRDTRK.UNT.CSS.MAINT.ORD.CRP	S	*	G	*	US	XO	C-	**	**	*	ORDNANCE CORPS
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL	S	*	G	*	US	XO	M-	**	**	*	ORDNANCE MISSILE
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.THT	S	*	G	*	US	XO	MT	**	**	*	ORDNANCE MISSILE THEATER
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.CRP	S	*	G	*	US	XO	MC	**	**	*	ORDNANCE MISSILE CORPS
WAR.GRDTRK.UNT.CSS.MAINT.EOP	S	*	G	*	US	XE	--	**	**	*	ELECTRO-OPTICAL
WAR.GRDTRK.UNT.CSS.MAINT.EOP.THT	S	*	G	*	US	XE	T-	**	**	*	ELECTRO-OPTICAL THEATER
WAR.GRDTRK.UNT.CSS.MAINT.EOP.CRP	S	*	G	*	US	XE	C-	**	**	*	ELECTRO-OPTICAL CORPS
WAR.GRDTRK.UNT.C2HQ	S	*	G	*	UH	--	--	**	**	*	SPECIAL C2 HEADQUARTERS COMPONENT
WAR.GRDTRK.EQT	S	*	G	*	E-	--	--	**	**	*	GROUND TRACK EQUIPMENT
WAR.GRDTRK.EQT.WPN	S	*	G	*	EW	--	--	**	**	*	WEAPON
WAR.GRDTRK.EQT.WPN.MSLL	S	*	G	*	EW	M-	--	**	**	*	MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD	S	*	G	*	EW	MA	--	**	**	*	AIR DEFENSE (AD) MISSILE LAUNCHER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR	S	*	G	*	EW	MA	S-	**	**	*	SHORT RANGE AD MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TLAR	S	*	G	*	EW	MA	SR	**	**	*	TRANSPORTER LAUNCHER AND RADAR (TLAR)
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TELAR	S	*	G	*	EW	MA	SE	**	**	*	TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR)
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR	S	*	G	*	EW	MA	I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TLAR	S	*	G	*	EW	MA	IR	**	**	*	TRANSPORTER LAUNCHER AND RADAR (TLAR)
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TELAR	S	*	G	*	EW	MA	IE	**	**	*	TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR)
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR	S	*	G	*	EW	MA	L-	**	**	*	LONG RANGE AD MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TLAR	S	*	G	*	EW	MA	LR	**	**	*	TRANSPORTER LAUNCHER AND RADAR (TLAR)
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TELAR	S	*	G	*	EW	MA	LE	**	**	*	TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR)
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT	S	*	G	*	EW	MA	T-	**	**	*	AD MISSILE LAUNCHER THEATER
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TLAR	S	*	G	*	EW	MA	TR	**	**	*	TRANSPORTER LAUNCHER AND RADAR (TLAR)
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TELAR	S	*	G	*	EW	MA	TE	**	**	*	TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR)
WAR.GRDTRK.EQT.WPN.MSLL.SUF	S	*	G	*	EW	MS	--	**	**	*	SURF-SURF (SS) MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.SUF.SHTR	S	*	G	*	EW	MS	S-	**	**	*	SHORT RANGE SS MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.SUF.INTMR	S	*	G	*	EW	MS	I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.SUF.LNGR	S	*	G	*	EW	MS	L-	**	**	*	LONG RANGE SS MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.AT	S	*	G	*	EW	MT	--	**	**	*	MISSILE LAUNCHER ANTITANK (AT)
WAR.GRDTRK.EQT.WPN.MSLL.AT.LIT	S	*	G	*	EW	MT	L-	**	**	*	MISSILE LAUNCHER AT LIGHT
WAR.GRDTRK.EQT.WPN.MSLL.AT.MDM	S	*	G	*	EW	MT	M-	**	**	*	MISSILE LAUNCHER AT MEDIUM
WAR.GRDTRK.EQT.WPN.MSLL.AT.HVY	S	*	G	*	EW	MT	H-	**	**	*	MISSILE LAUNCHER AT HEAVY
WAR.GRDTRK.EQT.WPN.SRL	S	*	G	*	EW	S-	--	**	**	*	SINGLE ROCKET LAUNCHER

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.WPN.SRL.LIT	S	*	G	*	EW SL --	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.SRL.MDM	S	*	G	*	EW SM --	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.SRL.HVY	S	*	G	*	EW SH --	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.MRL	S	*	G	*	EW X- --	**	**	*	MULTIPLE ROCKET LAUNCHER
WAR.GRDTRK.EQT.WPN.MRL.LIT	S	*	G	*	EW XL --	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.MRL.MDM	S	*	G	*	EW XM --	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.MRL.HVY	S	*	G	*	EW XH --	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.ATRL	S	*	G	*	EW T- --	**	**	*	ANTITANK ROCKET LAUNCHER
WAR.GRDTRK.EQT.WPN.ATRL.LIT	S	*	G	*	EW TL --	**	**	*	ANTI-TANK ROCKET LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.ATRL.MDM	S	*	G	*	EW TM --	**	**	*	ANTI-TANK ROCKET LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.ATRL.HVY	S	*	G	*	EW TH --	**	**	*	ANTI-TANK ROCKET LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.RIFWPN	S	*	G	*	EW R- --	**	**	*	RIFLE/AUTOMATIC WEAPON
WAR.GRDTRK.EQT.WPN.RIFWPN.RIF	S	*	G	*	EW RR --	**	**	*	RIFLE
WAR.GRDTRK.EQT.WPN.RIFWPN.LMG	S	*	G	*	EW RL --	**	**	*	LIGHT MACHINE GUN
WAR.GRDTRK.EQT.WPN.RIFWPN.HMG	S	*	G	*	EW RH --	**	**	*	HEAVY MACHINE GUN
WAR.GRDTRK.EQT.WPN.GREL	S	*	G	*	EW Z- --	**	**	*	GRENADE LAUNCHER
WAR.GRDTRK.EQT.WPN.GREL.LIT	S	*	G	*	EW ZL --	**	**	*	GRENADE LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.GREL.MDM	S	*	G	*	EW ZM --	**	**	*	GRENADE LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.GREL.HVY	S	*	G	*	EW ZH --	**	**	*	GRENADE LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.MORT	S	*	G	*	EW O- --	**	**	*	MORTAR
WAR.GRDTRK.EQT.WPN.MORT.LIT	S	*	G	*	EW OL --	**	**	*	MORTAR LIGHT

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.WPN.MORT.MDM	S	*	G	*	EW	OM	--	**	**	*	MORTAR MEDIUM
WAR.GRDTRK.EQT.WPN.MORT.HVY	S	*	G	*	EW	OH	--	**	**	*	MORTAR HEAVY
WAR.GRDTRK.EQT.WPN.HOW	S	*	G	*	EW	H-	--	**	**	*	HOWITZER
WAR.GRDTRK.EQT.WPN.HOW.LIT	S	*	G	*	EW	HL	--	**	**	*	HOWITZER LIGHT
WAR.GRDTRK.EQT.WPN.HOW.LIT.SPD	S	*	G	*	EW	HL	S-	**	**	*	HOWITZER LIGHT SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.HOW.MDM	S	*	G	*	EW	HM	--	**	**	*	HOWITZER MEDIUM
WAR.GRDTRK.EQT.WPN.HOW.MDM.SPD	S	*	G	*	EW	HM	S-	**	**	*	HOWITZER MEDIUM SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.HOW.HVY	S	*	G	*	EW	HH	--	**	**	*	HOWITZER HEAVY
WAR.GRDTRK.EQT.WPN.HOW.HVY.SPD	S	*	G	*	EW	HH	S-	**	**	*	HOWITZER HEAVY SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.ATG	S	*	G	*	EW	G-	--	**	**	*	ANTI-TANK GUN
WAR.GRDTRK.EQT.WPN.ATG.LIT	S	*	G	*	EW	GL	--	**	**	*	ANTI-TANK GUN LIGHT
WAR.GRDTRK.EQT.WPN.ATG.MDM	S	*	G	*	EW	GM	--	**	**	*	ANTI-TANK GUN MEDIUM
WAR.GRDTRK.EQT.WPN.ATG.HVY	S	*	G	*	EW	GH	--	**	**	*	ANTI-TANK GUN HEAVY
WAR.GRDTRK.EQT.WPN.ATG.RECL	S	*	G	*	EW	GR	--	**	**	*	ANTI-TANK GUN RECOILLESS
WAR.GRDTRK.EQT.WPN.DFG	S	*	G	*	EW	D-	--	**	**	*	DIRECT FIRE GUN
WAR.GRDTRK.EQT.WPN.DFG.LIT	S	*	G	*	EW	DL	--	**	**	*	DIRECT FIRE GUN LIGHT
WAR.GRDTRK.EQT.WPN.DFG.LIT.SPD	S	*	G	*	EW	DL	S-	**	**	*	DIRECT FIRE GUN LIGHT SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.DFG.MDM	S	*	G	*	EW	DM	--	**	**	*	DIRECT FIRE GUN MEDIUM
WAR.GRDTRK.EQT.WPN.DFG.MDM.SPD	S	*	G	*	EW	DM	S-	**	**	*	DIRECT FIRE GUN MEDIUM SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.DFG.HVY	S	*	G	*	EW	DH	--	**	**	*	DIRECT FIRE GUN HEAVY
WAR.GRDTRK.EQT.WPN.DFG.HVY.SPD	S	*	G	*	EW	DH	S-	**	**	*	DIRECT FIRE GUN HEAVY SELF-PROPELLED

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.WPN.ADFG	S	*	G	*	EW	A-	--	**	**	*	AIR DEFENSE GUN
WAR.GRDTRK.EQT.WPN.ADFG.LIT	S	*	G	*	EW	AL	--	**	**	*	AIR DEFENSE GUN LIGHT
WAR.GRDTRK.EQT.WPN.ADFG.MDM	S	*	G	*	EW	AM	--	**	**	*	AIR DEFENSE GUN MEDIUM
WAR.GRDTRK.EQT.WPN.ADFG.HVY	S	*	G	*	EW	AH	--	**	**	*	AIR DEFENSE GUN HEAVY
WAR.GRDTRK.EQT.GRDVEH	S	*	G	*	EV	--	--	**	**	*	GROUND VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ARMD	S	*	G	*	EV	A-	--	**	**	*	ARMORED VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK	S	*	G	*	EV	AT	--	**	**	*	TANK
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT	S	*	G	*	EV	AT	L-	**	**	*	TANK LIGHT
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT.RCY	S	*	G	*	EV	AT	LR	**	**	*	TANK LIGHT RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM	S	*	G	*	EV	AT	M-	**	**	*	TANK MEDIUM
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM.RCY	S	*	G	*	EV	AT	MR	**	**	*	TANK MEDIUM RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY	S	*	G	*	EV	AT	H-	**	**	*	TANK HEAVY
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY.RCY	S	*	G	*	EV	AT	HR	**	**	*	TANK HEAVY RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC	S	*	G	*	EV	AA	--	**	**	*	ARMORED PERSONNEL CARRIER
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC.RCY	S	*	G	*	EV	AA	R-	**	**	*	ARMORED PERSONNEL CARRIER RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMINF	S	*	G	*	EV	AI	--	**	**	*	ARMORED INFANTRY
WAR.GRDTRK.EQT.GRDVEH.ARMD.C2V	S	*	G	*	EV	AC	--	**	**	*	C2V/ACV
WAR.GRDTRK.EQT.GRDVEH.ARMD.CSSVEH	S	*	G	*	EV	AS	--	**	**	*	COMBAT SERVICE SUPPORT VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ARMD.LARMVH	S	*	G	*	EV	AL	--	**	**	*	LIGHT ARMORED VEHICLE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH	S	*	G	*	EV	U-	--	**	**	*	UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.BUS	S	*	G	*	EV	UB	--	**	**	*	BUS

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI	S	*	G	*	EV	US	--	**	**	*	SEMI
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.LIT	S	*	G	*	EV	US	L-	**	**	*	SEMI LIGHT
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MDM	S	*	G	*	EV	US	M-	**	**	*	SEMI MEDIUM
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.HVY	S	*	G	*	EV	US	H-	**	**	*	SEMI HEAVY
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.LCCTRK	S	*	G	*	EV	UL	--	**	**	*	LIMITED CROSS-COUNTRY TRUCK
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.CCTRK	S	*	G	*	EV	UX	--	**	**	*	CROSS-COUNTRY TRUCK
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.H2OCRT	S	*	G	*	EV	UR	--	**	**	*	WATER CRAFT
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK	S	*	G	*	EV	UT	--	**	**	*	TOW TRUCK
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.LIT	S	*	G	*	EV	UT	L-	**	**	*	TOW TRUCK LIGHT
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.HVY	S	*	G	*	EV	UT	H-	**	**	*	TOW TRUCK HEAVY
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC	S	*	G	*	EV	UA	--	**	**	*	AMBULANCE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC.ARMD	S	*	G	*	EV	UA	A-	**	**	*	ARMORED AMBULANCE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH	S	*	G	*	EV	E-	--	**	**	*	ENGINEER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.BRG	S	*	G	*	EV	EB	--	**	**	*	BRIDGE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.ERHMR	S	*	G	*	EV	EE	--	**	**	*	EARTHMOVER
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.CSNVEH	S	*	G	*	EV	EC	--	**	**	*	CONSTRUCTION VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH	S	*	G	*	EV	EM	--	**	**	*	MINE LAYING VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH.ARMCV	S	*	G	*	EV	EM	V-	**	**	*	ARMORED CARRIER WITH VOLCANO
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH.TRKMV	S	*	G	*	EV	EM	L-	**	**	*	TRUCK MOUNTED WITH VOLCANO
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH	S	*	G	*	EV	EA	--	**	**	*	MINE CLEARING VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.ARMVM	S	*	G	*	EV	EA	A-	**	**	*	ARMORED MOUNTED MINE CLEARING VEHICLE

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.TM	S	*	G	*	EV	EA	T-	**	**	*	TRAILER MOUNTED MINE CLEARING VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR	S	*	G	*	EV	ED	--	**	**	*	DOZER
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR.ARMD	S	*	G	*	EV	ED	A-	**	**	*	ARMORED DOZER
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.AST	S	*	G	*	EV	ES	--	**	**	*	ARMORED ASSAULT
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.ARMERV	S	*	G	*	EV	ER	--	**	**	*	ARMORED ENGINEER RECON VEHICLE (AERV)
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.BH	S	*	G	*	EV	EH	--	**	**	*	BACKHOE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.FRYTSP	S	*	G	*	EV	EF	--	**	**	*	FERRY TRANSPORTER
WAR.GRDTRK.EQT.GRDVEH.TRNLCO	S	*	G	*	EV	T-	--	**	**	*	TRAIN LOCOMOTIVE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH	S	*	G	*	EV	C-	--	**	**	*	CIVILIAN VEHICLE
WAR.GRDTRK.EQT.GRDVEH.PKAN	S	*	G	*	EV	M-	--	**	**	*	PACK ANIMAL(S)
WAR.GRDTRK.EQT.SNS	S	*	G	*	ES	--	--	**	**	*	SENSOR
WAR.GRDTRK.EQT.SNS.RAD	S	*	G	*	ES	R-	--	**	**	*	RADAR
Error! Not a valid result for table.	S	*	G	*	ES	E-	--	**	**	*	EMPLACED SENSOR
WAR.GRDTRK.EQT.SPL	S	*	G	*	EX	--	--	**	**	*	SPECIAL EQUIPMENT
WAR.GRDTRK.EQT.SPL.LSR	S	*	G	*	EX	L-	--	**	**	*	LASER
WAR.GRDTRK.EQT.SPL.NBCEQT	S	*	G	*	EX	N-	--	**	**	*	NBC EQUIPMENT
WAR.GRDTRK.EQT.SPL.FLMTHR	S	*	G	*	EX	F-	--	**	**	*	FLAME THROWER
WAR.GRDTRK.EQT.SPL.LNDMNE	S	*	G	*	EX	M-	--	**	**	*	LAND MINES
WAR.GRDTRK.EQT.SPL.LNDMNE.CLM	S	*	G	*	EX	MC	--	**	**	*	CLAYMORE
WAR.GRDTRK.EQT.SPL.LNDMNE.LTL	S	*	G	*	EX	ML	--	**	**	*	LESS THAN LETHAL
WAR.GRDTRK.INS	S	*	G	*	I-	--	--	H*	**	*	INSTALLATION

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.INS.RMP	S	*	G	*	IR	--	--	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
WAR.GRDTRK.INS.RMP.MNE	S	*	G	*	IR	M-	--	H*	**	*	MINE
WAR.GRDTRK.INS.RMP.PGO	S	*	G	*	IR	P-	--	H*	**	*	PETROLEUM/GAS/OIL
WAR.GRDTRK.INS.RMP.NBC	S	*	G	*	IR	N-	--	H*	**	*	NBC
WAR.GRDTRK.INS.RMP.NBC.BIO	S	*	G	*	IR	NB	--	H*	**	*	BIOLOGICAL
WAR.GRDTRK.INS.RMP.NBC.CML	S	*	G	*	IR	NC	--	H*	**	*	CHEMICAL
WAR.GRDTRK.INS.RMP.NBC.NUC	S	*	G	*	IR	NN	--	H*	**	*	NUCLEAR
WAR.GRDTRK.INS.PF	S	*	G	*	IP	--	--	H*	**	*	PROCESSING FACILITY
WAR.GRDTRK.INS.PF.DECON	S	*	G	*	IP	D-	--	H*	**	*	DECONTAMINATION
WAR.GRDTRK.INS.EQTMNF	S	*	G	*	IE	--	--	H*	**	*	EQUIPMENT MANUFACTURE
WAR.GRDTRK.INS.SRUF	S	*	G	*	IU	--	--	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY
WAR.GRDTRK.INS.SRUF.TRF	S	*	G	*	IU	R-	--	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
WAR.GRDTRK.INS.SRUF.TCF	S	*	G	*	IU	T-	--	H*	**	*	TELECOMMUNICATIONS FACILITY
WAR.GRDTRK.INS.SRUF.EPF	S	*	G	*	IU	E-	--	H*	**	*	ELECTRIC POWER FACILITY
WAR.GRDTRK.INS.SRUF.EPF.NPT	S	*	G	*	IU	EN	--	H*	**	*	NUCLEAR PLANT
WAR.GRDTRK.INS.SRUF.EPF.DAM	S	*	G	*	IU	ED	--	H*	**	*	DAM
WAR.GRDTRK.INS.SRUF.EPF.FOSF	S	*	G	*	IU	EF	--	H*	**	*	FOSSIL FUEL
WAR.GRDTRK.INS.SRUF.PWS	S	*	G	*	IU	P-	--	H*	**	*	PUBLIC WATER SERVICES
WAR.GRDTRK.INS.MMF	S	*	G	*	IM	--	--	H*	**	*	MILITARY MATERIEL FACILITY
WAR.GRDTRK.INS.MMF.NENY	S	*	G	*	IM	F-	--	H*	**	*	NUCLEAR ENERGY
WAR.GRDTRK.INS.MMF.NENY.ATMER	S	*	G	*	IM	FA	--	H*	**	*	ATOMIC ENERGY REACTOR

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.INS.MMF.NENY.NMP	S	*	G	*	IM	FP	--	H*	**	*	NUCLEAR MATERIAL PRODUCTION
WAR.GRDTRK.INS.MMF.NENY.NMP.WPNGR	S	*	G	*	IM	FP	W-	H*	**	*	WEAPONS GRADE
WAR.GRDTRK.INS.MMF.NENY.NMS	S	*	G	*	IM	FS	--	H*	**	*	NUCLEAR MATERIAL STORAGE
WAR.GRDTRK.INS.MMF.APA	S	*	G	*	IM	A-	--	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY
WAR.GRDTRK.INS.MMF.AMEP	S	*	G	*	IM	E-	--	H*	**	*	AMMUNITION AND EXPLOSIVES PRODUCTION
WAR.GRDTRK.INS.MMF.AMTP	S	*	G	*	IM	G-	--	H*	**	*	ARMAMENT PRODUCTION
WAR.GRDTRK.INS.MMF.MILVP	S	*	G	*	IM	V-	--	H*	**	*	MILITARY VEHICLE PRODUCTION
WAR.GRDTRK.INS.MMF.ENGEP	S	*	G	*	IM	N-	--	H*	**	*	ENGINEERING EQUIPMENT PRODUCTION
WAR.GRDTRK.INS.MMF.ENGEP.BRG	S	*	G	*	IM	NB	--	H*	**	*	BRIDGE
WAR.GRDTRK.INS.MMF.CBWP	S	*	G	*	IM	C-	--	H*	**	*	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
WAR.GRDTRK.INS.MMF.SHPCSN	S	*	G	*	IM	S-	--	H*	**	*	SHIP CONSTRUCTION
WAR.GRDTRK.INS.MMF.MSSP	S	*	G	*	IM	M-	--	H*	**	*	MISSILE & SPACE SYSTEM PRODUCTION
WAR.GRDTRK.INS.GOVLDR	S	*	G	*	IG	--	--	H*	**	*	GOVERNMENT LEADERSHIP
WAR.GRDTRK.INS.MILBF	S	*	G	*	IB	--	--	H*	**	*	MILITARY BASE/FACILITY
WAR.GRDTRK.INS.MILBF.AB	S	*	G	*	IB	A-	--	H*	**	*	AIRPORT/AIRBASE
WAR.GRDTRK.INS.MILBF.SP	S	*	G	*	IB	N-	--	H*	**	*	SEAPORT/NAVAL BASE
WAR.GRDTRK.INS.TSPF	S	*	G	*	IT	--	--	H*	**	*	TRANSPORT FACILITY
WAR.GRDTRK.INS.MEDF	S	*	G	*	IX	--	--	H*	**	*	MEDICAL FACILITY
WAR.GRDTRK.INS.MEDF.HSP	S	*	G	*	IX	H-	--	H*	**	*	HOSPITAL
WAR.SSUF	S	*	S	*	--	--	--	**	**	*	SEA SURFACE TRACK
WAR.SSUF.CBTT	S	*	S	*	C-	--	--	**	**	*	COMBATANT

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SSUF.CBTT.LNE	S	*	S	*	CL	--	--	**	**	*	LINE
WAR.SSUF.CBTT.LNE.CRR	S	*	S	*	CL	CV	--	**	**	*	CARRIER
WAR.SSUF.CBTT.LNE.BBS	S	*	S	*	CL	BB	--	**	**	*	BATTLESHIP
WAR.SSUF.CBTT.LNE.CRU	S	*	S	*	CL	CC	--	**	**	*	CRUISER
WAR.SSUF.CBTT.LNE.DD	S	*	S	*	CL	DD	--	**	**	*	DESTROYER
WAR.SSUF.CBTT.LNE.FFR	S	*	S	*	CL	FF	--	**	**	*	FRIGATE/CORVETTE
WAR.SSUF.CBTT.AMPWS	S	*	S	*	CA	--	--	**	**	*	AMPHIBIOUS WARFARE SHIP
WAR.SSUF.CBTT.AMPWS.ASTVES	S	*	S	*	CA	LA	--	**	**	*	ASSAULT VESSEL
WAR.SSUF.CBTT.AMPWS.LNDSHP	S	*	S	*	CA	LS	--	**	**	*	LANDING SHIP
WAR.SSUF.CBTT.AMPWS.LNDSHP.MDM	S	*	S	*	CA	LS	M-	**	**	*	LANDING SHIP MEDIUM
WAR.SSUF.CBTT.AMPWS.LNDSHP.TANK	S	*	S	*	CA	LS	T-	**	**	*	LANDING SHIP TANK
WAR.SSUF.CBTT.AMPWS.LNDCRT	S	*	S	*	CA	LC	--	**	**	*	LANDING CRAFT
WAR.SSUF.CBTT.MNEWV	S	*	S	*	CM	--	--	**	**	*	MINE WARFARE VESSEL
WAR.SSUF.CBTT.MNEWV.MNELYR	S	*	S	*	CM	ML	--	**	**	*	MINELAYER
WAR.SSUF.CBTT.MNEWV.MNESWE	S	*	S	*	CM	MS	--	**	**	*	MINESWEEPER
WAR.SSUF.CBTT.MNEWV.MNEHNT	S	*	S	*	CM	MH	--	**	**	*	MINEHUNTER
WAR.SSUF.CBTT.MNEWV.MCMSUP	S	*	S	*	CM	MA	--	**	**	*	MCM SUPPORT
WAR.SSUF.CBTT.MNEWV.MCMDRN	S	*	S	*	CM	MD	--	**	**	*	MCM DRONE
WAR.SSUF.CBTT.PAT	S	*	S	*	CP	--	--	**	**	*	PATROL
WAR.SSUF.CBTT.PAT.ASBW	S	*	S	*	CP	SB	--	**	**	*	ANTISUBMARINE WARFARE
WAR.SSUF.CBTT.PAT.ASUW	S	*	S	*	CP	SU	--	**	**	*	ANTISURFACE WARFARE

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SSUF.CBTT.HOV	S	*	S	*	CH -- --	**	**	*	HOVERCRAFT
WAR.SSUF.CBTT.STN	S	*	S	*	S- -- --	**	**	*	STATION
WAR.SSUF.CBTT.STN.PKT	S	*	S	*	SP -- --	**	**	*	PICKET
WAR.SSUF.CBTT.STN.ASWSHP	S	*	S	*	SA -- --	**	**	*	ASW SHIP
WAR.SSUF.CBTT.NAVGRP	S	*	S	*	G- -- --	**	**	*	NAVY GROUP
WAR.SSUF.CBTT.NAVGRP.NAVTF	S	*	S	*	GT -- --	**	**	*	NAVY TASK FORCE
WAR.SSUF.CBTT.NAVGRP.NAVTG	S	*	S	*	GG -- --	**	**	*	NAVY TASK GROUP
WAR.SSUF.CBTT.NAVGRP.NAVTU	S	*	S	*	GU -- --	**	**	*	NAVY TASK UNIT
WAR.SSUF.CBTT.NAVGRP.CNY	S	*	S	*	GC -- --	**	**	*	CONVOY
WAR.SSUF.NCBTT	S	*	S	*	N- -- --	**	**	*	NONCOMBATANT
WAR.SSUF.NCBTT.UWRPM	S	*	S	*	NR -- --	**	**	*	UNDERWAY REPLENISHMENT
WAR.SSUF.NCBTT.FLTSUP	S	*	S	*	NF -- --	**	**	*	FLEET SUPPORT
WAR.SSUF.NCBTT.INT	S	*	S	*	NI -- --	**	**	*	INTELLIGENCE
WAR.SSUF.NCBTT.SSH	S	*	S	*	NS -- --	**	**	*	SERVICE & SUPPORT HARBOR
WAR.SSUF.NCBTT.HSPSHP	S	*	S	*	NM -- --	**	**	*	HOSPITAL SHIP
WAR.SSUF.NCBTT.HOV	S	*	S	*	NH -- --	**	**	*	HOVERCRAFT
WAR.SSUF.NCBTT.STN	S	*	S	*	NN -- --	**	**	*	STATION
WAR.SSUF.NCBTT.STN.RSC	S	*	S	*	NN R- --	**	**	*	RESCUE
WAR.SSUF.NMIL	S	*	S	*	X- -- --	**	**	*	NON-MILITARY
WAR.SSUF.NMIL.MCT	S	*	S	*	XM -- --	**	**	*	MERCHANT
WAR.SSUF.NMIL.MCT.CGO	S	*	S	*	XM C- --	**	**	*	CARGO

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SSUF.NMIL.MCT.RORO	S	*	S	*	XM	R-	--	**	**	*	ROLL ON/ROLL OFF
WAR.SSUF.NMIL.MCT.OLR	S	*	S	*	XM	O-	--	**	**	*	OILER/TANKER
WAR.SSUF.NMIL.MCT.TUG	S	*	S	*	XM	TU	--	**	**	*	TUG
WAR.SSUF.NMIL.MCT.FRY	S	*	S	*	XM	F-	--	**	**	*	FERRY
WAR.SSUF.NMIL.MCT.PSG	S	*	S	*	XM	P-	--	**	**	*	PASSENGER
WAR.SSUF.NMIL.MCT.HAZMAT	S	*	S	*	XM	H-	--	**	**	*	HAZARDOUS MATERIALS (HAZMAT)
WAR.SSUF.NMIL.MCT.TOWVES	S	*	S	*	XM	TO	--	**	**	*	TOWING VESSEL
WAR.SSUF.NMIL.FSG	S	*	S	*	XF	--	--	**	**	*	FISHING
WAR.SSUF.NMIL.FSG.DRFT	S	*	S	*	XF	DF	--	**	**	*	DRIFTER
WAR.SSUF.NMIL.FSG.DRG	S	*	S	*	XF	DR	--	**	**	*	DREDGE
WAR.SSUF.NMIL.FSG.TRW	S	*	S	*	XF	TR	--	**	**	*	TRAWLER
WAR.SSUF.NMIL.LESCRT	S	*	S	*	XR	--	--	**	**	*	LEISURE CRAFT
WAR.SSUF.NMIL.LAWENV	S	*	S	*	XL	--	--	**	**	*	LAW ENFORCEMENT VESSEL
WAR.SSUF.NMIL.HOV	S	*	S	*	XH	--	--	**	**	*	HOVERCRAFT
WAR.SSUF.OWN	S	*	S	*	O-	--	--	**	**	*	OWN TRACK
WAR.SBSUF	S	*	U	*	--	--	--	**	**	*	SUBSURFACE TRACK
WAR.SBSUF.SUB	S	*	U	*	S-	--	--	**	**	*	SUBMARINE
WAR.SBSUF.SUB.NPRN	S	*	U	*	SN	--	--	**	**	*	NUCLEAR PROPULSION
WAR.SBSUF.SUB.NPRN.ATK	S	*	U	*	SN	A-	--	**	**	*	ATTACK SUBMARINE (SSN)
WAR.SBSUF.SUB.NPRN.MSL	S	*	U	*	SN	M-	--	**	**	*	MISSILE SUBMARINE (TYPE UNKNOWN)
WAR.SBSUF.SUB.NPRN.GDD	S	*	U	*	SN	G-	--	**	**	*	GUIDED MISSILE SUBMARINE (SSGN)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SBSUF.SUB.NPRN.BLST	S	*	U	*	SN	B-	--	**	**	*	BALLISTIC MISSILE SUBMARINE (SSBN)
WAR.SBSUF.SUB.CNVPRN	S	*	U	*	SC	--	--	**	**	*	CONVENTIONAL PROPULSION
WAR.SBSUF.SUB.CNVPRN.ATK	S	*	U	*	SC	A-	--	**	**	*	ATTACK SUBMARINE (SS)
WAR.SBSUF.SUB.CNVPRN.MSL	S	*	U	*	SC	M-	--	**	**	*	MISSILE SUBMARINE (TYPE UNKNOWN)
WAR.SBSUF.SUB.CNVPRN.GDD	S	*	U	*	SC	G-	--	**	**	*	GUIDED MISSILE SUBMARINE (SSG)
WAR.SBSUF.SUB.CNVPRN.BLST	S	*	U	*	SC	B-	--	**	**	*	BALLISTIC MISSILE SUBMARINE (SSB)
WAR.SBSUF.SUB.OTH	S	*	U	*	SO	--	--	**	**	*	OTHER SUBMERSIBLE
WAR.SBSUF.SUB.OTH.UUV	S	*	U	*	SU	--	--	**	**	*	UNMANNED UNDERWATER VEHICLE (UUV)
WAR.SBSUF.SUB.STN	S	*	U	*	SS	--	--	**	**	*	STATION
WAR.SBSUF.SUB.STN.ASWSUB	S	*	U	*	SS	A-	--	**	**	*	ASW SUBMARINE
WAR.SBSUF.UH2WPN	S	*	U	*	W-	--	--	**	**	*	UNDERWATER WEAPON
WAR.SBSUF.UH2WPN.TPD	S	*	U	*	WT	--	--	**	**	*	TORPEDO
WAR.SBSUF.UH2WPN.SMNE	S	*	U	*	WM	--	--	**	**	*	SEA MINE
WAR.SBSUF.UH2WPN.SMNE.DLT	S	*	U	*	WM	D-	--	**	**	*	SEA MINE DEALT
WAR.SBSUF.UH2WPN.SMNE.SMG	S	*	U	*	WM	G-	--	**	**	*	SEA MINE (GROUND)
WAR.SBSUF.UH2WPN.SMNE.SMG.DLT	S	*	U	*	WM	GD	--	**	**	*	SEA MINE (GROUND) DEALT
WAR.SBSUF.UH2WPN.SMNE.SMM	S	*	U	*	WM	M-	--	**	**	*	SEA MINE (MOORED)
WAR.SBSUF.UH2WPN.SMNE.SMM.DLT	S	*	U	*	WM	MD	--	**	**	*	SEA MINE (MOORED) DEALT
WAR.SBSUF.UH2WPN.SMNE.SMF	S	*	U	*	WM	F-	--	**	**	*	SEA MINE (FLOATING)
WAR.SBSUF.UH2WPN.SMNE.SMF.DLT	S	*	U	*	WM	FD	--	**	**	*	SEA MINE (FLOATING) DEALT
WAR.SBSUF.UH2WPN.SMNE.SMOP	S	*	U	*	WM	O-	--	**	**	*	SEA MINE (OTHER POSITION)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SBSUF.UH2WPN.SMNE.SMOP.DLT	S	*	U	*	WM	OD	--	**	**	*	SEA MINE (OTHER POSITION) DEALT
WAR.SBSUF.UH2DCY	S	*	U	*	WD	--	--	**	**	*	UNDERWATER DECOY
WAR.SBSUF.UH2DCY.SMDCY	S	*	U	*	WD	M-	--	**	**	*	SEA MINE DECOY
WAR.SBSUF.NSUB	S	*	U	*	N-	--	--	**	**	*	NON-SUBMARINE
WAR.SBSUF.NSUB.DVR	S	*	U	*	ND	--	--	**	**	*	DIVER
WAR.SOFUNT	S	*	F	*	--	--	--	**	**	*	SPECIAL OPERATIONS FORCES (SOF) UNIT
WAR.SOFUNT.AVN	S	*	F	*	A-	--	--	**	**	*	SOF UNIT AVIATION
WAR.SOFUNT.AVN.FIXD	S	*	F	*	AF	--	--	**	**	*	SOF UNIT FIXED WING
WAR.SOFUNT.AVN.FIXD.ATK	S	*	F	*	AF	A-	--	**	**	*	SOF UNIT ATTACK
WAR.SOFUNT.AVN.FIXD.RFE	S	*	F	*	AF	K-	--	**	**	*	SOF UNIT REFUEL
WAR.SOFUNT.AVN.FIXD.UTY	S	*	F	*	AF	U-	--	**	**	*	SOF UNIT UTILITY
WAR.SOFUNT.AVN.FIXD.UTY.LIT	S	*	F	*	AF	UL	--	**	**	*	SOF UNIT UTILITY (LIGHT)
WAR.SOFUNT.AVN.FIXD.UTY.MDM	S	*	F	*	AF	UM	--	**	**	*	SOF UNIT UTILITY (MEDIUM)
WAR.SOFUNT.AVN.FIXD.UTY.HVY	S	*	F	*	AF	UH	--	**	**	*	SOF UNIT UTILITY (HEAVY)
WAR.SOFUNT.AVN.VSTOL	S	*	F	*	AV	--	--	**	**	*	SOF UNIT V/STOL
WAR.SOFUNT.AVN.ROT	S	*	F	*	AH	--	--	**	**	*	SOF UNIT ROTARY WING
WAR.SOFUNT.AVN.ROT.CSAR	S	*	F	*	AH	H-	--	**	**	*	SOF UNIT COMBAT SEARCH AND RESCUE
WAR.SOFUNT.AVN.ROT.ATK	S	*	F	*	AH	A-	--	**	**	*	SOF UNIT ATTACK
WAR.SOFUNT.AVN.ROT.UTY	S	*	F	*	AH	U-	--	**	**	*	SOF UNIT UTILITY
WAR.SOFUNT.AVN.ROT.UTY.LIT	S	*	F	*	AH	UL	--	**	**	*	SOF UNIT UTILITY (LIGHT)
WAR.SOFUNT.AVN.ROT.UTY.MDM	S	*	F	*	AH	UM	--	**	**	*	SOF UNIT UTILITY (MEDIUM)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SOFUNT.AVN.ROT.UTY.HVY	S	*	F	*	AH	UH	--	**	**	*	SOF UNIT UTILITY (HEAVY)
WAR.SOFUNT.NAV	S	*	F	*	N-	--	--	**	**	*	SOF UNIT SOF UNIT NAVAL
WAR.SOFUNT.NAV.SEAL	S	*	F	*	NS	--	--	**	**	*	SOF UNIT SEAL
WAR.SOFUNT.NAV.UH2DML	S	*	F	*	NU	--	--	**	**	*	SOF UNIT UNDERWATER DEMOLITION TEAM
WAR.SOFUNT.NAV.SBT	S	*	F	*	NB	--	--	**	**	*	SOF UNIT SPECIAL BOAT
WAR.SOFUNT.NAV.SSSNR	S	*	F	*	NN	--	--	**	**	*	SOF UNIT SPECIAL SSNR
WAR.SOFUNT.GRD	S	*	F	*	G-	--	--	**	**	*	SOF UNIT GROUND
WAR.SOFUNT.GRD.SOF	S	*	F	*	GS	--	--	**	**	*	SOF UNIT SPECIAL FORCES
WAR.SOFUNT.GRD.RGR	S	*	F	*	GR	--	--	**	**	*	SOF UNIT RANGER
WAR.SOFUNT.GRD.PSYOP	S	*	F	*	GP	--	--	**	**	*	SOF UNIT PSYCHOLOGICAL OPERATIONS (PSYOP)
WAR.SOFUNT.GRD.PSYOP.FIXAVN	S	*	F	*	GP	A-	--	**	**	*	SOF UNIT FIXED WING AVIATION
WAR.SOFUNT.GRD.CVLAFF	S	*	F	*	GC	--	--	**	**	*	SOF UNIT CIVIL AFFAIRS
WAR.SOFUNT.SUP	S	*	F	*	B-	--	--	**	**	*	SOF UNIT SUPPORT

A.5.3 Symbology set. The tables IV and V provide a graphic representation of each approved tactical symbol in the C^2: UEI symbology set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). In the following tables, icons with an FO code are shown both framed and unframed. The SIDC portion of each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE A-IV. UEI symbols – unknown.

SYMBOL	UNKNOWN, PENDING	UNKNOWN, UNKNOWN	UNKNOWN, ASSUMED FRIEND	UNKNOWN, NEUTRAL
UNK UNKNOWN/UNKNOWN Hierarchy: 1.X Framed: F	 SPZP----------	 SUZP----------	 SAZP----------	 SNZP ----------
	UNKNOWN, HOSTILE	**UNKNOWN, FRIEND**	**UNKNOWN, SUSPECT**	
	 SHZP ----------	 SFZP----------	 SSZP ----------	N/A

TABLE A-V. UEI symbols – space.

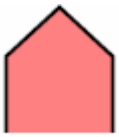
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR WARFIGHTING SYMBOLS Hierarchy: 1.X	N/A	N/A	N/A	N/A
WAR.SPC WARFIGHTING SYMBOLS SPACE TRACK Hierarchy: 1.X.1 Framed: F	 SUPP------*****	 SFPP------*****	 SNPP------*****	 SHPP------*****
WAR.SPC.SAT WARFIGHTING SYMBOLS SPACE TRACK SATELLITE Hierarchy: 1.X.1.1 Framed: F	 SUPPS-----*****	 SFPPS-----*****	 SNPPS-----*****	 SHPPS-----*****
WAR.SPC.CSV WARFIGHTING SYMBOLS SPACE TRACK CREWED SPACE VEHICLE Hierarchy: 1.X.1.2 Framed: F	 SUPPV-----*****	 SFPPV-----*****	 SNPPV-----*****	 SHPPV-----*****
WAR.SPC.SST WARFIGHTING SYMBOLS SPACE TRACK SPACE STATION Hierarchy: 1.X.1.3 Framed: F	 SUPPT-----*****	 SFPPT-----*****	 SNPPT-----*****	 SHPPT-----*****

TABLE A-VI. UEI symbols – air.

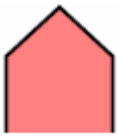
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK WARFIGHTING SYMBOLS AIR TRACK Hierarchy: 1.X.2 Framed: F	 SUAP------*****	 SFAP------*****	 SNAP------*****	 SHAP------*****
WAR.AIRTRK.MIL WARFIGHTING SYMBOLS AIR TRACK MILITARY Hierarchy: 1.X.2.1 Framed: F	 SUAPM-----*****	 SFAPM-----*****	 SNAPM-----*****	 SHAPM-----*****
WAR.AIRTRK.MIL.FIXD WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING Hierarchy: 1.X.2.1.1 Framed: F	 SUAPMF----*****	 SFAPMF----*****	 SNAPMF----*****	 SHAPMF----*****
WAR.AIRTRK.MIL.FIXD.BMB WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING BOMBER Hierarchy: 1.X.2.1.1.1 Framed: F	 SUAPMFB--- *****	 SFAPMFB--- *****	 SNAPMFB--- *****	 SHAPMFB--- *****
WAR.AIRTRK.MIL.FIXD.FTR WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING FIGHTER Hierarchy: 1.X.2.1.1.2 Framed: F	 SUAPMFF--- *****	 SFAPMFF---*****	 SNAPMFF--- *****	 SHAPMFF--- *****
WAR.AIRTRK.MIL.FIXD.FTR.INCR WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING FIGHTER INTERCEPTOR Hierarchy: 1.X.2.1.1.2.1 Framed: F	 SUAPMFFI-- *****	 SFAPMFFI--*****	 SNAPMFFI-- *****	 SHAPMFFI-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.TNE WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TRAINER Hierarchy: 1.X.2.1.1.3 Framed: F	 SUAPMFT--- *****	 SFAPMFT---*****	 SNAPMFT--- *****	 SHAPMFT--- *****
WAR.AIRTRK.MIL.FIXD.ATK WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING ATTACK/STRIKE Hierarchy: 1.X.2.1.1.4 Framed: F	 SUAPMFA--- *****	 SFAPMFA--- *****	 SNAPMFA--- *****	 SHAPMFA--- *****
WAR.AIRTRK.MIL.FIXD.VSTOL WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING VSTOL Hierarchy: 1.X.2.1.1.5 Framed: F	 SUAPMFL--- *****	 SFAPMFL---*****	 SNAPMFL--- *****	 SHAPMFL--- *****
WAR.AIRTRK.MIL.FIXD.TNK WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TANKER Hierarchy: 1.X.2.1.1.6 Framed: F	 SUAPMFK--- *****	 SFAPMFK--- *****	 SNAPMFK--- *****	 SHAPMFK--- *****
WAR.AIRTRK.MIL.FIXD.CGOALT WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) Hierarchy: 1.X.2.1.1.7 Framed: F	 SUAPMFC--- *****	 SFAPMFC--- *****	 SNAPMFC--- *****	 SHAPMFC--- *****

TABLE A-VI. UEI symbols – air - Continued.

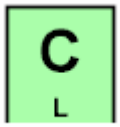
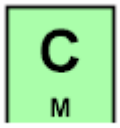
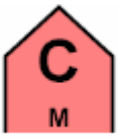
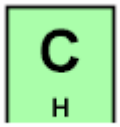
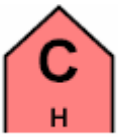
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.CGOALT.LIT WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) LIGHT Hierarchy: 1.X.2.1.1.7.1 Framed: F	 SUAPMFCL-- *****	 SFAPMFCL-- *****	 SNAPMFCL-- *****	 SHAPMFCL-- *****
WAR.AIRTRK.MIL.FIXD.CGOALT.MDM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) MEDIUM Hierarchy: 1.X.2.1.1.7.2 Framed: F	 SUAPMFCM-- *****	 SFAPMFCM-- *****	 SNAPMFCM-- *****	 SHAPMFCM-- *****
WAR.AIRTRK.MIL.FIXD.CGOALT.HVY WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) HEAVY Hierarchy: 1.X.2.1.1.7.3 Framed: F	 SUAPMFCH-- *****	 SFAPMFCH-- *****	 SNAPMFCH-- *****	 SHAPMFCH-- *****
WAR.AIRTRK.MIL.FIXD.ECM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER) Hierarchy: 1.X.2.1.1.8 Framed: F	 SUAPMFJ---*****	 SFAPMFJ---*****	 SNAPMFJ---*****	 SHAPMFJ---*****
WAR.AIRTRK.MIL.FIXD.MEDV WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING MEDEVAC Hierarchy: 1.X.2.1.1.9 Framed: F	 SUAPMFO--- *****	 SFAPMFO--- *****	 SNAPMFO--- *****	 SHAPMFO--- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.RECON WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE Hierarchy: 1.X.2.1.1.10 Framed: F	 SUAPMFR--- *****	 SFAPMFR--- *****	 SNAPMFR--- *****	 SHAPMFR--- *****
WAR.AIRTRK.MIL.FIXD.RECON.ABNEW WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE AIRBORNE EARLY WARNING (AEW) Hierarchy: 1.X.2.1.1.10.1 Framed: F	 SUAPMFRW-- *****	 SFAPMFRW-- *****	 SNAPMFRW-- *****	 SHAPMFRW-- *****
WAR.AIRTRK.MIL.FIXD.RECON.ESM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES Hierarchy: 1.X.2.1.1.10.2 Framed: F	 SUAPMFRZ-- *****	 SFAPMFRZ-- *****	 SNAPMFRZ-- *****	 SHAPMFRZ-- *****
WAR.AIRTRK.MIL.FIXD.RECON.PHG WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE PHOTOGRAPHIC Hierarchy: 1.X.2.1.1.10.3 Framed: F	 SUAPMFRX-- *****	 SFAPMFRX-- *****	 SNAPMFRX-- *****	 SHAPMFRX-- *****
WAR.AIRTRK.MIL.FIXD.PAT WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING PATROL Hierarchy: 1.X.2.1.1.11 Framed: F	 SUAPMFP--- *****	 SFAPMFP---*****	 SNAPMFP--- *****	 SHAPMFP--- *****

TABLE A-VI. UEI symbols – air - Continued.

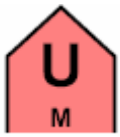
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.PAT.ASUW WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING PATROL ANTISURFACE WARFARE (ASUW) Hierarchy: 1.X.2.1.1.11.1 Framed: F	 SUAPMFPN-- *****	 SFAPMFPN-- *****	 SNAPMFPN-- *****	 SHAPMFPN-- *****
WAR.AIRTRK.MIL.FIXD.PAT.MNECM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING PATROL MINE COUNTERMEASURES Hierarchy: 1.X.2.1.1.11.2 Framed: F	 SUAPMFPM-- *****	 SFAPMFPM-- *****	 SNAPMFPM-- *****	 SHAPMFPM-- *****
WAR.AIRTRK.MIL.FIXD.UTY WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY Hierarchy: 1.X.2.1.1.12 Framed: F	 SUAPMFU--- *****	 SFAPMFU--- *****	 SNAPMFU--- *****	 SHAPMFU--- *****
WAR.AIRTRK.MIL.FIXD.UTY.LIT WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY LIGHT Hierarchy: 1.X.2.1.1.12.1 Framed: F	 SUAPMFUL-- *****	 SFAPMFUL-- *****	 SNAPMFUL-- *****	 SHAPMFUL-- *****
WAR.AIRTRK.MIL.FIXD.UTY.MDM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY MEDIUM Hierarchy: 1.X.2.1.1.12.2 Framed: F	 SUAPMFUM-- *****	 SFAPMFUM-- *****	 SNAPMFUM-- *****	 SHAPMFUM-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.UTY.HVY WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY HEAVY Hierarchy: 1.X.2.1.1.12.3 Framed: F	 SUAPMFUH-- *****	 SFAPMFUH-- *****	 SNAPMFUH-- *****	 SHAPMFUH-- *****
WAR.AIRTRK.MIL.FIXD.COMM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING COMMUNICATIONS (C3I) Hierarchy: 1.X.2.1.1.13 Framed: F	 SUAPMFY--- *****	 SFAPMFY--- *****	 SNAPMFY--- *****	 SHAPMFY--- *****
WAR.AIRTRK.MIL.FIXD.CSAR WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING COMBAT SEARCH AND RESCUE (CSAR) Hierarchy: 1.X.2.1.1.14 Framed: F	 SUAPMFH--- *****	 SFAPMFH--- *****	 SNAPMFH--- *****	 SHAPMFH--- *****
WAR.AIRTRK.MIL.FIXD.ABNCP WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING AIRBORNE COMMAND POST (C2) Hierarchy: 1.X.2.1.1.15 Framed: F	 SUAPMFD--- *****	 SFAPMFD--- *****	 SNAPMFD--- *****	 SHAPMFD--- *****
WAR.AIRTRK.MIL.FIXD.DRN WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) Hierarchy: 1.X.2.1.1.16 Framed: F	 SUAPMFQ--- *****	 SFAPMFQ--- *****	 SNAPMFQ--- *****	 SHAPMFQ--- *****

TABLE A-VI. UEI symbols – air - Continued.

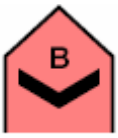
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.ATK WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ATTACK Hierarchy: 1.X.2.1.1.16.1 Framed: F	 SUAPMFQA-- *****	 SFAPMFQA-- *****	 SNAPMFQA-- *****	 SHAPMFQA-- *****
WAR.AIRTRK.MIL.FIXD.DRN.BMB WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) BOMBER Hierarchy: 1.X.2.1.1.16.2 Framed: F	 SUAPMFQB-- *****	 SFAPMFQB-- *****	 SNAPMFQB-- *****	 SHAPMFQB-- *****
WAR.AIRTRK.MIL.FIXD.DRN.CGO WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) CARGO Hierarchy: 1.X.2.1.1.16.3 Framed: F	 SUAPMFQC-- *****	 SFAPMFQC-- *****	 SNAPMFQC-- *****	 SHAPMFQC-- *****
WAR.AIRTRK.MIL.FIXD.DRN.ABNCP WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) AIRBORNE COMMAND POST Hierarchy: 1.X.2.1.1.16.4 Framed: F	 SUAPMFQD-- *****	 SFAPMFQD-- *****	 SNAPMFQD-- *****	 SHAPMFQD-- *****
WAR.AIRTRK.MIL.FIXD.DRN.FTR WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) FIGHTER Hierarchy: 1.X.2.1.1.16.5 Framed: F	 SUAPMFQF-- *****	 SFAPMFQF-- *****	 SNAPMFQF-- *****	 SHAPMFQF-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.CSAR WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) SEARCH & RESCUE (CSAR) Hierarchy: 1.X.2.1.1.16.6 Framed: F	 SUAPMFQH-- *****	 SFAPMFQH-- *****	 SNAPMFQH-- *****	 SHAPMFQH-- *****
WAR.AIRTRK.MIL.FIXD.DRN.ECM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ELECTRONIC COUNTERMEASURES (JAMMER) Hierarchy: 1.X.2.1.1.16.7 Framed: F	 SUAPMFQJ-- *****	 SFAPMFQJ-- *****	 SNAPMFQJ-- *****	 SHAPMFQJ-- *****
WAR.AIRTRK.MIL.FIXD.DRN.TNK WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) TANKER Hierarchy: 1.X.2.1.1.16.8 Framed: F	 SUAPMFQK-- *****	 SFAPMFQK-- *****	 SNAPMFQK-- *****	 SHAPMFQK-- *****
WAR.AIRTRK.MIL.FIXD.DRN.VSTOL WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) VSTOL Hierarchy: 1.X.2.1.1.16.9 Framed: F	 SUAPMFQL-- *****	 SFAPMFQL-- *****	 SNAPMFQL-- *****	 SHAPMFQL-- *****
WAR.AIRTRK.MIL.FIXD.DRN.SOF WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) SPECIAL OPERATIONS FORCES (SOF) Hierarchy: 1.X.2.1.1.16.10 Framed: F	 SUAPMFQM-- *****	 SFAPMFQM-- *****	 SNAPMFQM-- *****	 SHAPMFQM-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.MNECM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) MINE COUNTERMEASURES Hierarchy: 1.X.2.1.1.16.11 Framed: F	 SUAPMFQI-- *****	 SFAPMFQI-- *****	 SNAPMFQI-- *****	 SHAPMFQI-- *****
WAR.AIRTRK.MIL.FIXD.DRN.ASUW WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ANTI-SURFACE WARFACE (ASUW) Hierarchy: 1.X.2.1.1.16.12 Framed: F	 SUAPMFQN-- *****	 SFAPMFQN-- *****	 SNAPMFQN-- *****	 SHAPMFQN-- *****
WAR.AIRTRK.MIL.FIXD.DRN.PAT WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) PATROL Hierarchy: 1.X.2.1.1.16.13 Framed: F	 SUAPMFQP-- *****	 SFAPMFQP-- *****	 SNAPMFQP-- *****	 SHAPMFQP-- *****
WAR.AIRTRK.MIL.FIXD.DRN.RECON WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE Hierarchy: 1.X.2.1.1.16.14 Framed: F	 SUAPMFQR-- *****	 SFAPMFQR-- *****	 SNAPMFQR-- *****	 SHAPMFQR-- *****
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE AIRBORNE EARLY WARNING (AEW) Hierarchy: 1.X.2.1.1.16.14.1 Framed: F	 SUAPMFQRW- *****	 SFAPMFQRW- *****	 SNAPMFQRW- *****	 SHAPMFQRW- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES Hierarchy: 1.X.2.1.1.16.14.2 Framed: F	 SUAPMFQRZ- *****	 SFAPMFQRZ- *****	 SNAPMFQRZ- *****	 SHAPMFQRZ- *****
WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE PHOTOGRAPHIC Hierarchy: 1.X.2.1.1.16.14.3 Framed: F	 SUAPMFQRX- *****	 SFAPMFQRX- *****	 SNAPMFQRX- *****	 SHAPMFQRX- *****
WAR.AIRTRK.MIL.FIXD.DRN.ASBW WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ANTI-SUBMARINE WARFARE (ASW) Hierarchy: 1.X.2.1.1.16.15 Framed: F	 SUAPMFQS-- *****	 SFAPMFQS-- *****	 SNAPMFQS-- *****	 SHAPMFQS-- *****
WAR.AIRTRK.MIL.FIXD.DRN.TNE WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) TRAINER Hierarchy: 1.X.2.1.1.16.16 Framed: F	 SUAPMFQT-- *****	 SFAPMFQT-- *****	 SNAPMFQT-- *****	 SHAPMFQT-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.UTY WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) UTILITY Hierarchy: 1.X.2.1.1.16.17 Framed: F	 SUAPMFQU-- *****	 SFAPMFQU-- *****	 SNAPMFQU-- *****	 SHAPMFQU-- *****
WAR.AIRTRK.MIL.FIXD.DRN.COMM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) COMMUNICATIONS (C3I) Hierarchy: 1.X.2.1.1.16.18 Framed: F	 SUAPMFQY-- *****	 SFAPMFQY-- *****	 SNAPMFQY-- *****	 SHAPMFQY-- *****
WAR.AIRTRK.MIL.FIXD.DRN.MEDV WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) MEDEVAC Hierarchy: 1.X.2.1.1.16.19 Framed: F	 SUAPMFQO-- *****	 SFAPMFQO-- *****	 SNAPMFQO-- *****	 SHAPMFQO-- *****
WAR.AIRTRK.MIL.FIXD.ASBWCB WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING ANTISUBMARINE WARFARE (ASW) CARRIER BASED Hierarchy: 1.X.2.1.1.17 Framed: F	 SUAPMFS--- *****	 SFAPMFS---*****	 SNAPMFS--- *****	 SHAPMFS--- *****
WAR.AIRTRK.MIL.FIXD.SOF WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING SPECIAL OPERATIONS FORCES (SOF) Hierarchy: 1.X.2.1.1.18 Framed: F	 SUAPMFM--- *****	 SFAPMFM--- *****	 SNAPMFM--- *****	 SHAPMFM--- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.ROT WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING Hierarchy: 1.X.2.1.2 Framed: F	 SUAPMH---- *****	 SFAPMH----*****	 SNAPMH---- *****	 SHAPMH---- *****
WAR.AIRTRK.MIL.ROT.ATK WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING ATTACK Hierarchy: 1.X.2.1.2.1 Framed: F	 SUAPMHA--- *****	 SFAPMHA--- *****	 SNAPMHA--- *****	 SHAPMHA--- *****
WAR.AIRTRK.MIL.ROT.ASBW WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING ANTISUBMARINE WARFARE/MPA Hierarchy: 1.X.2.1.2.2 Framed: F	 SUAPMHS--- *****	 SFAPMHS--- *****	 SNAPMHS--- *****	 SHAPMHS--- *****
WAR.AIRTRK.MIL.ROT.UTY WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY Hierarchy: 1.X.2.1.2.3 Framed: F	 SUAPMHU--- *****	 SFAPMHU--- *****	 SNAPMHU--- *****	 SHAPMHU--- *****
WAR.AIRTRK.MIL.ROT.UTY.LIT WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY LIGHT Hierarchy: 1.X.2.1.2.3.1 Framed: F	 SUAPMHUL-- *****	 SFAPMHUL-- *****	 SNAPMHUL-- *****	 SHAPMHUL-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.ROT.UTY.MDM WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY MEDIUM Hierarchy: 1.X.2.1.2.3.2 Framed: F	 SUAPMHUM-- *****	 SFAPMHUM-- *****	 SNAPMHUM-- *****	 SHAPMHUM-- *****
WAR.AIRTRK.MIL.ROT.UTY.HVY WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY HEAVY Hierarchy: 1.X.2.1.2.3.3 Framed: F	 SUAPMHUH-- *****	 SFAPMHUH-- *****	 SNAPMHUH-- *****	 SHAPMHUH-- *****
WAR.AIRTRK.MIL.ROT.MNECM WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING MINE COUNTERMEASURES Hierarchy: 1.X.2.1.2.4 Framed: F	 SUAPMHI--- *****	 SFAPMHI---*****	 SNAPMHI--- *****	 SHAPMHI--- *****
WAR.AIRTRK.MIL.ROT.CSAR WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING COMBAT SEARCH AND RESCUE (CSAR) Hierarchy: 1.X.2.1.2.5 Framed: F	 SUAPMHH--- *****	 SFAPMHH--- *****	 SNAPMHH--- *****	 SHAPMHH--- *****
WAR.AIRTRK.MIL.ROT.RECON WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING RECONNAISSANCE Hierarchy: 1.X.2.1.2.6 Framed: F	 SUAPMHR--- *****	 SFAPMHR--- *****	 SNAPMHR--- *****	 SHAPMHR--- *****

TABLE A-VI. UEI symbols – air - Continued.

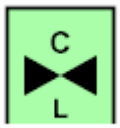
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.ROT.DRN WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING DRONE (RPV/UAV) Hierarchy: 1.X.2.1.2.7 Framed: F	 SUAPMHQ--- *****	 SFAPMHQ--- *****	 SNAPMHQ--- *****	 SHAPMHQ--- *****
WAR.AIRTRK.MIL.ROT.CGOALT WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT) Hierarchy: 1.X.2.1.2.8 Framed: F	 SUAPMHC--- *****	 SFAPMHC--- *****	 SNAPMHC--- *****	 SHAPMHC--- *****
WAR.AIRTRK.MIL.ROT.CGOALT.LIT WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT) LIGHT Hierarchy: 1.X.2.1.2.8.1 Framed: F	 SUAPMHCL-- *****	 SFAPMHCL-- *****	 SNAPMHCL-- *****	 SHAPMHCL-- *****
WAR.AIRTRK.MIL.ROT.CGOALT.MDM WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT) MEDIUM Hierarchy: 1.X.2.1.2.8.2 Framed: F	 SUAPMHCM-- *****	 SFAPMHCM-- *****	 SNAPMHCM-- *****	 SHAPMHCM-- *****
WAR.AIRTRK.MIL.ROT.CGOALT.HVY WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT) HEAVY Hierarchy: 1.X.2.1.2.8.3 Framed: F	 SUAPMHCH-- *****	 SFAPMHCH-- *****	 SNAPMHCH-- *****	 SHAPMHCH-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.ROT.TNE WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING TRAINER Hierarchy: 1.X.2.1.2.9 Framed: F	 SUAPMHT--- *****	 SFAPMHT--- *****	 SNAPMHT--- *****	 SHAPMHT--- *****
WAR.AIRTRK.MIL.ROT.MEDV WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING MEDEVAC Hierarchy: 1.X.2.1.2.10 Framed: F	 SUAPMHO--- *****	 SFAPMHO--- *****	 SNAPMHO--- *****	 SHAPMHO--- *****
WAR.AIRTRK.MIL.ROT.SOF WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING SPECIAL OPERATIONS FORCES (SOF) Hierarchy: 1.X.2.1.2.11 Framed: F	 SUAPMHM--- *****	 SFAPMHM--- *****	 SNAPMHM--- *****	 SHAPMHM--- *****
WAR.AIRTRK.MIL.ROT.ABNCP WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING AIRBORNE COMMAND POST (C2) Hierarchy: 1.X.2.1.2.12 Framed: F	 SUAPMHD--- *****	 SFAPMHD--- *****	 SNAPMHD--- *****	 SHAPMHD--- *****
WAR.AIRTRK.MIL.ROT.TNK WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING TANKER Hierarchy: 1.X.2.1.2.13 Framed: F	 SUAPMHK--- *****	 SFAPMHK--- *****	 SNAPMHK--- *****	 SHAPMHK--- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.ROT.ECM WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER) Hierarchy: 1.X.2.1.2.14 Framed: F	 SUAPMHJ--- *****	 SFAPMHJ---*****	 SNAPMHJ--- *****	 SHAPMHJ--- *****
WAR.AIRTRK.MIL.LTA WARFIGHTING SYMBOLS AIR TRACK MILITARY LIGHTER THAN AIR Hierarchy: 1.X.2.1.3 Framed: F	 SUAPML----*****	 SFAPML----*****	 SNAPML----*****	 SHAPML----*****
WAR.AIRTRK.WPN WARFIGHTING SYMBOLS AIR TRACK WEAPON Hierarchy: 1.X.2.2 Framed: F	 SUAPW-----*****	 SFAPW-----*****	 SNAPW-----*****	 SHAPW-----*****
WAR.AIRTRK.WPN.MSLIF WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT Hierarchy: 1.X.2.2.1 Framed: F	 SUAPWM---- *****	 SFAPWM---- *****	 SNAPWM---- *****	 SHAPWM---- *****
WAR.AIRTRK.WPN.MSLIF.SLM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE Hierarchy: 1.X.2.2.1.1 Framed: F	 SUAPWMS--- *****	 SFAPWMS--- *****	 SNAPWMS--- *****	 SHAPWMS--- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.WPN.MSLIF.SLM.SSM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE SURFACE TO SURFACE MISSILE (SSM) Hierarchy: 1.X.2.2.1.1.1 Framed: F	 SUAPWMSS-- *****	 SFAPWMSS-- *****	 SNAPWMSS-- *****	 SHAPWMSS-- *****
WAR.AIRTRK.WPN.MSLIF.SLM.SAM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE SURFACE TO AIR MISSILE (SAM) Hierarchy: 1.X.2.2.1.1.2 Framed: F	 SUAPWMSA-- *****	 SFAPWMSA-- *****	 SNAPWMSA-- *****	 SHAPWMSA-- *****
WAR.AIRTRK.WPN.MSLIF.ALM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE Hierarchy: 1.X.2.2.1.2 Framed: F	 SUAPWMA--- *****	 SFAPWMA--- *****	 SNAPWMA--- *****	 SHAPWMA--- *****
WAR.AIRTRK.WPN.MSLIF.ALM.ASM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO SURFACE MISSILE (ASM) Hierarchy: 1.X.2.2.1.2.1 Framed: F	 SUAPWMAS-- *****	 SFAPWMAS-- *****	 SNAPWMAS-- *****	 SHAPWMAS-- *****
WAR.AIRTRK.WPN.MSLIF.ALM.AAM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO AIR MISSILE (AAM) Hierarchy: 1.X.2.2.1.2.2 Framed: F	 SUAPWMAA-- *****	 SFAPWMAA-- *****	 SNAPWMAA-- *****	 SHAPWMAA-- *****

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.WPN.MSLIF.SBSM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SUBSURFACE TO SURFACE MISSILE (S/SSM) Hierarchy: 1.X.2.2.1.3 Framed: F	 SUAPWMU--- *****	 SFAPWMU--- *****	 SNAPWMU--- *****	 SHAPWMU--- *****
WAR.AIRTRK.WPN.MSLIF.CM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT CRUISE MISSILE Hierarchy: 1.X.2.2.1.4 Framed: F	 SUAPWMCM-- *****	 SFAPWMCM-- *****	 SNAPWMCM-- *****	 SHAPWMCM-- *****
WAR.AIRTRK.WPN.DCY WARFIGHTING SYMBOLS AIR TRACK WEAPON DECOY Hierarchy: 1.X.2.2.2 Framed: F	 SUAPWD---- *****	 SFAPWD----*****	 SNAPWD---- *****	 SHAPWD---- *****
WAR.AIRTRK.CVL WARFIGHTING SYMBOLS AIR TRACK CIVIL Hierarchy: 1.X.2.3 Framed: F	 SUAPC-----*****	 SFAPC-----*****	 SNAPC-----*****	 SHAPC-----*****
WAR.AIRTRK.CVL.FIXD WARFIGHTING SYMBOLS AIR TRACK CIVIL FIXED WING Hierarchy: 1.X.2.3.1 Framed: F	 SUAPCF----*****	 SFAPCF----*****	 SNAPCF----*****	 SHAPCF----*****

TABLE A-VI. UEI symbols – air - Continued.

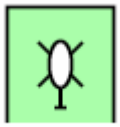
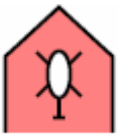
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.CVL.ROT WARFIGHTING SYMBOLS AIR TRACK CIVIL ROTARY WING Hierarchy: 1.X.2.3.2 Framed: F	 SUAPCH----*****	 SFAPCH----*****	 SNAPCH----*****	 SHAPCH----*****
WAR.AIRTRK.CVL.LTA WARFIGHTING SYMBOLS AIR TRACK CIVIL LIGHTER THAN AIR Hierarchy: 1.X.2.3.3 Framed: F	 SUAPCL----*****	 SFAPCL----*****	 SNAPCL----*****	 SHAPCL----*****

TABLE A-VII. UEI symbols – ground.

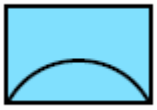
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK WARFIGHTING SYMBOLS GROUND TRACK Hierarchy: 1.X.3 Framed: F	 SUGP------*****	 SFGP------*****	 SNGP------*****	 SHGP------*****
WAR.GRDTRK.UNT WARFIGHTING SYMBOLS GROUND TRACK UNIT Hierarchy: 1.X.3.1 Framed: F	 SUGPU-----*****	 SFGPU-----*****	 SNGPU-----*****	 SHGPU-----*****
WAR.GRDTRK.UNT.CBT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT Hierarchy: 1.X.3.1.1 Framed: F	 SUGPUC----*****	 SFGPUC----*****	 SNGPUC----*****	 SHGPUC----*****
WAR.GRDTRK.UNT.CBT.ADF WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE Hierarchy: 1.X.3.1.1.1 Framed: F	 SUGPUCD--- *****	 SFGPUCD--- *****	 SNGPUCD--- *****	 SHGPUCD--- *****
WAR.GRDTRK.UNT.CBT.ADF.SHTR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE Hierarchy: 1.X.3.1.1.1.1 Framed: F	 SUGPUCDS-- *****	 SFGPUCDS-- *****	 SNGPUCDS-- *****	 SHGPUCDS-- *****

TABLE A-VII. UEI symbols – ground - Continued.

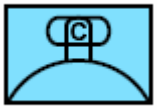
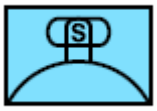
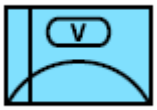
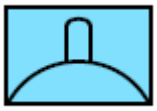
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.SHTR.CPL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE CHAPARRAL Hierarchy: 1.X.3.1.1.1.1.1 Framed: F	 SUGPUCDSC- *****	 SFGPUCDSC- *****	 SNGPUCDSC- *****	 SHGPUCDSC- *****
WAR.GRDTRK.UNT.CBT.ADF.SHTR.STG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE STINGER Hierarchy: 1.X.3.1.1.1.1.2 Framed: F	 SUGPUCDSS- *****	 SFGPUCDSS- *****	 SNGPUCDSS- *****	 SHGPUCDSS- *****
WAR.GRDTRK.UNT.CBT.ADF.SHTR.VUL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE VULCAN Hierarchy: 1.X.3.1.1.1.1.3 Framed: F	 SUGPUCDSV- *****	 SFGPUCDSV- *****	 SNGPUCDSV- *****	 SHGPUCDSV- *****
WAR.GRDTRK.UNT.CBT.ADF.MSL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE Hierarchy: 1.X.3.1.1.1.2 Framed: F	 SUGPUCDM-- *****	 SFGPUCDM-- *****	 SNGPUCDM-- *****	 SHGPUCDM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT Hierarchy: 1.X.3.1.1.1.2.1 Framed: F	 SUGPUCDML-***** SUGPUCDML-***** SUGPUCDML-***** SUGPUCDML-*****

TABLE A-VII. UEI symbols – ground - Continued.

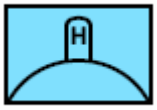
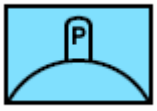
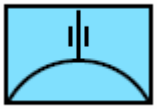
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE H/MAD Hierarchy: 1.X.3.1.1.1.2.4 Framed: F	 SUGPUCDH-- *****	 SFGPUCDH-- *****	 SNGPUCDH-- *****	 SHGPUCDH-- *****
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.HWK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE H/MAD HAWK Hierarchy: 1.X.3.1.1.1.2.4.1 Framed: F	 SUGPUCDHH- *****	 SFGPUCDHH- *****	 SNGPUCDHH- *****	 SHGPUCDHH- *****
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.PATT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE H/MAD PATRIOT Hierarchy: 1.X.3.1.1.1.2.4.2 Framed: F	 SUGPUCDHP- *****	 SFGPUCDHP- *****	 SNGPUCDHP- *****	 SHGPUCDHP- *****
WAR.GRDTRK.UNT.CBT.ADF.GUNUNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE GUN UNIT Hierarchy: 1.X.3.1.1.1.3 Framed: F	 SUGPUCDG-- *****	 SFGPUCDG-- *****	 SNGPUCDG-- *****	 SHGPUCDG-- *****

TABLE A-VII. UEI symbols – ground - Continued.

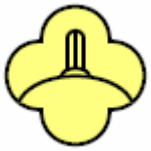
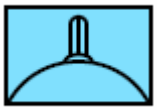
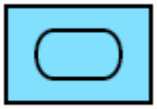
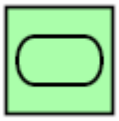
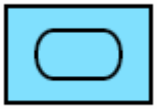
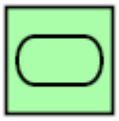
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.CMPS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE COMPOSITE Hierarchy: 1.X.3.1.1.1.4 Framed: F	 SUGPUCDC-- *****	 SFGPUCDC-- *****	 SNGPUCDC-- *****	 SHGPUCDC-- *****
WAR.GRDTRK.UNT.CBT.ADF.TGTGUT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE TARGETING UNIT Hierarchy: 1.X.3.1.1.1.5 Framed: F	 SUGPUCDT-- *****	 SFGPUCDT-- *****	 SNGPUCDT-- *****	 SHGPUCDT-- *****
WAR.GRDTRK.UNT.CBT.ADF.TMDU WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE THEATER MISSILE DEFENSE UNIT Hierarchy: 1.X.3.1.1.1.6 Framed: F	\ SUGPUCDO-- *****	\ SFGPUCDO-- *****	\ SNGPUCDO-- *****	\ SHGPUCDO-- *****
WAR.GRDTRK.UNT.CBT.ARM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR Hierarchy: 1.X.3.1.1.2 Framed: F	 SUGPUCA--- *****	 SFGPUCA--- *****	 SNGPUCA--- *****	 SHGPUCA--- *****
WAR.GRDTRK.UNT.CBT.ARM.TRK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK Hierarchy: 1.X.3.1.1.2.1 Framed: F	 SUGPUCAT-- *****	 SFGPUCAT-- *****	 SNGPUCAT-- *****	 SHGPUCAT-- *****

TABLE A-VII. UEI symbols – ground - Continued.

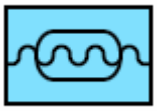
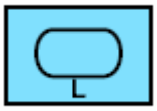
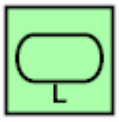
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.TRK.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK AIRBORNE Hierarchy: 1.X.3.1.1.2.1.1 Framed: F	 SUGPUCATA- *****	 SFGPUCATA- *****	 SNGPUCATA- *****	 SHGPUCATA- *****
WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS Hierarchy: 1.X.3.1.1.2.1.2 Framed: F	 SUGPUCATW- *****	 SFGPUCATW- *****	 SNGPUCATW- *****	 SHGPUCATW- *****
WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP.RCY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS RECOVERY Hierarchy: 1.X.3.1.1.2.1.2.1 Framed: F	 SUGPUCATWR** ***	 SFGPUCATWR** ***	 SNGPUCATWR** ***	 SHGPUCATWR** ***
WAR.GRDTRK.UNT.CBT.ARM.TRK.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK LIGHT Hierarchy: 1.X.3.1.1.2.1.3 Framed: F	 SUGPUCATL- *****	 SFGPUCATL- *****	 SNGPUCATL- *****	 SHGPUCATL- *****

TABLE A-VII. UEI symbols – ground - Continued.

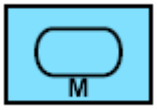
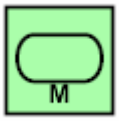
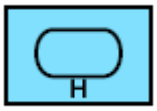
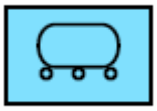
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.TRK.MDM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK MEDIUM Hierarchy: 1.X.3.1.1.2.1.4 Framed: F	 SUGPUCATM- *****	 SFGPUCATM- *****	 SNGPUCATM- *****	 SHGPUCATM- *****
WAR.GRDTRK.UNT.CBT.ARM.TRK.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK HEAVY Hierarchy: 1.X.3.1.1.2.1.5 Framed: F	 SUGPUCATH- *****	 SFGPUCATH- *****	 SNGPUCATH- *****	 SHGPUCATH- *****
WAR.GRDTRK.UNT.CBT.ARM.TRK.RCY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK RECOVERY Hierarchy: 1.X.3.1.1.2.1.6 Framed: F	 SUGPUCATR- *****	 SFGPUCATR- *****	 SNGPUCATR- *****	 SHGPUCATR- *****
WAR.GRDTRK.UNT.CBT.ARM.WHD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED Hierarchy: 1.X.3.1.1.2.2 Framed: F	 SUGPUCAW-- *****	 SFGPUCAW-- *****	 SNGPUCAW-- *****	 SHGPUCAW-- *****

TABLE A-VII. UEI symbols – ground - Continued.

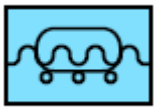
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.WHD.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AIR ASSAULT Hierarchy: 1.X.3.1.1.2.2.1 Framed: F	 SUGPUCAWS- *****	 SFGPUCAWS- *****	 SNGPUCAWS- *****	 SHGPUCAWS- *****
WAR.GRDTRK.UNT.CBT.ARM.WHD.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AIRBORNE Hierarchy: 1.X.3.1.1.2.2.2 Framed: F	 SUGPUCAWA- *****	 SFGPUCAWA- *****	 SNGPUCAWA- *****	 SHGPUCAWA- *****
WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS Hierarchy: 1.X.3.1.1.2.2.3 Framed: F	 SUGPUCAWW- *****	 SFGPUCAWW- *****	 SNGPUCAWW- *****	 SHGPUCAWW- *****
WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP.RCY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS RECOVERY Hierarchy: 1.X.3.1.1.2.2.3.1 Framed: F	 SUGPUCAWWR* ****	 SFGPUCAWWR* ****	 SNGPUCAWWR* ****	 SHGPUCAWWR* ****

TABLE A-VII. UEI symbols – ground - Continued.

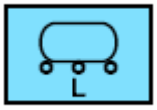
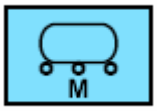
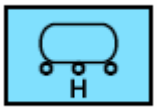
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.WHD.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED LIGHT Hierarchy: 1.X.3.1.1.2.2.4 Framed: F	 SUGPUCAWL- *****	 SFGPUCAWL- *****	 SNGPUCAWL- *****	 SHGPUCAWL- *****
WAR.GRDTRK.UNT.CBT.ARM.WHD.MDM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED MEDIUM Hierarchy: 1.X.3.1.1.2.2.5 Framed: F	 SUGPUCAWM- *****	 SFGPUCAWM- *****	 SNGPUCAWM- *****	 SHGPUCAWM- *****
WAR.GRDTRK.UNT.CBT.ARM.WHD.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED HEAVY Hierarchy: 1.X.3.1.1.2.2.6 Framed: F	 SUGPUCAWH- *****	 SFGPUCAWH- *****	 SNGPUCAWH- *****	 SHGPUCAWH- *****
WAR.GRDTRK.UNT.CBT.ARM.WHD.RCY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED RECOVERY Hierarchy: 1.X.3.1.1.2.2.7 Framed: F	 SUGPUCAWR- *****	 SFGPUCAWR- *****	 SNGPUCAWR- *****	 SHGPUCAWR- *****

TABLE A-VII. UEI symbols – ground - Continued.

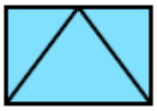
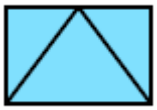
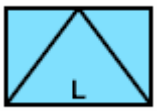
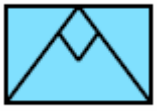
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AARM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR Hierarchy: 1.X.3.1.1.3 Framed: F	 SUGPUCAA-- *****	 SFGPUCAA-- *****	 SNGPUCAA-- *****	 SHGPUCAA-- *****
WAR.GRDTRK.UNT.CBT.AARM.DMD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR DISMOUNTED Hierarchy: 1.X.3.1.1.3.1 Framed: F	 SUGPUCAAD- *****	 SFGPUCAAD- *****	 SNGPUCAAD- *****	 SHGPUCAAD- *****
WAR.GRDTRK.UNT.CBT.AARM.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR LIGHT Hierarchy: 1.X.3.1.1.3.2 Framed: F	 SUGPUCAAL- *****	 SFGPUCAAL- *****	 SNGPUCAAL- *****	 SHGPUCAAL- *****
WAR.GRDTRK.UNT.CBT.AARM.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR AIRBORNE Hierarchy: 1.X.3.1.1.3.3 Framed: F	 SUGPUCAAM- *****	 SFGPUCAAM- *****	 SNGPUCAAM- *****	 SHGPUCAAM- *****
WAR.GRDTRK.UNT.CBT.AARM.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR AIR ASSAULT Hierarchy: 1.X.3.1.1.3.4 Framed: F	 SUGPUCAAS- *****	 SFGPUCAAS- *****	 SNGPUCAAS- *****	 SHGPUCAAS- *****

TABLE A-VII. UEI symbols – ground - Continued.

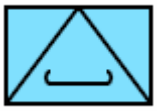
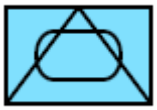
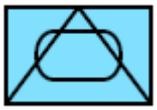
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AARM.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR MOUNTAIN Hierarchy: 1.X.3.1.1.3.5 Framed: F	 SUGPUCAAU- *****	 SFGPUCAAU- *****	 SNGPUCAAU- *****	 SHGPUCAAU- *****
WAR.GRDTRK.UNT.CBT.AARM.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARCTIC Hierarchy: 1.X.3.1.1.3.6 Framed: F	 SUGPUCAAC- *****	 SFGPUCAAC- *****	 SNGPUCAAC- *****	 SHGPUCAAC- *****
WAR.GRDTRK.UNT.CBT.AARM.ARMD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED Hierarchy: 1.X.3.1.1.3.7 Framed: F	 SUGPUCAAA- *****	 SFGPUCAAA- *****	 SNGPUCAAA- *****	 SHGPUCAAA- *****
WAR.GRDTRK.UNT.CBT.AARM.ARMD.TKD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED TRACKED Hierarchy: 1.X.3.1.1.3.7.1 Framed: F	 SUGPUCAAAT** ***	 SFGPUCAAAT** ***	 SNGPUCAAAT** ***	 SHGPUCAAAT** ***

TABLE A-VII. UEI symbols – ground - Continued.

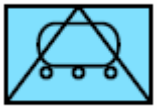
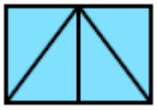
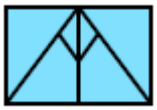
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED WHEELED Hierarchy: 1.X.3.1.1.3.7.2 Framed: F	 SUGPUCAAAW* ****	 SFGPUCAAAW** ***	 SNGPUCAAAW* ****	 SHGPUCAAAW* ****
WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED AIR ASSAULT Hierarchy: 1.X.3.1.1.3.7.3 Framed: F	 SUGPUCAAAS** ***	 SFGPUCAAAS** ***	 SNGPUCAAAS** ***	 SHGPUCAAAS** ***
WAR.GRDTRK.UNT.CBT.AARM.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED Hierarchy: 1.X.3.1.1.3.8 Framed: F	 SUGPUCAAO- *****	 SFGPUCAAO- *****	 SNGPUCAAO- *****	 SHGPUCAAO- *****
WAR.GRDTRK.UNT.CBT.AARM.MOT.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED AIR ASSAULT Hierarchy: 1.X.3.1.1.3.8.1 Framed: F	 SUGPUCAAOS** ***	 SFGPUCAAOS** ***	 SNGPUCAAOS** ***	 SHGPUCAAOS** ***

TABLE A-VII. UEI symbols – ground - Continued.

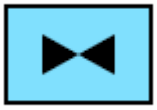
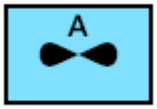
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION Hierarchy: 1.X.3.1.1.4 Framed: F	 SUGPUCV--- *****	 SFGPUCV--- *****	 SNGPUCV--- *****	 SHGPUCV--- *****
WAR.GRDTRK.UNT.CBT.AVN.FIXD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING Hierarchy: 1.X.3.1.1.4.1 Framed: F	 SUGPUCVF-- *****	 SFGPUCVF-- *****	 SNGPUCVF-- *****	 SHGPUCVF-- *****
WAR.GRDTRK.UNT.CBT.AVN.FIXD.UTY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING UTILITY Hierarchy: 1.X.3.1.1.4.1.1 Framed: F	 SUGPUCVFU- *****	 SFGPUCVFU- *****	 SNGPUCVFU- *****	 SHGPUCVFU- *****
WAR.GRDTRK.UNT.CBT.AVN.FIXD.ATK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING ATTACK Hierarchy: 1.X.3.1.1.4.1.2 Framed: F	 SUGPUCVFA- *****	 SFGPUCVFA- *****	 SNGPUCVFA- *****	 SHGPUCVFA- *****

TABLE A-VII. UEI symbols – ground - Continued.

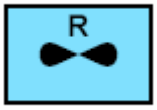
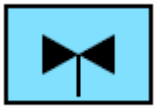
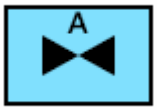
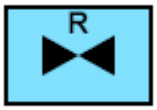
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.FIXD.RECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING RECON Hierarchy: 1.X.3.1.1.4.1.3 Framed: F	 SUGPUCVFR- *****	 SFGPUCVFR- *****	 SNGPUCVFR- *****	 SHGPUCVFR- *****
WAR.GRDTRK.UNT.CBT.AVN.ROT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING Hierarchy: 1.X.3.1.1.4.2 Framed: F	 SUGPUCVR-- *****	 SFGPUCVR-- *****	 SNGPUCVR-- *****	 SHGPUCVR-- *****
WAR.GRDTRK.UNT.CBT.AVN.ROT.ATK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ATTACK Hierarchy: 1.X.3.1.1.4.2.1 Framed: F	 SUGPUCVRA- *****	 SFGPUCVRA- *****	 SNGPUCVRA- *****	 SHGPUCVRA- *****
WAR.GRDTRK.UNT.CBT.AVN.ROT.SCUT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING SCOUT Hierarchy: 1.X.3.1.1.4.2.2 Framed: F	 SUGPUCVRS- *****	 SFGPUCVRS- *****	 SNGPUCVRS- *****	 SHGPUCVRS- *****

TABLE A-VII. UEI symbols – ground - Continued.

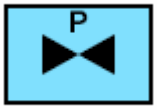
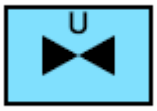
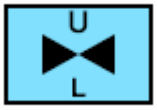
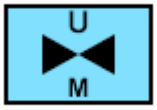
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.ROT.ASBW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ANTISUBMARINE WARFARE Hierarchy: 1.X.3.1.1.4.2.3 Framed: F	 SUGPUCVRW- *****	 SFGPUCVRW- *****	 SNGPUCVRW- *****	 SHGPUCVRW- *****
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY Hierarchy: 1.X.3.1.1.4.2.4 Framed: F	 SUGPUCVRU- *****	 SFGPUCVRU- *****	 SNGPUCVRU- *****	 SHGPUCVRU- *****
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY LIGHT Hierarchy: 1.X.3.1.1.4.2.4.1 Framed: F	 SUGPUCVRUL** ***	 SFGPUCVRUL** ***	 SNGPUCVRUL** ***	 SHGPUCVRUL** ***
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.MDM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY MEDIUM Hierarchy: 1.X.3.1.1.4.2.4.2 Framed: F	 SUGPUCVRUM** ***	 SFGPUCVRUM** ***	 SNGPUCVRUM** ***	 SHGPUCVRUM** ***

TABLE A-VII. UEI symbols – ground - Continued.

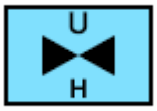
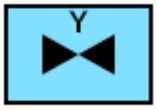
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY HEAVY Hierarchy: 1.X.3.1.1.4.2.4.3 Framed: F	 SUGPUCVRUH***** ***	 SFGPUCVRUH***** ***	 SNGPUCVRUH***** ***	 SHGPUCVRUH***** ***
WAR.GRDTRK.UNT.CBT.AVN.ROT.C2 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING C2 Hierarchy: 1.X.3.1.1.4.2.5 Framed: F	 SUGPUCVRUC***** ***	 SFGPUCVRUC***** ***	 SNGPUCVRUC***** ***	 SHGPUCVRUC***** ***
WAR.GRDTRK.UNT.CBT.AVN.ROT.MEDV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MEDEVAC Hierarchy: 1.X.3.1.1.4.2.6 Framed: F	 SUGPUCVRUE***** ***	 SFGPUCVRUE***** ***	 SNGPUCVRUE***** ***	 SHGPUCVRUE***** ***
WAR.GRDTRK.UNT.CBT.AVN.ROT.MNECM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MINE COUNTERMEASURE Hierarchy: 1.X.3.1.1.4.2.7 Framed: F	 SUGPUCVRM-***** *****	 SFGPUCVRM-***** *****	 SNGPUCVRM-***** *****	 SHGPUCVRM-***** *****

TABLE A-VII. UEI symbols – ground - Continued.

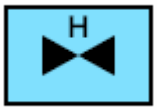
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.SAR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION SEARCH AND RESCUE Hierarchy: 1.X.3.1.1.4.3 Framed: F	 SUGPUCVS-- *****	 SFGPUCVS-- *****	 SNGPUCVS-- *****	 SHGPUCVS-- *****
WAR.GRDTRK.UNT.CBT.AVN.CMPS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION COMPOSITE Hierarchy: 1.X.3.1.1.4.4 Framed: F	 SUGPUCVC-- *****	 SFGPUCVC-- *****	 SNGPUCVC-- *****	 SHGPUCVC-- *****
WAR.GRDTRK.UNT.CBT.AVN.VSTOL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL) Hierarchy: 1.X.3.1.1.4.5 Framed: F	 SUGPUCVV-- *****	 SFGPUCVV-- *****	 SNGPUCVV-- *****	 SHGPUCVV-- *****
WAR.GRDTRK.UNT.CBT.AVN.UAV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE Hierarchy: 1.X.3.1.1.4.6 Framed: F	 SUGPUCVU-- *****	 SFGPUCVU-- *****	 SNGPUCVU-- *****	 SHGPUCVU-- *****

TABLE A-VII. UEI symbols – ground - Continued.

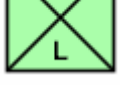
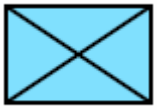
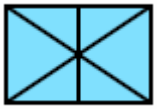
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.UAV.FIXD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE FIXED WING Hierarchy: 1.X.3.1.1.4.6.1 Framed: F	 SUGPUCVUF-***** 	 SFGPUCVUF-***** 	 SNGPUCVUF-***** 	 SHGPUCVUF-*****
WAR.GRDTRK.UNT.CBT.AVN.UAV.ROT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE ROTARY WING Hierarchy: 1.X.3.1.1.4.6.2 Framed: F	 SUGPUCVUR-***** 	 SFGPUCVUR-***** 	 SNGPUCVUR-***** 	 SHGPUCVUR-*****
WAR.GRDTRK.UNT.CBT.INF WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY Hierarchy: 1.X.3.1.1.5 Framed: F	 SUGPUCI---***** 	 SFGPUCI---***** 	 SNGPUCI---***** 	 SHGPUCI---*****
WAR.GRDTRK.UNT.CBT.INF.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY LIGHT Hierarchy: 1.X.3.1.1.5.1 Framed: F	 SUGPUCIL--***** 	 SFGPUCIL--***** 	 SNGPUCIL--***** 	 SHGPUCIL--*****
WAR.GRDTRK.UNT.CBT.INF.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY MOTORIZED Hierarchy: 1.X.3.1.1.5.2 Framed: F	 SUGPUCIM--***** 	 SFGPUCIM--***** 	 SNGPUCIM--***** 	 SHGPUCIM--*****

TABLE A-VII. UEI symbols – ground - Continued.

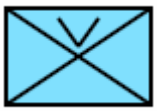
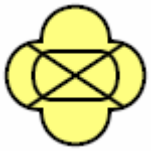
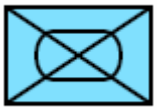
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.INF.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY MOUNTAIN Hierarchy: 1.X.3.1.1.5.3 Framed: F	 SUGPUCIO-- *****	 SFGPUCIO-- *****	 SNGPUCIO-- *****	 SHGPUCIO-- *****
WAR.GRDTRK.UNT.CBT.INF.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY AIRBORNE Hierarchy: 1.X.3.1.1.5.4 Framed: F	 SUGPUCIA-- *****	 SFGPUCIA-- *****	 SNGPUCIA-- *****	 SHGPUCIA-- *****
WAR.GRDTRK.UNT.CBT.INF.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY AIR ASSAULT Hierarchy: 1.X.3.1.1.5.5 Framed: F	 SUGPUCIS-- *****	 SFGPUCIS--*****	 SNGPUCIS-- *****	 SHGPUCIS-- *****
WAR.GRDTRK.UNT.CBT.INF.MECH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY MECHANIZED Hierarchy: 1.X.3.1.1.5.6 Framed: F	 SUGPUCIZ-- *****	 SFGPUCIZ--*****	 SNGPUCIZ-- *****	 SHGPUCIZ-- *****
WAR.GRDTRK.UNT.CBT.INF.NAV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY NAVAL Hierarchy: 1.X.3.1.1.5.7 Framed: F	 SUGPUCIN-- *****	 SFGPUCIN-- *****	 SNGPUCIN-- *****	 SHGPUCIN-- *****

TABLE A-VII. UEI symbols – ground - Continued.

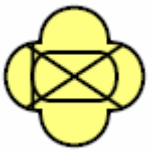
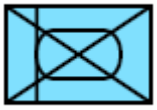
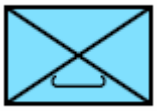
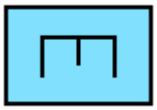
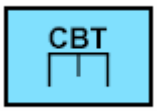
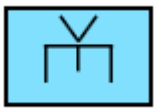
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.INF.INFFV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY INFANTRY FIGHTING VEHICLE Hierarchy: 1.X.3.1.1.5.8 Framed: F	 SUGPUCII--*****	 SFGPUCII--*****	 SNGPUCII--*****	 SHGPUCII--*****
WAR.GRDTRK.UNT.CBT.INF.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY ARCTIC Hierarchy: 1.X.3.1.1.5.9 Framed: F	 SUGPUCIC-- *****	 SFGPUCIC--*****	 SNGPUCIC-- *****	 SHGPUCIC-- *****
WAR.GRDTRK.UNT.CBT.ENG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER Hierarchy: 1.X.3.1.1.6 Framed: F	 SUGPUCE--- *****	 SFGPUCE---*****	 SNGPUCE--- *****	 SHGPUCE--- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT Hierarchy: 1.X.3.1.1.6.1 Framed: F	 SUGPUCEC-- *****	 SFGPUCEC-- *****	 SNGPUCEC-- *****	 SHGPUCEC-- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIR ASSAULT Hierarchy: 1.X.3.1.1.6.1.1 Framed: F	 SUGPUCECS- *****	 SFGPUCECS- *****	 SNGPUCECS- *****	 SHGPUCECS- *****

TABLE A-VII. UEI symbols – ground - Continued.

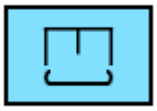
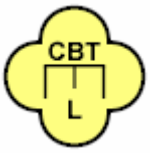
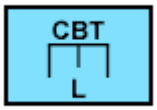
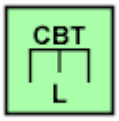
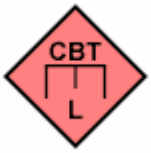
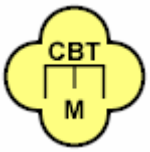
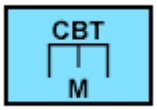
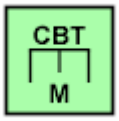
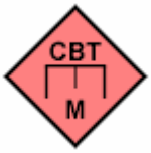
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ENG.CBT.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIRBORNE Hierarchy: 1.X.3.1.1.6.1.2 Framed: F	 SUGPUCECA- *****	 SFGPUCECA- *****	 SNGPUCECA- *****	 SHGPUCECA- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT ARCTIC Hierarchy: 1.X.3.1.1.6.1.3 Framed: F	 SUGPUCECC- *****	 SFGPUCECC- *****	 SNGPUCECC- *****	 SHGPUCECC- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT LIGHT (SAPPER) Hierarchy: 1.X.3.1.1.6.1.4 Framed: F	 \ SUGPUCECL- *****	 \ SFGPUCECL- *****	 \ SNGPUCECL- *****	 \ SHGPUCECL- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT.MDM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MEDIUM Hierarchy: 1.X.3.1.1.6.1.5 Framed: F	 \ SUGPUCECM- *****	 \ SFGPUCECM- *****	 \ SNGPUCECM- *****	 \ SHGPUCECM- *****

TABLE A-VII. UEI symbols – ground - Continued.

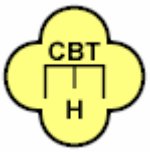
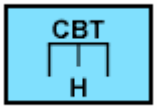
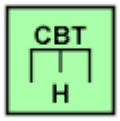
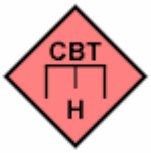
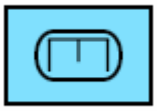
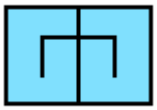
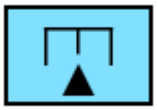
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ENG.CBT.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT HEAVY Hierarchy: 1.X.3.1.1.6.1.6 Framed: F	 SUGPUCECH- *****	 SFGPUCECH- *****	 SNGPUCECH- *****	 SHGPUCECH- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT.MECH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MECHANIZED (TRACK) Hierarchy: 1.X.3.1.1.6.1.7 Framed: F	 SUGPUCECT- *****	 SFGPUCECT- *****	 SNGPUCECT- *****	 SHGPUCECT- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOTORIZED Hierarchy: 1.X.3.1.1.6.1.8 Framed: F	 SUGPUCECW- *****	 SFGPUCECW- *****	 SNGPUCECW- *****	 SHGPUCECW- *****
WAR.GRDTRK.UNT.CBT.ENG.CBT.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOUNTAIN Hierarchy: 1.X.3.1.1.6.1.9 Framed: f	 SUGPUCECO- *****	 SFGPUCECO- *****	 SNGPUCECO- *****	 SHGPUCECO- *****

TABLE A-VII. UEI symbols – ground - Continued.

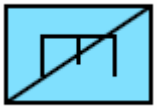
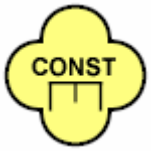
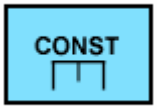
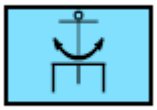
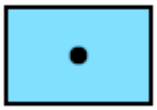
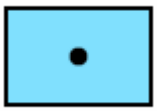
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ENG.CBT.RECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT RECON Hierarchy: 1.X.3.1.1.6.1.10 Framed: F	 SUGPUCECR-***** SUGPUCECR-*****	 SFGPUCECR-***** SFGPUCECR-*****	 SNGPUCECR-***** SNGPUCECR-*****	 SHGPUCECR-***** SHGPUCECR-*****
WAR.GRDTRK.UNT.CBT.ENG.CSN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION Hierarchy: 1.X.3.1.1.6.2 Framed: F	 SUGPUCEN--***** SUGPUCEN--*****	 SFGPUCEN--***** SFGPUCEN--*****	 SNGPUCEN--***** SNGPUCEN--*****	 SHGPUCEN--***** SHGPUCEN--*****
WAR.GRDTRK.UNT.CBT.ENG.CSN.NAV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION NAVAL Hierarchy: 1.X.3.1.1.6.2.1 Framed: F	 SUGPUCENN-***** SUGPUCENN-*****	 SFGPUCENN-***** SFGPUCENN-*****	 SNGPUCENN-***** SNGPUCENN-*****	 SHGPUCENN-***** SHGPUCENN-*****
WAR.GRDTRK.UNT.CBT.FLDART WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY Hierarchy: 1.X.3.1.1.7 Framed: F	 SUGPUCF---***** SUGPUCF---*****	 SFGPUCF---***** SFGPUCF---*****	 SNGPUCF---***** SNGPUCF---*****	 SHGPUCF---***** SHGPUCF---*****
WAR.GRDTRK.UNT.CBT.FLDART.HOW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN Hierarchy: 1.X.3.1.1.7.1 Framed: F	 SUGPUCFH--***** SUGPUCFH--*****	 SFGPUCFH--***** SFGPUCFH--*****	 SNGPUCFH--***** SNGPUCFH--*****	 SHGPUCFH--***** SHGPUCFH--*****

TABLE A-VII. UEI symbols – ground - Continued.

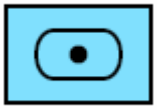
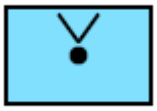
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.SPD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED Hierarchy: 1.X.3.1.1.7.1.1 Framed: F	 SUGPUCFHE- *****	 SFGPUCFHE- *****	 SNGPUCFHE- *****	 SHGPUCFHE- *****
WAR.GRDTRK.UNT.CBT.FLDART.HOW.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIR ASSAULT Hierarchy: 1.X.3.1.1.7.1.2 Framed: F	 SUGPUCFHS- *****	 SFGPUCFHS- *****	 SNGPUCFHS- *****	 SHGPUCFHS- *****
WAR.GRDTRK.UNT.CBT.FLDART.HOW.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIRBORNE Hierarchy: 1.X.3.1.1.7.1.3 Framed: F	 SUGPUCFHA- *****	 SFGPUCFHA- *****	 SNGPUCFHA- *****	 SHGPUCFHA- *****
WAR.GRDTRK.UNT.CBT.FLDART.HOW.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN ARCTIC Hierarchy: 1.X.3.1.1.7.1.4 Framed: F	 SUGPUCFHC- *****	 SFGPUCFHC- *****	 SNGPUCFHC- *****	 SHGPUCFHC- *****

TABLE A-VII. UEI symbols – ground - Continued.

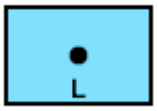
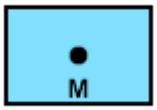
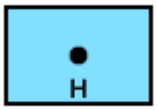
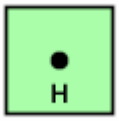
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MOUNTAIN Hierarchy: 1.X.3.1.1.7.1.5 Framed: F	 SUGPUCFHO- *****	 SFGPUCFHO- *****	 SNGPUCFHO- *****	 SHGPUCFHO- *****
WAR.GRDTRK.UNT.CBT.FLDART.HOW.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN LIGHT Hierarchy: 1.X.3.1.1.7.1.6 Framed: F	 SUGPUCFHL- *****	 SFGPUCFHL- *****	 SNGPUCFHL- *****	 SHGPUCFHL- *****
WAR.GRDTRK.UNT.CBT.FLDART.HOW.MDM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MEDIUM Hierarchy: 1.X.3.1.1.7.1.7 Framed: F	 SUGPUCFHM- *****	 SFGPUCFHM- *****	 SNGPUCFHM- *****	 SHGPUCFHM- *****
WAR.GRDTRK.UNT.CBT.FLDART.HOW.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN HEAVY Hierarchy: 1.X.3.1.1.7.1.8 Framed: F	 SUGPUCFHH- *****	 SFGPUCFHH- *****	 SNGPUCFHH- *****	 SHGPUCFHH- *****

TABLE A-VII. UEI symbols – ground - Continued.

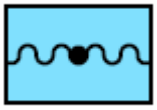
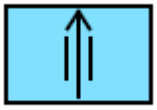
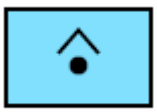
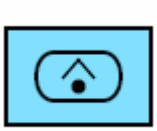
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.AMP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS Hierarchy: 1.X.3.1.1.7.1.9 Framed: F	 SUGPUCFHX-***** 	SFGPUCFHX-***** 	SNGPUCFHX-***** 	SHGPUCFHX-*****
WAR.GRDTRK.UNT.CBT.FLDART.ROC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET Hierarchy: 1.X.3.1.1.7.2 Framed: F	 SUGPUCFR--***** 	SFGPUCFR--***** 	SNGPUCFR--***** 	SHGPUCFR--***** 
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER Hierarchy: 1.X.3.1.1.7.2.1 Framed: F	 SUGPUCFRS-***** 	SFGPUCFRS-***** 	SNGPUCFRS-***** 	SHGPUCFRS-*****
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRSPD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET SELF-PROPELLED Hierarchy: 1.X.3.1.1.7.2.1.1 Framed: F	 SUGPUCFRSS***** 	SFGPUCFRSS***** 	SNGPUCFRSS***** 	SHGPUCFRSS*****

TABLE A-VII. UEI symbols – ground - Continued.

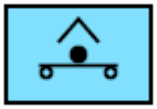
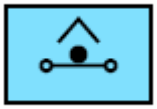
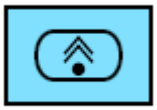
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTRK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TRUCK Hierarchy: 1.X.3.1.1.7.2.1.2 Framed: F	 SUGPUCFRSR***** ****	 SFGPUCFRSR***** ****	 SNGPUCFRSR***** ****	 SHGPUCFRSR***** ****
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTOW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TOWED Hierarchy: 1.X.3.1.1.7.2.1.3 Framed: F	 SUGPUCFRST***** ****	 SFGPUCFRST***** ****	 SNGPUCFRST***** ****	 SHGPUCFRST***** ****
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER Hierarchy: 1.X.3.1.1.7.2.2 Framed: F	 SUGPUCFRM- *****	 SFGPUCFRM- *****	 SNGPUCFRM- *****	 SHGPUCFRM- *****
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRSPD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET SELF-PROPELLED Hierarchy: 1.X.3.1.1.7.2.2.1 Framed: F	 SUGPUCFRMS***** ****	 SFGPUCFRMS***** ****	 SNGPUCFRMS***** ****	 SHGPUCFRMS***** ****

TABLE A-VII. UEI symbols – ground - Continued.

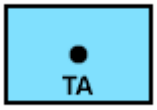
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTRK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TRUCK Hierarchy: 1.X.3.1.1.7.2.2.2 Framed: F	 SUGPUCFRMR***** SUGPUCFRMR***	 SFGPUCFRMR***** SFGPUCFRMR***	 SNGPUCFRMR***** SNGPUCFRMR***	 SHGPUCFRMR***** SHGPUCFRMR***
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTOW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TOWED Hierarchy: 1.X.3.1.1.7.2.2.3 Framed: F	 SUGPUCFRMT***** SUGPUCFRMT***	 SFGPUCFRMT***** SFGPUCFRMT***	 SNGPUCFRMT***** SNGPUCFRMT***	 SHGPUCFRMT***** SHGPUCFRMT***
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION Hierarchy: 1.X.3.1.1.7.3 Framed: F	 SUGPUCFT--***** SUGPUCFT--*****	 SFGPUCFT--***** SFGPUCFT--*****	 SNGPUCFT--***** SNGPUCFT--*****	 SHGPUCFT--***** SHGPUCFT--*****
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.RAD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION RADAR Hierarchy: 1.X.3.1.1.7.3.1 Framed: F	 SUGPUCFTR-***** SUGPUCFTR-*****	 SFGPUCFTR-***** SFGPUCFTR-*****	 SNGPUCFTR-***** SNGPUCFTR-*****	 SHGPUCFTR-***** SHGPUCFTR-*****

TABLE A-VII. UEI symbols – ground - Continued.

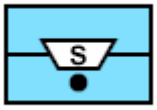
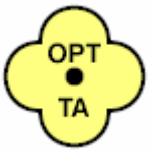
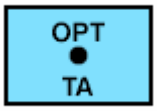
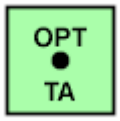
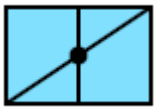
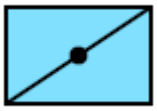
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.SND WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION SOUND Hierarchy: 1.X.3.1.1.7.3.2 Framed: F	 SUGPUCFTS- *****	 SFGPUCFTS- *****	 SNGPUCFTS- *****	 SHGPUCFTS- *****
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.FLH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION FLASH (OPTICAL) Hierarchy: 1.X.3.1.1.7.3.3 Framed: F	 SUGPUCFTF- *****	 SFGPUCFTF- *****	 SNGPUCFTF- *****	 SHGPUCFTF- *****
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST Hierarchy: 1.X.3.1.1.7.3.4 Framed: F	 SUGPUCFTC- *****	 SFGPUCFTC- *****	 SNGPUCFTC- *****	 SHGPUCFTC- *****
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.DMD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST DISMOUNTED Hierarchy: 1.X.3.1.1.7.3.4.1 Framed: F	 SUGPUCFTCD******	 SFGPUCFTCD*******	 SNGPUCFTCD******	 SHGPUCFTCD******

TABLE A-VII. UEI symbols – ground - Continued.

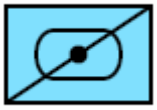
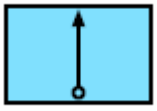
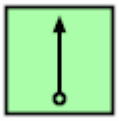
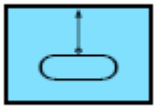
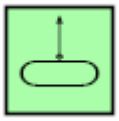
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.TKD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST TRACKED Hierarchy: 1.X.3.1.1.7.3.4.2 Framed: F	 SUGPUCFTCM***** SUGPUCFTCM***	 SFGPUCFTCM***** SFGPUCFTCM***	 SNGPUCFTCM***** SNGPUCFTCM***	 SHGPUCFTCM***** SHGPUCFTCM***
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.ANG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION ANGLICO Hierarchy: 1.X.3.1.1.7.3.5 Framed: F	 SUGPUCFTA-***** SUGPUCFTA-*****	 SFGPUCFTA-***** SFGPUCFTA-*****	 SNGPUCFTA-***** SNGPUCFTA-*****	 SHGPUCFTA-***** SHGPUCFTA-*****
WAR.GRDTRK.UNT.CBT.FLDART.MORT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR Hierarchy: 1.X.3.1.1.7.4 Framed: F	 SUGPUCFM--***** SUGPUCFM--*****	 SFGPUCFM--***** SFGPUCFM--*****	 SNGPUCFM--***** SNGPUCFM--*****	 SHGPUCFM--***** SHGPUCFM--*****
WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDTRK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF-PROPELLED TRACKED Hierarchy: 1.X.3.1.1.7.4.1 Framed: F	 SUGPUCFMS-***** SUGPUCFMS-*****	 SFGPUCFMS-***** SFGPUCFMS-*****	 SNGPUCFMS-***** SNGPUCFMS-*****	 SHGPUCFMS-***** SHGPUCFMS-*****

TABLE A-VII. UEI symbols – ground - Continued.

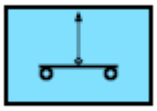
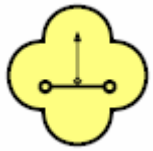
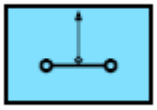
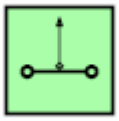
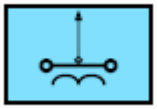
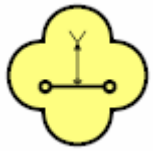
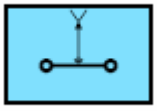
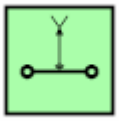
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPD WHD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF-PROPELLED WHEELED Hierarchy: 1.X.3.1.1.7.4.2 Framed: F	 SUGPUCFMW- *****	 SFGPUCFMW- *****	 SNGPUCFMW- *****	 SHGPUCFMW- *****
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED Hierarchy: 1.X.3.1.1.7.4.3 Framed: F	 SUGPUCFMT- *****	 SFGPUCFMT- *****	 SNGPUCFMT- *****	 SHGPUCFMT- *****
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW. ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIRBORNE Hierarchy: 1.X.3.1.1.7.4.3.1 Framed: F	 SUGPUCFMTA** ***	 SFGPUCFMTA** ***	 SNGPUCFMTA** ***	 SHGPUCFMTA** ***
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW. AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIR ASSAULT Hierarchy: 1.X.3.1.1.7.4.3.2 Framed: F	 SUGPUCFMTS** ***	 SFGPUCFMTS*** **	 SNGPUCFMTS** ***	 SHGPUCFMTS** ***

TABLE A-VII. UEI symbols – ground - Continued.

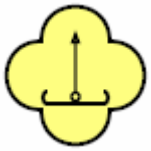
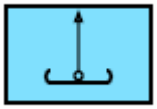
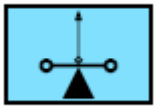
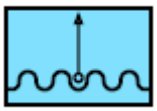
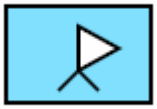
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED ARCTIC Hierarchy: 1.X.3.1.1.7.4.3.3 Framed: F	 SUGPUCFMTC******	 SFGPUCFMTC******	 SNGPUCFMTC******	 SHGPUCFMTC******
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED MOUNTAIN Hierarchy: 1.X.3.1.1.7.4.3.4 Framed: F	 SUGPUCFMTO******	 SFGPUCFMTO******	 SNGPUCFMTO******	 SHGPUCFMTO******
WAR.GRDTRK.UNT.CBT.FLDART.MORT.AMP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR AMPHIBIOUS Hierarchy: 1.X.3.1.1.7.4.4 Framed: F	 SUGPUCFML-*****	 SFGPUCFML-*****	 SNGPUCFML-*****	 SHGPUCFML-*****
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY Hierarchy: 1.X.3.1.1.7.5 Framed: F	 SUGPUCFS--*****	 SFGPUCFS--*****	 SNGPUCFS--*****	 SHGPUCFS--*****

TABLE A-VII. UEI symbols – ground - Continued.

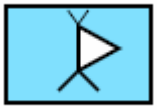
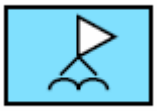
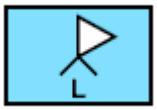
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIR ASSAULT Hierarchy: 1.X.3.1.1.7.5.1 Framed: F	 SUGPUCFSS- *****	 SFGPUCFSS- *****	 SNGPUCFSS- *****	 SHGPUCFSS- *****
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIRBORNE Hierarchy: 1.X.3.1.1.7.5.2 Framed: F	 SUGPUCFSA- *****	 SFGPUCFSA- *****	 SNGPUCFSA- *****	 SHGPUCFSA- *****
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY LIGHT Hierarchy: 1.X.3.1.1.7.5.3 Framed: F	 SUGPUCFSL- *****	 SFGPUCFSL- *****	 SNGPUCFSL- *****	 SHGPUCFSL- *****
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY MOUNTAIN Hierarchy: 1.X.3.1.1.7.5.4 Framed: F	 SUGPUCFSO- *****	 SFGPUCFSO- *****	 SNGPUCFSO- *****	 SHGPUCFSO- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.METO WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL Hierarchy: 1.X.3.1.1.7.6 Framed: F	 SUGPUCFO-- *****	 SFGPUCFO-- *****	 SNGPUCFO-- *****	 SHGPUCFO-- *****
WAR.GRDTRK.UNT.CBT.FLDART.METO.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIR ASSAULT Hierarchy: 1.X.3.1.1.7.6.1 Framed: F	 SUGPUCFOS- *****	 SFGPUCFOS- *****	 SNGPUCFOS- *****	 SHGPUCFOS- *****
WAR.GRDTRK.UNT.CBT.FLDART.METO.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIRBORNE Hierarchy: 1.X.3.1.1.7.6.2 Framed: F	 SUGPUCFOA- *****	 SFGPUCFOA- *****	 SNGPUCFOA- *****	 SHGPUCFOA- *****
WAR.GRDTRK.UNT.CBT.FLDART.METO.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL LIGHT Hierarchy: 1.X.3.1.1.7.6.3 Framed: F	 SUGPUCFOL- *****	 SFGPUCFOL- *****	 SNGPUCFOL- *****	 SHGPUCFOL- *****

TABLE A-VII. UEI symbols – ground - Continued.

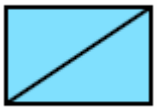
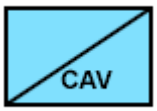
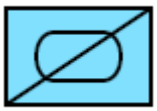
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.METO.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL MOUNTAIN Hierarchy: 1.X.3.1.1.7.6.4 Framed: F	 SUGPUCFOO- *****	 SFGPUCFOO- *****	 SNGPUCFOO- *****	 SHGPUCFOO- *****
WAR.GRDTRK.UNT.CBT.RECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE Hierarchy: 1.X.3.1.1.8 Framed: F	 SUGPUCR--- *****	 SFGPUCR---*****	 SNGPUCR--- *****	 SHGPUCR--- *****
WAR.GRDTRK.UNT.CBT.RECON.HRE WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE HORSE Hierarchy: 1.X.3.1.1.8.1 Framed: F	 SUGPUCRH-- *****	 SFGPUCRH-- *****	 SNGPUCRH-- *****	 SHGPUCRH-- *****
WAR.GRDTRK.UNT.CBT.RECON.CVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY Hierarchy: 1.X.3.1.1.8.2 Framed: F	 SUGPUCRV-- *****	 SFGPUCRV-- *****	 SNGPUCRV-- *****	 SHGPUCRV-- *****
WAR.GRDTRK.UNT.CBT.RECON.CVY.ARMD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY ARMORED Hierarchy: 1.X.3.1.1.8.2.1 Framed: F	 SUGPUCRVA- *****	 SFGPUCRVA- *****	 SNGPUCRVA- *****	 SHGPUCRVA- *****

TABLE A-VII. UEI symbols – ground - Continued.

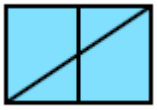
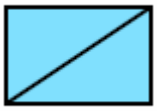
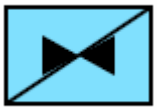
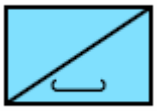
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.RECON.CVY.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY MOTORIZED Hierarchy: 1.X.3.1.1.8.2.2 Framed: F	 SUGPUCRVM- *****	 SFGPUCRVM- *****	 SNGPUCRVM- *****	 SHGPUCRVM- *****
WAR.GRDTRK.UNT.CBT.RECON.CVY.GRD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY GROUND Hierarchy: 1.X.3.1.1.8.2.3 Framed: F	 SUGPUCRVG- *****	 SFGPUCRVG- *****	 SNGPUCRVG- *****	 SHGPUCRVG- *****
WAR.GRDTRK.UNT.CBT.RECON.CVY.AIR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY AIR Hierarchy: 1.X.3.1.1.8.2.4 Framed: F	 SUGPUCRVO- *****	 SFGPUCRVO- *****	 SNGPUCRVO- *****	 SHGPUCRVO- *****
WAR.GRDTRK.UNT.CBT.RECON.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE ARCTIC Hierarchy: 1.X.3.1.1.8.3 Framed: F	 SUGPUCRC-- *****	 SFGPUCRC-- *****	 SNGPUCRC-- *****	 SHGPUCRC-- *****

TABLE A-VII. UEI symbols – ground - Continued.

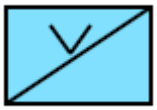
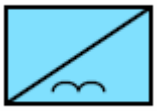
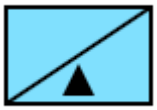
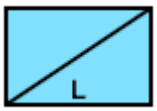
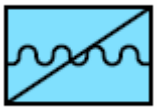
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.RECON.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE AIR ASSAULT Hierarchy: 1.X.3.1.1.8.4 Framed: F	 SUGPUCRS-- *****	 SFGPUCRS-- *****	 SNGPUCRS-- *****	 SHGPUCRS-- *****
WAR.GRDTRK.UNT.CBT.RECON.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE AIRBORNE Hierarchy: 1.X.3.1.1.8.5 Framed: F	 SUGPUCRA-- *****	 SFGPUCRA-- *****	 SNGPUCRA-- *****	 SHGPUCRA-- *****
WAR.GRDTRK.UNT.CBT.RECON.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MOUNTAIN Hierarchy: 1.X.3.1.1.8.6 Framed: F	 SUGPUCRO-- *****	 SFGPUCRO-- *****	 SNGPUCRO-- *****	 SHGPUCRO-- *****
WAR.GRDTRK.UNT.CBT.RECON.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE LIGHT Hierarchy: 1.X.3.1.1.8.7 Framed: F	 SUGPUCRL-- *****	 SFGPUCRL-- *****	 SNGPUCRL-- *****	 SHGPUCRL-- *****
WAR.GRDTRK.UNT.CBT.RECON.MAR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE Hierarchy: 1.X.3.1.1.8.8 Framed: F	 SUGPUCRR-- *****	 SFGPUCRR-- *****	 SNGPUCRR-- *****	 SHGPUCRR-- *****

TABLE A-VII. UEI symbols – ground - Continued.

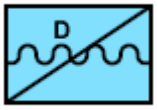
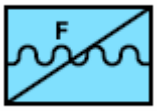
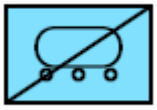
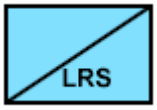
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.RECON.MAR.DIV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION Hierarchy: 1.X.3.1.1.8.8.1 Framed: F	 SUGPUCRRD- *****	 SFGPUCRRD- *****	 SNGPUCRRD- *****	 SHGPUCRRD- *****
WAR.GRDTRK.UNT.CBT.RECON.MAR.FOR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE FORCE Hierarchy: 1.X.3.1.1.8.8.2 Framed: F	 SUGPUCRRF- *****	 SFGPUCRRF- *****	 SNGPUCRRF- *****	 SHGPUCRRF- *****
WAR.GRDTRK.UNT.CBT.RECON.MAR.LAR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSNACE (LAR) Hierarchy: 1.X.3.1.1.8.8.3 Framed: F	 SUGPUCRRL- *****	 SFGPUCRRL- *****	 SNGPUCRRL- *****	 SHGPUCRRL- *****
WAR.GRDTRK.UNT.CBT.RECON.LRS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS) Hierarchy: 1.X.3.1.1.8.9 Framed: F	 SUGPUCRX-- *****	 SFGPUCRX-- *****	 SNGPUCRX-- *****	 SHGPUCRX-- *****

TABLE A-VII. UEI symbols – ground - Continued.

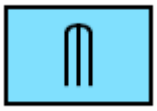
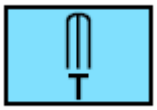
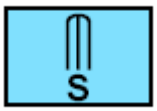
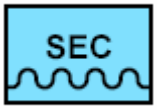
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.MSL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) Hierarchy: 1.X.3.1.1.9 Framed: F	 SUGPUCM--- *****	 SFGPUCM--- *****	 SNGPUCM--- *****	 SHGPUCM--- *****
WAR.GRDTRK.UNT.CBT.MSL.TAC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) TACTICAL Hierarchy: 1.X.3.1.1.9.1 Framed: F	 SUGPUCMT-- *****	 SFGPUCMT-- *****	 SNGPUCMT-- *****	 SHGPUCMT-- *****
WAR.GRDTRK.UNT.CBT.MSL.STGC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) STRATEGIC Hierarchy: 1.X.3.1.1.9.2 Framed: F	 SUGPUCMS-- *****	 SFGPUCMS-- *****	 SNGPUCMS-- *****	 SHGPUCMS-- *****
WAR.GRDTRK.UNT.CBT.ISF WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES Hierarchy: 1.X.3.1.1.10 Framed: F	 SUGPUCS--- *****	 SFGPUCS---*****	 SNGPUCS--- *****	 SHGPUCS--- *****
WAR.GRDTRK.UNT.CBT.ISF.RIV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RIVERINE Hierarchy: 1.X.3.1.1.10.1 Framed: F	 SUGPUCSW-- *****	 SFGPUCSW-- *****	 SNGPUCSW-- *****	 SHGPUCSW-- *****

TABLE A-VII. UEI symbols – ground - Continued.

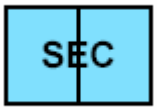
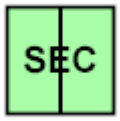
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ISF.GRD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND Hierarchy: 1.X.3.1.1.10.2 Framed: F	 SUGPUCSG-- *****	 SFGPUCSG-- *****	 SNGPUCSG-- *****	 SHGPUCSG-- *****
WAR.GRDTRK.UNT.CBT.ISF.GRD.DMD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND DISMOUNTED Hierarchy: 1.X.3.1.1.10.2.1 Framed: F	 SUGPUCSGD- *****	 SFGPUCSGD- *****	 SNGPUCSGD- *****	 SHGPUCSGD- *****
WAR.GRDTRK.UNT.CBT.ISF.GRD.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MOTORIZED Hierarchy: 1.X.3.1.1.10.2.2 Framed: F	 SUGPUCSGM- *****	 SFGPUCSGM- *****	 SNGPUCSGM- *****	 SHGPUCSGM- *****
WAR.GRDTRK.UNT.CBT.ISF.GRD.MECH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MECHANIZED Hierarchy: 1.X.3.1.1.10.2.3 Framed: F	 SUGPUCSGA- *****	 SFGPUCSGA- *****	 SNGPUCSGA- *****	 SHGPUCSGA- *****

TABLE A-VII. UEI symbols – ground - Continued.

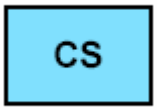
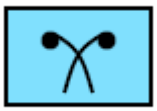
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ISF.WHMECH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES WHEELED MECHANIZED Hierarchy: 1.X.3.1.1.10.3 Framed: F	 SUGPUCSM-- *****	 SFGPUCSM-- *****	 SNGPUCSM-- *****	 SHGPUCSM-- *****
WAR.GRDTRK.UNT.CBT.ISF.RALRD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RAILROAD Hierarchy: 1.X.3.1.1.10.4 Framed: F	 SUGPUCSR-- *****	 SFGPUCSR-- *****	 SNGPUCSR-- *****	 SHGPUCSR-- *****
WAR.GRDTRK.UNT.CBT.ISF.AVN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES AVIATION Hierarchy: 1.X.3.1.1.10.5 Framed: F	 SUGPUCSA-- *****	 SFGPUCSA-- *****	 SNGPUCSA-- *****	 SHGPUCSA-- *****
WAR.GRDTRK.UNT.CS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT Hierarchy: 1.X.3.1.2 Framed: F	 SUGPUU----*****	 SFGPUU----*****	 SNGPUU----*****	 SHGPUU----*****
WAR.GRDTRK.UNT.CS.NBC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC Hierarchy: 1.X.3.1.2.1 Framed: F	 SUGPUUA--- *****	 SFGPUUA--- *****	 SNGPUUA--- *****	 SHGPUUA--- *****

TABLE A-VII. UEI symbols – ground - Continued.

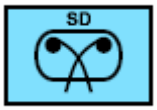
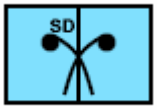
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.NBC.CML WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL Hierarchy: 1.X.3.1.2.1.1 Framed: F	 SUGPUUAC-- *****	 SFGPUUAC-- *****	 SNGPUUAC-- *****	 SHGPUUAC-- *****
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON Hierarchy: 1.X.3.1.2.1.1.1 Framed: F	 SUGPUUACC- *****	 SFGPUUACC- *****	 SNGPUUACC- *****	 SHGPUUACC- *****
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MECH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MECHANIZED Hierarchy: 1.X.3.1.2.1.1.1.1 Framed: F	 SUGPUUACCK** ***	 SFGPUUACCK** ***	 SNGPUUACCK** ***	 SHGPUUACCK** ***
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MOTORIZED Hierarchy: 1.X.3.1.2.1.1.1.2 Framed: F	 SUGPUUACCM** ***	 SFGPUUACCM** ***	 SNGPUUACCM** ***	 SHGPUUACCM** ***

TABLE A-VII. UEI symbols – ground - Continued.

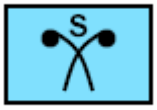
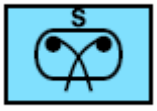
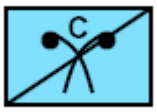
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.NBC.CML.SMK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE Hierarchy: 1.X.3.1.2.1.1.2 Framed: F	 SUGPUUACS- *****	 SFGPUUACS- *****	 SNGPUUACS- *****	 SHGPUUACS- *****
WAR.GRDTRK.UNT.CS.NBC.CML.SMK.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE MOTORIZED Hierarchy: 1.X.3.1.2.1.1.2.1 Framed: F	 SUGPUUACSM** ***	 SFGPUUACSM** ***	 SNGPUUACSM** ***	 SHGPUUACSM** ***
WAR.GRDTRK.UNT.CS.NBC.CML.SMK.ARM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE ARMOR Hierarchy: 1.X.3.1.2.1.1.2.2 Framed: F	 SUGPUUACSA** ***	 SFGPUUACSA** ***	 SNGPUUACSA** ***	 SHGPUUACSA** ***
WAR.GRDTRK.UNT.CS.NBC.CML.RECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON Hierarchy: 1.X.3.1.2.1.1.3 Framed: F	 SUGPUUACR- *****	 SFGPUUACR- *****	 SNGPUUACR- *****	 SHGPUUACR- *****

TABLE A-VII. UEI symbols – ground - Continued.

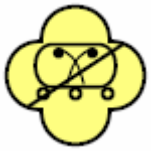
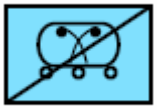
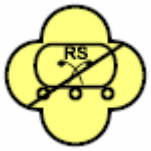
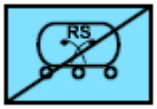
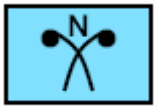
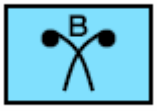
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WARMVH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON WHEELED ARMORED VEHICLE Hierarchy: 1.X.3.1.2.1.1.3.1 Framed: F	 SUGPUUACRW* ****	 SFGPUUACRW** ***	 SNGPUUACRW* ****	 SHGPUUACRW* ****
WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WAVS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON WHEELED ARMORED VEHICLE SURVEILLANCE Hierarchy: 1.X.3.1.2.1.1.3.2 Framed: F	 SUGPUUACRS** ***	 SFGPUUACRS*** **	 SNGPUUACRS** ***	 SHGPUUACRS** ***
WAR.GRDTRK.UNT.CS.NBC.NUC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC NUCLEAR Hierarchy: 1.X.3.1.2.1.2 Framed: F	 SUGPUUAN-- *****	 SFGPUUAN-- *****	 SNGPUUAN-- *****	 SHGPUUAN-- *****
WAR.GRDTRK.UNT.CS.NBC.BIO WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL Hierarchy: 1.X.3.1.2.1.3 Framed: F	 SUGPUUAB-- *****	 SFGPUUAB-- *****	 SNGPUUAB-- *****	 SHGPUUAB-- *****

TABLE A-VII. UEI symbols – ground - Continued.

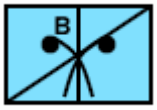
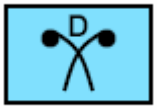
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.NBC.BIO.RECEQP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL RECON EQUIPPED Hierarchy: 1.X.3.1.2.1.3.1 Framed: F	 SUGPUUABR- *****	 SFGPUUABR- *****	 SNGPUUABR- *****	 SHGPUUABR- *****
WAR.GRDTRK.UNT.CS.NBC.DECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC DECONTAMINATION Hierarchy: 1.X.3.1.2.1.4 Framed: F	 SUGPUUAD-- *****	 SFGPUUAD-- *****	 SNGPUUAD-- *****	 SHGPUUAD-- *****
WAR.GRDTRK.UNT.CS.MILINT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE Hierarchy: 1.X.3.1.2.2 Framed: F	 SUGPUUM--- *****	 SFGPUUM--- *****	 SNGPUUM--- *****	 SHGPUUM--- *****
WAR.GRDTRK.UNT.CS.MILINT.AEREXP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE AERIAL EXPLOITATION Hierarchy: 1.X.3.1.2.2.1 Framed: F	 SUGPUUMA-- *****	 SFGPUUMA-- *****	 SNGPUUMA-- *****	 SHGPUUMA-- *****
WAR.GRDTRK.UNT.CS.MILINT.SIGINT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) Hierarchy: 1.X.3.1.2.2.2 Framed: F	 SUGPUUMS-- *****	 SFGPUUMS-- *****	 SNGPUUMS-- *****	 SHGPUUMS-- *****

TABLE A-VII. UEI symbols – ground - Continued.

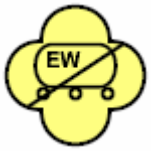
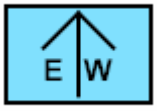
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE Hierarchy: 1.X.3.1.2.2.2.1 Framed: F	 SUGPUUMSE- *****	 SFGPUUMSE- *****	 SNGPUUMSE- *****	 SHGPUUMSE- *****
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.ARMWVH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE ARMORED WHEELED VEHICLE Hierarchy: 1.X.3.1.2.2.2.1.1 Framed: F	 SUGPUUMSEA******	 SFGPUUMSEA******	 SNGPUUMSEA******	 SHGPUUMSEA******
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.DFN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE DIRECTION FINDING Hierarchy: 1.X.3.1.2.2.2.1.2 Framed: F	 SUGPUUMSED******	 SFGPUUMSED******	 SNGPUUMSED******	 SHGPUUMSED******
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.INC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE INTERCEPT Hierarchy: 1.X.3.1.2.2.2.1.3 Framed: F	 SUGPUUMSEI******	 SFGPUUMSEI******	 SNGPUUMSEI******	 SHGPUUMSEI******

TABLE A-VII. UEI symbols – ground - Continued.

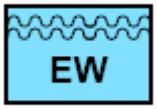
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.JMG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE JAMMING Hierarchy: 1.X.3.1.2.2.2.1.4 Framed: F	 SUGPUUMSEJ***** SUGPUUMSEJ***** SUGPUUMSEJ***** SUGPUUMSEJ*****	 SFGPUUMSEJ***** SFGPUUMSEJ***** SFGPUUMSEJ***** SFGPUUMSEJ*****	 SNGPUUMSEJ***** SNGPUUMSEJ***** SNGPUUMSEJ***** SNGPUUMSEJ*****	 SHGPUUMSEJ***** SHGPUUMSEJ***** SHGPUUMSEJ***** SHGPUUMSEJ*****
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE THEATER Hierarchy: 1.X.3.1.2.2.2.1.5 Framed: F	 SUGPUUMSET***** SUGPUUMSET***** SUGPUUMSET***** SUGPUUMSET*****	 SFGPUUMSET***** SFGPUUMSET***** SFGPUUMSET***** SFGPUUMSET*****	 SNGPUUMSET***** SNGPUUMSET***** SNGPUUMSET***** SNGPUUMSET*****	 SHGPUUMSET***** SHGPUUMSET***** SHGPUUMSET***** SHGPUUMSET*****
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE CORPS Hierarchy: 1.X.3.1.2.2.2.1.6 Framed: F	 SUGPUUMSEC***** SUGPUUMSEC***** SUGPUUMSEC***** SUGPUUMSEC*****	 SFGPUUMSEC***** SFGPUUMSEC***** SFGPUUMSEC***** SFGPUUMSEC*****	 SNGPUUMSEC***** SNGPUUMSEC***** SNGPUUMSEC***** SNGPUUMSEC*****	 SHGPUUMSEC***** SHGPUUMSEC***** SHGPUUMSEC***** SHGPUUMSEC*****
WAR.GRDTRK.UNT.CS.MILINT.CINT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE COUNTER INTELLIGENCE Hierarchy: 1.X.3.1.2.2.3 Framed: F	 SUGPUUMC--***** SUGPUUMC--***** SUGPUUMC--***** SUGPUUMC--*****	 SFGPUUMC--***** SFGPUUMC--***** SFGPUUMC--***** SFGPUUMC--*****	 SNGPUUMC--***** SNGPUUMC--***** SNGPUUMC--***** SNGPUUMC--*****	 SHGPUUMC--***** SHGPUUMC--***** SHGPUUMC--***** SHGPUUMC--*****

TABLE A-VII. UEI symbols – ground - Continued.

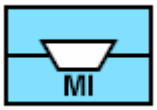
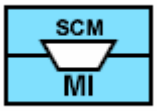
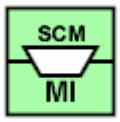
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.SVL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE Hierarchy: 1.X.3.1.2.2.4 Framed: F	 SUGPUUMR-- *****	 SFGPUUMR-- *****	 SNGPUUMR-- *****	 SHGPUUMR-- *****
WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND SURVEILLANCE RADAR Hierarchy: 1.X.3.1.2.2.4.1 Framed: F	 SUGPUUMRG- *****	 SFGPUUMRG- *****	 SNGPUUMRG- *****	 SHGPUUMRG- *****
WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR Hierarchy: 1.X.3.1.2.2.4.2 Framed: F	 SUGPUUMRS- *****	 SFGPUUMRS- *****	 SNGPUUMRS- *****	 SHGPUUMRS- *****
WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS.SCM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR SCM Hierarchy: 1.X.3.1.2.2.4.2.1 Framed: F	 SUGPUUMRSS** ***	 SFGPUUMRSS** ***	 SNGPUUMRSS** ***	 SHGPUUMRSS** ***

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND STATION MODULE Hierarchy: 1.X.3.1.2.2.4.3 Framed: F	 SUGPUUMRX- *****	 SFGPUUMRX- *****	 SNGPUUMRX- *****	 SHGPUUMRX- *****
WAR.GRDTRK.UNT.CS.MILINT.SVL.METO WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL Hierarchy: 1.X.3.1.2.2.4.4 Framed: F	 SUGPUUMMO- *****	 SFGPUUMMO- *****	 SNGPUUMMO- *****	 SHGPUUMMO- *****
WAR.GRDTRK.UNT.CS.MILINT.OPN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE OPERATIONS Hierarchy: 1.X.3.1.2.2.5 Framed: F	 SUGPUUMO-- *****	 SFGPUUMO-- *****	 SNGPUUMO-- *****	 SHGPUUMO-- *****
WAR.GRDTRK.UNT.CS.MILINT.TACEXP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE TACTICAL EXPLOIT Hierarchy: 1.X.3.1.2.2.6 Framed: F	 SUGPUUMT-- *****	 SFGPUUMT-- *****	 SNGPUUMT-- *****	 SHGPUUMT-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.INTGN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE INTERROGATION Hierarchy: 1.X.3.1.2.2.7 Framed: F	 SUGPUUMQ-- *****	 SFGPUUMQ-- *****	 SNGPUUMQ-- *****	 SHGPUUMQ-- *****
WAR.GRDTRK.UNT.CS.MILINT.JINTCT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE JOINT INTELLIGENCE CENTER Hierarchy: 1.X.3.1.2.2.8 Framed: F	 SUGPUUMJ-- *****	 SFGPUUMJ-- *****	 SNGPUUMJ-- *****	 SHGPUUMJ-- *****
WAR.GRDTRK.UNT.CS.LAWENU WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT Hierarchy: 1.X.3.1.2.3 Framed: F	 SUGPUUL--- *****	 SFGPUUL---*****	 SNGPUUL--- *****	 SHGPUUL--- *****
WAR.GRDTRK.UNT.CS.LAWENU.SHRPAT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SHORE PATROL Hierarchy: 1.X.3.1.2.3.1 Framed: F	 SUGPUULS-- *****	 SFGPUULS-- *****	 SNGPUULS-- *****	 SHGPUULS-- *****
WAR.GRDTRK.UNT.CS.LAWENU.MILP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT MILITARY POLICE Hierarchy: 1.X.3.1.2.3.2 Framed: F	 SUGPUULM-- *****	 SFGPUULM-- *****	 SNGPUULM-- *****	 SHGPUULM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

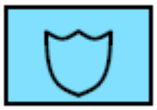
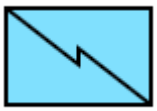
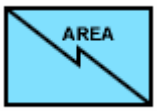
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.LAWENU.CLE WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT Hierarchy: 1.X.3.1.2.3.3 Framed: F	 SUGPUULC-- *****	 SFGPUULC-- *****	 SNGPUULC-- *****	 SHGPUULC-- *****
WAR.GRDTRK.UNT.CS.LAWENU.SECPOL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SECURITY POLICE (AIR) Hierarchy: 1.X.3.1.2.3.4 Framed: F	\ SUGPUULF-- *****	\ SFGPUULF-- *****	\ SNGPUULF-- *****	\ SHGPUULF-- *****
WAR.GRDTRK.UNT.CS.LAWENU.CID WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CENTRAL INTELLIGENCE DIVISION (CID) Hierarchy: 1.X.3.1.2.3.5 Framed: F	\ SUGPUULD-- *****	\ SFGPUULD-- *****	\ SNGPUULD-- *****	\ SHGPUULD-- *****
WAR.GRDTRK.UNT.CS.SIGUNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT Hierarchy: 1.X.3.1.2.4 Framed: F	 SUGPUUS--- *****	 SFGPUUS---*****	 SNGPUUS--- *****	 SHGPUUS--- *****
WAR.GRDTRK.UNT.CS.SIGUNT.ARA WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT AREA Hierarchy: 1.X.3.1.2.4.1 Framed: F	\ SUGPUUSA-- *****	 \ SFGPUUSA-- *****	\ SNGPUUSA-- *****	\ SHGPUUSA-- *****

TABLE A-VII. UEI symbols – ground - Continued.

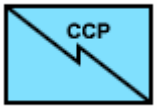
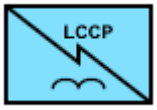
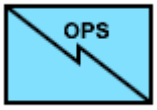
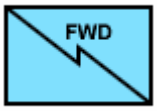
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE Hierarchy: 1.X.3.1.2.4.2 Framed: F	 SUGPUUSC-- *****	 SFGPUUSC-- *****	 SNGPUUSC-- *****	 SHGPUUSC-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP.LCCP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP) Hierarchy: 1.X.3.1.2.4.2.1 Framed: F	 SUGPUUSCL- *****	 SFGPUUSCL- *****	 SNGPUUSCL- *****	 SHGPUUSCL- *****
WAR.GRDTRK.UNT.CS.SIGUNT.CMDOPN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMAND OPERATIONS Hierarchy: 1.X.3.1.2.4.3 Framed: F	 SUGPUUSO-- *****	 SFGPUUSO-- *****	 SNGPUUSO-- *****	 SHGPUUSO-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.FWDCOM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT FORWARD COMMUNICATIONS Hierarchy: 1.X.3.1.2.4.4 Framed: F	 SUGPUUSF-- *****	 SFGPUUSF-- *****	 SNGPUUSF-- *****	 SHGPUUSF-- *****

TABLE A-VII. UEI symbols – ground - Continued.

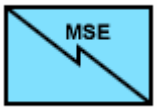
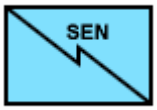
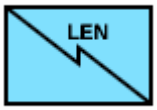
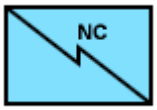
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.MSE WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT Hierarchy: 1.X.3.1.2.4.5 Framed: F	 SUGPUUSM-- *****	 SFGPUUSM-- *****	 SNGPUUSM-- *****	 SHGPUUSM-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.SEN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT SMALL EXTENSION NODE Hierarchy: 1.X.3.1.2.4.5.1 Framed: F	 SUGPUUSMS- *****	 SFGPUUSMS- *****	 SNGPUUSMS- *****	 SHGPUUSMS- *****
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.LEN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT LARGE EXTENSION NODE Hierarchy: 1.X.3.1.2.4.5.2 Framed: F	 SUGPUUSML- *****	 SFGPUUSML- *****	 SNGPUUSML- *****	 SHGPUUSML- *****
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.NODCTR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT NODE CENTER Hierarchy: 1.X.3.1.2.4.5.3 Framed: F	 SUGPUUSMN- *****	 SFGPUUSMN- *****	 SNGPUUSMN- *****	 SHGPUUSMN- *****

TABLE A-VII. UEI symbols – ground - Continued.

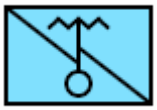
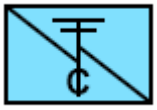
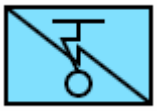
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT Hierarchy: 1.X.3.1.2.4.6 Framed: F	 SUGPUUSR-- *****	 SFGPUUSR-- *****	 SNGPUUSR-- *****	 SHGPUUSR-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TAC SAT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TACTICAL SATELLITE Hierarchy: 1.X.3.1.2.4.6.1 Framed: F	 SUGPUUSRS- *****	 SFGPUUSRS- *****	 SNGPUUSRS- *****	 SHGPUUSRS- *****
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TTY CTR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TELETYPE CENTER Hierarchy: 1.X.3.1.2.4.6.2 Framed: F	 SUGPUUSRT- *****	 SFGPUUSRT- *****	 SNGPUUSRT- *****	 SHGPUUSRT- *****
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.RLY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT RELAY Hierarchy: 1.X.3.1.2.4.6.3 Framed: F	 SUGPUUSRW- *****	 SFGPUUSRW- *****	 SNGPUUSRW- *****	 SHGPUUSRW- *****

TABLE A-VII. UEI symbols – ground - Continued.

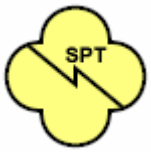
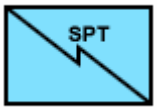
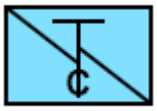
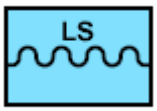
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.SIGSUP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT SIGNAL SUPPORT Hierarchy: 1.X.3.1.2.4.7 Framed: F	 SUGPUUSS-- *****	 SFGPUUSS-- *****	 SNGPUUSS-- *****	 SHGPUUSS-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.PHOSWT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT TELEPHONE SWITCH Hierarchy: 1.X.3.1.2.4.8 Framed: F	 SUGPUUSW-- *****	 SFGPUUSW-- *****	 SNGPUUSW-- *****	 SHGPUUSW-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.ECRG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT ELECTRONIC RANGING Hierarchy: 1.X.3.1.2.4.9 Framed: F	 SUGPUUSX-- *****	 SFGPUUSX-- *****	 SNGPUUSX-- *****	 SHGPUUSX-- *****
WAR.GRDTRK.UNT.CS.IWU WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT INFORMATION WARFARE UNIT Hierarchy: 1.X.3.1.2.5 Framed: F	 SUGPUUI---*****	 SFGPUUI---*****	 SNGPUUI---*****	 SHGPUUI---*****
WAR.GRDTRK.UNT.CS.LNDSUP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LANDING SUPPORT Hierarchy: 1.X.3.1.2.6 Framed: F	 SUGPUUP--- *****	 SFGPUUP---*****	 SNGPUUP--- *****	 SHGPUUP--- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.EOD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDINANCE DISPOSAL Hierarchy: 1.X.3.1.2.7 Framed: F	 SUGPUUE--- *****	 SFGPUUE---*****	 SNGPUUE--- *****	 SHGPUUE--- *****
WAR.GRDTRK.UNT.CSS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT Hierarchy: 1.X.3.1.3 Framed: F	 SUGPUS----*****	 SFGPUS----*****	 SNGPUS----*****	 SHGPUS----*****
WAR.GRDTRK.UNT.CSS.ADMIN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) Hierarchy: 1.X.3.1.3.1 Framed: F	 SUGPUSA--- *****	 SFGPUSA---*****	 SNGPUSA--- *****	 SHGPUSA--- *****
WAR.GRDTRK.UNT.CSS.ADMIN.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) THEATER Hierarchy: 1.X.3.1.3.1.1 Framed: F	 SUGPUSAT-- *****	 SFGPUSAT-- *****	 SNGPUSAT-- *****	 SHGPUSAT-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) CORPS Hierarchy: 1.X.3.1.3.1.2 Framed: F	 SUGPUSAC-- *****	 SFGPUSAC-- *****	 SNGPUSAC-- *****	 SHGPUSAC-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.JAG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) JUDGE ADVOCATE GENERAL (JAG) Hierarchy: 1.X.3.1.3.1.3 Framed: F	 SUGPUSAJ--***** SFGPUSAJ--***** SNGPUSAJ--***** SHGPUSAJ--*****			
WAR.GRDTRK.UNT.CSS.ADMIN.JAG.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) JUDGE ADVOCATE GENERAL (JAG) THEATER Hierarchy: 1.X.3.1.3.1.3.1 Framed: F	 SUGPUSAJT-***** SFGPUSAJT-***** SNGPUSAJT-***** SHGPUSAJT-*****			
WAR.GRDTRK.UNT.CSS.ADMIN.JAG.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) JUDGE ADVOCATE GENERAL (JAG) CORPS Hierarchy: 1.X.3.1.3.1.3.2 Framed: F	 SUGPUSAJC-***** SFGPUSAJC-***** SNGPUSAJC-***** SHGPUSAJC-*****			
WAR.GRDTRK.UNT.CSS.ADMIN.PST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) POSTAL Hierarchy: 1.X.3.1.3.1.4 Framed: F	 SUGPUSAO--***** SFGPUSAO--***** SNGPUSAO--***** SHGPUSAO--*****			

TABLE A-VII. UEI symbols – ground - Continued.

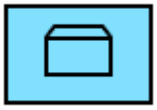
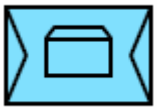
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.PST.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) POSTAL THEATER Hierarchy: 1.X.3.1.3.1.4.1 Framed: F	 SUGPUSAOT- *****	 SFGPUSAOT- *****	 SNGPUSAOT- *****	 SHGPUSAOT- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PST.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) POSTAL CORPS Hierarchy: 1.X.3.1.3.1.4.2 Framed: F	 SUGPUSAOC- *****	 SFGPUSAOC- *****	 SNGPUSAOC- *****	 SHGPUSAOC- *****
WAR.GRDTRK.UNT.CSS.ADMIN.FIN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) FINANCE Hierarchy: 1.X.3.1.3.1.5 Framed: F	 SUGPUSAF-- *****	 SFGPUSAF-- *****	 SNGPUSAF-- *****	 SHGPUSAF-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.FIN.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) FINANCE THEATER Hierarchy: 1.X.3.1.3.1.5.1 Framed: F	 SUGPUSAFT- *****	 SFGPUSAFT- *****	 SNGPUSAFT- *****	 SHGPUSAFT- *****

TABLE A-VII. UEI symbols – ground - Continued.

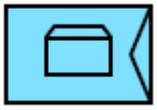
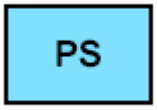
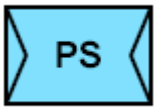
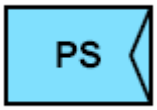
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.FIN.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) FINANCE CORPS Hierarchy: 1.X.3.1.3.1.5.2 Framed: F	 SUGPUSAFC- *****	 SFGPUSAFC- *****	 SNGPUSAFC- *****	 SHGPUSAFC- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PERSONNEL SERVICES Hierarchy: 1.X.3.1.3.1.6 Framed: F	 SUGPUSAS-- *****	 SFGPUSAS-- *****	 SNGPUSAS-- *****	 SHGPUSAS-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PERSONNEL SERVICES THEATER Hierarchy: 1.X.3.1.3.1.6.1 Framed: F	 SUGPUSAST- *****	 SFGPUSAST- *****	 SNGPUSAST- *****	 SHGPUSAST- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PERSONNEL SERVICES CORPS Hierarchy: 1.X.3.1.3.1.6.2 Framed: F	 SUGPUSASC- *****	 SFGPUSASC- *****	 SNGPUSASC- *****	 SHGPUSASC- *****

TABLE A-VII. UEI symbols – ground - Continued.

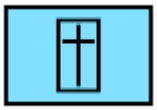
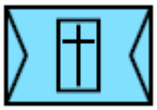
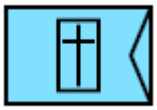
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY Hierarchy: 1.X.3.1.3.1.7 Framed: F	 SUGPUSAM-- *****	 SFGPUSAM-- *****	 SNGPUSAM-- *****	 SHGPUSAM-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY THEATER Hierarchy: 1.X.3.1.3.1.7.1 Framed: F	 SUGPUSAMT- *****	 SFGPUSAMT- *****	 SNGPUSAMT- *****	 SHGPUSAMT- *****
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY CORPS Hierarchy: 1.X.3.1.3.1.7.2 Framed: F	 SUGPUSAMC- *****	 SFGPUSAMC- *****	 SNGPUSAMC- *****	 SHGPUSAMC- *****
WAR.GRDTRK.UNT.CSS.ADMIN.RELG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) RELIGIOUS/CHAPLAIN Hierarchy: 1.X.3.1.3.1.8 Framed: F	 SUGPUSAR-- *****	 SFGPUSAR-- *****	 SNGPUSAR-- *****	 SHGPUSAR-- *****

TABLE A-VII. UEI symbols – ground - Continued.

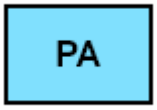
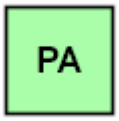
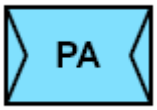
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.RELG.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) RELIGIOUS/CHAPLAIN THEATER Hierarchy: 1.X.3.1.3.1.8.1 Framed: F	 SUGPUSART- *****	 SFGPUSART- *****	 SNGPUSART- *****	 SHGPUSART- *****
WAR.GRDTRK.UNT.CSS.ADMIN.RELG.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) RELIGIOUS/CHAPLAIN CORPS Hierarchy: 1.X.3.1.3.1.8.2 Framed: F	 SUGPUSARC- *****	 SFGPUSARC- *****	 SNGPUSARC- *****	 SHGPUSARC- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS Hierarchy: 1.X.3.1.3.1.9 Framed: F	 SUGPUSAP-- *****	 SFGPUSAP-- *****	 SNGPUSAP-- *****	 SHGPUSAP-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS THEATER Hierarchy: 1.X.3.1.3.1.9.1 Framed: F	 SUGPUSAPT- *****	 SFGPUSAPT- *****	 SNGPUSAPT- *****	 SHGPUSAPT- *****

TABLE A-VII. UEI symbols – ground - Continued.

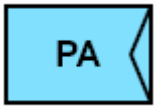
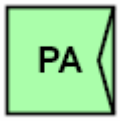
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS CORPS Hierarchy: 1.X.3.1.3.1.9.2 Framed: F	 SUGPUSAPC- *****	 SFGPUSAPC- *****	 SNGPUSAPC- *****	 SHGPUSAPC- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS BROADCAST Hierarchy: 1.X.3.1.3.1.9.3 Framed: F	 SUGPUSAPB- *****	 SFGPUSAPB- *****	 SNGPUSAPB- *****	 SHGPUSAPB- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS BROADCAST THEATER Hierarchy: 1.X.3.1.3.1.9.3.1 Framed: F	 SUGPUSAPBT*** **	 SFGPUSAPBT*** **	 SNGPUSAPBT*** **	 SHGPUSAPBT*** **
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS BROADCAST CORPS Hierarchy: 1.X.3.1.3.1.9.3.2 Framed: F	 SUGPUSAPBC*** **	 SFGPUSAPBC*** **	 SNGPUSAPBC*** **	 SHGPUSAPBC*** **

TABLE A-VII. UEI symbols – ground - Continued.

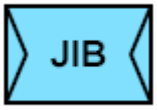
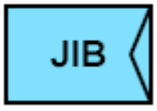
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB) Hierarchy: 1.X.3.1.3.1.9.4 Framed: F	 SUGPUSAPM- *****	 SFGPUSAPM- *****	 SNGPUSAPM- *****	 SHGPUSAPM- *****
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB) THEATER Hierarchy: 1.X.3.1.3.1.9.4.1 Framed: F	 SUGPUSAPMT** ***	 SFGPUSAPMT*** **	 SNGPUSAPMT** ***	 SHGPUSAPMT** ***
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB) CORPS Hierarchy: 1.X.3.1.3.1.9.4.2 Framed: F	 SUGPUSAPMC** ***	 SFGPUSAPMC** ***	 SNGPUSAPMC** ***	 SHGPUSAPMC** ***
WAR.GRDTRK.UNT.CSS.ADMIN.RHU WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) REPLACEMENT HOLDING UNIT (RHU) Hierarchy: 1.X.3.1.3.1.10 Framed: F	 SUGPUSAX-- *****	 SFGPUSAX-- *****	 SNGPUSAX-- *****	 SHGPUSAX-- *****

TABLE A-VII. UEI symbols – ground - Continued.

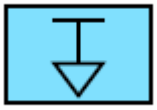
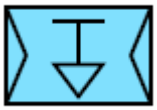
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.RHU.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) REPLACEMENT HOLDING UNIT (RHU) THEATER Hierarchy: 1.X.3.1.3.1.10.1 Framed: F	 SUGPUSAXT- *****	 SFGPUSAXT- *****	 SNGPUSAXT- *****	 SHGPUSAXT- *****
WAR.GRDTRK.UNT.CSS.ADMIN.RHU.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) REPLACEMENT HOLDING UNIT (RHU) CORPS Hierarchy: 1.X.3.1.3.1.10.2 Framed: F	 SUGPUSAXC- *****	 SFGPUSAXC- *****	 SNGPUSAXC- *****	 SHGPUSAXC- *****
WAR.GRDTRK.UNT.CSS.ADMIN.LBR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) LABOR Hierarchy: 1.X.3.1.3.1.11 Framed: F	 SUGPUSAL-- *****	 SFGPUSAL-- *****	 SNGPUSAL-- *****	 SHGPUSAL-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.LBR.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) LABOR THEATER Hierarchy: 1.X.3.1.3.1.11.1 Framed: F	 SUGPUSALT- *****	 SFGPUSALT- *****	 SNGPUSALT- *****	 SHGPUSALT- *****

TABLE A-VII. UEI symbols – ground - Continued.

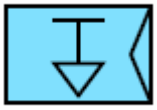
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.LBR.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) LABOR CORPS Hierarchy: 1.X.3.1.3.1.11.2 Framed: F	 SUGPUSALC- *****	 SFGPUSALC- *****	 SNGPUSALC- *****	 SHGPUSALC- *****
WAR.GRDTRK.UNT.CSS.ADMIN.MWR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORALE, WELFARE, RECREATION (MWR) Hierarchy: 1.X.3.1.3.1.12 Framed: F	 SUGPUSAW-- *****	 SFGPUSAW-- *****	 SNGPUSAW-- *****	 SHGPUSAW-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.MWR.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORALE, WELFARE, RECREATION (MWR) THEATER Hierarchy: 1.X.3.1.3.1.12.1 Framed: F	 SUGPUSAWT- *****	 SFGPUSAWT- *****	 SNGPUSAWT- *****	 SHGPUSAWT- *****
WAR.GRDTRK.UNT.CSS.ADMIN.MWR.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORALE, WELFARE, RECREATION (MWR) CORPS Hierarchy: 1.X.3.1.3.1.12.2 Framed: F	 SUGPUSAWC- *****	 SFGPUSAWC- *****	 SNGPUSAWC- *****	 SHGPUSAWC- *****

TABLE A-VII. UEI symbols – ground - Continued.

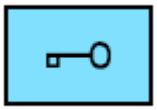
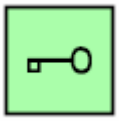
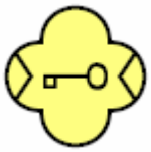
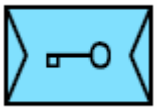
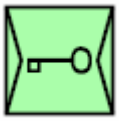
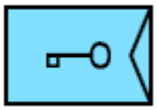
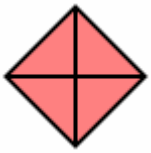
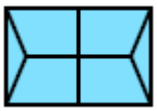
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) QUARTERMASTER (SUPPLY) Hierarchy: 1.X.3.1.3.1.13 Framed: F	 SUGPUSAQ-- *****	 SFGPUSAQ-- *****	 SNGPUSAQ-- *****	 SHGPUSAQ-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) QUARTERMASTER (SUPPLY) THEATER Hierarchy: 1.X.3.1.3.1.13.1 Framed: F	 SUGPUSAQT- *****	 SFGPUSAQT- *****	 SNGPUSAQT- *****	 SHGPUSAQT- *****
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) QUARTERMASTER (SUPPLY) CORPS Hierarchy: 1.X.3.1.3.1.13.2 Framed: F	 SUGPUSAQC- *****	 SFGPUSAQC- *****	 SNGPUSAQC- *****	 SHGPUSAQC- *****
WAR.GRDTRK.UNT.CSS.MED WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL Hierarchy: 1.X.3.1.3.2 Framed: F	 SUGPUSM--- *****	 SFGPUSM--- *****	 SNGPUSM--- *****	 SHGPUSM--- *****
WAR.GRDTRK.UNT.CSS.MED.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL THEATER Hierarchy: 1.X.3.1.3.2.1 Framed: F	 SUGPUSMT-- *****	 SFGPUSMT-- *****	 SNGPUSMT-- *****	 SHGPUSMT-- *****

TABLE A-VII. UEI symbols – ground - Continued.

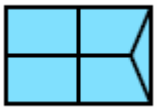
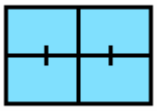
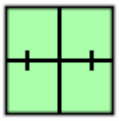
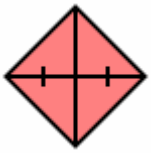
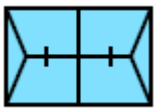
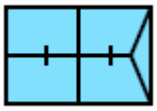
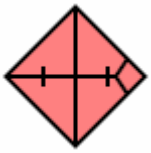
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL CORPS Hierarchy: 1.X.3.1.3.2.2 Framed: F	 SUGPUSMC-- *****	 SFGPUSMC-- *****	 SNGPUSMC-- *****	 SHGPUSMC-- *****
WAR.GRDTRK.UNT.CSS.MED.MEDTF WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY Hierarchy: 1.X.3.1.3.2.3 Framed: F	 SUGPUSMM-- *****	 SFGPUSMM-- *****	 SNGPUSMM-- *****	 SHGPUSMM-- *****
WAR.GRDTRK.UNT.CSS.MED.MEDTF.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY THEATER Hierarchy: 1.X.3.1.3.2.3.1 Framed: F	 SUGPUSMMT- *****	 SFGPUSMMT- *****	 SNGPUSMMT- *****	 SHGPUSMMT- *****
WAR.GRDTRK.UNT.CSS.MED.MEDTF.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY CORPS Hierarchy: 1.X.3.1.3.2.3.2 Framed: F	 SUGPUSMMC- *****	 SFGPUSMMC- *****	 SNGPUSMMC- *****	 SHGPUSMMC- *****

TABLE A-VII. UEI symbols – ground - Continued.

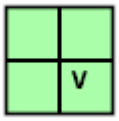
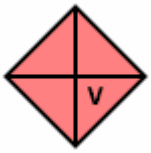
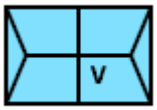
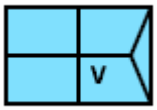
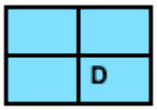
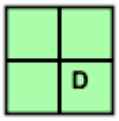
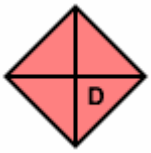
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.VNY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY Hierarchy: 1.X.3.1.3.2.4 Framed: F	 SUGPUSMV-- *****	 SFGPUSMV-- *****	 SNGPUSMV-- *****	 SHGPUSMV-- *****
WAR.GRDTRK.UNT.CSS.MED.VNY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY THEATER Hierarchy: 1.X.3.1.3.2.4.1 Framed: F	 SUGPUSMVT- *****	 SFGPUSMVT- *****	 SNGPUSMVT- *****	 SHGPUSMVT- *****
WAR.GRDTRK.UNT.CSS.MED.VNY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY CORPS Hierarchy: 1.X.3.1.3.2.4.2 Framed: F	 SUGPUSMVC- *****	 SFGPUSMVC- *****	 SNGPUSMVC- *****	 SHGPUSMVC- *****
WAR.GRDTRK.UNT.CSS.MED.DEN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL Hierarchy: 1.X.3.1.3.2.5 Framed: F	 SUGPUSMD-- *****	 SFGPUSMD-- *****	 SNGPUSMD-- *****	 SHGPUSMD-- *****

TABLE A-VII. UEI symbols – ground - Continued.

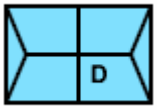
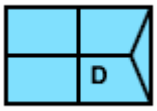
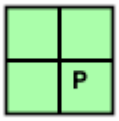
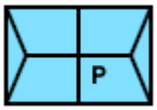
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.DEN.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL THEATER Hierarchy: 1.X.3.1.3.2.5.1 Framed: F	 SUGPUSMDT- *****	 SFGPUSMDT- *****	 SNGPUSMDT- *****	 SHGPUSMDT- *****
WAR.GRDTRK.UNT.CSS.MED.DEN.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL CORPS Hierarchy: 1.X.3.1.3.2.5.2 Framed: F	 SUGPUSMDC- *****	 SFGPUSMDC- *****	 SNGPUSMDC- *****	 SHGPUSMDC- *****
WAR.GRDTRK.UNT.CSS.MED.PSY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL Hierarchy: 1.X.3.1.3.2.6 Framed: F	 SUGPUSMP-- *****	 SFGPUSMP-- *****	 SNGPUSMP-- *****	 SHGPUSMP-- *****
WAR.GRDTRK.UNT.CSS.MED.PSY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL THEATER Hierarchy: 1.X.3.1.3.2.6.1 Framed: F	 SUGPUSMPT- *****	 SFGPUSMPT- *****	 SNGPUSMPT- *****	 SHGPUSMPT- *****

TABLE A-VII. UEI symbols – ground - Continued.

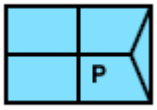
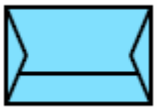
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.PSY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL CORPS Hierarchy: 1.X.3.1.3.2.6.2 Framed: F	 SUGPUSMPC- *****	 SFGPUSMPC- *****	 SNGPUSMPC- *****	 SHGPUSMPC- *****
WAR.GRDTRK.UNT.CSS.SLP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY Hierarchy: 1.X.3.1.3.3 Framed: F	 SUGPUSS---*****	 SFGPUSS---*****	 SNGPUSS---*****	 SHGPUSS---*****
WAR.GRDTRK.UNT.CSS.SLP.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY THEATER Hierarchy: 1.X.3.1.3.3.1 Framed: F	 SUGPUSST-- *****	 SFGPUSST-- *****	 SNGPUSST-- *****	 SHGPUSST-- *****
WAR.GRDTRK.UNT.CSS.SLP.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CORPS Hierarchy: 1.X.3.1.3.3.2 Framed: F	 SUGPUSSC-- *****	 SFGPUSSC-- *****	 SNGPUSSC-- *****	 SHGPUSSC-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS1 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I Hierarchy: 1.X.3.1.3.3.3 Framed: F	 SUGPUSS1-- *****	 SFGPUSS1--*****	 SNGPUSS1-- *****	 SHGPUSS1-- *****

TABLE A-VII. UEI symbols – ground - Continued.

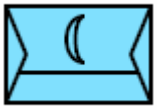
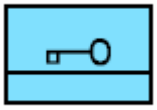
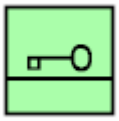
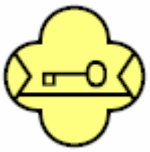
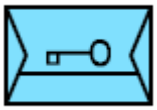
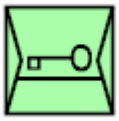
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS1.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I THEATER Hierarchy: 1.X.3.1.3.3.3.1 Framed: F	 SUGPUSS1T- *****	 SFGPUSS1T- *****	 SNGPUSS1T- *****	 SHGPUSS1T- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS1.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I CORPS Hierarchy: 1.X.3.1.3.3.3.2 Framed: F	 SUGPUSS1C- *****	 SFGPUSS1C- *****	 SNGPUSS1C- *****	 SHGPUSS1C- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS2 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II Hierarchy: 1.X.3.1.3.3.4 Framed: F	 SUGPUSS2-- *****	 SFGPUSS2--*****	 SNGPUSS2-- *****	 SHGPUSS2-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS2.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II THEATER Hierarchy: 1.X.3.1.3.3.4.1 Framed: F	 SUGPUSS2T- *****	 SFGPUSS2T- *****	 SNGPUSS2T- *****	 SHGPUSS2T- *****

TABLE A-VII. UEI symbols – ground - Continued.

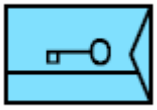
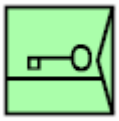
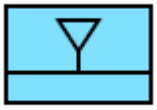
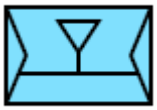
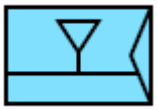
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS2.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II CORPS Hierarchy: 1.X.3.1.3.3.4.2 Framed: F	 SUGPUSS2C- *****	 SFGPUSS2C- *****	 SNGPUSS2C- *****	 SHGPUSS2C- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS3 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III Hierarchy: 1.X.3.1.3.3.5 Framed: F	 SUGPUSS3-- *****	 SFGPUSS3--*****	 SNGPUSS3-- *****	 SHGPUSS3-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS3.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III THEATER Hierarchy: 1.X.3.1.3.3.5.1 Framed: F	 SUGPUSS3T- *****	 SFGPUSS3T- *****	 SNGPUSS3T- *****	 SHGPUSS3T- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS3.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III CORPS Hierarchy: 1.X.3.1.3.3.5.2 Framed: F	 SUGPUSS3C- *****	 SFGPUSS3C- *****	 SNGPUSS3C- *****	 SHGPUSS3C- *****

TABLE A-VII. UEI symbols – ground - Continued.

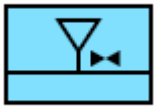
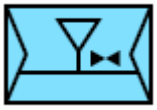
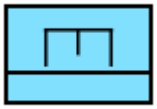
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION Hierarchy: 1.X.3.1.3.3.5.3 Framed: F	 SUGPUSS3A-*****	 SFGPUSS3A-*****	 SNGPUSS3A-*****	 SHGPUSS3A-*****
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION THEATER Hierarchy: 1.X.3.1.3.3.5.3.1 Framed: F	 SUGPUSS3AT*******	 SFGPUSS3AT*******	 SNGPUSS3AT*******	 SHGPUSS3AT******
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION CORPS Hierarchy: 1.X.3.1.3.3.5.3.2 Framed: F	 SUGPUSS3AC******	 SFGPUSS3AC******	 SNGPUSS3AC******	 SHGPUSS3AC******
WAR.GRDTRK.UNT.CSS.SLP.CLS4 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV Hierarchy: 1.X.3.1.3.3.6 Framed: F	 SUGPUSS4--*****	 SFGPUSS4--*****	 SNGPUSS4--*****	 SHGPUSS4--*****

TABLE A-VII. UEI symbols – ground - Continued.

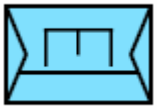
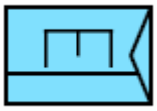
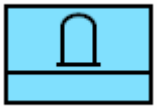
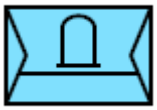
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS4.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV THEATER Hierarchy: 1.X.3.1.3.3.6.1 Framed: F	 SUGPUSS4T- *****	 SFGPUSS4T- *****	 SNGPUSS4T- *****	 SHGPUSS4T- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS4.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV CORPS Hierarchy: 1.X.3.1.3.3.6.2 Framed: F	 SUGPUSS4C- *****	 SFGPUSS4C- *****	 SNGPUSS4C- *****	 SHGPUSS4C- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS5 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V Hierarchy: 1.X.3.1.3.3.7 Framed: F	 SUGPUSS5-- *****	 SFGPUSS5--*****	 SNGPUSS5-- *****	 SHGPUSS5-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS5.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V THEATER Hierarchy: 1.X.3.1.3.3.7.1 Framed: F	 SUGPUSS5T- *****	 SFGPUSS5T- *****	 SNGPUSS5T- *****	 SHGPUSS5T- *****

TABLE A-VII. UEI symbols – ground - Continued.

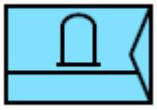
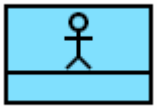
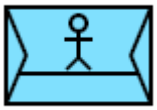
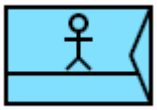
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS5.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V CORPS Hierarchy: 1.X.3.1.3.3.7.2 Framed: F	 SUGPUSS5C- *****	 SFGPUSS5C- *****	 SNGPUSS5C- *****	 SHGPUSS5C- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS6 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI Hierarchy: 1.X.3.1.3.3.8 Framed: F	 SUGPUSS6-- *****	 SFGPUSS6--*****	 SNGPUSS6-- *****	 SHGPUSS6-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS6.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI THEATER Hierarchy: 1.X.3.1.3.3.8.1 Framed: F	 SUGPUSS6T- *****	 SFGPUSS6T- *****	 SNGPUSS6T- *****	 SHGPUSS6T- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS6.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI CORPS Hierarchy: 1.X.3.1.3.3.8.2 Framed: F	 SUGPUSS6C- *****	 SFGPUSS6C- *****	 SNGPUSS6C- *****	 SHGPUSS6C- *****

TABLE A-VII. UEI symbols – ground - Continued.

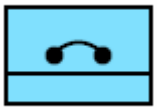
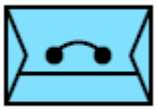
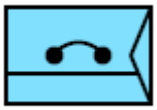
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS7 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII Hierarchy: 1.X.3.1.3.3.9 Framed: F	 SUGPUSS7-- *****	 SFGPUSS7--*****	 SNGPUSS7-- *****	 SHGPUSS7-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS7.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII THEATER Hierarchy: 1.X.3.1.3.3.9.1 Framed: F	 SUGPUSS7T- *****	 SFGPUSS7T- *****	 SNGPUSS7T- *****	 SHGPUSS7T- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS7.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII CORPS Hierarchy: 1.X.3.1.3.3.9.2 Framed: F	 SUGPUSS7C- *****	 SFGPUSS7C- *****	 SNGPUSS7C- *****	 SHGPUSS7C- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS8 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII Hierarchy: 1.X.3.1.3.3.10 Framed: F	 SUGPUSS8-- *****	 SFGPUSS8--*****	 SNGPUSS8-- *****	 SHGPUSS8-- *****

TABLE A-VII. UEI symbols – ground - Continued.

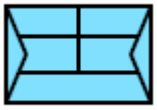
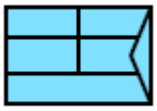
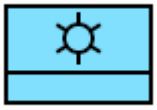
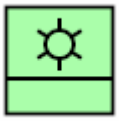
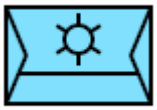
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS8.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII THEATER Hierarchy: 1.X.3.1.3.3.10.1 Framed: F	 SUGPUSS8T- *****	 SFGPUSS8T- *****	 SNGPUSS8T- *****	 SHGPUSS8T- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS8.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII CORPS Hierarchy: 1.X.3.1.3.3.10.2 Framed: F	 SUGPUSS8C- *****	 SFGPUSS8C- *****	 SNGPUSS8C- *****	 SHGPUSS8C- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS9 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX Hierarchy: 1.X.3.1.3.3.11 Framed: F	 SUGPUSS9-- *****	 SFGPUSS9--*****	 SNGPUSS9-- *****	 SHGPUSS9-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS9.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX THEATER Hierarchy: 1.X.3.1.3.3.11.1 Framed: F	 SUGPUSS9T- *****	 SFGPUSS9T- *****	 SNGPUSS9T- *****	 SHGPUSS9T- *****

TABLE A-VII. UEI symbols – ground - Continued.

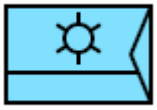
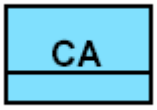
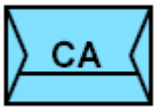
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS9.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX CORPS Hierarchy: 1.X.3.1.3.3.11.2 Framed: F	 SUGPUSS9C- *****	 SFGPUSS9C- *****	 SNGPUSS9C- *****	 SHGPUSS9C- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS10 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X Hierarchy: 1.X.3.1.3.3.12 Framed: F	 SUGPUSSX-- *****	 SFGPUSSX-- *****	 SNGPUSSX-- *****	 SHGPUSSX-- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS10.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X THEATER Hierarchy: 1.X.3.1.3.3.12.1 Framed: F	 SUGPUSSXT- *****	 SFGPUSSXT- *****	 SNGPUSSXT- *****	 SHGPUSSXT- *****
WAR.GRDTRK.UNT.CSS.SLP.CLS10.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X CORPS Hierarchy: 1.X.3.1.3.3.12.2 Framed: F	 SUGPUSSXC- *****	 SFGPUSSXC- *****	 SNGPUSSXC- *****	 SHGPUSSXC- *****

TABLE A-VII. UEI symbols – ground - Continued.

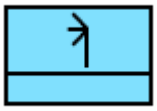
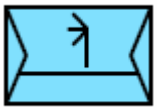
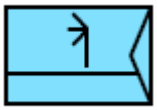
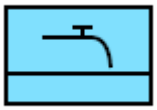
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.LDY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH Hierarchy: 1.X.3.1.3.3.13 Framed: F	 SUGPUSSL-- *****	 SFGPUSSL-- *****	 SNGPUSSL-- *****	 SHGPUSSL-- *****
WAR.GRDTRK.UNT.CSS.SLP.LDY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH THEATER Hierarchy: 1.X.3.1.3.3.13.1 Framed: F	 SUGPUSSLT- *****	 SFGPUSSLT- *****	 SNGPUSSLT- *****	 SHGPUSSLT- *****
WAR.GRDTRK.UNT.CSS.SLP.LDY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH CORPS Hierarchy: 1.X.3.1.3.3.13.2 Framed: F	 SUGPUSSLC- *****	 SFGPUSSLC- *****	 SNGPUSSLC- *****	 SHGPUSSLC- *****
WAR.GRDTRK.UNT.CSS.SLP.H2O WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER Hierarchy: 1.X.3.1.3.3.14 Framed: F	 SUGPUSSW-- *****	 SFGPUSSW-- *****	 SNGPUSSW-- *****	 SHGPUSSW-- *****

TABLE A-VII. UEI symbols – ground - Continued.

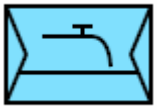
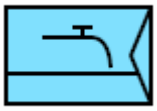
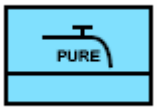
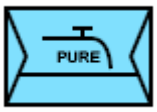
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.H2O.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER THEATER Hierarchy: 1.X.3.1.3.3.14.1 Framed: F	 SUGPUSSWT- *****	 SFGPUSSWT- *****	 SNGPUSSWT- *****	 SHGPUSSWT- *****
WAR.GRDTRK.UNT.CSS.SLP.H2O.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER CORPS Hierarchy: 1.X.3.1.3.3.14.2 Framed: F	 SUGPUSSWC- *****	 SFGPUSSWC- *****	 SNGPUSSWC- *****	 SHGPUSSWC- *****
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION Hierarchy: 1.X.3.1.3.3.14.3 Framed: F	\ SUGPUSSWP- *****	 \ SFGPUSSWP- *****	\ SNGPUSSWP- *****	\ SHGPUSSWP- *****
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION THEATER Hierarchy: 1.X.3.1.3.3.14.3.1 Framed: F	\ SUGPUSSWPT** ***	 \ SFGPUSSWPT*** **	\ SNGPUSSWPT** ***	\ SHGPUSSWPT** ***

TABLE A-VII. UEI symbols – ground - Continued.

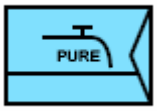
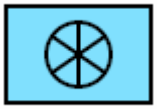
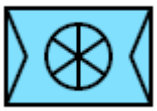
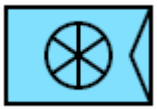
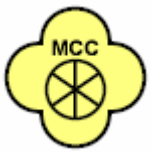
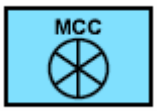
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION CORPS Hierarchy: 1.X.3.1.3.3.14.3.2 Framed: F	 SUGPUSSWPC*******	 SFGPUSSWPC********	 SNGPUSSWPC*******	 SHGPUSSWPC*******
WAR.GRDTRK.UNT.CSS.TPT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION Hierarchy: 1.X.3.1.3.4 Framed: F	 SUGPUST---*****	 SFGPUST---*****	 SNGPUST---*****	 SHGPUST---*****
WAR.GRDTRK.UNT.CSS.TPT.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION THEATER Hierarchy: 1.X.3.1.3.4.1 Framed: F	 SUGPUSTT--*****	 SFGPUSTT--*****	 SNGPUSTT--*****	 SHGPUSTT--*****
WAR.GRDTRK.UNT.CSS.TPT.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION CORPS Hierarchy: 1.X.3.1.3.4.2 Framed: F	 SUGPUSTC--*****	 SFGPUSTC--*****	 SNGPUSTC--*****	 SHGPUSTC--*****
WAR.GRDTRK.UNT.CSS.TPT.MCC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER(MCC) Hierarchy: 1.X.3.1.3.4.3 Framed: F	 SUGPUSTM--*****	 SFGPUSTM--*****	 SNGPUSTM--*****	 SHGPUSTM--*****

TABLE A-VII. UEI symbols – ground - Continued.

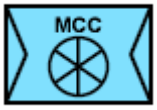
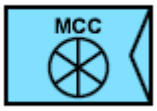
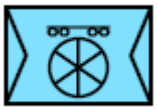
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.MCC.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER(MCC) THEATER Hierarchy: 1.X.3.1.3.4.3.1 Framed: F	 SUGPUSTMT- *****	 SFGPUSTMT- *****	 SNGPUSTMT- *****	 SHGPUSTMT- *****
WAR.GRDTRK.UNT.CSS.TPT.MCC.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER(MCC) CORPS Hierarchy: 1.X.3.1.3.4.3.2 Framed: F	 SUGPUSTMC- *****	 SFGPUSTMC- *****	 SNGPUSTMC- *****	 SHGPUSTMC- *****
WAR.GRDTRK.UNT.CSS.TPT.RHD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD Hierarchy: 1.X.3.1.3.4.4 Framed: F	 SUGPUSTR-- *****	 SFGPUSTR-- *****	 SNGPUSTR-- *****	 SHGPUSTR-- *****
WAR.GRDTRK.UNT.CSS.TPT.RHD.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD THEATER Hierarchy: 1.X.3.1.3.4.4.1 Framed: F	 SUGPUSTRT- *****	 SFGPUSTRT- *****	 SNGPUSTRT- *****	 SHGPUSTRT- *****

TABLE A-VII. UEI symbols – ground - Continued.

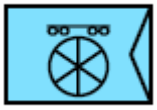
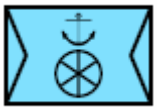
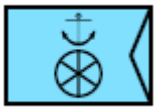
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.RHD.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD CORPS Hierarchy: 1.X.3.1.3.4.4.2 Framed: F	 SUGPUSTRC- *****	 SFGPUSTRC- *****	 SNGPUSTRC- *****	 SHGPUSTRC- *****
WAR.GRDTRK.UNT.CSS.TPT.SPOD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE Hierarchy: 1.X.3.1.3.4.5 Framed: F	 SUGPUSTS-- *****	 SFGPUSTS-- *****	 SNGPUSTS-- *****	 SHGPUSTS-- *****
WAR.GRDTRK.UNT.CSS.TPT.SPOD.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE THEATER Hierarchy: 1.X.3.1.3.4.5.1 Framed: F	 SUGPUSTST- *****	 SFGPUSTST- *****	 SNGPUSTST- *****	 SHGPUSTST- *****
WAR.GRDTRK.UNT.CSS.TPT.SPOD.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE CORPS Hierarchy: 1.X.3.1.3.4.5.2 Framed: F	 SUGPUSTSC- *****	 SFGPUSTSC- *****	 SNGPUSTSC- *****	 SHGPUSTSC- *****

TABLE A-VII. UEI symbols – ground - Continued.

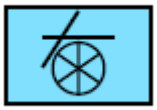
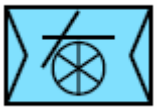
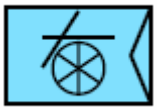
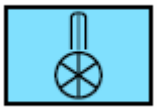
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.APOD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE Hierarchy: 1.X.3.1.3.4.6 Framed: F	 SUGPUSTA-- *****	 SFGPUSTA-- *****	 SNGPUSTA-- *****	 SHGPUSTA-- *****
WAR.GRDTRK.UNT.CSS.TPT.APOD.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE THEATER Hierarchy: 1.X.3.1.3.4.6.1 Framed: F	 SUGPUSTAT- *****	 SFGPUSTAT- *****	 SNGPUSTAT- *****	 SHGPUSTAT- *****
WAR.GRDTRK.UNT.CSS.TPT.APOD.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE CORPS Hierarchy: 1.X.3.1.3.4.6.2 Framed: F	 SUGPUSTAC- *****	 SFGPUSTAC- *****	 SNGPUSTAC- *****	 SHGPUSTAC- *****
WAR.GRDTRK.UNT.CSS.TPT.MSL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE Hierarchy: 1.X.3.1.3.4.7 Framed: F	 SUGPUSTI--*****	 SFGPUSTI--*****	 SNGPUSTI--*****	 SHGPUSTI--*****

TABLE A-VII. UEI symbols – ground - Continued.

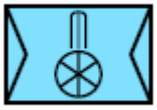
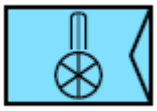
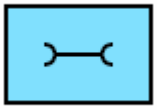
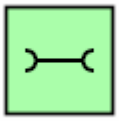
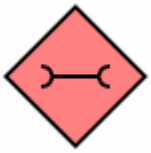
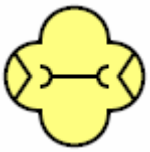
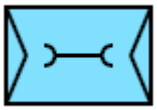
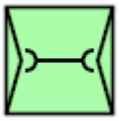
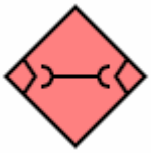
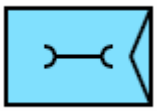
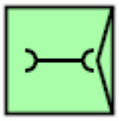
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.MSL.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE THEATER Hierarchy: 1.X.3.1.3.4.7.1 Framed: F	 SUGPUSTIT- *****	 SFGPUSTIT- *****	 SNGPUSTIT- *****	 SHGPUSTIT- *****
WAR.GRDTRK.UNT.CSS.TPT.MSL.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE CORPS Hierarchy: 1.X.3.1.3.4.7.2 Framed: F	 SUGPUSTIC- *****	 SFGPUSTIC- *****	 SNGPUSTIC- *****	 SHGPUSTIC- *****
WAR.GRDTRK.UNT.CSS.MAINT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE Hierarchy: 1.X.3.1.3.5 Framed: F	 SUGPUSX--- *****	 SFGPUSX---*****	 SNGPUSX--- *****	 SHGPUSX--- *****
WAR.GRDTRK.UNT.CSS.MAINT.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE THEATER Hierarchy: 1.X.3.1.3.5.1 Framed: F	 SUGPUSXT-- *****	 SFGPUSXT-- *****	 SNGPUSXT-- *****	 SHGPUSXT-- *****
WAR.GRDTRK.UNT.CSS.MAINT.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE CORPS Hierarchy: 1.X.3.1.3.5.2 Framed: F	 SUGPUSXC-- *****	 SFGPUSXC-- *****	 SNGPUSXC-- *****	 SHGPUSXC-- *****

TABLE A-VII. UEI symbols – ground - Continued.

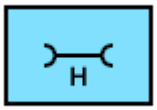
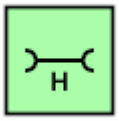
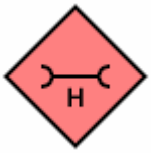
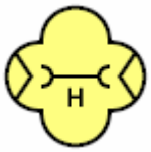
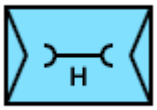
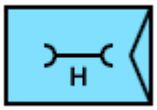
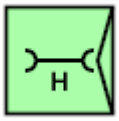
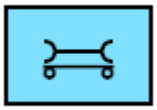
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY Hierarchy: 1.X.3.1.3.5.3 Framed: F	 SUGPUSXH-- *****	 SFGPUSXH-- *****	 SNGPUSXH-- *****	 SHGPUSXH-- *****
WAR.GRDTRK.UNT.CSS.MAINT.HVY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY THEATER Hierarchy: 1.X.3.1.3.5.3.1 Framed: F	 SUGPUSXHT- *****	 SFGPUSXHT- *****	 SNGPUSXHT- *****	 SHGPUSXHT- *****
WAR.GRDTRK.UNT.CSS.MAINT.HVY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY CORPS Hierarchy: 1.X.3.1.3.5.3.2 Framed: F	 SUGPUSXHC- *****	 SFGPUSXHC- *****	 SNGPUSXHC- *****	 SHGPUSXHC- *****
WAR.GRDTRK.UNT.CSS.MAINT.RCY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY Hierarchy: 1.X.3.1.3.5.4 Framed: F	 SUGPUSXR-- *****	 SFGPUSXR-- *****	 SNGPUSXR-- *****	 SHGPUSXR-- *****

TABLE A-VII. UEI symbols – ground - Continued.

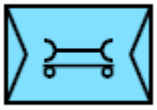
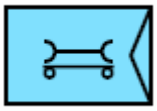
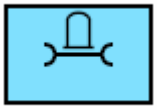
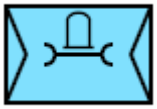
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.RCY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY THEATER Hierarchy: 1.X.3.1.3.5.4.1 Framed: F	 SUGPUSXRT- *****	 SFGPUSXRT- *****	 SNGPUSXRT- *****	 SHGPUSXRT- *****
WAR.GRDTRK.UNT.CSS.MAINT.RCY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY CORPS Hierarchy: 1.X.3.1.3.5.4.2 Framed: F	 SUGPUSXRC- *****	 SFGPUSXRC- *****	 SNGPUSXRC- *****	 SHGPUSXRC- *****
WAR.GRDTRK.UNT.CSS.MAINT.ORD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE Hierarchy: 1.X.3.1.3.5.5 Framed: F	 SUGPUSXO-- *****	 SFGPUSXO-- *****	 SNGPUSXO-- *****	 SHGPUSXO-- *****
WAR.GRDTRK.UNT.CSS.MAINT.ORD.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE THEATER Hierarchy: 1.X.3.1.3.5.5.1 Framed: F	 SUGPUSXOT- *****	 SFGPUSXOT- *****	 SNGPUSXOT- *****	 SHGPUSXOT- *****

TABLE A-VII. UEI symbols – ground - Continued.

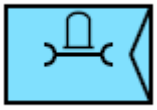
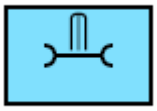
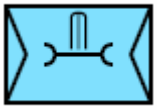
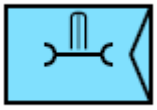
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.ORD.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE CORPS Hierarchy: 1.X.3.1.3.5.5.2 Framed: F	 SUGPUSXOC- *****	 SFGPUSXOC- *****	 SNGPUSXOC- *****	 SHGPUSXOC- *****
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE Hierarchy: 1.X.3.1.3.5.5.3 Framed: F	 SUGPUSXOM- *****	 SFGPUSXOM- *****	 SNGPUSXOM- *****	 SHGPUSXOM- *****
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE THEATER Hierarchy: 1.X.3.1.3.5.5.3.1 Framed: F	 SUGPUSXOMT** ***	 SFGPUSXOMT** ***	 SNGPUSXOMT** ***	 SHGPUSXOMT** ***
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE CORPS Hierarchy: 1.X.3.1.3.5.5.3.2 Framed: F	 SUGPUSXOMC** ***	 SFGPUSXOMC** ***	 SNGPUSXOMC** ***	 SHGPUSXOMC** ***

TABLE A-VII. UEI symbols – ground - Continued.

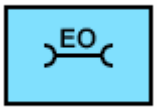
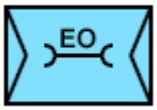
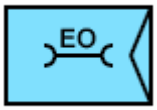
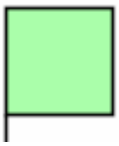
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.EOP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL Hierarchy: 1.X.3.1.3.5.6 Framed: F	 SUGPUSXE-- *****	 SFGPUSXE-- *****	 SNGPUSXE-- *****	 SHGPUSXE-- *****
WAR.GRDTRK.UNT.CSS.MAINT.EOP.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL THEATER Hierarchy: 1.X.3.1.3.5.6.1 Framed: F	 SUGPUSXET- *****	 SFGPUSXET- *****	 SNGPUSXET- *****	 SHGPUSXET- *****
WAR.GRDTRK.UNT.CSS.MAINT.EOP.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL CORPS Hierarchy: 1.X.3.1.3.5.6.2 Framed: F	 SUGPUSXEC- *****	 SFGPUSXEC- *****	 SNGPUSXEC- *****	 SHGPUSXEC- *****
WAR.GRDTRK.UNT.C2HQ WARFIGHTING SYMBOLS GROUND TRACK UNIT SPECIAL C2 HEADQUARTERS COMPONENT Hierarchy: 1.X.3.1.4 Framed: F NOTE: Refer to paragraph C.4.4.2 for construction of Special C2 Headquarters symbols.	 SUGPUH----*****	 SFGPUH----*****	 SNGPUH----*****	 SHGPUH----*****
WAR.GRDTRK.EQT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT Hierarchy: 1.X.3.2 Framed: F	 SUGPE-----*****	 SFGPE-----*****	 SNGPE-----*****	 SHGPE-----*****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON Hierarchy: 1.X.3.2.1	N/A	N/A	N/A	N/A
WAR.GRDTRK.EQT.WPN.MSLL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER Hierarchy: 1.X.3.2.1.1 Framed: FO	 SUGPEWM--- *****	 SFGPEWM--- *****	 SNGPEWM--- *****	 SHGPEWM--- *****
	 SUGPEWM--- *****	 SFGPEWM--- *****	 SNGPEWM--- *****	 SHGPEWM--- *****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) Hierarchy: 1.X.3.2.1.1.1 Framed: FO	 SUGPEWMA-- *****	 SFGPEWMA-- *****	 SNGPEWMA-- *****	 SHGPEWMA-- *****
	 SUGPEWMA-- *****	 SFGPEWMA-- *****	 SNGPEWMA-- *****	 SHGPEWMA-- *****

TABLE A-VII. UEI symbols – ground - Continued.

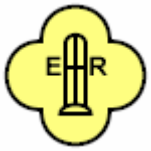
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) SHORT RANGE Hierarchy: 1.X.3.2.1.1.1.1 Framed: FO	 SUGPEWMAS- *****	 SFGPEWMAS- *****	 SNGPEWMAS- *****	 SHGPEWMAS- *****
	 SUGPEWMAS- *****	 SFGPEWMAS- *****	 SNGPEWMAS- *****	 SHGPEWMAS- *****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TLAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) SHORT RANGE TLAR Hierarchy: N/A Framed: FO	 SUGPEWMASR** ***	 SFGPEWMASR** ***	 SNGPEWMASR** ***	 SHGPEWMASR** ***
	 SUGPEWMASR** ***	 SFGPEWMASR** ***	 SNGPEWMASR** ***	 SHGPEWMASR** ***
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TELAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) SHORT RANGE TELAR Hierarchy: N/A Framed: FO	 SUGPEWMASE** ***	 SFGPEWMASE** ***	 SNGPEWMASE** ***	 SHGPEWMASE** ***
	 SUGPEWMASE** ***	 SFGPEWMASE** ***	 SNGPEWMASE** ***	 SHGPEWMASE** ***

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) INTERMEDIATE RANGE Hierarchy: 1.X.3.2.1.1.1.2 Framed: FO	 SUGPEWMAI-***** SUGPEWMAI-*****	 SFGPEWMAI-***** SFGPEWMAI-*****	 SNGPEWMAI-***** SNGPEWMAI-*****	 SHGPEWMAI-***** SHGPEWMAI-*****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TLAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) INTERMEDIATE RANGE TLAR Hierarchy: N/A Framed: FO	 SUGPEWMAIR***** SUGPEWMAIR*****	 SFGPEWMAIR***** SFGPEWMAIR*****	 SNGPEWMAIR***** SNGPEWMAIR*****	 SHGPEWMAIR***** SHGPEWMAIR*****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TELAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) INTERMEDIATE RANGE TELAR Hierarchy: N/A Framed: FO	 SUGPEWMAIE***** SUGPEWMAIE*****	 SFGPEWMAIE***** SFGPEWMAIE*****	 SNGPEWMAIE***** SNGPEWMAIE*****	 SHGPEWMAIE***** SHGPEWMAIE*****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) LONG RANGE Hierarchy: 1.X.3.2.1.1.1.3 Framed: FO	 SUGPEWMAL- *****	 SFGPEWMAL- *****	 SNGPEWMAL- *****	 SHGPEWMAL- *****
	 SUGPEWMAL- *****	 SFGPEWMAL- *****	 SNGPEWMAL- *****	 SHGPEWMAL- *****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TLAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) LONG RANGE TLAR Hierarchy: N/A Framed: FO	 SUGPEWMALR* ****	 SFGPEWMALR** ***	 SNGPEWMALR* ****	 SHGPEWMALR* ****
	 SUGPEWMALR* ****	 SFGPEWMALR** ***	 SNGPEWMALR* ****	 SHGPEWMALR* ****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TELAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) LONG RANGE TELAR Hierarchy: N/A Framed: FO	 SUGPEWMALE** ***	 SFGPEWMALE** ***	 SNGPEWMALE** ***	 SHGPEWMALE** ***
	 SUGPEWMALE** ***	 SFGPEWMALE** ***	 SNGPEWMALE** ***	 SHGPEWMALE** ***

TABLE A-VII. UEI symbols – ground - Continued.

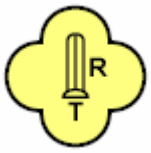
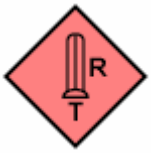
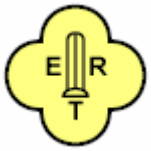
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) THEATER Hierarchy: 1.X.3.2.1.1.1.4 Framed: FO	 SUGPEWMAT- *****	 SFGPEWMAT- *****	 SNGPEWMAT- *****	 SHGPEWMAT- *****
	 SUGPEWMAT- *****	 SFGPEWMAT- *****	 SNGPEWMAT- *****	 SHGPEWMAT- *****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TLAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) THEATER TLAR Hierarchy: N/A Framed: FO	 SUGPEWMATR* ****	 SFGPEWMATR** ***	 SNGPEWMATR* ****	 SHGPEWMATR* ****
	 SUGPEWMATR* ****	 SFGPEWMATR** ***	 SNGPEWMATR* ****	 SHGPEWMATR* ****
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TELAR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) THEATER TELAR Hierarchy: N/A Framed: FO	 SUGPEWMATE** ***	 SFGPEWMATE** ***	 SNGPEWMATE** ***	 SHGPEWMATE** ***
	 SUGPEWMATE** ***	 SFGPEWMATE** ***	 SNGPEWMATE** ***	 SHGPEWMATE** ***

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.SUF WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS) Hierarchy: 1.X.3.2.1.1.2 Framed: FO	 SUGPEWMS-- *****	 SFGPEWMS-- *****	 SNGPEWMS-- *****	 SHGPEWMS-- *****
	 SUGPEWMS-- *****	 SFGPEWMS-- *****	 SNGPEWMS-- *****	 SHGPEWMS-- *****
WAR.GRDTRK.EQT.WPN.MSLL.SUF.SHTR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS) SHORT RANGE Hierarchy: 1.X.3.2.1.1.2.1 Framed: FO	 SUGPEWMSS- *****	 SFGPEWMSS- *****	 SNGPEWMSS- *****	 SHGPEWMSS- *****
	 SUGPEWMSS- *****	 SFGPEWMSS- *****	 SNGPEWMSS- *****	 SHGPEWMSS- *****
WAR.GRDTRK.EQT.WPN.MSLL.SUF.INTMR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS) INTERMEDIATE RANGE Hierarchy: 1.X.3.2.1.1.2.2 Framed: FO	 SUGPEWMSI- *****	 SFGPEWMSI- *****	 SNGPEWMSI- *****	 SHGPEWMSI- *****
	 SUGPEWMSI- *****	 SFGPEWMSI- *****	 SNGPEWMSI- *****	 SHGPEWMSI- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.SUF.LNGR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS) LONG RANGE Hierarchy: 1.X.3.2.1.1.2.3 Framed: FO	 SUGPEWMSL- *****	 SFGPEWMSL- *****	 SNGPEWMSL- *****	 SHGPEWMSL- *****
	 SUGPEWMSL- *****	 SFGPEWMSL- *****	 SNGPEWMSL- *****	 SHGPEWMSL- *****
WAR.GRDTRK.EQT.WPN.MSLL.AT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT) Hierarchy: 1.X.3.2.1.1.3 Framed: FO	 SUGPEWMT-- *****	 SFGPEWMT-- *****	 SNGPEWMT-- *****	 SHGPEWMT-- *****
	 SUGPEWMT-- *****	 SFGPEWMT-- *****	 SNGPEWMT-- *****	 SHGPEWMT-- *****
WAR.GRDTRK.EQT.WPN.MSLL.AT.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT) LIGHT Hierarchy: 1.X.3.2.1.1.3.1 Framed: FO	 SUGPEWMTL- *****	 SFGPEWMTL- *****	 SNGPEWMTL- *****	 SHGPEWMTL- *****
	 SUGPEWMTL- *****	 SFGPEWMTL- *****	 SNGPEWMTL- *****	 SHGPEWMTL- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.AT.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT) MEDIUM Hierarchy: 1.X.3.2.1.1.3.2 Framed: FO	 SUGPEWMTM- *****	 SFGPEWMTM- *****	 SNGPEWMTM- *****	 SHGPEWMTM- *****
	 SUGPEWMTM- *****	 SFGPEWMTM- *****	 SNGPEWMTM- *****	 SHGPEWMTM- *****
WAR.GRDTRK.EQT.WPN.MSLL.AT.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT) HEAVY Hierarchy: 1.X.3.2.1.1.3.3 Framed: FO	 SUGPEWMTH- *****	 SFGPEWMTH- *****	 SNGPEWMTH- *****	 SHGPEWMTH- *****
	 SUGPEWMTH- *****	 SFGPEWMTH- *****	 SNGPEWMTH- *****	 SHGPEWMTH- *****
WAR.GRDTRK.EQT.WPN.SRL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER Hierarchy: 1.X.3.2.1.2 Framed: FO	 SUGPEWS--- *****	 SFGPEWS--- *****	 SNGPEWS--- *****	 SHGPEWS--- *****
	 SUGPEWS--- *****	 SFGPEWS--- *****	 SNGPEWS--- *****	 SHGPEWS--- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.SRL.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER LIGHT Hierarchy: 1.X.3.2.1.2.1 Framed: FO	 SUGPEWSL-- *****	 SFGPEWSL-- *****	 SNGPEWSL-- *****	 SHGPEWSL-- *****
	 SUGPEWSL-- *****	 SFGPEWSL-- *****	 SNGPEWSL-- *****	 SHGPEWSL-- *****
WAR.GRDTRK.EQT.WPN.SRL.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER MEDIUM Hierarchy: 1.X.3.2.1.2.2 Framed: FO	 SUGPEWSM-- *****	 SFGPEWSM-- *****	 SNGPEWSM-- *****	 SHGPEWSM-- *****
	 SUGPEWSM-- *****	 SFGPEWSM-- *****	 SNGPEWSM-- *****	 SHGPEWSM-- *****
WAR.GRDTRK.EQT.WPN.SRL.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER HEAVY Hierarchy: 1.X.3.2.1.2.3 Framed: FO	 SUGPEWSH-- *****	 SFGPEWSH-- *****	 SNGPEWSH-- *****	 SHGPEWSH-- *****
	 SUGPEWSH-- *****	 SFGPEWSH-- *****	 SNGPEWSH-- *****	 SHGPEWSH-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MRL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER Hierarchy: 1.X.3.2.1.3 Framed: FO	 SUGPEWX--- *****	 SFGPEWX--- *****	 SNGPEWX--- *****	 SHGPEWX--- *****
	 SUGPEWX--- *****	 SFGPEWX--- *****	 SNGPEWX--- *****	 SHGPEWX--- *****
WAR.GRDTRK.EQT.WPN.MRL.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER LIGHT Hierarchy: 1.X.3.2.1.3.1 Framed: FO	 SUGPEWXL-- *****	 SFGPEWXL-- *****	 SNGPEWXL-- *****	 SHGPEWXL-- *****
	 SUGPEWXL-- *****	 SFGPEWXL-- *****	 SNGPEWXL-- *****	 SHGPEWXL-- *****
WAR.GRDTRK.EQT.WPN.MRL.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER MEDIUM Hierarchy: 1.X.3.2.1.3.2 Framed: FO	 SUGPEWXM-- *****	 SFGPEWXM-- *****	 SNGPEWXM-- *****	 SHGPEWXM-- *****
	 SUGPEWXM-- *****	 SFGPEWXM-- *****	 SNGPEWXM-- *****	 SHGPEWXM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MRL.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER HEAVY Hierarchy: 1.X.3.2.1.3.3 Framed: FO	 SUGPEWXH-- *****	 SFGPEWXH-- *****	 SNGPEWXH-- *****	 SHGPEWXH-- *****
	 SUGPEWXH-- *****	 SFGPEWXH-- *****	 SNGPEWXH-- *****	 SHGPEWXH-- *****
WAR.GRDTRK.EQT.WPN.ATRL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER Hierarchy: 1.X.3.2.1.4 Framed: FO	 SUGPEWT--- *****	 SFGPEWT--- *****	 SNGPEWT--- *****	 SHGPEWT--- *****
	 SUGPEWT--- *****	 SFGPEWT--- *****	 SNGPEWT--- *****	 SHGPEWT--- *****
WAR.GRDTRK.EQT.WPN.ATRL.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER LIGHT Hierarchy: 1.X.3.2.1.4.1 Framed: FO	 SUGPEWTL-- *****	 SFGPEWTL-- *****	 SNGPEWTL-- *****	 SHGPEWTL-- *****
	 SUGPEWTL-- *****	 SFGPEWTL-- *****	 SNGPEWTL-- *****	 SHGPEWTL-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ATRL.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER MEDIUM Hierarchy: 1.X.3.2.1.4.2 Framed: FO	 SUGPEWTM-- *****	 SFGPEWTM-- *****	 SNGPEWTM-- *****	 SHGPEWTM-- *****
	 SUGPEWTM-- *****	 SFGPEWTM-- *****	 SNGPEWTM-- *****	 SHGPEWTM-- *****
WAR.GRDTRK.EQT.WPN.ATRL.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER HEAVY Hierarchy: 1.X.3.2.1.4.3 Framed: FO	 SUGPEWTH-- *****	 SFGPEWTH-- *****	 SNGPEWTH-- *****	 SHGPEWTH-- *****
	 SUGPEWTH-- *****	 SFGPEWTH-- *****	 SNGPEWTH-- *****	 SHGPEWTH-- *****
WAR.GRDTRK.EQT.WPN.RIFWPN WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON Hierarchy: 1.X.3.2.1.5 Framed: FO	 SUGPEWR--- *****	 SFGPEWR--- *****	 SNGPEWR--- *****	 SHGPEWR--- *****
	 SUGPEWR--- *****	 SFGPEWR--- *****	 SNGPEWR--- *****	 SHGPEWR--- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.RIFWPN.RIF WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON RIFLE Hierarchy: 1.X.3.2.1.5.1 Framed: FO	 SUGPEWRR-- *****	 SFGPEWRR-- *****	 SNGPEWRR-- *****	 SHGPEWRR-- *****
	 SUGPEWRR-- *****	 SFGPEWRR-- *****	 SNGPEWRR-- *****	 SHGPEWRR-- *****
WAR.GRDTRK.EQT.WPN.RIFWPN.LMG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON LIGHT MACHINE GUN Hierarchy: 1.X.3.2.1.5.2 Framed: FO	 SUGPEWRL-- *****	 SFGPEWRL-- *****	 SNGPEWRL-- *****	 SHGPEWRL-- *****
	 SUGPEWRL-- *****	 SFGPEWRL-- *****	 SNGPEWRL-- *****	 SHGPEWRL-- *****
WAR.GRDTRK.EQT.WPN.RIFWPN.HMG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON HEAVY MACHINE GUN Hierarchy: 1.X.3.2.1.5.3 Framed: FO	 SUGPEWRH-- *****	 SFGPEWRH-- *****	 SNGPEWRH-- *****	 SHGPEWRH-- *****
	 SUGPEWRH-- *****	 SFGPEWRH-- *****	 SNGPEWRH-- *****	 SHGPEWRH-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.GREL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER Hierarchy: 1.X.3.2.1.6 Framed: FO	 SUGPEWZ--- *****	 SFGPEWZ--- *****	 SNGPEWZ--- *****	 SHGPEWZ--- *****
	 SUGPEWZ--- *****	 SFGPEWZ--- *****	 SNGPEWZ--- *****	 SHGPEWZ--- *****
WAR.GRDTRK.EQT.WPN.GREL.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER LIGHT Hierarchy: 1.X.3.2.1.6.1 Framed: FO	 SUGPEWZL-- *****	 SFGPEWZL-- *****	 SNGPEWZL-- *****	 SHGPEWZL-- *****
	 SUGPEWZL-- *****	 SFGPEWZL-- *****	 SNGPEWZL-- *****	 SHGPEWZL-- *****
WAR.GRDTRK.EQT.WPN.GREL.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER MEDIUM Hierarchy: 1.X.3.2.1.6.2 Framed: FO	 SUGPEWZM-- *****	 SFGPEWZM-- *****	 SNGPEWZM-- *****	 SHGPEWZM-- *****
	 SUGPEWZM-- *****	 SFGPEWZM-- *****	 SNGPEWZM-- *****	 SHGPEWZM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.GREL.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER HEAVY Hierarchy: 1.X.3.2.1.6.3 Framed: FO	 SUGPEWZH-- *****	 SFGPEWZH-- *****	 SNGPEWZH-- *****	 SHGPEWZH-- *****
	 SUGPEWZH-- *****	 SFGPEWZH-- *****	 SNGPEWZH-- *****	 SHGPEWZH-- *****
WAR.GRDTRK.EQT.WPN.MORT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR Hierarchy: 1.X.3.2.1.7 Framed: FO	 SUGPEWO--- *****	 SFGPEWO--- *****	 SNGPEWO--- *****	 SHGPEWO--- *****
	 SUGPEWO--- *****	 SFGPEWO--- *****	 SNGPEWO--- *****	 SHGPEWO--- *****
WAR.GRDTRK.EQT.WPN.MORT.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR LIGHT Hierarchy: 1.X.3.2.1.7.1 Framed: FO	 SUGPEWOL-- *****	 SFGPEWOL-- *****	 SNGPEWOL-- *****	 SHGPEWOL-- *****
	 SUGPEWOL-- *****	 SFGPEWOL-- *****	 SNGPEWOL-- *****	 SHGPEWOL-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MORT.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR MEDIUM Hierarchy: 1.X.3.2.1.7.2 Framed: FO	 SUGPEWOM-- *****	 SFGPEWOM-- *****	 SNGPEWOM-- *****	 SHGPEWOM-- *****
	 SUGPEWOM-- *****	 SFGPEWOM-- *****	 SNGPEWOM-- *****	 SHGPEWOM-- *****
WAR.GRDTRK.EQT.WPN.MORT.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR HEAVY Hierarchy: 1.X.3.2.1.7.3 Framed: FO	 SUGPEWOH-- *****	 SFGPEWOH-- *****	 SNGPEWOH-- *****	 SHGPEWOH-- *****
	 SUGPEWOH-- *****	 SFGPEWOH-- *****	 SNGPEWOH-- *****	 SHGPEWOH-- *****
WAR.GRDTRK.EQT.WPN.HOW WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER Hierarchy: 1.X.3.2.1.8 Framed: FO	 SUGPEWH--- *****	 SFGPEWH--- *****	 SNGPEWH--- *****	 SHGPEWH--- *****
	 SUGPEWH--- *****	 SFGPEWH--- *****	 SNGPEWH--- *****	 SHGPEWH--- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.HOW.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT Hierarchy: 1.X.3.2.1.8.1 Framed: FO	 SUGPEWHL-- *****	 SFGPEWHL-- *****	 SNGPEWHL-- *****	 SHGPEWHL-- *****
	 SUGPEWHL-- *****	 SFGPEWHL-- *****	 SNGPEWHL-- *****	 SHGPEWHL-- *****
WAR.GRDTRK.EQT.WPN.HOW.LIT.SPD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT SELF-PROPELLED Hierarchy: 1.X.3.2.1.8.1.1 Framed: FO	 SUGPEWHLS- *****	 SFGPEWHLS- *****	 SNGPEWHLS- *****	 SHGPEWHLS- *****
	 SUGPEWHLS- *****	 SFGPEWHLS- *****	 SNGPEWHLS- *****	 SHGPEWHLS- *****
WAR.GRDTRK.EQT.WPN.HOW.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM Hierarchy: 1.X.3.2.1.8.2 Framed: FO	 SUGPEWHM-- *****	 SFGPEWHM-- *****	 SNGPEWHM-- *****	 SHGPEWHM-- *****
	 SUGPEWHM-- *****	 SFGPEWHM-- *****	 SNGPEWHM-- *****	 SHGPEWHM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.HOW.MDM.SPD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM SELF-PROPELLED Hierarchy: 1.X.3.2.1.8.2.1 Framed: FO	 SUGPEWHMS- *****	 SFGPEWHMS- *****	 SNGPEWHMS- *****	 SHGPEWHMS- *****
	 SUGPEWHMS- *****	 SFGPEWHMS- *****	 SNGPEWHMS- *****	 SHGPEWHMS- *****
WAR.GRDTRK.EQT.WPN.HOW.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY Hierarchy: 1.X.3.2.1.8.3 Framed: FO	 SUGPEWHH-- *****	 SFGPEWHH-- *****	 SNGPEWHH-- *****	 SHGPEWHH-- *****
	 SUGPEWHH-- *****	 SFGPEWHH-- *****	 SNGPEWHH-- *****	 SHGPEWHH-- *****
WAR.GRDTRK.EQT.WPN.HOW.HVY.SPD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY SELF-PROPELLED Hierarchy: 1.X.3.2.1.8.3.1 Framed: FO	 SUGPEWHHS- *****	 SFGPEWHHS- *****	 SNGPEWHHS- *****	 SHGPEWHHS- *****
	 SUGPEWHHS- *****	 SFGPEWHHS- *****	 SNGPEWHHS- *****	 SHGPEWHHS- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ATG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN Hierarchy: 1.X.3.2.1.9 Framed: FO	 SUGPEWG--- *****	 SFGPEWG--- *****	 SNGPEWG--- *****	 SHGPEWG--- *****
	 SUGPEWG--- *****	 SFGPEWG--- *****	 SNGPEWG--- *****	 SHGPEWG--- *****
WAR.GRDTRK.EQT.WPN.ATG.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN LIGHT Hierarchy: 1.X.3.2.1.9.1 Framed: FO	 SUGPEWGL-- *****	 SFGPEWGL-- *****	 SNGPEWGL-- *****	 SHGPEWGL-- *****
	 SUGPEWGL-- *****	 SFGPEWGL-- *****	 SNGPEWGL-- *****	 SHGPEWGL-- *****
WAR.GRDTRK.EQT.WPN.ATG.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN MEDIUM Hierarchy: 1.X.3.2.1.9.2 Framed: FO	 SUGPEWGM-- *****	 SFGPEWGM-- *****	 SNGPEWGM-- *****	 SHGPEWGM-- *****
	 SUGPEWGM-- *****	 SFGPEWGM-- *****	 SNGPEWGM-- *****	 SHGPEWGM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ATG.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN HEAVY Hierarchy: 1.X.3.2.1.9.3 Framed: FO	 SUGPEWGH-- *****	 SFGPEWGH-- *****	 SNGPEWGH-- *****	 SHGPEWGH-- *****
	 SUGPEWGH-- *****	 SFGPEWGH-- *****	 SNGPEWGH-- *****	 SHGPEWGH-- *****
WAR.GRDTRK.EQT.WPN.ATG.RECL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN RECOILLESS Hierarchy: 1.X.3.2.1.9.4 Framed: FO	 SUGPEWGR-- *****	 SFGPEWGR-- *****	 SNGPEWGR-- *****	 SHGPEWGR-- *****
	 SUGPEWGR-- *****	 SFGPEWGR-- *****	 SNGPEWGR-- *****	 SHGPEWGR-- *****
WAR.GRDTRK.EQT.WPN.DFG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN Hierarchy: 1.X.3.2.1.10 Framed: FO	 SUGPEWD--- *****	 SFGPEWD--- *****	 SNGPEWD--- *****	 SHGPEWD--- *****
	 SUGPEWD--- *****	 SFGPEWD--- *****	 SNGPEWD--- *****	 SHGPEWD--- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.DFG.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN LIGHT Hierarchy: 1.X.3.2.1.10.1 Framed: FO	 SUGPEWDL-- *****	 SFGPEWDL-- *****	 SNGPEWDL-- *****	 SHGPEWDL-- *****
	 SUGPEWDL-- *****	 SFGPEWDL-- *****	 SNGPEWDL-- *****	 SHGPEWDL-- *****
WAR.GRDTRK.EQT.WPN.DFG.LIT.SPD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN LIGHT SELF-PROPELLED Hierarchy: 1.X.3.2.1.10.1.1 Framed: FO	 SUGPEWDLS- *****	 SFGPEWDLS- *****	 SNGPEWDLS- *****	 SHGPEWDLS- *****
	 SUGPEWDLS- *****	 SFGPEWDLS- *****	 SNGPEWDLS- *****	 SHGPEWDLS- *****
WAR.GRDTRK.EQT.WPN.DFG.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM Hierarchy: 1.X.3.2.1.10.2 Framed: FO	 SUGPEWDM-- *****	 SFGPEWDM-- *****	 SNGPEWDM-- *****	 SHGPEWDM-- *****
	 SUGPEWDM-- *****	 SFGPEWDM-- *****	 SNGPEWDM-- *****	 SHGPEWDM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.DFG.MDM.SPD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM SELF-PROPELLED Hierarchy: 1.X.3.2.1.10.2.1 Framed: FO	 SUGPEWDMS- *****	 SFGPEWDMS- *****	 SNGPEWDMS- *****	 SHGPEWDMS- *****
	 SUGPEWDMS- *****	 SFGPEWDMS- *****	 SNGPEWDMS- *****	 SHGPEWDMS- *****
WAR.GRDTRK.EQT.WPN.DFG.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY Hierarchy: 1.X.3.2.1.10.3 Framed: FO	 SUGPEWDH-- *****	 SFGPEWDH-- *****	 SNGPEWDH-- *****	 SHGPEWDH-- *****
	 SUGPEWDH-- *****	 SFGPEWDH-- *****	 SNGPEWDH-- *****	 SHGPEWDH-- *****
WAR.GRDTRK.EQT.WPN.DFG.HVY.SPD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY SELF-PROPELLED Hierarchy: 1.X.3.2.1.10.3.1 Framed: FO	 SUGPEWDHS- *****	 SFGPEWDHS- *****	 SNGPEWDHS- *****	 SHGPEWDHS- *****
	 SUGPEWDHS- *****	 SFGPEWDHS- *****	 SNGPEWDHS- *****	 SHGPEWDHS- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ADFG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN Hierarchy: 1.X.3.2.1.11 Framed: FO	 SUGPEWA--- *****	 SFGPEWA--- *****	 SNGPEWA--- *****	 SHGPEWA--- *****
	 SUGPEWA--- *****	 SFGPEWA--- *****	 SNGPEWA--- *****	 SHGPEWA--- *****
WAR.GRDTRK.EQT.WPN.ADFG.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN LIGHT Hierarchy: 1.X.3.2.1.11.1 Framed: FO	 SUGPEWAL-- *****	 SFGPEWAL-- *****	 SNGPEWAL-- *****	 SHGPEWAL-- *****
	 SUGPEWAL-- *****	 SFGPEWAL-- *****	 SNGPEWAL-- *****	 SHGPEWAL-- *****
WAR.GRDTRK.EQT.WPN.ADFG.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN MEDIUM Hierarchy: 1.X.3.2.1.11.2 Framed: FO	 SUGPEWAM-- *****	 SFGPEWAM-- *****	 SNGPEWAM-- *****	 SHGPEWAM-- *****
	 SUGPEWAM-- *****	 SFGPEWAM-- *****	 SNGPEWAM-- *****	 SHGPEWAM-- *****

TABLE A-VII. UEI symbols – ground - Continued.

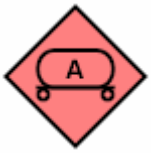
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ADFG.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN HEAVY Hierarchy: 1.X.3.2.1.11.3 Framed: FO	 SUGPEWAH-- *****	 SFGPEWAH-- *****	 SNGPEWAH-- *****	 SHGPEWAH-- *****
	 SUGPEWAH-- *****	 SFGPEWAH-- *****	 SNGPEWAH-- *****	 SHGPEWAH-- *****
WAR.GRDTRK.EQT.GRDVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE Hierarchy: 1.X.3.2.2 Framed: FO	 SUGPEV----*****	 SFGPEV----*****	 SNGPEV----*****	 SHGPEV----*****
	 SUGPEV----*****	 SFGPEV----*****	 SNGPEV----*****	 SHGPEV----*****
WAR.GRDTRK.EQT.GRDVEH.ARMD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED Hierarchy: 1.X.3.2.2.1 Framed: FO	 SUGPEVA--- *****	 SFGPEVA---*****	 SNGPEVA--- *****	 SHGPEVA--- *****
	 SUGPEVA--- *****	 SFGPEVA---*****	 SNGPEVA--- *****	 SHGPEVA--- *****

TABLE A-VII. UEI symbols – ground - Continued.

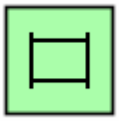
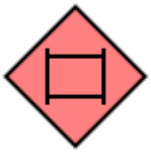
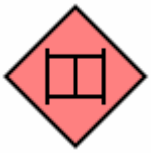
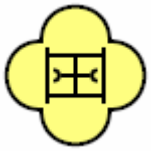
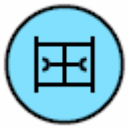
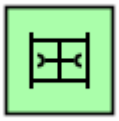
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK Hierarchy: 1.X.3.2.2.1.1 Framed: FO	 SUGPEVAT-- *****	 SFGPEVAT-- *****	 SNGPEVAT-- *****	 SHGPEVAT-- *****
	 SUGPEVAT-- *****	 SFGPEVAT-- *****	 SNGPEVAT-- *****	 SHGPEVAT-- *****
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT Hierarchy: 1.X.3.2.2.1.1.1 Framed: FO	 SUGPEVATL- *****	 SFGPEVATL- *****	 SNGPEVATL- *****	 SHGPEVATL- *****
	 SUGPEVATL- *****	 SFGPEVATL- *****	 SNGPEVATL- *****	 SHGPEVATL- *****
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT.RCY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT RECOVERY Hierarchy: 1.X.3.2.2.1.1.1.1 Framed: FO	 SUGPEVATLR** ***	 SFGPEVATLR*** **	 SNGPEVATLR** ***	 SHGPEVATLR** ***
	 SUGPEVATLR** ***	 SFGPEVATLR*** **	 SNGPEVATLR** ***	 SHGPEVATLR** ***

TABLE A-VII. UEI symbols – ground - Continued.

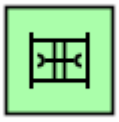
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM Hierarchy: 1.X.3.2.2.1.1.2 Framed: FO	 SUGPEVATM-***** SUGPEVATM-*****	 SFGPEVATM-***** SFGPEVATM-*****	 SNGPEVATM-***** SNGPEVATM-*****	 SHGPEVATM-***** SHGPEVATM-*****
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM.RCY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM RECOVERY Hierarchy: 1.X.3.2.2.1.1.2.1 Framed: FO	 SUGPEVATMR**** SUGPEVATMR****	 SFGPEVATMR**** SFGPEVATMR****	 SNGPEVATMR**** SNGPEVATMR****	 SHGPEVATMR**** SHGPEVATMR****
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY Hierarchy: 1.X.3.2.2.1.1.3 Framed: FO	 SUGPEVATH-***** SUGPEVATH-*****	 SFGPEVATH-***** SFGPEVATH-*****	 SNGPEVATH-***** SNGPEVATH-*****	 SHGPEVATH-***** SHGPEVATH-*****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY.RCY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY RECOVERY Hierarchy: 1.X.3.2.2.1.1.3.1 Framed: FO	 SUGPEVATHR***** SUGPEVATHR***** SFGPEVATHR***** SFGPEVATHR***** SNGPEVATHR***** SNGPEVATHR***** SHGPEVATHR***** SHGPEVATHR*****			
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER Hierarchy: 1.X.3.2.2.1.2 Framed: FO	 SUGPEVAA----- SUGPEVAA----- SFGPEVAA----- SFGPEVAA----- SNGPEVAA----- SNGPEVAA----- SHGPEVAA----- SHGPEVAA-----			
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC.RCY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER RECOVERY Hierarchy: 1.X.3.2.2.1.2.1 Framed: FO	 SUGPEVAAR----- SUGPEVAAR----- SFGPEVAAR----- SFGPEVAAR----- SNGPEVAAR----- SNGPEVAAR----- SHGPEVAAR----- SHGPEVAAR-----			

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMINF WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED INFANTRY Hierarchy: 1.X.3.2.2.1.3 Framed: FO	 SUGPEVAI--***** SUGPEVAI--*****	 SFGPEVAI--***** SFGPEVAI--*****	 SNGPEVAI--***** SNGPEVAI--*****	 SHGPEVAI--***** SHGPEVAI--*****
WAR.GRDTRK.EQT.GRDVEH.ARMD.C2V WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED C2V/ACV Hierarchy: 1.X.3.2.2.1.4 Framed: FO	 SUGPEVAC--***** SUGPEVAC--*****	 SFGPEVAC--***** SFGPEVAC--*****	 SNGPEVAC--***** SNGPEVAC--*****	 SHGPEVAC--***** SHGPEVAC--*****
WAR.GRDTRK.EQT.GRDVEH.ARMD.CSSVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED COMBAT SERVICE SUPPORT VEHICLE Hierarchy: 1.X.3.2.2.1.5 Framed: FO	 SUGPEVAS--***** SUGPEVAS--*****	 SFGPEVAS--***** SFGPEVAS--*****	 SNGPEVAS--***** SNGPEVAS--*****	 SHGPEVAS--***** SHGPEVAS--*****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.LARMVH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED LIGHT ARMORED VEHICLE Hierarchy: 1.X.3.2.2.1.6 Framed: FO	 SUGPEVAL-- *****	 SFGPEVAL-- *****	 SNGPEVAL-- *****	 SHGPEVAL-- *****
	 SUGPEVAL-- *****	 SFGPEVAL-- *****	 SNGPEVAL-- *****	 SHGPEVAL-- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE Hierarchy: 1.X.3.2.2.2 Framed: FO	 SUGPEVU--- *****	 SFGPEVU---*****	 SNGPEVU--- *****	 SHGPEVU--- *****
	 SUGPEVU--- *****	 SFGPEVU---*****	 SNGPEVU--- *****	 SHGPEVU--- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.BUS WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE BUS Hierarchy: 1.X.3.2.2.2.1 Framed: FO	 SUGPEVUB-- *****	 SFGPEVUB-- *****	 SNGPEVUB-- *****	 SHGPEVUB-- *****
	 SUGPEVUB-- *****	 SFGPEVUB-- *****	 SNGPEVUB-- *****	 SHGPEVUB-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI Hierarchy: 1.X.3.2.2.2.2 Framed: FO	 SUGPEVUS-- *****	 SFGPEVUS-- *****	 SNGPEVUS-- *****	 SHGPEVUS-- *****
	 SUGPEVUS-- *****	 SFGPEVUS-- *****	 SNGPEVUS-- *****	 SHGPEVUS-- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI LIGHT Hierarchy: N/A Framed: FO	 SUGPEVUSL- *****	 SFGPEVUSL- *****	 SNGPEVUSL- *****	 SHGPEVUSL- *****
	 SUGPEVUSL- *****	 SFGPEVUSL- *****	 SNGPEVUSL- *****	 SHGPEVUSL- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI MEDIUM Hierarchy: N/A Framed: FO	 SUGPEVUS-- *****	 SFGPEVUS-- *****	 SNGPEVUS-- *****	 SHGPEVUS-- *****
	 SUGPEVUS-- *****	 SFGPEVUS-- *****	 SNGPEVUS-- *****	 SHGPEVUS-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI HEAVY Hierarchy: N/A Framed: FO	 SUGPEVUS-- *****	 SFGPEVUS-- *****	 SNGPEVUS-- *****	 SHGPEVUS-- *****
	 SUGPEVUS-- *****	 SFGPEVUS-- *****	 SNGPEVUS-- *****	 SHGPEVUS-- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.LCCTRK WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE LIMITED CROSS-COUNTRY TRUCK Hierarchy: 1.X.3.2.2.2.3 Framed: FO	 SUGPEVUL-- *****	 SFGPEVUL-- *****	 SNGPEVUL-- *****	 SHGPEVUL-- *****
	 SUGPEVUL-- *****	 SFGPEVUL-- *****	 SNGPEVUL-- *****	 SHGPEVUL-- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.CCTRK WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE CROSS-COUNTRY TRUCK Hierarchy: 1.X.3.2.2.2.4 Framed: FO	 SUGPEVUX-- *****	 SFGPEVUX-- *****	 SNGPEVUX-- *****	 SHGPEVUX-- *****
	 SUGPEVUX-- *****	 SFGPEVUX-- *****	 SNGPEVUX-- *****	 SHGPEVUX-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.H2OCRT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE WATER CRAFT Hierarchy: 1.X.3.2.2.2.5 Framed: FO	 SUGPEVUR-- *****	 SFGPEVUR-- *****	 SNGPEVUR-- *****	 SHGPEVUR-- *****
	 SUGPEVUR-- *****	 SFGPEVUR-- *****	 SNGPEVUR-- *****	 SHGPEVUR-- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE TOW TRUCK Hierarchy: N/A Framed: FO	 SUGPEVUT-- *****	 SFGPEVUT-- *****	 SNGPEVUT-- *****	 SHGPEVUT-- *****
	 SUGPEVUT-- *****	 SFGPEVUT-- *****	 SNGPEVUT-- *****	 SHGPEVUT-- *****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.LIT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE TOW TRUCK LIGHT Hierarchy: N/A Framed: FO	 SUGPEVUTL- *****	 SFGPEVUTL- *****	 SNGPEVUTL- *****	 SHGPEVUTL- *****
	 SUGPEVUTL- *****	 SFGPEVUTL- *****	 SNGPEVUTL- *****	 SHGPEVUTL- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE TOW TRUCK HEAVY Hierarchy: N/A Framed: FO	 SUGPEVUTH-***** SUGPEVUTH-*****	 SFGPEVUTH-***** SFGPEVUTH-*****	 SNGPEVUTH-***** SNGPEVUTH-*****	 SHGPEVUTH-***** SHGPEVUTH-*****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE AMBULANCE Hierarchy: N/A Framed: FO	 SUGPEVUA--***** SUGPEVUA--*****	 SFGPEVUA--***** SFGPEVUA--*****	 SNGPEVUA--***** SNGPEVUA--*****	 SHGPEVUA--***** SHGPEVUA--*****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC.ARMD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE AMBULANCE ARMORED Hierarchy: N/A Framed: FO	 SUGPEVUAA-***** SUGPEVUAA-*****	 SFGPEVUAA-***** SFGPEVUAA-*****	 SNGPEVUAA-***** SNGPEVUAA-*****	 SHGPEVUAA-***** SHGPEVUAA-*****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE Hierarchy: 1.X.3.2.2.3 Framed: FO	 SUGPEVE--- *****	 SFGPEVE---*****	 SNGPEVE--- *****	 SHGPEVE--- *****
	 SUGPEVE--- *****	 SFGPEVE---*****	 SNGPEVE--- *****	 SHGPEVE--- *****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.BRG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BRIDGE Hierarchy: 1.X.3.2.2.3.1 Framed: F	 SUGPEVEB-- *****	 SFGPEVEB-- *****	 SNGPEVEB-- *****	 SHGPEVEB-- *****
	 SUGPEVEB-- *****	 SFGPEVEB-- *****	 SNGPEVEB-- *****	 SHGPEVEB-- *****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.ERHMR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE EARTHMOVER Hierarchy: 1.X.3.2.2.3.2 Framed: FO	 SUGPEVEE-- *****	 SFGPEVEE-- *****	 SNGPEVEE-- *****	 SHGPEVEE-- *****
	 SUGPEVEE-- *****	 SFGPEVEE-- *****	 SNGPEVEE-- *****	 SHGPEVEE-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.CSNVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE CONSTRUCTION VEHICLE Hierarchy: 1.X.3.2.2.3.3 Framed: FO	 SUGPEVEC-- *****	 SFGPEVEC-- *****	 SNGPEVEC-- *****	 SHGPEVEC-- *****
	 SUGPEVEC-- *****	 SFGPEVEC-- *****	 SNGPEVEC-- *****	 SHGPEVEC-- *****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE Hierarchy: 1.X.3.2.2.3.4 Framed: FO	 SUGPEVEM-- *****	 SFGPEVEM-- *****	 SNGPEVEM-- *****	 SHGPEVEM-- *****
	 SUGPEVEM-- *****	 SFGPEVEM-- *****	 SNGPEVEM-- *****	 SHGPEVEM-- *****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH.ARMCV WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMORED CARRIER WITH VOLCANO Hierarchy: 1.X.3.2.2.3.4.1 Framed: FO	 SUGPEVEMV- *****	 SFGPEVEMV- *****	 SNGPEVEMV- *****	 SHGPEVEMV- *****
	 SUGPEVEMV- *****	 SFGPEVEMV- *****	 SNGPEVEMV- *****	 SHGPEVEMV- *****

TABLE A-VII. UEI symbols – ground - Continued.

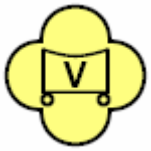
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH.TRKMV WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRUCK MOUNTED WITH VOLCANO Hierarchy: 1.X.3.2.2.3.4.2 Framed: FO	 SUGPEVEML-***** SUGPEVEML-*****	 SFGPEVEML-***** SFGPEVEML-*****	 SNGPEVEML-***** SNGPEVEML-*****	 SHGPEVEML-***** SHGPEVEML-*****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE Hierarchy: 1.X.3.2.2.3.5 Framed: FO	 SUGPEVEA--***** SUGPEVEA--*****	 SFGPEVEA--***** SFGPEVEA--*****	 SNGPEVEA--***** SNGPEVEA--*****	 SHGPEVEA--***** SHGPEVEA--*****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.ARMVM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE ARMORED VEHICLE MOUNTED Hierarchy: 1.X.3.2.2.3.5.1 Framed: FO	 SUGPEVEAA-***** SUGPEVEAA-*****	 SFGPEVEAA-***** SFGPEVEAA-*****	 SNGPEVEAA-***** SNGPEVEAA-*****	 SHGPEVEAA-***** SHGPEVEAA-*****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.TM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE TRAILER MOUNTED Hierarchy: 1.X.3.2.2.3.5.2 Framed: FO	 SUGPEVEAT-***** SUGPEVEAT-*****	 SFGPEVEAT-***** SFGPEVEAT-*****	 SNGPEVEAT-***** SNGPEVEAT-*****	 SHGPEVEAT-***** SHGPEVEAT-*****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER Hierarchy: 1.X.3.2.2.3.6 Framed: FO	 SUGPEVED--***** SUGPEVED--*****	 SFGPEVED--***** SFGPEVED--*****	 SNGPEVED--***** SNGPEVED--*****	 SHGPEVED--***** SHGPEVED--*****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR.ARMD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER ARMORED Hierarchy: N/A	 SUGPEVEDA-***** SUGPEVEDA-*****	 SFGPEVEDA-***** SFGPEVEDA-*****	 SNGPEVEDA-***** SNGPEVEDA-*****	 SHGPEVEDA-***** SHGPEVEDA-*****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.AST WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE ARMORED ASSAULT Hierarchy: N/A Framed: FO	 SUGPEVES-- *****	 SFGPEVES-- *****	 SNGPEVES-- *****	 SHGPEVES-- *****
	 SUGPEVES-- *****	 SFGPEVES-- *****	 SNGPEVES-- *****	 SHGPEVES-- *****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.ARMERV WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE ARMORED ENGINEER RECON VEHICLE (AERV) Hierarchy: N/A Framed: FO	 SUGPEVER-- *****	 SFGPEVER-- *****	 SNGPEVER-- *****	 SHGPEVER-- *****
	 SUGPEVER-- *****	 SFGPEVER-- *****	 SNGPEVER-- *****	 SHGPEVER-- *****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.BH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BACKHOE Hierarchy: N/A Framed: FO	 SUGPEVEH-- *****	 SFGPEVEH-- *****	 SNGPEVEH-- *****	 SHGPEVEH-- *****
	 SUGPEVEH-- *****	 SFGPEVEH-- *****	 SNGPEVEH-- *****	 SHGPEVEH-- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.FRYTSP WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE FERRY TRANSPORTER Hierarchy: N/A Framed: FO	 SUGPEVEF-- *****	 SFGPEVEF-- *****	 SNGPEVEF-- *****	 SHGPEVEF-- *****
	 SUGPEVEF-- *****	 SFGPEVEF-- *****	 SNGPEVEF-- *****	 SHGPEVEF-- *****
WAR.GRDTRK.EQT.GRDVEH.TRNLCO WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE Hierarchy: 1.X.3.2.2.4 Framed: FO	 SUGPEVT--- *****	 SFGPEVT---*****	 SNGPEVT--- *****	 SHGPEVT--- *****
	 SUGPEVT--- *****	 SFGPEVT---*****	 SNGPEVT--- *****	 SHGPEVT--- *****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE Hierarchy: 1.X.3.2.2.5 Framed: FO	 SUGPEVC--- *****	 SFGPEVC---*****	 SNGPEVC--- *****	 SHGPEVC--- *****
	  SUGPEVC--- *****	 SFGPEVC---*****	 SNGPEVC--- *****	 SHGPEVC--- *****

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.PKAN WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE PACK ANIMAL(S) Hierarchy: N/A Framed: FO	 SUGPEVM--- *****	 SFGPEVM--- *****	 SNGPEVM--- *****	 SHGPEVM--- *****
	 SUGPEVM--- *****	 SFGPEVM--- *****	 SNGPEVM--- *****	 SHGPEVM--- *****
WAR.GRDTRK.EQT.SNS WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR Hierarchy: 1.X.3.2.3 Framed: FO	 SUGPES----*****	 SFGPES----*****	 SNGPES----*****	 SHGPES----*****
	 SUGPES----*****	 SFGPES----*****	 SNGPES----*****	 SHGPES----*****
WAR.GRDTRK.EQT.SNS.RAD WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR RADAR Hierarchy: 1.X.3.2.3.1 Framed: FO	 SUGPESR---*****	 SFGPESR---*****	 SNGPESR---*****	 SHGPESR---*****
	 SUGPESR---*****	 SFGPESR---*****	 SNGPESR---*****	 SHGPESR---*****

TABLE A-VII. UEI symbols – ground - Continued.

WAR.GRDTRK.EQT.SNS.EMP WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR EMPLACED Hierarchy: 1.X.3.2.3.2 Framed: FO	 SUGPESE---*****	 SFGPESE---*****	 SNGPESE---*****	 SHGPESE---*****
	 SUGPESE---*****	 SFGPESE---*****	 SNGPESE---*****	 SHGPESE---*****
WAR.GRDTRK.EQT.SPL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL Hierarchy: 1.X.3.2.4	N/A	N/A	N/A	N/A
WAR.GRDTRK.EQT.SPL.LSR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LASER Hierarchy: 1.X.3.2.4.1 Framed: F	 SUGPEXL---*****	 SFGPEXL---*****	 SNGPEXL---*****	 SHGPEXL---*****
	 SUGPEXL---*****	 SFGPEXL---*****	 SNGPEXL---*****	 SHGPEXL---*****
WAR.GRDTRK.EQT.SPL.NBCEQT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL NBC EQUIPMENT Hierarchy: 1.X.3.2.4.2 Framed: F	 SUGPEXN---*****	 SFGPEXN---*****	 SNGPEXN---*****	 SHGPEXN---*****
	 SUGPEXN---*****	 SFGPEXN---*****	 SNGPEXN---*****	 SHGPEXN---*****

TABLE A-VII. UEI symbols – ground - Continued.

WAR.GRDTRK.EQT.SPL.FLMTHR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL FLAME THROWER Hierarchy: 1.X.3.2.4.3 Framed: F	 SUGPEXF---*****	 SFGPEXF---*****	 SNGPEXF---*****	 SHGPEXF---*****
	 SUGPEXF---*****	 SFGPEXF---*****	 SNGPEXF---*****	 SHGPEXF---*****
WAR.GRDTRK.EQT.SPL.LNDMNE WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LAND MINES Hierarchy: 1.X.3.2.4.4 Framed: F	 SUGPEXM--- *****	 SFGPEXM--- *****	 SNGPEXM--- *****	 SHGPEXM--- *****
	 SUGPEXM--- *****	 SFGPEXM--- *****	 SNGPEXM--- *****	 SHGPEXM--- *****
WAR.GRDTRK.EQT.SPL.LNDMNE.CLM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LAND MINES CLAYMORE Hierarchy: 1.X.3.2.4.4.1 Framed: F	 SUGPEXMC-- *****	 SFGPEXMC-- *****	 SNGPEXMC-- *****	 SHGPEXMC-- *****
	 SUGPEXMC-- *****	 SFGPEXMC-- *****	 SNGPEXMC-- *****	 SHGPEXMC-- *****

TABLE A-VII. UEI symbols – ground - Continued.

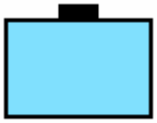
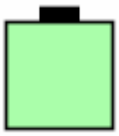
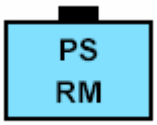
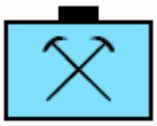
WAR.GRDTRK.EQT.SPL.LNDMNE.LTL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LAND MINES LESS THAN LETHAL Hierarchy: 1.X.3.2.4.4.2 Framed: F	 SUGPEXML-- *****	 SFGPEXML-- *****	 SNGPEXML-- *****	 SHGPEXML-- *****
	 SUGPEXML-- *****	 SFGPEXML-- *****	 SNGPEXML-- *****	 SHGPEXML-- *****
WAR.GRDTRK.INS WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION Hierarchy: 1.X.3.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPI-----H****	 SFGPI-----H****	 SNGPI-----H****	 SHGPI-----H****
WAR.GRDTRK.INS.RMP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE Hierarchy: 1.X.3.3.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIR----H****	 SFGPIR----H****	 SNGPIR----H****	 SHGPIR----H****
WAR.GRDTRK.INS.RMP.MNE WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE MINE Hierarchy: 1.X.3.3.1.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIRM--- H****	 SFGPIRM--- H****	 SNGPIRM--- H****	 SHGPIRM--- H****

TABLE A-VII. UEI symbols – ground - Continued.

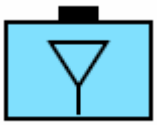
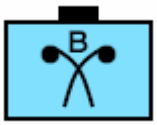
WAR.GRDTRK.INS.RMP.PGO WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE PETROLEUM/GAS/OIL Hierarchy: 1.X.3.3.1.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIRP---H****	 SFGPIRP---H****	 SNGPIRP---H****	 SHGPIRP---H****
WAR.GRDTRK.INS.RMP.NBC WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC Hierarchy: 1.X.3.3.1.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIRN--- H****	 SFGPIRN---H****	 SNGPIRN--- H****	 SHGPIRN--- H****
WAR.GRDTRK.INS.RMP.NBC.BIO WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC BIOLOGICAL Hierarchy: 1.X.3.3.1.3.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIRNB-- H****	 SFGPIRNB-- H****	 SNGPIRNB-- H****	 SHGPIRNB-- H****
WAR.GRDTRK.INS.RMP.NBC.CML WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC CHEMICAL Hierarchy: 1.X.3.3.1.3.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIRNC-- H****	 SFGPIRNC-- H****	 SNGPIRNC-- H****	 SHGPIRNC-- H****

TABLE A-VII. UEI symbols – ground - Continued.

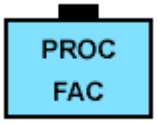
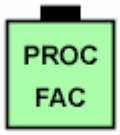
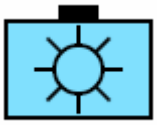
WAR.GRDTRK.INS.RMP.NBC.NUC WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC NUCLEAR Hierarchy: 1.X.3.3.1.3.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIRNN--H****	 SFGPIRNN--H****	 SNGPIRNN--H****	 SHGPIRNN--H****
WAR.GRDTRK.INS.PF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION PROCESSING FACILITY Hierarchy: 1.X.3.3.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIP----H****	 SFGPIP----H****	 SNGPIP----H****	 SHGPIP----H****
WAR.GRDTRK.INS.PF.DECON WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION PROCESSING FACILITY DECONTAMINATION Hierarchy: 1.X.3.3.2.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIPD---H****	 SFGPIPD---H****	 SNGPIPD---H****	 SHGPIPD---H****
WAR.GRDTRK.INS.EQTMNF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION EQUIPMENT MANUFACTURE Hierarchy: 1.X.3.3.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIE----H****	 SFGPIE----H****	 SNGPIE----H****	 SHGPIE----H****

TABLE A-VII. UEI symbols – ground - Continued.

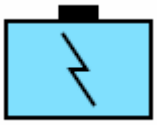
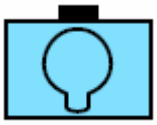
WAR.GRDTRK.INS.SRUF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY Hierarchy: 1.X.3.3.4 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIU----H****	 SFGPIU----H****	 SNGPIU----H****	 SHGPIU----H****
WAR.GRDTRK.INS.SRUF.TRF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TECHNOLOGICAL RESEARCH FACILITY Hierarchy: 1.X.3.3.4.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUR---H****	 SFGPIUR---H****	 SNGPIUR---H****	 SHGPIUR---H****
WAR.GRDTRK.INS.SRUF.TCF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TELECOMMUNICATIONS FACILITY Hierarchy: 1.X.3.3.4.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUT---H****	 SFGPIUT---H****	 SNGPIUT---H****	 SHGPIUT---H****
WAR.GRDTRK.INS.SRUF.EPF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY Hierarchy: 1.X.3.3.4.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUE---H****	 SFGPIUE---H****	 SNGPIUE---H****	 SHGPIUE---H****

TABLE A-VII. UEI symbols – ground - Continued.

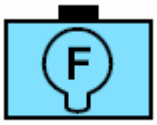
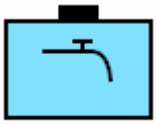
WAR.GRDTRK.INS.SRUF.EPF.NPT WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NUCLEAR PLANT Hierarchy: 1.X.3.3.4.3.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol..	 SUGPIUEN--H****	 SFGPIUEN--H****	 SNGPIUEN--H****	 SHGPIUEN--H****
WAR.GRDTRK.INS.SRUF.EPF.DAM WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY DAM Hierarchy: 1.X.3.3.4.3.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUED--H****	 SFGPIUED--H****	 SNGPIUED--H****	 SHGPIUED--H****
WAR.GRDTRK.INS.SRUF.EPF.FOSF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY FOSSIL FUEL Hierarchy: 1.X.3.3.4.3.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUEF--H****	 SFGPIUEF--H****	 SNGPIUEF--H****	 SHGPIUEF--H****
WAR.GRDTRK.INS.SRUF.PWS WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES Hierarchy: 1.X.3.3.4.4 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUP---H****	 SFGPIUP---H****	 SNGPIUP---H****	 SHGPIUP---H****

TABLE A-VII. UEI symbols – ground - Continued.

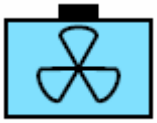
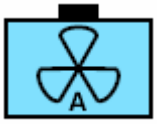
WAR.GRDTRK.INS.MMF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY Hierarchy: 1.X.3.3.5 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	N/A	N/A	N/A	N/A
WAR.GRDTRK.INS.MMF.NENY WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY Hierarchy: 1.X.3.3.5.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMF---H****	 SFGPIMF---H****	 SNGPIMF---H****	 SHGPIMF---H****
WAR.GRDTRK.INS.MMF.NENY.ATMER WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY ATOMIC ENERGY REACTOR Hierarchy: 1.X.3.3.5.1.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFA--H****	 SFGPIMFA--H****	 SNGPIMFA--H****	 SHGPIMFA--H****
WAR.GRDTRK.INS.MMF.NENY.NMP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL PRODUCTION Hierarchy: 1.X.3.3.5.1.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFP--H****	 SFGPIMFP--H****	 SNGPIMFP--H****	 SHGPIMFP--H****

TABLE A-VII. UEI symbols – ground - Continued.

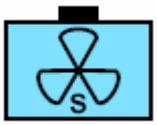
WAR.GRDTRK.INS.MMF.NENY.NMP.WPNGR WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL PRODUCTION WEAPONS GRADE Hierarchy: 1.X.3.3.5.1.2.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFPW-H****	 SFGPIMFPW-H****	 SNGPIMFPW-H****	 SHGPIMFPW-H****
WAR.GRDTRK.INS.MMF.NENY.NMS WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL STORAGE Hierarchy: 1.X.3.3.5.1.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFS--H****	 SFGPIMFS--H****	 SNGPIMFS--H****	 SHGPIMFS--H****
WAR.GRDTRK.INS.MMF.APA WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AIRCRAFT PRODUCTION & ASSEMBLY Hierarchy: 1.X.3.3.5.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMA---H****	 SFGPIMA---H****	 SNGPIMA---H****	 SHGPIMA---H****

TABLE A-VII. UEI symbols – ground - Continued.

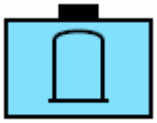
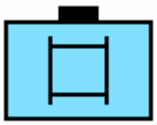
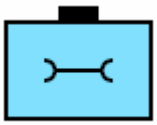
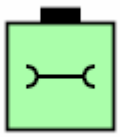
WAR.GRDTRK.INS.MMF.AMEP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AMMUNITION AND EXPLOSIVES PRODUCTION Hierarchy: 1.X.3.3.5.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIME---H****	 SFGPIME---H****	 SNGPIME---H****	 SHGPIME---H****
WAR.GRDTRK.INS.MMF.AMTP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ARMAMENT PRODUCTION Hierarchy: 1.X.3.3.5.4 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMG---H****	 SFGPIMG---H****	 SNGPIMG---H****	 SHGPIMG---H****
WAR.GRDTRK.INS.MMF.MILVP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MILITARY VEHICLE PRODUCTION Hierarchy: 1.X.3.3.5.5 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMV---H****	 SFGPIMV---H****	 SNGPIMV---H****	 SHGPIMV---H****
WAR.GRDTRK.INS.MMF.ENGEP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION Hierarchy: 1.X.3.3.5.6 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMN---H****	 SFGPIMN---H****	 SNGPIMN---H****	 SHGPIMN---H****

TABLE A-VII. UEI symbols – ground - Continued.

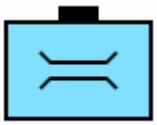
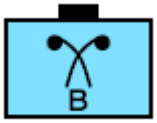
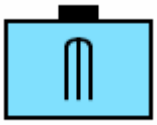
WAR.GRDTRK.INS.MMF.ENGEP.BRG WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION BRIDGE Hierarchy: 1.X.3.3.5.6.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMNB--H****	 SFGPIMNB--H****	 SNGPIMNB--H****	 SHGPIMNB--H****
WAR.GRDTRK.INS.MMF.CBWP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY CHEMICAL & BIOLOGICAL WARFARE PRODUCTION Hierarchy: 1.X.3.3.5.7 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMC---H****	 SFGPIMC---H****	 SNGPIMC---H****	 SHGPIMC---H****
WAR.GRDTRK.INS.MMF.SHPCSN WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY SHIP CONSTRUCTION Hierarchy: 1.X.3.3.5.8 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMS---H****	 SFGPIMS---H****	 SNGPIMS---H****	 SHGPIMS---H****
WAR.GRDTRK.INS.MMF.MSSP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MISSILE & SPACE SYSTEM PRODUCTION Hierarchy: 1.X.3.3.5.9 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMM---H****	 SFGPIMM---H****	 SNGPIMM---H****	 SHGPIMM---H****

TABLE A-VII. UEI symbols – ground - Continued.

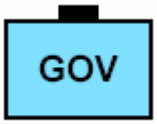
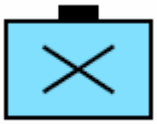
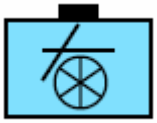
WAR.GRDTRK.INS.GOVLDR WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION GOVERNMENT LEADERSHIP Hierarchy: 1.X.3.3.6 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIG----H****	 SFGPIG----H****	 SNGPIG----H****	 SHGPIG----H****
WAR.GRDTRK.INS.MILBF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY Hierarchy: 1.X.3.3.7 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIB----H****	 SFGPIB----H****	 SNGPIB----H****	 SHGPIB----H****
WAR.GRDTRK.INS.MILBF.AB WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY AIRPORT/AIRBASE Hierarchy: 1.X.3.3.7.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIBA---H****	 SFGPIBA---H****	 SNGPIBA---H****	 SHGPIBA---H****
WAR.GRDTRK.INS.MILBF.SP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE Hierarchy: 1.X.3.3.7.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIBN---H****	 SFGPIBN---H****	 SNGPIBN---H****	 SHGPIBN---H****

TABLE A-VII. UEI symbols – ground - Continued.

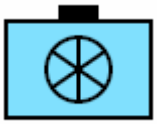
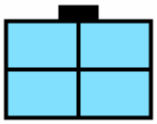
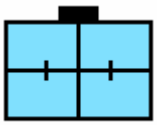
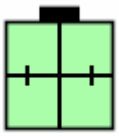
WAR.GRDTRK.INS.TSPF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION TRANSPORT FACILITY Hierarchy: 1.X.3.3.8 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIT----H****	 SFGPIT----H****	 SNGPIT----H****	 SHGPIT----H****
WAR.GRDTRK.INS.MEDF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MEDICAL FACILITY Hierarchy: 1.X.3.3.9 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIX----H****	 SFGPIX----H****	 SNGPIX----H****	 SHGPIX----H****
WAR.GRDTRK.INS.MEDF.HSP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MEDICAL FACILITY HOSPITAL Hierarchy: 1.X.3.3.9.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIXH---H****	 SFGPIXH---H****	 SNGPIXH---H****	 SHGPIXH---H****

TABLE A-VIII. UEI symbols – sea surface.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF WARFIGHTING SYMBOLS SEA SURFACE TRACK Hierarchy: 1.X.4 Framed: F	 SUSP------*****	 SFSP------*****	 SNSP------*****	 SHSP------*****
WAR.SSUF.CBTT WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT Hierarchy: 1.X.4.1 Framed: F	 SUSPC-----*****	 SFSPC-----*****	 SNSPC-----*****	 SHSPC-----*****
WAR.SSUF.CBTT.LNE WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE Hierarchy: 1.X.4.1.1 Framed: F	 SUSPCL----*****	 SFSPCL----*****	 SNSPCL----*****	 SHSPCL----*****
WAR.SSUF.CBTT.LNE.CRR WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE CARRIER Hierarchy: 1.X.4.1.1.1 Framed: F	 SUSPCLCV-- *****	 SFSPCLCV-- *****	 SNSPCLCV-- *****	 SHSPCLCV-- *****
WAR.SSUF.CBTT.LNE.BBS WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE BATTLESHIP Hierarchy: 1.X.4.1.1.2 Framed: F	 SUSPCLBB-- *****	 SFSPCLBB-- *****	 SNSPCLBB-- *****	 SHSPCLBB-- *****
WAR.SSUF.CBTT.LNE.CRU WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE CRUISER Hierarchy: 1.X.4.1.1.3 Framed: F	 SUSPCLCC-- *****	 SFSPCLCC-- *****	 SNSPCLCC-- *****	 SHSPCLCC-- *****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.LNE.DD WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE DESTROYER Hierarchy: 1.X.4.1.1.4 Framed: F	 SUSPCLDD--***** SUSPCLDD--***** SUSPCLDD--***** SUSPCLDD--*****	 SFSPCLDD--***** SFSPCLDD--***** SFSPCLDD--***** SFSPCLDD--*****	 SNSPCLDD--***** SNSPCLDD--***** SNSPCLDD--***** SNSPCLDD--*****	 SHSPCLDD--***** SHSPCLDD--***** SHSPCLDD--***** SHSPCLDD--*****
WAR.SSUF.CBTT.LNE.FFR WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE FRIGATE/CORVETTE Hierarchy: 1.X.4.1.1.5 Framed: F	 SUSPCLFF--***** SUSPCLFF--***** SUSPCLFF--***** SUSPCLFF--*****	 SFSPCLFF--***** SFSPCLFF--***** SFSPCLFF--***** SFSPCLFF--*****	 SNSPCLFF--***** SNSPCLFF--***** SNSPCLFF--***** SNSPCLFF--*****	 SHSPCLFF--***** SHSPCLFF--***** SHSPCLFF--***** SHSPCLFF--*****
WAR.SSUF.CBTT.AMPWS WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP Hierarchy: 1.X.4.1.2 Framed: F	 SUSPCA----***** SUSPCA----***** SUSPCA----***** SUSPCA----*****	 SFSPCA----***** SFSPCA----***** SFSPCA----***** SFSPCA----*****	 SNSPCA----***** SNSPCA----***** SNSPCA----***** SNSPCA----*****	 SHSPCA----***** SHSPCA----***** SHSPCA----***** SHSPCA----*****
WAR.SSUF.CBTT.AMPWS.ASTVES WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP ASSAULT VESSEL Hierarchy: 1.X.4.1.2.1 Framed: F	 SUSPCALA--***** SUSPCALA--***** SUSPCALA--***** SUSPCALA--*****	 SFSPCALA--***** SFSPCALA--***** SFSPCALA--***** SFSPCALA--*****	 SNSPCALA--***** SNSPCALA--***** SNSPCALA--***** SNSPCALA--*****	 SHSPCALA--***** SHSPCALA--***** SHSPCALA--***** SHSPCALA--*****
WAR.SSUF.CBTT.AMPWS.LNDSHP WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP Hierarchy: 1.X.4.1.2.2 Framed: F	 SUSPCALS--***** SUSPCALS--***** SUSPCALS--***** SUSPCALS--*****	 SFSPCALS--***** SFSPCALS--***** SFSPCALS--***** SFSPCALS--*****	 SNSPCALS--***** SNSPCALS--***** SNSPCALS--***** SNSPCALS--*****	 SHSPCALS--***** SHSPCALS--***** SHSPCALS--***** SHSPCALS--*****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.AMPWS.LNDSHP.MDM WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP MEDIUM Hierarchy: N/A Framed: F	 SUSPCALSM-***** SUSPCALSM-***** SUSPCALSM-***** SUSPCALSM-*****	 SFSPCALSM-***** SFSPCALSM-***** SFSPCALSM-***** SFSPCALSM-*****	 SNSPCALSM-***** SNSPCALSM-***** SNSPCALSM-***** SNSPCALSM-*****	 SHSPCALSM-***** SHSPCALSM-***** SHSPCALSM-***** SHSPCALSM-*****
WAR.SSUF.CBTT.AMPWS.LNDSHP.TANK WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP TANK Hierarchy: N/A Framed: F	 SUSPCALST-***** SUSPCALST-***** SUSPCALST-***** SUSPCALST-*****	 SFSPCALST-***** SFSPCALST-***** SFSPCALST-***** SFSPCALST-*****	 SNSPCALST-***** SNSPCALST-***** SNSPCALST-***** SNSPCALST-*****	 SHSPCALST-***** SHSPCALST-***** SHSPCALST-***** SHSPCALST-*****
WAR.SSUF.CBTT.AMPWS.LNDCRT WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING CRAFT Hierarchy: 1.X.4.1.2.3 Framed: F	 SUSPCALC--***** SUSPCALC--***** SUSPCALC--***** SUSPCALC--*****	 SFSPCALC--***** SFSPCALC--***** SFSPCALC--***** SFSPCALC--*****	 SNSPCALC--***** SNSPCALC--***** SNSPCALC--***** SNSPCALC--*****	 SHSPCALC--***** SHSPCALC--***** SHSPCALC--***** SHSPCALC--*****
WAR.SSUF.CBTT.MNEWV WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL Hierarchy: 1.X.4.1.3 Framed: F	 SUSPCM----***** SUSPCM----***** SUSPCM----***** SUSPCM----*****	 SFSPCM----***** SFSPCM----***** SFSPCM----***** SFSPCM----*****	 SNSPCM----***** SNSPCM----***** SNSPCM----***** SNSPCM----*****	 SHSPCM----***** SHSPCM----***** SHSPCM----***** SHSPCM----*****
WAR.SSUF.CBTT.MNEWV.MNELYR WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MINELAYER Hierarchy: 1.X.4.1.3.1 Framed: F	 SUSPCMML--***** SUSPCMML--***** SUSPCMML--***** SUSPCMML--*****	 SFSPCMML--***** SFSPCMML--***** SFSPCMML--***** SFSPCMML--*****	 SNSPCMML--***** SNSPCMML--***** SNSPCMML--***** SNSPCMML--*****	 SHSPCMML--***** SHSPCMML--***** SHSPCMML--***** SHSPCMML--*****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.MNEWV.MNESWE WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MINESWEEPER Hierarchy: 1.X.4.1.3.2 Framed: F	 SUSPCMMS--***** SUSPCMMS--*****	 SFSPCMMS--***** SFSPCMMS--*****	 SNSPCMMS--***** SNSPCMMS--*****	 SHSPCMMS--***** SHSPCMMS--*****
WAR.SSUF.CBTT.MNEWV.MNEHNT WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MINEHUNTER Hierarchy: 1.X.4.1.3.3 Framed: F	 SUSPCMMH--***** SUSPCMMH--*****	 SFSPCMMH--***** SFSPCMMH--*****	 SNSPCMMH--***** SNSPCMMH--*****	 SHSPCMMH--***** SHSPCMMH--*****
WAR.SSUF.CBTT.MNEWV.MCMSUP WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MCM SUPPORT Hierarchy: 1.X.4.1.3.4 Framed: F	 SUSPCMMA--***** SUSPCMMA--*****	 SFSPCMMA--***** SFSPCMMA--*****	 SNSPCMMA--***** SNSPCMMA--*****	 SHSPCMMA--***** SHSPCMMA--*****
WAR.SSUF.CBTT.MNEWV.MCMDRN WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MCM DRONE Hierarchy: 1.X.4.1.3.5 Framed: F	 SUSPCMMD--***** SUSPCMMD--*****	 SFSPCMMD--***** SFSPCMMD--*****	 SNSPCMMD--***** SNSPCMMD--*****	 SHSPCMMD--***** SHSPCMMD--*****
WAR.SSUF.CBTT.PAT WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL Hierarchy: 1.X.4.1.4 Framed: F	 SUSPCP----***** SUSPCP----*****	 SFSPCP----***** SFSPCP----*****	 SNSPCP----***** SNSPCP----*****	 SHSPCP----***** SHSPCP----*****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.PAT.ASBW WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISUBMARINE WARFARE Hierarchy: 1.X.4.1.4.1 Framed: F	 SUSPCPSB--***** SUSPCPSB--*****	 SFSPCPSB--*****	 SNSPCPSB--***** SNSPCPSB--*****	 SHSPCPSB--***** SHSPCPSB--*****
WAR.SSUF.CBTT.PAT.ASUW WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE Hierarchy: 1.X.4.1.4.2 Framed: F	 SUSPCPSU--***** SUSPCPSU--*****	 SFSPCPSU--*****	 SNSPCPSU--***** SNSPCPSU--*****	 SHSPCPSU--***** SHSPCPSU--*****
WAR.SSUF.CBTT.HOV WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT HOVERCRAFT Hierarchy: 1.X.4.1.5 Framed: F	 SUSPCH----*****	 SFSPCH----*****	 SNSPCH----*****	 SHSPCH----*****
WAR.SSUF.CBTT.STN WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT STATION Hierarchy: 1.X.4.1.6 Framed: F	 SUSPS-----*****	 SFSPS-----*****	 SNSPS-----*****	 SHSPS-----*****
WAR.SSUF.CBTT.STN.PKT WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT STATION PICKET Hierarchy: 1.X.4.1.6.1 Framed: F	 SUSPSP----*****	 SFSPSP----*****	 SNSPSP----*****	 SHSPSP----*****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.STN.ASWSHP WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT STATION ASW SHIP Hierarchy: 1.X.4.1.6.2 Framed: F	 SUSPSA----*****	 SFSPSA----*****	 SNSPSA----*****	 SHSPSA----*****
WAR.SSUF.CBTT.NAVGRP WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP Hierarchy: 1.X.4.1.7 Framed: F	 SUSPG-----*****	 SFSPG-----*****	 SNSPG-----*****	 SHSPG-----*****
WAR.SSUF.CBTT.NAVGRP.NAVTF WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK FORCE Hierarchy: 1.X.4.1.7.1 Framed: F	 SUSPGT----*****	 SFSPGT----*****	 SNSPGT----*****	 SHSPGT----*****
WAR.SSUF.CBTT.NAVGRP.NAVTG WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK GROUP Hierarchy: 1.X.4.1.7.2 Framed: F	 SUSPGG----*****	 SFSPGG----*****	 SNSPGG----*****	 SHSPGG----*****
WAR.SSUF.CBTT.NAVGRP.NAVTU WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK UNIT Hierarchy: 1.X.4.1.7.3 Framed: F	 SUSPGU----*****	 SFSPGU----*****	 SNSPGU----*****	 SHSPGU----*****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.NAVGRP.CNY WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP CONVOY Hierarchy: 1.X.4.1.7.4 Framed: F	 SUSPGC----*****	 SFSPGC----*****	 SNSPGC----*****	 SHSPGC----*****
WAR.SSUF.NCBTT WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT Hierarchy: 1.X.4.2 Framed: F	 SUSPN-----*****	 SFSPN-----*****	 SNSPN-----*****	 SHSPN-----*****
WAR.SSUF.NCBTT.UWRPM WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT UNDERWAY REPLENISHMENT (OILER/ TANKER, STORES, AMMUNITION, TROOP TRANSPORT) Hierarchy: 1.X.4.2.1 Framed: F	 SUSPNR----*****	 SFSPNR----*****	 SNSPNR----*****	 SHSPNR----*****
WAR.SSUF.NCBTT.FLTSUP WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT FLEET SUPPORT (TENDER/TUG) Hierarchy: 1.X.4.2.2 Framed: F	 SUSPNF----*****	 SFSPNF----*****	 SNSPNF----*****	 SHSPNF----*****
WAR.SSUF.NCBTT.INT WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT INTELLIGENCE (OCEANOGRAPHIC, AGI) Hierarchy: 1.X.4.2.3 Framed: F	 SUSPNI----*****	 SFSPNI----*****	 SNSPNI----*****	 SHSPNI----*****

TABLE A-VIII. UEI symbols – sea surface - Continued.

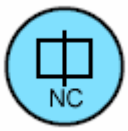
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NCBTT.SSH WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG) Hierarchy: 1.X.4.2.4 Framed: F	 SUSPNS----*****	 SFSPNS----*****	 SNSPNS----*****	 SHSPNS----*****
WAR.SSUF.NCBTT.HSPSHP WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT HOSPITAL SHIP Hierarchy: 1.X.4.2.5 Framed: F	 SUSPNM----*****	 SFSPNM----*****	 SNSPNM----*****	 SHSPNM----*****
WAR.SSUF.NCBTT.HOV WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT HOVERCRAFT Hierarchy: 1.X.4.2.6 Framed: F	 SUSPNH----*****	 SFSPNH----*****	 SNSPNH----*****	 SHSPNH----*****
WAR.SSUF.NCBTT.STN WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT STATION Hierarchy: 1.X.4.2.7 Framed: F	 SUSPNN----*****	 SFSPNN----*****	 SNSPNN----*****	 SHSPNN----*****
WAR.SSUF.NCBTT.STN.RSC WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT STATION RESCUE Hierarchy: 1.X.4.2.7.1 Framed: F	 SUSPNNR--- *****	 SFSPNNR---*****	 SNSPNNR--- *****	 SHSPNNR--- *****
WAR.SSUF.NMIL WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY Hierarchy: 1.X.4.3	N/A	N/A	N/A	N/A

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NMIL.MCT WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT Hierarchy: 1.X.4.3.1 Framed: FO	 SUSPXM----*****	 SFSPXM----*****	 SNSPXM----*****	 SHSPXM----*****
	 SUSPXM----*****	 SFSPXM----*****	 SNSPXM----*****	 SHSPXM----*****
WAR.SSUF.NMIL.MCT.CGO WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT CARGO Hierarchy: 1.X.4.3.1.1 Framed: FO	\ SUSPXMC--- *****	\ SFSPXMC--- *****	\ SNSPXMC--- *****	\ SHSPXMC--- *****
	\ SUSPXMC--- *****	\ SFSPXMC--- *****	\ SNSPXMC--- *****	\ SHSPXMC--- *****
WAR.SSUF.NMIL.MCT.RORO WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT ROLL ON/ROLL OFF Hierarchy: 1.X.4.3.1.2 Framed: FO	\ SUSPXMR--- *****	\ SFSPXMR--- *****	\ SNSPXMR--- *****	\ SHSPXMR--- *****
	\ SUSPXMR--- *****	\ SFSPXMR--- *****	\ SNSPXMR--- *****	\ SHSPXMR--- *****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NMIL.MCT.OLR WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT OILER/TANKER Hierarchy: 1.X.4.3.1.3 Framed: FO	 SUSPXMO--- *****	 SFSPXMO--- *****	 SNSPXMO--- *****	 SHSPXMO--- *****
	 SUSPXMO--- *****	 SFSPXMO--- *****	 SNSPXMO--- *****	 SHSPXMO--- *****
WAR.SSUF.NMIL.MCT.TUG WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT TUG Hierarchy: 1.X.4.3.1.4 Framed: FO	 SUSPXMTU-- *****	 SFSPXMTU-- *****	 SNSPXMTU-- *****	 SHSPXMTU-- *****
	 SUSPXMTU-- *****	 SFSPXMTU-- *****	 SNSPXMTU-- *****	 SHSPXMTU-- *****
WAR.SSUF.NMIL.MCT.FRY WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT FERRY Hierarchy: 1.X.4.3.1.5 Framed: FO	 SUSPXMF--- *****	 SFSPXMF---*****	 SNSPXMF--- *****	 SHSPXMF--- *****
	 SUSPXMF--- *****	 SFSPXMF---*****	 SNSPXMF--- *****	 SHSPXMF--- *****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NMIL.MCT.PSG WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT PASSENGER Hierarchy: 1.X.4.3.1.6 Framed: FO	 SUSPXMP--- *****	 SFSPXMP---*****	 SNSPXMP--- *****	 SHSPXMP--- *****
	 SUSPXMP--- *****	 SFSPXMP---*****	 SUSPXMP--- *****	 SHSPXMP--- *****
WAR.SSUF.NMIL.MCT.HAZMAT WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT HAZARDOUS MATERIALS (HAZMAT) Hierarchy: 1.X.4.3.1.7 Framed: FO	 SUSPXMH--- *****	 SFSPXMH--- *****	 SNSPXMH--- *****	 SHSPXMH--- *****
	 SUSPXMH--- *****	 SFSPXMH--- *****	 SNSPXMH--- *****	 SHSPXMH--- *****
WAR.SSUF.NMIL.MCT.TOWVES WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT TOWING VESSEL Hierarchy: 1.X.4.3.1.8 Framed: FO	 SUSPXMTO-- *****	 SFSPXMTO-- *****	 SNSPXMTO-- *****	 SHSPXMTO-- *****
	 SUSPXMTO-- *****	 SFSPXMTO-- *****	 SNSPXMTO-- *****	 SHSPXMTO-- *****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NMIL.FSG WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING Hierarchy: 1.X.4.3.2 Framed: FO	 SUSPXF----*****	 SFSPXF----*****	 SNSPXF----*****	 SHSPXF----*****
	 SUSPXF----*****	 SFSPXF----*****	 SNSPXF----*****	 SHSPXF----*****
WAR.SSUF.NMIL.FSG.DRFT WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING DRIFTER Hierarchy: 1.X.4.3.2.1 Framed: FO	\ SUSPXFDF-- *****	\ SFSPXFDF--*****	\ SNSPXFDF-- *****	\ SHSPXFDF-- *****
	\ SUSPXFDF-- *****	\ SFSPXFDF--*****	\ SNSPXFDF-- *****	\ SHSPXFDF-- *****
WAR.SSUF.NMIL.FSG.DRG WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING DREDGE Hierarchy: 1.X.4.3.2.2 Framed: FO	\ SUSPXFDR-- *****	\ SFSPXFDR-- *****	\ SNSPXFDR-- *****	\ SHSPXFDR-- *****
	\ SUSPXFDR-- *****	\ SFSPXFDR-- *****	\ SNSPXFDR-- *****	\ SHSPXFDR-- *****

TABLE A-VIII. UEI symbols – sea surface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NMIL.FSG.TRW WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING TRAWLER Hierarchy: 1.X.4.3.2.3 Framed: FO	 SUSPXFTR--*****	 SFSPXFTR--*****	 SNSPXFTR--*****	 SHSPXFTR--*****
	 SUSPXFTR--*****	 SFSPXFTR--*****	 SNSPXFTR--*****	 SHSPXFTR--*****
WAR.SSUF.NMIL.LESCRT WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY LEISURE CRAFT Hierarchy: 1.X.4.3.3 Framed: FO	 SUSPXR----*****	 SFSPXR----*****	 SNSPXR----*****	 SHSPXR----*****
	 SUSPXR----*****	 SFSPXR----*****	 SNSPXR----*****	 SHSPXR----*****
WAR.SSUF.NMIL.LAWENV WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY LAW ENFORCEMENT VESSEL Hierarchy: 1.X.4.3.4 Framed: FO	 SUSPXL----*****	 SFSPXL----*****	 SNSPXL----*****	 SHSPXL----*****
	 SUSPXL----*****	 SFSPXL----*****	 SNSPXL----*****	 SHSPXL----*****

TABLE A-VIII. UEI symbols – sea surface - Continued.

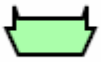
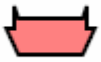
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NMIL.HOV WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY HOVERCRAFT Hierarchy: 1.X.4.3.5 Framed: FO	 SUSPXH----*****	 SFSPXH----*****	 SNSPXH----*****	 SHSPXH----*****
	 SUSPXH----*****	 SFSPXH----*****	 SNSPXH----*****	 SHSPXH----*****
WAR.SSUF.OWN WARFIGHTING SYMBOLS SEA SURFACE TRACK OWN TRACK Hierarchy: 1.X.4.4 Framed: UF	 SUSPO-----*****	 SFSPO-----*****	 SNSPO-----*****	 SHSPO-----*****

TABLE A-IX. UEI symbols – subsurface.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF WARFIGHTING SYMBOLS SUBSURFACE TRACK Hierarchy: 1.X.5 Framed: F	 SUUP------*****	 SFUP------*****	 SNUP------*****	 SHUP------*****
WAR.SBSUF.SUB WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE Hierarchy: 1.X.5.1 Framed: F	 SUUPS-----*****	 SFUPS-----*****	 SNUPS-----*****	 SHUPS-----*****
WAR.SBSUF.SUB.NPRN WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION Hierarchy: 1.X.5.1.1 Framed: F	 SUUPSN----*****	 SFUPSN----*****	 SNUPSN----*****	 SHUPSN----*****
WAR.SBSUF.SUB.NPRN.ATK WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION ATTACK (SSN) Hierarchy: N/A Framed: F	 SUUPSNA--- *****	 SFUPSNA---*****	 SNUPSNA--- *****	 SHUPSNA--- *****
WAR.SBSUF.SUB.NPRN.MSL WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION MISSILE (TYPE UNKNOWN) Hierarchy: N/A Framed: F	 SUUPSNM--- *****	 SFUPSNM--- *****	 SNUPSNM--- *****	 SHUPSNM--- *****
WAR.SBSUF.SUB.NPRN.GDD WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION GUIDED MISSILE (SSGN) Hierarchy: N/A Framed: F	 SUUPSNG--- *****	 SFUPSNG---*****	 SNUPSNG--- *****	 SHUPSNG--- *****

TABLE A-IX. UEI symbols – subsurface - Continued.

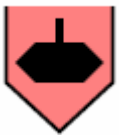
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.SUB.NPRN.BLST WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION BALLISTIC MISSILE (SSBN) Hierarchy: N/A Framed: F	 SUUPSNB--- *****	 SFUPSNB---*****	 SNUPSNB--- *****	 SHUPSNB--- *****
WAR.SBSUF.SUB.CNVPRN WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION Hierarchy: 1.X.5.1.2 Framed: F	 SUUPSC----*****	 SFUPSC----*****	 SNUPSC----*****	 SHUPSC----*****
WAR.SBSUF.SUB.CNVPRN.ATK WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION ATTACK (SS) Hierarchy: N/A Framed: F	 SUUPSCA--- *****	 SFUPSCA---*****	 SNUPSCA--- *****	 SHUPSCA--- *****
WAR.SBSUF.SUB.CNVPRN.MSL WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION MISSILE (TYPE UNKNOWN) Hierarchy: N/A Framed: F	 SUUPSCM--- *****	 SFUPSCM--- *****	 SNUPSCM--- *****	 SHUPSCM--- *****
WAR.SBSUF.SUB.CNVPRN.GDD WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION GUIDED MISSILE (SSG) Hierarchy: N/A Framed: F	 SUUPSCG--- *****	 SFUPSCG---*****	 SNUPSCG--- *****	 SHUPSCG--- *****

TABLE A-IX. UEI symbols – subsurface - Continued.

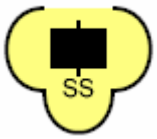
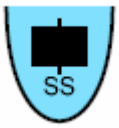
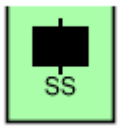
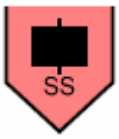
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.SUB.CNVPRN.BLST WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION BALLISTIC MISSILE (SSB) Hierarchy: N/A Framed: F	 SUUPSCB---*****	 SFUPSCB---*****	 SNUPSCB---*****	 SHUPSCB---*****
WAR.SBSUF.SUB.OTH WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG) Hierarchy: 1.X.5.1.3 Framed: F	 SUUPSO----*****	 SFUPSO----*****	 SNUPSO----*****	 SHUPSO----*****
WAR.SBSUF.SUB.OTH.UUV WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG) UNMANNED UNDERWATER VEHICLE (UUV) Hierarchy: 1.X.5.1.3.1 Framed: F	 SUUPSU----*****	 SFUPSU----*****	 SNUPSU----*****	 SHUPSU----*****
WAR.SBSUF.SUB.STN WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE STATION Hierarchy: 1.X.5.1.4 Framed: F	 SUUPSS----*****	 SFUPSS----*****	 SNUPSS----*****	 SHUPSS----*****
WAR.SBSUF.SUB.STN.ASWSUB WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE STATION ASW SUBMARINE Hierarchy: 1.X.5.1.4.1 Framed: F	 SUUPSSA---*****	 SFUPSSA---*****	 SNUPSSA---*****	 SHUPSSA---*****

TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON Hierarchy: 1.X.5.2 Framed: F	 SUUPW-----*****	 SFUPW-----*****	 SNUPW-----*****	 SHUPW-----*****
WAR.SBSUF.UH2WPN.TPD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON TORPEDO Hierarchy: 1.X.5.2.1 Framed: F	 SUUPWT----*****	 SFUPWT----*****	 SNUPWT----*****	 SHUPWT----*****
WAR.SBSUF.UH2WPN.SMNE WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE Hierarchy: 1.X.5.2.2 Framed: UF	 SUUPWM---- *****	 SFUPWM---- *****	 SNUPWM---- *****	 SHUPWM---- *****
WAR.SBSUF.UH2WPN.SMNE.DLT WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE DEALT Hierarchy: 1.X.5.2.2.1 Framed: UF	 SUUPWMD--- *****	 SFUPWMD--- *****	 SNUPWMD--- *****	 SHUPWMD--- *****
WAR.SBSUF.UH2WPN.SMNE.SMG WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) Hierarchy: 1.X.5.2.2.2 Framed: UF	 SUUPWMG--- *****	 SFUPWMG--- *****	 SNUPWMG--- *****	 SHUPWMG--- *****

TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.SMG.DLT WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) DEALT Hierarchy: 1.X.5.2.2.2.1 Framed: UF	 SUUPWMGD-- *****	 SFUPWMGD-- *****	 SNUPWMGD-- *****	 SHUPWMGD-- *****
WAR.SBSUF.UH2WPN.SMNE.SMM WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) Hierarchy: 1.X.5.2.2.3 Framed: UF	 SUUPWMM--- *****	 SFUPWMM--- *****	 SNUPWMM--- *****	 SHUPWMM--- *****
WAR.SBSUF.UH2WPN.SMNE.SMM.DLT WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) DEALT Hierarchy: 1.X.5.2.2.3.1 Framed: UF	 SUUPWMMD-- *****	 SFUPWMMD-- *****	 SNUPWMMD-- *****	 SHUPWMMD-- *****
WAR.SBSUF.UH2WPN.SMNE.SMF WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) Hierarchy: 1.X.5.2.2.4 Framed: UF	 SUUPWMF--- *****	 SFUPWMF--- *****	 SNUPWMF--- *****	 SHUPWMF--- *****
WAR.SBSUF.UH2WPN.SMNE.SMF.DLT WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) DEALT Hierarchy: 1.X.5.2.2.4.1 Framed: UF	 SUUPWMFD-- *****	 SFUPWMFD-- *****	 SNUPWMFD-- *****	 SHUPWMFD-- *****

TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.SMOP WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) Hierarchy: 1.X.5.2.2.5 Framed: UF	 SUUPWMO--- *****	 SFUPWMO--- *****	 SNUPWMO--- *****	 SHUPWMO--- *****
WAR.SBSUF.UH2WPN.SMNE.SMOP.DLT WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) DEALT Hierarchy: 1.X.5.2.2.5.1 Framed: UF	 SUUPWMOD-- *****	 SFUPWMOD-- *****	 SNUPWMOD-- *****	 SHUPWMOD-- *****
WAR.SBSUF.UH2DCY WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY Hierarchy: 1.X.5.3 Framed: UF	 SUUPWD---- *****	 SFUPWD----*****	 SNUPWD---- *****	 SHUPWD---- *****
WAR.SBSUF.UH2DCY.SMDCY WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY Hierarchy: 1.X.5.3.1 Framed: UF	 SUUPWDM--- *****	 SFUPWDM--- *****	 SNUPWDM--- *****	 SHUPWDM--- *****
WAR.SBSUF.NSUB WARFIGHTING SYMBOLS SUBSURFACE TRACK NON-SUBMARINE Hierarchy: 1.X.5.4	N/A	N/A	N/A	N/A
WAR.SBSUF.NSUB.DVR WARFIGHTING SYMBOLS SUBSURFACE TRACK NON-SUBMARINE DIVER (HARDTOP DIVER, SCUBA DIVER) Hierarchy: 1.X.5.4.1 Framed: UF	 SUUPND----*****	 SFUPND----*****	 SNUPND----*****	 SHUPND----*****

TABLE A-X. UEI symbols – SOF.

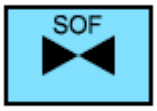
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT Hierarchy: 1.X.6 Framed: F	 SUFP------*****	 SFFP------*****	 SNFP------*****	 SHFP------*****
WAR.SOFUNT.AVN WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION Hierarchy: 1.X.6.1 Framed: F	 SUFPA-----*****	 SFFPA-----*****	 SNFPA-----*****	 SHFPA-----*****
WAR.SOFUNT.AVN.FIXD WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING Hierarchy: 1.X.6.1.1 Framed: F	 SUFPAF----*****	 SFFPAF----*****	 SNFPAF----*****	 SHFPAF----*****
WAR.SOFUNT.AVN.FIXD.ATK WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING ATTACK Hierarchy: 1.X.6.1.1.1 Framed: F	 SUFPAFA---*****	 SFFPAFA---*****	 SNFPAFA---*****	 SHFPAFA---*****
WAR.SOFUNT.AVN.FIXD.RFE WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING REFUEL Hierarchy: 1.X.6.1.1.2 Framed: F	 SUFPAFK---*****	 SFFPAFK---*****	 SNFPAFK---*****	 SHFPAFK---*****
WAR.SOFUNT.AVN.FIXD.UTY WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY Hierarchy: 1.X.6.1.1.3 Framed: F	 SUFPAFU---*****	 SFFPAFU---*****	 SNFPAFU---*****	 SHFPAFU---*****

TABLE A-X. UEI symbols – SOF - Continued.

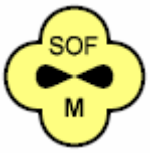
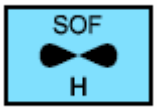
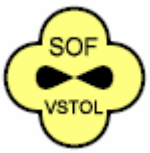
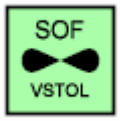
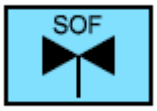
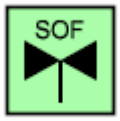
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.AVN.FIXD.UTY.LIT WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY LIGHT Hierarchy: 1.X.6.1.1.3.1 Framed: F	 SUFPAFUL-- *****	 SFFPAFUL-- *****	 SNFPAFUL-- *****	 SHFPAFUL-- *****
WAR.SOFUNT.AVN.FIXD.UTY.MDM WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY MEDIUM Hierarchy: 1.X.6.1.1.3.2 Framed: F	 SUFPAFUM-- *****	 SFFPAFUM-- *****	 SNFPAFUM-- *****	 SHFPAFUM-- *****
WAR.SOFUNT.AVN.FIXD.UTY.HVY WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY HEAVY Hierarchy: 1.X.6.1.1.3.3 Framed: F	 SUFPAFUH-- *****	 SFFPAFUH-- *****	 SNFPAFUH-- *****	 SHFPAFUH-- *****
WAR.SOFUNT.AVN.VSTOL WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION V/STOL Hierarchy: 1.X.6.1.2 Framed: F	 SUFPAV----*****	 SFFPAV----*****	 SNFPAV----*****	 SHFPAV----*****
WAR.SOFUNT.AVN.ROT WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING Hierarchy: 1.X.6.1.3 Framed: F	 SUFPAH----*****	 SFFPAH----*****	 SNFPAH----*****	 SHFPAH----*****

TABLE A-X. UEI symbols – SOF - Continued.

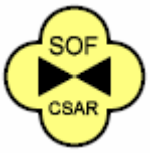
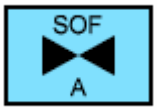
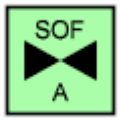
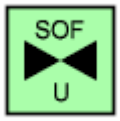
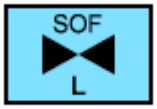
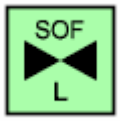
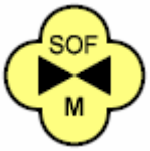
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.AVN.ROT.CSAR WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING COMBAT SEARCH AND RESCUE Hierarchy: 1.X.6.1.3.1 Framed: F	 SUFPAHH--- *****	 SFFPAHH---*****	 SNFPAHH--- *****	 SHFPAHH--- *****
WAR.SOFUNT.AVN.ROT.ATK WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING ATTACK Hierarchy: 1.X.6.1.3.2 Framed: F	 SUFPAHA--- *****	 SFFPAHA---*****	 SNFPAHA--- *****	 SHFPAHA--- *****
WAR.SOFUNT.AVN.ROT.UTY WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY Hierarchy: 1.X.6.1.3.3 Framed: F	 SUFPAHU--- *****	 SFFPAHU---*****	 SNFPAHU--- *****	 SHFPAHU--- *****
WAR.SOFUNT.AVN.ROT.UTY.LIT WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY LIGHT Hierarchy: 1.X.6.1.3.3.1 Framed: F	 SUFPAHUL-- *****	 SFFPAHUL-- *****	 SNFPAHUL-- *****	 SHFPAHUL-- *****
WAR.SOFUNT.AVN.ROT.UTY.MDM WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY MEDIUM Hierarchy: 1.X.6.1.3.3.2 Framed: F	 SUFPAHUM-- *****	 SFFPAHUM-- *****	 SNFPAHUM-- *****	 SHFPAHUM-- *****

TABLE A-X. UEI symbols – SOF - Continued.

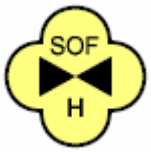
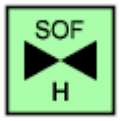
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.AVN.ROT.UTY.HVY WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY HEAVY Hierarchy: 1.X.6.1.3.3.3 Framed: F	 SUFPAHUH-- *****	 SFFPAHUH-- *****	 SNFPAHUH-- *****	 SHFPAHUH-- *****
WAR.SOFUNT.NAV WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL Hierarchy: 1.X.6.2 Framed: F	 SUFPN-----*****	 SFFPN-----*****	 SNFPN-----*****	 SHFPN-----*****
WAR.SOFUNT.NAV.SEAL WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL SEAL Hierarchy: 1.X.6.2.1 Framed: F	 SUFPNS----*****	 SFFPNS----*****	 SNFPNS----*****	 SHFPNS----*****
WAR.SOFUNT.NAV.UH2DML WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL UNDERWATER DEMOLITION TEAM Hierarchy: 1.X.6.2.2 Framed: F	 SUFPNU----*****	 SFFPNU----*****	 SNFPNU----*****	 SHFPNU----*****
WAR.SOFUNT.NAV.SBT WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL SPECIAL BOAT Hierarchy: 1.X.6.2.3 Framed: F	 SUFPNB----*****	 SFFPNB----*****	 SNFPNB----*****	 SHFPNB----*****
WAR.SOFUNT.NAV.SSSNR WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL SPECIAL SSNR Hierarchy: 1.X.6.2.4 Framed: F	 SUFPNN----*****	 SFFPNN----*****	 SNFPNN----*****	 SHFPNN----*****

TABLE A-X. UEI symbols – SOF - Continued.

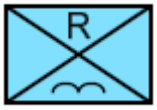
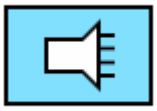
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.GRD WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND Hierarchy: 1.X.6.3 Framed: F	 SUFPG-----*****	 SFFPG-----*****	 SNFPG-----*****	 SHFPG-----*****
WAR.SOFUNT.GRD.SOF WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND SPECIAL FORCES Hierarchy: 1.X.6.3.1 Framed: F	 SUFPGS----*****	 SFFPGS----*****	 SNFPGS----*****	 SHFPGS----*****
WAR.SOFUNT.GRD.RGR WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND RANGER Hierarchy: 1.X.6.3.2 Framed: F	 SUFPGR----*****	 SFFPGR----*****	 SNFPGR----*****	 SHFPGR----*****
WAR.SOFUNT.GRD.PSYOP WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND PSYCHOLOGICAL OPERATIONS (PSYOP) Hierarchy: 1.X.6.3.3 Framed: F	 SUFPGP----*****	 SFFPGP----*****	 SNFPGP----*****	 SHFPGP----*****
WAR.SOFUNT.GRD.PSYOP.FIXAVN WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND PSYCHOLOGICAL OPERATIONS (PSYOP) FIXED WING AVIATION Hierarchy: 1.X.6.3.3.1 Framed: F	 SUFPGPA---*****	 SFFPGPA---*****	 SNFPGPA---*****	 SHFPGPA---*****
WAR.SOFUNT.GRD.CVLAFF WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND CIVIL AFFAIRS Hierarchy: 1.X.6.3.4 Framed: F	 SUFPGC----*****	 SFFPGC----*****	 SNFPGC----*****	 SHFPGC----*****

TABLE A-X. UEI symbols – SOF - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.SUP WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT SUPPORT Hierarchy: 1.X.6.4 Framed: F	 SUFPB-----*****	 SFFPB-----*****	 SNFPB-----*****	 SHFPB-----*****

C^2 SYMBOLOGY: MILITARY OPERATIONS

B.1 SCOPE

B.1.1 Scope. This appendix addresses tactical graphics that support military operations in the C^2 domain. The tables in this appendix present graphics that support battlefield planning and management by delineating responsibilities and missions, providing guidance, establishing control measures, and identifying items of interest. While FM 1-02/MCRP 5-12A is the principal source for correct usage of these tactical graphics for operations, MIL-STD-2525B contains the correct implementation instructions. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

B.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 of this standard apply to this appendix.

B.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

B.4 GENERAL REQUIREMENTS

B.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the C^2 Symbology: Military Operations symbology set.

B.5 DETAILED REQUIREMENTS

B.5.1 Technical specifications. Composition, construction, display, and transmission of tactical graphics are explained in this section of the standard. Additional construction specifications are explained here.

B.5.1.1 Phase lines. Phase lines are lines on maps that are easily identifiable from a ground or air vantage point. They may include features such as ridgelines, tree lines, hilltops, roads, and rivers. The generic line described in figure 11 of the main document includes a class of lines called phase lines. Though a phase line might not change, its meaning can vary based on the line style or nomenclature associated with it. For instance, the same phase line may define a Forward Line of Own Troops (FLOT), Fire Support Coordination Line (FSCL), or Light Line (LL) depending on the ebb and flow of a battle. This appendix describes how to draw various line-type tactical graphics as if they do not already exist on a map or display. Implementors should consider that operators may want to change the line-type associated with an existing tactical graphic rather than replace it with a new tactical graphic. This may require a change in line-type (FSCL to FLOT), nomenclature (FSCL to LL), or both.

B.5.1.2 Graphic orientation. Unless otherwise stated, tactical graphics in table B-IV whose orientations depend on enemy location are oriented with the enemy on the right hand side of the page. All tactical graphics can use offset location indicators. Offset location indicators shall be placed so they do not confuse the meaning of the graphic.

B.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525B compliant systems.

B.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size. Table B-I identifies the fields of information included in a SIDC code and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

a. Position 1, code scheme, indicates to which overall symbology set a graphic belongs.

b. Position 2, affiliation, indicates the graphic's affiliation.

c. Position 3, category, indicates to which of the groups of operation the graphic belongs.

d. Position 4, status, indicates the graphic's planned or present status.

e. Positions 5 through 10, function ID, identifies a graphic's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12, echelon/size indicator, identifies the command level of a unit or the size in kilotons of a nuclear event. Table B-II contains the specific values used in this field.

g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. All tactical graphics described in this appendix will have an "X" in this position.

TABLE B-I. SIDC positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
G - TACTICAL GRAPHICS	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	T - TASKS G - C^2 & GENERAL MANEUVER M - MOBILITY /SURVIVABILITY F - FIRE SUPPORT S - COMBAT SERVICE SUPPORT O - OTHER	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITIONS 5 - 10)	ECHELON/SIZE (2) (POSITIONS 11, 12)	COUNTRY CODE (2) (POSITIONS 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table B-III for specific values.	See table B-II for specific values.	See FIPS Pub series 10	X - CONTROL MARKINGS

TABLE B-II. Echelon/size codes.

CODE	DESCRIPTION	CODE	DESCRIPTION
- A	TEAM/CREW	- H	BRIGADE
- B	SQUAD	- I	DIVISION
- C	SECTION	- J	CORPS/MEF
- D	PLATOON/DETACHMENT	- K	ARMY
- E	COMPANY/BATTERY/TROOP	- L	ARMY GROUP/FRONT
- F	BATTALION/SQUADRON	- M	REGION
- G	REGIMENT/GROUP	- -	NULL

B.5.2.2 SIDC table. The following table lists the codes for tactical graphics. As stated in B.5.2.1, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size.

TABLE B-III. SIDC table.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP	G	*	-	-	--	--	--	--	--	X	TACTICAL GRAPHICS
TACGRP.TSK	G	*	T	*	--	--	--	**	**	X	TASKS
TACGRP.TSK.BLK	G	*	T	*	B-	--	--	**	**	X	BLOCK
TACGRP.TSK.BRH	G	*	T	*	H-	--	--	**	**	X	BREACH
TACGRP.TSK.BYS	G	*	T	*	Y-	--	--	**	**	X	BYPASS
TACGRP.TSK.CNZ	G	*	T	*	C-	--	--	**	**	X	CANALIZE
TACGRP.TSK.CLR	G	*	T	*	X-	--	--	**	**	X	CLEAR
TACGRP.TSK.CNT	G	*	T	*	J-	--	--	**	**	X	CONTAIN
TACGRP.TSK.CATK	G	*	T	*	K-	--	--	**	**	X	COUNTERATTACK (CATK)
TACGRP.TSK.CATK.CATKF	G	*	T	*	KF	--	--	**	**	X	COUNTERATTACK BY FIRE
TACGRP.TSK.DLY	G	*	T	*	L-	--	--	**	**	X	DELAY
TACGRP.TSK.DSTY	G	*	T	*	D-	--	--	**	**	X	DESTROY
TACGRP.TSK.DRT	G	*	T	*	T-	--	--	**	**	X	DISRUPT
TACGRP.TSK.FIX	G	*	T	*	F-	--	--	**	**	X	FIX
TACGRP.TSK.FLWASS	G	*	T	*	A-	--	--	**	**	X	FOLLOW AND ASSUME
TACGRP.TSK.FLWASS.FLWSUP	G	*	T	*	AS	--	--	**	**	X	FOLLOW AND SUPPORT
TACGRP.TSK.ITDT	G	*	T	*	I-	--	--	**	**	X	INTERDICT
TACGRP.TSK.ISL	G	*	T	*	E-	--	--	**	**	X	ISOLATE
TACGRP.TSK.NEUT	G	*	T	*	N-	--	--	**	**	X	NEUTRALIZE

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.TSK.OCC	G	*	T	*	O-	--	--	**	**	X	OCCUPY
TACGRP.TSK.PNE	G	*	T	*	P-	--	--	**	**	X	PENETRATE
TACGRP.TSK.RIP	G	*	T	*	R-	--	--	**	**	X	RELIEF IN PLACE (RIP)
TACGRP.TSK.RTN	G	*	T	*	Q-	--	--	**	**	X	RETAIN
TACGRP.TSK.RTM	G	*	T	*	M-	--	--	**	**	X	RETIREMENT
TACGRP.TSK.SCE	G	*	T	*	S-	--	--	**	**	X	SECURE
TACGRP.TSK.SEC	G	-	T	*	U-	--	--	--	--	X	SECURITY
TACGRP.TSK.SEC.SCN	G	*	T	*	US	--	--	**	**	X	SCREEN
TACGRP.TSK.SEC.GUD	G	*	T	*	UG	--	--	**	**	X	GUARD
TACGRP.TSK.SEC.COV	G	*	T	*	UC	--	--	**	**	X	COVER
TACGRP.TSK.SZE	G	*	T	*	Z-	--	--	**	**	X	SEIZE
TACGRP.TSK.WDR	G	*	T	*	W-	--	--	**	**	X	WITHDRAW
TACGRP.TSK.WDR.WDRUP	G	*	T	*	WP	--	--	**	**	X	WITHDRAW UNDER PRESSURE
TACGRP.C2GM	G	*	G	*	--	--	--	**	**	X	COMMAND AND CONTROL AND GENERAL MANEUVER
TACGRP.C2GM.GNL	G	*	G	*	G-	--	--	**	**	X	GENERAL
TACGRP.C2GM.GNL.PNT	G	*	G	*	GP	--	--	**	**	X	POINTS
TACGRP.C2GM.GNL.PNT.USW	G	*	G	*	GP	U-	--	**	**	X	UNDER SEA WARFARE
TACGRP.C2GM.GNL.PNT.USW.UH2	G	*	G	*	GP	UU	--	**	**	X	UNDERWATER
TACGRP.C2GM.GNL.PNT.USW.UH2.DTM	G	*	G	*	GP	UU	D-	**	**	X	DATUM
TACGRP.C2GM.GNL.PNT.USW.UH2.BCON	G	*	G	*	GP	UU	B-	**	**	X	BRIEF CONTACT
TACGRP.C2GM.GNL.PNT.USW.UH2.LCON	G	*	G	*	GP	UU	L-	**	**	X	LOST CONTACT
TACGRP.C2GM.GNL.PNT.USW.UH2.SNK	G	*	G	*	GP	UU	S-	**	**	X	SINKER

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.GNL.PNT.USW.SNBY	G	*	G	*	GP	UY	--	**	**	X	SONOBUOY
TACGRP.C2GM.GNL.PNT.USW.SNBY.PTNCTR	G	*	G	*	GP	UY	P-	**	**	X	PATTERN CENTER
TACGRP.C2GM.GNL.PNT.USW.SNBY.DIFAR	G	*	G	*	GP	UY	D-	**	**	X	DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
TACGRP.C2GM.GNL.PNT.USW.SNBY.LOFAR	G	*	G	*	GP	UY	L-	**	**	X	LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
TACGRP.C2GM.GNL.PNT.USW.SNBY.CASS	G	*	G	*	GP	UY	C-	**	**	X	COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
TACGRP.C2GM.GNL.PNT.USW.SNBY.DICASS	G	*	G	*	GP	UY	S-	**	**	X	DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)
TACGRP.C2GM.GNL.PNT.USW.SNBY.BT	G	*	G	*	GP	UY	B-	**	**	X	BATHYTHERMOGRAPH TRANSMITTING (BT)
TACGRP.C2GM.GNL.PNT.USW.SNBY.ANM	G	*	G	*	GP	UY	A-	**	**	X	ANM
TACGRP.C2GM.GNL.PNT.USW.SNBY.VLAD	G	*	G	*	GP	UY	V-	**	**	X	VERTICAL LINE ARRAY DIFAR (VLAD)
TACGRP.C2GM.GNL.PNT.USW.SNBY.ATAC	G	*	G	*	GP	UY	T-	**	**	X	ATAC
TACGRP.C2GM.GNL.PNT.USW.SNBY.RO	G	*	G	*	GP	UY	R-	**	**	X	RANGE ONLY (RO)
TACGRP.C2GM.GNL.PNT.USW.SNBY.KGP	G	*	G	*	GP	UY	K-	**	**	X	KINGPIN
TACGRP.C2GM.GNL.PNT.USW.SRH	G	*	G	*	GP	US	--	**	**	X	SEARCH
TACGRP.C2GM.GNL.PNT.USW.SRH.ARA	G	*	G	*	GP	US	A-	**	**	X	SEARCH AREA
TACGRP.C2GM.GNL.PNT.USW.SRH.DIPPSN	G	*	G	*	GP	US	D-	**	**	X	DIP POSITION
TACGRP.C2GM.GNL.PNT.USW.SRH.CTR	G	*	G	*	GP	US	C-	**	**	X	SEARCH CENTER
TACGRP.C2GM.GNL.PNT.REFPNT	G	*	G	*	GP	R-	--	**	**	X	REFERENCE POINT
TACGRP.C2GM.GNL.PNT.REFPNT.SPLPNT	G	*	G	*	GP	RS	--	**	**	X	SPECIAL POINT
TACGRP.C2GM.GNL.PNT.REFPNT.NAVREF	G	*	G	*	GP	RN	--	**	**	X	NAV REFERENCE
TACGRP.C2GM.GNL.PNT.REFPNT.DLRP	G	*	G	*	GP	RD	--	**	**	X	DLRP
TACGRP.C2GM.GNL.PNT.REFPNT.PNTINR	G	*	G	*	GP	RI	--	**	**	X	POINT OF INTEREST
TACGRP.C2GM.GNL.PNT.WPN	G	*	G	*	GP	W-	--	**	**	X	WEAPON

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.GNL.PNT.WPN.AIMPNT	G	*	G	*	GP	WA	--	**	**	X	AIM POINT
TACGRP.C2GM.GNL.PNT.WPN.DRPPNT	G	*	G	*	GP	WD	--	**	**	X	DROP POINT
TACGRP.C2GM.GNL.PNT.WPN.ENTPNT	G	*	G	*	GP	WE	--	**	**	X	ENTRY POINT
TACGRP.C2GM.GNL.PNT.WPN.GRDZRO	G	*	G	*	GP	WG	--	**	**	X	GROUND ZERO
TACGRP.C2GM.GNL.PNT.WPN.MSLPNT	G	*	G	*	GP	WM	--	**	**	X	MSL DETECT POINT
TACGRP.C2GM.GNL.PNT.WPN.IMTPNT	G	*	G	*	GP	WI	--	**	**	X	IMPACT POINT
TACGRP.C2GM.GNL.PNT.WPN.PIPNT	G	*	G	*	GP	WP	--	**	**	X	PREDICTED IMPACT POINT
TACGRP.C2GM.GNL.PNT.FRMN	G	*	G	*	GP	F-	--	**	**	X	FORMATION
TACGRP.C2GM.GNL.PNT.HBR	G	*	G	*	GP	H-	--	**	**	X	HARBOR (GENERAL)
TACGRP.C2GM.GNL.PNT.HBR.PNTQ	G	*	G	*	GP	HQ	--	**	**	X	POINT Q
TACGRP.C2GM.GNL.PNT.HBR.PNTA	G	*	G	*	GP	HA	--	**	**	X	POINT A
TACGRP.C2GM.GNL.PNT.HBR.PNTY	G	*	G	*	GP	HY	--	**	**	X	POINT Y
TACGRP.C2GM.GNL.PNT.HBR.PNTX	G	*	G	*	GP	HX	--	**	**	X	POINT X
TACGRP.C2GM.GNL.PNT.RTE	G	*	G	*	GP	O-	--	**	**	X	ROUTE
TACGRP.C2GM.GNL.PNT.RTE.RDV	G	*	G	*	GP	OZ	--	**	**	X	RENDEZVOUS
TACGRP.C2GM.GNL.PNT.RTE.DVSN	G	*	G	*	GP	OD	--	**	**	X	DIVERSIONS
TACGRP.C2GM.GNL.PNT.RTE.WAP	G	*	G	*	GP	OW	--	**	**	X	WAYPOINT
TACGRP.C2GM.GNL.PNT.RTE.PIM	G	*	G	*	GP	OP	--	**	**	X	PIM
TACGRP.C2GM.GNL.PNT.RTE.PNTR	G	*	G	*	GP	OR	--	**	**	X	POINT R
TACGRP.C2GM.GNL.PNT.ACTL	G	*	G	*	GP	A-	--	**	**	X	AIR CONTROL
TACGRP.C2GM.GNL.PNT.ACTL.CAP	G	*	G	*	GP	AP	--	**	**	X	COMBAT AIR PATROL (CAP)
TACGRP.C2GM.GNL.PNT.ACTL.ABNEW	G	*	G	*	GP	AW	--	**	**	X	AIRBORNE EARLY WARNING (AEW)

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.GNL.PNT.ACTL.TCN	G	*	G	*	GP	AT	--	**	**	X	TACAN
TACGRP.C2GM.GNL.PNT.ACTL.TAK	G	*	G	*	GP	AK	--	**	**	X	TANKING
TACGRP.C2GM.GNL.PNT.ACTL.ASBWF	G	*	G	*	GP	AA	--	**	**	X	ANTISUBMARINE WARFARE, FIXED WING
TACGRP.C2GM.GNL.PNT.ACTL.ASBWR	G	*	G	*	GP	AH	--	**	**	X	ANTISUBMARINE WARFARE, ROTARY WING
TACGRP.C2GM.GNL.PNT.ACTL.TMC	G	*	G	*	GP	AO	--	**	**	X	TOMCAT
TACGRP.C2GM.GNL.PNT.ACTL.RSC	G	*	G	*	GP	AR	--	**	**	X	RESCUE
TACGRP.C2GM.GNL.PNT.ACTL.RPH	G	*	G	*	GP	AL	--	**	**	X	REPLENISH
TACGRP.C2GM.GNL.PNT.ACTL.MRSH	G	*	G	*	GP	AM	--	**	**	X	MARSHALL
TACGRP.C2GM.GNL.PNT.ACTL.SKEIP	G	*	G	*	GP	AS	--	**	**	X	STRIKE IP
TACGRP.C2GM.GNL.PNT.ACTL.CRDRTB	G	*	G	*	GP	AC	--	**	**	X	CORRIDOR TAB
TACGRP.C2GM.GNL.PNT.ACTPNT	G	*	G	*	GP	P-	--	**	**	X	ACTION POINTS (GENERAL)
TACGRP.C2GM.GNL.PNT.ACTPNT.CHKPNT	G	*	G	*	GP	PK	--	**	**	X	CHECK POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.CONPNT	G	*	G	*	GP	PC	--	**	**	X	CONTACT POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.CRDPNT	G	*	G	*	GP	PO	--	**	**	X	COORDINATION POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.DCNPNT	G	*	G	*	GP	PD	--	**	**	X	DECISION POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.LNKUPT	G	*	G	*	GP	PL	--	**	**	X	LINKUP POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.PSSPNT	G	*	G	*	GP	PP	--	**	**	X	PASSAGE POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.RAYPNT	G	*	G	*	GP	PR	--	**	**	X	RALLY POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.RELPNT	G	*	G	*	GP	PE	--	**	**	X	RELEASE POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.STRPNT	G	*	G	*	GP	PS	--	**	**	X	START POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.WAP	G	*	G	*	GP	PW	--	**	**	X	WAYPOINT
TACGRP.C2GM.GNL.LNE	G	*	G	*	GL	--	--	**	**	X	LINES

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.GNL.LNE.BNDS	G	*	G	*	GL	B-	--	**	**	X	BOUNDARIES
TACGRP.C2GM.GNL.LNE.FLOT	G	*	G	*	GL	F-	--	**	**	X	FORWARD LINE OF OWN TROOPS (FLOT)
TACGRP.C2GM.GNL.LNE.LOC	G	*	G	*	GL	C-	--	**	**	X	LINE OF CONTACT
TACGRP.C2GM.GNL.LNE.PHELNE	G	*	G	*	GL	P-	--	**	**	X	PHASE LINE
TACGRP.C2GM.GNL.LNE.LITLNE	G	*	G	*	GL	L-	--	**	**	X	LIGHT LINE
TACGRP.C2GM.GNL.ARS	G	*	G	*	GA	--	--	**	**	X	AREAS
TACGRP.C2GM.GNL.ARS.GENARA	G	*	G	*	GA	G-	--	**	**	X	GENERAL AREA
TACGRP.C2GM.GNL.ARS.ABYARA	G	*	G	*	GA	A-	--	**	**	X	ASSEMBLY AREA
TACGRP.C2GM.GNL.ARS.EMTARA	G	*	G	*	GA	E-	--	**	**	X	ENGAGEMENT AREA
TACGRP.C2GM.GNL.ARS.FTFDAR	G	*	G	*	GA	F-	--	**	**	X	FORTIFIED AREA
TACGRP.C2GM.GNL.ARS.DRPZ	G	*	G	*	GA	D-	--	**	**	X	DROP ZONE
TACGRP.C2GM.GNL.ARS.EZ	G	*	G	*	GA	X-	--	**	**	X	EXTRACTION ZONE (EZ)
TACGRP.C2GM.GNL.ARS.LZ	G	*	G	*	GA	L-	--	**	**	X	LANDING ZONE (LZ)
TACGRP.C2GM.GNL.ARS.PZ	G	*	G	*	GA	P-	--	**	**	X	PICKUP ZONE (PZ)
TACGRP.C2GM.GNL.ARS.SRHARA	G	*	G	*	GA	S-	--	**	**	X	SEARCH AREA/RECONNAISSANCE AREA
TACGRP.C2GM.GNL.ARS.LAARA	G	*	G	*	GA	Y-	--	**	**	X	LIMITED ACCESS AREA
TACGRP.C2GM.GNL.ARS.AIRFZ	G	*	G	*	GA	Z-	--	**	**	X	AIRFIELD ZONE
TACGRP.C2GM.AVN	G	*	G	*	A-	--	--	**	**	X	AVIATION
TACGRP.C2GM.AVN.PNT	G	*	G	*	AP	--	--	**	**	X	POINTS
TACGRP.C2GM.AVN.PNT.ACP	G	*	G	*	AP	P-	--	**	**	X	AIR CONTROL POINT (ACP)
TACGRP.C2GM.AVN.PNT.COMMCP	G	*	G	*	AP	C-	--	**	**	X	COMMUNICATIONS CHECKPOINT (CCP)
TACGRP.C2GM.AVN.PNT.PUP	G	*	G	*	AP	U-	--	**	**	X	PULL-UP POINT (PUP)

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.AVN.PNT.DAPP	G	*	G	*	AP	D-	--	**	**	X	DOWNED AIRCREW PICKUP POINT
TACGRP.C2GM.AVN.LNE	G	*	G	*	AL	--	--	**	**	X	LINES
TACGRP.C2GM.AVN.LNE.ACDR	G	*	G	*	AL	C-	--	**	**	X	AIR CORRIDOR
TACGRP.C2GM.AVN.LNE.MRR	G	*	G	*	AL	M-	--	**	**	X	MINIMUM RISK ROUTE (MRR)
TACGRP.C2GM.AVN.LNE.SAAFR	G	*	G	*	AL	S-	--	**	**	X	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
TACGRP.C2GM.AVN.LNE.UAVR	G	*	G	*	AL	U-	--	**	**	X	UNMANNED AERIAL VEHICLE (UAV) ROUTE
TACGRP.C2GM.AVN.LNE.LLTR	G	*	G	*	AL	L-	--	**	**	X	LOW LEVEL TRANSIT ROUTE (LLTR)
TACGRP.C2GM.AVN.ARS	G	*	G	*	AA	--	--	**	**	X	AREAS
TACGRP.C2GM.AVN.ARS.ROZ	G	*	G	*	AA	R-	--	**	**	X	RESTRICTED OPERATIONS ZONE (ROZ)
TACGRP.C2GM.AVN.ARS.FAADEZ	G	*	G	*	AA	F-	--	**	**	X	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
TACGRP.C2GM.AVN.ARS.HIDACZ	G	*	G	*	AA	H-	--	**	**	X	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
TACGRP.C2GM.AVN.ARS.MEZ	G	*	G	*	AA	M-	--	**	**	X	MISSILE ENGAGEMENT ZONE (MEZ)
TACGRP.C2GM.AVN.ARS.MEZ.LAMEZ	G	*	G	*	AA	ML	--	**	**	X	LOW ALTITUDE MEZ
TACGRP.C2GM.AVN.ARS.MEZ.HAMEZ	G	*	G	*	AA	MH	--	**	**	X	HIGH ALTITUDE MEZ
TACGRP.C2GM.AVN.ARS.WFZ	G	*	G	*	AA	W-	--	**	**	X	WEAPONS FREE ZONE
TACGRP.C2GM.DCPN	G	*	G	*	P-	--	--	**	**	X	DECEPTION
TACGRP.C2GM.DCPN.DMY	G	*	G	*	PD	--	--	**	**	X	DUMMY (DECEPTION/DECOY)
TACGRP.C2GM.DCPN.AAFF	G	*	G	*	PA	--	--	**	**	X	AXIS OF ADVANCE FOR FEINT
TACGRP.C2GM.DCPN.DAFF	G	*	G	*	PF	--	--	**	**	X	DIRECTION OF ATTACK FOR FEINT
TACGRP.C2GM.DCPN.DMA	G	*	G	*	PM	--	--	**	**	X	DECOY MINED AREA
TACGRP.C2GM.DCPN.DMAF	G	*	G	*	PY	--	--	**	**	X	DECOY MINED AREA, FENCED
TACGRP.C2GM.DCPN.DMYMS	G	*	G	*	PN	--	--	**	**	X	DUMMY MINEFIELD (STATIC)

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.DCPN.DMYMD	G	*	G	*	PC	--	--	**	**	X	DUMMY MINEFIELD (DYNAMIC)
TACGRP.C2GM.DEF	G	*	G	*	D-	--	--	**	**	X	DEFENSE
TACGRP.C2GM.DEF.PNT	G	*	G	*	DP	--	--	**	**	X	POINTS
TACGRP.C2GM.DEF.PNT.TGTREF	G	*	G	*	DP	T-	--	**	**	X	TARGET REFERENCE POINT (TRP)
TACGRP.C2GM.DEF.PNT.OBSPST	G	*	G	*	DP	O-	--	**	**	X	OBSERVATION POST/OUTPOST
TACGRP.C2GM.DEF.PNT.OBSPST.CBTPST	G	*	G	*	DP	OC	--	**	**	X	COMBAT OUTPOST
TACGRP.C2GM.DEF.PNT.OBSPST.RECON	G	*	G	*	DP	OR	--	**	**	X	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
TACGRP.C2GM.DEF.PNT.OBSPST.FWDOP	G	*	G	*	DP	OF	--	**	**	X	FORWARD OBSERVER POSITION
TACGRP.C2GM.DEF.PNT.OBSPST.SOP	G	*	G	*	DP	OS	--	**	**	X	SENSOR OUTPOST/LISTENING POST (OP/LP)
TACGRP.C2GM.DEF.PNT.OBSPST.NBCOP	G	*	G	*	DP	ON	--	**	**	X	NBC OBSERVATION POST (DISMOUNTED)
TACGRP.C2GM.DEF.LNE	G	*	G	*	DL	--	--	**	**	X	LINES
TACGRP.C2GM.DEF.LNE.FEBA	G	*	G	*	DL	F-	--	**	**	X	FORWARD EDGE OF BATTLE AREA (FEBA)
TACGRP.C2GM.DEF.LNE.PDF	G	*	G	*	DL	P-	--	**	**	X	PRINCIPAL DIRECTION OF FIRE (PDF)
TACGRP.C2GM.DEF.ARS	G	*	G	*	DA	--	--	**	**	X	AREAS
Error! Not a valid result for table.	G	*	G	*	DA	B-	--	**	**	X	BATTLE POSITION
TACGRP.C2GM.DEF.ARS.BTLPSN.PBNO	G	*	G	*	DA	BP	--	**	**	X	PREPARED BUT NOT OCCUPIED
TACGRP.C2GM.DEF.ARS.EMTARA	G	*	G	*	DA	E-	--	**	**	X	ENGAGEMENT AREA
TACGRP.C2GM.OFF	G	*	G	*	O-	--	--	**	**	X	OFFENSE
TACGRP.C2GM.OFF.PNT	G	*	G	*	OP	--	--	**	**	X	POINTS
TACGRP.C2GM.OFF.PNT.PNTD	G	*	G	*	OP	P-	--	**	**	X	POINT OF DEPARTURE
TACGRP.C2GM.OFF.LNE	G	*	G	*	OL	--	--	**	**	X	LINES

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.OFF.LNE.AXSADV	G	*	G	*	OL	A-	--	**	**	X	AXIS OF ADVANCE
TACGRP.C2GM.OFF.LNE.AXSADV.AVN	G	*	G	*	OL	AV	--	**	**	X	AVIATION
TACGRP.C2GM.OFF.LNE.AXSADV.ABN	G	*	G	*	OL	AA	--	**	**	X	AIRBORNE
TACGRP.C2GM.OFF.LNE.AXSADV.ATK	G	*	G	*	OL	AR	--	**	**	X	ATTACK, ROTARY WING
TACGRP.C2GM.OFF.LNE.AXSADV.GRD	G	*	G	*	OL	AG	--	**	**	X	GROUND
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.MANATK	G	*	G	*	OL	AG	M-	**	**	X	MAIN ATTACK
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.SUPATK	G	*	G	*	OL	AG	S-	**	**	X	SUPPORTING ATTACK
TACGRP.C2GM.OFF.LNE.DIRATK	G	*	G	*	OL	K-	--	**	**	X	DIRECTION OF ATTACK
TACGRP.C2GM.OFF.LNE.DIRATK.AVN	G	*	G	*	OL	KA	--	**	**	X	AVIATION
TACGRP.C2GM.OFF.LNE.DIRATK.GRD	G	*	G	*	OL	KG	--	**	**	X	GROUND
TACGRP.C2GM.OFF.LNE.DIRATK.GRD.MANATK	G	*	G	*	OL	KG	M-	**	**	X	MAIN ATTACK
TACGRP.C2GM.OFF.LNE.DIRATK.GRD.SUPATK	G	*	G	*	OL	KG	S-	**	**	X	SUPPORTING ATTACK
TACGRP.C2GM.OFF.LNE.FCL	G	*	G	*	OL	F-	--	**	**	X	FINAL COORDINATION LINE
TACGRP.C2GM.OFF.LNE.INFNLE	G	*	G	*	OL	I-	--	**	**	X	INFILTRATION LANE
TACGRP.C2GM.OFF.LNE.LMTADV	G	*	G	*	OL	L-	--	**	**	X	LIMIT OF ADVANCE
TACGRP.C2GM.OFF.LNE.LD	G	*	G	*	OL	T-	--	**	**	X	LINE OF DEPARTURE
TACGRP.C2GM.OFF.LNE.LDLC	G	*	G	*	OL	C-	--	**	**	X	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
TACGRP.C2GM.OFF.LNE.PLD	G	*	G	*	OL	P-	--	**	**	X	PROBABLE LINE OF DEPLOYMENT (PLD)
TACGRP.C2GM.OFF.ARS	G	*	G	*	OA	--	--	**	**	X	AREAS
TACGRP.C2GM.OFF.ARS.ASTPSN	G	*	G	*	OA	A-	--	**	**	X	ASSAULT POSITION
TACGRP.C2GM.OFF.ARS.ATKPSN	G	*	G	*	OA	K-	--	**	**	X	ATTACK POSITION
TACGRP.C2GM.OFF.ARS.AFP	G	*	G	*	OA	F-	--	**	**	X	ATTACK BY FIRE POSITION

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.OFF.ARS.SFP	G	*	G	*	OA	S-	--	**	**	X	SUPPORT BY FIRE POSITION
TACGRP.C2GM.OFF.ARS.OBJ	G	*	G	*	OA	O-	--	**	**	X	OBJECTIVE
TACGRP.C2GM.OFF.ARS.PBX	G	*	G	*	OA	P-	--	**	**	X	PENETRATION BOX
TACGRP.C2GM.SPL	G	*	G	*	S-	--	--	**	**	X	SPECIAL
TACGRP.C2GM.SPL.LNE	G	*	G	*	SL	--	--	**	**	X	LINE
TACGRP.C2GM.SPL.LNE.AMB	G	*	G	*	SL	A-	--	**	**	X	AMBUSH
TACGRP.C2GM.SPL.LNE.HGL	G	*	G	*	SL	H-	--	**	**	X	HOLDING LINE
TACGRP.C2GM.SPL.LNE.REL	G	*	G	*	SL	R-	--	**	**	X	RELEASE LINE
TACGRP.C2GM.SPL.LNE.BRGH	G	*	G	*	SL	B-	--	**	**	X	BRIDGEHEAD
TACGRP.C2GM.SPL.ARA	G	*	G	*	SA	--	--	**	**	X	AREA
TACGRP.C2GM.SPL.ARA.AOO	G	*	G	*	SA	O-	--	**	**	X	AREA OF OPERATIONS (AO)
TACGRP.C2GM.SPL.ARA.AHD	G	*	G	*	SA	A-	--	**	**	X	AIRHEAD
TACGRP.C2GM.SPL.ARA.ENCMT	G	*	G	*	SA	E-	--	**	**	X	ENCIRCLEMENT
TACGRP.C2GM.SPL.ARA.NAI	G	*	G	*	SA	N-	--	**	**	X	NAMED AREA OF INTEREST (NAI)
TACGRP.C2GM.SPL.ARA.TAI	G	*	G	*	SA	T-	--	**	**	X	TARGETED AREA OF INTEREST (TAI)
TACGRP.MOBSU	G	*	M	*	--	--	--	**	**	X	MOBILITY/SURVIVABILITY
TACGRP.MOBSU.OBST	G	*	M	*	O-	--	--	**	**	X	OBSTACLES
TACGRP.MOBSU.OBST.GNL	G	*	M	*	OG	--	--	**	**	X	GENERAL
TACGRP.MOBSU.OBST.GNL.BLT	G	*	M	*	OG	B-	--	**	**	X	BELT
TACGRP.MOBSU.OBST.GNL.LNE	G	*	M	*	OG	L-	--	**	**	X	LINE
TACGRP.MOBSU.OBST.GNL.Z	G	*	M	*	OG	Z-	--	**	**	X	ZONE
TACGRP.MOBSU.OBST.GNL.OFA	G	*	M	*	OG	F-	--	**	**	X	OBSTACLE FREE AREA

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.MOBSU.OBST.GNL.ORA	G	*	M	*	OG	R-	--	**	**	X	OBSTACLE RESTRICTED AREA
TACGRP.MOBSU.OBST.ABS	G	*	M	*	OS	--	--	**	**	X	ABATIS
TACGRP.MOBSU.OBST.ATO	G	*	M	*	OA	--	--	**	**	X	ANTITANK OBSTACLES
TACGRP.MOBSU.OBST.ATO.ATD	G	*	M	*	OA	D-	--	**	**	X	ANTITANK DITCH
TACGRP.MOBSU.OBST.ATO.ATD.ATDUC	G	*	M	*	OA	DU	--	**	**	X	UNDER CONSTRUCTION
TACGRP.MOBSU.OBST.ATO.ATD.ATDC	G	*	M	*	OA	DC	--	**	**	X	COMPLETE
TACGRP.MOBSU.OBST.ATO.ATDATM	G	*	M	*	OA	R-	--	**	**	X	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
TACGRP.MOBSU.OBST.ATO.TDTSM	G	*	M	*	OA	O-	--	**	**	X	ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
TACGRP.MOBSU.OBST.ATO.TDTSM.FIXPFD	G	*	M	*	OA	OF	--	**	**	X	FIXED AND PREFABRICATED
TACGRP.MOBSU.OBST.ATO.TDTSM.MVB	G	*	M	*	OA	OM	--	**	**	X	MOVEABLE
TACGRP.MOBSU.OBST.ATO.TDTSM.MVBPFD	G	*	M	*	OA	OP	--	**	**	X	MOVEABLE AND PREFABRICATED
TACGRP.MOBSU.OBST.ATO.ATW	G	*	M	*	OA	W-	--	**	**	X	ANTITANK WALL
TACGRP.MOBSU.OBST.BBY	G	*	M	*	OB	--	--	**	**	X	BOOBY TRAP
TACGRP.MOBSU.OBST.MNE	G	*	M	*	OM	--	--	**	**	X	MINES
TACGRP.MOBSU.OBST.MNE.USPMNE	G	*	M	*	OM	U-	--	**	**	X	UNSPECIFIED MINE
TACGRP.MOBSU.OBST.MNE.ATMNE	G	*	M	*	OM	T-	--	**	**	X	ANTITANK MINE (AT)
TACGRP.MOBSU.OBST.MNE.ATMAHD	G	*	M	*	OM	D-	--	**	**	X	ANTITANK MINE WITH ANTIHANDLING DEVICE
TACGRP.MOBSU.OBST.MNE.ATMDIR	G	*	M	*	OM	E-	--	**	**	X	ANTITANK MINE (DIRECTIONAL)
TACGRP.MOBSU.OBST.MNE.APMNE	G	*	M	*	OM	P-	--	**	**	X	ANTIPERSONNEL (AP) MINES
TACGRP.MOBSU.OBST.MNE.WAMNE	G	*	M	*	OM	W-	--	**	**	X	WIDE AREA MINES
TACGRP.MOBSU.OBST.MNE.MCLST	G	*	M	*	OM	C-	--	**	**	X	MINE CLUSTER

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.MOBSU.OBST.MNEFLD	G	*	M	*	OF	--	--	**	**	X	MINEFIELDS
TACGRP.MOBSU.OBST.MNEFLD.STC	G	*	M	*	OF	S-	--	**	**	X	STATIC DEPICTION
TACGRP.MOBSU.OBST.MNEFLD.DYN	G	*	M	*	OF	D-	--	**	**	X	DYNAMIC DEPICTION
TACGRP.MOBSU.OBST.MNEFLD.GAP	G	*	M	*	OF	G-	--	**	**	X	GAP
TACGRP.MOBSU.OBST.MNEFLD.MNDARA	G	*	M	*	OF	A-	--	**	**	X	MINED AREA
TACGRP.MOBSU.OBST.OBSEFT	G	*	M	*	OE	--	--	**	**	X	OBSTACLE EFFECT
TACGRP.MOBSU.OBST.OBSEFT.BLK	G	*	M	*	OE	B-	--	**	**	X	BLOCK
TACGRP.MOBSU.OBST.OBSEFT.FIX	G	*	M	*	OE	F-	--	**	**	X	FIX
TACGRP.MOBSU.OBST.OBSEFT.TUR	G	*	M	*	OE	T-	--	**	**	X	TURN
TACGRP.MOBSU.OBST.OBSEFT.DRT	G	*	M	*	OE	D-	--	**	**	X	DISRUPT
TACGRP.MOBSU.OBST.UXO	G	*	M	*	OU	--	--	**	**	X	UNEXPLODED ORDINANCE AREA (UXO)
TACGRP.MOBSU.OBST.RCBB	G	*	M	*	OR	--	--	**	**	X	ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
TACGRP.MOBSU.OBST.RCBB.PLND	G	*	M	*	OR	P-	--	**	**	X	PLANNED
TACGRP.MOBSU.OBST.RCBB.SAFE	G	*	M	*	OR	S-	--	**	**	X	EXPLOSIVES, STATE OF READINESS 1 (SAFE)
TACGRP.MOBSU.OBST.RCBB.ABP	G	*	M	*	OR	A-	--	**	**	X	EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
TACGRP.MOBSU.OBST.RCBB.EXCD	G	*	M	*	OR	C-	--	**	**	X	ROADBLOCK COMPLETE (EXECUTED)
TACGRP.MOBSU.OBST.TRIPWR	G	*	M	*	OT	--	--	**	**	X	TRIP WIRE
TACGRP.MOBSU.OBST.WREOBS	G	*	M	*	OW	--	--	**	**	X	WIRE OBSTACLE
TACGRP.MOBSU.OBST.WREOBS.USP	G	*	M	*	OW	U-	--	**	**	X	UNSPECIFIED
TACGRP.MOBSU.OBST.WREOBS.SNGFNC	G	*	M	*	OW	S-	--	**	**	X	SINGLE FENCE
TACGRP.MOBSU.OBST.WREOBS.DBLFNC	G	*	M	*	OW	D-	--	**	**	X	DOUBLE FENCE
TACGRP.MOBSU.OBST.WREOBS.DAFNC	G	*	M	*	OW	A-	--	**	**	X	DOUBLE APRON FENCE

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.MOBSU.OBST.WREOBS.LWFNC	G	*	M	*	OW	L-	--	**	**	X	LOW WIRE FENCE
TACGRP.MOBSU.OBST.WREOBS.HWFNC	G	*	M	*	OW	H-	--	**	**	X	HIGH WIRE FENCE
TACGRP.MOBSU.OBST.WREOBS.CCTA	G	*	M	*	OW	C-	--	**	**	X	CONCERTINA
TACGRP.MOBSU.OBST.WREOBS.CCTA.SNG	G	*	M	*	OW	CS	--	**	**	X	SINGLE CONCERTINA
TACGRP.MOBSU.OBST.WREOBS.CCTA.DBLSTD	G	*	M	*	OW	CD	--	**	**	X	DOUBLE STRAND CONCERTINA
TACGRP.MOBSU.OBST.WREOBS.CCTA.TRISTD	G	*	M	*	OW	CT	--	**	**	X	TRIPLE STRAND CONCERTINA
TACGRP.MOBSU.OBSTBP	G	*	M	*	B-	--	--	**	**	X	OBSTACLE BYPASS
TACGRP.MOBSU.OBSTBP.DFTY	G	*	M	*	BD	--	--	**	**	X	OBSTACLE BYPASS DIFFICULTY
TACGRP.MOBSU.OBSTBP.DFTY.ESY	G	*	M	*	BD	E-	--	**	**	X	BYPASS EASY
TACGRP.MOBSU.OBSTBP.DFTY.DFT	G	*	M	*	BD	D-	--	**	**	X	BYPASS DIFFICULT
TACGRP.MOBSU.OBSTBP.DFTY.IMP	G	*	M	*	BD	I-	--	**	**	X	BYPASS IMPOSSIBLE
TACGRP.MOBSU.OBSTBP.CSGSTE	G	*	M	*	BC	--	--	**	**	X	CROSSING SITE/WATER CROSSING
TACGRP.MOBSU.OBSTBP.CSGSTE.ASTCA	G	*	M	*	BC	A-	--	**	**	X	ASSAULT CROSSING AREA
TACGRP.MOBSU.OBSTBP.CSGSTE.BRG	G	*	M	*	BC	B-	--	**	**	X	BRIDGE OR GAP
TACGRP.MOBSU.OBSTBP.CSGSTE.FRY	G	*	M	*	BC	F-	--	**	**	X	FERRY
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDESY	G	*	M	*	BC	E-	--	**	**	X	FORD EASY
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDDFT	G	*	M	*	BC	D-	--	**	**	X	FORD DIFFICULT
TACGRP.MOBSU.OBSTBP.CSGSTE.LANE	G	*	M	*	BC	L-	--	**	**	X	LANE
TACGRP.MOBSU.OBSTBP.CSGSTE.RFT	G	*	M	*	BC	R-	--	**	**	X	RAFT SITE
TACGRP.MOBSU.OBSTBP.CSGSTE.ERP	G	*	M	*	BC	P-	--	**	**	X	ENGINEER REGULATING POINT
TACGRP.MOBSU.SU	G	*	M	*	S-	--	--	**	**	X	SURVIVABILITY
TACGRP.MOBSU.SU.ESTOF	G	*	M	*	SE	--	--	**	**	X	EARTHWORK, SMALL TRENCH OR FORTIFICATION

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.MOBSU.SU.FRT	G	*	M	*	SF	--	--	**	**	X	FORT
TACGRP.MOBSU.SU.FTFDLN	G	*	M	*	SL	--	--	**	**	X	FORTIFIED LINE
TACGRP.MOBSU.SU.FEWS	G	*	M	*	SW	--	--	**	**	X	FOXHOLE, EMPLACEMENT OR WEAPON SITE
TACGRP.MOBSU.SU.STRGPT	G	*	M	*	SP	--	--	**	**	X	STRONG POINT
TACGRP.MOBSU.SU.SUFSHL	G	*	M	*	SS	--	--	**	**	X	SURFACE SHELTER
TACGRP.MOBSU.SU.UGDSHL	G	*	M	*	SU	--	--	**	**	X	UNDERGROUND SHELTER
TACGRP.MOBSU.NBC	G	*	M	*	N-	--	--	**	**	X	NUCLEAR, BIOLOGICAL AND CHEMICAL
TACGRP.MOBSU.NBC.MSDZ	G	*	M	*	NM	--	--	**	**	X	MINIMUM SAFE DISTANCE ZONES
TACGRP.MOBSU.NBC.NDGZ	G	*	M	*	NZ	--	--	**	**	X	NUCLEAR DETINATIONS GROUND ZERO
TACGRP.MOBSU.NBC.FAOTP	G	*	M	*	NF	--	--	**	**	X	FALLOUT PRODUCING
TACGRP.MOBSU.NBC.RADA	G	*	M	*	NR	--	--	**	**	X	RADIOACTIVE AREA
TACGRP.MOBSU.NBC.BIOCA	G	*	M	*	NB	--	--	**	**	X	BIOLOGICALLY CONTAMINATED AREA
TACGRP.MOBSU.NBC.CMLCA	G	*	M	*	NC	--	--	**	**	X	CHEMICALLY CONTAMINATED AREA
TACGRP.MOBSU.NBC.REEVNT	G	*	M	*	NE	--	--	**	**	X	RELEASE EVENTS
TACGRP.MOBSU.NBC.REEVNT.BIO	G	*	M	*	NE	B-	--	**	**	X	BIOLOGICAL
TACGRP.MOBSU.NBC.REEVNT.CML	G	*	M	*	NE	C-	--	**	**	X	CHEMICAL
TACGRP.MOBSU.NBC.DECONP	G	*	M	*	ND	--	--	**	**	X	DECONTAMINATION (DECON) POINTS
TACGRP.MOBSU.NBC.DECONP.USP	G	*	M	*	ND	P-	--	**	**	X	DECON SITE/POINT (UNSPECIFIED)
TACGRP.MOBSU.NBC.DECONP.ALTUSP	G	*	M	*	ND	A-	--	**	**	X	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
TACGRP.MOBSU.NBC.DECONP.TRP	G	*	M	*	ND	T-	--	**	**	X	DECON SITE/POINT (TROOPS)
TACGRP.MOBSU.NBC.DECONP.EQT	G	*	M	*	ND	E-	--	**	**	X	DECON SITE/POINT (EQUIPMENT)
TACGRP.MOBSU.NBC.DECONP.EQTTRP	G	*	M	*	ND	B-	--	**	**	X	DECON SITE/POINT (EQUIPMENT AND TROOPS)

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.MOBSU.NBC.DECONP.OPDECN	G	*	M	*	ND	O-	--	**	**	X	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
TACGRP.MOBSU.NBC.DECONP.TRGH	G	*	M	*	ND	D-	--	**	**	X	DECON SITE/POINT (THOROUGH DECONTAMINATION)
TACGRP.MOBSU.NBC.DRCL	G	*	M	*	NL	--	--	**	**	X	DOSE RATE CONTOUR LINES
TACGRP.FSUPP	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT
TACGRP.FSUPP.PNT	G	*	F	*	P-	--	--	**	**	X	POINT
TACGRP.FSUPP.PNT.TGT	G	*	F	*	PT	--	--	**	**	X	TARGET
TACGRP.FSUPP.PNT.TGT.PTGT	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
TACGRP.FSUPP.PNT.TGT.NUCTGT	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
TACGRP.FSUPP.PNT.C2PNT	G	*	F	*	PC	--	--	**	**	X	COMMAND & CONTROL POINTS
TACGRP.FSUPP.PNT.C2PNT.FSS	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
TACGRP.FSUPP.PNT.C2PNT.SCP	G	*	F	*	PC	S-	--	**	**	X	SURVEY CONTROL POINT
TACGRP.FSUPP.PNT.C2PNT.FP	G	*	F	*	PC	B-	--	**	**	X	FIRING POINT
TACGRP.FSUPP.PNT.C2PNT.RP	G	*	F	*	PC	R-	--	**	**	X	RELOAD POINT
TACGRP.FSUPP.PNT.C2PNT.HP	G	*	F	*	PC	H-	--	**	**	X	HIDE POINT
TACGRP.FSUPP.PNT.C2PNT.LP	G	*	F	*	PC	L-	--	**	**	X	LAUNCH POINT
TACGRP.FSUPP.LNE	G	*	F	*	L-	--	--	**	**	X	LINES
TACGRP.FSUPP.LNE.LNRTGT	G	*	F	*	LT	--	--	**	**	X	LINEAR TARGET
TACGRP.FSUPP.LNE.LNRTGT.LSTGT	G	*	F	*	LT	S-	--	**	**	X	LINEAR SMOKE TARGET
TACGRP.FSUPP.LNE.LNRTGT.FPF	G	*	F	*	LT	F-	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
TACGRP.FSUPP.LNE.C2LNE	G	*	F	*	LC	--	--	**	**	X	COMMAND & CONTROL LINES
TACGRP.FSUPP.LNE.C2LNE.FSCL	G	*	F	*	LC	F-	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
TACGRP.FSUPP.LNE.C2LNE.CFL	G	*	F	*	LC	C-	--	**	**	X	COORDINATED FIRE LINE (CFL)

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.FSUPP.LNE.C2LNE.NFL	G	*	F	*	LC	N-	--	**	**	X	NO-FIRE LINE (NFL)
TACGRP.FSUPP.LNE.C2LNE.RFL	G	*	F	*	LC	R-	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
TACGRP.FSUPP.ARS	G	*	F	*	A-	--	--	**	**	X	AREAS
TACGRP.FSUPP.ARS.ARATGT	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
TACGRP.FSUPP.ARS.ARATGT.RTGTGT	G	*	F	*	AT	R-	--	**	**	X	RECTANGULAR TARGET
TACGRP.FSUPP.ARS.ARATGT.CIRTGT	G	*	F	*	AT	C-	--	**	**	X	CIRCULAR TARGET
TACGRP.FSUPP.ARS.ARATGT.SGTGT	G	*	F	*	AT	G-	--	**	**	X	SERIES OR GROUP OF TARGETS
TACGRP.FSUPP.ARS.ARATGT.SMK	G	*	F	*	AT	S-	--	**	**	X	SMOKE
TACGRP.FSUPP.ARS.ARATGT.BMARA	G	*	F	*	AT	B-	--	**	**	X	BOMB AREA
TACGRP.FSUPP.ARS.C2ARS	G	*	F	*	AC	--	--	**	**	X	COMMAND & CONTROL AREAS
TACGRP.FSUPP.ARS.C2ARS.FSA	G	*	F	*	AC	S-	--	**	**	X	FIRE SUPPORT AREA (FSA)
TACGRP.FSUPP.ARS.C2ARS.FSA.IRR	G	*	F	*	AC	SI	--	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.FSA.RTG	G	*	F	*	AC	SR	--	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.FSA.CIRCLR	G	*	F	*	AC	SC	--	**	**	X	FIRE SUPPORT AREA (FSA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.ACA	G	*	F	*	AC	A-	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
TACGRP.FSUPP.ARS.C2ARS.ACA.IRR	G	*	F	*	AC	AI	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.ACA.RTG	G	*	F	*	AC	AR	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.ACA.CIRCLR	G	*	F	*	AC	AC	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.FFA	G	*	F	*	AC	F-	--	**	**	X	FIRE FREE AREA (FFA)
TACGRP.FSUPP.ARS.C2ARS.FFA.IRR	G	*	F	*	AC	FI	--	**	**	X	FIRE FREE AREA (FFA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.FFA.RTG	G	*	F	*	AC	FR	--	**	**	X	FIRE FREE AREA (FFA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR	G	*	F	*	AC	FC	--	**	**	X	FIRE FREE AREA (FFA), CIRCULAR

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.FSUPP.ARS.C2ARS.NFA	G	*	F	*	AC	N-	--	**	**	X	NO-FIRE AREA (NFA)
TACGRP.FSUPP.ARS.C2ARS.NFA.IRR	G	*	F	*	AC	NI	--	**	**	X	NO FIRE AREA (NFA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.NFA.RTG	G	*	F	*	AC	NR	--	**	**	X	NO FIRE AREA (NFA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.NFA.CIRCLR	G	*	F	*	AC	NC	--	**	**	X	NO FIRE AREA (NFA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.RFA	G	*	F	*	AC	R-	--	**	**	X	RESTRICTIVE FIRE AREA (RFA)
TACGRP.FSUPP.ARS.C2ARS.RFA.IRR	G	*	F	*	AC	RI	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.RFA.RTG	G	*	F	*	AC	RR	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.RFA.CIRCLR	G	*	F	*	AC	RC	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.PAA	G	*	F	*	AC	P-	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
TACGRP.FSUPP.ARS.C2ARS.PAA.RTG	G	*	F	*	AC	PR	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.PAA.CIRCLR	G	*	F	*	AC	PC	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ	G	*	F	*	AZ	--	--	**	**	X	TARGET ACQUISTION ZONES
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ	G	*	F	*	AZ	I-	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.IRR	G	*	F	*	AZ	II	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.RTG	G	*	F	*	AZ	IR	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.CIRCLR	G	*	F	*	AZ	IC	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ	G	*	F	*	AZ	X-	--	**	**	X	CALL FOR FIRE ZONE (CFFZ)
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.IRR	G	*	F	*	AZ	XI	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.RTG	G	*	F	*	AZ	XR	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.CIRCLR	G	*	F	*	AZ	XC	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ	G	*	F	*	AZ	S-	--	**	**	X	SENSOR ZONE
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.IRR	G	*	F	*	AX	SI	--	**	**	X	SENSOR ZONE, IRREGULAR

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.RTG	G	*	F	*	AZ	SR	--	**	**	X	SENSOR ZONE, RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.CIRCLR	G	*	F	*	AZ	SC	--	**	**	X	SENSOR ZONE, CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.CNS	G	*	F	*	AZ	C-	--	**	**	X	CENSOR ZONE
TACGRP.FSUPP.ARS.TGTAQZ.CNS.IRR	G	*	F	*	AZ	CI	--	**	**	X	CENSOR ZONE, IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CNS.RTG	G	*	F	*	AZ	CR	--	**	**	X	CENSOR ZONE, RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CNS.CIRCLR	G	*	F	*	AZ	CC	--	**	**	X	CENSOR ZONE, CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.DA	G	*	F	*	AZ	D-	--	**	**	X	DEAD SPACE AREA (DA)
TACGRP.FSUPP.ARS.TGTAQZ.DA.IRR	G	*	F	*	AZ	DI	--	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.DA.RTG	G	*	F	*	AZ	DR	--	**	**	X	DEAD SPACE AREA (DA), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.DA.CIRCLR	G	*	F	*	AZ	DC	--	**	**	X	DEAD SPACE AERA (DA), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFZ	G	*	F	*	AZ	F-	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ)
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.IRR	G	*	F	*	AZ	FI	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.RTG	G	*	F	*	AZ	FR	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.CIRCLR	G	*	F	*	AZ	FC	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.ZOR	G	*	F	*	AZ	Z-	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.IRR	G	*	F	*	AZ	ZI	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.RTG	G	*	F	*	AZ	ZR	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.CIRCLR	G	*	F	*	AZ	ZC	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.TBA	G	*	F	*	AZ	B-	--	**	**	X	TARGET BUILD-UP AREA (TBA)
TACGRP.FSUPP.ARS.TGTAQZ.TBA.IRR	G	*	F	*	AZ	BI	--	**	**	X	TARGET BUILD UP AREA (TBA), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TBA.RTG	G	*	F	*	AZ	BR	--	**	**	X	TARGET BUILD UP AREA (TBA), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TBA.CIRCLR	G	*	F	*	AZ	BC	--	**	**	X	TARGET BUILD UP AREA (TBA), CIRCULAR

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.FSUPP.ARS.TGTAQZ.TVAR	G	*	F	*	AZ	V-	--	**	**	X	TARGET VALUE AREA (TVAR)
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.IRR	G	*	F	*	AZ	VI	--	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.RTG	G	*	F	*	AZ	VR	--	**	**	X	TARGET VALUE AREA (TVAR), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.CIRCLR	G	*	F	*	AZ	VC	--	**	**	X	TARGET VALUE AREA (TVAR), CIRCULAR
TACGRP.FSUPP.ARS.WPNRF	G	*	F	*	AX	--	--	**	**	X	WEAPONS/RADAR RANGE FANS
TACGRP.FSUPP.ARS.WPNRF.CIRCLR	G	*	F	*	AX	C-	--	**	**	X	WEAPONS/RADAR RANGE FANS, CIRCULAR
TACGRP.FSUPP.ARS.WPNRF.SCR	G	*	F	*	AX	S-	--	**	**	X	WEAPONS/RADAR RANGE FANS, SECTOR
TACGRP.CSS	G	*	S	*	--	--	--	**	**	X	COMBAT SERVICE SUPPORT
TACGRP.CSS.PNT	G	*	S	*	P-	--	--	**	**	X	POINTS
TACGRP.CSS.PNT.AEP	G	*	S	*	PX	--	--	**	**	X	AMBULANCE EXCHANGE POINT
TACGRP.CSS.PNT.CBNP	G	*	S	*	PC	--	--	**	**	X	CANNIBALIZATION POINT
TACGRP.CSS.PNT.CCP	G	*	S	*	PY	--	--	**	**	X	CASUALTY COLLECTION POINT
TACGRP.CSS.PNT.CVP	G	*	S	*	PT	--	--	**	**	X	CIVILIAN COLLECTION POINT
TACGRP.CSS.PNT.DCP	G	*	S	*	PD	--	--	**	**	X	DETAINEE COLLECTION POINT
TACGRP.CSS.PNT.EPWCP	G	*	S	*	PE	--	--	**	**	X	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
TACGRP.CSS.PNT.LRP	G	*	S	*	PL	--	--	**	**	X	LOGISTICS RELEASE POINT (LRP)
TACGRP.CSS.PNT.MCP	G	*	S	*	PM	--	--	**	**	X	MAINTENANCE COLLECTION POINT
TACGRP.CSS.PNT.RRRP	G	*	S	*	PR	--	--	**	**	X	REARM, REFUEL AND RESUPPLY POINT
TACGRP.CSS.PNT.ROM	G	*	S	*	PU	--	--	**	**	X	REFUEL ON THE MOVE (ROM) POINT
TACGRP.CSS.PNT.TCP	G	*	S	*	PO	--	--	**	**	X	TRAFFIC CONTROL POST (TCP)
TACGRP.CSS.PNT.TTP	G	*	S	*	PI	--	--	**	**	X	TRAILER TRANSFER POINT
TACGRP.CSS.PNT.UMC	G	*	S	*	PN	--	--	**	**	X	UNIT MAINTENANCE COLLECTION POINT

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.CSS.PNT.SPT	G	*	S	*	PS	--	--	**	**	X	SUPPLY POINTS
TACGRP.CSS.PNT.SPT.GNL	G	*	S	*	PS	Z-	--	**	**	X	GENERAL
TACGRP.CSS.PNT.SPT.CLS1	G	*	S	*	PS	A-	--	**	**	X	CLASS I
TACGRP.CSS.PNT.SPT.CLS2	G	*	S	*	PS	B-	--	**	**	X	CLASS II
TACGRP.CSS.PNT.SPT.CLS3	G	*	S	*	PS	C-	--	**	**	X	CLASS III
TACGRP.CSS.PNT.SPT.CLS4	G	*	S	*	PS	D-	--	**	**	X	CLASS IV
TACGRP.CSS.PNT.SPT.CLS5	G	*	S	*	PS	E-	--	**	**	X	CLASS V
TACGRP.CSS.PNT.SPT.CLS6	G	*	S	*	PS	F-	--	**	**	X	CLASS VI
TACGRP.CSS.PNT.SPT.CLS7	G	*	S	*	PS	G-	--	**	**	X	CLASS VII
TACGRP.CSS.PNT.SPT.CLS8	G	*	S	*	PS	H-	--	**	**	X	CLASS VIII
TACGRP.CSS.PNT.SPT.CLS9	G	*	S	*	PS	I-	--	**	**	X	CLASS IX
TACGRP.CSS.PNT.SPT.CLS10	G	*	S	*	PS	J-	--	**	**	X	CLASS X
TACGRP.CSS.PNT.AP	G	*	S	*	PA	--	--	**	**	X	AMMUNITION POINTS
TACGRP.CSS.PNT.AP.ASP	G	*	S	*	PA	S-	--	**	**	X	AMMUNITION SUPPLY POINT (ASP)
TACGRP.CSS.PNT.AP.ATP	G	*	S	*	PA	T-	--	**	**	X	AMMUNITION TRANSFER POINT (ATP)
TACGRP.CSS.LNE	G	*	S	*	L-	--	--	**	**	X	LINES
TACGRP.CSS.LNE.CNY	G	*	S	*	LC	--	--	**	**	X	CONVOYS
TACGRP.CSS.LNE.CNY.MCNY	G	*	S	*	LC	M-	--	**	**	X	MOVING CONVOY
TACGRP.CSS.LNE.CNY.HCNY	G	*	S	*	LC	H-	--	**	**	X	HALTED CONVOY
TACGRP.CSS.LNE.SLPRUT	G	*	S	*	LR	--	--	**	**	X	SUPPLY ROUTES
TACGRP.CSS.LNE.SLPRUT.MSRUT	G	*	S	*	LR	M-	--	**	**	X	MAIN SUPPLY ROUTE
TACGRP.CSS.LNE.SLPRUT.ASRUT	G	*	S	*	LR	A-	--	**	**	X	ALTERNATE SUPPLY ROUTE

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.CSS.LNE.SLPRUT.1WTRFF	G	*	S	*	LR	O-	--	**	**	X	ONE-WAY TRAFFIC
TACGRP.CSS.LNE.SLPRUT.ATRFF	G	*	S	*	LR	T-	--	**	**	X	ALTERNATING TRAFFIC
TACGRP.CSS.LNE.SLPRUT.2WTRFF	G	*	S	*	LR	W-	--	**	**	X	TWO-WAY TRAFFIC
TACGRP.CSS.ARA	G	*	S	*	A-	--	--	**	**	X	AREA
TACGRP.CSS.ARA.DHA	G	*	S	*	AD	--	--	**	**	X	DETAINEE HOLDING AREA
TACGRP.CSS.ARA.EPWHA	G	*	S	*	AE	--	--	**	**	X	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
TACGRP.CSS.ARA.FARP	G	*	S	*	AR	--	--	**	**	X	FORWARD ARMING AND REFUELING AREA (FARP)
TACGRP.CSS.ARA.RHA	G	*	S	*	AH	--	--	**	**	X	REFUGEE HOLDING AREA
TACGRP.CSS.ARA.SUPARS	G	*	S	*	AS	--	--	**	**	X	SUPPORT AREAS
TACGRP.CSS.ARA.SUPARS.BSA	G	*	S	*	AS	B-	--	**	**	X	BRIGADE (BSA)
TACGRP.CSS.ARA.SUPARS.DSA	G	*	S	*	AS	D-	--	**	**	X	DIVISION (DSA)
TACGRP.CSS.ARA.SUPARS.RSA	G	*	S	*	AS	R-	--	**	**	X	REGIMENTAL (RSA)
TACGRP.OTH	G	*	O	*	--	--	--	**	**	X	OTHER
TACGRP.OTH.ER	G	*	O	*	E-	--	--	**	**	X	EMERGENCY
TACGRP.OTH.ER.DTHAC	G	*	O	*	ED	--	--	**	**	X	DITCHED AIRCRAFT
TACGRP.OTH.ER.PIW	G	*	O	*	EP	--	--	**	**	X	PERSON IN WATER
TACGRP.OTH.ER.DSTVES	G	*	O	*	EV	--	--	**	**	X	DISTRESSED VESSEL
TACGRP.OTH.HAZ	G	*	O	*	H-	--	--	**	**	X	HAZARD
TACGRP.OTH.HAZ.SML	G	*	O	*	HM	--	--	**	**	X	SEA MINE-LIKE
TACGRP.OTH.HAZ.NVGL	G	*	O	*	HN	--	--	**	**	X	NAVIGATIONAL
TACGRP.OTH.HAZ.IB	G	*	O	*	HI	--	--	**	**	X	ICEBERG
TACGRP.OTH.HAZ.OLRG	G	*	O	*	HO	--	--	**	**	X	OIL RIG

TABLE B-III. SIDC table – Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.OTH.SSUBSR	G	*	O	*	S-	--	--	**	**	X	SEA SUBSURFACE RETURNS
TACGRP.OTH.SSUBSR.BTMRTN	G	*	O	*	SB	--	--	**	**	X	BOTTOM RETURN/NOMBO
TACGRP.OTH.SSUBSR.BTMRTN.INS	G	*	O	*	SB	M-	--	**	**	X	INSTALLATION/MANMADE
TACGRP.OTH.SSUBSR.BTMRTN.SBRSOO	G	*	O	*	SB	N-	--	**	**	X	SEABED ROCK/STONE, OBSTACLE, OTHER
TACGRP.OTH.SSUBSR.BTMRTN.WRKND	G	*	O	*	SB	W-	--	**	**	X	WRECK, NON DANGEROUS
TACGRP.OTH.SSUBSR.BTMRTN.WRKND.WRKD	G	*	O	*	SB	WD	--	**	**	X	WRECK, DANGEROUS
TACGRP.OTH.SSUBSR.MARLFE	G	*	O	*	SM	--	--	**	**	X	MARINE LIFE
TACGRP.OTH.SSUBSR.SA	G	*	O	*	SS	--	--	**	**	X	SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
TACGRP.OTH.BERLNE	G	*	O	*	B-	--	--	**	**	X	BEARING LINE
TACGRP.OTH.BERLNE.ELC	G	*	O	*	BE	--	--	**	**	X	ELECTRONIC
TACGRP.OTH.BERLNE.ACU	G	*	O	*	BA	--	--	**	**	X	ACOUSTIC
TACGRP.OTH.BERLNE.TPD	G	*	O	*	BT	--	--	**	**	X	TORPEDO
TACGRP.OTH.BERLNE.EOPI	G	*	O	*	BO	--	--	**	**	X	ELECTRO-OPTICAL INTERCEPT
TACGRP.OTH.FIX	G	*	O	*	F-	--	--	**	**	X	FIX
TACGRP.OTH.FIX.ACU	G	*	O	*	FA	--	--	**	**	X	ACOUSTIC
TACGRP.OTH.FIX.EM	G	*	O	*	FE	--	--	**	**	X	ELECTRO-MAGNETIC
TACGRP.OTH.FIX.EOP	G	*	O	*	FO	--	--	**	**	X	ELECTRO-OPTICAL

B.5.3 Symbology set. The following table provides a graphic representation of each approved tactical graphic in the C^2 Symbology: Military Operations set. In the following table, the Graphic column provides a concise description of each tactical graphic using operational terminology including its unique identifier code, an indication of whether the tactical graphic's size is fixed or changes in proportion with the background projection and any parameters required to correctly draw the graphic. The SIDC portion of each Image column (Template, Example) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific graphic. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE B-IV. Military operations tactical graphics.

GRAPHIC	IMAGES	
TACGRP TACTICAL GRAPHICS Hierarchy: 2.X Static/Dynamic: N/A Implementation Instructions 1. Unless otherwise noted, tactical graphics whose orientations depend on enemy location are orientated as if the enemy were located to the right side of the page. 2. Unless otherwise noted, all parameters are required. Required parameters must be entered by the system operator to complete the creation of the graphic. Optional parameters are entered only as needed by the system operator.	N/A	N/A
TACGRP.TSK TACTICAL GRAPHICS TASKS Hierarchy: 2.X.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

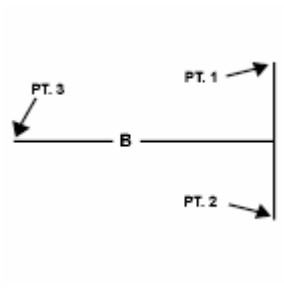
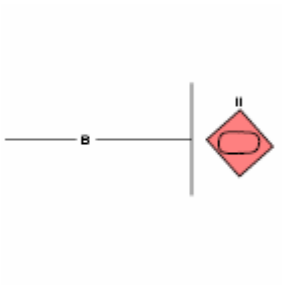
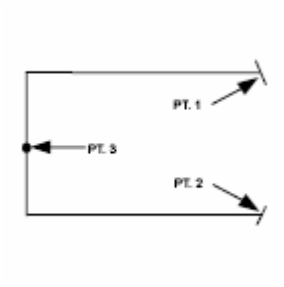
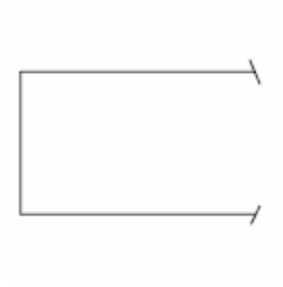
GRAPHIC	IMAGES	
TACGRP.TSK.BLK TACTICAL GRAPHICS TASKS BLOCK Hierarchy: 2.X.1.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the endpoint of the graphic's horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical line. Points 2 and 3 determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The head of the "T" typically faces enemy forces. Static/Dynamic: D	Template  G*TPB-----****X	Example  G*TPB-----****X
TACGRP.TSK.BRH TACTICAL GRAPHICS TASKS BREACH Hierarchy: 2.X.1.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening defines the span of the breach and typically faces enemy forces. Static/Dynamic: D	Template  G*TPH-----****X	Example  G*TPH-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

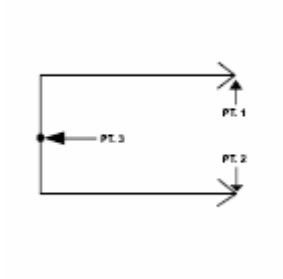
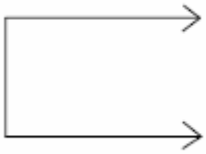
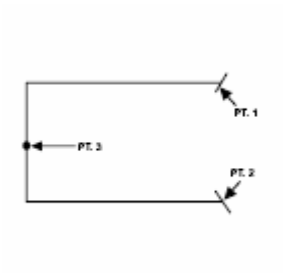
GRAPHIC	IMAGES	
TACGRP.TSK.BYS TACTICAL GRAPHICS TASKS BYPASS Hierarchy: 2.X.1.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*TPY-----****X	Example  G*TPY-----****X
TACGRP.TSK.CNZ TACTICAL GRAPHICS TASKS CANALIZE Hierarchy: 2.X.1.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening, and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*TPC-----****X	Example G*TPC-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

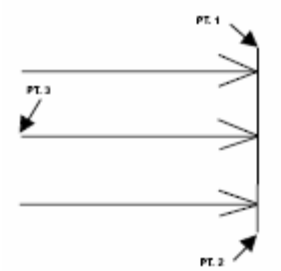
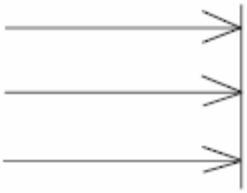
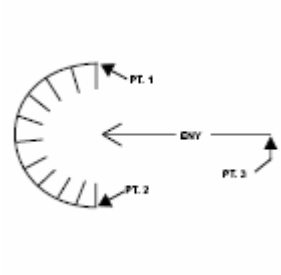
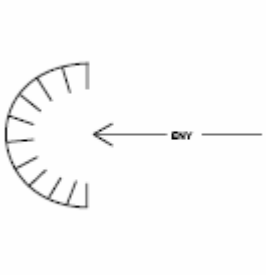
GRAPHIC	IMAGES	
TACGRP.TSK.CLR TACTICAL GRAPHICS TASKS CLEAR Hierarchy: 2.X.1.5 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's height. The tip of the middle arrowhead will be at the midpoint of the vertical line. 3. Orientation. The arrows typically point toward enemy forces. Static/Dynamic: D	Template  G*TPX-----****X	Example  G*TPX-----****X
TACGRP.TSK.CNT TACTICAL GRAPHICS TASKS CONTAIN Hierarchy: 2.X.1.6 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow. 2. Size/Shape. Points 1 and 2 determine the diameter of the semicircle and point 3 determines the length of the arrow. The tip of the arrowhead will be at the centerpoint of the semicircle's diameter, and will project perpendicularly from the line between points 1 and 2. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*TPJ-----****X	Example  G*TPJ-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

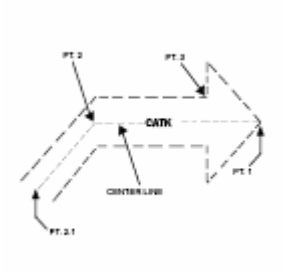
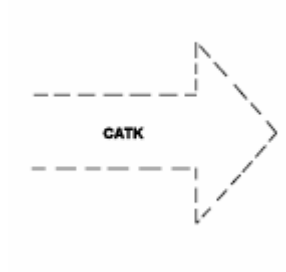
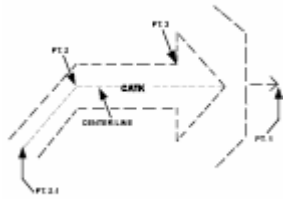
GRAPHIC	IMAGES	
TACGRP.TSK.CATK TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK) Hierarchy: 2.X.1.7 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the graphic. Point 3 defines the back of the arrowhead and the width of the graphic's shaft. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the grapic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along its centerline. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*TPK-----****X	Example  G*TPK-----****X
TACGRP.TSK.CATK.CATKF TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK) COUNTERATTACK BY FIRE Hierarchy: 2.X.1.7.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the location of the tip of the arrowhead. Point 2 defines the rear of the symbol. Points 1 and 2 form the center line of the arrow. Point 3 defines the back of the arrowhead and the width of the graphic's shaft. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the graphic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along it's centerline. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*TPKF----****X	Example G*TPKF----****X

TABLE B-IV. Military operations tactical graphics – Continued.

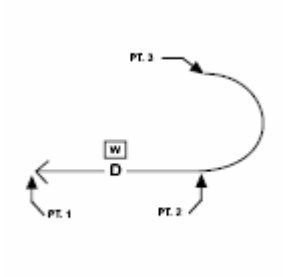
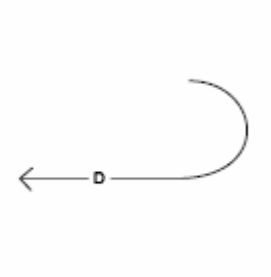
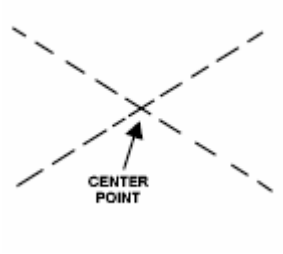
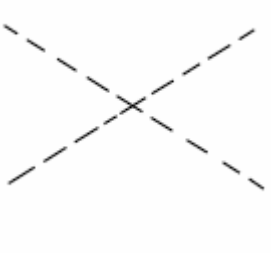
GRAPHIC	IMAGES	
TACGRP.TSK.DLY TACTICAL GRAPHICS TASKS DELAY Hierarchy: 2.X.1.8 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line. Static/Dynamic: D	Template  G*TPL-----****X	Example  G*TPL-----****X
TACGRP.TSK.DSTY TACTICAL GRAPHICS TASKS DESTROY Hierarchy: 2.X.1.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*TPD-----****X	Example  G*TPD-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

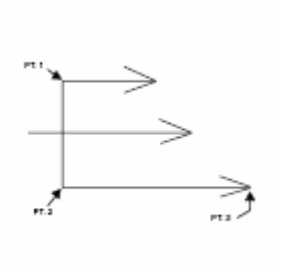
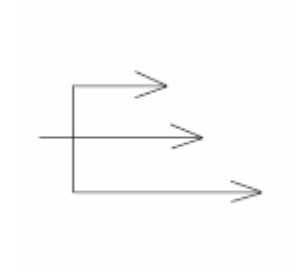
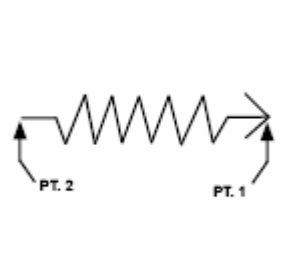
GRAPHIC	IMAGES	
TACGRP.TSK.DRT TACTICAL GRAPHICS TASKS DISRUPT Hierarchy: 2.X.1.10 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. The arrows are perpendicular to the baseline (vertical line) and parallel to each other. 3. Orientation. The arrows typically point toward enemy forces. Static/Dynamic: D	Template  G*TPT-----****X	Example  G*TPT-----****X
TACGRP.TSK.FIX TACTICAL GRAPHICS TASKS FIX Hierarchy: 2.X.1.11 Parameters: 1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action. Static/Dynamic: D	Template  G*TPF-----****X	Example G*TPF-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

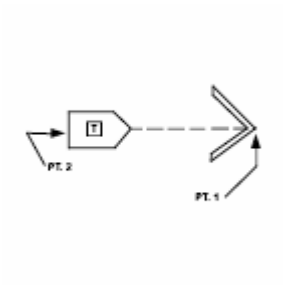
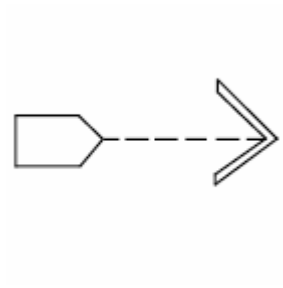
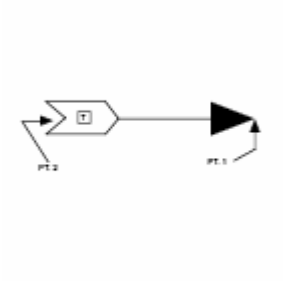
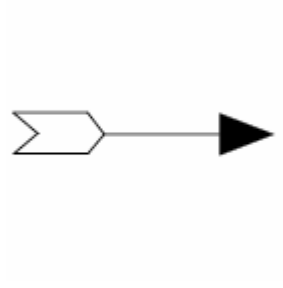
GRAPHIC	IMAGES	
TACGRP.TSK.FLWASS TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME Hierarchy: 2.X.1.12 Parameters: 1. Anchor Points. This graphic requires exactly two anchor points.Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points in the direction of the action. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*TPA-----****X	Example  G*TPA-----****X
TACGRP.TSK.FLWASS.FLWSUP TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME FOLLOW AND SUPPORT Hierarchy: 2.X.1.12.1 Parameters: 1. Anchor Points. This graphic requires exactly two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowhead will be a filled-in version of a common arrowhead. 3. Orientation. The arrow points in the direction of the action. Static/Dynamic: D	Template  G*TPAS----****X	Example  G*TPAS----****X

TABLE B-IV. Military operations tactical graphics – Continued.

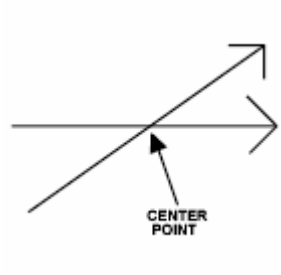
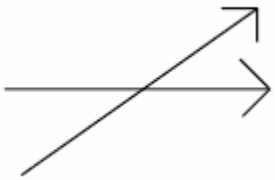
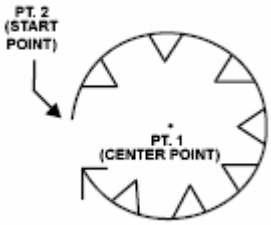
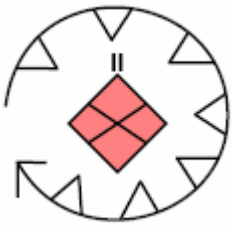
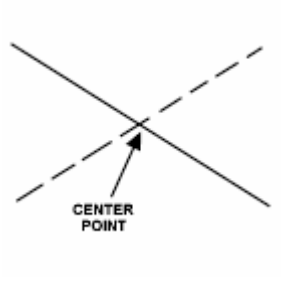
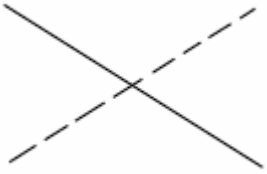
GRAPHIC	IMAGES	
TACGRP.TSK.ITDT TACTICAL GRAPHICS TASKS INTERDICT Hierarchy: 2.X.1.13 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*TPI-----****X	Example  G*TPI-----****X
TACGRP.TSK.ISL TACTICAL GRAPHICS TASKS ISOLATE Hierarchy: 2.X.1.14 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. The radius will be long enough for the graphic to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic. Static/Dynamic: D	Template  G*TPE-----****X	Example  G*TPE-----****X
TACGRP.TSK.NEUT TACTICAL GRAPHICS TASKS NEUTRALIZE Hierarchy: 2.X.1.15 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*TPN-----****X	Example  G*TPN-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

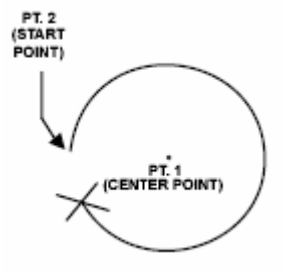
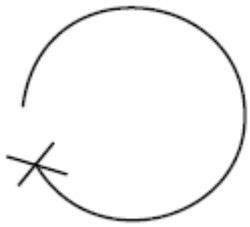
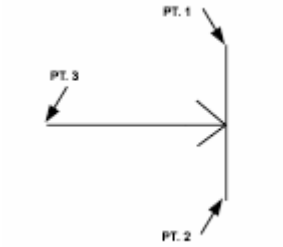
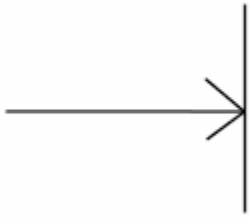
GRAPHIC	IMAGES	
TACGRP.TSK.OCC TACTICAL GRAPHICS TASKS OCCUPY Hierarchy: 2.X.1.16 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being occupied. The opening will be a 30-degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic. Static/Dynamic: D	Template  G*TPO-----****X	Example  G*TPO-----****X
TACGRP.TSK.PNE TACTICAL GRAPHICS TASKS PENETRATE Hierarchy: 2.X.1.17 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The arrow points toward enemy forces. Static/Dynamic: D	Template  G*TPP-----****X	Example  G*TPP-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

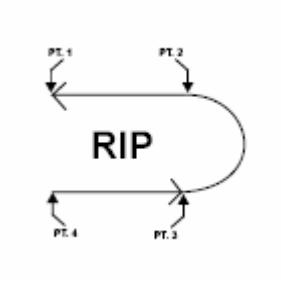
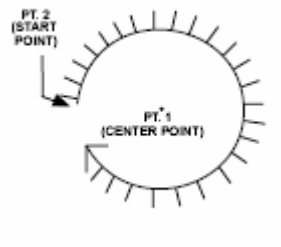
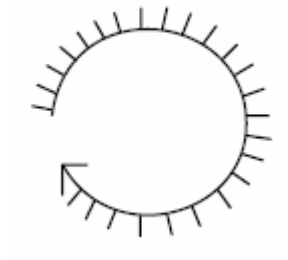
GRAPHIC	IMAGES	
TACGRP.TSK.RIP TACTICAL GRAPHICS TASKS RELIEF IN PLACE (RIP) Hierarchy: 2.X.1.18 Parameters: 1. Anchor Points. This graphic requires four anchor points. Point 1 defines the tip of the first arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Point 3 defines the tip of the second arrowhead. Point 4 defines the end of the second arrow. 2. Size/Shape. Points 1 and 2, and points 3 and 4 determine the length of each arrow. Points 2 and 3 shall be connected by a smooth, curved line. 3. Orientation. Determined by the anchor points. The unit being relieved is typically located at the base of the curve, and the unit performing the relief is typically located at the end of the symbol. The arrowhead typically points to the location the relieved unit should move to. Static/Dynamic: D	Template  G*TPR-----****X	Example G*TPR-----****X
TACGRP.TSK.RTN TACTICAL GRAPHICS TASKS RETAIN Hierarchy: 2.X.1.19 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being retained. The opening will be a 30-degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic. Static/Dynamic: D	Template  G*TPQ-----****X	Example  G*TPQ-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

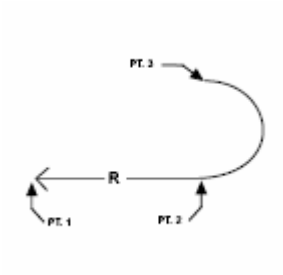
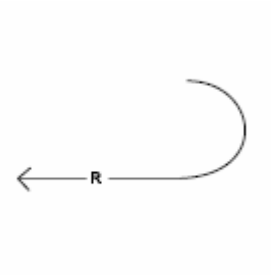
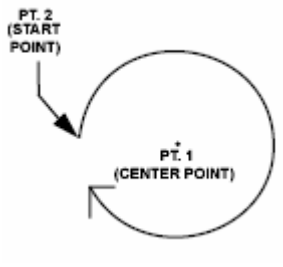
GRAPHIC	IMAGES	
TACGRP.TSK.RTM TACTICAL GRAPHICS TASKS RETIREMENT Hierarchy: 2.X.1.20 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree arc. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line. Static/Dynamic: D	Template  G*TPM-----****X	Example  G*TPM-----****X
TACGRP.TSK.SCE TACTICAL GRAPHICS TASKS SECURE Hierarchy: 2.X.1.21 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 30-degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic. Static/Dynamic: D	Template  G*TPS-----****X	Example G*TPS-----****X
TACGRP.TSK.SEC TACTICAL GRAPHICS TASKS SECURITY Hierarchy: 2.X.1.22 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

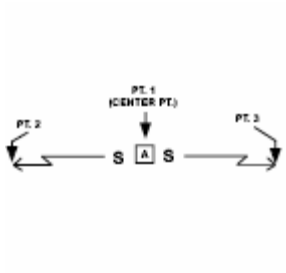
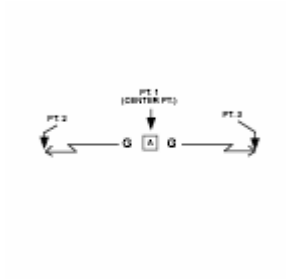
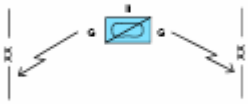
GRAPHIC	IMAGES	
TACGRP.TSK.SEC.SCN TACTICAL GRAPHICS TASKS SECURITY SCREEN Hierarchy: 2.X.1.22.1 Parameters: 1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. Static/Dynamic: D	Template  G*TPUS----****X	Example G*TPUS----****X
TACGRP.TSK.SEC.GUD TACTICAL GRAPHICS TASKS SECURITY GUARD Hierarchy: 2.X.1.22.2 Parameters: 1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. Static/Dynamic: D	Template  G*TPUG----****X	Example  G*TPUG----****X

TABLE B-IV. Military operations tactical graphics – Continued.

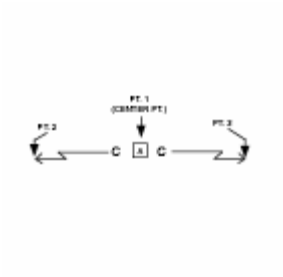
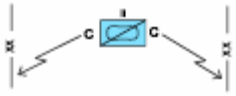
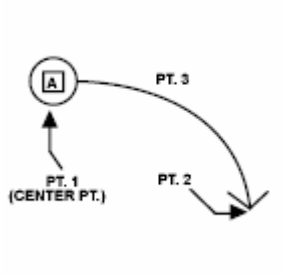
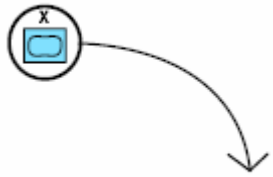
GRAPHIC	IMAGES	
TACGRP.TSK.SEC.COV TACTICAL GRAPHICS TASKS SECURITY COVER Hierarchy: 2.X.1.22.3 Parameters: 1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. Static/Dynamic: D	Template  G*TPUC----****X	Example  G*TPUC----****X
TACGRP.TSK.SZE TACTICAL GRAPHICS TASKS SEIZE Hierarchy: 2.X.1.23 Parameters: 1. Anchor Points. This symbol requires two anchor points. Point 1 defines the center point of the circle. Point 2 defines the tip of the arrowhead. Point 3 defines the 90 degree arc. 2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. The circle will at least be large enough to accommodate a tactical symbol. Point 3 indicates on which side of the line the arc is placed. 3. Orientation. The arrowhead identifies the location/object to be seized, and the circle identifies the unit(s) assigned the task. See paragraph 5.7.4 for options to accommodate multiple units. Static/Dynamic: D	Template  G*TPZ-----****X	Example  G*TPZ-----****X

TABLE B-IV. Military operations tactical graphics – Continued.

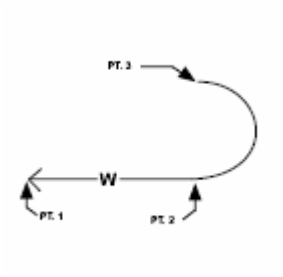
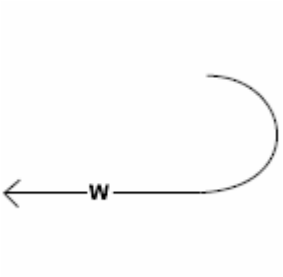
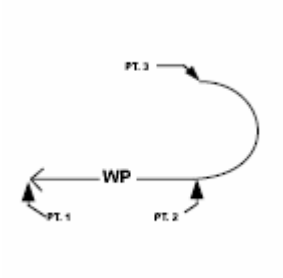
GRAPHIC	IMAGES	
TACGRP.TSK.WDR TACTICAL GRAPHICS TASKS WITHDRAW Hierarchy: 2.X.1.24 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line. Static/Dynamic: D	Template  G*TPW-----****X	Example  G*TPW-----****X
TACGRP.TSK.WDR.WDRUP TACTICAL GRAPHICS TASKS WITHDRAW WITHDRAW UNDER PRESSURE Hierarchy: 2.X.1.24.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line. Static/Dynamic: D	Template  G*TPWP----****X	Example G*TPWP----****X

TABLE B-IV. Military operations tactical graphics – Continued.

GRAPHIC	IMAGES	
TACGRP.C2GM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER Hierarchy: 2.X.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.GNL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL Hierarchy: 2.X.2.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.GNL.PNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS Hierarchy: 2.X.2.1.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.GNL.PNT.USW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE Hierarchy: 2.X.2.1.1.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.GNL.PNT.USW.UH2 TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER Hierarchy: 2.X.2.1.1.1.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

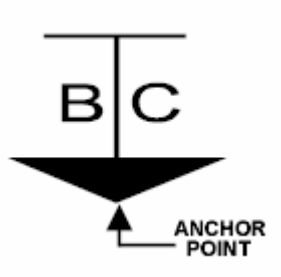
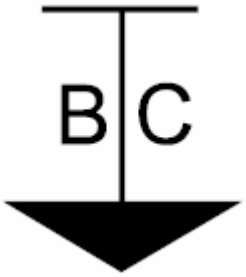
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.UH2.DTM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM Hierarchy: 2.X.2.1.1.1.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic will be oriented as shown in the example to the right, and will be centered over the datum. Static/Dynamic: S	Template G*GPGPUUD-****X	Example G*GPGPUUD-****X
TACGRP.C2GM.GNL.PNT.USW.UH2.BCON TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER BRIEF CONTACT Hierarchy: 2.X.2.1.1.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUUB-****X	Example  G*GPGPUUB-****X

TABLE B-IV. Military operations tactical graphics – Continued.

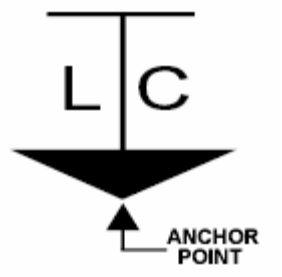
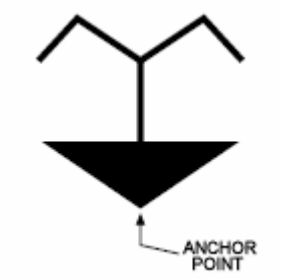
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.UH2.LCON TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER LOST CONTACT Hierarchy: 2.X.2.1.1.1.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUUL-****X	Example G*GPGPUUL-****X
TACGRP.C2GM.GNL.PNT.USW.UH2.SNK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER SINKER Hierarchy: 2.X.2.1.1.1.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUUS-****X	Example G*GPGPUUS-****X

TABLE B-IV. Military operations tactical graphics – Continued.

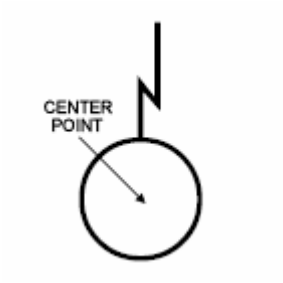
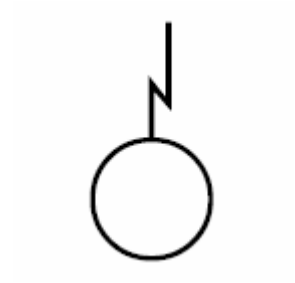
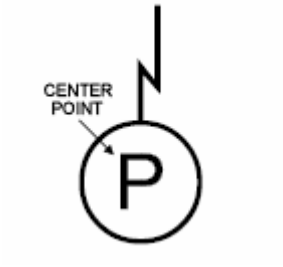
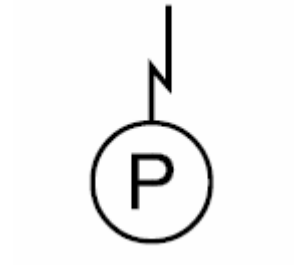
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SNBY TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY Hierarchy: 2.X.2.1.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUY--****X	Example  G*GPGPUY--****X
TACGRP.C2GM.GNL.PNT.USW.SNBY.PTNCTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY PATTERN CENTER Hierarchy: 2.X.2.1.1.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYP-****X	Example  G*GPGPUYP-****X

TABLE B-IV. Military operations tactical graphics – Continued.

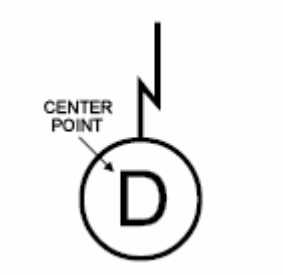
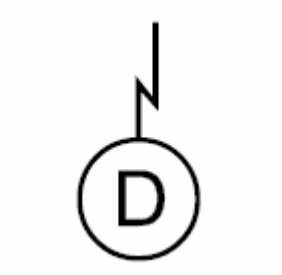
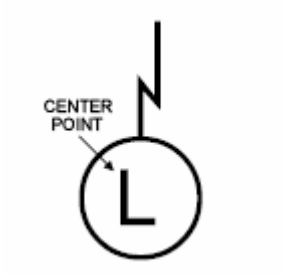
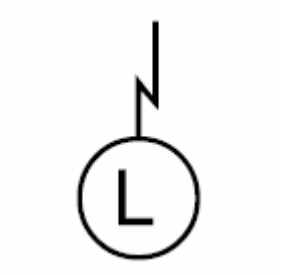
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SNBY.DIFAR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR) Hierarchy: 2.X.2.1.1.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYD-****X	Example  G*GPGPUYD-****X
TACGRP.C2GM.GNL.PNT.USW.SNBY.LOFAR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY LOW FREQUENCY ANALYZING AND RECORDING (LOFAR) Hierarchy: 2.X.2.1.1.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYL-****X	Example  G*GPGPUYL-****X

TABLE B-IV. Military operations tactical graphics – Continued.

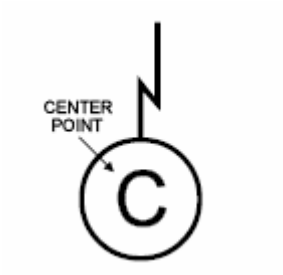
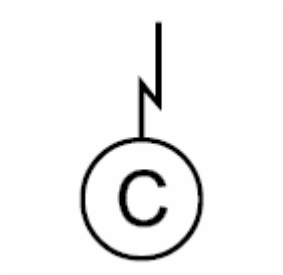
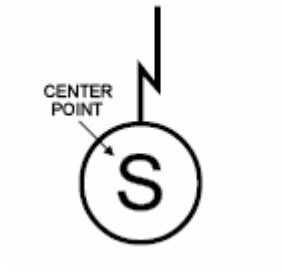
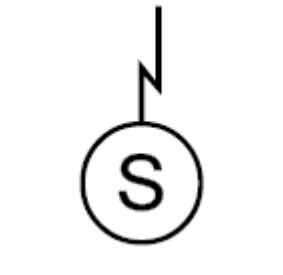
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SNBY.CASS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY COMMAND ACTIVE SONOBUOY SYSTEM (CASS) Hierarchy: 2.X.2.1.1.1.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYC-****X	Example  G*GPGPUYC-****X
TACGRP.C2GM.GNL.PNT.USW.SNBY.DICASS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS) Hierarchy: 2.X.2.1.1.1.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYS-****X	Example  G*GPGPUYS-****X

TABLE B-IV. Military operations tactical graphics – Continued.

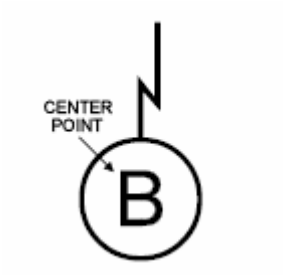
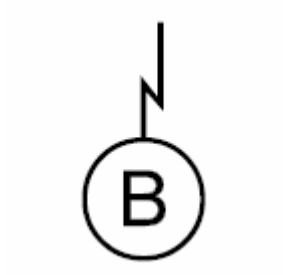
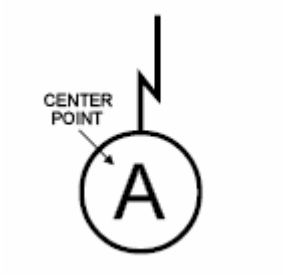
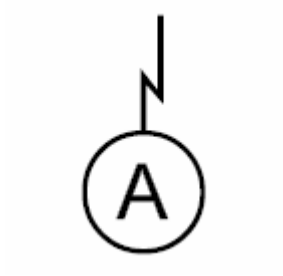
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SNBY.BT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY BATHYTHERMOGRAPH TRANSMITTING (BT) Hierarchy: 2.X.2.1.1.1.2.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYB-****X	Example  G*GPGPUYB-****X
TACGRP.C2GM.GNL.PNT.USW.SNBY.ANM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ANM Hierarchy: 2.X.2.1.1.1.2.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYA-****X	Example  G*GPGPUYA-****X

TABLE B-IV. Military operations tactical graphics – Continued.

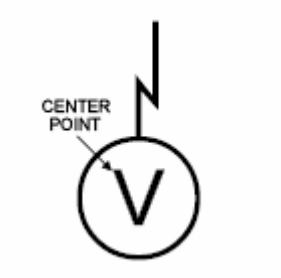
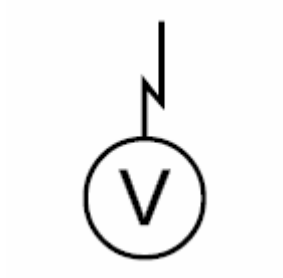
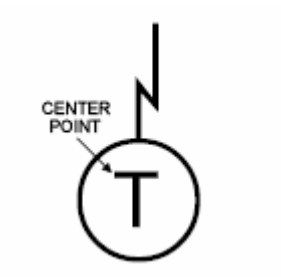
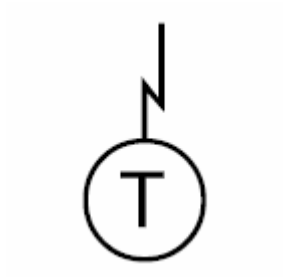
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SNBY.VLAD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY VERTICAL LINE ARRAY DIFAR (VLAD) Hierarchy: 2.X.2.1.1.1.2.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYV-****X	Example  G*GPGPUYV-****X
TACGRP.C2GM.GNL.PNT.USW.SNBY.ATAC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ATAC Hierarchy: 2.X.2.1.1.1.2.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYT-****X	Example  G*GPGPUYT-****X

TABLE B-IV. Military operations tactical graphics – Continued.

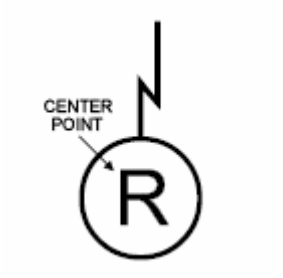
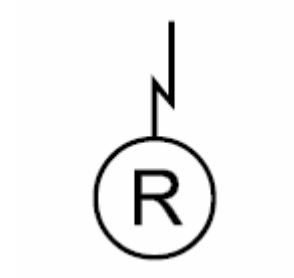
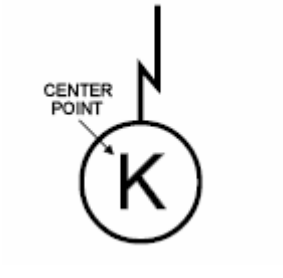
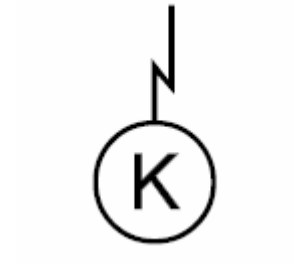
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SNBY.RO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY RANGE ONLY (RO) Hierarchy: 2.X.2.1.1.1.2.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYR-****X	Example  G*GPGPUYR-****X
TACGRP.C2GM.GNL.PNT.USW.SNBY.KGP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY KINGPIN Hierarchy: 2.X.2.1.1.1.2.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYK-****X	Example  G*GPGPUYK-****X

TABLE B-IV. Military operations tactical graphics – Continued.

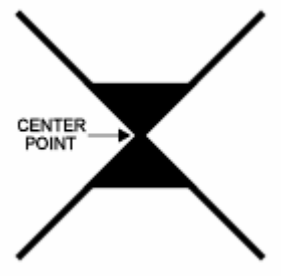
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SRH TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH Hierarchy: 2.X.2.1.1.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPUS--****X	Example G*GPGPUS--****X
TACGRP.C2GM.GNL.PNT.USW.SRH.ARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH AREA Hierarchy: 2.X.2.1.1.1.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPGPUSA-****X	Example G*GPGPUSA-****X

TABLE B-IV. Military operations tactical graphics – Continued.

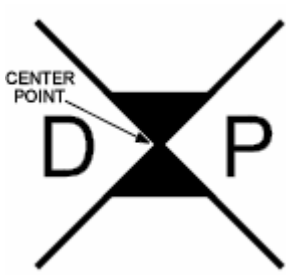
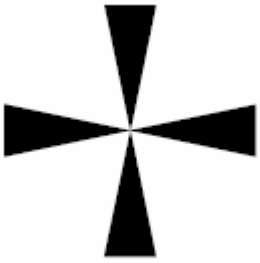
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.USW.SRH.DIPPSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH DIP POSITION Hierarchy: 2.X.2.1.1.1.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPUSD-****X	Example G*GPGPUSD-****X
TACGRP.C2GM.GNL.PNT.USW.SRH.CTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH CENTER Hierarchy: 2.X.2.1.1.1.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPGPUSC-****X	Example  G*GPGPUSC-****X
TACGRP.C2GM.GNL.PNT.REFPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT Hierarchy: 2.X.2.1.1.2 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

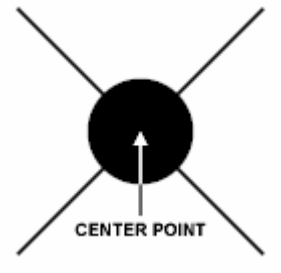
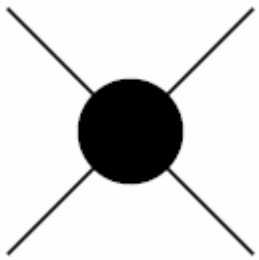
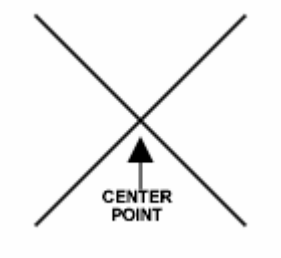
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.REFPNT.SPLPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT SPECIAL POINT Hierarchy: 2.X.2.1.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPRS--****X	Example  G*GPGPRS--****X
TACGRP.C2GM.GNL.PNT.REFPNT.NAVREF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT NAV REFERENCE Hierarchy: 2.X.2.1.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPRN--****X	Example G*GPGPRN--****X

TABLE B-IV. Military operations tactical graphics – Continued.

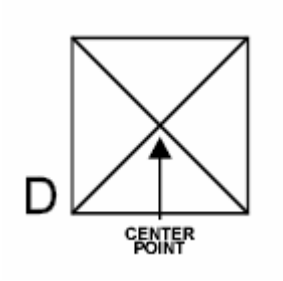
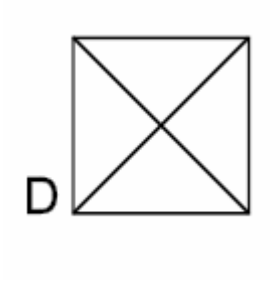
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.REFPNT.DLRP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT DLRP Hierarchy: 2.X.2.1.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPRD--****X	Example  G*GPGPRD--****X
TACGRP.C2GM.GNL.PNT.REFPNT.PNTINR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT POINT OF INTEREST Hierarchy: 2.X.2.1.1.2.4 Parameters: 1. Anchor Points. The graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template G*GPGPRI--****X	Example G*GPGPRI--****X
TACGRP.C2GM.GNL.PNT.WPN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON Hierarchy: 2.X.2.1.1.3 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

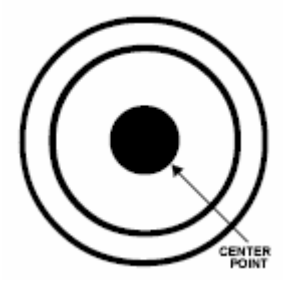
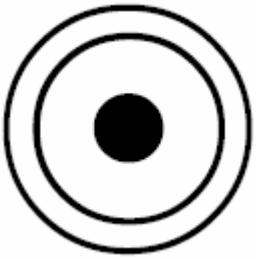
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.WPN.AIMPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON AIM POINT Hierarchy: 2.X.2.1.1.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPWA--****X	Example  G*GPGPWA--****X
TACGRP.C2GM.GNL.PNT.WPN.DRPPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON DROP POINT Hierarchy: 2.X.2.1.1.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the bottom of the central vertical line in the graphic where the curved and vertical lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template G*GPGPWD--****X	Example G*GPGPWD--****X

TABLE B-IV. Military operations tactical graphics – Continued.

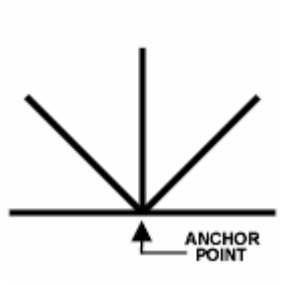
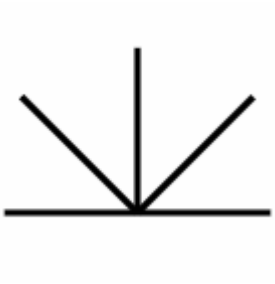
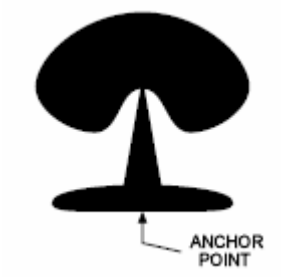
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.WPN.ENTPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON ENTRY POINT Hierarchy: 2.X.2.1.1.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the point where all the lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPWE--****X	Example  G*GPGPWE--****X
TACGRP.C2GM.GNL.PNT.WPN.GRDZRO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON GROUND ZERO Hierarchy: 2.X.2.1.1.3.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPWG--****X	Example G*GPGPWG--****X

TABLE B-IV. Military operations tactical graphics – Continued.

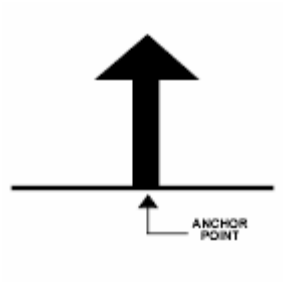
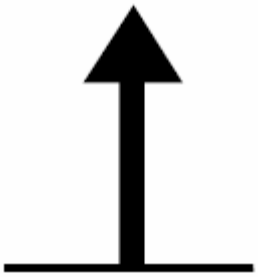
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.WPN.MSLPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON MSL DETECT POINT Hierarchy: 2.X.2.1.1.3.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPWM--****X	Example  G*GPGPWM--****X
TACGRP.C2GM.GNL.PNT.WPN.IMTPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON IMPACT POINT Hierarchy: 2.X.2.1.1.3.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPGPWI--****X	Example G*GPGPWI--****X

TABLE B-IV. Military operations tactical graphics – Continued.

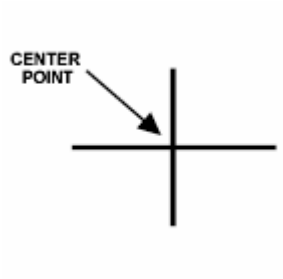
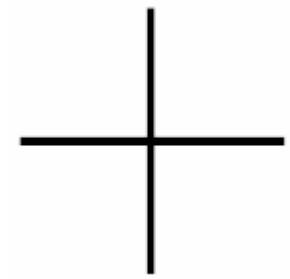
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.WPN.PIPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON PREDICTED IMPACT POINT Hierarchy: 2.X.2.1.1.3.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template G*GPGPWP--****X	Example G*GPGPWP--****X
TACGRP.C2GM.GNL.PNT.FRMN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS FORMATION Hierarchy: 2.X.2.1.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic, where the two lines intersect. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPF---****X	Example  G*GPGPF---****X

TABLE B-IV. Military operations tactical graphics – Continued.

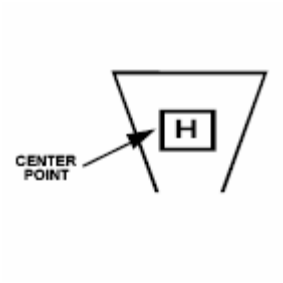
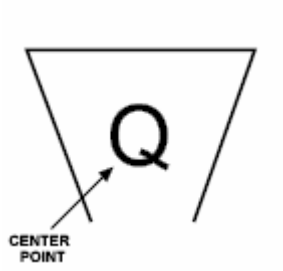
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.HBR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) Hierarchy: 2.X.2.1.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. A user can use this graphic to define a new type of point if the selection that follows is not sufficient. Static/Dynamic: S	Template  G*GPGPH---****X	Example G*GPGPH---****X
TACGRP.C2GM.GNL.PNT.HBR.PNTQ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Q Hierarchy: 2.X.2.1.1.5.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPHQ--****X	Example G*GPGPHQ--****X

TABLE B-IV. Military operations tactical graphics – Continued.

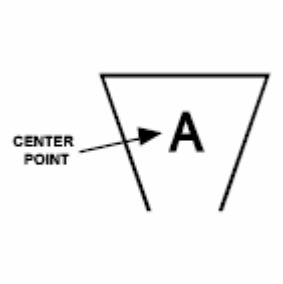
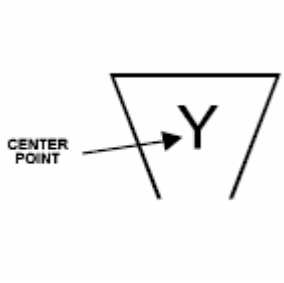
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.HBR.PNTA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT A Hierarchy: 2.X.2.1.1.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPHA--****X	Example G*GPGPHA--****X
TACGRP.C2GM.GNL.PNT.HBR.PNTY TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Y Hierarchy: 2.X.2.1.1.5.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPHY--****X	Example G*GPGPHY--****X

TABLE B-IV. Military operations tactical graphics – Continued.

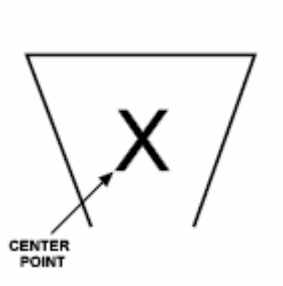
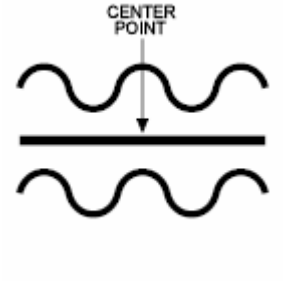
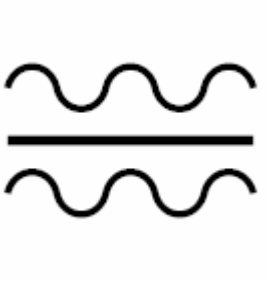
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.HBR.PNTX TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT X Hierarchy: 2.X.2.1.1.5.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPHX--****X	Example G*GPGPHX--****X
TACGRP.C2GM.GNL.PNT.RTE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE Hierarchy: 2.X.2.1.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPO---****X	Example  G*GPGPO---****X

TABLE B-IV. Military operations tactical graphics – Continued.

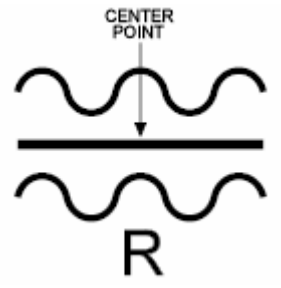
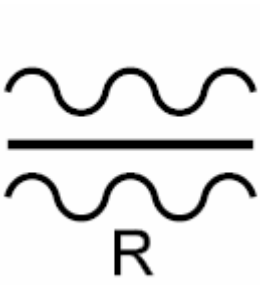
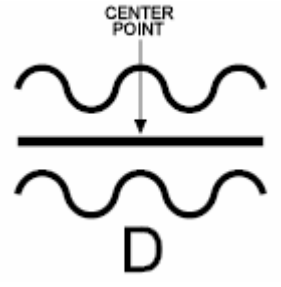
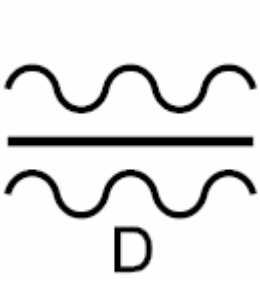
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.RTE.RDV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE RENDEZVOUS Hierarchy: 2.X.2.1.1.6.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOZ--****X	Example  G*GPGPOZ--****X
TACGRP.C2GM.GNL.PNT.RTE.DVSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE DIVERSIONS Hierarchy: 2.X.2.1.1.6.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOD--****X	Example  G*GPGPOD--****X

TABLE B-IV. Military operations tactical graphics – Continued.

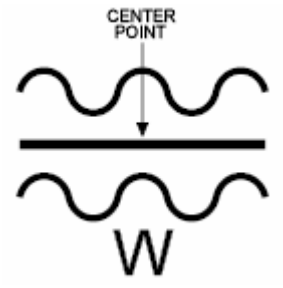
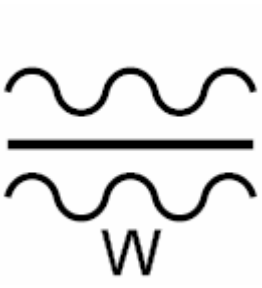
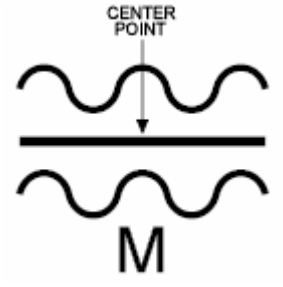
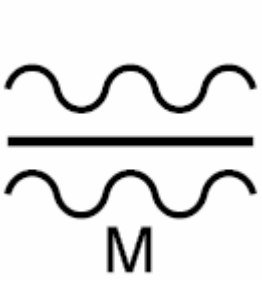
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.RTE.WAP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE WAYPOINT Hierarchy: 2.X.2.1.1.6.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOW--****X	Example  G*GPGPOW--****X
TACGRP.C2GM.GNL.PNT.RTE.PIM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE PIM Hierarchy: 2.X.2.1.1.6.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOP--****X	Example  G*GPGPOP--****X

TABLE B-IV. Military operations tactical graphics – Continued.

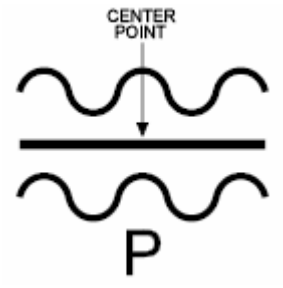
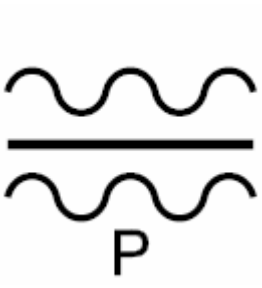
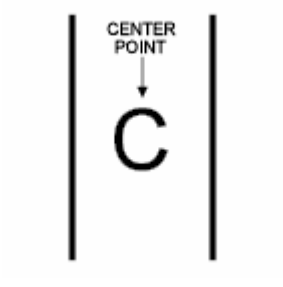
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.RTE.PNTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE POINT R Hierarchy: 2.X.2.1.1.6.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOR--****X	Example  G*GPGPOR--****X
TACGRP.C2GM.GNL.PNT.ACTL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL Hierarchy: 2.X.2.1.1.7 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.GNL.PNT.ACTL.CAP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL COMBAT AIR PATROL (CAP) Hierarchy: 2.X.2.1.1.7.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAP--****X	Example G*GPGPAP--****X

TABLE B-IV. Military operations tactical graphics – Continued.

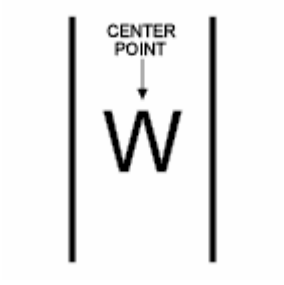
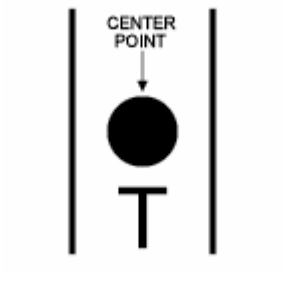
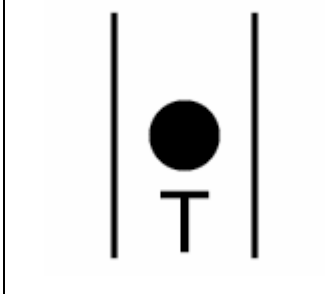
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTL.ABNEW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL AIRBORNE EARLY WARNING (AEW) Hierarchy: 2.X.2.1.1.7.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAW--****X	Example G*GPGPAW--****X
TACGRP.C2GM.GNL.PNT.ACTL.TCN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TACAN Hierarchy: 2.X.2.1.1.7.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAT--****X	Example  G*GPGPAT--****X

TABLE B-IV. Military operations tactical graphics – Continued.

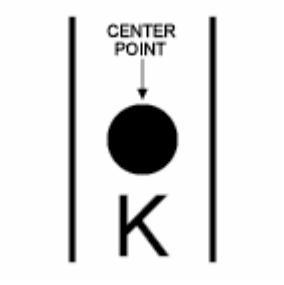
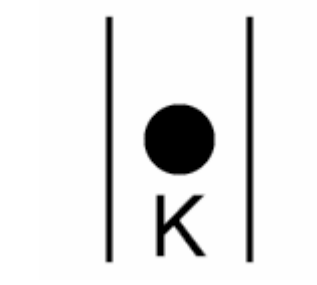
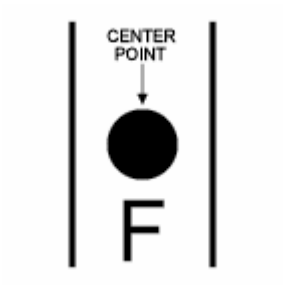
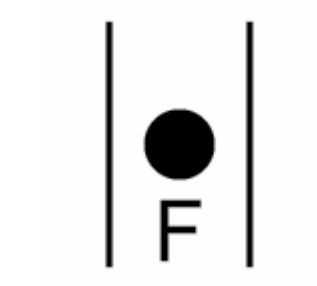
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTL.TAK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TANKING Hierarchy: 2.X.2.1.1.7.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAK--****X	Example  G*GPGPAK--****X
TACGRP.C2GM.GNL.PNT.ACTL.ASBWF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE, FIXED WING Hierarchy: 2.X.2.1.1.7.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAA--****X	Example  G*GPGPAA--****X

TABLE B-IV. Military operations tactical graphics – Continued.

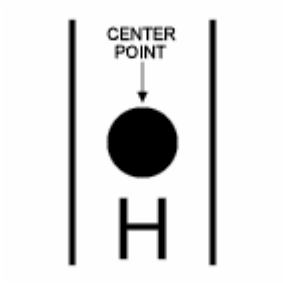
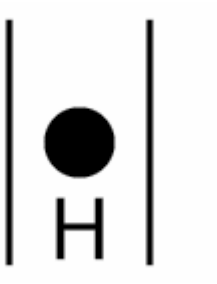
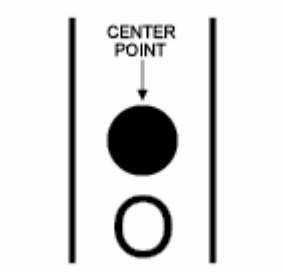
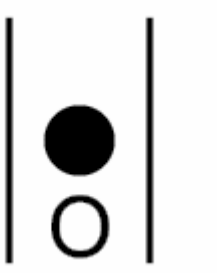
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTL.ASBWR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE, ROTARY WING Hierarchy: 2.X.2.1.1.7.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAH--****X	Example  G*GPGPAH--****X
TACGRP.C2GM.GNL.PNT.ACTL.TMC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TOMCAT Hierarchy: 2.X.2.1.1.7.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAO--****X	Example  G*GPGPAO--****X

TABLE B-IV. Military operations tactical graphics – Continued.

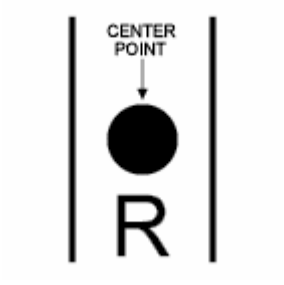
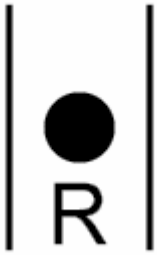
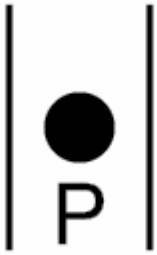
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTL.RSC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL RESCUE Hierarchy: 2.X.2.1.1.7.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAR--****X	Example  G*GPGPAR--****X
TACGRP.C2GM.GNL.PNT.ACTL.RPH TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL REPLENISH Hierarchy: 2.X.2.1.1.7.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPGPAL--****X	Example  G*GPGPAL--****X

TABLE B-IV. Military operations tactical graphics – Continued.

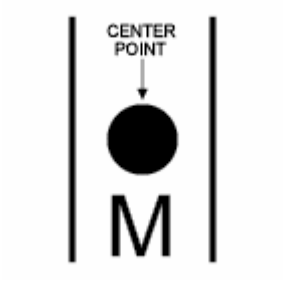
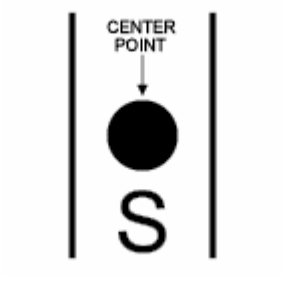
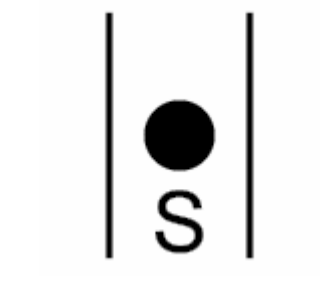
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTL.MRSH TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL MARSHALL Hierarchy: 2.X.2.1.1.7.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAM--****X	Example G*GPGPAM--****X
TACGRP.C2GM.GNL.PNT.ACTL.SKEIP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL STRIKE IP Hierarchy: 2.X.2.1.1.7.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAS--****X	Example  G*GPGPAS--****X

TABLE B-IV. Military operations tactical graphics – Continued.

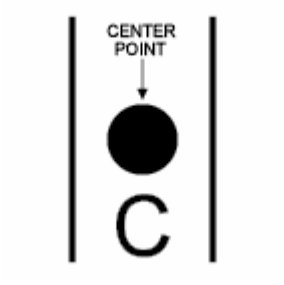
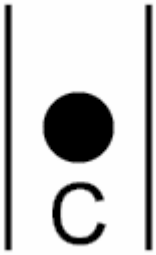
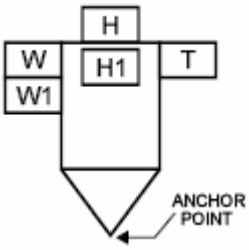
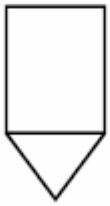
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTL.CRDRTB TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL CORRIDOR TAB Hierarchy: 2.X.2.1.1.7.12 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAC--****X	Example  G*GPGPAC--****X
TACGRP.C2GM.GNL.PNT.ACTPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) Hierarchy: 2.X.2.1.1.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. The graphic's corners form a 75 degree angle. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. A user can use this graphic to define a new type of point if the selection that follows is not sufficient.(Refer to Figures 10, 11 and 12 on Page 34) Static/Dynamic: S	Template  G*GPGPP---****X	Example  G*GPGPP---****X

TABLE B-IV. Military operations tactical graphics – Continued.

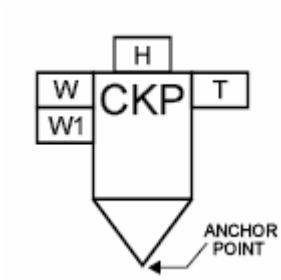
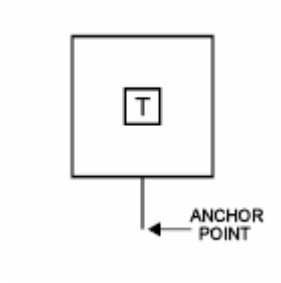
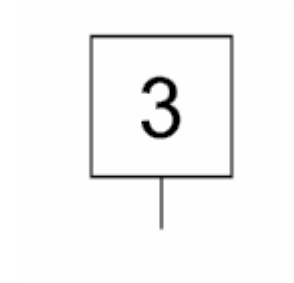
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTPNT.CHKPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CHECK POINT Hierarchy: 2.X.2.1.1.8.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*GPGPPK--****X	Example G*GPGPPK--****X
TACGRP.C2GM.GNL.PNT.ACTPNT.CONPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CONTACT POINT Hierarchy: 2.X.2.1.1.8.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the end of the stem. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*GPGPPC--****X	Example  G*GPGPPC--****X

TABLE B-IV. Military operations tactical graphics – Continued.

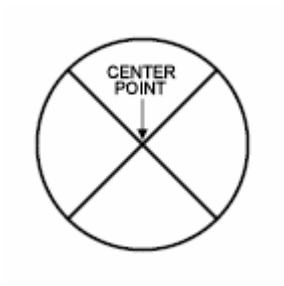
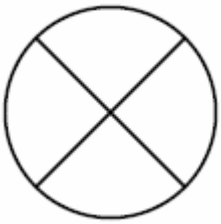
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTPNT.CRDPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) COORDINATION POINT Hierarchy: 2.X.2.1.1.8.3 Static/Dynamic: S 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	Template  G*GPGPPO--****X	Example  G*GPGPPO--****X
TACGRP.C2GM.GNL.PNT.ACTPNT.DCNPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) DECISION POINT Hierarchy: 2.X.2.1.1.8.4 <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPGPPD--****X	Example G*GPGPPD--****X

TABLE B-IV. Military operations tactical graphics – Continued.

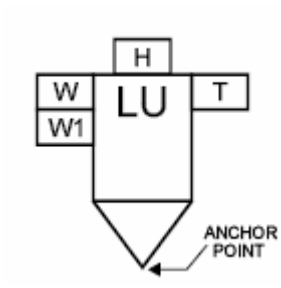
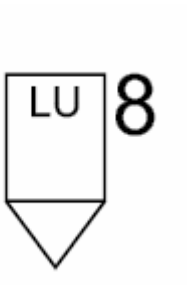
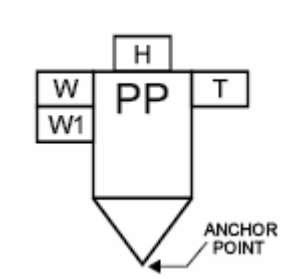
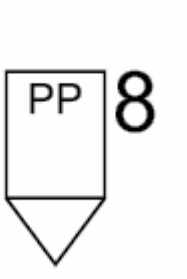
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTPNT.LNKUPT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) LINKUP POINT Hierarchy: 2.X.2.1.1.8.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*GPGPPL--****X	Example  G*GPGPPL--****X
TACGRP.C2GM.GNL.PNT.ACTPNT.PSSPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) PASSAGE POINT Hierarchy: 2.X.2.1.1.8.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*GPGPPP--****X	Example  G*GPGPPP--****X

TABLE B-IV. Military operations tactical graphics – Continued.

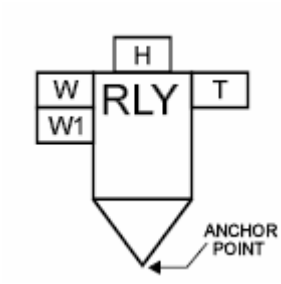
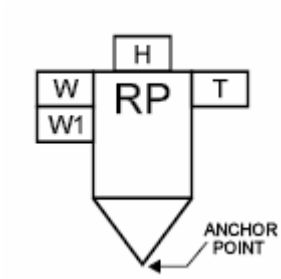
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTPNT.RAYPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RALLY POINT Hierarchy: 2.X.2.1.1.8.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*GPGPPR--****X	Example G*GPGPPR--****X
TACGRP.C2GM.GNL.PNT.ACTPNT.RELPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RELEASE POINT Hierarchy: 2.X.2.1.1.8.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*GPGPPE--****X	Example G*GPGPPE--****X

TABLE B-IV. Military operations tactical graphics – Continued.

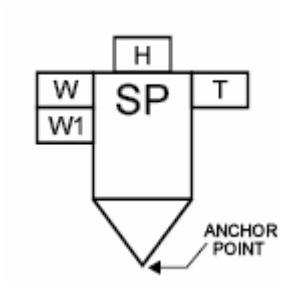
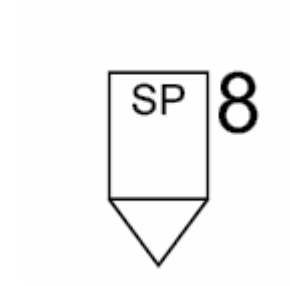
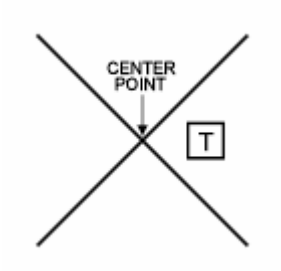
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.PNT.ACTPNT.STRPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) START POINT Hierarchy: 2.X.2.1.1.8.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*GPGPPS--****X	Example  G*GPGPPS--****X
TACGRP.C2GM.GNL.PNT.ACTPNT.WAP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) WAYPOINT Hierarchy: 2.X.2.1.1.8.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPPW--****X	Example G*GPGPPW--****X
TACGRP.C2GM.GNL.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES Hierarchy: 2.X.2.1.2 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

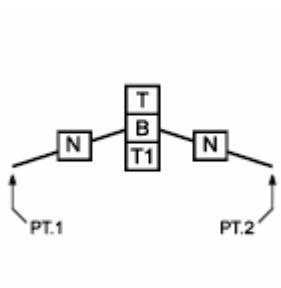
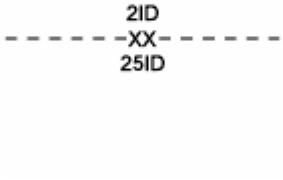
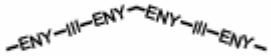
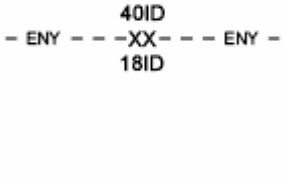
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.LNE.BNDS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES BOUNDARIES Hierarchy: 2.X.2.1.2.1 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPGLB---****X	Example1 GFGPGLB---****X
	Example2  GFGAGLB---****X	Example3  GHGPGLB---****X
	Example4  GHGAGLB---****X	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

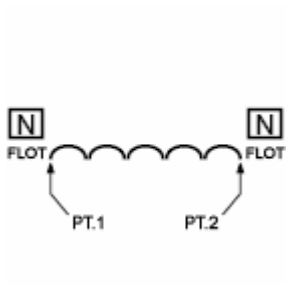
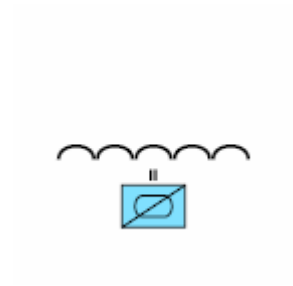
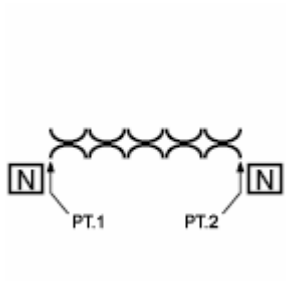
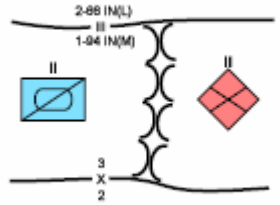
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.LNE.FLOT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES FORWARD LINE OF OWN TROOPS (FLOT) Hierarchy: 2.X.2.1.2.2 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	Template  G*GPGLF---****X	Example  G*GPGLF---****X
TACGRP.C2GM.GNL.LNE.LOC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LINE OF CONTACT Hierarchy: 2.X.2.1.2.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPGLC---****X	Example  G*GPGLC---****X

TABLE B-IV. Military operations tactical graphics – Continued.

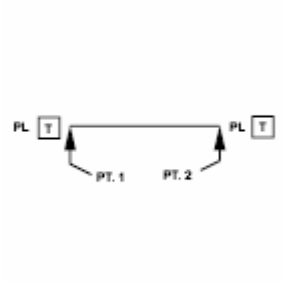
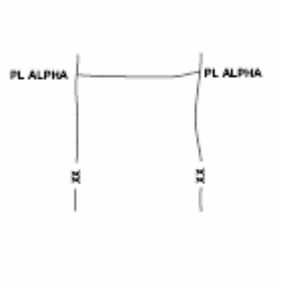
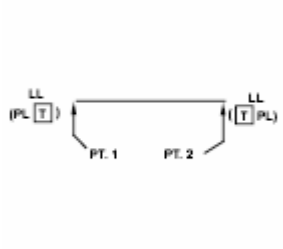
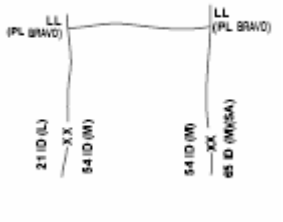
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.LNE.PHELNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES PHASE LINE Hierarchy: 2.X.2.1.2.4 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points Static/Dynamic: D	Template  G*GPGLP---****X	Example  G*GPGLP---****X
TACGRP.C2GM.GNL.LNE.LITLNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LIGHT LINE Hierarchy: 2.X.2.1.2.5 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPGLL---****X	Example  G*GPGLL---****X
TACGRP.C2GM.GNL.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS Hierarchy: 2.X.2.1.3 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

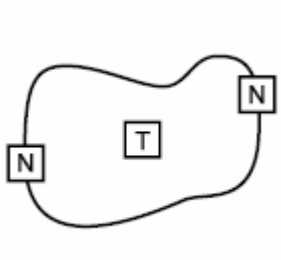
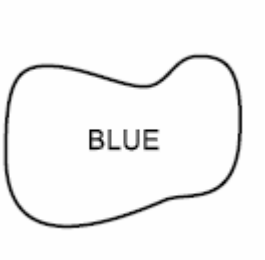
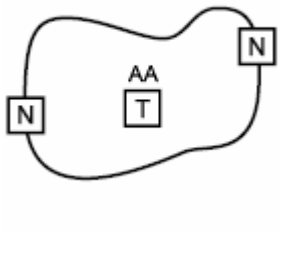
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.ARS.GENARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS GENERAL AREA Hierarchy: 2.X.2.1.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAG---****X	Example  G*GPGAG---****X
TACGRP.C2GM.GNL.ARS.ABYARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ASSEMBLY AREA Hierarchy: 2.X.2.1.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAA---****X	Example G*GPGAA---****X

TABLE B-IV. Military operations tactical graphics – Continued.

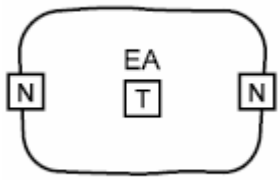
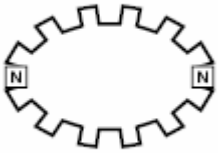
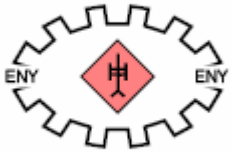
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.ARS.EMTARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ENGAGEMENT AREA Hierarchy: 2.X.2.1.3.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAE---****X	Example G*GPGAE---****X
TACGRP.C2GM.GNL.ARS.FTFDAR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS FORTIFIED AREA Hierarchy: 2.X.2.1.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAF---****X	Example  G*GPGAF---****X

TABLE B-IV. Military operations tactical graphics – Continued.

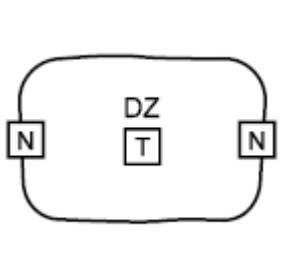
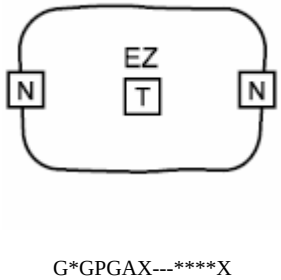
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.ARS.DRPZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS DROP ZONE Hierarchy: 2.X.2.1.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAD---****X	Example G*GPGAD---****X
TACGRP.C2GM.GNL.ARS.EZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS EXTRACTION ZONE (EZ) Hierarchy: 2.X.2.1.3.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAX---****X	Example G*GPGAX---****X

TABLE B-IV. Military operations tactical graphics – Continued.

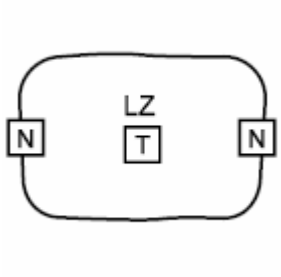
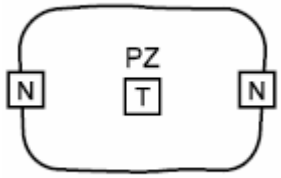
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.ARS.LZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LANDING ZONE (LZ) Hierarchy: 2.X.2.1.3.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAL---****X	Example G*GPGAL---****X
TACGRP.C2GM.GNL.ARS.PZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS PICKUP ZONE (PZ) Hierarchy: 2.X.2.1.3.8 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAP---****X	Example G*GPGAP---****X

TABLE B-IV. Military operations tactical graphics – Continued.

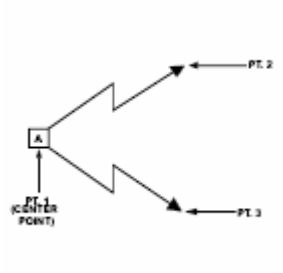
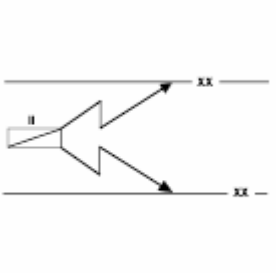
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.ARS.SRHARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS SEARCH AREA/RECONNAISSANCE AREA Hierarchy: 2.X.2.1.3.9 Parameters: 1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. Static/Dynamic: D	Template  G*GPGAS---****X	Example  G*GPGAS---****X

TABLE B-IV. Military operations tactical graphics – Continued.

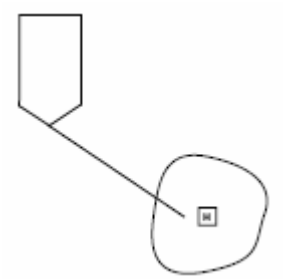
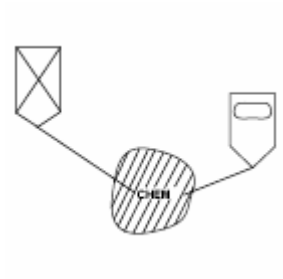
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.ARS.LAARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LIMITED ACCESS AREA Hierarchy: 2.X.2.1.3.10 (NOTE: A limited access area is comprised of a general area graphic, which defines the area and relays the nature of the hazard or obstacle, and a pentagon, which denotes the unit or equipment type that is restricted from the area. More pentagons can be added as necessary if more units and equipment are barred from the area. Pentagons can be positioned so as not to obscure any important data also presented on the display.) Parameters: 1. Anchor Points. The area graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. A pentagon requires one anchor point and is connected to the area graphic with a straight line. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. A pentagon will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAY---****X	Example  G*GPGAY---****X

TABLE B-IV. Military operations tactical graphics – Continued.

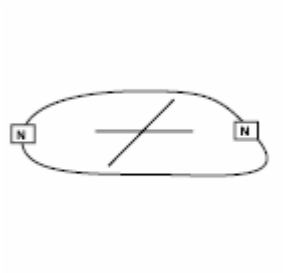
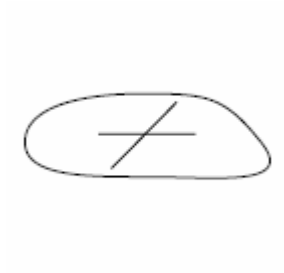
GRAPHIC	IMAGES	
TACGRP.C2GM.GNL.ARS.AIRFZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS AIRFIELD ZONE Hierarchy: 2.X.2.1.3.11 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The airfield graphic should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  G*GPGAZ---****X	Example  G*GPGAZ---****X
TACGRP.C2GM.AVN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION Hierarchy: 2.X.2.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.AVN.PNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS Hierarchy: 2.X.2.2.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

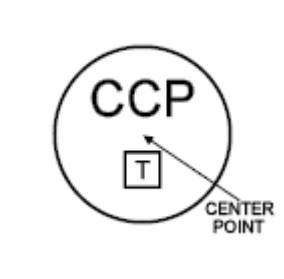
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.PNT.ACP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS AIR CONTROL POINT (ACP) Hierarchy: 2.X.2.2.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPAPP---****X	Example G*GPAPP---****X
TACGRP.C2GM.AVN.PNT.COMMCP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS COMMUNICATIONS CHECKPOINT (CCP) Hierarchy: 2.X.2.2.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPAPC---****X	Example G*GPAPC---****X

TABLE B-IV. Military operations tactical graphics – Continued.

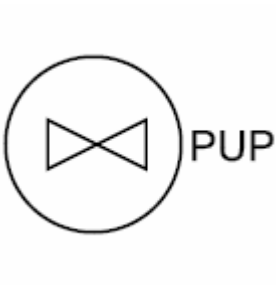
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.PNT.PUP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS PULL-UP POINT (PUP) Hierarchy: 2.X.2.2.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPAPU---****X	Example  G*GPAPU---****X
TACGRP.C2GM.AVN.PNT.DAPP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS DOWNED AIRCREW PICKUP POINT Hierarchy: 2.X.2.2.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template G*GPAPD---****X	Example G*GPAPD---****X
TACGRP.C2GM.AVN.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES Hierarchy: 2.X.2.2.2 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

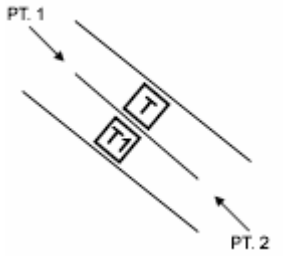
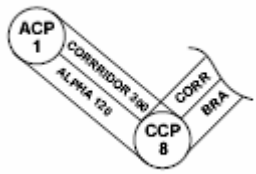
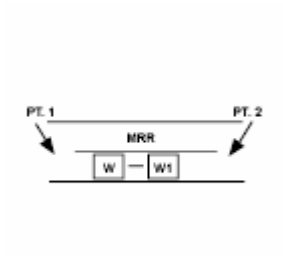
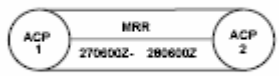
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.LNE.ACDR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES AIR CORRIDOR Hierarchy: 2.X.2.2.2.1 Parameters: 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP, 2.X.2.2.1.1), Communications Check Points (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length and width of the graphic. The information fields associated with each segment should be moveable and scalable within each segment. 3. Orientation. The anchor points determine orientation. Static/Dynamic: D	Template  G*GPALC---****X	Example  G*GPALC---****X
TACGRP.C2GM.AVN.LNE.MRR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES MINIMUM RISK ROUTE (MRR) Hierarchy: 2.X.2.2.2.2 Parameters: 1. Anchor Points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPALM---****X	Example  G*GPALM---****X

TABLE B-IV. Military operations tactical graphics – Continued.

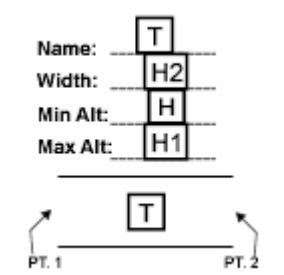
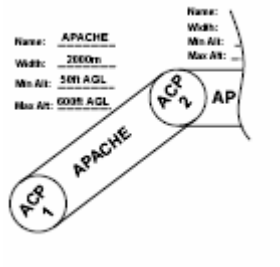
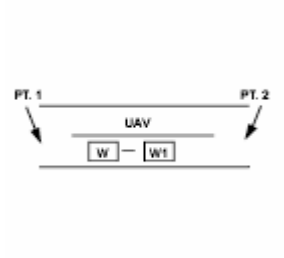
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.LNE.SAAFR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR) Hierarchy: 2.X.2.2.2.3 Parameters: 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP, 2.X.2.2.1.1), Communications Check Points (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length and width of the graphic. The information field inside each segment should be moveable and scalable within each segment. The information fields outside each segment should be moveable and scalable in close proximity to, but outside each segment. 3. Orientation. The anchor points determine orientation. Static/Dynamic: D	Template  G*GPALS---****X	Example  G*GPALS---****X
TACGRP.C2GM.AVN.LNE.UAVR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES UNMANNED AERIAL VEHICLE (UAV) ROUTE Hierarchy: 2.X.2.2.2.4 Parameters: 1. Anchor Points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPALU---****X	Example G*GPALU---****X

TABLE B-IV. Military operations tactical graphics – Continued.

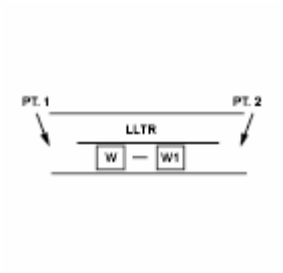
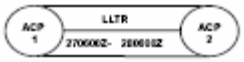
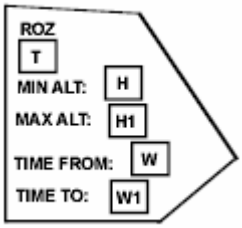
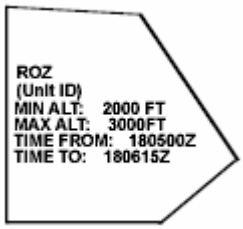
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.LNE.LLTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES LOW LEVEL TRANSIT ROUTE (LLTR) Hierarchy: 2.X.2.2.2.5 Parameters: 1. Anchor Points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPALL---****X	Example  G*GPALL---****X
TACGRP.C2GM.AVN.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS Hierarchy: 2.X.2.2.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.AVN.ARS.ROZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS RESTRICTED OPERATIONS ZONE (ROZ) Hierarchy: 2.X.2.2.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPAAR---****X	Example  G*GPAAR---****X

TABLE B-IV. Military operations tactical graphics – Continued.

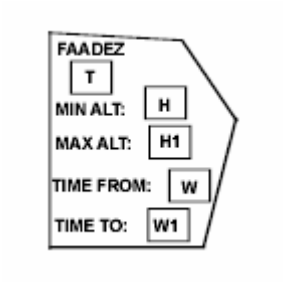
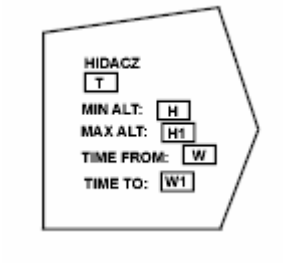
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.ARS.FAADEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS FORWARD AREA AIR DEFENSE ZONE (FAADEZ) Hierarchy: 2.X.2.2.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPAAF---****X	Example G*GPAAF---****X
TACGRP.C2GM.AVN.ARS.HIDACZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ) Hierarchy: 2.X.2.2.3.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPAAH---****X	Example G*GPAAH---****X

TABLE B-IV. Military operations tactical graphics – Continued.

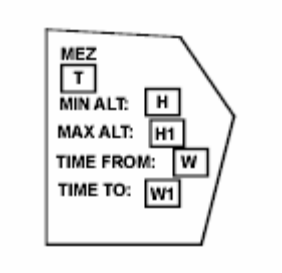
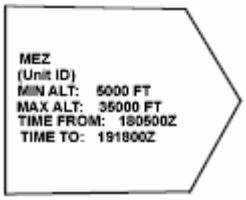
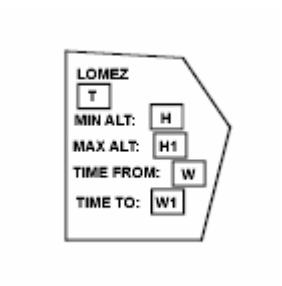
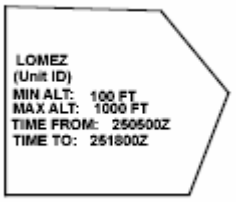
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.ARS.MEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) Hierarchy: 2.X.2.2.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPAAM---****X	Example  G*GPAAM---****X
TACGRP.C2GM.AVN.ARS.MEZ.LAMEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) LOW ALTITUDE MEZ Hierarchy: 2.X.2.2.3.4.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPAAML--****X	Example  G*GPAAML--****X

TABLE B-IV. Military operations tactical graphics – Continued.

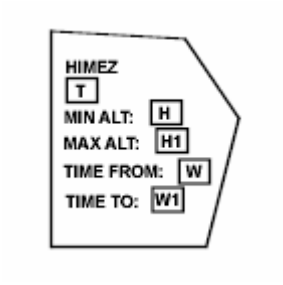
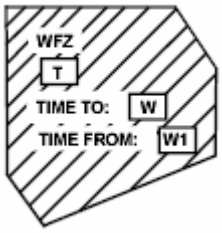
GRAPHIC	IMAGES	
TACGRP.C2GM.AVN.ARS.MEZ.HAMEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) HIGH ALTITUDE MEZ Hierarchy: 2.X.2.2.3.4.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPAAMH--****X	Example G*GPAAMH--****X
TACGRP.C2GM.AVN.ARS.WFZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS WEAPONS FREE ZONE Hierarchy: 2.X.2.2.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPAAW---****X	Example G*GPAAW---****X
TACGRP.C2GM.DCPN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION Hierarchy: 2.X.2.3 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

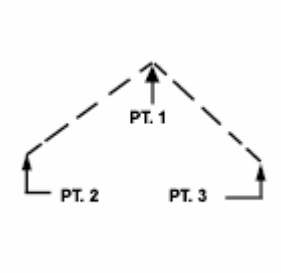
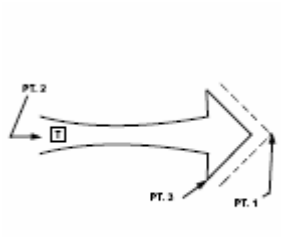
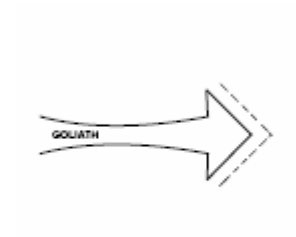
GRAPHIC	IMAGES	
TACGRP.C2GM.DCPN.DMY TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY (DECEPTION/DECOY) Hierarchy: 2.X.2.3.1 Parameters: 1. Anchor Points. This graphic requires 3 anchor points. Point 1 defines the vertex of the graphic, and points 2 and 3 define its endpoints. 2. Size/Shape. Points 1, 2, and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPPD----****X	Example G*GPPD----****X
TACGRP.C2GM.DCPN.AAFF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION AXIS OF ADVANCE FOR FEINT Hierarchy: 2.X.2.3.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the vertex of the feint. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines its width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPPA----****X	Example  G*GPPA----****X

TABLE B-IV. Military operations tactical graphics – Continued.

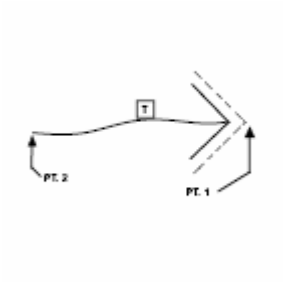
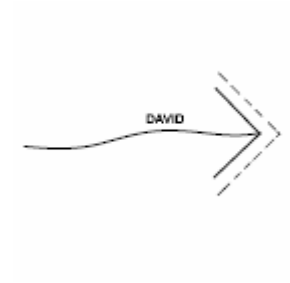
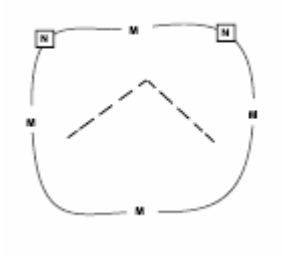
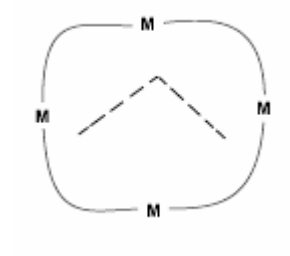
GRAPHIC	IMAGES	
TACGRP.C2GM.DCPN.DAFF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DIRECTION OF ATTACK FOR FEINT Hierarchy: 2.X.2.3.3 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the vertex of the feint, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPPF----****X	Example  G*GPPF----****X
TACGRP.C2GM.DCPN.DMA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA Hierarchy: 2.X.2.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPPM----****X	Example  G*GPPM----****X

TABLE B-IV. Military operations tactical graphics – Continued.

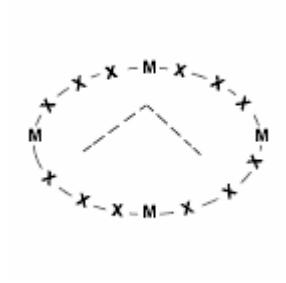
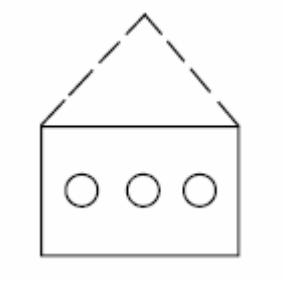
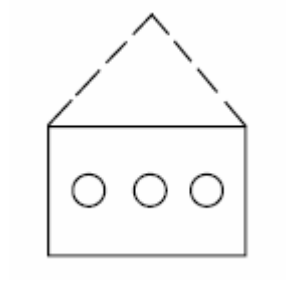
GRAPHIC	IMAGES	
TACGRP.C2GM.DCPN.DMAF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA, FENCED Hierarchy: 2.X.2.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template G*GPPY----****X	Example  G*GPPY----****X
TACGRP.C2GM.DCPN.DMYMS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (STATIC) Hierarchy: 2.X.2.3.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield. Static/Dynamic: S Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPPN----****X	Example  G*GPPN----****X

TABLE B-IV. Military operations tactical graphics – Continued.

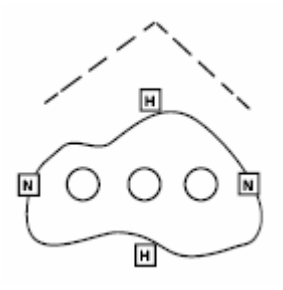
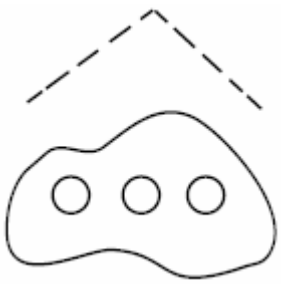
GRAPHIC	IMAGES	
TACGRP.C2GM.DCPN.DMYMD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (DYNAMIC) Hierarchy: 2.X.2.3.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. An additional 3 points will define the decoy graphic (see 2.X.2.3.1) above the area. 2. Size/Shape. Determined by anchor points. The graphic will be filled with unspecified mines (See 2.X.3.1.5.5). 3. Orientation. Not applicable. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPPC----****X	Example  G*GPPC----****X
TACGRP.C2GM.DEF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE Hierarchy: 2.X.2.4 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.DEF.PNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS Hierarchy: 2.X.2.4.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

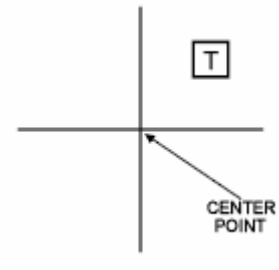
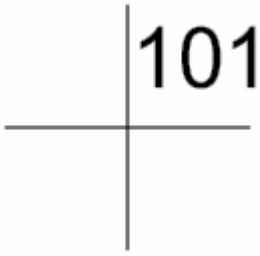
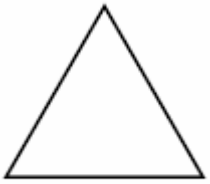
GRAPHIC	IMAGES	
TACGRP.C2GM.DEF.PNT.TGTREF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS TARGET REFERENCE Hierarchy: 2.X.2.4.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPDPT---****X	Example  G*GPDPT---****X
TACGRP.C2GM.DEF.PNT.OBSPST TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST Hierarchy: 2.X.2.4.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPDPO---****X	Example  G*GPDPO---****X

TABLE B-IV. Military operations tactical graphics – Continued.

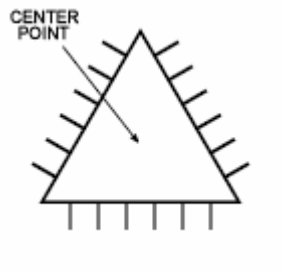
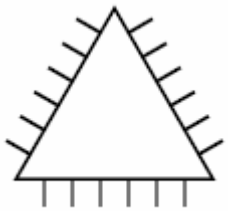
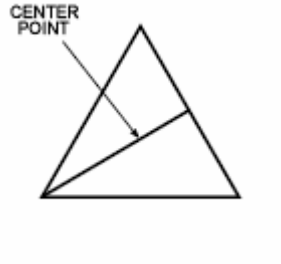
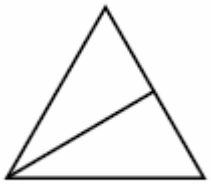
GRAPHIC	IMAGES	
TACGRP.C2GM.DEF.PNT.OBSPST.CBTPST TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST COMBAT OUTPOST Hierarchy: 2.X.2.4.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPDPOC--****X	Example  G*GPDPOC--****X
TACGRP.C2GM.DEF.PNT.OBSPST.RECON TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE Hierarchy: 2.X.2.4.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPDPOR--****X	Example  G*GPDPOR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

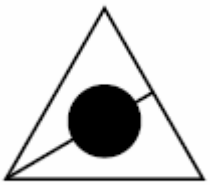
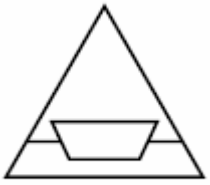
GRAPHIC	IMAGES	
TACGRP.C2GM.DEF.PNT.OBSPST.FWDOP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST FORWARD OBSERVER POSITION Hierarchy: 2.X.2.4.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPDPOF--****X	Example  G*GPDPOF--****X
TACGRP.C2GM.DEF.PNT.OBSPST.SOP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST SENSOR OUTPOST/LISTENING POST (OP/LP) Hierarchy: 2.X.2.4.1.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPDPOS--****X	Example  G*GPDPOS--****X

TABLE B-IV. Military operations tactical graphics – Continued.

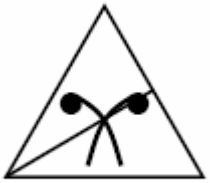
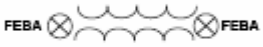
GRAPHIC	IMAGES	
TACGRP.C2GM.DEF.PNT.OBSPST.NBCOP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST NBC OBSERVATION POST (DISMOUNTED) Hierarchy: 2.X.2.4.1.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPDPON--****X	Example  G*GPDPON--****X
TACGRP.C2GM.DEF.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES Hierarchy: 2.X.2.4.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.DEF.LNE.FEBA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES FORWARD EDGE OF BATTLE AREA (FEBA) Hierarchy: 2.X.2.4.2.1 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the center of the circular portions of the graphic. 2. Size/Shape. Determined by anchor points. 3. Orientation. The centerpoint of the circles in the graphic are typically centered over the endpoints of a phase line as displayed on a screen. Static/Dynamic: D	Template G*GPDLF---****X	Example  G*GPDLF---****X

TABLE B-IV. Military operations tactical graphics – Continued.

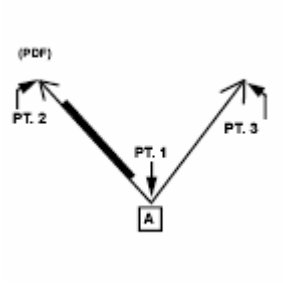
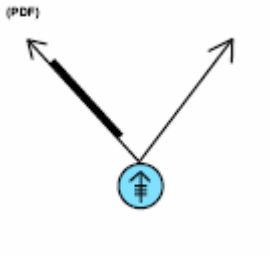
GRAPHIC	IMAGES	
TACGRP.C2GM.DEF.LNE.PDF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES PRINCIPAL DIRECTION OF FIRE (PDF) Hierarchy: 2.X.2.4.2.2 Parameters: 1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. Static/Dynamic: D	Template  G*GPDLP---****X	Example  G*GPDLP---****X
TACGRP.C2GM.DEF.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS Hierarchy: 2.X.2.4.3 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

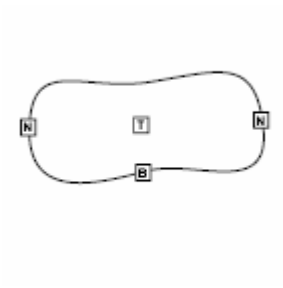
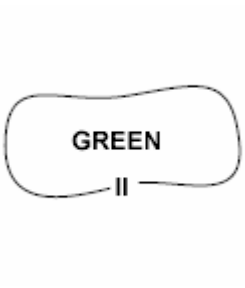
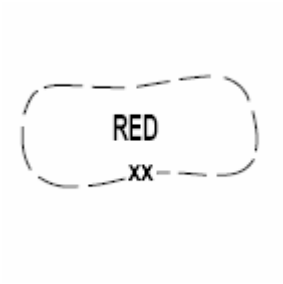
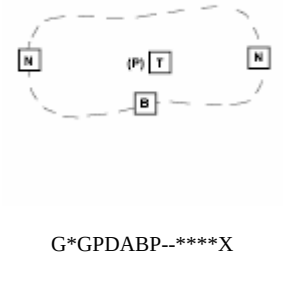
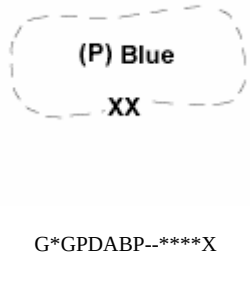
GRAPHIC	IMAGES	
TACGRP.C2GM.DEF.ARS.BTLPSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION Hierarchy: 2.X.2.4.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPDAB---****X	Example: Friendly Occupied  GFGPDAB---****X
	Example: Friendly Planned  GFGADAB---****X	N/A
TACGRP.C2GM.DEF.ARS.BTLPSN.PBNO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION PREPARED BUT NOT OCCUPIED Hierarchy: 2.X.2.4.3.1.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPDABP--****X	Example  G*GPDABP--****X

TABLE B-IV. Military operations tactical graphics – Continued.

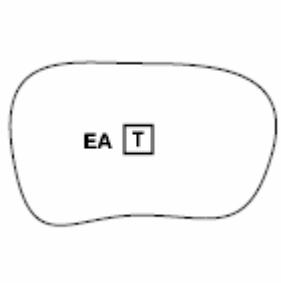
GRAPHIC	IMAGES	
TACGRP.C2GM.DEF.ARS.EMTARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS ENGAGEMENT AREA Hierarchy: 2.X.2.4.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPDAE---****X	Example G*GPDAE---****X
TACGRP.C2GM.OFF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE Hierarchy: 2.X.2.5 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.OFF.PNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS Hierarchy: 2.X.2.5.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

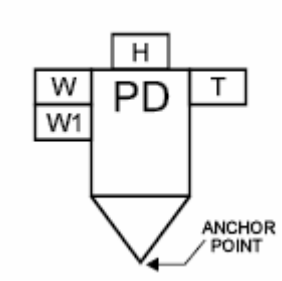
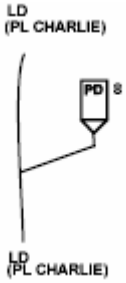
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.PNT.PNTD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS POINT OF DEPARTURE Hierarchy: 2.X.2.5.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: D	Template  G*GPOPP---****X	Example  G*GPOPP---****X
TACGRP.C2GM.OFF.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES Hierarchy: 2.X.2.5.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.OFF.LNE.AXSADV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE Hierarchy: 2.X.2.5.2.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

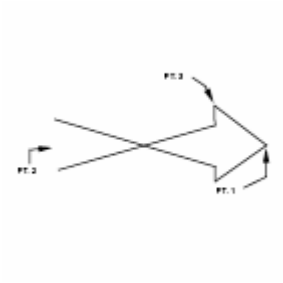
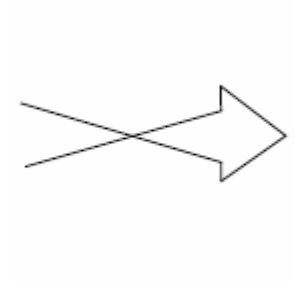
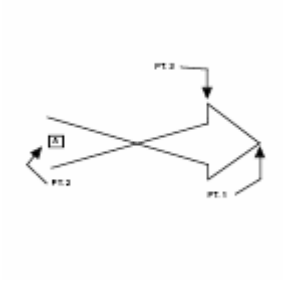
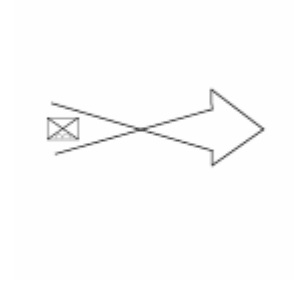
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.AXSADV.AVN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE AVIATION Hierarchy: 2.X.2.5.2.1.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	Template  G*GPOLAV--****X	Example  G*GPOLAV--****X
TACGRP.C2GM.OFF.LNE.AXSADV.ABN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE AIRBORNE Hierarchy: 2.X.2.5.2.1.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	Template  G*GPOLAA--****X	Example  G*GPOLAA--****X

TABLE B-IV. Military operations tactical graphics – Continued.

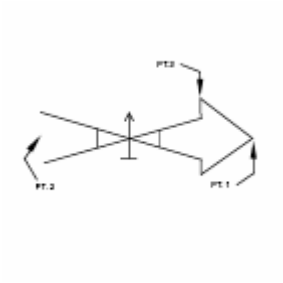
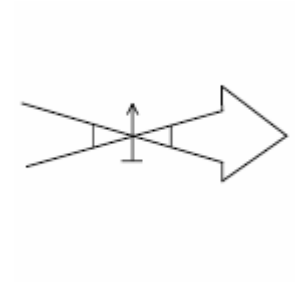
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.AXSADV.ATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE ATTACK, ROTARY WING Hierarchy: 2.X.2.5.2.1.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	Template  G*GPOLAR--****X	Example  G*GPOLAR--****X
TACGRP.C2GM.OFF.LNE.AXSADV.GRD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND Hierarchy: 2.X.2.5.2.1.4 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

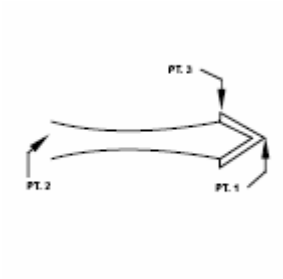
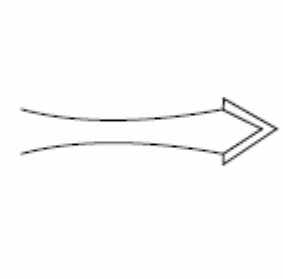
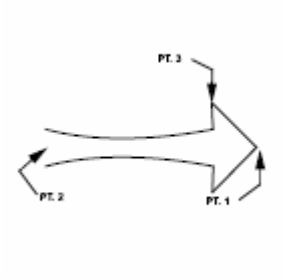
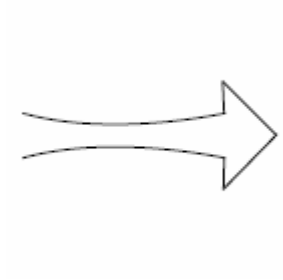
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.MANATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND MAIN ATTACK Hierarchy: 2.X.2.5.2.1.4.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	Template  G*GPOLAGM-****X	Example  G*GPOLAGM-****X
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.SUPATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND SUPPORTING ATTACK Hierarchy: 2.X.2.5.2.1.4.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	Template  G*GPOLAGS-****X	Example  G*GPOLAGS-****X

TABLE B-IV. Military operations tactical graphics – Continued.

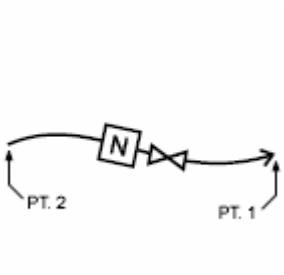
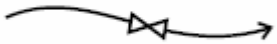
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.DIRATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK Hierarchy: 2.X.2.5.2.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.OFF.LNE.DIRATK.AVN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK AVIATION Hierarchy: 2.X.2.5.2.2.1 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action. Static/Dynamic: D	Template  G*GPOLKA--****X	Example  G*GPOLKA--****X
TACGRP.C2GM.OFF.LNE.DIRATK.GRD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND Hierarchy: 2.X.2.5.2.2.2 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

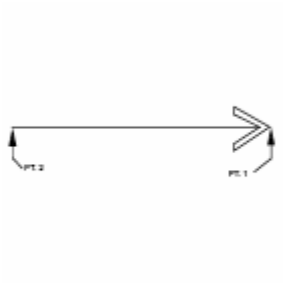
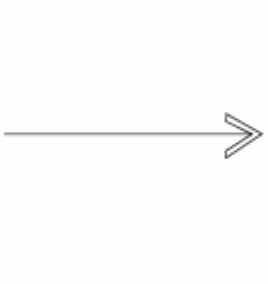
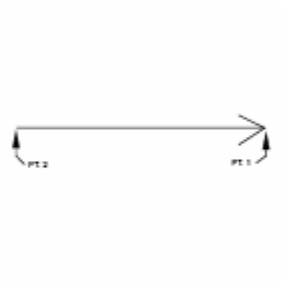
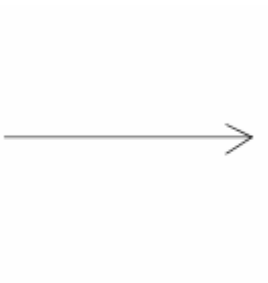
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.DIRATK.GRD.MANATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND MAIN ATTACK Hierarchy: 2.X.2.5.2.2.2.1 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action. Static/Dynamic: D	Template  G*GPOLKGM-****X	Example  G*GPOLKGM-****X
TACGRP.C2GM.OFF.LNE.DIRATK.GRD.SUPATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND SUPPORTING ATTACK Hierarchy: 2.X.2.5.2.2.2.2 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action. Static/Dynamic: D	Template  G*GPOLKGS-****X	Example  G*GPOLKGS-****X

TABLE B-IV. Military operations tactical graphics – Continued.

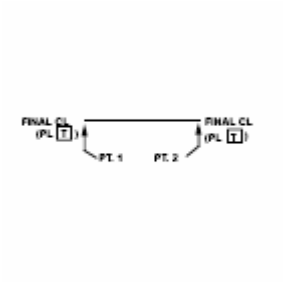
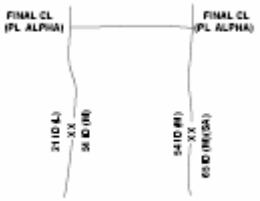
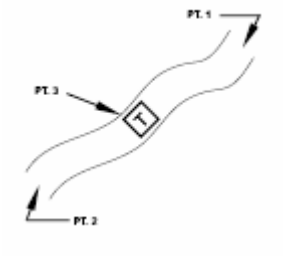
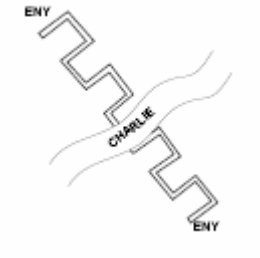
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.FCL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES FINAL COORDINATION LINE Hierarchy: 2.X.2.5.2.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPOLF---****X	Example  G*GPOLF---****X
TACGRP.C2GM.OFF.LNE.INFNLE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES INFILTRATION LANE Hierarchy: 2.X.2.5.2.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane, and point 3 defines one side of the lane. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines the width of the infiltration lane. The rest of the graphic stays proportional to the length of the centerline. 3. Orientation. Orientation is detemined by points 1 and 2. Static/Dynamic: D	Template  G*GPOLI---****X	Example  G*GPOLI---****X

TABLE B-IV. Military operations tactical graphics – Continued.

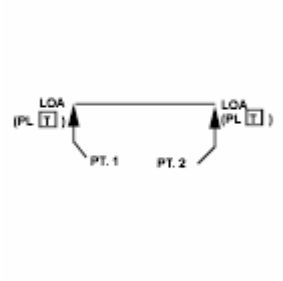
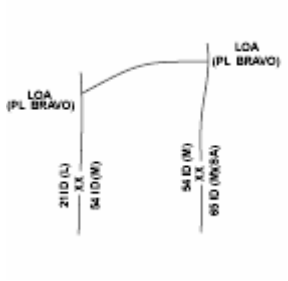
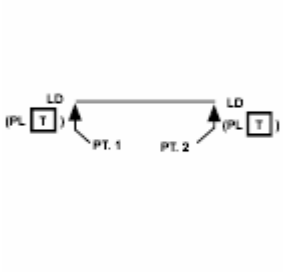
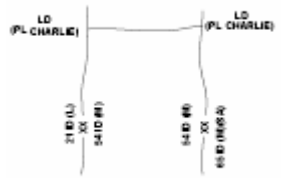
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.LMTADV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LIMIT OF ADVANCE Hierarchy: 2.X.2.5.2.5 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPOLL---****X	Example  G*GPOLL---****X
TACGRP.C2GM.OFF.LNE.LD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE Hierarchy: 2.X.2.5.2.6 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPOLT---****X	Example  G*GPOLT---****X

TABLE B-IV. Military operations tactical graphics – Continued.

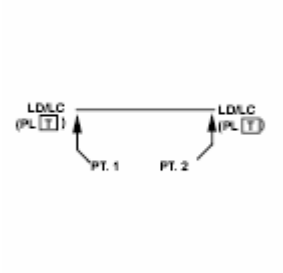
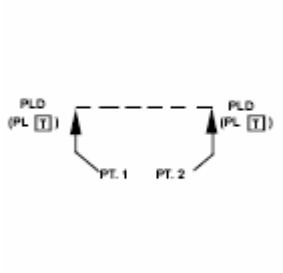
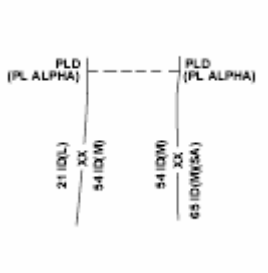
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.LNE.LDLC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE/LINE OF CONTACT (LD/LC) Hierarchy: 2.X.2.5.2.7 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPOLC---****X	Example G*GPOLC---****X
TACGRP.C2GM.OFF.LNE.PLD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES PROBABLE LINE OF DEPLOYMENT (PLD) Hierarchy: 2.X.2.5.2.8 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*GPOLP---****X	Example  G*GPOLP---****X

TABLE B-IV. Military operations tactical graphics – Continued.

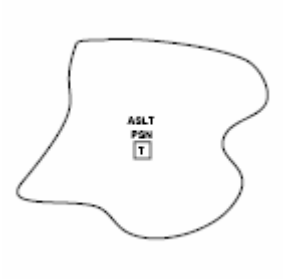
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS Hierarchy: 2.X.2.5.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.OFF.ARS.ASTPSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ASSAULT POSITION Hierarchy: 2.X.2.5.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPOAA---****X	Example G*GPOAA---****X
TACGRP.C2GM.OFF.ARS.ATKPSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK POSITION Hierarchy: 2.X.2.5.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable Static/Dynamic: D	Template G*GPOAK---****X	Example G*GPOAK---****X

TABLE B-IV. Military operations tactical graphics – Continued.

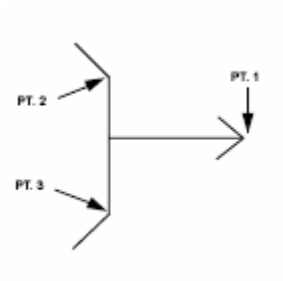
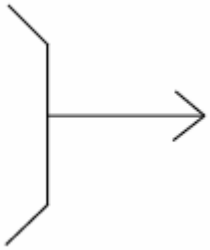
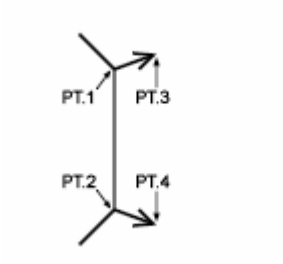
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.ARS.AFP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK BY FIRE POSITION Hierarchy: 2.X.2.5.3.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the straight line on the back side of the graphic. 2. Size/Shape. Points 2 and 3 determine the length of the straight line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowhead typically points at the target . Static/Dynamic: D	Template  G*GPOAF---****X	Example  G*GPOAF---****X
TACGRP.C2GM.OFF.ARS.SFP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS SUPPORT BY FIRE POSITION Hierarchy: 2.X.2.5.3.4 Parameters: 1. Anchor Points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the graphic. Points 3 and 4 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the straight line on the back side of the graphic. The rear of the arrows should connect to points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowheads typically indicate the arc of coverage that the firing position is meant to support. Static/Dynamic: D	Template  G*GPOAS---****X	Example G*GPOAS---****X

TABLE B-IV. Military operations tactical graphics – Continued.

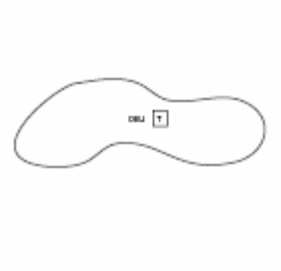
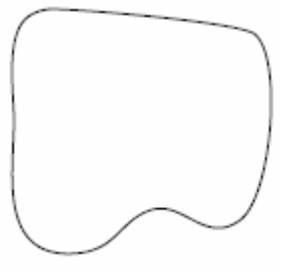
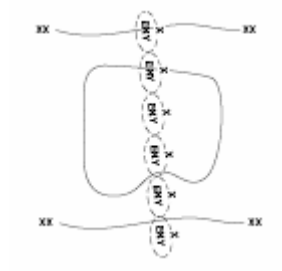
GRAPHIC	IMAGES	
TACGRP.C2GM.OFF.ARS.OBJ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS OBJECTIVE Hierarchy: 2.X.2.5.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPOAO---****X	Example G*GPOAO---****X
TACGRP.C2GM.OFF.ARS.PBX TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS PENETRATION BOX Hierarchy: 2.X.2.5.3.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPOAP---****X	Example  G*GPOAP---****X
TACGRP.C2GM.SPL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL Hierarchy: 2.X.2.6 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

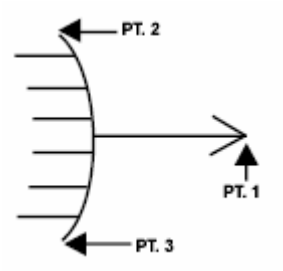
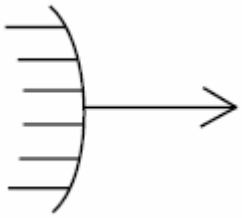
GRAPHIC	IMAGES	
TACGRP.C2GM.SPL.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE Hierarchy: 2.X.2.6.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.SPL.LNE.AMB TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE AMBUSH Hierarchy: 2.X.2.6.1.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the curved line on the back side of the graphic. 2. Size/Shape. Points 2 and 3 determine the length of the curved line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the ambush position, while the arrowhead typically points at the target . Static/Dynamic: D	Template  G*GPSLA---****X	Example  G*GPSLA---****X

TABLE B-IV. Military operations tactical graphics – Continued.

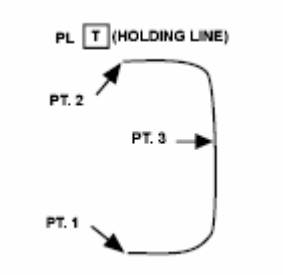
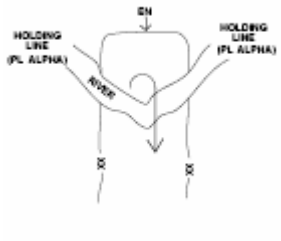
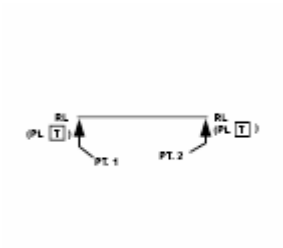
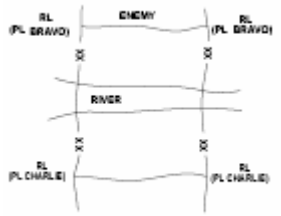
GRAPHIC	IMAGES	
TACGRP.C2GM.SPL.LNE.HGL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE HOLDING LINE Hierarchy: 2.X.2.6.1.2 Parameters: 1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points can be defined to extend the line. 2. Size/Shape. Anchor points 1 and 2 determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPSLH---****X	Example  G*GPSLH---****X
TACGRP.C2GM.SPL.LNE.REL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE RELEASE LINE Hierarchy: 2.X.2.6.1.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPSLR---****X	Example  G*GPSLR---****X

TABLE B-IV. Military operations tactical graphics – Continued.

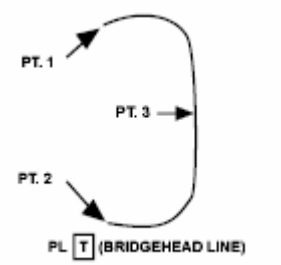
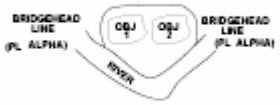
GRAPHIC	IMAGES	
TACGRP.C2GM.SPL.LNE.BRGH TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE BRIDGEHEAD Hierarchy: 2.X.2.6.1.4 Parameters: 1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points can be defined to extend the line. 2. Size/Shape. Anchor points 1 and 2 determine the length of the line.The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*GPSLB---****X	Example  G*GPSLB---****X
TACGRP.C2GM.SPL.ARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA Hierarchy: 2.X.2.6.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.C2GM.SPL.ARA.AOO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AREA OF OPERATIONS (AO) Hierarchy: 2.X.2.6.2.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*GPSAO---****X	Example G*GPSAO---****X

TABLE B-IV. Military operations tactical graphics – Continued.

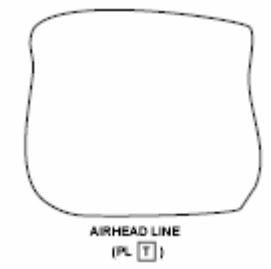
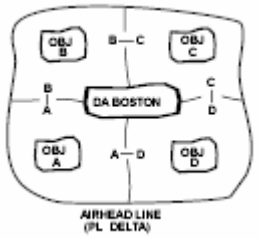
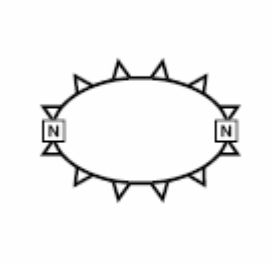
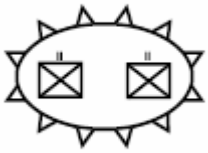
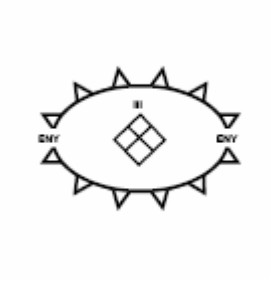
GRAPHIC	IMAGES	
TACGRP.C2GM.SPL.ARA.AHD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AIRHEAD Hierarchy: 2.X.2.6.2.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPSAA---****X	Example  G*GPSAA---****X
TACGRP.C2GM.SPL.ARA.ENCMT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA ENCIRCLEMENT Hierarchy: 2.X.2.6.2.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. The area will encompass one or more UEIs or features. Static/Dynamic: D	Template  G*GPSAE---****X	Example1  G*GPSAE---****X
	Example2  G*GPSAE---****X	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

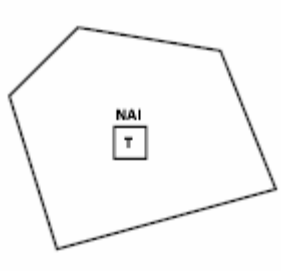
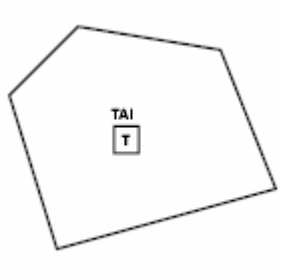
GRAPHIC	IMAGES	
TACGRP.C2GM.SPL.ARA.NAI TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA NAMED AREA OF INTEREST (NAI) Hierarchy: 2.X.2.6.2.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPSAN---****X	Example G*GPSAN---****X
TACGRP.C2GM.SPL.ARA.TAI TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA TARGETED AREA OF INTEREST (TAI) Hierarchy: 2.X.2.6.2.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*GPSAT---****X	Example G*GPSAT---****X
TACGRP.MOBSU TACTICAL GRAPHICS MOBILITY/SURVIVABILITY Hierarchy: 2.X.3 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES Hierarchy: 2.X.3.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBST.GNL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL Hierarchy: 2.X.3.1.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBST.GNL.BLT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL BELT Hierarchy: 2.X.3.1.1.1 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template G*MPOGB---****X	Example G*MPOGB---****X

TABLE B-IV. Military operations tactical graphics – Continued.

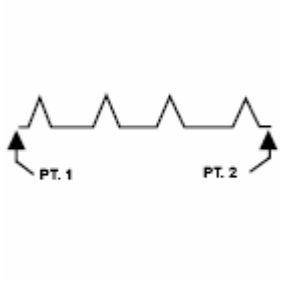
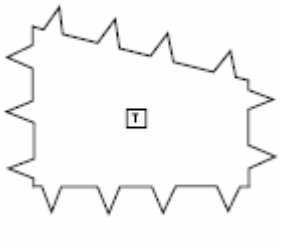
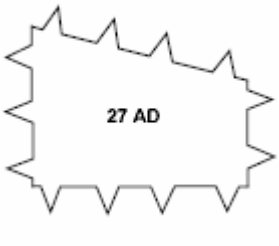
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.GNL.LNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL LINE Hierarchy: 2.X.3.1.1.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOGL---****X	Example G*MPOGL---****X
TACGRP.MOBSU.OBST.GNL.Z TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL ZONE Hierarchy: 2.X.3.1.1.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPOGZ---****X	Example  G*MPOGZ---****X

TABLE B-IV. Military operations tactical graphics – Continued.

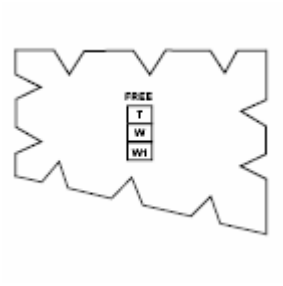
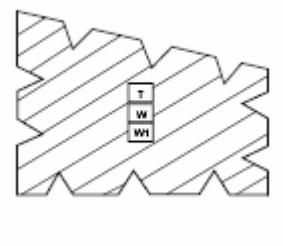
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.GNL.OFA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE FREE AREA Hierarchy: 2.X.3.1.1.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPOGF---****X	Example G*MPOGF---****X
TACGRP.MOBSU.OBST.GNL.ORA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE RESTRICTED AREA Hierarchy: 2.X.3.1.1.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPOGR---****X	Example G*MPOGR---****X

TABLE B-IV. Military operations tactical graphics – Continued.

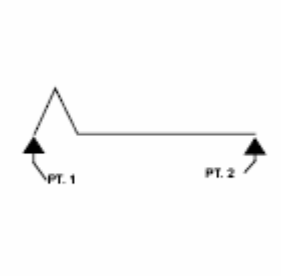
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.ABS TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ABATIS Hierarchy: 2.X.3.1.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The size of the tooth does not change. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOS----****X	Example G*MPOS----****X
TACGRP.MOBSU.OBST.ATO TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES Hierarchy: 2.X.3.1.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBST.ATO.ATD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH Hierarchy: 2.X.3.1.3.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

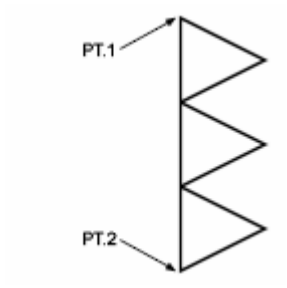
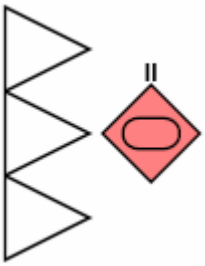
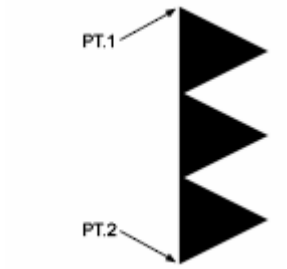
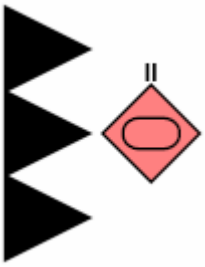
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.ATO.ATD.ATDUC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH UNDER CONSTRUCTION Hierarchy: 2.X.3.1.3.1.1 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces. Static/Dynamic: D	Template  G*MPOADU--****X	Example  G*MPOADU--****X
TACGRP.MOBSU.OBST.ATO.ATD.ATDC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH COMPLETE Hierarchy: 2.X.3.1.3.1.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces. Static/Dynamic: D	Template  G*MPOADC--****X	Example  G*MPOADC--****X

TABLE B-IV. Military operations tactical graphics – Continued.

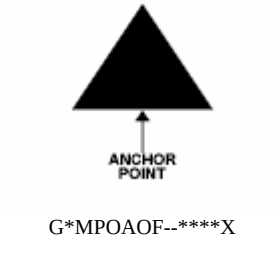
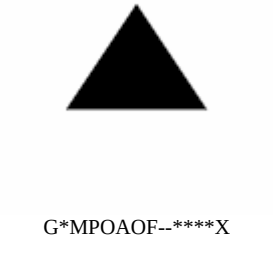
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.ATO.ATDATM TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH REINFORCED WITH ANTITANK MINES Hierarchy: 2.X.3.1.3.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces. Static/Dynamic: D	Template G*MPOAR---****X	Example G*MPOAR---****X
TACGRP.MOBSU.OBST.ATO.TDTSM TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES Hierarchy: 2.X.3.1.3.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBST.ATO.TDTSM.FIXPFD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES FIXED AND PREFABRICATED Hierarchy: 2.X.3.1.3.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPOAOF--****X	Example  G*MPOAOF--****X

TABLE B-IV. Military operations tactical graphics – Continued.

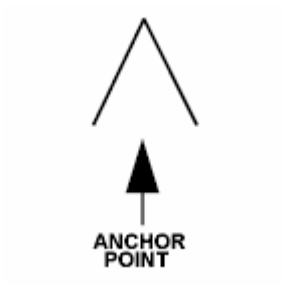
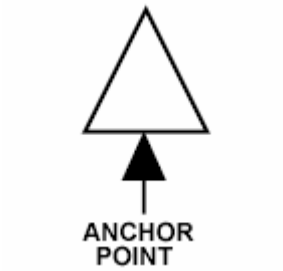
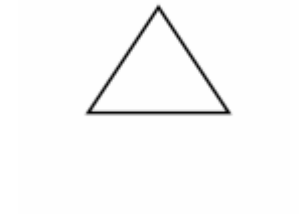
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.ATO.TDTSM.MVB TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES MOVEABLE Hierarchy: 2.X.3.1.3.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPOAOM--****X	Example G*MPOAOM--****X
TACGRP.MOBSU.OBST.ATO.TDTSM.MVBPFD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES MOVEABLE AND PREFABRICATED Hierarchy: 2.X.3.1.3.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPOAOP--****X	Example  G*MPOAOP--****X

TABLE B-IV. Military operations tactical graphics – Continued.

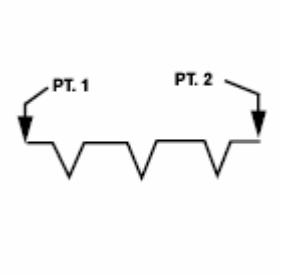
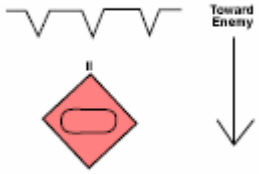
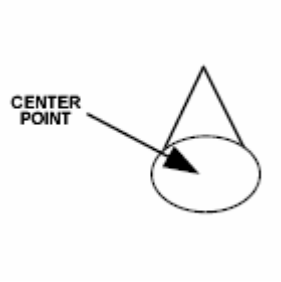
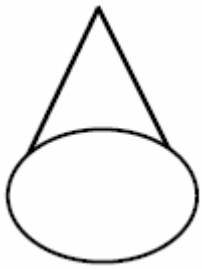
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.ATO.ATW TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK WALL Hierarchy: 2.X.3.1.3.4 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces. Static/Dynamic: D	Template  G*MPOAW---****X	Example  G*MPOAW---****X
TACGRP.MOBSU.OBST.BBY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES BOOBY TRAP Hierarchy: 2.X.3.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the ellipse. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPOB----****X	Example  G*MPOB----****X
TACGRP.MOBSU.OBST.MNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES Hierarchy: 2.X.3.1.5 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

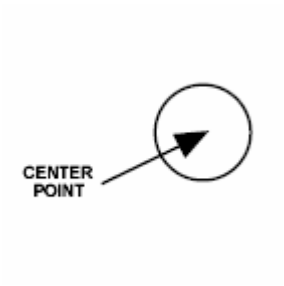
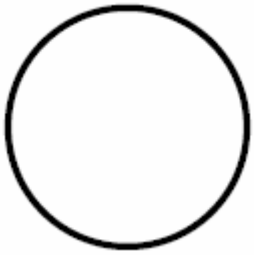
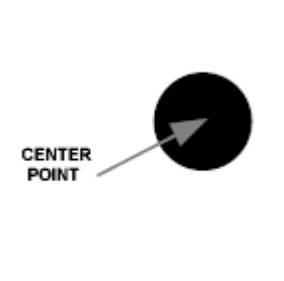
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.MNE.USPMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES UNSPECIFIED MINE Hierarchy: 2.X.3.1.5.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S	Template  G*MPOMU---****X	Example  G*MPOMU---****X
TACGRP.MOBSU.OBST.MNE.ATMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (AT) Hierarchy: 2.X.3.1.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*MPOMT---****X	Example G*MPOMT---****X

TABLE B-IV. Military operations tactical graphics – Continued.

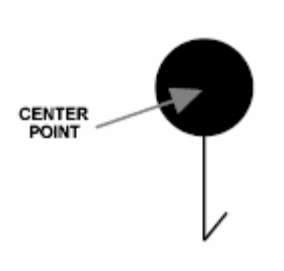
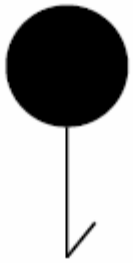
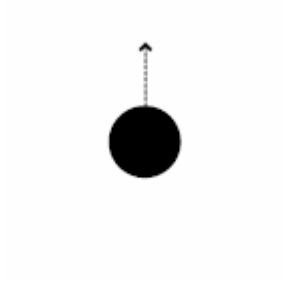
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.MNE.ATMAHD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE WITH ANTIHANDLING DEVICE Hierarchy: 2.X.3.1.5.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPOMD---****X	Example  G*MPOMD---****X
TACGRP.MOBSU.OBST.MNE.ATMDIR TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (DIRECTIONAL) Hierarchy: 2.X.3.1.5.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable. Arrow shows effects. Static/Dynamic: S	Template G*MPOME---****X	Example  G*MPOME---****X

TABLE B-IV. Military operations tactical graphics – Continued.

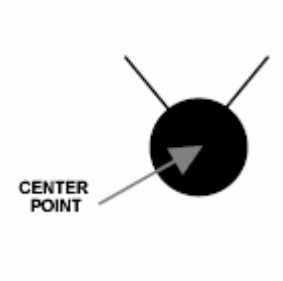
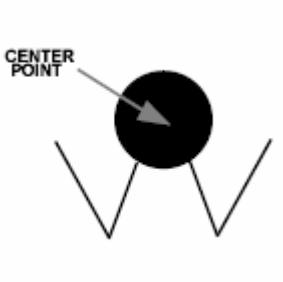
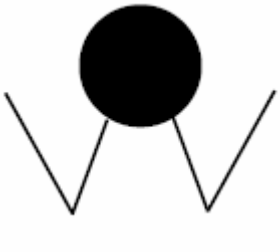
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.MNE.APMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTIPERSONNEL (AP) MINES Hierarchy: 2.X.3.1.5.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPOMP---****X	Example G*MPOMP---****X
TACGRP.MOBSU.OBST.MNE.WAMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES WIDE AREA MINES Hierarchy: 2.X.3.1.5.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPOMW---****X	Example  G*MPOMW---****X

TABLE B-IV. Military operations tactical graphics – Continued.

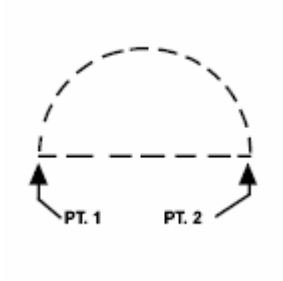
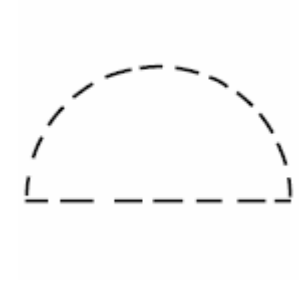
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.MNE.MCLST TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES MINE CLUSTER Hierarchy: 2.X.3.1.5.7 Parameters: 1. Anchor Points. This graphic requires at least two anchor points. Points 1 and 2 define the corners of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the straight line. The radius of the semicircle is ½ the length of the straight line. 3. Orientation. Not applicable. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*MPOMC---****X	Example  G*MPOMC---****X
TACGRP.MOBSU.OBST.MNEFLD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS Hierarchy: 2.X.3.1.6 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

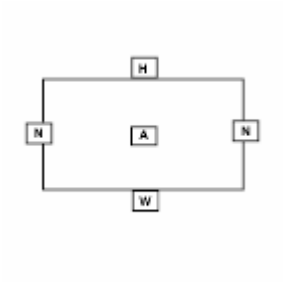
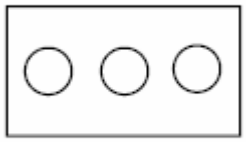
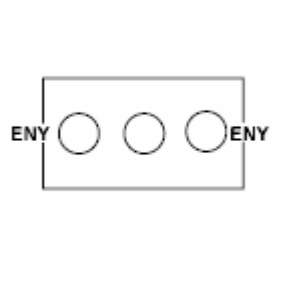
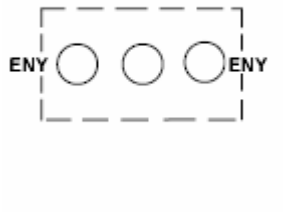
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.MNEFLD.STC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS STATIC DEPICTION Hierarchy: 2.X.3.1.6.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an “S” or a “+S” as appropriate, and a self-destruct time will be posted in the W field. 3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield. Static/Dynamic: S	Template  G*MPOFS---****X	Example: Friendly Present  GFMPOFS---****X
	Example: Enemy Known  GHMPOFS---****X	Example: Friendly Planned GFMAOFS---****X
	Example: Enemy Suspected  GHMAOFS---****X	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

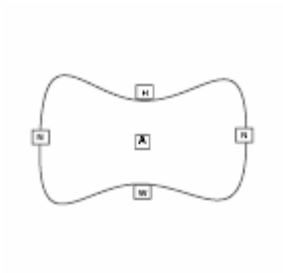
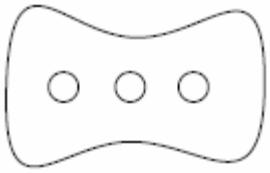
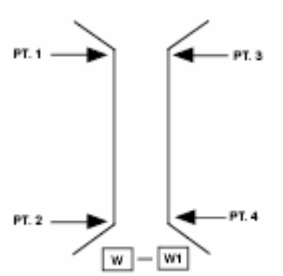
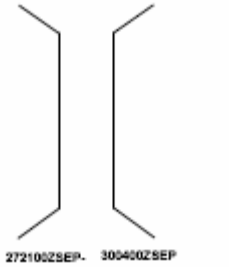
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.MNEFLD.DYN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS DYNAMIC DEPICTION Hierarchy: 2.X.3.1.6.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. 2. Size/Shape. Determined by the anchor points. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPOFD---****X	Example  G*MPOFD---****X
TACGRP.MOBSU.OBST.MNEFLD.GAP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS GAP Hierarchy: 2.X.3.1.6.3 Parameters: 1. Anchor Points. This graphic requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPOFG---****X	Example  G*MPOFG---****X

TABLE B-IV. Military operations tactical graphics – Continued.

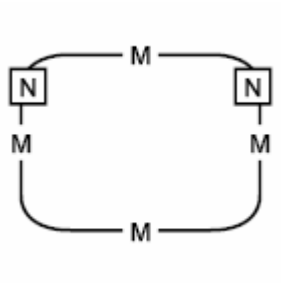
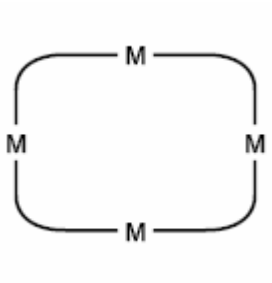
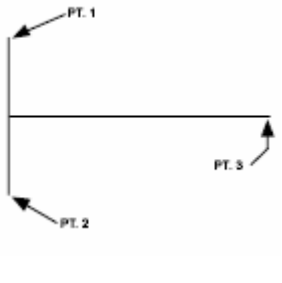
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.MNEFLD.MNDARA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS MINED AREA Hierarchy: 2.X.3.1.6.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPOFA---****X	Example  G*MPOFA---****X
TACGRP.MOBSU.OBST.OBSEFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT Hierarchy: 2.X.3.1.7 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBST.OBSEFT.BLK TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT BLOCK Hierarchy: 2.X.3.1.7.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. They define the endpoints of the symbol`s vertical line.  2. Size/Shape. The anchor points determine the length of the vertical line. The horizontal line`s length will be twice the length of the vertical line. The horizontal line will project perpendicualrly from the midpoint of the vertical line. 3. Orientation. The horizontal line`s orientation must be selected. The “flat” side of the vertical line faces enemy forces, with the horizontal line projecting from the other side. Static/Dynamic: D	Template  G*MPOEB---****X	Example G*MPOEB---****X

TABLE B-IV. Military operations tactical graphics – Continued.

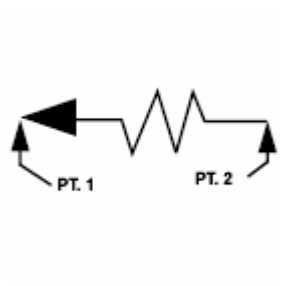
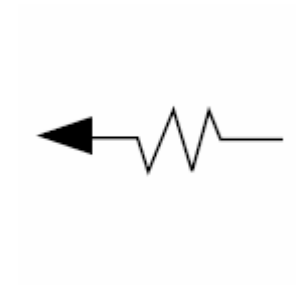
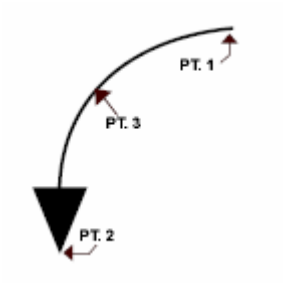
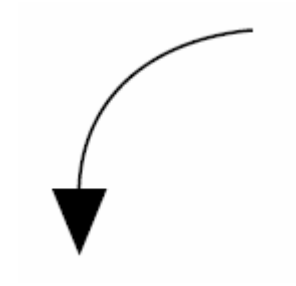
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.OBSEFT.FIX TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT FIX Hierarchy: 2.X.3.1.7.2 Parameters: 1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.2 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points away from enemy forces with the tip of the arrowhead indicating the location of the action. Static/Dynamic: D	Template  G*MPOEF---****X	Example  G*MPOEF---****X
TACGRP.MOBSU.OBST.OBSEFT.TUR TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT TURN Hierarchy: 2.X.3.1.7.3 Parameters: 1. Anchor Points. This symbol requires two anchor points. Point 1 defines the rear of the graphic. Point 2 defines the tip of the arrowhead. Point 3 defines the 90 degree arc. 2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. Point 3 indicates on which side of the line the arc is placed. 3. Orientation. The rear of the graphic identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn. Static/Dynamic: D	Template  G*MPOET---****X	Example  G*MPOET---****X

TABLE B-IV. Military operations tactical graphics – Continued.

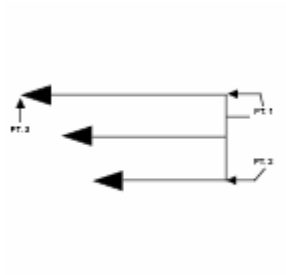
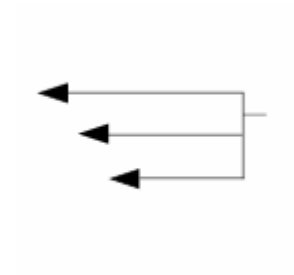
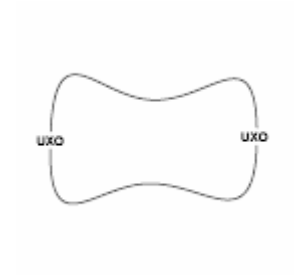
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.OBSEFT.DRT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT DISRUPT Hierarchy: 2.X.3.1.7.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. 3. Orientation. The arrows typically point away from enemy forces. Static/Dynamic: D	Template  G*MPOED---****X	Example  G*MPOED---****X
TACGRP.MOBSU.OBST.UXO TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES UNEXPLODED ORDINANCE AREA (UXO) Hierarchy: 2.X.3.1.8 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*MPOU----****X	Example  G*MPOU----****X
TACGRP.MOBSU.OBST.RCBB TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES Hierarchy: 2.X.3.1.9 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

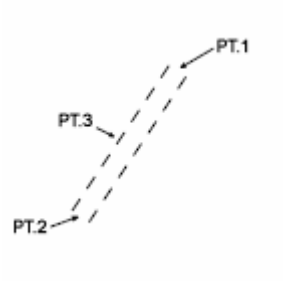
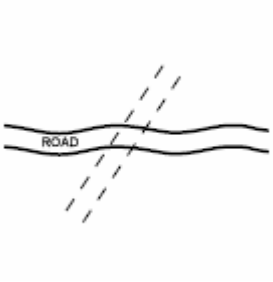
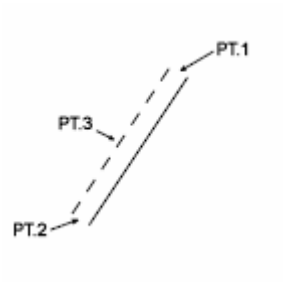
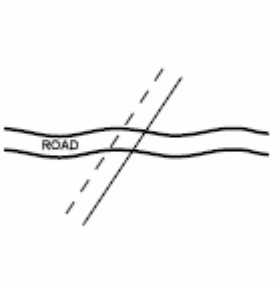
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.RCBB.PLND TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES PLANNED Hierarchy: 2.X.3.1.9.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*MPORP---****X	Example  G*MPORP---****X
TACGRP.MOBSU.OBST.RCBB.SAFE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 1 (SAFE) Hierarchy: 2.X.3.1.9.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*MPORS---****X	Example  G*MPORS---****X

TABLE B-IV. Military operations tactical graphics – Continued.

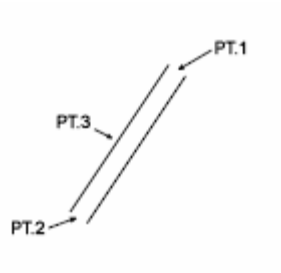
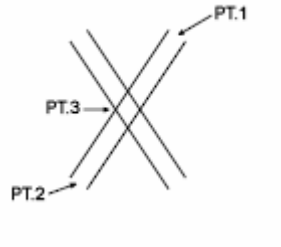
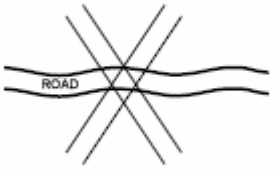
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.RCBB.ABP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE) Hierarchy: 2.X.3.1.9.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. Static/Dynamic: D	Template  G*MPORA---****X	Example G*MPORA---****X
TACGRP.MOBSU.OBST.RCBB.EXCD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES ROADBLOCK COMPLETE (EXECUTED) Hierarchy: 2.X.3.1.9.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of one set of the graphic's parallel lines, and point 3 determines their width. The additional set of parallel lines stays proportional to the first set, and crosses the first set at the center point of the overall graphic. 3. Orientation. Orientation is detemined by the anchor points. Static/Dynamic: D	Template  G*MPORC---****X	Example  G*MPORC---****X

TABLE B-IV. Military operations tactical graphics – Continued.

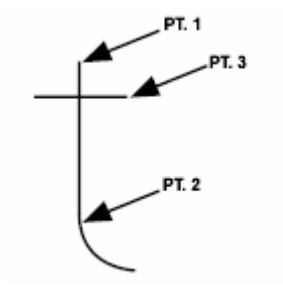
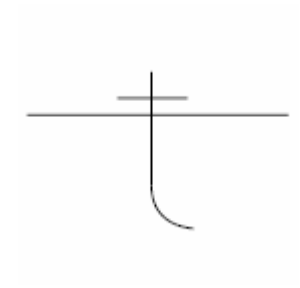
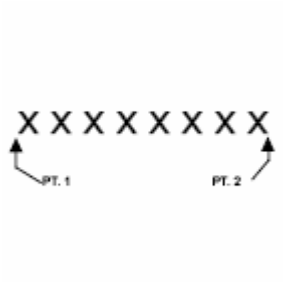
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.TRIPWR TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES TRIP WIRE Hierarchy: 2.X.3.1.10 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the vertical straight line portion of the graphic. Point 3 defines an end of the horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical, straight-line portion of the graphic and point 3 determines its width. The distance between the line connecting points 1 and 2, and point 3 is the radius of the 90 degree arc at the bottom of the graphic. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOT----****X	Example  G*MPOT----****X
TACGRP.MOBSU.OBST.WREOBS TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE Hierarchy: 2.X.3.1.11 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBST.WREOBS.USP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE UNSPECIFIED Hierarchy: 2.X.3.1.11.1 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWU---****X	Example G*MPOWU---****X

TABLE B-IV. Military operations tactical graphics – Continued.

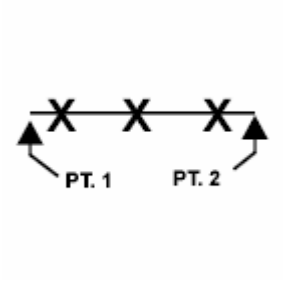
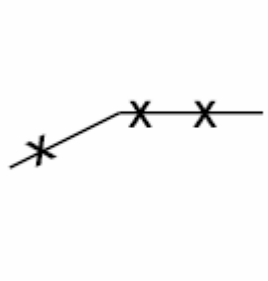
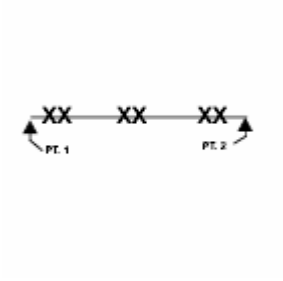
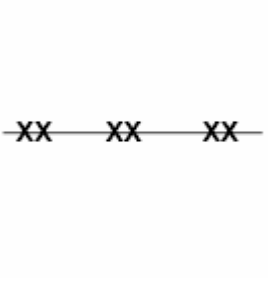
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.WREOBS.SNGFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE SINGLE FENCE Hierarchy: 2.X.3.1.11.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWS---****X	Example  G*MPOWS---****X
TACGRP.MOBSU.OBST.WREOBS.DBLFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE FENCE Hierarchy: 2.X.3.1.11.3 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWD---****X	Example  G*MPOWD---****X

TABLE B-IV. Military operations tactical graphics – Continued.

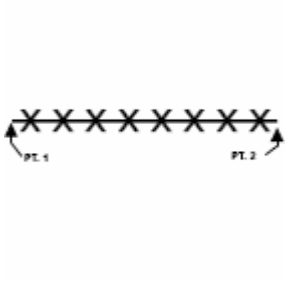
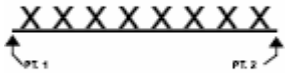
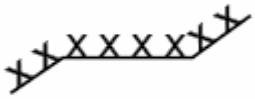
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.WREOBS.DAFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE APRON FENCE Hierarchy: 2.X.3.1.11.4 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWA---****X	Example G*MPOWA---****X
TACGRP.MOBSU.OBST.WREOBS.LWFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE LOW WIRE FENCE Hierarchy: 2.X.3.1.11.5 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWL---****X	Example  G*MPOWL---****X

TABLE B-IV. Military operations tactical graphics – Continued.

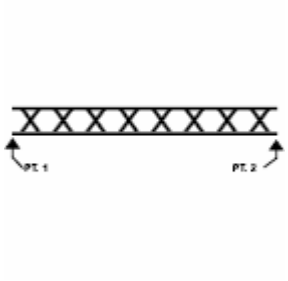
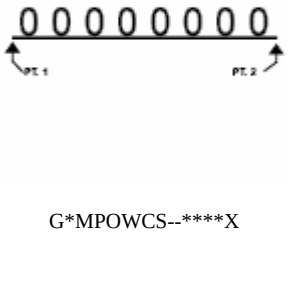
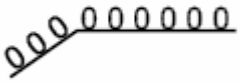
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.WREOBS.HWFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE HIGH WIRE FENCE Hierarchy: 2.X.3.1.11.6 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWH---****X	Example G*MPOWH---****X
TACGRP.MOBSU.OBST.WREOBS.CCTA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA Hierarchy: 2.X.3.1.11.7 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBST.WREOBS.CCTA.SNG TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA SINGLE CONCERTINA Hierarchy: 2.X.3.1.11.7.1 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWCS--****X	Example  G*MPOWCS--****X

TABLE B-IV. Military operations tactical graphics – Continued.

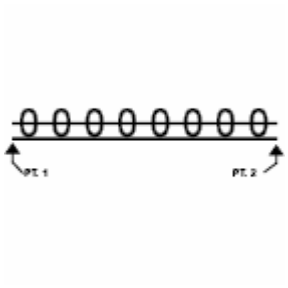
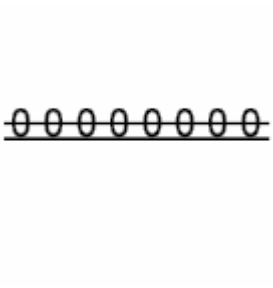
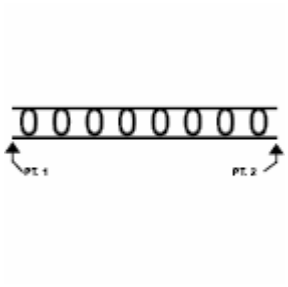
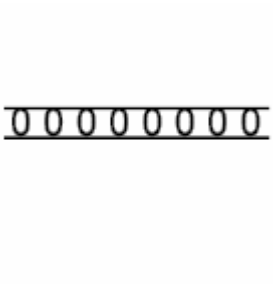
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBST.WREOBS.CCTA.DBLSTD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA DOUBLE STRAND CONCERTINA Hierarchy: 2.X.3.1.11.7.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWCD--****X	Example  G*MPOWCD--****X
TACGRP.MOBSU.OBST.WREOBS.CCTA.TRISTD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA TRIPLE STRAND CONCERTINA Hierarchy: 2.X.3.1.11.7.3 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*MPOWCT--****X	Example  G*MPOWCT--****X
TACGRP.MOBSU.OBSTBP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS Hierarchy: 2.X.3.2 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

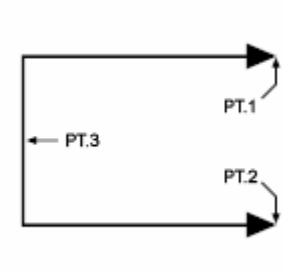
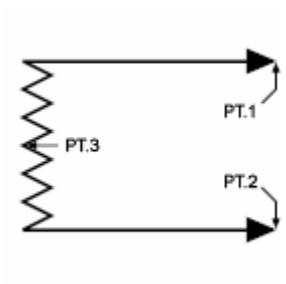
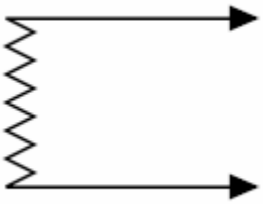
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBSTBP.DFTY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY Hierarchy: 2.X.3.2.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBSTBP.DFTY.ESY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS EASY Hierarchy: 2.X.3.2.1.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*MPBDE---****X	Example G*MPBDE---****X
TACGRP.MOBSU.OBSTBP.DFTY.DFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS DIFFICULT Hierarchy: 2.X.3.2.1.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*MPBDD---****X	Example  G*MPBDD---****X

TABLE B-IV. Military operations tactical graphics – Continued.

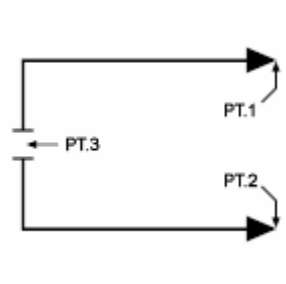
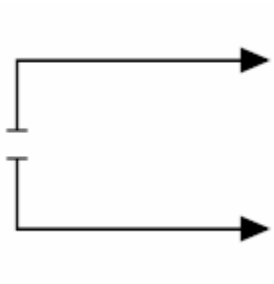
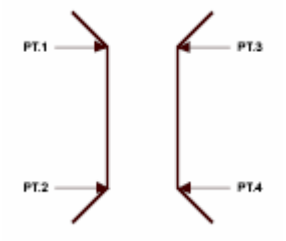
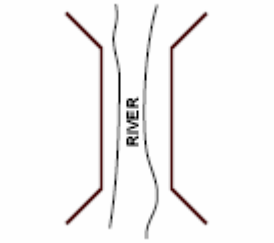
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBSTBP.DFTY.IMP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS IMPOSSIBLE Hierarchy: 2.X.3.2.1.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening, and the gap will be at the line's midpoint. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*MPBDI---****X	Example  G*MPBDI---****X
TACGRP.MOBSU.OBSTBP.CSGSTE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING Hierarchy: 2.X.3.2.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.OBSTBP.CSGSTE.ASTCA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ASSAULT CROSSING AREA Hierarchy: 2.X.3.2.2.1 Parameters: 1. Anchor Points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of one bank of the crossing area, and points 3 and 4 define the endpoints on the opposite bank. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically parallel to a river. Static/Dynamic: D	Template  G*MPBCA---****X	Example  G*MPBCA---****X

TABLE B-IV. Military operations tactical graphics – Continued.

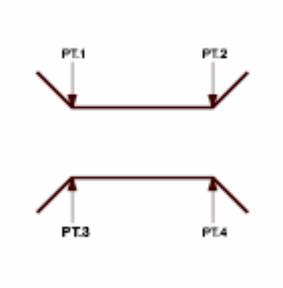
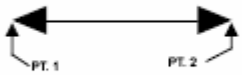
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBSTBP.CSGSTE.BRG TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING BRIDGE OR GAP Hierarchy: 2.X.3.2.2.2 Parameters: 1. Anchor Points. This graphic requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river. Static/Dynamic: D	Template  G*MPBCB---****X	Example G*MPBCB---****X
TACGRP.MOBSU.OBSTBP.CSGSTE.FRY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FERRY Hierarchy: 2.X.3.2.2.3 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and two define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river. Static/Dynamic: D	Template  G*MPBCF---****X	Example G*MPBCF---****X

TABLE B-IV. Military operations tactical graphics – Continued.

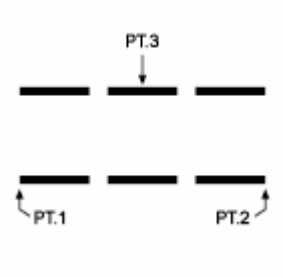
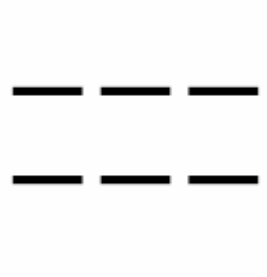
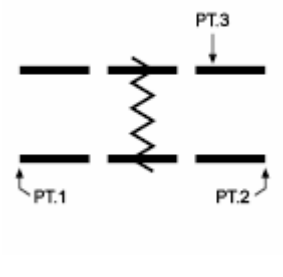
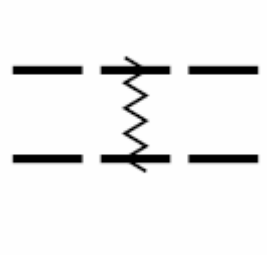
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDESY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD EASY Hierarchy: 2.X.3.2.2.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river. Static/Dynamic: D	Template  G*MPBCE---****X	Example  G*MPBCE---****X
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDDFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD DIFFICULT Hierarchy: 2.X.3.2.2.5 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river. Static/Dynamic: D	Template  G*MPBCD---****X	Example  G*MPBCD---****X

TABLE B-IV. Military operations tactical graphics – Continued.

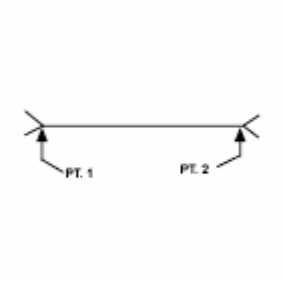
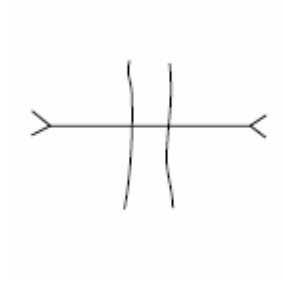
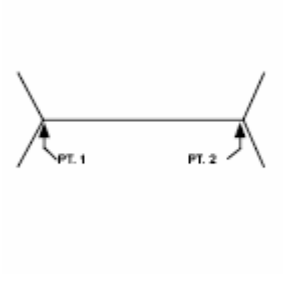
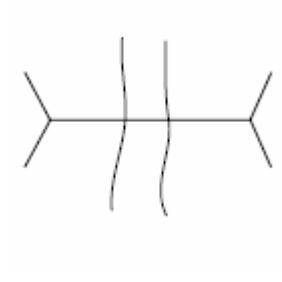
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBSTBP.CSGSTE.LANE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING LANE Hierarchy: 2.X.3.2.2.6 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowhead will form an acute angle. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river. Static/Dynamic: D	Template  G*MPBCL---****X	Example  G*MPBCL---****X
TACGRP.MOBSU.OBSTBP.CSGSTE.RFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING RAFT SITE Hierarchy: 2.X.3.2.2.7 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and two define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowheads will form an obtuse angle. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river. Static/Dynamic: D	Template  G*MPBCR---****X	Example  G*MPBCR---****X

TABLE B-IV. Military operations tactical graphics – Continued.

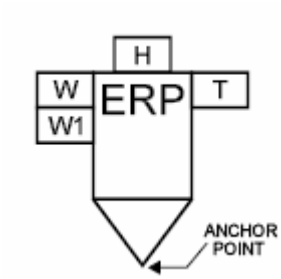
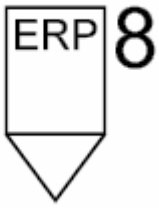
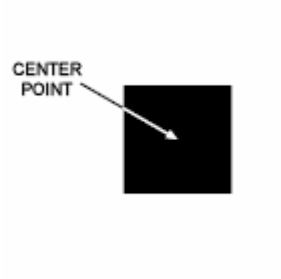
GRAPHIC	IMAGES	
TACGRP.MOBSU.OBSTBP.CSGSTE.ERP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ENGINEER REGULATING POINT Hierarchy: 2.X.3.2.2.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The symbol will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments Static/Dynamic: S	Template  G*MPBCP---****X	Example  G*MPBCP---****X
TACGRP.MOBSU.SU TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY Hierarchy: 2.X.3.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.SU.ESTOF TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY EARTHWORK, SMALL TRENCH OR FORTIFICATION Hierarchy: 2.X.3.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*MPSE----****X	Example G*MPSE----****X

TABLE B-IV. Military operations tactical graphics – Continued.

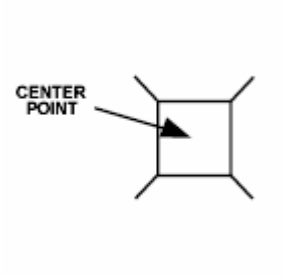
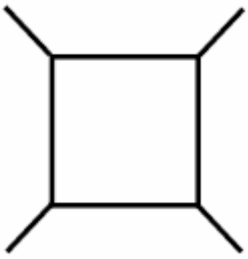
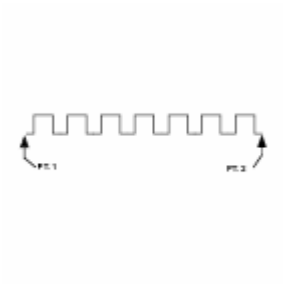
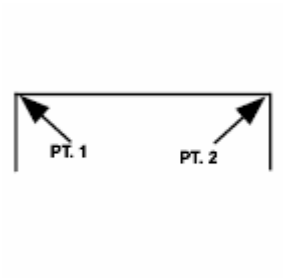
GRAPHIC	IMAGES	
TACGRP.MOBSU.SU.FRT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORT Hierarchy: 2.X.3.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S	Template  G*MPSF----****X	Example  G*MPSF----****X
TACGRP.MOBSU.SU.FTFDLN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORTIFIED LINE Hierarchy: 2.X.3.3.3 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The ramparts typically point toward enemy forces. Static/Dynamic: D	Template  G*MPSL----****X	Example G*MPSL----****X
TACGRP.MOBSU.SU.FEWS TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FOXHOLE, EMPLACEMENT OR WEAPON SITE Hierarchy: 2.X.3.3.4 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and two define the corners on the front of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. Orientation is detemined by the anchor points. The graphic typically faces enemy forces. Static/Dynamic: D	Template  G*MPSW----****X	Example G*MPSW----****X

TABLE B-IV. Military operations tactical graphics – Continued.

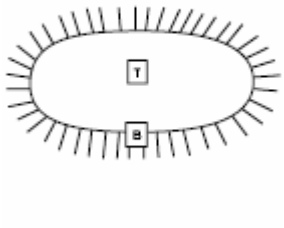
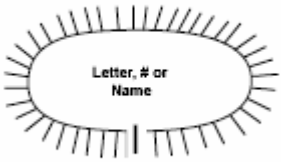
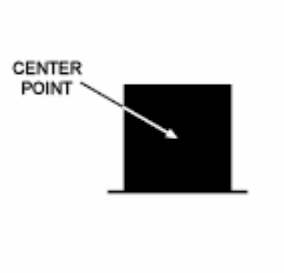
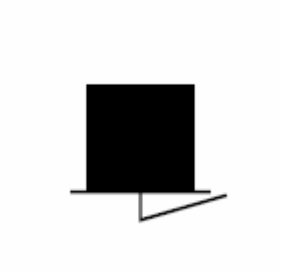
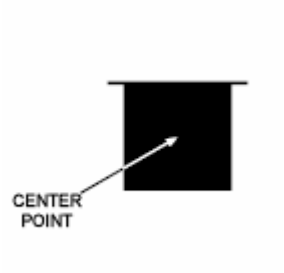
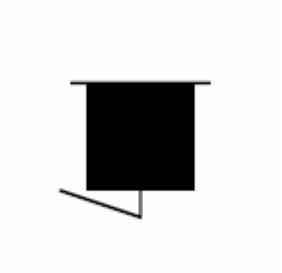
GRAPHIC	IMAGES	
TACGRP.MOBSU.SU.STRGPT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY STRONG POINT Hierarchy: 2.X.3.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPSP----****X	Example  G*MPSP----****X
TACGRP.MOBSU.SU.SUFSHL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY SURFACE SHELTER Hierarchy: 2.X.3.3.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S	Template  G*MPSS----****X	Example  G*MPSS----****X
TACGRP.MOBSU.SU.UGDSHL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY UNDERGROUND SHELTER Hierarchy: 2.X.3.3.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S	Template  G*MPSU----****X	Example  G*MPSU----****X

TABLE B-IV. Military operations tactical graphics – Continued.

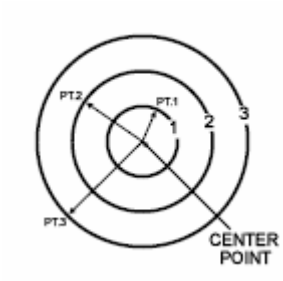
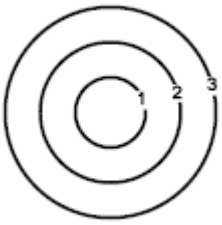
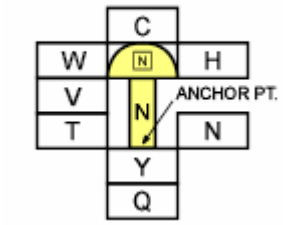
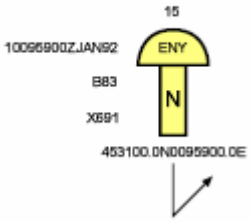
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL Hierarchy: 2.X.3.4 Static/Dynamic: N/A	N/A	N/A
TACGRP.MOBSU.NBC.MSDZ TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL MINIMUM SAFE DISTANCE ZONES Hierarchy: 2.X.3.4.1 Parameters: 1. Anchor Points. This graphic requires four anchor points. The centerpoint defines the center of the graphic. Points 1, 2, and 3 define the radii of circles 1, 2, and 3. 2. Size/Shape. As defined by the operator. 3. Orientation. The centerpoint is typically centered over the known/suspected source location of an NBC event. Static/Dynamic: D	Template  G*MPNM----****X	Example  G*MPNM----****X
TACGRP.MOBSU.NBC.NDGZ TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL NUCLEAR DETINATIONS GROUND ZERO Hierarchy: 2.X.3.4.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPNZ----****X	Example  G*MPNZ----****X

TABLE B-IV. Military operations tactical graphics – Continued.

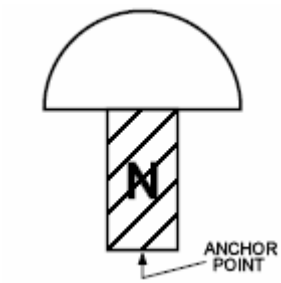
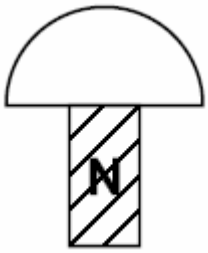
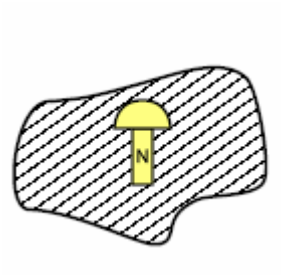
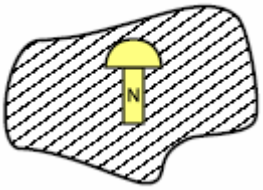
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC.FAOTP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL FALLOUT PRODUCING Hierarchy: 2.X.3.4.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPNF----****X	Example  G*MPNF----****X
TACGRP.MOBSU.NBC.RADA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RADIOACTIVE AREA Hierarchy: 2.X.3.4.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The nuclear graphic, hierarchy number 2.X.3.4.2, should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPNR----****X	Example  G*MPNR----****X

TABLE B-IV. Military operations tactical graphics – Continued.

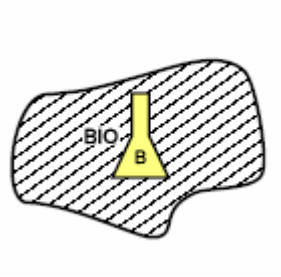
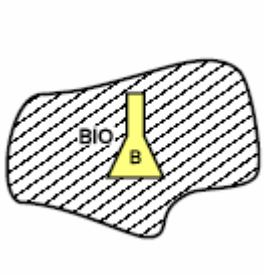
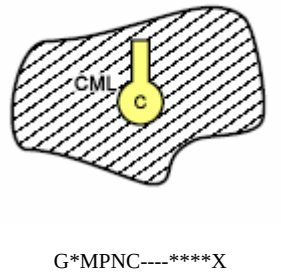
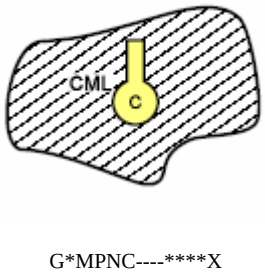
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC.BIOCA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL BIOLOGICALLY CONTAMINATED AREA Hierarchy: 2.X.3.4.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The biological graphic, hierarchy number 2.X.3.4.7.1, should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPNB----****X	Example  G*MPNB----****X
TACGRP.MOBSU.NBC.CMLCA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL CHEMICALLY CONTAMINATED AREA Hierarchy: 2.X.3.4.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The chemical graphic, hierarchy number 2.X.3.4.7.2, should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPNC----****X	Example  G*MPNC----****X
TACGRP.MOBSU.NBC.REEVNT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS Hierarchy: 2.X.3.4.7 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

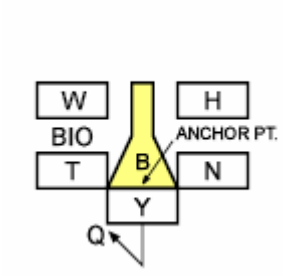
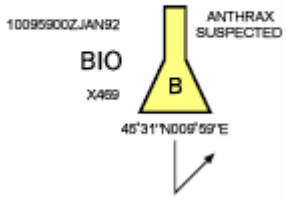
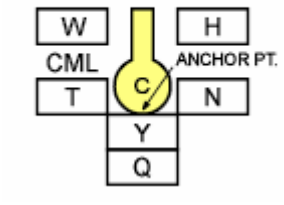
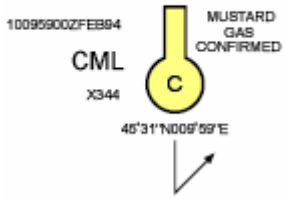
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC.REEVNT.BIO TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS BIOLOGICAL Hierarchy: 2.X.3.4.7.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPNEB---****X	Example  G*MPNEB---****X
TACGRP.MOBSU.NBC.REEVNT.CML TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS CHEMICAL Hierarchy: 2.X.3.4.7.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*MPNEC---****X	Example  G*MPNEC---****X
TACGRP.MOBSU.NBC.DECONP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS Hierarchy: 2.X.3.4.8 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

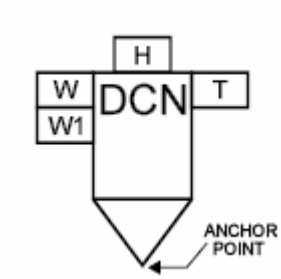
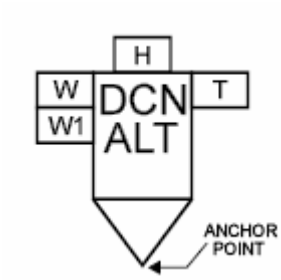
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC.DECONP.USP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (UNSPECIFIED) Hierarchy: 2.X.3.4.8.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*MPNDP---****X	Example G*MPNDP---****X
TACGRP.MOBSU.NBC.DECONP.ALTUSP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS ALTERNATE DECON SITE/POINT (UNSPECIFIED) Hierarchy: 2.X.3.4.8.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*MPNDA---****X	Example G*MPNDA---****X

TABLE B-IV. Military operations tactical graphics – Continued.

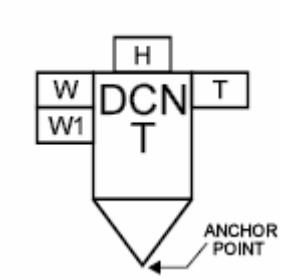
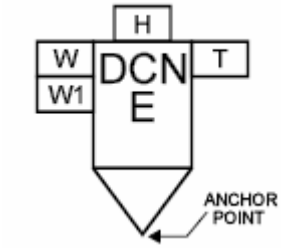
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC.DECONP.TRP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (TROOPS) Hierarchy: 2.X.3.4.8.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*MPNDT---****X	Example G*MPNDT---****X
TACGRP.MOBSU.NBC.DECONP.EQT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT) Hierarchy: 2.X.3.4.8.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*MPNDE---****X	Example G*MPNDE---****X

TABLE B-IV. Military operations tactical graphics – Continued.

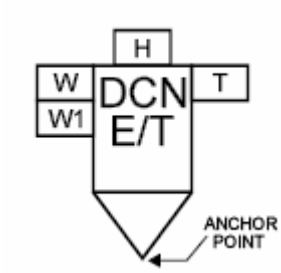
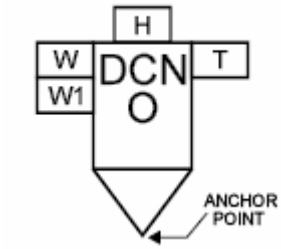
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC.DECONP.EQTTRP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT AND TROOPS) Hierarchy: 2.X.3.4.8.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*MPNDB---****X	Example G*MPNDB---****X
TACGRP.MOBSU.NBC.DECONP.OPDECN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (OPERATIONAL DECONTAMINATION) Hierarchy: 2.X.3.4.8.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*MPNDO---****X	Example G*MPNDO---****X

TABLE B-IV. Military operations tactical graphics – Continued.

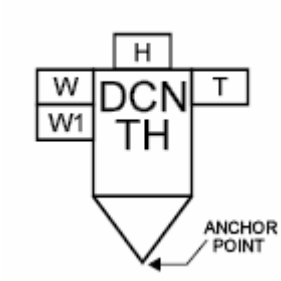
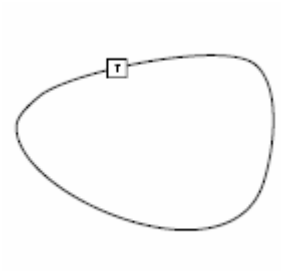
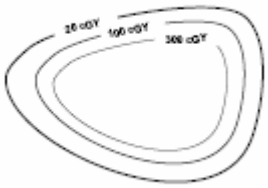
GRAPHIC	IMAGES	
TACGRP.MOBSU.NBC.DECONP.TRGH TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (THOROUGH DECONTAMINATION) Hierarchy: 2.X.3.4.8.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*MPNDD---****X	Example G*MPNDD---****X
TACGRP.MOBSU.NBC.DRCL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DOSE RATE CONTOUR LINES Hierarchy: 2.X.3.4.9 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPNL----****X	Example  G*MPNL----****X
TACGRP.FSUPP TACTICAL GRAPHICS FIRE SUPPORT Hierarchy: 2.X.4 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.PNT TACTICAL GRAPHICS FIRE SUPPORT POINT Hierarchy: 2.X.4.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

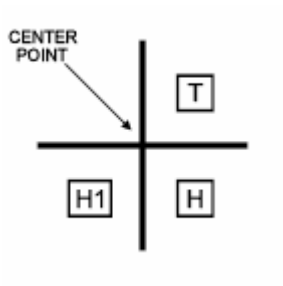
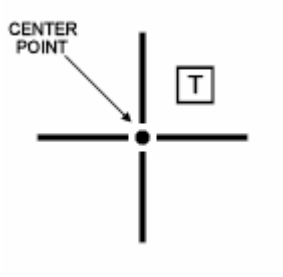
GRAPHIC	IMAGES	
TACGRP.FSUPP.PNT.TGT TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET Hierarchy: 2.X.4.1.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.PNT.TGT.PTGT TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET POINT/SINGLE TARGET Hierarchy: 2.X.4.1.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*FPPTS---****X	Example G*FPPTS---****X
TACGRP.FSUPP.PNT.TGT.NUCTGT TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET NUCLEAR TARGET Hierarchy: 2.X.4.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*FPPTN---****X	Example G*FPPTN---****X
TACGRP.FSUPP.PNT.C2PNT TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS Hierarchy: 2.X.4.1.2 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

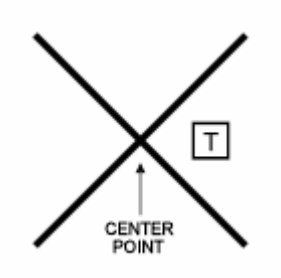
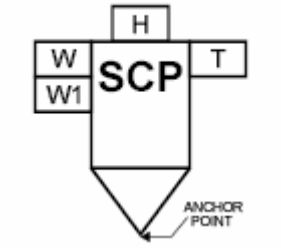
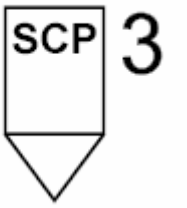
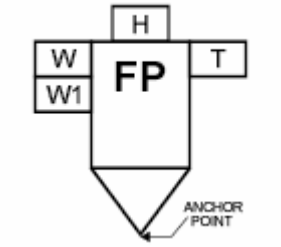
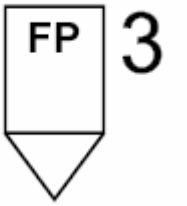
GRAPHIC	IMAGES	
TACGRP.FSUPP.PNT.C2PNT.FSS TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS FIRE SUPPORT STATION Hierarchy: 2.X.4.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*FPPS----****X	Example G*FPPS----****X
TACGRP.FSUPP.PNT.C2PNT.SCP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS SURVEY CONTROL POINT Hierarchy: 2.X.4.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable. Static/Dynamic: S	Template  G*FPPCS---****X	Example  G*FPPCS---****X
TACGRP.FSUPP.PNT.C2PNT.FP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS FIRING POINT Hierarchy: 2.X.4.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable. Static/Dynamic: S	Template  G*FPPCB---****X	Example  G*FPPCB---****X

TABLE B-IV. Military operations tactical graphics – Continued.

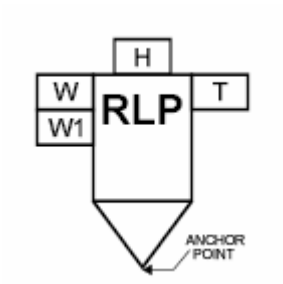
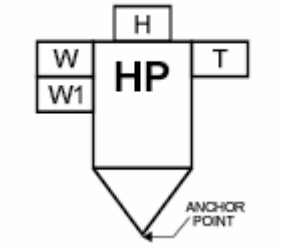
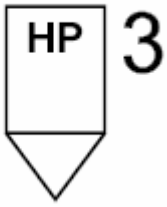
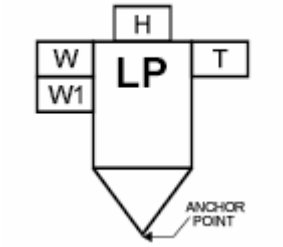
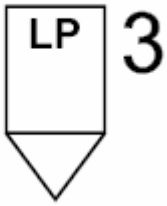
GRAPHIC	IMAGES	
TACGRP.FSUPP.PNT.C2PNT.RP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS RELOAD POINT Hierarchy: 2.X.4.1.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable. Static/Dynamic: S	Template  G*FPPCR---****X	Example G*FPPCR---****X
TACGRP.FSUPP.PNT.C2PNT.HP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS HIDE POINT Hierarchy: 2.X.4.1.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable. Static/Dynamic: S	Template  G*FPPCH---****X	Example  G*FPPCH---****X
TACGRP.FSUPP.PNT.C2PNT.LP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS LAUNCH POINT Hierarchy: 2.X.4.1.2.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable. Static/Dynamic: S	Template  G*FPPCL---****X	Example  G*FPPCL---****X

TABLE B-IV. Military operations tactical graphics – Continued.

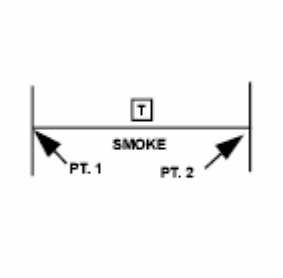
GRAPHIC	IMAGES	
TACGRP.FSUPP.LNE TACTICAL GRAPHICS FIRE SUPPORT LINES Hierarchy: 2.X.4.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.LNE.LNRTGT TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET Hierarchy: 2.X.4.2.1 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.LNE.LNRTGT.LSTGT TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET LINEAR SMOKE TARGET Hierarchy: 2.X.4.2.1.1 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all informationassociatd with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*FPLS----****X	Example G*FPLS----****X

TABLE B-IV. Military operations tactical graphics – Continued.

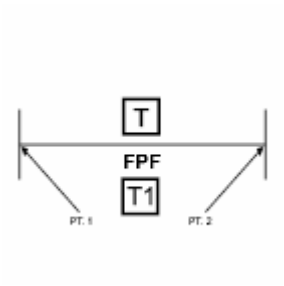
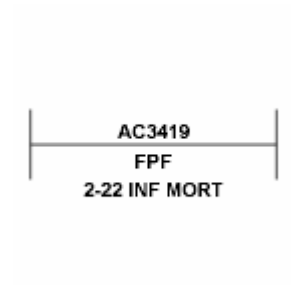
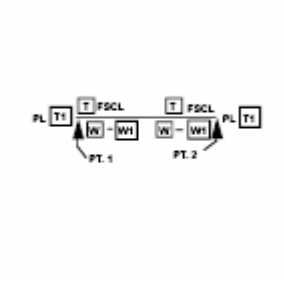
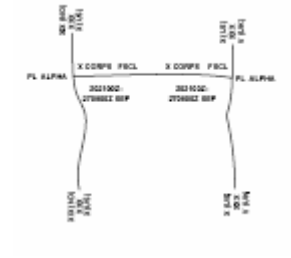
GRAPHIC	IMAGES	
TACGRP.FSUPP.LNE.LNRTGT.FPF TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET FINAL PROTECTIVE FIRE (FPF) Hierarchy: 2.X.4.2.1.2 Parameters: 1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start point of the graphic. Point 2 defines the end point of the graphic. 2. Size/Shape. Size: The anchor points define the size. Shape: Line. The information fields should be scaleable and movable along the line. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPLTF---****X	Example  G*FPLTF---****X
TACGRP.FSUPP.LNE.C2LNE TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES Hierarchy: 2.X.4.2.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.LNE.C2LNE.FSCL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES FIRE SUPPORT COORDINATION LINE (FSCL) Hierarchy: 2.X.4.2.2.1 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*FPLF----****X	Example  G*FPLF----****X

TABLE B-IV. Military operations tactical graphics – Continued.

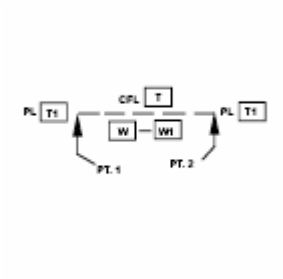
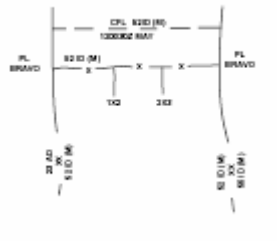
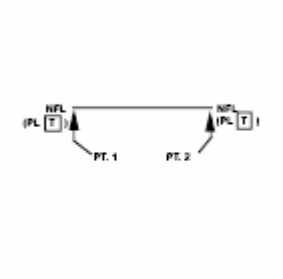
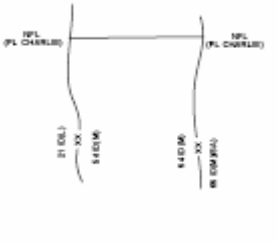
GRAPHIC	IMAGES	
TACGRP.FSUPP.LNE.C2LNE.CFL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES COORDINATED FIRE LINE (CFL) Hierarchy: 2.X.4.2.2.2 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  G*FPLC----****X	Example  G*FPLC----****X
TACGRP.FSUPP.LNE.C2LNE.NFL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES NO-FIRE LINE (NFL) Hierarchy: 2.X.4.2.2.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*FPLN----****X	Example  G*FPLN----****X

TABLE B-IV. Military operations tactical graphics – Continued.

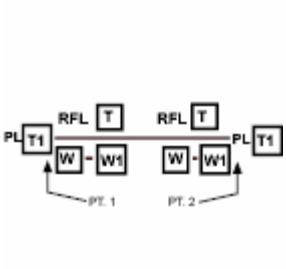
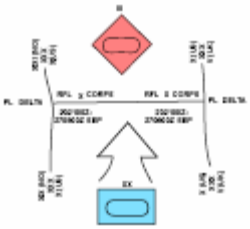
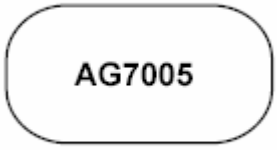
GRAPHIC	IMAGES	
TACGRP.FSUPP.LNE.C2LNE.RFL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES RESTRICTIVE FIRE LINE (RFL) Hierarchy: 2.X.4.2.2.4 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*FPLR----****X	Example  G*FPLR----****X
TACGRP.FSUPP.ARS TACTICAL GRAPHICS FIRE SUPPORT AREAS Hierarchy: 2.X.4.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.ARATGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET Hierarchy: 2.X.4.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*FPAT----****X	Example  G*FPAT----****X

TABLE B-IV. Military operations tactical graphics – Continued.

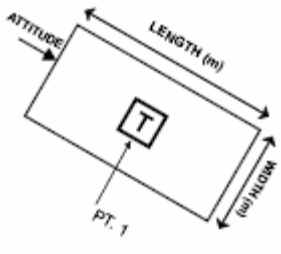
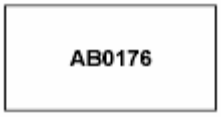
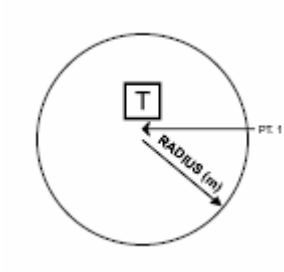
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.ARATGT.RTGTGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET RECTANGULAR TARGET Hierarchy: 2.X.4.3.1.1 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point to define the center of the area. 2. Size/Shape. Size: as determined by the anchor point, the target length (in meters), and target width (in meters). A rectangular target is wider and longer than 200 meters. The information fields should be moveable and scaleable within the area. Shape: Rectangle. 3. Orientation. As determined by the Target Attitude (in mils). Static/Dynamic: D	Template  G*FPATR---****X	Example  G*FPATR---****X
TACGRP.FSUPP.ARS.ARATGT.CIRTGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET CIRCULAR TARGET Hierarchy: 2.X.4.3.1.2 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, determines the size of the Circular Target. Shape: Circle. The information fields should be movable and scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPATC---****X	Example G*FPATC---****X

TABLE B-IV. Military operations tactical graphics – Continued.

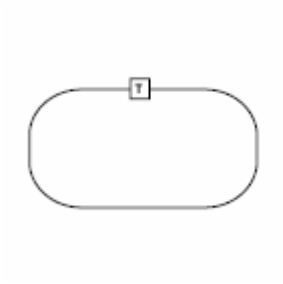
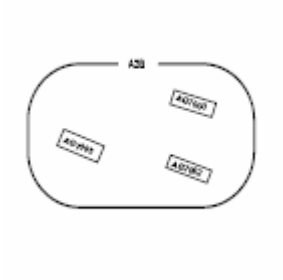
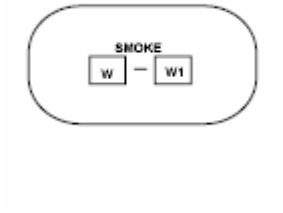
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.ARATGT.SGTGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET SERIES OR GROUP OF TARGETS Hierarchy: 2.X.4.3.1.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. The area will encompass two or more fire support graphics (point/single target, nuclear target, circular target, or rectangular target). The naming convention determines whether the area describes a series or group of targets. Static/Dynamic: D	Template  G*FPATG---****X	Example: Series of targets G*FPATG---****X
	Example: Group of targets  G*FPATG---****X	N/A
TACGRP.FSUPP.ARS.ARATGT.SMK TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET SMOKE Hierarchy: 2.X.4.3.1.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable Static/Dynamic: D	Template  G*FPATS---****X	Example G*FPATS---****X

TABLE B-IV. Military operations tactical graphics – Continued.

GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.ARATGT.BMARA TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET BOMB AREA Hierarchy: 2.X.4.3.1.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*FPATB---****X	Example G*FPATB---****X
TACGRP.FSUPP.ARS.C2ARS TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS Hierarchy: 2.X.4.3.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.FSA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) Hierarchy: 2.X.4.3.2.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

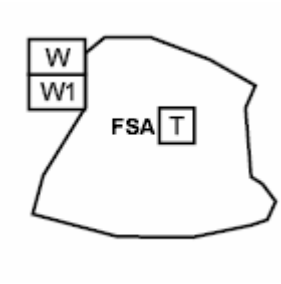
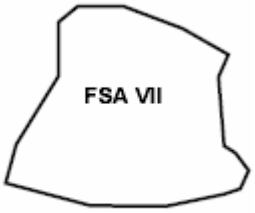
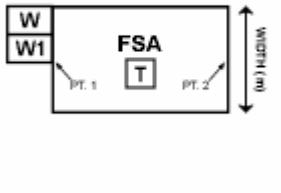
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.FSA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) IRREGULAR Hierarchy: 2.X.4.3.2.1.1 Parameters: 1. Anchor Points. The graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACSI--****X	Example  G*FPACSI--****X
TACGRP.FSUPP.ARS.C2ARS.FSA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) RECTANGULAR Hierarchy: 2.X.4.3.2.1.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPACSR--****X	Example G*FPACSR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

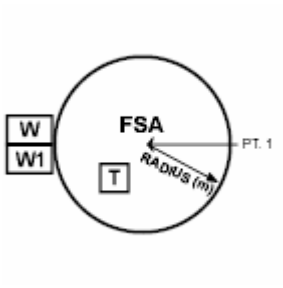
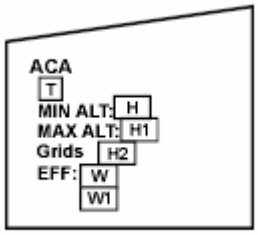
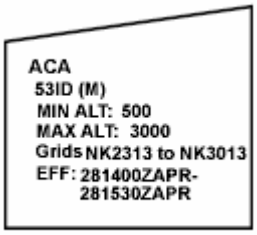
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.FSA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) CIRCULAR Hierarchy: 2.X.4.3.2.1.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACSC--****X	Example G*FPACSC--****X
TACGRP.FSUPP.ARS.C2ARS.ACA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) Hierarchy: 2.X.4.3.2.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.ACA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) IRREGULAR Hierarchy: 2.X.4.3.2.2.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACAI--****X	Example  G*FPACAI--****X

TABLE B-IV. Military operations tactical graphics – Continued.

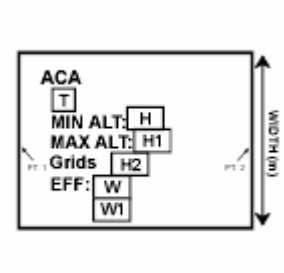
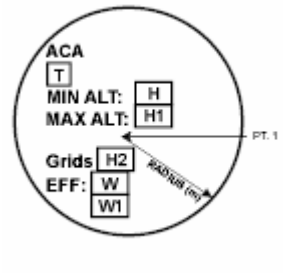
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.ACA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) RECTANGULAR Hierarchy: 2.X.4.3.2.2.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPACAR--****X	Example G*FPACAR--****X
TACGRP.FSUPP.ARS.C2ARS.ACA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) CIRCULAR Hierarchy: 2.X.4.3.2.2.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACAC--****X	Example G*FPACAC--****X
TACGRP.FSUPP.ARS.C2ARS.FFA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE FREE AREA (FFA) Hierarchy: 2.X.4.3.2.3 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

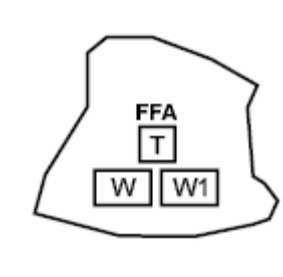
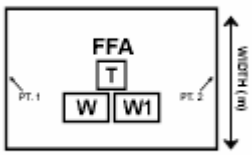
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.FFA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE FREE AREA (FFA) IRREGULAR Hierarchy: 2.X.4.3.2.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACFI--****X	Example G*FPACFI--****X
TACGRP.FSUPP.ARS.C2ARS.FFA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE FREE AREA (FFA) RECTANGULAR Hierarchy: 2.X.4.3.2.3.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPACFR--****X	Example G*FPACFR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

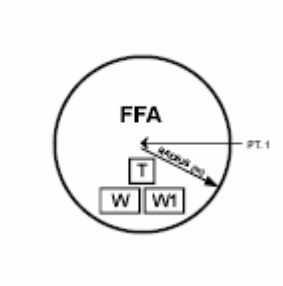
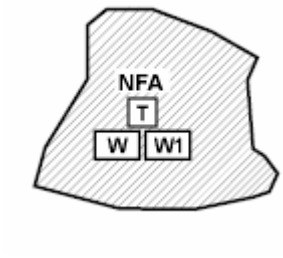
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE FREE AREA (FFA) CIRCULAR Hierarchy: 2.X.4.3.2.3.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACFC--****X	Example G*FPACFC--****X
TACGRP.FSUPP.ARS.C2ARS.NFA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) Hierarchy: 2.X.4.3.2.4 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.NFA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) IRREGULAR Hierarchy: 2.X.4.3.2.4.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be movable and scalable as a block within the area. Field W1 is optional. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACNI--****X	Example G*FPACNI--****X

TABLE B-IV. Military operations tactical graphics – Continued.

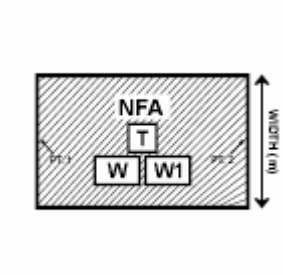
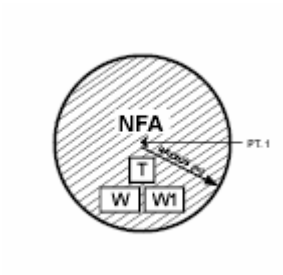
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.NFA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) RECTANGULAR Hierarchy: 2.X.4.3.2.4.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable within the rectangle. Field W1 is optional. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPACNR--****X	Example G*FPACNR--****X
TACGRP.FSUPP.ARS.C2ARS.NFA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) CIRCULAR Hierarchy: 2.X.4.3.2.4.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. Field W1 is optional. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACNC--****X	Example G*FPACNC--****X
TACGRP.FSUPP.ARS.C2ARS.RFA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) Hierarchy: 2.X.4.3.2.5 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

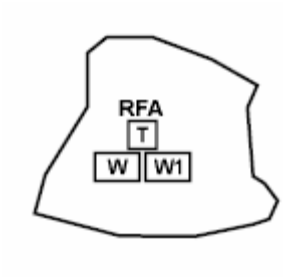
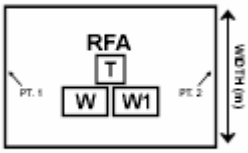
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.RFA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) IRREGULAR Hierarchy: 2.X.4.3.2.5.1 Parameters: 1. Anchor Points. This graphc requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACRI--****X	Example G*FPACRI--****X
TACGRP.FSUPP.ARS.C2ARS.RFA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) RECTANGULAR Hierarchy: 2.X.4.3.2.5.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPACRR--****X	Example G*FPACRR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

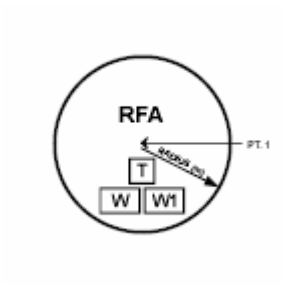
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.RFA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) CIRCULAR Hierarchy: 2.X.4.3.2.5.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACRC--****X	Example G*FPACRC--****X
TACGRP.FSUPP.ARS.C2ARS.PAA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) Hierarchy: 2.X.4.3.2.6 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.PAA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) RECTANGULAR Hierarchy: 2.X.4.3.2.6.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

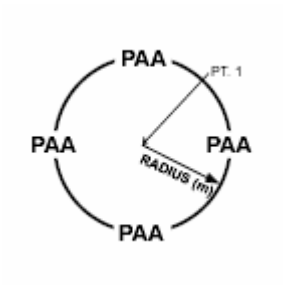
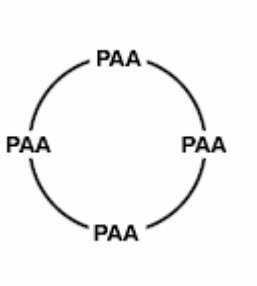
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.C2ARS.PAA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) CIRCULAR Hierarchy: 2.X.4.3.2.6.2 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACPC--****X	Example  G*FPACPC--****X
TACGRP.FSUPP.ARS.TGTAQZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES Hierarchy: 2.X.4.3.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE Hierarchy: 2.X.4.3.3.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

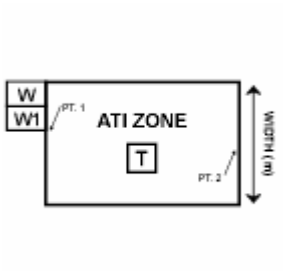
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE IRREGULAR Hierarchy: 2.X.4.3.3.1.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*FPAZII--****X	Example G*FPAZII--****X
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE RECTANGULAR Hierarchy: 2.X.4.3.3.1.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPAZIR--****X	Example G*FPAZIR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

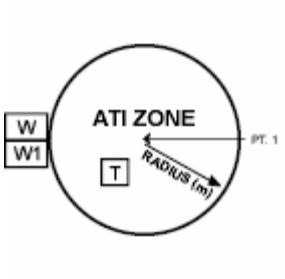
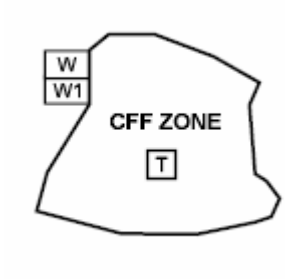
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE CIRCULAR Hierarchy: 2.X.4.3.3.1.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZIC--****X	Example G*FPAZIC--****X
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CALL FOR FIRE ZONE (CFFZ) Hierarchy: 2.X.4.3.3.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CALL FOR FIRE ZONE (CFFZ) IRREGULAR Hierarchy: 2.X.4.3.3.2.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZXI--****X	Example G*FPAZXI--****X

TABLE B-IV. Military operations tactical graphics – Continued.

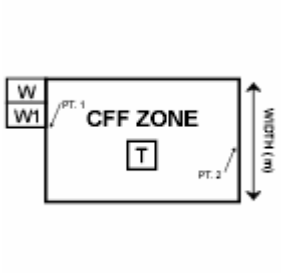
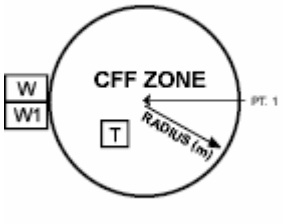
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CALL FOR FIRE ZONE (CFFZ) RECTANGULAR Hierarchy: 2.X.4.3.3.2.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPAZXR--****X	Example G*FPAZXR--****X
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CALL FOR FIRE ZONE (CFFZ) CIRCULAR Hierarchy: 2.X.4.3.3.2.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZXC--****X	Example G*FPAZXC--****X
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES SENSOR ZONE Hierarchy: 2.X.4.3.3.3 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

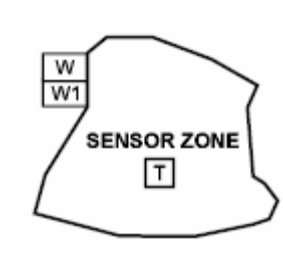
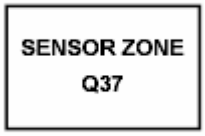
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES SENSOR ZONE IRREGULAR Hierarchy: 2.X.4.3.3.3.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZSI--****X	Example G*FPAZSI--****X
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES SENSOR ZONE RECTANGULAR Hierarchy: 2.X.4.3.3.3.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template G*FPAZSR--****X	Example  G*FPAZSR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

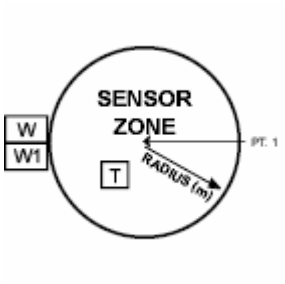
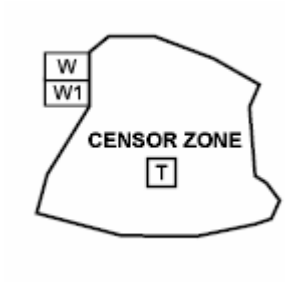
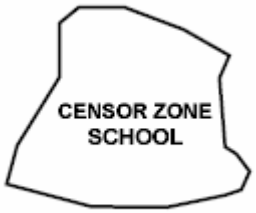
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES SENSOR ZONE CIRCULAR Hierarchy: 2.X.4.3.3.3.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZSC--****X	Example G*FPAZSC--****X
TACGRP.FSUPP.ARS.TGTAQZ.CNS TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CENSOR ZONE Hierarchy: 2.X.4.3.3.4 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.CNS.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CENSOR ZONE IRREGULAR Hierarchy: 2.X.4.3.3.4.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZCI--****X	Example  G*FPAZCI--****X

TABLE B-IV. Military operations tactical graphics – Continued.

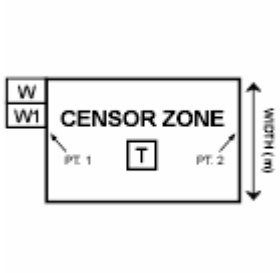
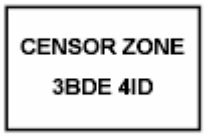
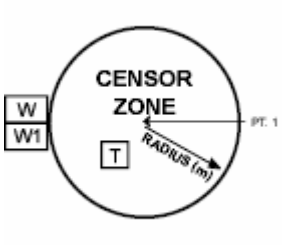
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.CNS.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CENSOR ZONE RECTANGULAR Hierarchy: 2.X.4.3.3.4.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPAZCR--****X	Example  G*FPAZCR--****X
TACGRP.FSUPP.ARS.TGTAQZ.CNS.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CENSOR ZONE CIRCULAR Hierarchy: 2.X.4.3.3.4.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZCC--****X	Example G*FPAZCC--****X
TACGRP.FSUPP.ARS.TGTAQZ.DA TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES DEAD SPACE AREA (DA) Hierarchy: 2.X.4.3.3.5 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

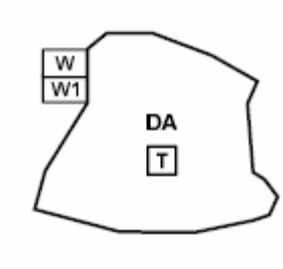
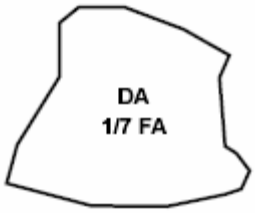
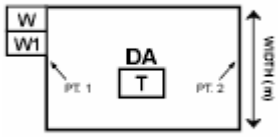
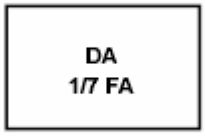
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.DA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES DEAD SPACE AREA (DA) IRREGULAR Hierarchy: 2.X.4.3.3.5.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZDI--****X	Example  G*FPAZDI--****X
TACGRP.FSUPP.ARS.TGTAQZ.DA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES DEAD SPACE AREA (DA) RECTANGULAR Hierarchy: 2.X.4.3.3.5.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPAZDR--****X	Example  G*FPAZDR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

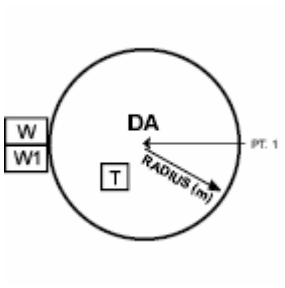
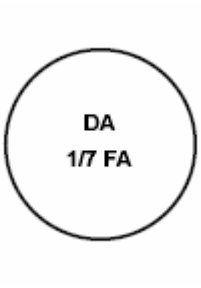
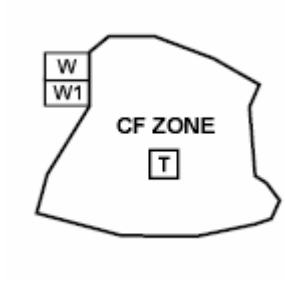
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.DA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES DEAD SPACE AREA (DA) CIRCULAR Hierarchy: 2.X.4.3.3.5.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZDC--****X	Example  G*FPAZDC--****X
TACGRP.FSUPP.ARS.TGTAQZ.CFZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CRITICAL FRIENDLY ZONE (CFZ) Hierarchy: 2.X.4.3.3.6 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CRITICAL FRIENDLY ZONE (CFZ) IRREGULAR Hierarchy: 2.X.4.3.3.6.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZFI--****X	Example G*FPAZFI--****X

TABLE B-IV. Military operations tactical graphics – Continued.

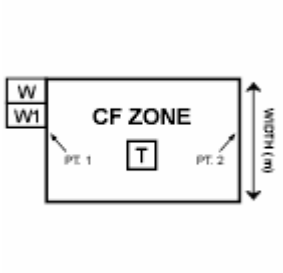
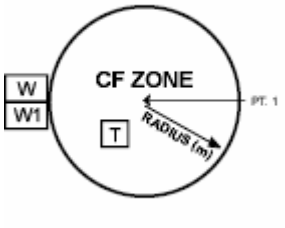
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CRITICAL FRIENDLY ZONE (CFZ) RECTANGULAR Hierarchy: 2.X.4.3.3.6.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPAZFR--****X	Example G*FPAZFR--****X
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES CRITICAL FRIENDLY ZONE (CFZ) CIRCULAR Hierarchy: 2.X.4.3.3.6.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZFC--****X	Example G*FPAZFC--****X
TACGRP.FSUPP.ARS.TGTAQZ.ZOR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ZONE OF RESPONSIBILITY (ZOR) Hierarchy: 2.X.4.3.3.7 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

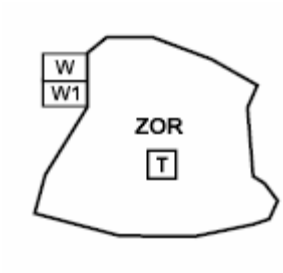
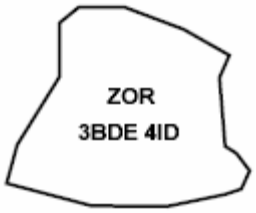
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ZONE OF RESPONSIBILITY (ZOR) IRREGULAR Hierarchy: 2.X.4.3.3.7.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZZI--****X	Example  G*FPAZZI--****X
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ZONE OF RESPONSIBILITY (ZOR) RECTANGULAR Hierarchy: 2.X.4.3.3.7.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template G*FPAZZR--****X	Example G*FPAZZR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

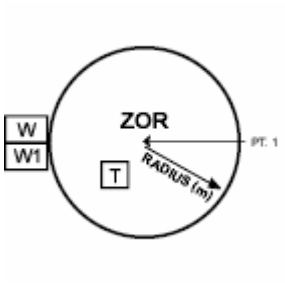
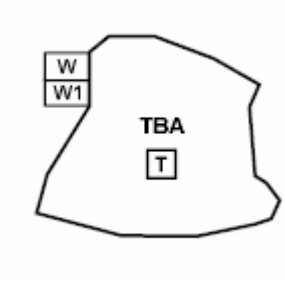
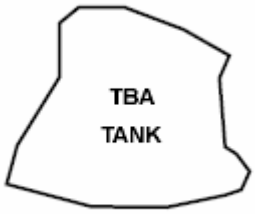
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES ZONE OF RESPONSIBILITY (ZOR) CIRCULAR Hierarchy: 2.X.4.3.3.7.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZZC--****X	Example G*FPAZZC--****X
TACGRP.FSUPP.ARS.TGTAQZ.TBA TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET BUILD-UP AREA (TBA) Hierarchy: 2.X.4.3.3.8 Static/Dynamic: N/A	N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.TBA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET BUILD-UP AREA (TBA) IRREGULAR Hierarchy: 2.X.4.3.3.8.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZBI--****X	Example  G*FPAZBI--****X

TABLE B-IV. Military operations tactical graphics – Continued.

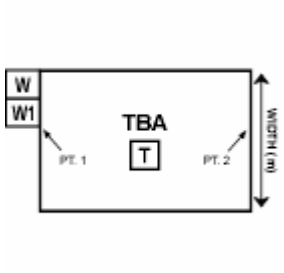
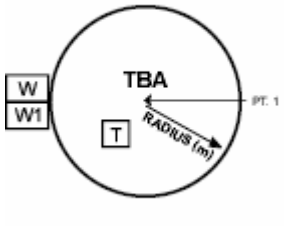
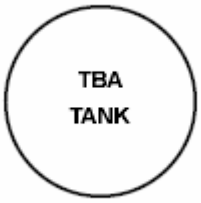
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.TBA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET BUILD-UP AREA (TBA) RECTANGULAR Hierarchy: 2.X.4.3.3.8.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPAZBR--****X	Example G*FPAZBR--****X
TACGRP.FSUPP.ARS.TGTAQZ.TBA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET BUILD-UP AREA (TBA) CIRCULAR Hierarchy: 2.X.4.3.3.8.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZBC--****X	Example  G*FPAZBC--****X
TACGRP.FSUPP.ARS.TGTAQZ.TVAR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET VALUE AREA (TVAR) Hierarchy: 2.X.4.3.3.9 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

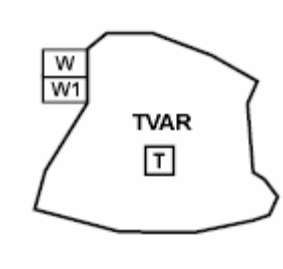
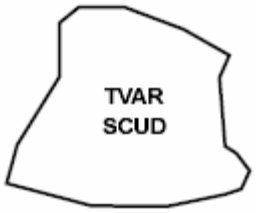
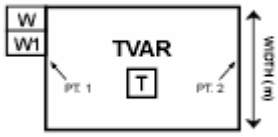
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET VALUE AREA (TVAR) IRREGULAR Hierarchy: 2.X.4.3.3.9.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZVI--****X	Example  G*FPAZVI--****X
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET VALUE AREA (TVAR) RECTANGULAR Hierarchy: 2.X.4.3.3.9.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPAZVR--****X	Example G*FPAZVR--****X

TABLE B-IV. Military operations tactical graphics – Continued.

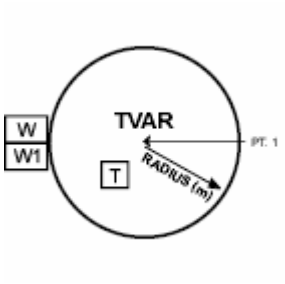
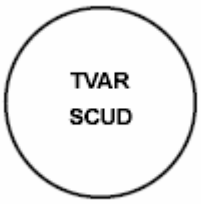
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISTION ZONES TARGET VALUE AREA (TVAR) CIRCULAR Hierarchy: 2.X.4.3.3.9.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPAZVC--****X	Example  G*FPAZVC--****X
TACGRP.FSUPP.ARS.WPNRF TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPONS/RADAR RANGE FANS Hierarchy: 2.X.4.3.4 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

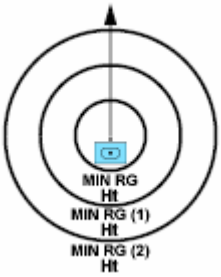
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.WPNRF.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPONS/RADAR RANGE FANS CIRCULAR Hierarchy: 2.X.4.3.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point. 2. Size/Shape. Shapes are concentric circles. Size is defined by the minimum and maximum ranges (as many as required) measured from the anchor point. All units in meters. 3. Orientation. The center point is typically centered over the known location of a weapon or target acquisition system. The orientation of the Circular Range Fan is the direction of engagement. The orientation may change as the object moves or changes. Static/Dynamic: D Note: Text boxes will be used to label the minimum and maximum ranges and height of the range fan.	Template G*FPAXC---****X	Example  G*FPAXC---****X

TABLE B-IV. Military operations tactical graphics – Continued.

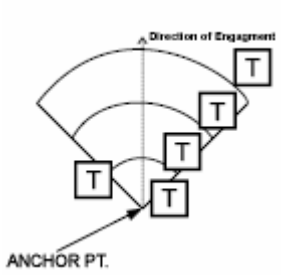
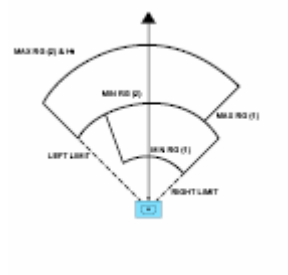
GRAPHIC	IMAGES	
TACGRP.FSUPP.ARS.WPNRF.SCR TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPONS/RADAR RANGE FANS SECTOR Hierarchy: 2.X.4.3.4.2 Parameters: 1. Anchor Points. This graphic requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point. 2. Size/Shape. Determined from the anchor point with a single azimuth that denotes Sector Center. The maximum left and right limits of the sector are measured from the sector centerline. Multiple ranges and/or maximum left and right limits of the sector, as well as height, may be entered, as required, to define the sector. All units in meters. 3. Orientation. The center point is typically centered over the known location of a weapon or target acquisition system. The orientation may change as the object moves or changes. Static/Dynamic: D Note: Text boxes will be used to label the minimum and maximum ranges and maximum left and right sector limits and height.	Template  G*FPAXS---****X	Example  G*FPAXS---****X
TACGRP.CSS TACTICAL GRAPHICS COMBAT SERVICE SUPPORT Hierarchy: 2.X.5 Static/Dynamic: N/A	N/A	N/A
TACGRP.CSS.PNT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS Hierarchy: 2.X.5.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

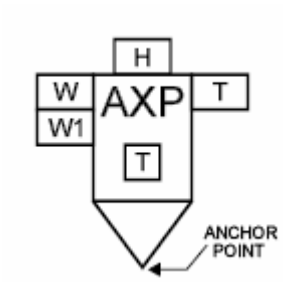
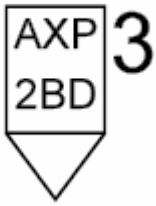
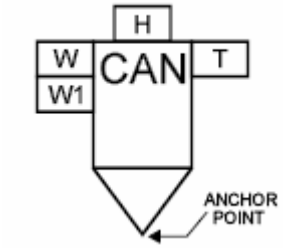
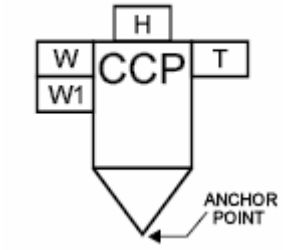
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.AEP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMBULANCE EXCHANGE POINT Hierarchy: 2.X.5.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPX----****X	Example  G*SPPX----****X
TACGRP.CSS.PNT.CBNP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CANNIBALIZATION POINT Hierarchy: 2.X.5.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPC----****X	Example G*SPPC----****X
TACGRP.CSS.PNT.CCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CASUALTY COLLECTION POINT Hierarchy: 2.X.5.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPY----****X	Example G*SPPY----****X

TABLE B-IV. Military operations tactical graphics – Continued.

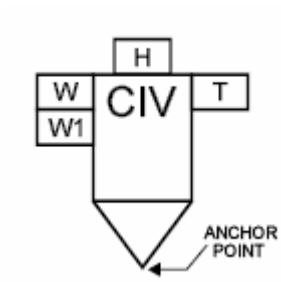
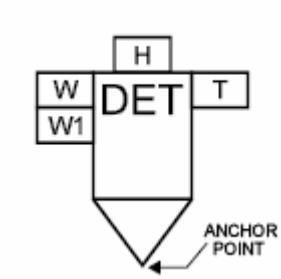
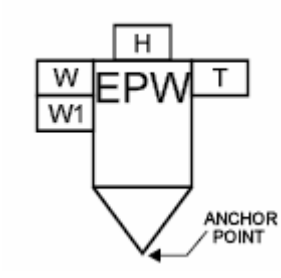
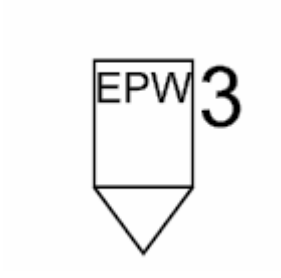
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.CVP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CIVILIAN COLLECTION POINT Hierarchy: 2.X.5.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPT----****X	Example G*SPPT----****X
TACGRP.CSS.PNT.DCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS DETAINEE COLLECTION POINT Hierarchy: 2.X.5.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPD----****X	Example G*SPPD----****X
TACGRP.CSS.PNT.EPWCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS ENEMY PRISONER OF WAR (EPW) COLLECTION POINT Hierarchy: 2.X.5.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPE----****X	Example  G*SPPE----****X

TABLE B-IV. Military operations tactical graphics – Continued.

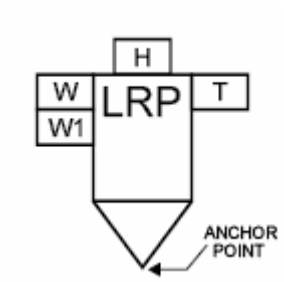
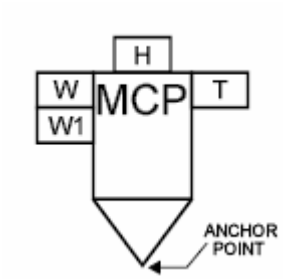
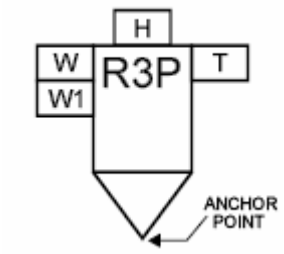
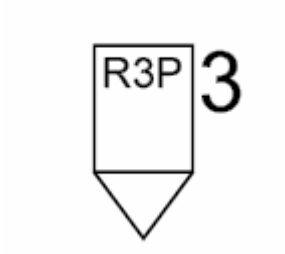
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.LRP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS LOGISTICS RELEASE POINT (LRP) Hierarchy: 2.X.5.1.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPL----****X	Example G*SPPL----****X
TACGRP.CSS.PNT.MCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS MAINTENANCE COLLECTION POINT Hierarchy: 2.X.5.1.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPM----****X	Example G*SPPM----****X
TACGRP.CSS.PNT.RRRP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REARM, REFUEL AND RESUPPLY POINT Hierarchy: 2.X.5.1.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPR----****X	Example  G*SPPR----****X

TABLE B-IV. Military operations tactical graphics – Continued.

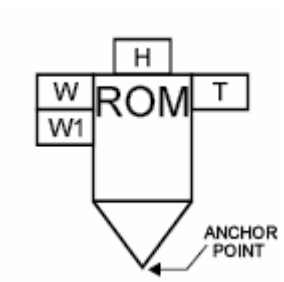
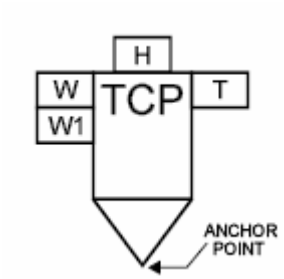
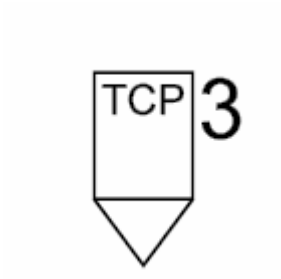
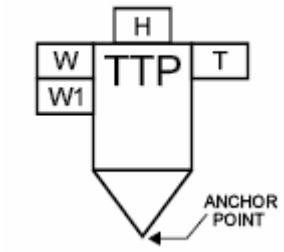
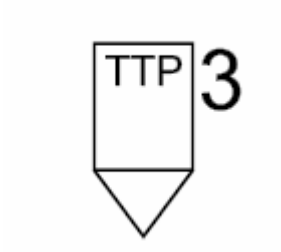
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.ROM TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REFUEL ON THE MOVE (ROM) POINT Hierarchy: 2.X.5.1.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPU----****X	Example G*SPPU----****X
TACGRP.CSS.PNT.TCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAFFIC CONTROL POST (TCP) Hierarchy: 2.X.5.1.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPO----****X	Example  G*SPPO----****X
TACGRP.CSS.PNT.TTP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAILER TRANSFER POINT Hierarchy: 2.X.5.1.12 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPI----****X	Example  G*SPPI----****X

TABLE B-IV. Military operations tactical graphics – Continued.

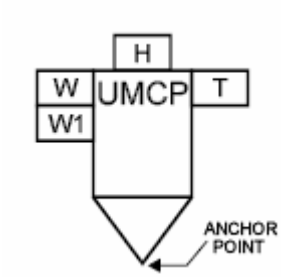
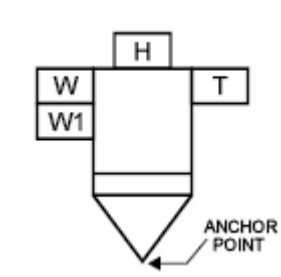
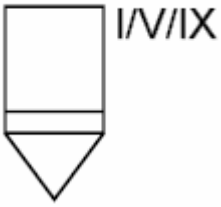
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.UMC TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS UNIT MAINTENANCE COLLECTION POINT Hierarchy: 2.X.5.1.13 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPN----****X	Example G*SPPN----****X
TACGRP.CSS.PNT.SPT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS Hierarchy: 2.X.5.1.14 Static/Dynamic: N/A	N/A	N/A
TACGRP.CSS.PNT.SPT.GNL TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS GENERAL Hierarchy: 2.X.5.1.14.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSZ---****X	Example  G*SPPSZ---****X

TABLE B-IV. Military operations tactical graphics – Continued.

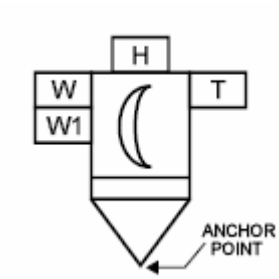
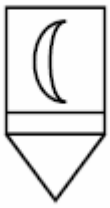
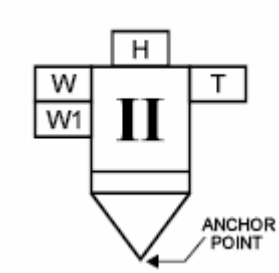
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.SPT.CLS1 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS I Hierarchy: 2.X.5.1.14.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSA---****X	Example  G*SPPSA---****X
TACGRP.CSS.PNT.SPT.CLS2 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS II Hierarchy: 2.X.5.1.14.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSB---****X	Example G*SPPSB---****X

TABLE B-IV. Military operations tactical graphics – Continued.

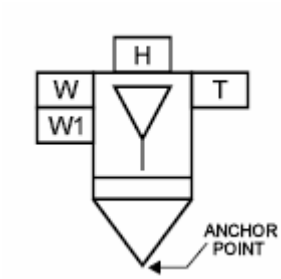
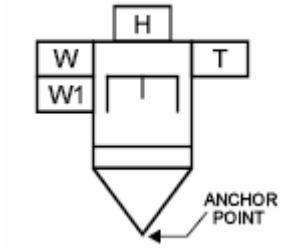
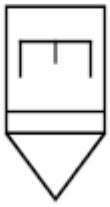
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.SPT.CLS3 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS III Hierarchy: 2.X.5.1.14.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSC---****X	Example G*SPPSC---****X
TACGRP.CSS.PNT.SPT.CLS4 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IV Hierarchy: 2.X.5.1.14.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSD---****X	Example  G*SPPSD---****X

TABLE B-IV. Military operations tactical graphics – Continued.

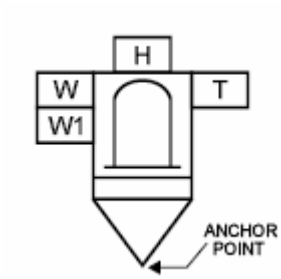
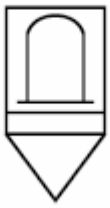
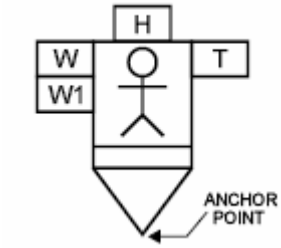
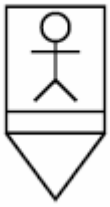
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.SPT.CLS5 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS V Hierarchy: 2.X.5.1.14.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSE---****X	Example  G*SPPSE---****X
TACGRP.CSS.PNT.SPT.CLS6 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VI Hierarchy: 2.X.5.1.14.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSF---****X	Example  G*SPPSF---****X

TABLE B-IV. Military operations tactical graphics – Continued.

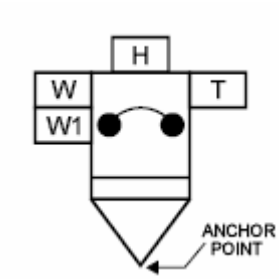
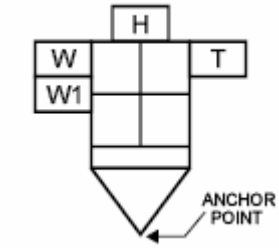
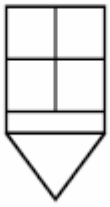
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.SPT.CLS7 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VII Hierarchy: 2.X.5.1.14.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSG---****X	Example G*SPPSG---****X
TACGRP.CSS.PNT.SPT.CLS8 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VIII Hierarchy: 2.X.5.1.14.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPSH---****X	Example  G*SPPSH---****X

TABLE B-IV. Military operations tactical graphics – Continued.

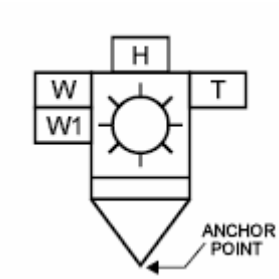
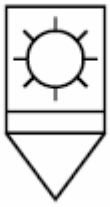
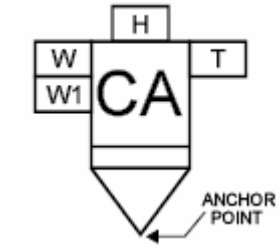
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.SPT.CLS9 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IX Hierarchy: 2.X.5.1.14.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*SPPSI---****X	Example  G*SPPSI---****X
TACGRP.CSS.PNT.SPT.CLS10 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS X Hierarchy: 2.X.5.1.14.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*SPPSJ---****X	Example G*SPPSJ---****X
TACGRP.CSS.PNT.AP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS Hierarchy: 2.X.5.1.15 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

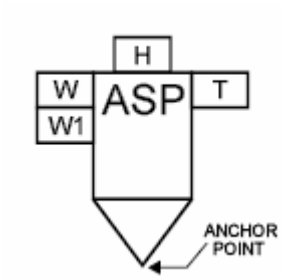
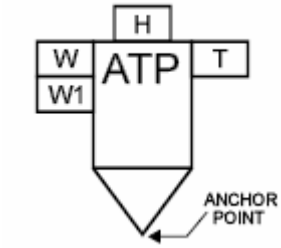
GRAPHIC	IMAGES	
TACGRP.CSS.PNT.AP.ASP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION SUPPLY POINT (ASP) Hierarchy: 2.X.5.1.15.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPAS---****X	Example G*SPPAS---****X
TACGRP.CSS.PNT.AP.ATP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION TRANSFER POINT (ATP) Hierarchy: 2.X.5.1.15.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . Static/Dynamic: S	Template  G*SPPAT---****X	Example G*SPPAT---****X
TACGRP.CSS.LNE TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES Hierarchy: 2.X.5.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.CSS.LNE.CNY TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS Hierarchy: 2.X.5.2.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

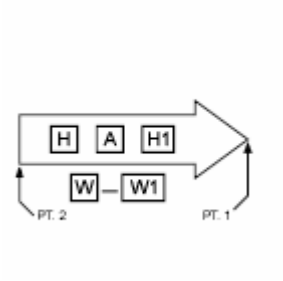
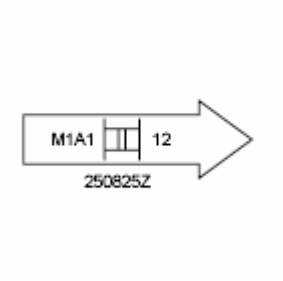
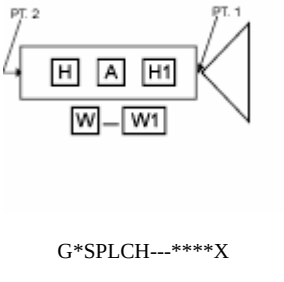
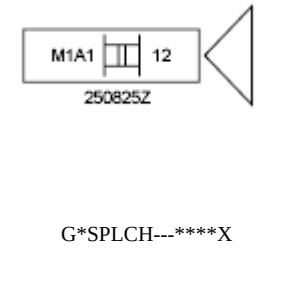
GRAPHIC	IMAGES	
TACGRP.CSS.LNE.CNY.MCNY TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS MOVING CONVOY Hierarchy: 2.X.5.2.1.1 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction the convoy is moving. Static/Dynamic: D	Template  G*SPLCM---****X	Example  G*SPLCM---****X
TACGRP.CSS.LNE.CNY.HCNY TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS HALTED CONVOY Hierarchy: 2.X.5.2.1.2 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points to the location where the convoy has halted. Static/Dynamic: D	Template  G*SPLCH---****X	Example  G*SPLCH---****X
TACGRP.CSS.LNE.SLPRUT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES Hierarchy: 2.X.5.2.2 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

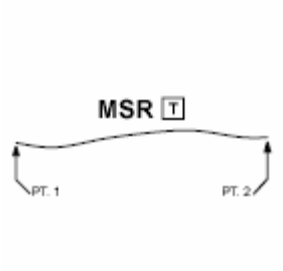
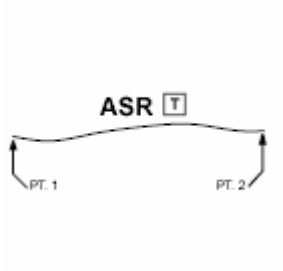
GRAPHIC	IMAGES	
TACGRP.CSS.LNE.SLPRUT.MSRUT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES MAIN SUPPLY ROUTE Hierarchy: 2.X.5.2.2.1 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*SPLRM---****X	Example G*SPLRM---****X
TACGRP.CSS.LNE.SLPRUT.ASRUT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATE SUPPLY ROUTE Hierarchy: 2.X.5.2.2.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*SPLRA---****X	Example G*SPLRA---****X

TABLE B-IV. Military operations tactical graphics – Continued.

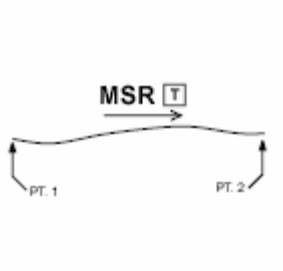
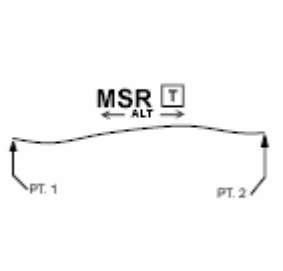
GRAPHIC	IMAGES	
TACGRP.CSS.LNE.SLPRUT.1WTRFF TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ONE-WAY TRAFFIC Hierarchy: 2.X.5.2.2.3 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*SPLRO---****X	Example G*SPLRO---****X
TACGRP.CSS.LNE.SLPRUT.ATRFF TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATING TRAFFIC Hierarchy: 2.X.5.2.2.4 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points establish the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*SPLRT---****X	Example G*SPLRT---****X

TABLE B-IV. Military operations tactical graphics – Continued.

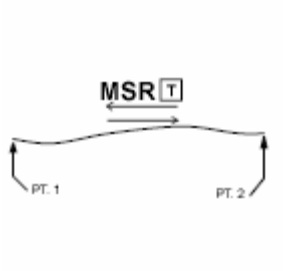
GRAPHIC	IMAGES	
TACGRP.CSS.LNE.SLPRUT.2WTRFF TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES TWO-WAY TRAFFIC Hierarchy: 2.X.5.2.2.5 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	Template  G*SPLRW---****X	Example G*SPLRW---****X
TACGRP.CSS.ARA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA Hierarchy: 2.X.5.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.CSS.ARA.DHA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA DETAINEE HOLDING AREA Hierarchy: 2.X.5.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*SPAD----****X	Example G*SPAD----****X

TABLE B-IV. Military operations tactical graphics – Continued.

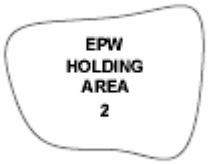
GRAPHIC	IMAGES	
TACGRP.CSS.ARA.EPWHA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA ENEMY PRISONER OF WAR (EPW) HOLDING AREA Hierarchy: 2.X.5.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*SPAE----****X	Example  G*SPAE----****X
TACGRP.CSS.ARA.FARP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA FORWARD ARMING AND REFUELING AREA (FARP) Hierarchy: 2.X.5.3.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*SPAR----****X	Example G*SPAR----****X

TABLE B-IV. Military operations tactical graphics – Continued.

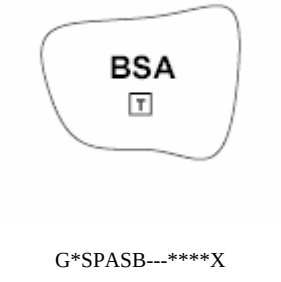
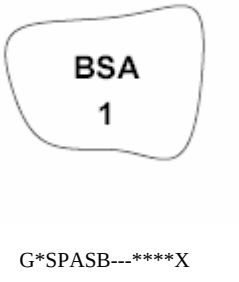
GRAPHIC	IMAGES	
TACGRP.CSS.ARA.RHA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA REFUGEE HOLDING AREA Hierarchy: 2.X.5.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template G*SPAH----****X	Example G*SPAH----****X
TACGRP.CSS.ARA.SUPARS TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS Hierarchy: 2.X.5.3.5 Static/Dynamic: N/A	N/A	N/A
TACGRP.CSS.ARA.SUPARS.BSA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS BRIGADE (BSA) Hierarchy: 2.X.5.3.5.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*SPASB---****X	Example  G*SPASB---****X

TABLE B-IV. Military operations tactical graphics – Continued.

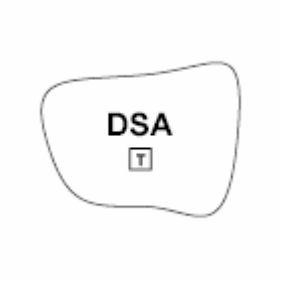
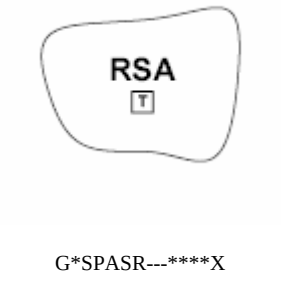
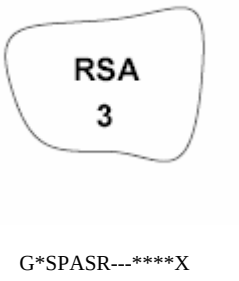
GRAPHIC	IMAGES	
TACGRP.CSS.ARA.SUPARS.DSA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS DIVISION (DSA) Hierarchy: 2.X.5.3.5.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*SPASD---****X	Example G*SPASD---****X
TACGRP.CSS.ARA.SUPARS.RSA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS REGIMENTAL (RSA) Hierarchy: 2.X.5.3.5.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*SPASR---****X	Example  G*SPASR---****X
TACGRP.OTH TACTICAL GRAPHICS OTHER Hierarchy: 2.X.6 Static/Dynamic: N/A	N/A	N/A
TACGRP.OTH.ER TACTICAL GRAPHICS OTHER EMERGENCY Hierarchy: 2.X.6.1 Static/Dynamic: N/A	N/A	N/A

TABLE B-IV. Military operations tactical graphics – Continued.

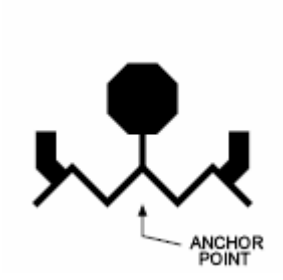
GRAPHIC	IMAGES	
TACGRP.OTH.ER.DTHAC TACTICAL GRAPHICS OTHER EMERGENCY DITCHED AIRCRAFT Hierarchy: 2.X.6.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template G*OPED----****X	Example G*OPED----****X
TACGRP.OTH.ER.PIW TACTICAL GRAPHICS OTHER EMERGENCY PERSON IN WATER Hierarchy: 2.X.6.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*OPEP----****X	Example G*OPEP----****X

TABLE B-IV. Military operations tactical graphics – Continued.

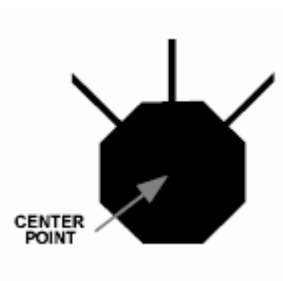
GRAPHIC	IMAGES	
TACGRP.OTH.ER.DSTVES TACTICAL GRAPHICS OTHER EMERGENCY DISTRESSED VESSEL Hierarchy: 2.X.6.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template G*OPEV----****X	Example G*OPEV----****X
TACGRP.OTH.HAZ TACTICAL GRAPHICS OTHER HAZARD Hierarchy: 2.X.6.2 Static/Dynamic: N/A	N/A	N/A
TACGRP.OTH.HAZ.SML TACTICAL GRAPHICS OTHER HAZARD SEA MINE-LIKE Hierarchy: 2.X.6.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the octagon. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*OPHM----****X	Example G*OPHM----****X

TABLE B-IV. Military operations tactical graphics – Continued.

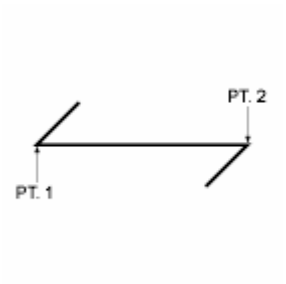
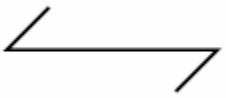
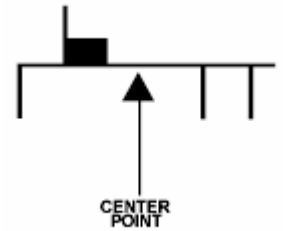
GRAPHIC	IMAGES	
TACGRP.OTH.HAZ.NVGL TACTICAL GRAPHICS OTHER HAZARD NAVIGATIONAL Hierarchy: 2.X.6.2.2 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the corner points of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: S	Template  G*OPHN----****X	Example  G*OPHN----****X
TACGRP.OTH.HAZ.IB TACTICAL GRAPHICS OTHER HAZARD ICEBERG Hierarchy: 2.X.6.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*OPHI----****X	Example G*OPHI----****X
TACGRP.OTH.HAZ.OLRG TACTICAL GRAPHICS OTHER HAZARD OIL RIG Hierarchy: 2.X.6.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPHO----****X	Example G*OPHO----****X

TABLE B-IV. Military operations tactical graphics – Continued.

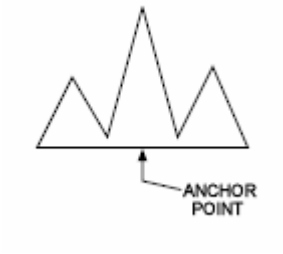
GRAPHIC	IMAGES	
TACGRP.OTH.SSUBSR TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS Hierarchy: 2.X.6.3 Static/Dynamic: N/A	N/A	N/A
TACGRP.OTH.SSUBSR.BTMRTN TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO Hierarchy: 2.X.6.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template G*OPSB----****X	Example G*OPSB----****X
TACGRP.OTH.SSUBSR.BTMRTN.INS TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO INSTALLATION/MANMADE Hierarchy: 2.X.6.3.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*OPSBM---****X	Example G*OPSBM---****X

TABLE B-IV. Military operations tactical graphics – Continued.

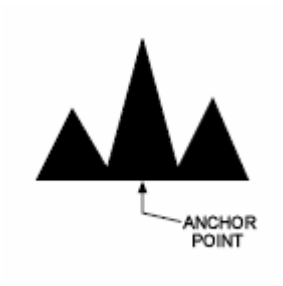
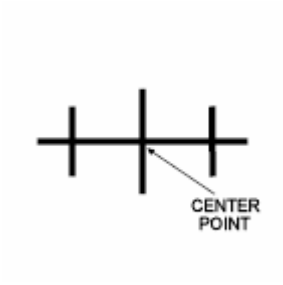
GRAPHIC	IMAGES	
TACGRP.OTH.SSUBSR.BTMRTN.SBRSOO TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO SEABED ROCK/STONE, OBSTACLE, OTHER Hierarchy: 2.X.6.3.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Static/Dynamic: S	Template  G*OPSBN---****X	Example G*OPSBN---****X
TACGRP.OTH.SSUBSR.BTMRTN.WRKND TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO WRECK, NON DANGEROUS Hierarchy: 2.X.6.3.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S Note: This symbol is safe for vessels having drafts less than or equal to 66 feet (20 meters).	Template  G*OPSBW---****X	Example G*OPSBW---****X

TABLE B-IV. Military operations tactical graphics – Continued.

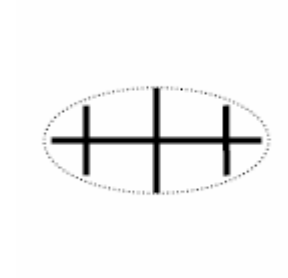
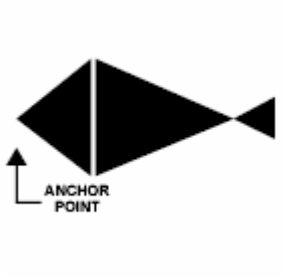
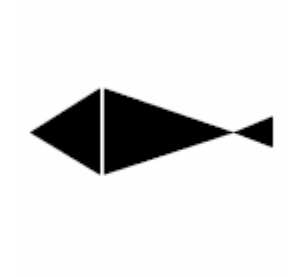
GRAPHIC	IMAGES	
TACGRP.OTH.SSUBSR.BTMRTN.WRKND.WRKD TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO WRECK, NON DANGEROUS WRECK, DANGEROUS Hierarchy: 2.X.6.3.1.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S Note: The outer shell of this graphic is always displayed as a dotted line. This symbol is a wreck that is not visible and is hazardous to vessels having drafts less than 66 feet (20 meters) or the depth is unknown.	Template G*OPSBWD--****X	Example  G*OPSBWD--****X
TACGRP.OTH.SSUBSR.MARLFE TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS MARINE LIFE Hierarchy: 2.X.6.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines "nose" of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPSM----****X	Example  G*OPSM----****X

TABLE B-IV. Military operations tactical graphics – Continued.

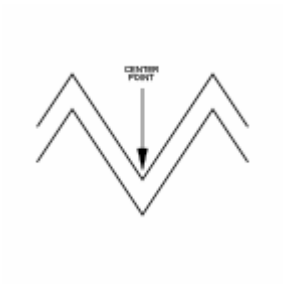
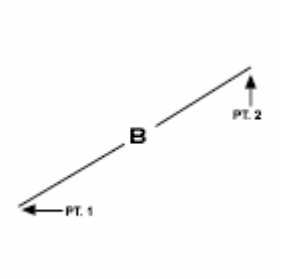
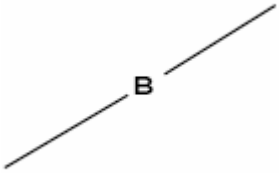
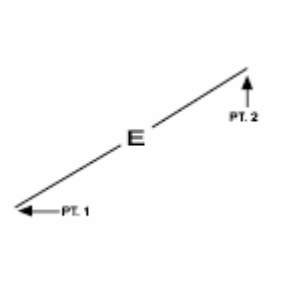
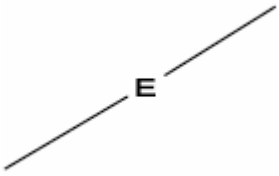
GRAPHIC	IMAGES	
TACGRP.OTH.SSUBSR.SA TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS SEA ANOMALY (WAKE, CURRENT, KNUCKLE) Hierarchy: 2.X.6.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPSS----****X	Example G*OPSS----****X
TACGRP.OTH.BERLNE TACTICAL GRAPHICS OTHER BEARING LINE Hierarchy: 2.X.6.4 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made. Static/Dynamic: D	Template  G*OPB-----****X	Example  G*OPB-----****X
TACGRP.OTH.BERLNE.ELC TACTICAL GRAPHICS OTHER BEARING LINE ELECTRONIC Hierarchy: 2.X.6.4.1 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made. Static/Dynamic: D	Template  G*OPBE----****X	Example  G*OPBE----****X

TABLE B-IV. Military operations tactical graphics – Continued.

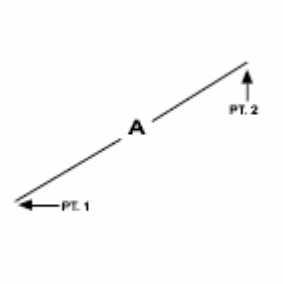
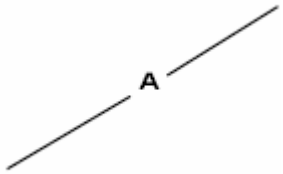
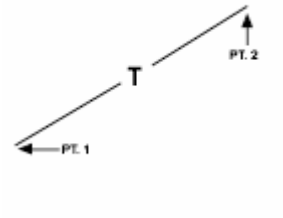
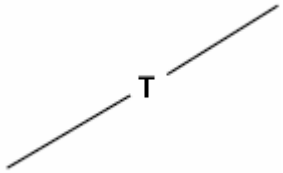
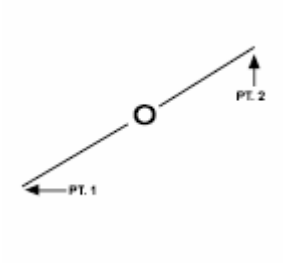
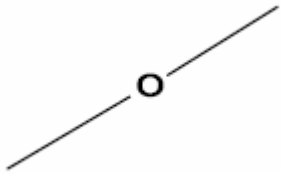
GRAPHIC	IMAGES	
TACGRP.OTH.BERLNE.ACU TACTICAL GRAPHICS OTHER BEARING LINE ACOUSTIC Hierarchy: 2.X.6.4.2 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made. Static/Dynamic: D	Template  G*OPBA----****X	Example  G*OPBA----****X
TACGRP.OTH.BERLNE.TPD TACTICAL GRAPHICS OTHER BEARING LINE TORPEDO Hierarchy: 2.X.6.4.3 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made. Static/Dynamic: D	Template  G*OPBT----****X	Example  G*OPBT----****X
TACGRP.OTH.BERLNE.EOPI TACTICAL GRAPHICS OTHER BEARING LINE ELECTRO-OPTICAL INTERCEPT Hierarchy: 2.X.6.4.4 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made. Static/Dynamic: D	Template  G*OPBO----****X	Example  G*OPBO----****X

TABLE B-IV. Military operations tactical graphics – Continued.

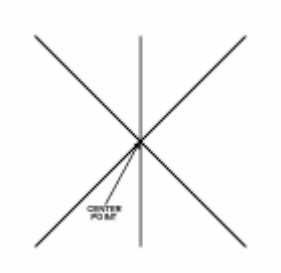
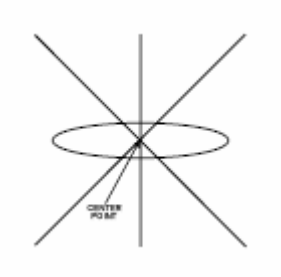
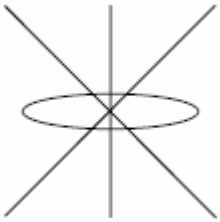
GRAPHIC	IMAGES	
TACGRP.OTH.FIX TACTICAL GRAPHICS OTHER FIX Hierarchy: 2.X.6.5 Static/Dynamic: N/A	N/A	N/A
TACGRP.OTH.FIX.ACU TACTICAL GRAPHICS OTHER FIX ACOUSTIC Hierarchy: 2.X.6.5.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPFA----****X	Example G*OPFA----****X
TACGRP.OTH.FIX.EM TACTICAL GRAPHICS OTHER FIX ELECTRO-MAGNETIC Hierarchy: 2.X.6.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*OPFE----****X	Example G*OPFE----****X

TABLE B-IV. Military operations tactical graphics – Continued.

GRAPHIC	IMAGES	
TACGRP.OTH.FIX.EOP TACTICAL GRAPHICS OTHER FIX ELECTRO-OPTICAL Hierarchy: 2.X.6.5.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPFO----****X	Example  G*OPFO----****X

APPENDIX C

METEOROLOGICAL AND OCEANOGRAPHIC (METOC) SYMBOLOGY

C.1 SCOPE

C.1.1 Scope. This appendix addresses tactical graphics in the Meteorological and Oceanographic (METOC) domain. Although the symbology in this domain is outside the configuration management of the Symbology Standards Management Committee (SSMC), it is beneficial to present the information to users of this standard as a separate appendix. This appendix has been coordinated and approved by the Joint METOC community and is a mandatory part of this standard. The information contained herein is intended for compliance.

C.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 of this standard apply to this appendix.

C.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

C.4 GENERAL REQUIREMENTS

C.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the METOC symbology set.

C.5. DETAILED REQUIREMENTS

C.5.1 Technical specifications. Composition, construction, display, and transmission of tactical graphics are explained in the Detailed Requirements section of the standard.

C.5.2 Symbology identification coding scheme. A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525B compliant systems.

C.5.2.1 Code positions. The positions of the SIDC are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. Table C-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

a. Position 1, coding scheme, indicates to which overall symbology set a graphic belongs.

b. Position 2, category, identifies a graphic as an atmospheric, oceanic, or space weather phenomenon.

c. Positions 3 and 4, Static/Dynamic, indicate whether the METOC graphic's size is fixed (static = "S-") or changes (dynamic = "-D") in proportion with the background projection.

d. Positions 5 through 10, function ID, identify a graphic's function. Each position indicates an increasing level of detail and specialization.

e. Positions 11 through 13, Graphic Type, indicate whether the METOC graphic is point = "P--", line = ""-L-", or area based = "--A".

f. Positions 14 through 15 are not used in the METOC Symbology set.

TABLE C-I. SIDC positions and categories.

CODING SCHEME (1) (POSITION 1)	CATEGORY (1) (POSITION 2)	STATIC/DYNAMIC (POSITIONS 3-4)	FUNCTION ID (POSITIONS 5-10)	GRAPHIC TYPE (POSITIONS 11-13)	(POSITIONS 14,15)
W - METOC	A - Atmospheric O - Oceanic S - Space	S- - Static -D - Dynamic	See table C-II for specific values.	P-- - Point -L- - Line --A - Area	Not Used

C.5.2.2 SIDC table. The following table lists the codes for METOC symbology. As stated in C.5.2.1, a dash (-) is used to fill each unused position.

TABLE C-II. SIDC table.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC	W	-	-	-	--	--	--	---	--	METOC
METOC.AMPHC	W	A	-	-	--	--	--	---	--	ATMOSPHERIC
METOC	W	A	-	-	P-	--	--	-----	--	PRESSURE SYSTEMS
METOC.AMPHC.PRS.LOWCTR	W	A	S	-	PL	--	--	P--	--	LOW PRESSURE CENTER
METOC.AMPHC.PRS.LOWCTR.CYC	W	A	S	-	PC	--	--	P--	--	CYCLONE CENTER
METOC.AMPHC.PRS.LOWCTR.TROPLW	W	A	S	-	PL	T-	--	P--	--	TROPOPAUSE LOW
METOC.AMPHC.PRS.HGHCTR	W	A	S	-	PH	--	--	P--	--	HIGH PRESSURE CENTER
METOC.AMPHC.PRS.HGHCTR.ACYC	W	A	S	-	PA	--	--	P--	--	ANTICYCLONE CENTER
METOC.AMPHC.PRS.HGHCTR.TROPHG	W	A	S	-	PH	T-	--	P--	--	TROPOPAUSE HIGH
METOC.AMPHC.PRS.FRNSYS	W	A	-	D	PF	--	--	-L-	--	FRONTAL SYSTEMS
METOC.AMPHC.PRS.FRNSYS.CLDFRN	W	A	-	D	PF	C-	--	-L-	--	COLD FRONT
METOC.AMPHC.PRS.FRNSYS.CLDFRN.UPP	W	A	-	D	PF	CU	--	-L-	--	UPPER COLD FRONT
METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRGS	W	A	-	D	PF	C-	FG	-L-	--	COLD FRONTOGENESIS
METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRLS	W	A	-	D	PF	C-	FY	-L-	--	COLD FRONTOLYSIS
METOC.AMPHC.PRS.FRNSYS.WRMFRN	W	A	-	D	PF	W-	--	-L-	--	WARM FRONT
METOC.AMPHC.PRS.FRNSYS.WRMFRN.UPP	W	A	-	D	PF	WU	--	-L-	--	UPPER WARM FRONT
METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRGS	W	A	-	D	PF	W-	FG	-L-	--	WARM FRONTOGENESIS
METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRLS	W	A	-	D	PF	W-	FY	-L-	--	WARM FRONTOLYSIS
METOC.AMPHC.PRS.FRNSYS.OCD	W	A	-	D	PF	O-	--	-L-	--	OCCLUDED FRONT
METOC.AMPHC.PRS.FRNSYS.OCD.UPP	W	A	-	D	PF	OU	--	-L-	--	UPPER OCCLUDED FRONT
METOC.AMPHC.PRS.FRNSYS.OCD.FRLS	W	A	-	D	PF	O-	FY	-L-	--	OCCLUDED FRONTOLYSIS

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.PRS.FRNSYS.STAT	W	A	-	D	PF	S-	--	-L-	--	STATIONARY FRONT
METOC.AMPHC.PRS.FRNSYS.STAT.UPP	W	A	-	D	PF	SU	--	-L-	--	UPPER STATIONARY FRONT
METOC.AMPHC.PRS.FRNSYS.STAT.FRGS	W	A	-	D	PF	S-	FG	-L-	--	STATIONARY FRONTOGENESIS
METOC.AMPHC.PRS.FRNSYS.STAT.FRLS	W	A	-	D	PF	S-	FY	-L-	--	STATIONARY FRONTOLYSIS
METOC.AMPHC.PRS.LNE	W	A	-	-	PX	--	--	---	--	LINES
METOC.AMPHC.PRS.LNE.TRUAXS	W	A	-	D	PX	T-	--	-L-	--	TROUGH AXIS
METOC.AMPHC.PRS.LNE.RDGAXS	W	A	-	D	PX	R-	--	-L-	--	RIDGE AXIS
METOC.AMPHC.PRS.LNE.SSL	W	A	-	D	PX	SQ	--	-L-	--	SEVERE SQUALL LINE
METOC.AMPHC.PRS.LNE.ISTB	W	A	-	D	PX	IL	--	-L-	--	INSTABILITY LINE
METOC.AMPHC.PRS.LNE.SHA	W	A	-	D	PX	SH	--	-L-	--	SHEAR LINE
METOC.AMPHC.PRS.LNE.ITCZ	W	A	-	D	PX	IT	CZ	-L-	--	INTER-TROPICAL CONVERGANCE ZONE
METOC.AMPHC.PRS.LNE.CNGLNE	W	A	-	D	PX	CV	--	-L-	--	CONVERGANCE LINE
METOC.AMPHC.PRS.LNE.ITD	W	A	-	D	PX	IT	D-	-L-	--	INTER-TROPICAL DISCONTINUITY
METOC.AMPHC.TRB	W	A	-	-	T-	--	--	---	--	TURBULENCE
METOC.AMPHC.TRB.LIT	W	A	S	-	TL	--	--	P--	--	TURBULENCE - LIGHT
METOC.AMPHC.TRB.MOD	W	A	S	-	TM	--	--	P--	--	TURBULENCE - MODERATE
METOC.AMPHC.TRB.SVR	W	A	S	-	TS	--	--	P--	--	TURBULENCE - SEVERE
METOC.AMPHC.TRB.EXT	W	A	S	-	TE	--	--	P--	--	TURBULENCE - EXTREME
METOC.AMPHC.TRB.MNTWAV	W	A	S	-	T-	MW	--	P--	--	MOUNTAIN WAVES
METOC.AMPHC.ICG	W	A	-	-	I-	--	--	---	--	ICING
METOC.AMPHC.ICG.CLR	W	A	S	-	IC	--	--	P--	--	CLEAR ICING
METOC.AMPHC.ICG.CLR.LIT	W	A	S	-	IC	L-	--	P--	--	CLEAR ICING - LIGHT
METOC.AMPHC.ICG.CLR.MOD	W	A	S	-	IC	M-	--	P--	--	CLEAR ICING - MODERATE
METOC.AMPHC.ICG.CLR.SVR	W	A	S	-	IC	S-	--	P--	--	CLEAR ICING - SEVERE

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.ICG.RIME	W	A	S	-	IR	--	--	P--	--	RIME ICING
METOC.AMPHC.ICG.RIME.LIT	W	A	S	-	IR	L-	--	P--	--	RIME ICING - LIGHT
METOC.AMPHC.ICG.RIME.MOD	W	A	S	-	IR	M-	--	P--	--	RIME ICING - MODERATE
METOC.AMPHC.ICG.RIME.SVR	W	A	S	-	IR	S-	--	P--	--	RIME ICING - SEVERE
METOC.AMPHC.ICG.MIX	W	A	S	-	IM	--	--	P--	--	MIXED ICING
METOC.AMPHC.ICG.MIX.LIT	W	A	S	-	IM	L-	--	P--	--	MIXED ICING - LIGHT
METOC.AMPHC.ICG.MIX.MOD	W	A	S	-	IM	M-	--	P--	--	MIXED ICING - MODERATE
METOC.AMPHC.ICG.MIX.SVR	W	A	S	-	IM	S-	--	P--	--	MIXED ICING - SEVERE
METOC.AMPHC.WND	W	A	-	-	W-	--	--	---	--	WINDS
METOC.AMPHC.WND.CALM	W	A	S	-	WC	--	--	P--	--	CALM WINDS
METOC.AMPHC.WND.PLT	W	A	S	-	WP	--	--	P--	--	WIND PLOT
METOC.AMPHC.WND.JTSM	W	A	-	D	WJ	--	--	-L-	--	JET STREAM
METOC.AMPHC.WND.SMLNE	W	A	-	D	WS	--	--	-L-	--	STREAM LINE
METOC.AMPHC.CUDCOV	W	A	-	-	CC	--	--	---	--	CLOUD COVERAGE
METOC.AMPHC.CUDCOV.SYM	W	A	-	-	CC	CS	--	---	--	CLOUD COVERAGE SYMBOLS
METOC.AMPHC.CUDCOV.SYM.SKC	W	A	S	-	CC	CS	CS	P--	--	CLEAR SKY
METOC.AMPHC.CUDCOV.SYM.FEW	W	A	S	-	CC	CS	FC	P--	--	FEW COVERAGE
METOC.AMPHC.CUDCOV.SYM.SCT	W	A	S	-	CC	CS	SC	P--	--	SCATTERED COVERAGE
METOC.AMPHC.CUDCOV.SYM.BKN	W	A	S	-	CC	CS	BC	P--	--	BROKEN COVERAGE
METOC.AMPHC.CUDCOV.SYM.OVC	W	A	S	-	CC	CS	OC	P--	--	OVERCAST COVERAGE
METOC.AMPHC.CUDCOV.SYM.STOPO	W	A	S	-	CC	CS	OB	P--	--	SKY TOTALLY OR PARTIALLY OBSCURED
METOC.AMPHC.WTH	W	A	-	-	WS	--	--	---	--	WEATHER SYMBOLS
METOC.AMPHC.WTH.RA	W	A	S	-	WS	R-	--	---	--	RAIN
METOC.AMPHC.WTH.RA.INMLIT	W	A	S	-	WS	R-	LI	P--	--	RAIN - INTERMITTENT LIGHT

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.WTH.RA.INMLIT.CTSLIT	W	A	S	-	WS	R-	LC	P--	--	RAIN - CONTINUOUS LIGHT
METOC.AMPHC.WTH.RA.INMMOD	W	A	S	-	WS	R-	MI	P--	--	RAIN - INTERMITTENT MODERATE
METOC.AMPHC.WTH.RA.INMMOD.CTSMOD	W	A	S	-	WS	R-	MC	P--	--	RAIN - CONTINUOUS MODERATE
METOC.AMPHC.WTH.RA.INMHVY	W	A	S	-	WS	R-	HI	P--	--	RAIN - INTERMITTENT HEAVY
METOC.AMPHC.WTH.RA.INMHVY.CTSHVY	W	A	S	-	WS	R-	HC	P--	--	RAIN - CONTINUOUS HEAVY
METOC.AMPHC.WTH.FZRA	W	A	S	-	WS	RF	--	---	--	FREEZING RAIN
METOC.AMPHC.WTH.FZRA.LIT	W	A	S	-	WS	RF	L-	P--	--	FREEZING RAIN - LIGHT
METOC.AMPHC.WTH.FZRA.MODHVY	W	A	S	-	WS	RF	MH	P--	--	FREEZING RAIN - MODERATE/HEAVY
METOC.AMPHC.WTH.RASWR	W	A	S	-	WS	RS	--	---	--	RAIN SHOWERS
METOC.AMPHC.WTH.RASWR.LIT	W	A	S	-	WS	RS	L-	P--	--	RAIN SHOWERS - LIGHT
METOC.AMPHC.WTH.RASWR.MODHVY	W	A	S	-	WS	RS	MH	P--	--	RAIN SHOWERS - MODERATE/HEAVY
METOC.AMPHC.WTH.RASWR.TOR	W	A	S	-	WS	RS	T-	P--	--	RAIN SHOWERS - TORRENTIAL
METOC.AMPHC.WTH.DZ	W	A	S	-	WS	D-	--	---	--	DRIZZLE
METOC.AMPHC.WTH.DZ.INMLIT	W	A	S	-	WS	D-	LI	P--	--	DRIZZLE - INTERMITTENT LIGHT
METOC.AMPHC.WTH.DZ.INMLIT.CTSLIT	W	A	S	-	WS	D-	LC	P--	--	DRIZZLE - CONTINUOUS LIGHT
METOC.AMPHC.WTH.DZ.INMMOD	W	A	S	-	WS	D-	MI	P--	--	DRIZZLE - INTERMITTENT MODERATE
METOC.AMPHC.WTH.DZ.INMMOD.CTSMOD	W	A	S	-	WS	D-	MC	P--	--	DRIZZLE - CONTINUOUS MODERATE
METOC.AMPHC.WTH.DZ.INMHVY	W	A	S	-	WS	D-	HI	P--	--	DRIZZLE - INTERMITTENT HEAVY
METOC.AMPHC.WTH.DZ.INMHVY.CTSHVY	W	A	S	-	WS	D-	HC	P--	--	DRIZZLE - CONTINUOUS HEAVY
METOC.AMPHC.WTH.FZDZ	W	A	S	-	WS	DF	--	---	--	FREEZING DRIZZLE
METOC.AMPHC.WTH.FZDZ.LIT	W	A	S	-	WS	DF	L-	P--	--	FREEZING DRIZZLE - LIGHT
METOC.AMPHC.WTH.FZDZ.MODHVY	W	A	S	-	WS	DF	MH	P--	--	FREEZING DRIZZLE - MODERATE/HEAVY
METOC.AMPHC.WTH.RASN	W	A	S	-	WS	M-	--	---	--	RAIN AND SNOW MIXED
METOC.AMPHC.WTH.RASN.RDSLIT	W	A	S	-	WS	M-	L-	P--	--	RAIN OR DRIZZLE AND SNOW - LIGHT

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.WTH.RASN.RDSMH	W	A	S	-	WS	M-	MH	P--	--	RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY
METOC.AMPHC.WTH.RASN.SWRLIT	W	A	S	-	WS	MS	L-	P--	--	RAIN AND SNOW SHOWERS - LIGHT
METOC.AMPHC.WTH.RASN.SWRMOD	W	A	S	-	WS	MS	MH	P--	--	RAIN AND SNOW SHOWERS - MODERATE/HEAVY
METOC.AMPHC.WTH.SN	W	A	S	-	WS	S-	--	---	--	SNOW
METOC.AMPHC.WTH.SN.INMLIT	W	A	S	-	WS	S-	LI	P--	--	SNOW - INTERMITTENT LIGHT
METOC.AMPHC.WTH.SN.INMLIT.CTSLIT	W	A	S	-	WS	S-	LC	P--	--	SNOW - CONTINUOUS LIGHT
METOC.AMPHC.WTH.SN.INMMOD	W	A	S	-	WS	S-	MI	P--	--	SNOW - INTERMITTENT MODERATE
METOC.AMPHC.WTH.SN.INMMOD.CTSMOD	W	A	S	-	WS	S-	MC	P--	--	SNOW - CONTINUOUS MODERATE
METOC.AMPHC.WTH.SN.INMHVY	W	A	S	-	WS	S-	HI	P--	--	SNOW - INTERMITTENT HEAVY
METOC.AMPHC.WTH.SN.INMHVY.CTSHVY	W	A	S	-	WS	S-	HC	P--	--	SNOW - CONTINUOUS HEAVY
METOC.AMPHC.WTH.SN.BLSNLM	W	A	S	-	WS	SB	LM	P--	--	BLOWING SNOW - LIGHT/MODERATE
METOC.AMPHC.WTH.SN.BLSNHY	W	A	S	-	WS	SB	H-	P--	--	BLOWING SNOW - HEAVY
METOC.AMPHC.WTH.SG	W	A	S	-	WS	SG	--	P--	--	SNOW GRAINS
METOC.AMPHC.WTH.SSWR	W	A	S	-	WS	SS	--	---	--	SNOW SHOWERS
METOC.AMPHC.WTH.SSWR.LIT	W	A	S	-	WS	SS	L-	P--	--	SNOW SHOWERS - LIGHT
METOC.AMPHC.WTH.SSWR.MODHVY	W	A	S	-	WS	SS	MH	P--	--	SNOW SHOWERS - MODERATE/HEAVY
METOC.AMPHC.WTH.HL	W	A	S	-	WS	GR	--	---	--	HAIL
METOC.AMPHC.WTH.HL.LIT	W	A	S	-	WS	GR	L-	P--	--	HAIL - LIGHT NOT ASSOCIATED WITH THUNDER
METOC.AMPHC.WTH.HL.MODHVY	W	A	S	-	WS	GR	MH	P--	--	HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER
METOC.AMPHC.WTH.IC	W	A	S	-	WS	IC	--	P--	--	ICE CRYSTALS (DIAMOND DUST)
METOC.AMPHC.WTH.PE	W	A	S	-	WS	PL	--	---	--	ICE PELLETS (SLEET)
METOC.AMPHC.WTH.PE.LIT	W	A	S	-	WS	PL	L-	P--	--	ICE PELLETS - LIGHT
METOC.AMPHC.WTH.PE.MOD	W	A	S	-	WS	PL	M-	P--	--	ICE PELLETS - MODERATE
METOC.AMPHC.WTH.PE.HVY	W	A	S	-	WS	PL	H-	P--	--	ICE PELLETS - HEAVY

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.WTH.STMS	W	A	S	-	WS	T-	--	---	--	STORMS
METOC.AMPHC.WTH.STMS.TS	W	A	S	-	WS	T-	NP	P--	--	THUNDERSTORM - NO PRECIPITATION
METOC.AMPHC.WTH.STMS.TSLMNH	W	A	S	-	WS	TM	R-	P--	--	THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL
METOC.AMPHC.WTH.STMS.TSHVNH	W	A	S	-	WS	TH	R-	P--	--	THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL
METOC.AMPHC.WTH.STMS.TSLMWH	W	A	S	-	WS	TM	H-	P--	--	THUNDERSTORM LIGHT TO MODERATE - WITH HAIL
METOC.AMPHC.WTH.STMS.TSHVWH	W	A	S	-	WS	TH	H-	P--	--	THUNDERSTORM HEAVY - WITH HAIL
METOC.AMPHC.WTH.STMS.FC	W	A	S	-	WS	T-	FC	P--	--	FUNNEL CLOUD (TORNADO/WATERSPOUT)
METOC.AMPHC.WTH.STMS.SQL	W	A	S	-	WS	T-	SQ	P--	--	SQUALL
METOC.AMPHC.WTH.STMS.LTG	W	A	S	-	WS	T-	LG	P--	--	LIGHTNING
METOC.AMPHC.WTH.FG	W	A	S	-	WS	FG	--	---	--	FOG
METOC.AMPHC.WTH.FG.SHWPTH	W	A	S	-	WS	FG	PS	P--	--	FOG - SHALLOW PATCHES
METOC.AMPHC.WTH.FG.SHWCTS	W	A	S	-	WS	FG	CS	P--	--	FOG - SHALLOW CONTINUOUS
METOC.AMPHC.WTH.FG.PTHY	W	A	S	-	WS	FG	P-	P--	--	FOG - PATCHY
METOC.AMPHC.WTH.FG.SKYVSB	W	A	S	-	WS	FG	SV	P--	--	FOG - SKY VISIBLE
METOC.AMPHC.WTH.FG.SKYOBD	W	A	S	-	WS	FG	SO	P--	--	FOG - SKY OBSCURED
METOC.AMPHC.WTH.FG.FZSV	W	A	S	-	WS	FG	FV	P--	--	FOG - FREEZING, SKY VISIBLE
METOC.AMPHC.WTH.FG.FZSNV	W	A	S	-	WS	FG	FO	P--	--	FOG - FREEZING, SKY NOT VISIBLE
METOC.AMPHC.WTH.MIST	W	A	S	-	WS	BR	--	P--	--	MIST
METOC.AMPHC.WTH.FU	W	A	S	-	WS	FU	--	P--	--	SMOKE
METOC.AMPHC.WTH.HZ	W	A	S	-	WS	HZ	--	P--	--	HAZE
METOC.AMPHC.WTH.DT/SD	W	A	S	-	WS	D-	--	---	--	DUST OR SAND
METOC.AMPHC.WTH.DT/SD.LITMOD	W	A	S	-	WS	DS	LM	P--	--	DUST/SAND STORM - LIGHT TO MODERATE
METOC.AMPHC.WTH.DT/SD.SVR	W	A	S	-	WS	DS	S-	P--	--	DUST/SAND STORM - SEVERE
METOC.AMPHC.WTH.DT/SD.DTDVL	W	A	S	-	WS	DD	--	P--	--	DUST DEVIL

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.WTH.DT/SD.BLDTSD	W	A	S	-	WS	DB	--	P--	--	BLOWING DUST OR SAND
METOC.AMPHC.WTH.TPLSYS	W	A	S	-	WS	TS	--	---	--	TROPICAL STORM SYSTEMS
METOC.AMPHC.WTH.TPLSYS.TROPDN	W	A	S	-	WS	TS	D-	P--	--	TROPICAL DEPRESSION
METOC.AMPHC.WTH.TPLSYS.TROPSM	W	A	S	-	WS	TS	S-	P--	--	TROPICAL STORM
METOC.AMPHC.WTH.TPLSYS.HC	W	A	S	-	WS	TS	H-	P--	--	HURRICANE/TYPHOON
METOC.AMPHC.WTH.TPLSYS.TSWADL	W	A	-	D	WS	TS	WA	--A	--	TROPICAL STORM WIND AREAS AND DATE/TIME LABELS
METOC.AMPHC.WTH.VOLERN	W	A	S	-	WS	VE	--	P--	--	VOLCANIC ERUPTION
METOC.AMPHC.WTH.VOLERN.VOLASH	W	A	S	-	WS	VA	--	P--	--	VOLCANIC ASH
METOC.AMPHC.WTH.TROPLV	W	A	S	-	WS	T-	LV	P--	--	TROPOPAUSE LEVEL
METOC.AMPHC.WTH.FZLVL	W	A	S	-	WS	F-	LV	P--	--	FREEZING LEVEL
METOC.AMPHC.WTH.POUTAI	W	A	S	-	WS	UK	P-	P--	--	PRECIPITATION OF UNKNOWN TYPE AND INTENSITY
METOC.AMPHC.BDAWTH	W	A	-	-	BA	--	--	---	--	BOUNDED AREAS OF WEATHER
METOC.AMPHC.BDAWTH.IFR	W	A	-	D	BA	IF	--	--A	--	INSTRUMENT FLIGHT RULE (IFR)
METOC.AMPHC.BDAWTH.MVFR	W	A	-	D	BA	MV	--	--A	--	MARGINAL VISUAL FLIGHT RULE (MVFR)
METOC.AMPHC.BDAWTH.TRB	W	A	-	D	BA	TB	--	--A	--	TURBULENCE
METOC.AMPHC.BDAWTH.ICG	W	A	-	D	BA	I-	--	--A	--	ICING
METOC.AMPHC.BDAWTH.LPNCI	W	A	-	D	BA	LP	NC	--A	--	LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT
METOC.AMPHC.BDAWTH.LPNCI.LPC	W	A	-	D	BA	LP	C-	--A	--	LIQUID PRECIPITATION - CONVECTIVE
METOC.AMPHC.BDAWTH.FZPPN	W	A	-	D	BA	FP	--	--A	--	FREEZING/FROZEN PRECIPITATION
METOC.AMPHC.BDAWTH.TS	W	A	-	D	BA	T-	--	--A	--	THUNDERSTORMS
METOC.AMPHC.BDAWTH.FG	W	A	-	D	BA	FG	--	--A	--	FOG
METOC.AMPHC.BDAWTH.DT/SD	W	A	-	D	BA	D-	--	--A	--	DUST OR SAND
METOC.AMPHC.BDAWTH.ODFF	W	A	-	D	BA	FF	--	--A	--	OPERATOR-DEFINED FREEFORM

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.ISP	W	A	-	-	IP	--	--	---	--	ISOPLETHS
METOC.AMPHC.ISP.ISB	W	A	-	D	IP	IB	--	-L-	--	ISOBAR - SURFACE
METOC.AMPHC.ISP.CTUR	W	A	-	D	IP	CO	--	-L-	--	CONTOUR - UPPER AIR
METOC.AMPHC.ISP.IST	W	A	-	D	IP	IS	--	-L-	--	ISOTHERM
METOC.AMPHC.ISP.ISH	W	A	-	D	IP	IT	--	-L-	--	ISOTACH
METOC.AMPHC.ISP.ISD	W	A	-	D	IP	ID	--	-L-	--	ISODROSOTHERM
METOC.AMPHC.ISP.THK	W	A	-	D	IP	TH	--	-L-	--	THICKNESS
METOC.AMPHC.ISP.ODFF	W	A	-	D	IP	FF	--	-L-	--	OPERATOR-DEFINED FREEFORM
METOC.AMPHC.STOG	W	A	S	-	G-	--	--	---	--	STATE OF THE GROUND
METOC.AMPHC.STOG.WOSMIC	W	A	S	-	GN	--	--	---	--	WITHOUT SNOW OR MEASURABLE ICE COVER
METOC.AMPHC.STOG.WOSMIC.SUFDRY	W	A	S	-	GN	D-	NC	P--	--	SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND
METOC.AMPHC.STOG.WOSMIC.SUFMST	W	A	S	-	GN	M-	--	P--	--	SURFACE MOIST
METOC.AMPHC.STOG.WOSMIC.SUFWET	W	A	S	-	GN	W-	SW	P--	--	SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS
METOC.AMPHC.STOG.WOSMIC.SUFFLD	W	A	S	-	GN	FL	--	P--	--	SURFACE FLOODED
METOC.AMPHC.STOG.WOSMIC.SUFFZN	W	A	S	-	GN	FZ	--	P--	--	SURFACE FROZEN
METOC.AMPHC.STOG.WOSMIC.GLZGRD	W	A	S	-	GN	G-	TI	P--	--	GLAZE (THIN ICE) ON GROUND
METOC.AMPHC.STOG.WOSMIC.LDNCGC	W	A	S	-	GN	LD	N-	P--	--	LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WOSMIC.TLDCGC	W	A	S	-	GN	LD	TC	P--	--	THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WOSMIC.MLDCGC	W	A	S	-	GN	LD	MC	P--	--	MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WOSMIC.EXTDWC	W	A	S	-	GN	DE	WC	P--	--	EXTREMELY DRY WITH CRACKS
METOC.AMPHC.STOG.WSMIC	W	A	S	-	GS	--	--	---	--	WITH SNOW OR MEASURABLE ICE COVER
METOC.AMPHC.STOG.WSMIC.PDMIC	W	A	S	-	GS	I-	--	P--	--	PREDOMINATELY ICE COVERED

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.AMPHC.STOG.WSMIC.CWSNLH	W	A	S	-	GS	SC	L-	P--	-	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND
METOC.AMPHC.STOG.WSMIC.CSNALH	W	A	S	-	GS	SC	H-	P--	--	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED
METOC.AMPHC.STOG.WSMIC.ELCSCG	W	A	S	-	GS	SC	CE	P--	--	EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.ULCSCG	W	A	S	-	GS	SC	CU	P--	--	UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.LDSNLH	W	A	S	-	GS	SL	L-	P--	--	LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND
METOC.AMPHC.STOG.WSMIC.LDSALH	W	A	S	-	GS	SL	H-	P--	--	LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED
METOC.AMPHC.STOG.WSMIC.ELDSCG	W	A	S	-	GS	SL	CE	P--	--	EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.ULDSCG	W	A	S	-	GS	SL	CU	P--	--	UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.SCGC	W	A	S	-	GS	SD	C-	P--	--	SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS
METOC.OCA	W	O	-	-	--	--	--	---	--	OCEANIC
METOC.OCA.ISYS	W	O	-	-	I-	--	--	---	--	ICE SYSTEMS
METOC.OCA.ISYS.IB	W	O	S	-	IB	--	--	P--	--	ICEBERGS
METOC.OCA.ISYS.IB.MNY	W	O	S	-	IB	M-	--	P--	--	MANY ICEBERGS
METOC.OCA.ISYS.IB.BAS	W	O	S	-	IB	BS	--	P--	--	BELTS AND STRIPS
METOC.OCA.ISYS.IB.GNL	W	O	S	-	IB	G-	--	P--	--	ICEBERG - GENERAL
METOC.OCA.ISYS.IB.MNYGNL	W	O	S	-	IB	MG	--	P--	--	MANY ICEBERGS - GENERAL
METOC.OCA.ISYS.IB.BB	W	O	S	-	IB	BB	--	P--	--	BERGY BIT
METOC.OCA.ISYS.IB.MNYBB	W	O	S	-	IB	BB	M-	P--	--	MANY BERGY BITS
METOC.OCA.ISYS.IB.GWL	W	O	S	-	IB	GL	--	P--	--	GROWLER
METOC.OCA.ISYS.IB.MNYGWL	W	O	S	-	IB	GL	M-	P--	--	MANY GROWLERS

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.ISYS.IB.FBG	W	O	S	-	IB	F-	--	P--	--	FLOEBERG
METOC.OCA.ISYS.IB.II	W	O	S	-	IB	II	--	P--	--	ICE ISLAND
METOC.OCA.ISYS.ICN	W	O	-	-	IC	--	--	---	--	ICE CONCENTRATION
METOC.OCA.ISYS.ICN.BW	W	O	S	-	IC	WB	--	P--	--	BERGY WATER
METOC.OCA.ISYS.ICN.WWRT	W	O	S	-	IC	WR	--	P--	--	WATER WITH RADAR TARGETS
METOC.OCA.ISYS.ICN.IF	W	O	S	-	IC	IF	--	P--	--	ICE FREE
METOC.OCA.ISYS.DYNPRO	W	O	-	-	ID	--	--	---	--	DYNAMIC PROCESSES
METOC.OCA.ISYS.DYNPRO.CNG	W	O	S	-	ID	C-	--	P--	--	CONVERGENCE
METOC.OCA.ISYS.DYNPRO.DVG	W	O	S	-	ID	D-	--	P--	--	DIVERGENCE
METOC.OCA.ISYS.DYNPRO.SHAZ	W	O	S	-	ID	S-	--	P--	--	SHEARING OR SHEAR ZONE
METOC.OCA.ISYS.DYNPRO.ID	W	O	-	D	ID	ID	--	-L-	--	ICE DRIFT (DIRECTION)
METOC.OCA.ISYS.SI	W	O	S	-	II	--	--	P--	--	SEA ICE
METOC.OCA.ISYS.SI.ITOBS	W	O	S	-	II	TM	--	P--	--	ICE THICKNESS (OBSERVED)
METOC.OCA.ISYS.SI.ITEST	W	O	S	-	II	TE	--	P--	--	ICE THICKNESS (ESTIMATED)
METOC.OCA.ISYS.SI.MPOFI	W	O	S	-	II	P-	--	P--	--	MELT PUDDLES OR FLOODED ICE
METOC.OCA.ISYS.LMT	W	O	-	-	IL	--	--	---	--	LIMITS
METOC.OCA.ISYS.LMT.LOVO	W	O	-	D	IL	OV	--	-L-	--	LIMIT OF VISUAL OBSERVATION
METOC.OCA.ISYS.LMT.LOU	W	O	-	D	IL	UC	--	-L-	--	LIMIT OF UNDERCAST
METOC.OCA.ISYS.LMT.LORO	W	O	-	D	IL	OR	--	-L-	--	LIMIT OF RADAR OBSERVATION
METOC.OCA.ISYS.LMT.OIEOB	W	O	-	D	IL	IE	O-	-L-	--	OBSERVED ICE EDGE OR BOUNDARY
METOC.OCA.ISYS.LMT.EIEOB	W	O	-	D	IL	IE	E-	-L-	--	ESTIMATED ICE EDGE OR BOUNDARY
METOC.OCA.ISYS.LMT.IEOBFR	W	O	-	D	IL	IE	R-	-L-	--	ICE EDGE OR BOUNDARY FROM RADAR
METOC.OCA.ISYS.OITI	W	O	-	-	IO	--	--	---	--	OPENINGS IN THE ICE
METOC.OCA.ISYS.OITI.CRK	W	O	-	D	IO	C-	--	-L-	--	CRACKS

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.ISYS.OITI.CRKASL	W	O	-	D	IO	CS	--	-L-	--	CRACKS AT A SPECIFIC LOCATION
METOC.OCA.ISYS.OITI.LED	W	O	-	D	IO	L-	--	-L-	--	LEAD
METOC.OCA.ISYS.OITI.FZLED	W	O	-	D	IO	LF	--	-L-	--	FROZEN LEAD
METOC.OCA.ISYS.SC	W	O	S	-	IS	C-	--	P--	--	SNOW COVER
METOC.OCA.ISYS.SC.SWO	W	O	S	-	IS	S-	--	P--	--	SASTRUGI (WITH ORIENTATION)
METOC.OCA.ISYS.TOPFTR	W	O	-	-	IT	--	--	---	--	TOPOGRAPHICAL FEATURES
METOC.OCA.ISYS.TOPFTR.HUM	W	O	S	-	IT	RH	--	P--	--	RIDGES OR HUMMOCKS
METOC.OCA.ISYS.TOPFTR.RFTG	W	O	S	-	IT	R-	--	P--	--	RAFTING
METOC.OCA.ISYS.TOPFTR.JBB	W	O	S	-	IT	BB	--	P--	--	JAMMED BRASH BARRIER
METOC.OCA.HYDGRY	W	O	-	-	H-	--	--	---	--	HYDROGRAPHY
METOC.OCA.HYDGRY.DPH	W	O	-	-	HD	--	--	---	--	DEPTH
METOC.OCA.HYDGRY.DPH.SNDG	W	O	S	-	HD	S-	--	P--	--	SOUNDINGS
METOC.OCA.HYDGRY.DPH.CRV	W	O	-	D	HD	DL	--	-L-	--	DEPTH CURVE
METOC.OCA.HYDGRY.DPH.CTUR	W	O	-	D	HD	DC	--	-L-	--	DEPTH CONTOUR
METOC.OCA.HYDGRY.DPH.ARA	W	O	-	D	HD	DA	--	--A	--	DEPTH AREA
METOC.OCA.HYDGRY.CSTHYD	W	O	-	-	HC	--	--	---	--	COASTAL HYDROGRAPHY
METOC.OCA.HYDGRY.CSTHYD.CSTLN	W	O	-	D	HC	C-	--	-L-	--	COASTLINE
METOC.OCA.HYDGRY.CSTHYD.ISND	W	O	-	D	HC	I-	--	--A	--	ISLAND
METOC.OCA.HYDGRY.CSTHYD.BEH	W	O	-	D	HC	B-	--	--A	--	BEACH
METOC.OCA.HYDGRY.CSTHYD.H2O	W	O	-	D	HC	W-	--	--A	--	WATER
METOC.OCA.HYDGRY.CSTHYD.FSH1	W	O	-	D	HC	F-	--	---	--	FORESHORE
METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH2	W	O	-	D	HC	F-	--	-L-	--	FORESHORE
METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH3	W	O	-	D	HC	F-	--	--A	--	FORESHORE
METOC.OCA.HYDGRY.PRTHBR	W	O	-	D	HP	--	--	---	--	PORTS AND HARBORS

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.HYDGRY.PRTHBR.PRT	W	O	S	-	HP	B-	--	---	--	PORTS
METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSO	W	O	S	-	HP	B-	O-	P--	--	BERTHS (ONSHORE)
METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSA	W	O	S	-	HP	B-	A-	P--	--	BERTHS (ANCHOR)
METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG1	W	O	S	-	HP	BA	--	P--	--	ANCHORAGE
METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG2	W	O	-	D	HP	BA	--	-L-	--	ANCHORAGE
METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG3	W	O	-	D	HP	BA	--	--A	--	ANCHORAGE
METOC.OCA.HYDGRY.PRTHBR.PRT.CIP	W	O	S	-	HP	CP	--	P--	--	CALL IN POINT
METOC.OCA.HYDGRY.PRTHBR.PRT.PWQ	W	O	-	D	HP	BP	--	-L-	--	PIER/WHARF/QUAY
METOC.OCA.HYDGRY.PRTHBR.FSG	W	O	-	-	HP	F-	--	---	--	FISHING
METOC.OCA.HYDGRY.PRTHBR.FSG.FSGHBR	W	O	S	-	HP	FH	--	P--	--	FISHING HARBOR
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK1	W	O	S	-	HP	FS	--	P--	--	FISH STAKES/TRAPS/WEIRS
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK2	W	O	S	-	HP	FS	--	-L-	--	FISH STAKES/TRAPS/WEIRS
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK3	W	O	S	-	HP	FF	--	--A	--	FISH STAKES/TRAPS/WEIRS
METOC.OCA.HYDGRY.PRTHBR.FAC	W	O	-	-	HP	M-	--	---	--	FACILITIES
METOC.OCA.HYDGRY.PRTHBR.FAC.DDCK	W	O	-	D	HP	MD	--	--A	--	DRYDOCK
METOC.OCA.HYDGRY.PRTHBR.FAC.LNDPLC	W	O	S	-	HP	ML	--	P--	--	LANDING PLACE
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF1	W	O	-	D	HP	MO	--	P--	--	OFFSHORE LOADING FACILITY
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF2	W	O	-	D	HP	MO	--	-L-	--	OFFSHORE LOADING FACILITY
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF3	W	O	-	D	HP	MO	--	--A	--	OFFSHORE LOADING FACILITY
METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPAW	W	O	-	D	HP	MR	A-	-L-	--	RAMP (ABOVE WATER)
METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPBW	W	O	-	D	HP	MR	B-	-L-	--	RAMP (BELOW WATER)
METOC.OCA.HYDGRY.PRTHBR.FAC.LNDRNG	W	O	S	-	HP	M-	R-	P--	--	LANDING RING
METOC.OCA.HYDGRY.PRTHBR.FAC.FRYCSG	W	O	S	-	HP	M-	FC	-L-	--	FERRY CROSSING
METOC.OCA.HYDGRY.PRTHBR.FAC.CFCSG	W	O	S	-	HP	M-	CC	-L-	--	CABLE FERRY CROSSING

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.HYDGRY.PRTHBR.FAC.DOPN	W	O	S	-	HP	D-	--	P--	--	DOLPHIN
METOC.OCA.HYDGRY.PRTHBR.SHRLNE	W	O	-	-	HP	P-	--	---	--	SHORELINE PROTECTION
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJAW	W	O	-	D	HP	SP	A-	-L-	--	BREAKWATER/GROIN/JETTY (ABOVE WATER)
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJBW	W	O	-	D	HP	SP	B-	-L-	--	BREAKWATER/GROIN/JETTY (BELOW WATER)
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.SW	W	O	-	D	HP	SP	S-	-L-	--	SEAWALL
METOC.OCA.HYDGRY.ATN	W	O	-	-	HA	--	--	---	--	AIDS TO NAVIGATION
METOC.OCA.HYDGRY.ATN.BCN	W	O	S	-	HA	BA	--	P--	--	BEACON
METOC.OCA.HYDGRY.ATN.BUOY	W	O	S	-	HA	BB	--	P--	--	BUOY DEFAULT
METOC.OCA.HYDGRY.ATN.MRK	W	O	S	-	HA	BM	--	P--	--	MARKER
METOC.OCA.HYDGRY.ATN.PRH1	W	O	S	-	HA	BP	--	---	--	PERCHES/STAKES
METOC.OCA.HYDGRY.ATN.PRH1.PRH2	W	O	S	-	HA	BP	--	P--	--	PERCHES/STAKES
METOC.OCA.HYDGRY.ATN.PRH1.PRH3	W	O	-	D	HA	BP	--	--A	--	PERCHES/STAKES
METOC.OCA.HYDGRY.ATN.LIT	W	O	S	-	HA	L-	--	P--	--	LIGHT
METOC.OCA.HYDGRY.ATN.LDGLNE	W	O	-	D	HA	LL	A-	-L-	--	LEADING LINE
METOC.OCA.HYDGRY.ATN.LITVES	W	O	S	-	HA	LV	--	P--	--	LIGHT VESSEL/LIGHTSHIP
METOC.OCA.HYDGRY.ATN.LITHSE	W	O	S	-	HA	LH	--	P--	--	LIGHTHOUSE
METOC.OCA.HYDGRY.DANHAZ	W	O	-	-	HH	--	--	---	--	DANGERS/HAZARDS
METOC.OCA.HYDGRY.DANHAZ.RCKSBM	W	O	S	-	HH	RS	--	P--	--	ROCK SUBMERGERED
METOC.OCA.HYDGRY.DANHAZ.RCKAWD	W	O	S	-	HH	RA	--	P--	--	ROCK AWASHED
METOC.OCA.HYDGRY.DANHAZ.UH2DAN	W	O	-	D	HH	D-	--	--A	--	UNDERWATER DANGER/HAZARD
METOC.OCA.HYDGRY.DANHAZ.FLGRD1	W	O	S	-	HH	DF	--	---	--	FOUL GROUND
METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD2	W	O	S	-	HH	DF	--	P--	--	FOUL GROUND
METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD3	W	O	-	D	HH	DF	--	--A	--	FOUL GROUND
METOC.OCA.HYDGRY.DANHAZ.KLP1	W	O	-	D	HH	DK	--	---	--	KELP/SEAWEED

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP2	W	O	-	D	HH	DK	--	P--	--	KELP/SEAWEED
METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP3	W	O	-	D	HH	DK	--	--A	--	KELP/SEAWEED
METOC.OCA.HYDGRY.DANHAZ.MNENAV	W	O	S	-	HH	DM	D-	---	--	MINE-NAVAL
METOC.OCA.HYDGRY.DANHAZ.MNENAV.DBT	W	O	S	-	HH	DM	DB	P--	--	MINE-NAVAL (DOUBTFUL)
METOC.OCA.HYDGRY.DANHAZ.MNENAV.DEFN	W	O	S	-	HH	DM	DF	P--	--	MINE-NAVAL (DEFINITE)
METOC.OCA.HYDGRY.DANHAZ.SNAG	W	O	S	-	HH	DS	--	P--	--	SNAGS/STUMPS
METOC.OCA.HYDGRY.DANHAZ.WRK	W	O	S	-	HH	DW	A-	---	--	WRECK
METOC.OCA.HYDGRY.DANHAZ.WRK.UCOV	W	O	S	-	HH	DW	A-	P--	--	WRECK (UNCOVERS)
METOC.OCA.HYDGRY.DANHAZ.WRK.SBM	W	O	S	-	HH	DW	B-	P--	--	WRECK (SUBMERGED)
METOC.OCA.HYDGRY.DANHAZ.BRKS	W	O	-	D	HH	DB	--	-L-	--	BREAKERS
METOC.OCA.HYDGRY.DANHAZ.REEF	W	O	S	-	HH	DR	--	-L-	--	REEF
METOC.OCA.HYDGRY.DANHAZ.EOTR	W	O	S	-	HH	DE	--	P--	--	EDDIES/OVERFALLS/TIDE RIPS
METOC.OCA.HYDGRY.DANHAZ.DCDH2O	W	O	-	D	HH	DD	--	--A	--	DISCOLORED WATER
METOC.OCA.HYDGRY.BTMFAT	W	O	-	-	BF	--	--	---	--	BOTTOM FEATURES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR	W	O	S	-	BF	C-	--	---	--	BOTTOM CHARACTERISTICS
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SD	W	O	S	-	BF	C-	S-	P--	--	SAND
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.MUD	W	O	S	-	BF	C-	M-	P--	--	MUD
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CLAY	W	O	S	-	BF	C-	CL	P--	--	CLAY
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SLT	W	O	S	-	BF	C-	SI	P--	--	SILT
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.STNE	W	O	S	-	BF	C-	ST	P--	--	STONES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.GVL	W	O	S	-	BF	C-	G-	P--	--	GRAVEL
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.PBL	W	O	S	-	BF	C-	P-	P--	--	PEBBLES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.COBL	W	O	S	-	BF	C-	CB	P--	--	COBBLES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.RCK	W	O	S	-	BF	C-	R-	P--	--	ROCK

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CRL	W	O	S	-	BF	C-	CO	P--	--	CORAL
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SHE	W	O	S	-	BF	C-	SH	P--	--	SHELL
METOC.OCA.HYDGRY.BTMFAT.QLFYTM	W	O	S	-	BF	Q-	--	---	--	QUALIFYING TERMS
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.FNE	W	O	S	-	BF	Q-	F-	P--	--	FINE
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.MDM	W	O	S	-	BF	Q-	M-	P--	--	MEDIUM
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.CSE	W	O	S	-	BF	Q-	C-	P--	--	COARSE
METOC.OCA.HYDGRY.TDECUR	W	O	-	-	TC	C-	--	---	--	TIDE AND CURRENT
METOC.OCA.HYDGRY.TDECUR.H2OTRB	W	O	S	-	TC	CW	--	P--	--	WATER TURBULENCE
METOC.OCA.HYDGRY.TDECUR.EBB	W	O	-	D	TC	CC	FE	-L-	--	CURRENT FLOW - EBB
METOC.OCA.HYDGRY.TDECUR.FLOOD	W	O	-	D	TC	CC	FF	-L-	--	CURRENT FLOW - FLOOD
METOC.OCA.HYDGRY.TDECUR.TDEDP	W	O	S	-	TC	CT	D-	P--	--	TIDE DATA POINT
METOC.OCA.HYDGRY.TDECUR.TDEG	W	O	S	-	TC	CT	G-	P--	--	TIDE GAUGE
METOC.OCA.OCNGRY	W	O	-	-	O-	--	--	---	--	OCEANOGRAPHY
METOC.OCA.OCNGRY.BIOLUM	W	O	-	-	OB	--	--	---	--	BIOLUMINESCENCE
METOC.OCA.OCNGRY.BIOLUM.VDR1-2	W	O	-	D	OB	VA	--	--A	--	VDR LEVEL 1-2
METOC.OCA.OCNGRY.BIOLUM.VDR2-3	W	O	-	D	OB	VB	--	--A	--	VDR LEVEL 2-3
METOC.OCA.OCNGRY.BIOLUM.VDR3-4	W	O	-	D	OB	VC	--	--A	--	VDR LEVEL 3-4
METOC.OCA.OCNGRY.BIOLUM.VDR4-5	W	O	-	D	OB	VD	--	--A	--	VDR LEVEL 4-5
METOC.OCA.OCNGRY.BIOLUM.VDR5-6	W	O	-	D	OB	VE	--	--A	--	VDR LEVEL 5-6
METOC.OCA.OCNGRY.BIOLUM.VDR6-7	W	O	-	D	OB	VF	--	--A	--	VDR LEVEL 6-7
METOC.OCA.OCNGRY.BIOLUM.VDR7-8	W	O	-	D	OB	VG	--	--A	--	VDR LEVEL 7-8
METOC.OCA.OCNGRY.BIOLUM.VDR8-9	W	O	-	D	OB	VH	--	--A	--	VDR LEVEL 8-9
METOC.OCA.OCNGRY.BIOLUM.VDR9-0	W	O	-	D	OB	VI	--	--A	--	VDR LEVEL 9-10
METOC.OCA.OCNGRY.BEHSPE	W	O	-	-	BS	--	--	---	--	BEACH SLOPE

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.OCNGRY.BEHSPE.FLT	W	O	-	D	BS	F-	--	--A	--	FLAT
METOC.OCA.OCNGRY.BEHSPE.GTL	W	O	-	D	BS	G-	--	--A	--	GENTLE
METOC.OCA.OCNGRY.BEHSPE.MOD	W	O	-	D	BS	M-	--	--A	--	MODERATE
METOC.OCA.OCNGRY.BEHSPE.STP	W	O	-	D	BS	T-	--	--A	--	STEEP
METOC.OCA.GPHY	W	O	-	-	G-	--	--	---	--	GEOPHYSICS/ACOUSTICS
METOC.OCA.GPHY.MNEWBD	W	O	-	-	GM	--	--	---	--	MINE WARFARE BOTTOM DESCRIPTORS
METOC.OCA.GPHY.MNEWBD.MIWBS	W	O	-	-	GM	S-	--	---	--	MIW-BOTTOM SEDIMENTS
METOC.OCA.GPHY.MNEWBD.MIWBS.SLDRCK	W	O	-	D	GM	SR	--	--A	--	SOLID ROCK
METOC.OCA.GPHY.MNEWBD.MIWBS.CLAY	W	O	-	D	GM	SC	--	--A	--	CLAY
METOC.OCA.GPHY.MNEWBD.MIWBS.VCSESD	W	O	-	D	GM	SS	VS	--A	--	VERY COARSE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.CSESD	W	O	-	D	GM	SS	C-	--A	--	COARSE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSD	W	O	-	D	GM	SS	M-	--A	--	MEDIUM SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.FNESD	W	O	-	D	GM	SS	F-	--A	--	FINE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.VFNESD	W	O	-	D	GM	SS	VF	--A	--	VERY FINE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.VFNSLT	W	O	-	D	GM	SI	VF	--A	--	VERY FINE SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.FNESLT	W	O	-	D	GM	SI	F-	--A	--	FINE SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSLT	W	O	-	D	GM	SI	M-	--A	--	MEDIUM SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.CSESLT	W	O	-	D	GM	SI	C-	--A	--	COARSE SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.BLDS	W	O	-	D	GM	SB	--	--A	--	BOULDERS
METOC.OCA.GPHY.MNEWBD.MIWBS.COBLOS	W	O	-	D	GM	S-	CO	--A	--	COBBLES, OYSTER SHELLS
METOC.OCA.GPHY.MNEWBD.MIWBS.PBLSHE	W	O	-	D	GM	S-	PH	--A	--	PEBBLES, SHELLS
METOC.OCA.GPHY.MNEWBD.MIWBS.SD&SHE	W	O	-	D	GM	S-	SH	--A	--	SAND AND SHELLS
METOC.OCA.GPHY.MNEWBD.MIWBS.LND	W	O	-	D	GM	L-	--	--A	--	LAND
METOC.OCA.GPHY.MNEWBD.MIWBS.NODAT	W	O	-	D	GM	N-	--	--A	--	NO DATA

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.GPHY.MNEWBD.BTMRGN	W	O	-	-	GM	R-	--	---	--	BOTTOM ROUGHNESS
METOC.OCA.GPHY.MNEWBD.BTMRGN.SMH	W	O	-	D	GM	RS	--	--A	--	SMOOTH
METOC.OCA.GPHY.MNEWBD.BTMRGN.MOD	W	O	-	D	GM	RM	--	--A	--	MODERATE
METOC.OCA.GPHY.MNEWBD.BTMRGN.RGH	W	O	-	D	GM	RR	--	--A	--	ROUGH
METOC.OCA.GPHY.MNEWBD.CTRB	W	O	-	-	GM	C-	--	---	--	CLUTTER (BOTTOM)
METOC.OCA.GPHY.MNEWBD.CTRB.LW	W	O	-	D	GM	CL	--	--A	--	LOW
METOC.OCA.GPHY.MNEWBD.CTRB.MDM	W	O	-	D	GM	CM	--	--A	--	MEDIUM
METOC.OCA.GPHY.MNEWBD.CTRB.HGH	W	O	-	D	GM	CH	--	--A	--	HIGH
METOC.OCA.GPHY.MNEWBD.IMTBUR	W	O	-	-	GM	IB	--	---	--	IMPACT BURIAL
METOC.OCA.GPHY.MNEWBD.IMTBUR.0%	W	O	-	D	GM	IB	A-	--A	--	0%
METOC.OCA.GPHY.MNEWBD.IMTBUR.0-10%	W	O	-	D	GM	IB	B-	--A	--	0-10%
METOC.OCA.GPHY.MNEWBD.IMTBUR.10-20%	W	O	-	D	GM	IB	C-	--A	--	10-20%
METOC.OCA.GPHY.MNEWBD.IMTBUR.20-75%	W	O	-	D	GM	IB	D-	--A	--	20-75%
METOC.OCA.GPHY.MNEWBD.IMTBUR.>75%	W	O	-	D	GM	IB	E-	--A	--	>75%
METOC.OCA.GPHY.MNEWBD.MIWBC	W	O	-	-	GM	BC	--	---	--	MIW BOTTOM CATEGORY
METOC.OCA.GPHY.MNEWBD.MIWBC.A	W	O	-	D	GM	BC	A-	--A	--	A
METOC.OCA.GPHY.MNEWBD.MIWBC.B	W	O	-	D	GM	BC	B-	--A	--	B
METOC.OCA.GPHY.MNEWBD.MIWBC.C	W	O	-	D	GM	BC	C-	--A	--	C
METOC.OCA.GPHY.MNEWBD.MIWBT	W	O	-	-	GM	BT	--	---	--	MIW BOTTOM TYPE
METOC.OCA.GPHY.MNEWBD.MIWBT.A1	W	O	-	D	GM	BT	A-	--A	--	A1
METOC.OCA.GPHY.MNEWBD.MIWBT.A2	W	O	-	D	GM	BT	B-	--A	--	A2
METOC.OCA.GPHY.MNEWBD.MIWBT.A3	W	O	-	D	GM	BT	C-	--A	--	A3
METOC.OCA.GPHY.MNEWBD.MIWBT.B1	W	O	-	D	GM	BT	D-	--A	--	B1
METOC.OCA.GPHY.MNEWBD.MIWBT.B2	W	O	-	D	GM	BT	E-	--A	--	B2

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC.OCA.GPHY.MNEWBD.MIWBT.B3	W	O	-	D	GM	BT	F-	--A	--	B3
METOC.OCA.GPHY.MNEWBD.MIWBT.C1	W	O	-	D	GM	BT	G-	--A	--	C1
METOC.OCA.GPHY.MNEWBD.MIWBT.C2	W	O	-	D	GM	BT	H-	--A	--	C2
METOC.OCA.GPHY.MNEWBD.MIWBT.C3	W	O	-	D	GM	BT	I-	--A	--	C3
METOC.OCA.LMT	W	O	-	-	L-	--	--	---	--	LIMITS
METOC.OCA.LMT.MARTLB	W	O	-	D	L-	ML	--	-L-	--	MARITIME LIMIT BOUNDARY
METOC.OCA.LMT.MARTAR	W	O	-	D	L-	MA	--	--A	--	MARITIME AREA
METOC.OCA.LMT.RSDARA	W	O	-	D	L-	RA	--	-L-	--	RESTRICTED AREA
METOC.OCA.LMT.SWPARA	W	O	-	D	L-	SA	--	--A	--	SWEPT AREA
METOC.OCA.LMT.TRGARA	W	O	-	D	L-	TA	--	--A	--	TRAINING AREA
METOC.OCA.LMT.OD	W	O	-	D	L-	O-	--	--A	--	OPERATOR-DEFINED
METOC.OCA.MMD	W	O	-	-	M-	--	--	---	--	MAN-MADE STRUCTURES
METOC.OCA.MMD.SUBCBL	W	O	-	D	MC	A-	--	-L-	--	SUBMARINE CABLE
METOC.OCA.MMD.SBMCRB	W	O	-	D	MC	C-	--	--A	--	SUBMERGED CRIB
METOC.OCA.MMD.CNL	W	O	-	D	MC	D-	--	-L-	--	CANAL
METOC.OCA.MMD.FRD	W	O	S	-	MF	--	--	P--	--	FORD
METOC.OCA.MMD.LCK	W	O	S	-	ML	--	--	P--	--	LOCK
METOC.OCA.MMD.OLRG	W	O	S	-	MO	A-	--	P--	--	OIL/GAS RIG
METOC.OCA.MMD.OLRGFD	W	O	-	D	MO	A-	--	--A	--	OIL/GAS RIG FIELD
METOC.OCA.MMD.PPELNE	W	O	-	D	MP	A-	--	-L-	--	PIPELINES/PIPE
METOC.OCA.MMD.PLE	W	O	S	-	MP	A-	--	P--	--	PILE/PILING/POST
METOC.SPC	W	S	-	-	--	--	--	---	--	SPACE

C.5.3 Symbology set. The following table provides a graphic representation of each approved METOC graphic. The following table provides a brief description of each graphic using operational terminology. The Hierarchy and Symbol Identification Code (SIDC) under the Graphic and METOC Graphic columns presents the information hierarchy (taxonomy) number described earlier in the standard. The SIDC represents the 15-character alphanumeric identifier necessary for automated systems to create each specific METOC graphic. As indicated previously, a dash (-) indicates that no information is provided in the position. The METOC Graphic column provides an example of the graphic (see foot note). The METOC symbology in this appendix is an example of a special symbology set included in this standard. It is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525B compliant systems. The content of this special symbology set is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the requirements of the current standard and the symbology presented in this appendix may be inconsistent with the symbology requirements of the standard.

TABLE C-III. METOC symbols.

GRAPHIC	METOC GRAPHIC
METOC METOC Hierarchy: 3 Static/Dynamic: N/A	N/A
METOC.AMPHC METOC ATMOSPHERIC Hierarchy: 3.1 Static/Dynamic: N/A	N/A
METOC.AMPHC.PRS METOC ATMOSPHERIC PRESSURE SYSTEMS Hierarchy: 3.1.1 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.LOWCTR METOC ATMOSPHERIC PRESSURE SYSTEMS LOW PRESSURE CENTER Hierarchy: 3.1.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center. Static/Dynamic: S Color: Red	 WAS-PL----P----
METOC.AMPHC.PRS.LOWCTR.CYC METOC ATMOSPHERIC PRESSURE SYSTEMS LOW PRESSURE CENTER CYCLONE CENTER Hierarchy: 3.1.1.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display and operator-centered over the desired location. The center of the graphic is the pressure center. Static/Dynamic: S Color: Red	 WAS-PC----P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.LOWCTR.TROPLW METOC ATMOSPHERIC PRESSURE SYSTEMS LOW PRESSURE CENTER TROPOPAUSE LOW Hierarchy: 3.1.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The center of the graphic is the pressure center. The low point of the tropopause topography is indicated by the letter L and height above mean sea level is included within the graphic. Static/Dynamic: S Color: Black	 WAS-PLT---P----
METOC.AMPHC.PRS.HGHCTR METOC ATMOSPHERIC PRESSURE SYSTEMS HIGH PRESSURE CENTER Hierarchy: 3.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center. Static/Dynamic: S Color: Blue	 WAS-PH----P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.HGHCTR.ACYC METOC ATMOSPHERIC PRESSURE SYSTEMS HIGH PRESSURE CENTER ANTICYCLONE CENTER Hierarchy: 3.1.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center. Static/Dynamic: S Color: Blue	 WAS-PA----P----
METOC.AMPHC.PRS.HGHCTR.TROPHG METOC ATMOSPHERIC PRESSURE SYSTEMS HIGH PRESSURE CENTER TROPOPAUSE HIGH Hierarchy: 3.1.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The center of the graphic is the pressure center. The high point of the tropopause topography is indicated by the letter H and height above mean sea level is included within the graphic. Static/Dynamic: S Color: Black	 WAS-PHT---P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS Hierarchy: 3.1.1.3 (Note: For special lines that are not symmetrical, such as Fronts, the sequence of anchor points determine the proper alignment of the line. For two anchor points that describe the position of the front or a section of the front, with L (for left point) and R (for right point): (1) If R comes before L in sequence, the front is rendered in the way shown, (2) If L comes before R in sequence, the front is rendered in the reverse with pips shown facing the opposite direction.) Static/Dynamic: N/A	N/A
METOC.AMPHC.PRS.FRNSYS.CLDFRN METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT Hierarchy: 3.1.1.3.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Blue	 WA-DPFC----L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS.CLDFRN.UPP METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT UPPER COLD FRONT Hierarchy: 3.1.1.3.1.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with hollow, triangular pips spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Blue	 WA-DPFCU---L---
METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRGS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT COLD FRONTOGENESIS Hierarchy: 3.1.1.3.1.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by one dot. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Blue	 WA-DPFC-FG-L---

TABLE C-III. METOC symbols - Continued.

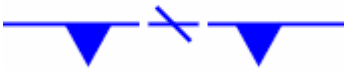
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRLS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT COLD FRONTOLYSIS Hierarchy: 3.1.1.3.1.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Blue	 WA-DPFC-FY-L---
METOC.AMPHC.PRS.FRNSYS.WRMFRN METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT Hierarchy: 3.1.1.3.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Red	 WA-DPFW----L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS.WRMFRN.UPP METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT UPPER WARM FRONT Hierarchy: 3.1.1.3.2.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with hollow, half-circle pips spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Red	 WA-DPFWU---L---
METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRGS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT WARM FRONTOGENESIS Hierarchy: 3.1.1.3.2.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by one dot. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Red	 WA-DPFW-FG-L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRLS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT WARM FRONTOLYSIS Hierarchy: 3.1.1.3.2.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Red	 WA-DPFW-FY-L---
METOC.AMPHC.PRS.FRNSYS.OCD METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS OCCLUDED FRONT Hierarchy: 3.1.1.3.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Purple	 WA-DPFO----L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS.OCD.UPP METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS OCCLUDED FRONT UPPER OCCLUDED FRONT Hierarchy: 3.1.1.3.3.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with alternating hollow, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Purple	 WA-DPFOU---L---
METOC.AMPHC.PRS.FRNSYS.OCD.FRLS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS OCCLUDED FRONT OCCLUDED FRONTOLYSIS Hierarchy: 3.1.1.3.3.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving. Static/Dynamic: D Color: Purple	 WA-DPFO-FY-L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS.STAT METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT Hierarchy: 3.1.1.3.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Alternate Red & Blue	 WA-DPFS----L---
METOC.AMPHC.PRS.FRNSYS.STAT.UPP METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT UPPER STATIONARY FRONT Hierarchy: 3.1.1.3.4.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with hollow, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Alternate Red & Blue	 WA-DPFSU---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.FRNSYS.STAT.FRGS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT STATIONARY FRONTOGENESIS Hierarchy: 3.1.1.3.4.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by one dot. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Alternate Red & Blue	 WA-DPFS-FG-L---
METOC.AMPHC.PRS.FRNSYS.STAT.FRLS METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT STATIONARY FRONTOLYSIS Hierarchy: 3.1.1.3.4.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by a crossed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Alternate Red & Blue	 WA-DPFS-FY-L---
METOC.AMPHC.PRS.LNE METOC ATMOSPHERIC PRESSURE SYSTEMS LINES Hierarchy: 3.1.1.4 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.LNE.TRUAXS METOC ATMOSPHERIC PRESSURE SYSTEMS LINES TROUGH AXIS Hierarchy: 3.1.1.4.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WA-DPXT----L---
METOC.AMPHC.PRS.LNE.RDGAXS METOC ATMOSPHERIC PRESSURE SYSTEMS LINES RIDGE AXIS Hierarchy: 3.1.1.4.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid zigzag line. The zigzag of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WA-DPXR----L---

TABLE C-III. METOC symbols - Continued.

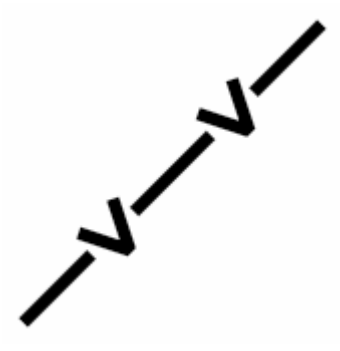
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.LNE.SSL METOC ATMOSPHERIC PRESSURE SYSTEMS LINES SEVERE SQUALL LINE Hierarchy: 3.1.1.4.3 (Also referred to as Squall Line) Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a straight line consisting of a short line section and an alternating V shape. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WA-DPXSQ---L---
METOC.AMPHC.PRS.LNE.ISTB METOC ATMOSPHERIC PRESSURE SYSTEMS LINES INSTABILITY LINE Hierarchy: 3.1.1.4.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved/wavy line consisting of a dash and two dots. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WA-DPXIL---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.LNE.SHA METOC ATMOSPHERIC PRESSURE SYSTEMS LINES SHEAR LINE Hierarchy: 3.1.1.4.5 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved/wavy line consisting of a dash and one dot. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WA-DPXSH---L---
METOC.AMPHC.PRS.LNE.ITCZ METOC ATMOSPHERIC PRESSURE SYSTEMS LINES INTER-TROPICAL CONVERGANCE ZONE Hierarchy: 3.1.1.4.6 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define each line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid straight line. Slanted vertical lines may be added by the operator to indicate areas of weather activity. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Orange	 WA-DPXITCZ-L---

TABLE C-III. METOC symbols - Continued.

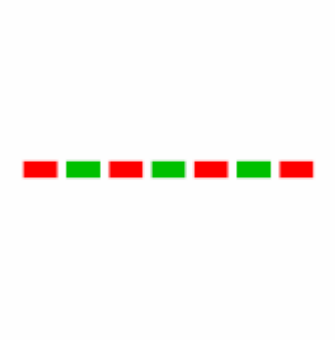
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.PRS.LNE.CNGLNE METOC ATMOSPHERIC PRESSURE SYSTEMS LINES CONVERGANCE LINE Hierarchy: 3.1.1.4.7 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define each line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid straight line with alternating slanted lines connected as depicted in the example to indicate convergence. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Orange	 WA-DPXCV---L---
METOC.AMPHC.PRS.LNE.ITD METOC ATMOSPHERIC PRESSURE SYSTEMS LINES INTER-TROPICAL DISCONTINUITY Hierarchy: 3.1.1.4.8 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed straight or curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Alternate Red and Green	 WA-DPXITD--L---
METOC.AMPHC.TRB METOC ATMOSPHERIC TURBULENCE Hierarchy: 3.1.2 (Note: USAF turbulance forecasts are based on Category II type aircraft.) Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

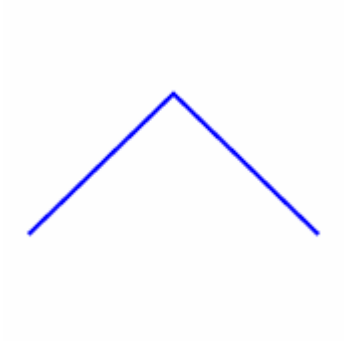
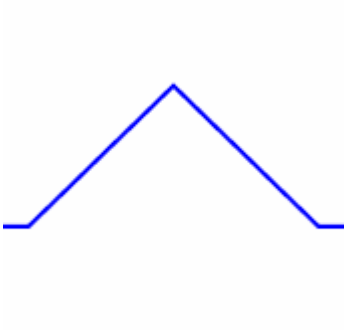
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.TRB.LIT METOC ATMOSPHERIC TURBULENCE TURBULENCE - LIGHT Hierarchy: 3.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Blue	 WAS-TL----P----
METOC.AMPHC.TRB.MOD METOC ATMOSPHERIC TURBULENCE TURBULENCE - MODERATE Hierarchy: 3.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Blue	 WAS-TM----P----

TABLE C-III. METOC symbols - Continued.

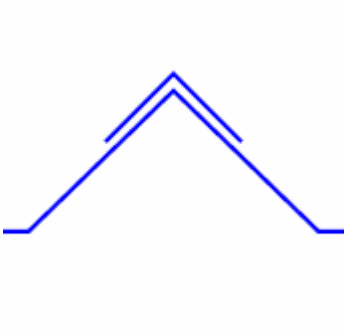
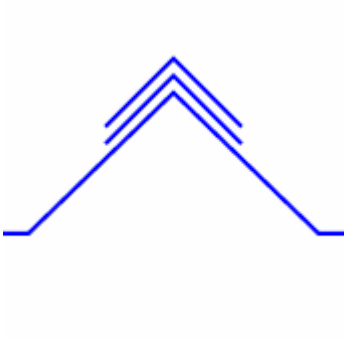
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.TRB.SVR METOC ATMOSPHERIC TURBULENCE TURBULENCE - SEVERE Hierarchy: 3.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Blue Description is dependent on associated aircraft type.	 WAS-TS----P----
METOC.AMPHC.TRB.EXT METOC ATMOSPHERIC TURBULENCE TURBULENCE - EXTREME Hierarchy: 3.1.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Blue Description is dependent on associated aircraft type.	 WAS-TE----P----

TABLE C-III. METOC symbols - Continued.

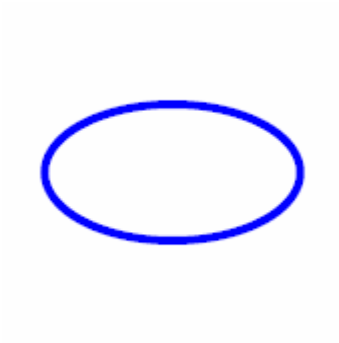
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.TRB.MNTWAV METOC ATMOSPHERIC TURBULENCE MOUNTAIN WAVES Hierarchy: 3.1.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: D Color: Blue	 WAS-T-MW--P----
METOC.AMPHC.ICG METOC ATMOSPHERIC ICING Hierarchy: 3.1.3 Static/Dynamic: N/A	N/A
METOC.AMPHC.ICG.CLR METOC ATMOSPHERIC ICING CLEAR ICING Hierarchy: 3.1.3.1 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ICG.CLR.LIT METOC ATMOSPHERIC ICING CLEAR ICING CLEAR ICING - LIGHT Hierarchy: 3.1.3.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-ICL---P----
METOC.AMPHC.ICG.CLR.MOD METOC ATMOSPHERIC ICING CLEAR ICING CLEAR ICING - MODERATE Hierarchy: 3.1.3.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-ICM---P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ICG.CLR.SVR METOC ATMOSPHERIC ICING CLEAR ICING CLEAR ICING - SEVERE Hierarchy: 3.1.3.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-ICS---P----
METOC.AMPHC.ICG.RIME METOC ATMOSPHERIC ICING RIME ICING Hierarchy: 3.1.3.2 Static/Dynamic: N/A	N/A
METOC.AMPHC.ICG.RIME.LIT METOC ATMOSPHERIC ICING RIME ICING RIME ICING - LIGHT Hierarchy: 3.1.3.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-IRL---P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ICG.RIME.MOD METOC ATMOSPHERIC ICING RIME ICING RIME ICING - MODERATE Hierarchy: 3.1.3.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-IRM---P----
METOC.AMPHC.ICG.RIME.SVR METOC ATMOSPHERIC ICING RIME ICING RIME ICING - SEVERE Hierarchy: 3.1.3.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-IRS---P----
METOC.AMPHC.ICG.MIX METOC ATMOSPHERIC ICING MIXED ICING Hierarchy: 3.1.3.3 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ICG.MIX.LIT METOC ATMOSPHERIC ICING MIXED ICING MIXED ICING - LIGHT Hierarchy: 3.1.3.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-IML---P----
METOC.AMPHC.ICG.MIX.MOD METOC ATMOSPHERIC ICING MIXED ICING MIXED ICING - MODERATE Hierarchy: 3.1.3.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-IMM---P----

TABLE C-III. METOC symbols - Continued.

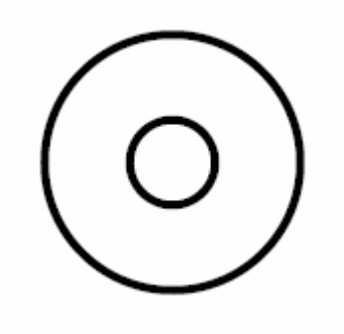
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ICG.MIX.SVR METOC ATMOSPHERIC ICING MIXED ICING MIXED ICING - SEVERE Hierarchy: 3.1.3.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-IMS---P----
METOC.AMPHC.WND METOC ATMOSPHERIC WINDS Hierarchy: 3.1.4 Static/Dynamic: N/A	N/A
METOC.AMPHC.WND.CALM METOC ATMOSPHERIC WINDS CALM WINDS Hierarchy: 3.1.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the plot circle. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Black Cloud coverage is typically depicted in the plot circle in accordance with 3.1.5.	 WAS-WC----P----

TABLE C-III. METOC symbols - Continued.

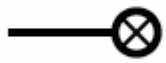
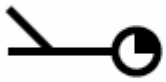
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WND.PLT METOC ATMOSPHERIC WINDS WIND PLOT Hierarchy: 3.1.4.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points. The first point defines the location of the plot circle. Additional points define the wind shaft and the speed of the wind. Wind speed is depicted on the shaft using a combination of the shaft alone (1-2 knots), half barbs (5 knots), barbs (10 knots), and pennants (50 knots). Wind speeds 5 knots or greater are rounded to the nearest 5 knots. Missing wind speed is depicted by an "X" at the end of the wind shaft. Winds with missing direction are not displayed. 2. Size/Shape. Not applicable. 3. Orientation. The shaft of the graphic is oriented with reference to true north in the direction from which the wind is blowing to the nearest 10 degrees. The barbs and pennants lie back from the shaft at an angle of 120 degrees and are oriented to the left of the shaft in the Northern Hemisphere and to the right in the Southern Hemisphere. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Black Note: Cloud coverage is typically depicted in the plot circle in accordance with 3.1.5. The wind speed, direction, and cloud coverage depicted in 3.1.4.2 graphics are example only. Image 1: From 270 degrees at 1-2 knots Image 2: From 270 degrees at 5 knots Image 3: From 250 degrees at 10 knots Image 4: From 110 degrees at 25 knots Image 5: From 250 degrees at 50 knots Image 6: From 270 degrees with missing wind speed	 WAS-WP----P----  WAS-WP----P---- WAS-WP----P---- WAS-WP----P----

TABLE C-III. METOC symbols - Continued.

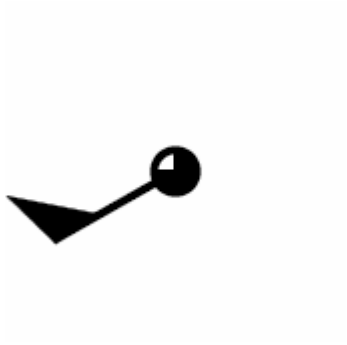
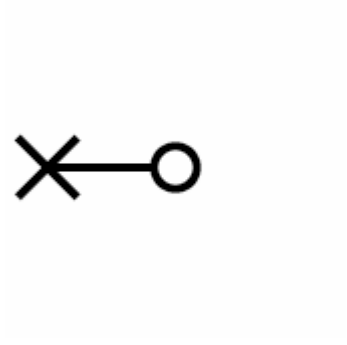
GRAPHIC	METOC GRAPHIC
	 WAS-WP----P----
	 WAS-WP----P----
METOC.AMPHC.WND.JTSM METOC ATMOSPHERIC WINDS JET STREAM Hierarchy: 3.1.4.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic. 2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points, with the arrowhead depicting the direction from which the jet stream is flowing. Additional arrowheads can be placed at intervals along the line pointing in the direction of the flow. Static/Dynamic: D Color: Red or Black	 WA-DWJ-----L---

TABLE C-III. METOC symbols - Continued.

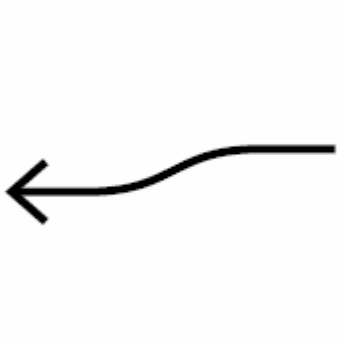
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WND.SMLNE METOC ATMOSPHERIC WINDS STREAM LINE Hierarchy: 3.1.4.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic. 2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points, with the arrowhead depicting the direction from which the jet stream is flowing. Additional arrowheads can be placed at intervals along the line pointing in the direction of the flow. Static/Dynamic: D Color: Operator Defined	 WA-DWS-----L---
METOC.AMPHC.CUDCOV METOC ATMOSPHERIC CLOUD COVERAGE Hierarchy: 3.1.5 Static/Dynamic: N/A	N/A
METOC.AMPHC.CUDCOV.SYM METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS Hierarchy: 3.1.5.1 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

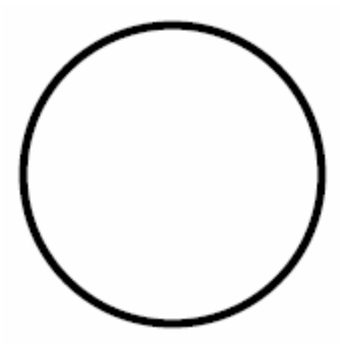
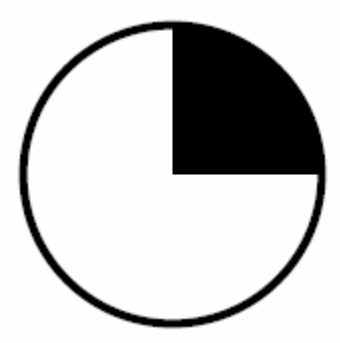
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.CUDCOV.SYM.SKC METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS CLEAR SKY Hierarchy: 3.1.5.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-CCCSCSP----
METOC.AMPHC.CUDCOV.SYM.FEW METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS FEW COVERAGE Hierarchy: 3.1.5.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-CCCSFCP----

TABLE C-III. METOC symbols - Continued.

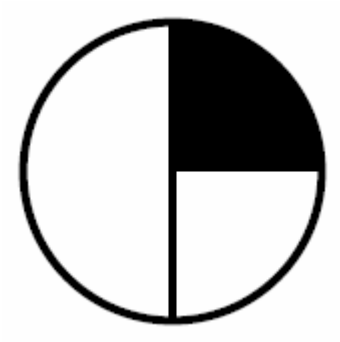
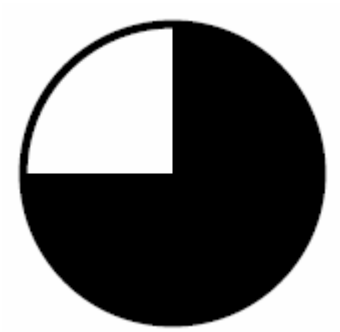
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.CUDCOV.SYM.SCT METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS SCATTERED COVERAGE Hierarchy: 3.1.5.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-CCCSSCP----
METOC.AMPHC.CUDCOV.SYM.BKN METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS BROKEN COVERAGE Hierarchy: 3.1.5.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-CCCSBCP----

TABLE C-III. METOC symbols - Continued.

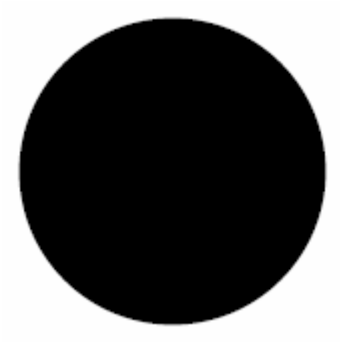
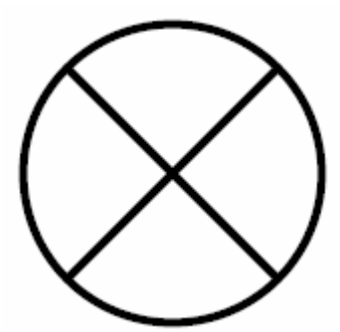
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.CUDCOV.SYM.OVC METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS OVERCAST COVERAGE Hierarchy: 3.1.5.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-CCCSOCP----
METOC.AMPHC.CUDCOV.SYM.STOPO METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS SKY TOTALLY OR PARTIALLY OBSCURED Hierarchy: 3.1.5.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-CCCSOBP----
METOC.AMPHC.WTH METOC ATMOSPHERIC WEATHER SYMBOLS Hierarchy: 3.1.6 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

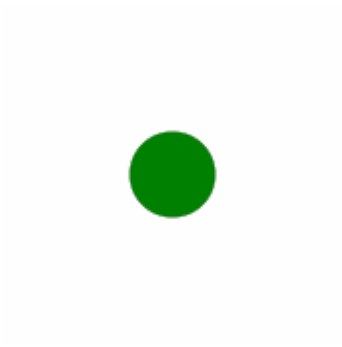
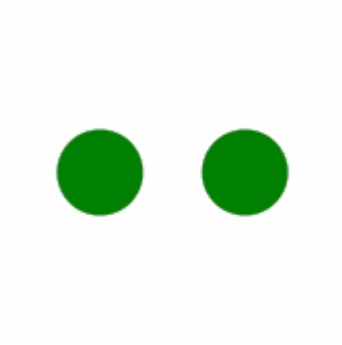
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.RA METOC ATMOSPHERIC WEATHER SYMBOLS RAIN Hierarchy: 3.1.6.1 Static/Dynamic: N/A	N/A
METOC.AMPHC.WTH.RA.INMLIT METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT LIGHT Hierarchy: 3.1.6.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSR-LIP----
METOC.AMPHC.WTH.RA.INMLIT.CTSLIT METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT LIGHT RAIN - CONTINUOUS LIGHT Hierarchy: 3.1.6.1.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSR-LCP----

TABLE C-III. METOC symbols - Continued.

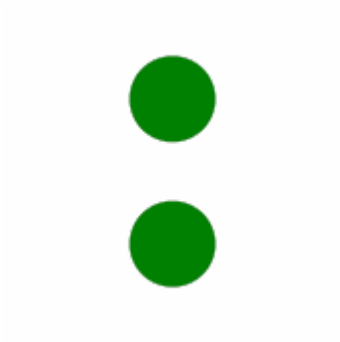
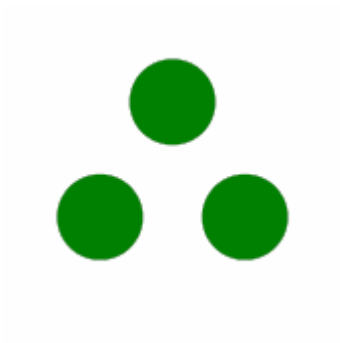
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.RA.INMMOD METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT MODERATE Hierarchy: 3.1.6.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSR-MIP----
METOC.AMPHC.WTH.RA.INMMOD.CTSMOD METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT MODERATE RAIN - CONTINUOUS MODERATE Hierarchy: 3.1.6.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSR-MCP----

TABLE C-III. METOC symbols - Continued.

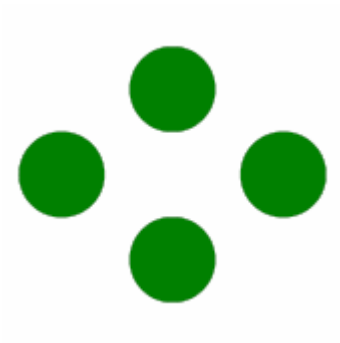
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.RA.INMHVY METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT HEAVY Hierarchy: 3.1.6.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSR-HIP----
METOC.AMPHC.WTH.RA.INMHVY.CTSHVY METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT HEAVY RAIN - CONTINUOUS HEAVY Hierarchy: 3.1.6.1.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSR-HCP----
METOC.AMPHC.WTH.FZRA METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING RAIN Hierarchy: 3.1.6.2 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FZRA.LIT METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING RAIN FREEZING RAIN - LIGHT Hierarchy: 3.1.6.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSRFL-P----
METOC.AMPHC.WTH.FZRA.MODHVY METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING RAIN FREEZING RAIN - MODERATE/HEAVY Hierarchy: 3.1.6.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSRFMHP----
METOC.AMPHC.WTH.RASWR METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS Hierarchy: 3.1.6.3 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.RASWR.LIT METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS RAIN SHOWERS - LIGHT Hierarchy: 3.1.6.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSRSL-P----
METOC.AMPHC.WTH.RASWR.MODHVY METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS RAIN SHOWERS - MODERATE/HEAVY Hierarchy: 3.1.6.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSRSMHP----

TABLE C-III. METOC symbols - Continued.

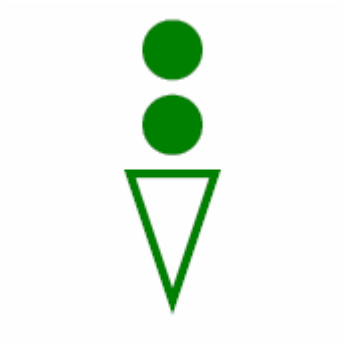
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.RASWR.TOR METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS RAIN SHOWERS - TORRENTIAL Hierarchy: 3.1.6.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSRST-P----
METOC.AMPHC.WTH.DZ METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE Hierarchy: 3.1.6.4 Static/Dynamic: N/A	N/A
METOC.AMPHC.WTH.DZ.INMLIT METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT LIGHT Hierarchy: 3.1.6.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSD-LIP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.DZ.INMLIT.CTSLIT METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT LIGHT DRIZZLE - CONTINUOUS LIGHT Hierarchy: 3.1.6.4.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSD-LCP----
METOC.AMPHC.WTH.DZ.INMMOD METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT MODERATE Hierarchy: 3.1.6.4.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSD-MIP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.DZ.INMMOD.CTSMOD METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT MODERATE DRIZZLE - CONTINUOUS MODERATE Hierarchy: 3.1.6.4.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSD-MCP----
METOC.AMPHC.WTH.DZ.INMHVY METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT HEAVY Hierarchy: 3.1.6.4.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSD-HIP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.DZ.INMHVY.CTSHVY METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT HEAVY DRIZZLE - CONTINUOUS HEAVY Hierarchy: 3.1.6.4.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSD-HCP----
METOC.AMPHC.WTH.FZDZ METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING DRIZZLE Hierarchy: 3.1.6.5 Static/Dynamic: N/A	N/A
METOC.AMPHC.WTH.FZDZ.LIT METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING DRIZZLE FREEZING DRIZZLE - LIGHT Hierarchy: 3.1.6.5.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSDFL-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FZDZ.MODHVY METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING DRIZZLE FREEZING DRIZZLE - MODERATE/HEAVY Hierarchy: 3.1.6.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSDFMHP----
METOC.AMPHC.WTH.RASN METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED Hierarchy: 3.1.6.6 Static/Dynamic: N/A	N/A
METOC.AMPHC.WTH.RASN.RDSLIT METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN OR DRIZZLE AND SNOW - LIGHT Hierarchy: 3.1.6.6.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSM-L-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.RASN.RDSMH METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY Hierarchy: 3.1.6.6.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSM-MHP----
METOC.AMPHC.WTH.RASN.SWRLIT METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN AND SNOW SHOWERS - LIGHT Hierarchy: 3.1.6.6.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSMSL-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.RASN.SWRMOD METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN AND SNOW SHOWERS - MODERATE/HEAVY Hierarchy: 3.1.6.6.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSMSMHP----
METOC.AMPHC.WTH.SN METOC ATMOSPHERIC WEATHER SYMBOLS SNOW Hierarchy: 3.1.6.7 Static/Dynamic: N/A	N/A
METOC.AMPHC.WTH.SN.INMLIT METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT LIGHT Hierarchy: 3.1.6.7.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSS-LIP----

TABLE C-III. METOC symbols - Continued.

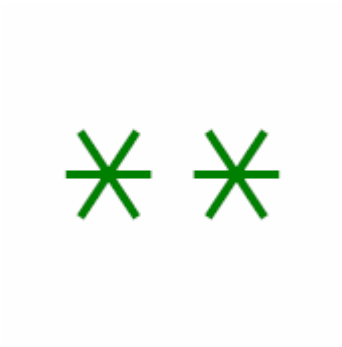
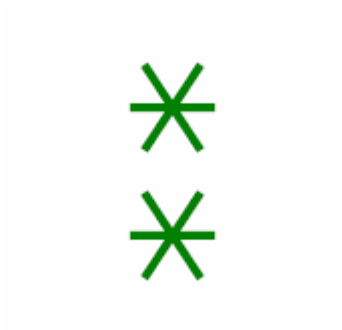
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.SN.INMLIT.CTSLIT METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT LIGHT SNOW - CONTINUOUS LIGHT Hierarchy: 3.1.6.7.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSS-LCP----
METOC.AMPHC.WTH.SN.INMMOD METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT MODERATE Hierarchy: 3.1.6.7.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSS-MIP----

TABLE C-III. METOC symbols - Continued.

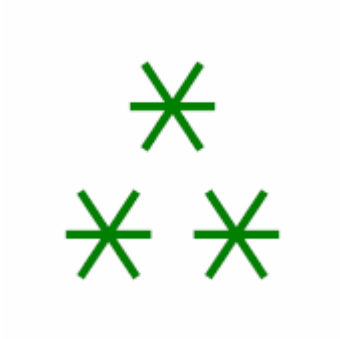
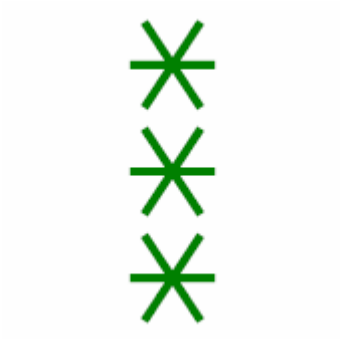
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.SN.INMMOD.CTSMOD METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT MODERATE SNOW - CONTINUOUS MODERATE Hierarchy: 3.1.6.7.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSS-MCP----
METOC.AMPHC.WTH.SN.INMHVY METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT HEAVY Hierarchy: 3.1.6.7.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSS-HIP----

TABLE C-III. METOC symbols - Continued.

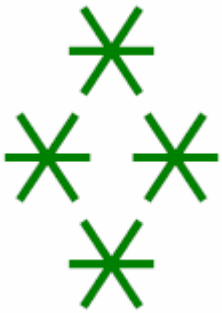
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.SN.INMHVY.CTSHVY METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT HEAVY SNOW - CONTINUOUS HEAVY Hierarchy: 3.1.6.7.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSS-HCP----
METOC.AMPHC.WTH.SN.BLSNLM METOC ATMOSPHERIC WEATHER SYMBOLS SNOW BLOWING SNOW - LIGHT/MODERATE Hierarchy: 3.1.6.7.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSSBLMP----

TABLE C-III. METOC symbols - Continued.

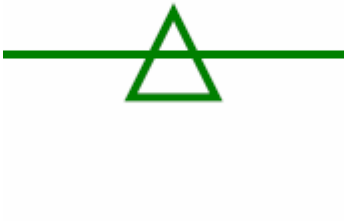
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.SN.BLSNHY METOC ATMOSPHERIC WEATHER SYMBOLS SNOW BLOWING SNOW - HEAVY Hierarchy: 3.1.6.7.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSSBH-P----
METOC.AMPHC.WTH.SG METOC ATMOSPHERIC WEATHER SYMBOLS SNOW GRAINS Hierarchy: 3.1.6.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSSG--P----
METOC.AMPHC.WTH.SSWR METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SHOWERS Hierarchy: 3.1.6.9 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.SSWR.LIT METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SHOWERS SNOW SHOWERS - LIGHT Hierarchy: 3.1.6.9.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSSSL-P----
METOC.AMPHC.WTH.SSWR.MODHVY METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SHOWERS SNOW SHOWERS - MODERATE/HEAVY Hierarchy: 3.1.6.9.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSSSMHP----
METOC.AMPHC.WTH.HL METOC ATMOSPHERIC WEATHER SYMBOLS HAIL Hierarchy: 3.1.6.10 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.HL.LIT METOC ATMOSPHERIC WEATHER SYMBOLS HAIL HAIL - LIGHT NOT ASSOCIATED WITH THUNDER Hierarchy: 3.1.6.10.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSGRL-P----
METOC.AMPHC.WTH.HL.MODHVY METOC ATMOSPHERIC WEATHER SYMBOLS HAIL HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER Hierarchy: 3.1.6.10.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSGRMHP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.IC METOC ATMOSPHERIC WEATHER SYMBOLS ICE CRYSTALS (DIAMOND DUST) Hierarchy: 3.1.6.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSIC--P----
METOC.AMPHC.WTH.PE METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET) Hierarchy: 3.1.6.12 Static/Dynamic: N/A	N/A
METOC.AMPHC.WTH.PE.LIT METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET) ICE PELLETS - LIGHT Hierarchy: 3.1.6.12.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSPLL-P----

TABLE C-III. METOC symbols - Continued.

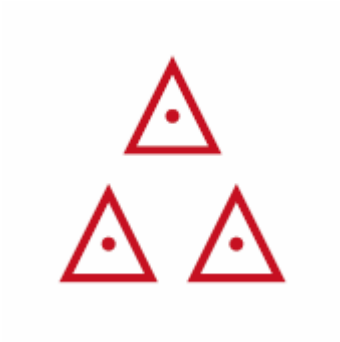
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.PE.MOD METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET) ICE PELLETS - MODERATE Hierarchy: 3.1.6.12.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSPLM-P----
METOC.AMPHC.WTH.PE.HVY METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET) ICE PELLETS - HEAVY Hierarchy: 3.1.6.12.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSPLH-P----
METOC.AMPHC.WTH.STMS METOC ATMOSPHERIC WEATHER SYMBOLS STORMS Hierarchy: 3.1.6.13 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.STMS.TS METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM - NO PRECIPITATION Hierarchy: 3.1.6.13.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WST-NPP----
METOC.AMPHC.WTH.STMS.TSLMNH METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL Hierarchy: 3.1.6.13.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSTMR-P----

TABLE C-III. METOC symbols - Continued.

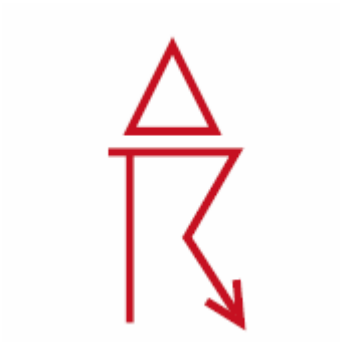
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.STMS.TSHVNH METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL Hierarchy: 3.1.6.13.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSTHR-P----
METOC.AMPHC.WTH.STMS.TSLMWH METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM LIGHT TO MODERATE - WITH HAIL Hierarchy: 3.1.6.13.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSTMH-P----

TABLE C-III. METOC symbols - Continued.

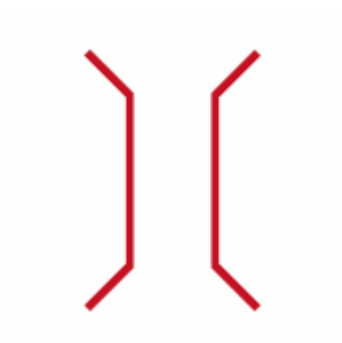
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.STMS.TSHVWH METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM HEAVY - WITH HAIL Hierarchy: 3.1.6.13.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSTHH-P----
METOC.AMPHC.WTH.STMS.FC METOC ATMOSPHERIC WEATHER SYMBOLS STORMS FUNNEL CLOUD (TORNADO/WATERSPOUT) Hierarchy: 3.1.6.13.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WST-FCP----

TABLE C-III. METOC symbols - Continued.

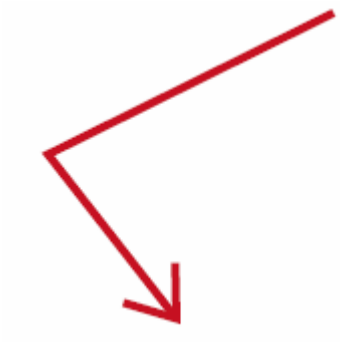
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.STMS.SQL METOC ATMOSPHERIC WEATHER SYMBOLS STORMS SQUALL Hierarchy: 3.1.6.13.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. he graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WST-SQP----
METOC.AMPHC.WTH.STMS.LTG METOC ATMOSPHERIC WEATHER SYMBOLS STORMS LIGHTNING Hierarchy: 3.1.6.13.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WST-LGP----
METOC.AMPHC.WTH.FG METOC ATMOSPHERIC WEATHER SYMBOLS FOG Hierarchy: 3.1.6.14 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FG.SHWPTH METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SHALLOW PATCHES Hierarchy: 3.1.6.14.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Yellow	 WAS-WSFGPSP----
METOC.AMPHC.WTH.FG.SHWCTS METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SHALLOW CONTINUOUS Hierarchy: 3.1.6.14.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Yellow	 WAS-WSFGCSP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FG.PTHY METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - PATCHY Hierarchy: 3.1.6.14.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Yellow	 WAS-WSFGP-P----
METOC.AMPHC.WTH.FG.SKYVSB METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SKY VISIBLE Hierarchy: 3.1.6.14.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Yellow	 WAS-WSFGSVP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FG.SKYOBD METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SKY OBSCURED Hierarchy: 3.1.6.14.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S	 WAS-WSFGSOP----
METOC.AMPHC.WTH.FG.FZSV METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - FREEZING, SKY VISIBLE Hierarchy: 3.1.6.14.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSFGFVP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FG.FZSNV METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - FREEZING, SKY NOT VISIBLE Hierarchy: 3.1.6.14.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red	 WAS-WSFGFOP----
METOC.AMPHC.WTH.MIST METOC ATMOSPHERIC WEATHER SYMBOLS MIST Hierarchy: 3.1.6.15 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Yellow	 WAS-WSBR--P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FU METOC ATMOSPHERIC WEATHER SYMBOLS SMOKE Hierarchy: 3.1.6.16 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-WSFU--P----
METOC.AMPHC.WTH.HZ METOC ATMOSPHERIC WEATHER SYMBOLS HAZE Hierarchy: 3.1.6.17 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-WSHZ--P----
METOC.AMPHC.WTH.DT/SD METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND Hierarchy: 3.1.6.18 Static/Dynamic:	N/A

TABLE C-III. METOC symbols - Continued.

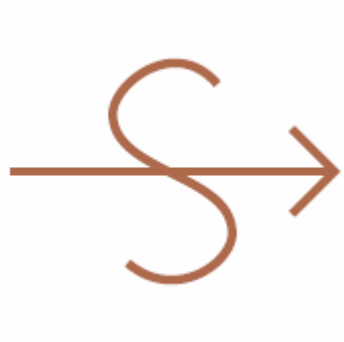
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.DT/SD.LITMOD METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND DUST/SAND STORM - LIGHT TO MODERATE Hierarchy: 3.1.6.18.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-WSDSLMP----
METOC.AMPHC.WTH.DT/SD.SVR METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND DUST/SAND STORM - SEVERE Hierarchy: 3.1.6.18.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-WSDSS-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.DT/SD.DTDVL METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND DUST DEVIL Hierarchy: 3.1.6.18.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-WSDD--P----
METOC.AMPHC.WTH.DT/SD.BLDTSD METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND BLOWING DUST OR SAND Hierarchy: 3.1.6.18.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Brown	 WAS-WSBD--P----
METOC.AMPHC.WTH.TPLSYS METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS Hierarchy: 3.1.6.19 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.TPLSYS.TROPDN METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS TROPICAL DEPRESSION Hierarchy: 3.1.6.19.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Red, Purple or Black Red or Purple - Current and Forecast Position Black - Past Position Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.	 WAS-WSTSD-P----
METOC.AMPHC.WTH.TPLSYS.TROPSM METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS TROPICAL STORM Hierarchy: 3.1.6.19.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. Fins angle outward from the center towards the right in the Northern Hemisphere and towards the left in the Southern Hemisphere. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red, Purple or Black Red or Purple - Current and Forecast Position Black - Past Position Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.	 WAS-WSTSS-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.TPLSYS.HC METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS HURRICANE/TYPHOON Hierarchy: 3.1.6.19.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. Fins angle outward from the center towards the right in the Northern Hemisphere and towards the left in the Southern Hemisphere. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Red, Purple or Black Red or Purple - Current and Forecast Position Black - Past Position Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.	 WAS-WSTSH-P----

TABLE C-III. METOC symbols - Continued.

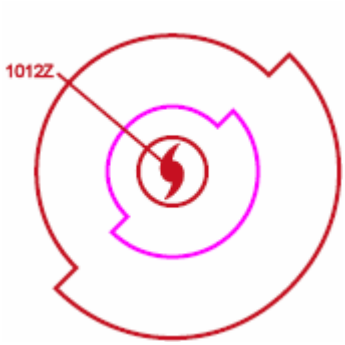
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.TPLSYS.TSWADL METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS TROPICAL STORM WIND AREAS AND DATE/TIME LABELS Hierarchy: 3.1.6.19.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the area of dangerous winds around the storm. Add as many points as necessary to accurately reflect the size and shape of the area. The date/time label requires one anchor point and the line connecting it to the storm requires a minimum of two anchor points to define the line. The first two digits define the day of the month and the second two digits define the hour of the day in UTC (e.g., 1012Z). Each past, current, and forecast storm position may have a date/time label. 2. Size/Shape. The area of the dangerous winds is determined by the anchor points. The points are connected with a solid line. 3. Orientation. The date/time label is operator oriented on either side of the storm as shown in the example. The label should be movable and scalable within the area. Static/Dynamic: D Color: Red/Purple/Black Red - Outermost area of winds = 34 knots Purple - Second area of winds = 50 knots [=64 knots Atlantic only] Red or Black - Innermost area of winds = 100 knots Note: US Navy ship avoidance areas can be depicted using 3.1.7.10.	 WA-DWSTSWA--A--
METOC.AMPHC.WTH.VOLERN METOC ATMOSPHERIC WEATHER SYMBOLS VOLCANIC ERUPTION Hierarchy: 3.1.6.20 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. When used, the following information should be included at the side of the chart: volcanic eruption symbol, name and international number of volcano (if known), latitude/longitude, date and time of the first eruption (if known), and "Check SIGMETs and NOTAM or ASHTAM for volcanic ash." Static/Dynamic: S Color: Black	 WAS-WSVE--P----

TABLE C-III. METOC symbols - Continued.

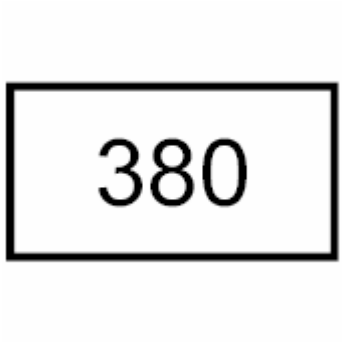
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.VOLERN.VOLASH METOC ATMOSPHERIC WEATHER SYMBOLS VOLCANIC ERUPTION VOLCANIC ASH Hierarchy: 3.1.6.20.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black or Brown	 WAS-WSVA--P----
METOC.AMPHC.WTH.TROPLV METOC ATMOSPHERIC WEATHER SYMBOLS TROPOPAUSE LEVEL Hierarchy: 3.1.6.21 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The tropopause height above mean sea level is included within the graphic. Static/Dynamic: S Color: Black	 WAS-WST-LVP----

TABLE C-III. METOC symbols - Continued.

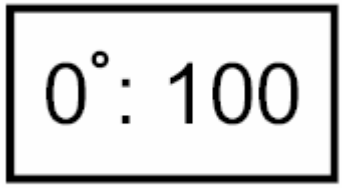
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WTH.FZLVL METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING LEVEL Hierarchy: 3.1.6.22 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The height of the freezing level above mean sea level is included within the graphic. Static/Dynamic: S Color: Black	 WAS-WSF-LVP----
METOC.AMPHC.WTH.POUTAI METOC ATMOSPHERIC WEATHER SYMBOLS PRECIPITATION OF UNKNOWN TYPE AND INTENSITY Hierarchy: 3.1.6.23 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Green	 WAS-WSUKP-P----
METOC.AMPHC.BDAWTH METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER Hierarchy: 3.1.7 Static/Dynamic: N/A (Note: Shapes are examples only)	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.BDAWTH.IFR METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER INSTRUMENT FLIGHT RULE (IFR) Hierarchy: 3.1.7.1 (Ceiling/visibility values are operator-defined depending on the branch of military service and/or type of aircraft operations.) Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red Note: Although weather symbols are not part of the graphic area, the weather symbol causing IFR conditions can be included within the area for presentation. Symbols should be movable and scalable within the area.	 WA-DBAIF----A--
METOC.AMPHC.BDAWTH.MVFR METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER MARGINAL VISUAL FLIGHT RULE (MVFR) Hierarchy: 3.1.7.2 (Ceiling/visibility values greater than IFR and less then VFR. Ceiling/visibility values are operator-defined depending on the branch of military service and/or type of aircraft operations.) Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a scalloped line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue Note: Although weather symbols are not part of the graphic area, the weather symbol causing MVFR conditions can be included within the area for presentation. Symbols should be movable and scalable within the area.	 WA-DBAMV----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.BDAWTH.TRB METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER TURBULENCE Hierarchy: 3.1.7.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue Note: Although turbulence symbols and text are not part of the graphic area, the symbol indicating turbulence intensity along with the base and top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.	 WA-DBATB----A--
METOC.AMPHC.BDAWTH.ICG METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER ICING Hierarchy: 3.1.7.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line having a short line oriented perpendicular to each dash. 3. Orientation. Not applicable. Static/Dynamic: D Color: Brown Note: Although icing symbols and text are not part of the graphic area, the symbol indicating icing intensity along with the base and top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.	 WA-DBAI-----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.BDAWTH.LPNCI METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT Hierarchy: 3.1.7.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating non-convective liquid precipitation type can be included within the area for presentation. Symbols should be movable and scalable within the area.	 WA-DBALPNC--A--
METOC.AMPHC.BDAWTH.LPNCI.LPC METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT LIQUID PRECIPITATION - CONVECTIVE Hierarchy: 3.1.7.5.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with an alternating long and short dashed line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating convective liquid precipitation type can be included within the area for presentation. Symbols should be movable and scalable within the area.	 WA-DBALPC---A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.BDAWTH.FZPPN METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER FREEZING/FROZEN PRECIPITATION Hierarchy: 3.1.7.6 Areas of freezing/frozen precipitation should not be displayed with areas of IFR conditions. Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating freezing/frozen precipitation type can be included within the area for presentation. Symbols should be movable and scalable within the area.	 WA-DBAFP----A--
METOC.AMPHC.BDAWTH.TS METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER THUNDERSTORMS Hierarchy: 3.1.7.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with an alternating long and short dashed line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red Note: Although weather symbols and text are not part of the graphic area, the symbol indicating thunderstorm type along with the maximum top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.	 WA-DBAT-----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.BDAWTH.FG METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER FOG Hierarchy: 3.1.7.8 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow Note: Although weather symbols are not part of the graphic area, the symbol indicating fog type can be included within the area for presentation. Symbols should be movable and scalable within the area.	 WA-DBAFG----A--
METOC.AMPHC.BDAWTH.DT/SD METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER DUST OR SAND Hierarchy: 3.1.7.9 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Brown Note: Although weather symbols are not part of the graphic area, the symbol indicating dust or sand type can be included within the area for presentation. Symbols should be movable and scalable within the area.	 WA-DBAD-----A--

TABLE C-III. METOC symbols - Continued.

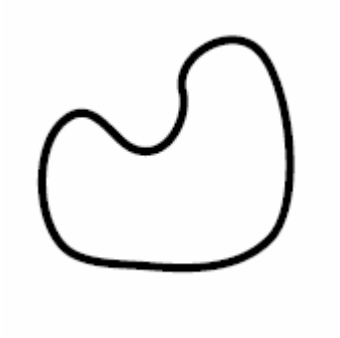
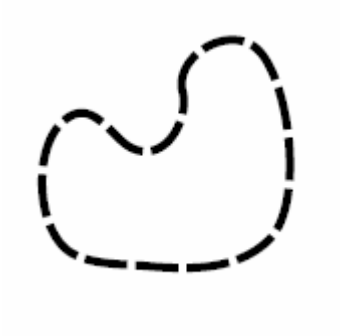
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.BDAWTH.ODFF METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER OPERATOR-DEFINED FREEFORM Hierarchy: 3.1.7.10 (Used to designate areas of specific weather phenomenon as determined by the operator.) Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid or dashed line as determined by the operator. The operator may depict the area color filled with no outer boundary line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Operator Defined Note: Although weather symbols and text are not part of the graphic area, the symbol indicating the specific phenomenon and text modifiers can be included within the area for presentation. Symbols and text should be movable and scalable within the area.	 WA-DBAFF----A--  WA-DBAFF----A--
METOC.AMPHC.ISP METOC ATMOSPHERIC ISOPLETHS Hierarchy: 3.1.8 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ISP.ISB METOC ATMOSPHERIC ISOPLETHS ISOBAR - SURFACE Hierarchy: 3.1.8.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black Note: Used on surface analyses. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.	WA-DIPIB---L---
METOC.AMPHC.ISP.CTUR METOC ATMOSPHERIC ISOPLETHS CONTOUR - UPPER AIR Hierarchy: 3.1.8.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black Note: Used on upper air analyses. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.	WA-DIPCO---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ISP.IST METOC ATMOSPHERIC ISOPLETHS ISOTHERM Hierarchy: 3.1.8.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Red Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.	 WA-DIPIS---L---
METOC.AMPHC.ISP.ISH METOC ATMOSPHERIC ISOPLETHS ISOTACH Hierarchy: 3.1.8.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Purple Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.	 WA-DIPIT---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ISP.ISD METOC ATMOSPHERIC ISOPLETHS ISODROSOTHERM Hierarchy: 3.1.8.5 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Green Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.	 WA-DIPID---L---
METOC.AMPHC.ISP.THK METOC ATMOSPHERIC ISOPLETHS THICKNESS Hierarchy: 3.1.8.6 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Red Note: If used with isotherms, color can be changed to differentiate. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.	 WA-DIPTH---L---

TABLE C-III. METOC symbols - Continued.

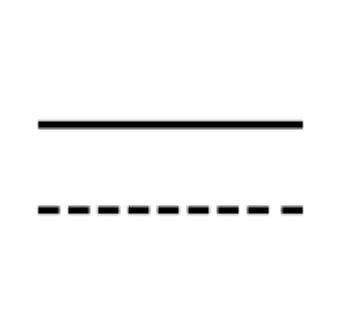
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.ISP.ODFF METOC ATMOSPHERIC ISOPLETHS OPERATOR-DEFINED FREEFORM Hierarchy: 3.1.8.7 (Used to isopleth areas of specific weather parameters as determined by the operator.) Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid or dashed straight, curved, or wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Operator Defined Note: Although not part of the graphic, numerical values of the isopleth and short text can be placed along the line for presentation.	 WA-DIPFF---L---
METOC.AMPHC.STOG METOC ATMOSPHERIC STATE OF THE GROUND Hierarchy: 3.1.9 Static/Dynamic: N/A	N/A
METOC.AMPHC.STOG.WOSMIC METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER Hierarchy: 3.1.9.1 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

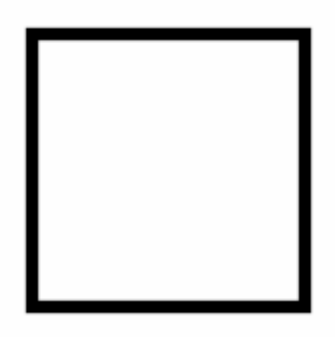
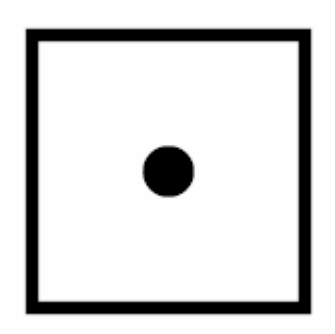
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WOSMIC.SUFDRY METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND Hierarchy: 3.1.9.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GND-NCP----
METOC.AMPHC.STOG.WOSMIC.SUFMST METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE MOIST Hierarchy: 3.1.9.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNM---P----

TABLE C-III. METOC symbols - Continued.

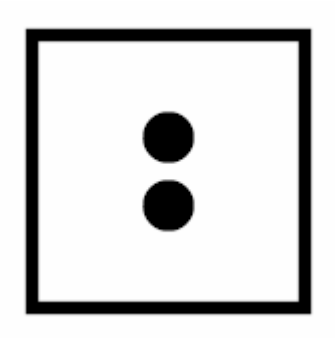
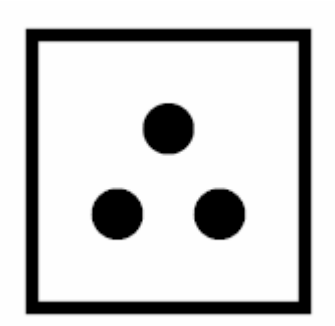
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WOSMIC.SUFWET METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS Hierarchy: 3.1.9.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNW-SWP----
METOC.AMPHC.STOG.WOSMIC.SUFFLD METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE FLOODED Hierarchy: 3.1.9.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNFL--P----

TABLE C-III. METOC symbols - Continued.

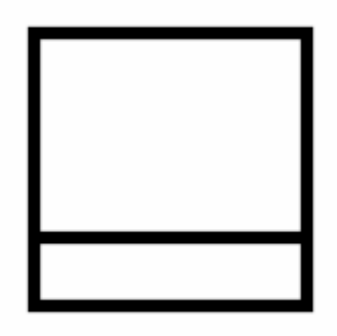
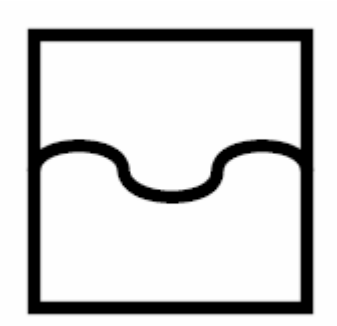
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WOSMIC.SUFFZN METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE FROZEN Hierarchy: 3.1.9.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNFZ--P----
METOC.AMPHC.STOG.WOSMIC.GLZGRD METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER GLAZE (THIN ICE) ON GROUND Hierarchy: 3.1.9.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNG-TIP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WOSMIC.LDNCGC METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY Hierarchy: 3.1.9.1.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNLDN-P----
METOC.AMPHC.STOG.WOSMIC.TLDCGC METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY Hierarchy: 3.1.9.1.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNLDTCP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WOSMIC.MLDCGC METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY Hierarchy: 3.1.9.1.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNLDMCP----
METOC.AMPHC.STOG.WOSMIC.EXTDWC METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER EXTREMELY DRY WITH CRACKS Hierarchy: 3.1.9.1.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GNDEWCP----
METOC.AMPHC.STOG.WSMIC METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER Hierarchy: 3.1.9.2 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

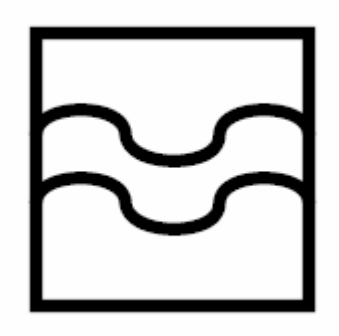
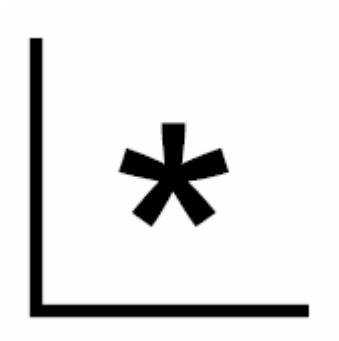
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WSMIC.PDMIC METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER PREDOMINATELY ICE COVERED Hierarchy: 3.1.9.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSI---P----
METOC.AMPHC.STOG.WSMIC.CWSNLH METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND Hierarchy: 3.1.9.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSCL-P----

TABLE C-III. METOC symbols - Continued.

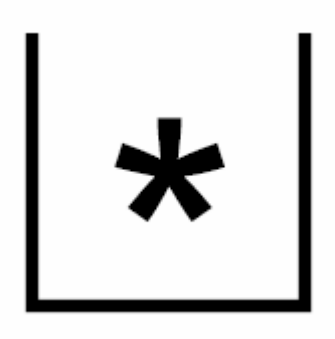
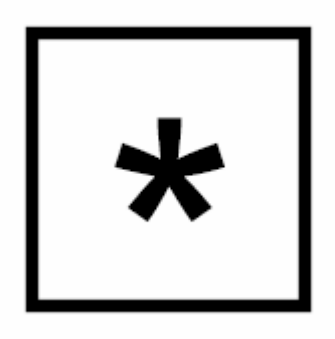
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WSMIC.CSNALH METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED Hierarchy: 3.1.9.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSCH-P----
METOC.AMPHC.STOG.WSMIC.ELCSCG METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY Hierarchy: 3.1.9.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSCCEP----

TABLE C-III. METOC symbols - Continued.

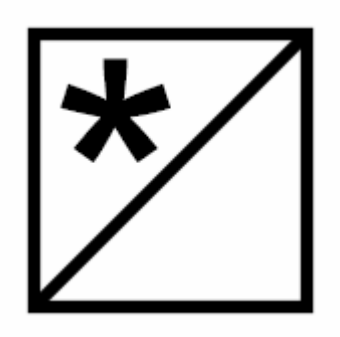
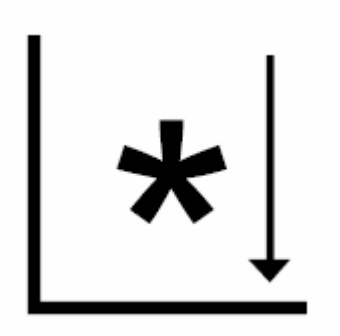
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WSMIC.ULCSCG METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY Hierarchy: 3.1.9.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSCCUP----
METOC.AMPHC.STOG.WSMIC.LDSNLH METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND Hierarchy: 3.1.9.2.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSLL-P----

TABLE C-III. METOC symbols - Continued.

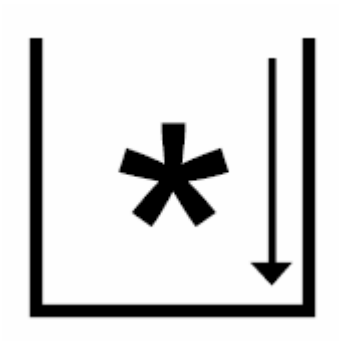
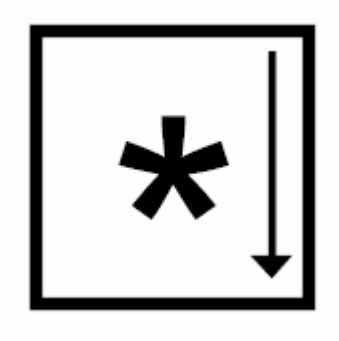
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WSMIC.LDSALH METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED Hierarchy: 3.1.9.2.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSLH-P----
METOC.AMPHC.STOG.WSMIC.ELDSCG METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY Hierarchy: 3.1.9.2.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSLCEP----

TABLE C-III. METOC symbols - Continued.

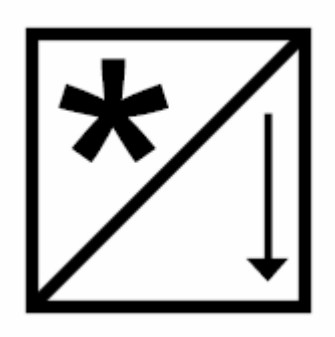
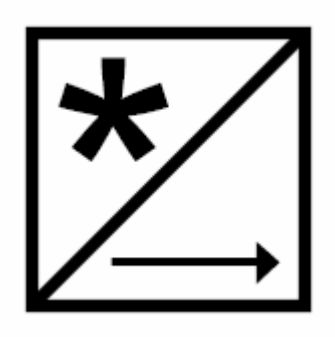
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.STOG.WSMIC.ULDSCG METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY Hierarchy: 3.1.9.2.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSLCUP----
METOC.AMPHC.STOG.WSMIC.SCGC METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS Hierarchy: 3.1.9.2.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WAS-GSSDC-P----
METOC.OCA METOC OCEANIC Hierarchy: 3.2 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

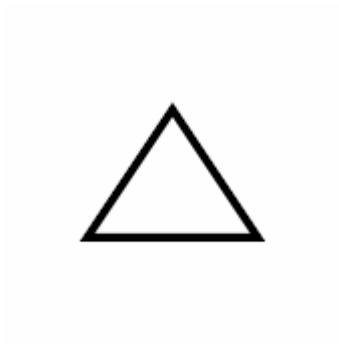
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS METOC OCEANIC ICE SYSTEMS Hierarchy: 3.2.1 Static/Dynamic: N/A	N/A
METOC.OCA.ISYS.IB METOC OCEANIC ICE SYSTEMS ICEBERGS Hierarchy: 3.2.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IB----P----
METOC.OCA.ISYS.IB.MNY METOC OCEANIC ICE SYSTEMS ICEBERGS MANY ICEBERGS Hierarchy: 3.2.1.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBM---P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.IB.BAS METOC OCEANIC ICE SYSTEMS ICEBERGS BELTS AND STRIPS Hierarchy: 3.2.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBBS--P----
METOC.OCA.ISYS.IB.GNL METOC OCEANIC ICE SYSTEMS ICEBERGS ICEBERG - GENERAL Hierarchy: 3.2.1.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBG---P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.IB.MNYGNL METOC OCEANIC ICE SYSTEMS ICEBERGS MANY ICEBERGS - GENERAL Hierarchy: 3.2.1.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBMG--P----
METOC.OCA.ISYS.IB.BB METOC OCEANIC ICE SYSTEMS ICEBERGS BERGY BIT Hierarchy: 3.2.1.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBBB--P----

TABLE C-III. METOC symbols - Continued.

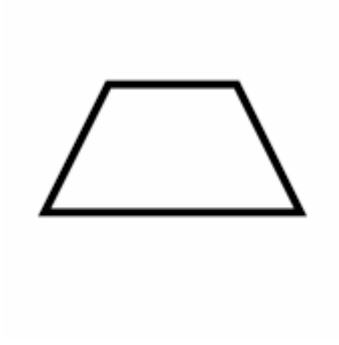
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.IB.MNYBB METOC OCEANIC ICE SYSTEMS ICEBERGS MANY BERGY BITS Hierarchy: 3.2.1.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBBBM-P----
METOC.OCA.ISYS.IB.GWL METOC OCEANIC ICE SYSTEMS ICEBERGS GROWLER Hierarchy: 3.2.1.1.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBGL--P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.IB.MNYGWL METOC OCEANIC ICE SYSTEMS ICEBERGS MANY GROWLERS Hierarchy: 3.2.1.1.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IBGLM-P----
METOC.OCA.ISYS.IB.FBG METOC OCEANIC ICE SYSTEMS ICEBERGS FLOEBERG Hierarchy: 3.2.1.1.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black Top with White Bottom	 WOS-IBF---P----

TABLE C-III. METOC symbols - Continued.

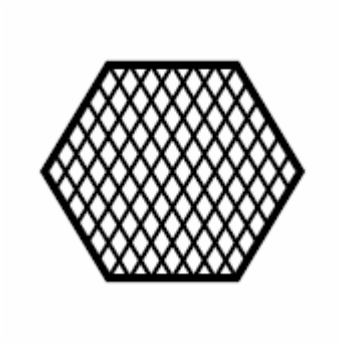
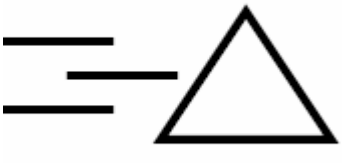
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.IB.II METOC OCEANIC ICE SYSTEMS ICEBERGS ICE ISLAND Hierarchy: 3.2.1.1.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: White Hexagon/Black Hatches	 WOS-IBII--P----
METOC.OCA.ISYS.ICN METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION Hierarchy: 3.2.1.2 Static/Dynamic: N/A	N/A
METOC.OCA.ISYS.ICN.BW METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION BERGY WATER Hierarchy: 3.2.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-ICWB--P----

TABLE C-III. METOC symbols - Continued.

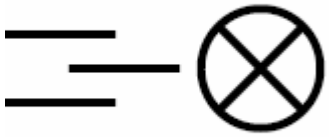
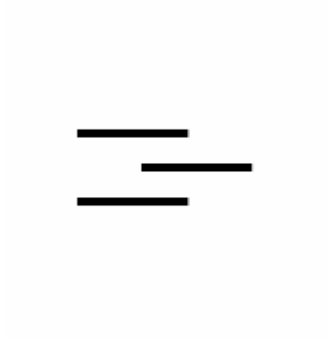
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.ICN.WWRT METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION WATER WITH RADAR TARGETS Hierarchy: 3.2.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-ICWR--P----
METOC.OCA.ISYS.ICN.IF METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION ICE FREE Hierarchy: 3.2.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-ICIF--P----
METOC.OCA.ISYS.DYNPRO METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES Hierarchy: 3.2.1.3 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

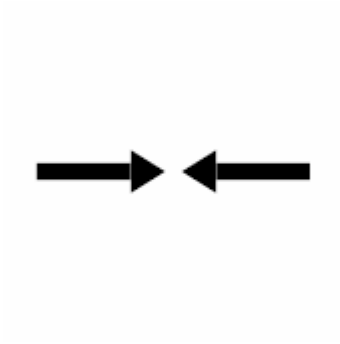
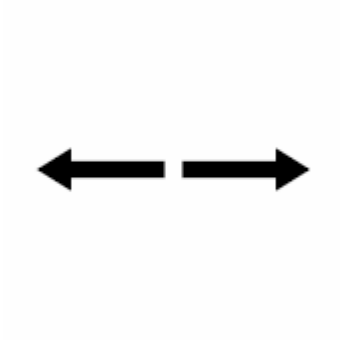
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.DYNPRO.CNG METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES CONVERGENCE Hierarchy: 3.2.1.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IDC---P----
METOC.OCA.ISYS.DYNPRO.DVG METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES DIVERGENCE Hierarchy: 3.2.1.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IDD---P----

TABLE C-III. METOC symbols - Continued.

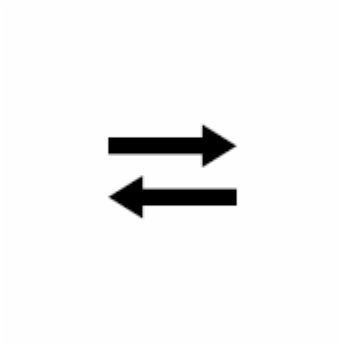
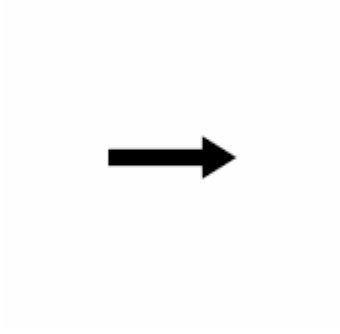
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.DYNPRO.SHAZ METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES SHEARING OR SHEAR ZONE Hierarchy: 3.2.1.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IDS---P----
METOC.OCA.ISYS.DYNPRO.ID METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES ICE DRIFT (DIRECTION) Hierarchy: 3.2.1.3.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a straight line with an arrow 3. Orientation. The orientation of the graphic points in the direction of the ice drift. Static/Dynamic: S Color: Black	 WO-DIDID---L---

TABLE C-III. METOC symbols - Continued.

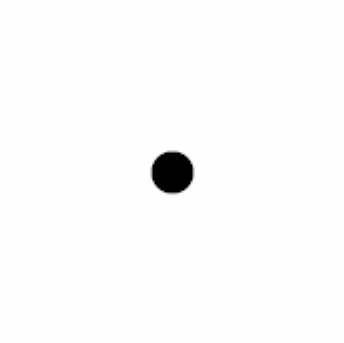
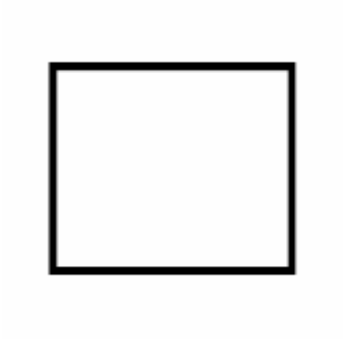
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.SI METOC OCEANIC ICE SYSTEMS SEA ICE Hierarchy: 3.2.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-II----P----
METOC.OCA.ISYS.SI.ITOBS METOC OCEANIC ICE SYSTEMS SEA ICE ICE THICKNESS (OBSERVED) Hierarchy: 3.2.1.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Box with Black Outline	 WOS-IITM--P----

TABLE C-III. METOC symbols - Continued.

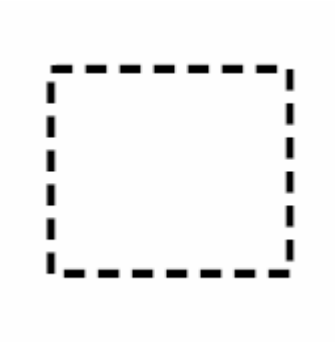
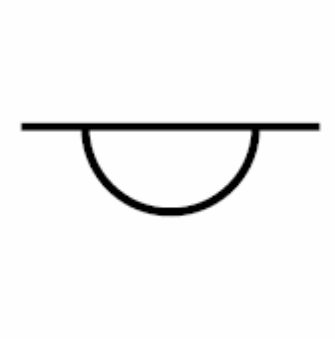
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.SI.ITEST METOC OCEANIC ICE SYSTEMS SEA ICE ICE THICKNESS (ESTIMATED) Hierarchy: 3.2.1.4.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Box with Black Dashed Line	 WOS-IITE--P----
METOC.OCA.ISYS.SI.MPOFI METOC OCEANIC ICE SYSTEMS SEA ICE MELT PUDDLES OR FLOODED ICE Hierarchy: 3.2.1.4.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-IIP---P----
METOC.OCA.ISYS.LMT METOC OCEANIC ICE SYSTEMS LIMITS Hierarchy: 3.2.1.5 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.LMT.LOVO METOC OCEANIC ICE SYSTEMS LIMITS LIMIT OF VISUAL OBSERVATION Hierarchy: 3.2.1.5.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a series of ovals. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DILOV---L---
METOC.OCA.ISYS.LMT.LOU METOC OCEANIC ICE SYSTEMS LIMITS LIMIT OF UNDERCAST Hierarchy: 3.2.1.5.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a series of wave-like shapes. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DILUC---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.LMT.LORO METOC OCEANIC ICE SYSTEMS LIMITS LIMIT OF RADAR OBSERVATION Hierarchy: 3.2.1.5.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a series of a oval followed by an X. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DILOR---L---
METOC.OCA.ISYS.LMT.OIEOB METOC OCEANIC ICE SYSTEMS LIMITS OBSERVED ICE EDGE OR BOUNDARY Hierarchy: 3.2.1.5.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DILIEO--L---

TABLE C-III. METOC symbols - Continued.

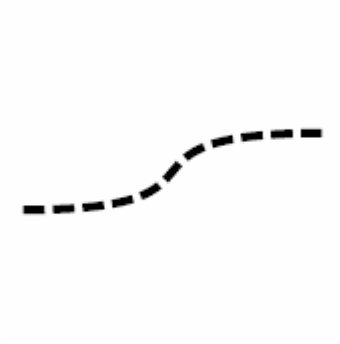
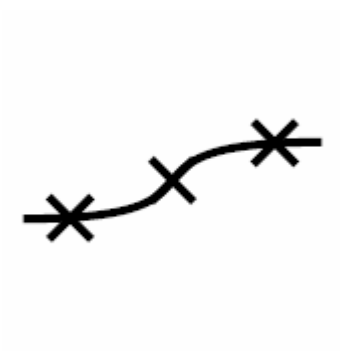
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.LMT.EIEOB METOC OCEANIC ICE SYSTEMS LIMITS ESTIMATED ICE EDGE OR BOUNDARY Hierarchy: 3.2.1.5.5 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DILIEE--L---
METOC.OCA.ISYS.LMT.IEOBFR METOC OCEANIC ICE SYSTEMS LIMITS ICE EDGE OR BOUNDARY FROM RADAR Hierarchy: 3.2.1.5.6 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with Xs spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: S Color: Black	 WO-DILIER--L---
METOC.OCA.ISYS.OITI METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE Hierarchy: 3.2.1.6 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.OITI.CRK METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE CRACKS Hierarchy: 3.2.1.6.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DIOC----L---
METOC.OCA.ISYS.OITI.CRKASL METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE CRACKS AT A SPECIFIC LOCATION Hierarchy: 3.2.1.6.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with perpendicular lines spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DIOCS---L---

TABLE C-III. METOC symbols - Continued.

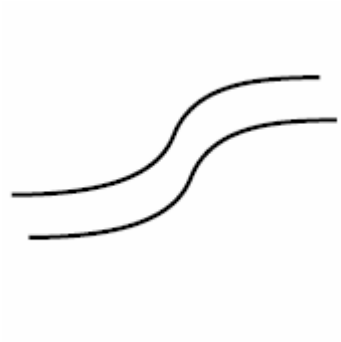
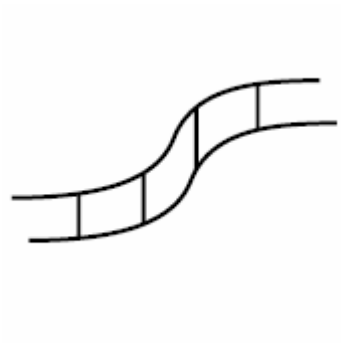
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.OITI.LED METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE LEAD Hierarchy: 3.2.1.6.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with parallel curved lines. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DIOL----L---
METOC.OCA.ISYS.OITI.FZLED METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE FROZEN LEAD Hierarchy: 3.2.1.6.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with parallel curved lines connected by vertical lines spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black	 WO-DIOLF---L---

TABLE C-III. METOC symbols - Continued.

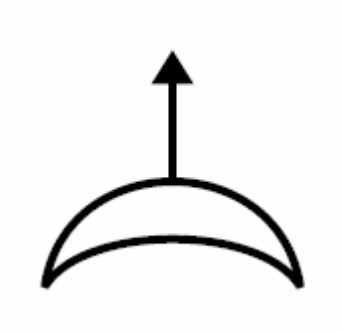
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.SC METOC OCEANIC ICE SYSTEMS SNOW COVER Hierarchy: 3.2.1.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: D Color: Black	 WOS-ISC---P----
METOC.OCA.ISYS.SC.SWO METOC OCEANIC ICE SYSTEMS SNOW COVER SASTRUGI (WITH ORIENTATION) Hierarchy: 3.2.1.7.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: D Color: Black	 WOS-ISS---P----
METOC.OCA.ISYS.TOPFTR METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES Hierarchy: 3.2.1.8 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

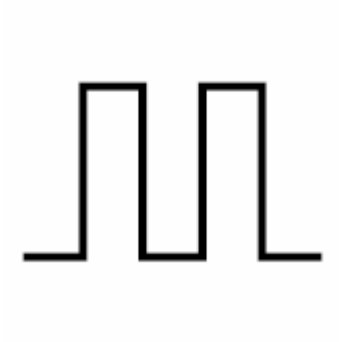
GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.TOPFTR.HUM METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES RIDGES OR HUMMOCKS Hierarchy: 3.2.1.8.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-ITRH--P----
METOC.OCA.ISYS.TOPFTR.RFTG METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES RAFTING Hierarchy: 3.2.1.8.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-ITR---P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.ISYS.TOPFTR.JBB METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES JAMMED BRASH BARRIER Hierarchy: 3.2.1.8.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: D Color: Black	 WOS-ITBB--P----
METOC.OCA.HYDGRY METOC OCEANIC HYDROGRAPHY Hierarchy: 3.2.2 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.DPH METOC OCEANIC HYDROGRAPHY DEPTH Hierarchy: 3.2.2.1 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DPH.SNDG METOC OCEANIC HYDROGRAPHY DEPTH SOUNDINGS Hierarchy: 3.2.2.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. Static/Dynamic: S Color: Grey	 WOS-HDS---P----
METOC.OCA.HYDGRY.DPH.CRV METOC OCEANIC HYDROGRAPHY DEPTH DEPTH CURVE Hierarchy: 3.2.2.1.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Grey Thin Solid Line	 WO-DHDDL---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DPH.CTUR METOC OCEANIC HYDROGRAPHY DEPTH DEPTH CONTOUR Hierarchy: 3.2.2.1.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Grey Thin Solid Line	 WO-DHDDC---L---
METOC.OCA.HYDGRY.DPH.ARA METOC OCEANIC HYDROGRAPHY DEPTH DEPTH AREA Hierarchy: 3.2.2.1.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue/Pale Blue/White	 WO-DHDDA----A--
METOC.OCA.HYDGRY.CSTHYD METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY Hierarchy: 3.2.2.2 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.CSTHYD.CSTLN METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY COASTLINE Hierarchy: 3.2.2.2.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Gray thin solid line	 WO-DHCC----L---
METOC.OCA.HYDGRY.CSTHYD.ISND METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY ISLAND Hierarchy: 3.2.2.2.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Brown solid fill	 WO-DHCI-----A--

TABLE C-III. METOC symbols - Continued.

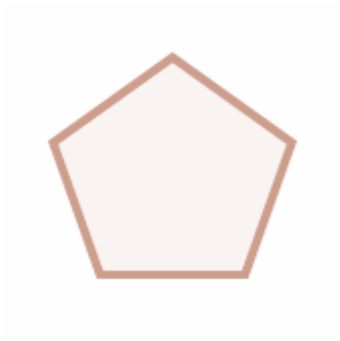
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.CSTHYD.BEH METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY BEACH Hierarchy: 3.2.2.2.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Beige outline and stipple fill	 WO-DHCB-----A--
METOC.OCA.HYDGRY.CSTHYD.H2O METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY WATER Hierarchy: 3.2.2.2.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: White fill Gray dashed line shown for representation purpose only.	 WO-DHCW-----A--
METOC.OCA.HYDGRY.CSTHYD.FSH1 METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE Hierarchy: 3.2.2.2.5 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH2 METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE FORESHORE Hierarchy: 3.2.2.2.5.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. Not applicable. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow-green solid line	 WO-DHCF----L---
METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH3 METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE FORESHORE Hierarchy: 3.2.2.2.5.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow-green solid fill	 WO-DHCF-----A--
METOC.OCA.HYDGRY.PRTHBR METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS Hierarchy: 3.2.2.3 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

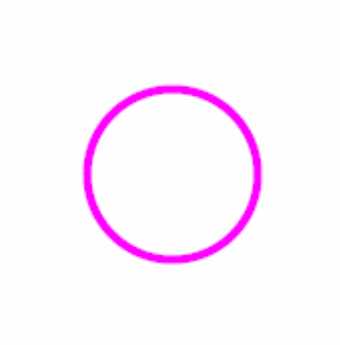
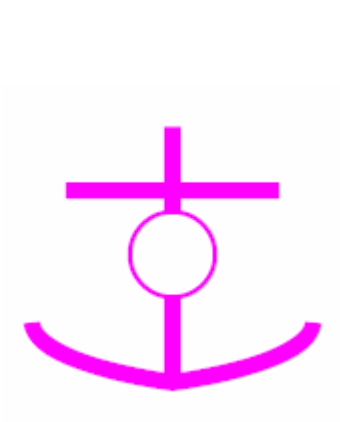
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.PRT METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS Hierarchy: 3.2.2.3.1 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSO METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS BERTHS (ONSHORE) Hierarchy: 3.2.2.3.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta small circle	 WOS-HPB-O-P----
METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSA METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS BERTHS (ANCHOR) Hierarchy: 3.2.2.3.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta anchor w/ small circle	 WOS-HPB-A-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG1 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE Hierarchy: 3.2.2.3.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta anchor	 WOS-HPBA--P----
METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG2 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE Hierarchy: 3.2.2.3.1.4 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a chevron line and anchor symbol. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Magenta Magenta dash/chevron line w/ anchor symbol	 WO-DHPBA---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG3 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE Hierarchy: 3.2.2.3.1.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a chevron line and anchor symbol. 3. Orientation. Not applicable. Static/Dynamic: D Color: Magenta Magenta dash/chevron outline w/ anchor	 WO-DHPBA----A--
METOC.OCA.HYDGRY.PRTHBR.PRT.CIP METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS CALL IN POINT Hierarchy: 3.2.2.3.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta cirdle w/ two cones	 WOS-HPCP--P----

TABLE C-III. METOC symbols - Continued.

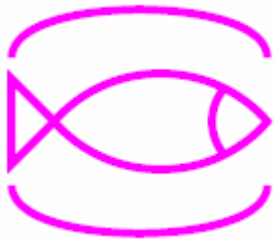
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.PRT.PWQ METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS PIER/WHARF/QUAY Hierarchy: 3.2.2.3.1.7 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Gray thin solid line	 WO-DHPBP---L---
METOC.OCA.HYDGRY.PRTHBR.FSG METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING Hierarchy: 3.2.2.3.2 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.PRTHBR.FSG.FSGHBR METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISHING HARBOR Hierarchy: 3.2.2.3.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta Magenta fish w/ arcs above and below	 WOS-HPFH--P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK1 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISH STAKES/TRAPS/WEIRS Hierarchy: 3.2.2.3.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Gray fish inside net	 WOS-HPFS--P----
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK2 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISH STAKES Hierarchy: 3.2.2.3.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Gray L compound line style	 WOS-HPFS---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK3 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISH STAKES/TRAPS/WEIRS Hierarchy: 3.2.2.3.2.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line. 3. Orientation. Not applicable. Static/Dynamic: S Color: Gray Gray rectangle below angle line pattern fill dashed outline	 WOS-HPFF----A--
METOC.OCA.HYDGRY.PRTHBR.FAC METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES Hierarchy: 3.2.2.3.3 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

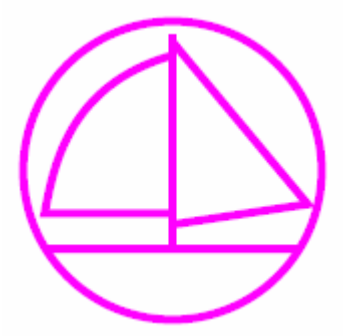
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FAC.DDCK METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES DRYDOCK Hierarchy: 3.2.2.3.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Brown/Black Brown solid area w/ black thin outline	 WO-DHPMD----A--
METOC.OCA.HYDGRY.PRTHBR.FAC.LNDPLC METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES LANDING PLACE Hierarchy: 3.2.2.3.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta yacht inside circle	 WOS-HPML--P----

TABLE C-III. METOC symbols - Continued.

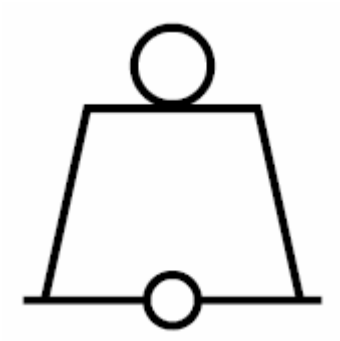
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF1 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY Hierarchy: 3.2.2.3.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: D Color: Black installation bouy	 WO-DHPMO--P----
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF2 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY Hierarchy: 3.2.2.3.3.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: D Color: Grey thick solid line	 WO-DHPMO---L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF3 METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY Hierarchy: 3.2.2.3.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Brown solid fill	 WO-DHPMO----A--
METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPAW METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES RAMP (ABOVE WATER) Hierarchy: 3.2.2.3.3.6 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black sloid line	 WO-DHPMRA--L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPBW METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES RAMP (BELOW WATER) Hierarchy: 3.2.2.3.3.7 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black dashed line	 WO-DHPMRB--L---
METOC.OCA.HYDGRY.PRTHBR.FAC.LNDRNG METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES LANDING RING Hierarchy: 3.2.2.3.3.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Dark Brown/Black Dark Brown filled square w/ black outline	 WOS-HPM-R-P----

TABLE C-III. METOC symbols - Continued.

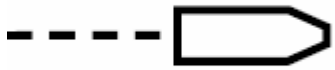
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FAC.FRYCSG METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES FERRY CROSSING Hierarchy: 3.2.2.3.3.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta Magenta dashed line w/ boat symbol	 WOS-HPM-FC-L---
METOC.OCA.HYDGRY.PRTHBR.FAC.CFCSG METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES CABLE FERRY CROSSING Hierarchy: 3.2.2.3.3.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black Black dashed line w/ boat symbol	 WOS-HPM-CC-L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.FAC.DOPN METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES DOLPHIN Hierarchy: 3.2.2.3.3.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. 3. Orientation. Not applicable. Static/Dynamic: S Color: Dark Brown/Black Dark Brown filled square w/ black outline	 WOS-HPD---P----
METOC.OCA.HYDGRY.PRTHBR.SHRLNE METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION Hierarchy: 3.2.2.3.4 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJAW METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION BREAKWATER/GROIN/JETTY (ABOVE WATER) Hierarchy: 3.2.2.3.4.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Grey solid line	 WO-DHPSPA--L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJBW METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION BREAKWATER/GROIN/JETTY (BELOW WATER) Hierarchy: 3.2.2.3.4.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Grey dashed line	 WO-DHPSPB--L---
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.SW METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION SEAWALL Hierarchy: 3.2.2.3.4.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Grey solid line	 WO-DHPSPS--L---
METOC.OCA.HYDGRY.ATN METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION Hierarchy: 3.2.2.4 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

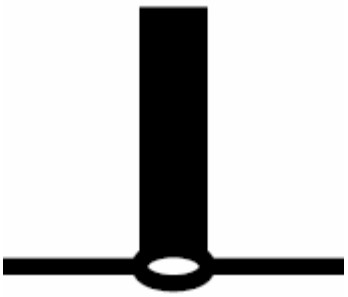
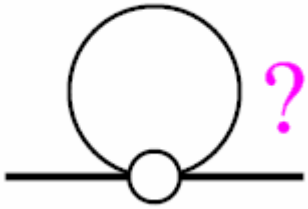
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.ATN.BCN METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION BEACON Hierarchy: 3.2.2.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the intersection of the upright line and the bottom line. Static/Dynamic: S Color: Black beacon/buoy base	 WOS-HABA--P----
METOC.OCA.HYDGRY.ATN.BUOY METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION BUOY DEFAULT Hierarchy: 3.2.2.4.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle. Static/Dynamic: S Color: Black/Magenta Black default buoy beside magenta question mark	 WOS-HABB--P----

TABLE C-III. METOC symbols - Continued.

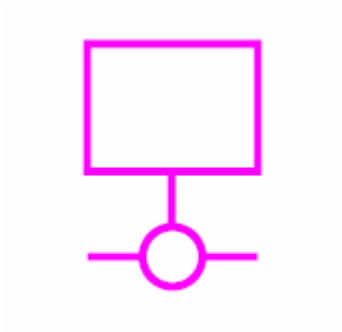
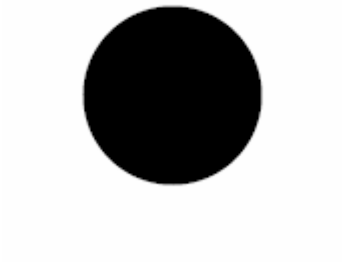
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.ATN.MRK METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION MARKER Hierarchy: 3.2.2.4.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle. Static/Dynamic: S Color: Magenta Magenta Inverted T with Open Circle at Bottom Below Box	 WOS-HABM--P----
METOC.OCA.HYDGRY.ATN.PRH1 METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES Hierarchy: 3.2.2.4.4 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.ATN.PRH1.PRH2 METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES PERCHES/STAKES Hierarchy: 3.2.2.4.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Black Small Circle	 WOS-HABP--P----

TABLE C-III. METOC symbols - Continued.

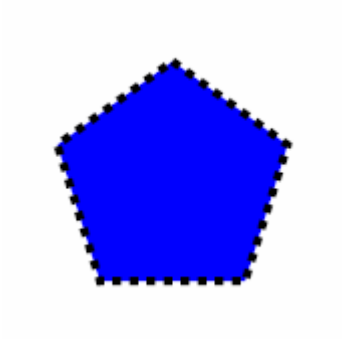
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.ATN.PRH1.PRH3 METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES PERCHES/STAKES Hierarchy: 3.2.2.4.4.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue/Black Blue Fill with Black Dot Outline	 WO-DHABP----A--
METOC.OCA.HYDGRY.ATN.LIT METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LIGHT Hierarchy: 3.2.2.4.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Magenta flare	 WOS-HAL---P----

TABLE C-III. METOC symbols - Continued.

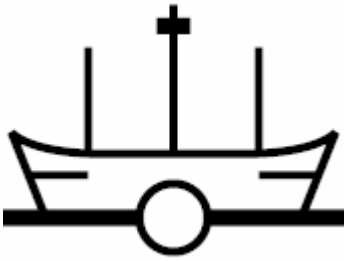
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.ATN.LDGLNE METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LEADING LINE Hierarchy: 3.2.2.4.6 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black solid to dashed line	 WO-DHALLA--L---
METOC.OCA.HYDGRY.ATN.LITVES METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LIGHT VESSEL/LIGHTSHIP Hierarchy: 3.2.2.4.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black Light Vessel	 WOS-HALV--P----

TABLE C-III. METOC symbols - Continued.

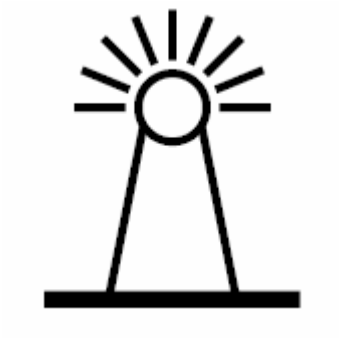
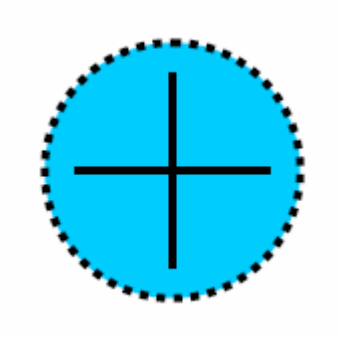
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.ATN.LITHSE METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LIGHTHOUSE Hierarchy: 3.2.2.4.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black Lighthouse Symbol	 WOS-HALH--P----
METOC.OCA.HYDGRY.DANHAZ METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS Hierarchy: 3.2.2.5 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.DANHAZ.RCKSBM METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS ROCK SUBMERGERED Hierarchy: 3.2.2.5.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Blue/Black Black cross in blue solid circle w/ black dotted outline	 WOS-HHRS--P----

TABLE C-III. METOC symbols - Continued.

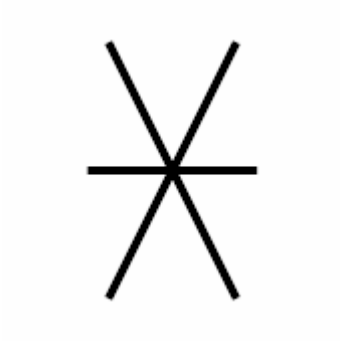
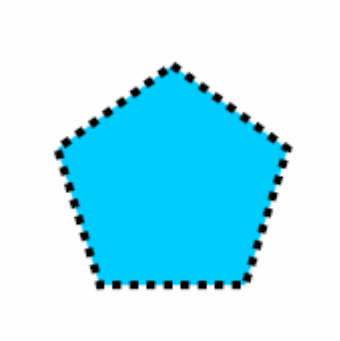
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.RCKAWD METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS ROCK AWASHED Hierarchy: 3.2.2.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Black 6 point asterisk	 WOS-HHRA--P----
METOC.OCA.HYDGRY.DANHAZ.UH2DAN METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS UNDERWATER DANGER/HAZARD Hierarchy: 3.2.2.5.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue/Black Blue fill w/ black dot outline	 WO-DHHD-----A--
METOC.OCA.HYDGRY.DANHAZ.FLGRD1 METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS FOUL GROUND Hierarchy: 3.2.2.5.4 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD2 METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS FOUL GROUND FOUL GROUND Hierarchy: 3.2.2.5.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Gray Gray pound (#) symbol	 WOS-HHDF--P----
METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD3 METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS FOUL GROUND FOUL GROUND Hierarchy: 3.2.2.5.4.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder. 3. Orientation. Not applicable. Static/Dynamic: D Color: Gray Gray # offset pattern fill	 WO-DHHDF----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.KLP1 METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS KELP/SEAWEED Hierarchy: 3.2.2.5.5 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP2 METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS KELP/SEAWEED KELP/SEAWEED Hierarchy: 3.2.2.5.5.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder. 3. Orientation. Not applicable. Static/Dynamic: D Color: Gray kelp symbol	 WO-DHHDK--P----
METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP3 METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS KELP/SEAWEED KELP/SEAWEED Hierarchy: 3.2.2.5.5.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder. 3. Orientation. Not applicable. Static/Dynamic: D Color: Gray kelp symbol pattern fill	 WO-DHHDK----A--

TABLE C-III. METOC symbols - Continued.

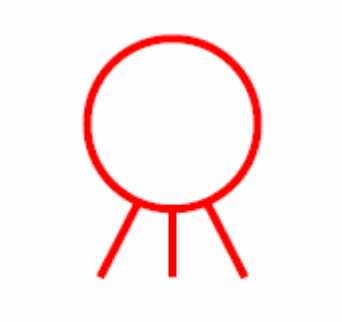
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.MNENAV METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS MINE-NAVAL Hierarchy: 3.2.2.5.6 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.DANHAZ.MNENAV.DBT METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS MINE-NAVAL MINE-NAVAL (DOUBTFUL) Hierarchy: 3.2.2.5.6.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Red Red circle w/ 3 outside tics	 WOS-HHDMDBP----

TABLE C-III. METOC symbols - Continued.

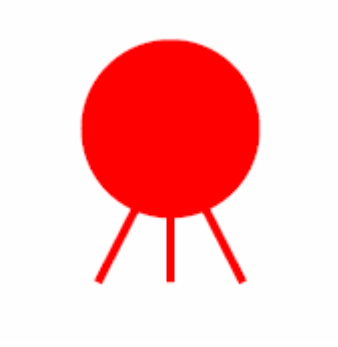
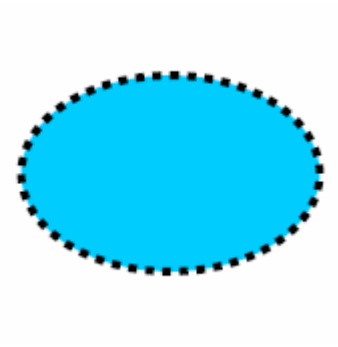
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.MNENAV.DEFN METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS MINE-NAVAL MINE-NAVAL (DEFINITE) Hierarchy: 3.2.2.5.6.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Red Red filled circle w/ 3 outside tics	 WOS-HHDMDFP----
METOC.OCA.HYDGRY.DANHAZ.SNAG METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS SNAGS/STUMPS Hierarchy: 3.2.2.5.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location. Static/Dynamic: S Color: Blue/Black Blue oval w/ black dotted outline	 WOS-HHDS--P----
METOC.OCA.HYDGRY.DANHAZ.WRK METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS WRECK Hierarchy: 3.2.2.5.8 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

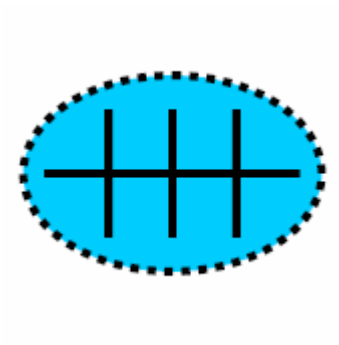
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.WRK.UCOV METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS WRECK WRECK (UNCOVERS) Hierarchy: 3.2.2.5.8.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle in the middle of the straight line below the ship. Static/Dynamic: S Color: Grey wreck symbol	 WOS-HHDWA-P----
METOC.OCA.HYDGRY.DANHAZ.WRK.SBM METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS WRECK WRECK (SUBMERGED) Hierarchy: 3.2.2.5.8.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Blue/Black Black horzontal bar w/ 3 ticks in blus solid oval w/ black dotted outline	 WOS-HHDWB-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.BRKS METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS BREAKERS Hierarchy: 3.2.2.5.9 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Gray thin dashed line	 WO-DHHDB---L---
METOC.OCA.HYDGRY.DANHAZ.REEF METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS REEF Hierarchy: 3.2.2.5.10 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: S Color: Black jagged line	 WOS-HHDR---L---

TABLE C-III. METOC symbols - Continued.

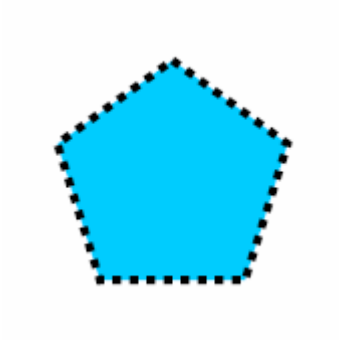
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.DANHAZ.EOTR METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS EDDIES/OVERFALLS/TIDE RIPS Hierarchy: 3.2.2.5.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Gray wavy line	 WOS-HHDE--P----
METOC.OCA.HYDGRY.DANHAZ.DCDH2O METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS DISCOLORED WATER Hierarchy: 3.2.2.5.12 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue/Black Blue filled w/ black dot outline	 WO-DHHDD----A--
METOC.OCA.HYDGRY.BTMFAT METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES Hierarchy: 3.2.2.6 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.BTMFAT.BTMCHR METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS Hierarchy: 3.2.2.6.1 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SD METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS SAND Hierarchy: 3.2.2.6.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-S-P----
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.MUD METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS MUD Hierarchy: 3.2.2.6.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-M-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CLAY METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS CLAY Hierarchy: 3.2.2.6.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-CLP----
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SLT METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS SILT Hierarchy: 3.2.2.6.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-SIP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.STNE METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS STONES Hierarchy: 3.2.2.6.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-STP----
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.GVL METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS GRAVEL Hierarchy: 3.2.2.6.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-G-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.PBL METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS PEBBLES Hierarchy: 3.2.2.6.1.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-P-P----
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.COBL METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS COBBLES Hierarchy: 3.2.2.6.1.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-CBP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.RCK METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS ROCK Hierarchy: 3.2.2.6.1.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-R-P----
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CRL METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS CORAL Hierarchy: 3.2.2.6.1.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-COP----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SHE METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS SHELL Hierarchy: 3.2.2.6.1.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFC-SHP----
METOC.OCA.HYDGRY.BTMFAT.QLFYTM METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS Hierarchy: 3.2.2.6.2 Static/Dynamic: N/A	N/A
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.FNE METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS FINE Hierarchy: 3.2.2.6.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFQ-F-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.MDM METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS MEDIUM Hierarchy: 3.2.2.6.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFQ-M-P----
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.CSE METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS COARSE Hierarchy: 3.2.2.6.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black	 WOS-BFQ-C-P----
METOC.OCA.HYDGRY.TDECUR METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT Hierarchy: 3.2.2.7 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.TDECUR.H2OTRB METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT WATER TURBULENCE Hierarchy: 3.2.2.7.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Gray wavy line	 WOS-TCCW--P----
METOC.OCA.HYDGRY.TDECUR.EBB METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT CURRENT FLOW - EBB Hierarchy: 3.2.2.7.2 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Grey arrow w/ no feather	 WO-DTCCCFE-L---

TABLE C-III. METOC symbols - Continued.

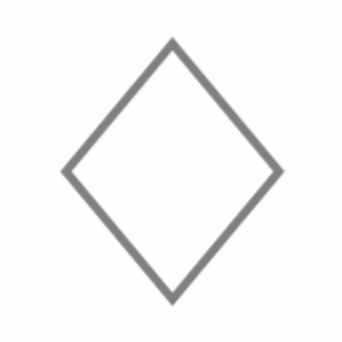
GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.TDECUR.FLOOD METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT CURRENT FLOW - FLOOD Hierarchy: 3.2.2.7.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Grey arrow w/ one feather	 WO-DTCCCFF-L---
METOC.OCA.HYDGRY.TDECUR.TDEDP METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT TIDE DATA POINT Hierarchy: 3.2.2.7.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Gray diamond	 WOS-TCCTD-P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.HYDGRY.TDECUR.TDEG METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT TIDE GAUGE Hierarchy: 3.2.2.7.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Brown with Magenta	 WOS-TCCTG-P----
METOC.OCA.OCNGRY METOC OCEANIC OCEANOGRAPHY Hierarchy: 3.2.3 Static/Dynamic: N/A	N/A
METOC.OCA.OCNGRY.BIOLUM METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE Hierarchy: 3.2.3.1 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.OCNGRY.BIOLUM.VDR1-2 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 1-2 Hierarchy: 3.2.3.1.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Dark Green RGB 26:153:77	 WO-DOBVA----A--
METOC.OCA.OCNGRY.BIOLUM.VDR2-3 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 2-3 Hierarchy: 3.2.3.1.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many point as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Green RGB 26:204:77	 WO-DOBVB----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.OCNGRY.BIOLUM.VDR3-4 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 3-4 Hierarchy: 3.2.3.1.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Lime Green RGB 128:255:51	 WO-DOBVC----A--
METOC.OCA.OCNGRY.BIOLUM.VDR4-5 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 4-5 Hierarchy: 3.2.3.1.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow-Green RGB 204:255:26	 WO-DOBVD----A--

TABLE C-III. METOC symbols - Continued.

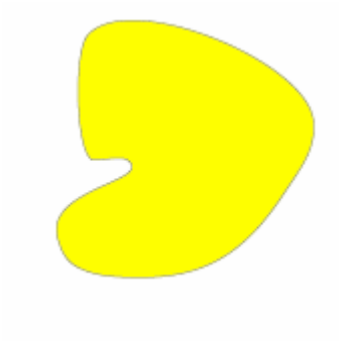
GRAPHIC	METOC GRAPHIC
METOC.OCA.OCNGRY.BIOLUM.VDR5-6 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 5-6 Hierarchy: 3.2.3.1.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow RGB 255:255:0	 WO-DOBVE----A--
METOC.OCA.OCNGRY.BIOLUM.VDR6-7 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 6-7 Hierarchy: 3.2.3.1.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Gold RGB 255:204:0	 WO-DOBVF----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.OCNGRY.BIOLUM.VDR7-8 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 7-8 Hierarchy: 3.2.3.1.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Orange RGB 255:128:0	 WO-DOBVG----A--
METOC.OCA.OCNGRY.BIOLUM.VDR8-9 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 8-9 Hierarchy: 3.2.3.1.8 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Dark Orange RGB 255:77:0	 WO-DOBVH----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.OCNGRY.BIOLUM.VDR9-0 METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 9-10 Hierarchy: 3.2.3.1.9 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red RGB 255:0:0	 WO-DOBVI----A--
METOC.OCA.OCNGRY.BEHSPE METOC OCEANIC OCEANOGRAPHY BEACH SLOPE Hierarchy: 3.2.3.2 Static/Dynamic: N/A	N/A
METOC.OCA.OCNGRY.BEHSPE.FLT METOC OCEANIC OCEANOGRAPHY BEACH SLOPE FLAT Hierarchy: 3.2.3.2.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Gray	 WO-DBSF-----A--

TABLE C-III. METOC symbols - Continued.

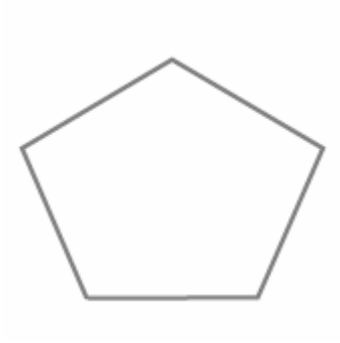
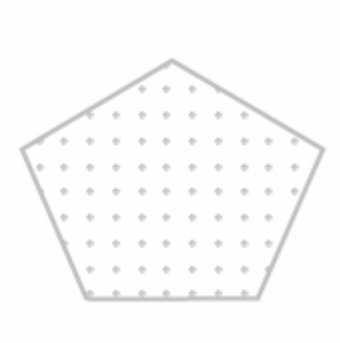
GRAPHIC	METOC GRAPHIC
METOC.OCA.OCNGRY.BEHSPE.GTL METOC OCEANIC OCEANOGRAPHY BEACH SLOPE GENTLE Hierarchy: 3.2.3.2.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Dark Grey	 WO-DBSG-----A--
METOC.OCA.OCNGRY.BEHSPE.MOD METOC OCEANIC OCEANOGRAPHY BEACH SLOPE MODERATE Hierarchy: 3.2.3.2.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Gray Light Gray Dot Fill with Gray Outline	 WO-DBSM-----A--

TABLE C-III. METOC symbols - Continued.

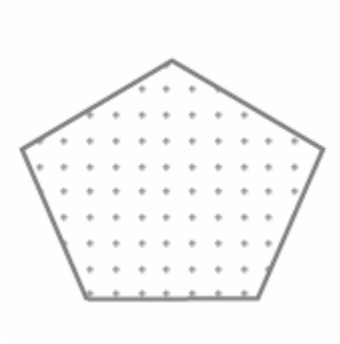
GRAPHIC	METOC GRAPHIC
METOC.OCA.OCNGRY.BEHSPE.STP METOC OCEANIC OCEANOGRAPHY BEACH SLOPE STEEP Hierarchy: 3.2.3.2.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Dark Gray Dark Gray Dot Fill w/ Gray Outline	 WO-DBST-----A--
METOC.OCA.GPHY METOC OCEANIC GEOPHYSICS/ACOUSTICS Hierarchy: 3.2.4 Static/Dynamic: N/A	N/A
METOC.OCA.GPHY.MNEWBD METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS Hierarchy: 3.2.4.1 Static/Dynamic: N/A	N/A
METOC.OCA.GPHY.MNEWBD.MIWBS METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS Hierarchy: 3.2.4.1.1 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.SLDRCK METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS SOLID ROCK Hierarchy: 3.2.4.1.1.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Purple	 WO-DGMSR----A--
METOC.OCA.GPHY.MNEWBD.MIWBS.CLAY METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS CLAY Hierarchy: 3.2.4.1.1.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Periwinkle RGB 100:130:255	 WO-DGMSC----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.VCSESD METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS VERY COARSE SAND Hierarchy: 3.2.4.1.1.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Gold RGB 255:180:0	 WO-DGMSSVS--A--
METOC.OCA.GPHY.MNEWBD.MIWBS.CSESD METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS COARSE SAND Hierarchy: 3.2.4.1.1.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Gold RGB 255:215:0	 WO-DGMSSC---A--

TABLE C-III. METOC symbols - Continued.

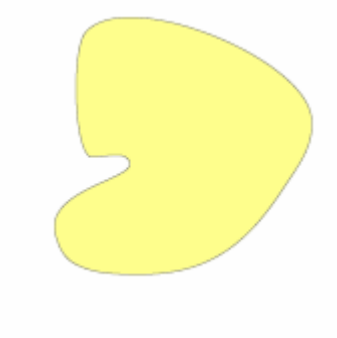
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSD METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS MEDIUM SAND Hierarchy: 3.2.4.1.1.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow RGB 255:235:0	 WO-DGMSSM---A--
METOC.OCA.GPHY.MNEWBD.MIWBS.FNESD METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS FINE SAND Hierarchy: 3.2.4.1.1.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Yellow RGB 255:255:140	 WO-DGMSSF---A--

TABLE C-III. METOC symbols - Continued.

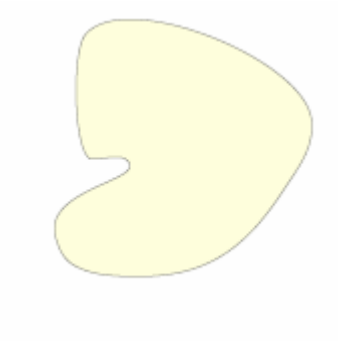
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.VFNESD METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS VERY FINE SAND Hierarchy: 3.2.4.1.1.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Pale Yellow RGB 255:255:220	 WO-DGMSSVF--A--
METOC.OCA.GPHY.MNEWBD.MIWBS.VFNSLT METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS VERY FINE SILT Hierarchy: 3.2.4.1.1.8 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Turquoise RGB 0:215:255	 WO-DGMSIVF--A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.FNESLT METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS FINE SILT Hierarchy: 3.2.4.1.1.9 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Aquamarine RGB 25:255:230	 WO-DGMSIF---A--
METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSLT METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS MEDIUM SILT Hierarchy: 3.2.4.1.1.10 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green RGB 0:255:0	 WO-DGMSIM---A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.CSESLT METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS COARSE SILT Hierarchy: 3.2.4.1.1.11 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Lime Green RGB 200:255:105	 WO-DGMSIC---A--
METOC.OCA.GPHY.MNEWBD.MIWBS.BLDS METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS BOULDERS Hierarchy: 3.2.4.1.1.12 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red RGB 255:0:0	 WO-DGMSB----A--

TABLE C-III. METOC symbols - Continued.

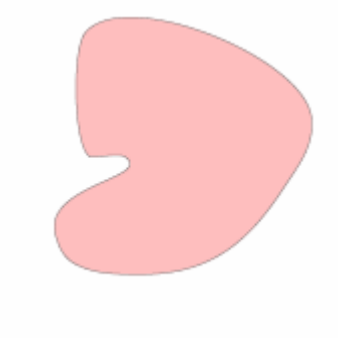
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.COBLOS METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS COBBLES, OYSTER SHELLS Hierarchy: 3.2.4.1.1.13 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Dark Peach RGB 255:150:150	 WO-DGMS-CO--A--
METOC.OCA.GPHY.MNEWBD.MIWBS.PBLSHE METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS PEBBLES, SHELLS Hierarchy: 3.2.4.1.1.14 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Peach RGB 255:190:190	 WO-DGMS-PH--A--

TABLE C-III. METOC symbols - Continued.

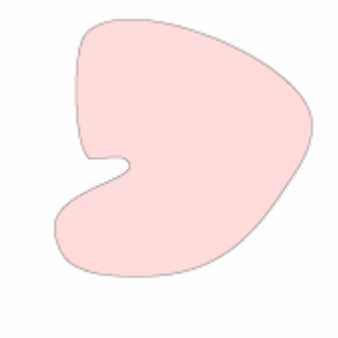
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.SD&SHE METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS SAND AND SHELLS Hierarchy: 3.2.4.1.1.15 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Peach RGB 255:220:220	 WO-DGMS-SH--A--
METOC.OCA.GPHY.MNEWBD.MIWBS.LND METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS LAND Hierarchy: 3.2.4.1.1.16 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Grey RGB 220:220:220	 WO-DGML-----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBS.NODAT METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS NO DATA Hierarchy: 3.2.4.1.1.17 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Grey RGB 230:230:230	 WO-DGMN-----A--
METOC.OCA.GPHY.MNEWBD.BTMRGN METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS BOTTOM ROUGHNESS Hierarchy: 3.2.4.1.2 Static/Dynamic: N/A	N/A
METOC.OCA.GPHY.MNEWBD.BTMRGN.SMH METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS BOTTOM ROUGHNESS SMOOTH Hierarchy: 3.2.4.1.2.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green	 WO-DGMRS----A--

TABLE C-III. METOC symbols - Continued.

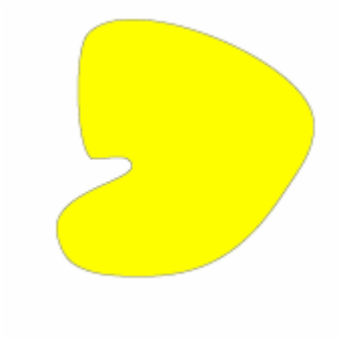
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.BTMRGN.MOD METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS BOTTOM ROUGHNESS MODERATE Hierarchy: 3.2.4.1.2.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow	 WO-DGMRM----A--
METOC.OCA.GPHY.MNEWBD.BTMRGN.RGH METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS BOTTOM ROUGHNESS ROUGH Hierarchy: 3.2.4.1.2.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red	 WO-DGMRR----A--
METOC.OCA.GPHY.MNEWBD.CTRB METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS CLUTTER (BOTTOM) Hierarchy: 3.2.4.1.3 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

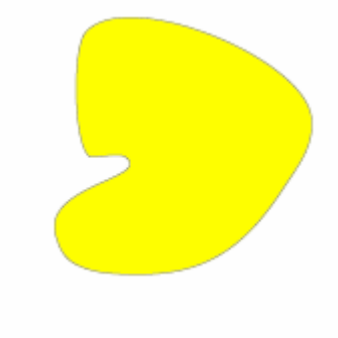
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.CTRB.LW METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS CLUTTER (BOTTOM) LOW Hierarchy: 3.2.4.1.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green	 WO-DGMCL----A--
METOC.OCA.GPHY.MNEWBD.CTRB.MDM METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS CLUTTER (BOTTOM) MEDIUM Hierarchy: 3.2.4.1.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow	 WO-DGMCM----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.CTRB.HGH METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS CLUTTER (BOTTOM) HIGH Hierarchy: 3.2.4.1.3.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red	 WO-DGMCH----A--
METOC.OCA.GPHY.MNEWBD.IMTBUR METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL Hierarchy: 3.2.4.1.4 Static/Dynamic: N/A	N/A
METOC.OCA.GPHY.MNEWBD.IMTBUR.0% METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 0% Hierarchy: 3.2.4.1.4.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue RGB 0:0:255	 WO-DGMIBA---A--

TABLE C-III. METOC symbols - Continued.

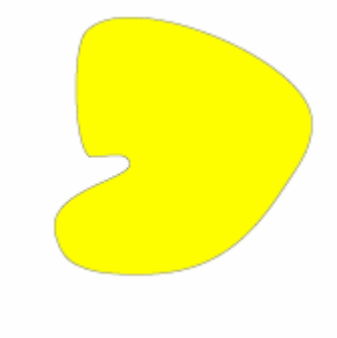
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.IMTBUR.0-10% METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 0-10% Hierarchy: 3.2.4.1.4.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green RGB 0:255:0	 WO-DGMIBB---A--
METOC.OCA.GPHY.MNEWBD.IMTBUR.10-20% METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 10-20% Hierarchy: 3.2.4.1.4.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow RGB 255:255:0	 WO-DGMIBC---A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.IMTBUR.20-75% METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 20-75% Hierarchy: 3.2.4.1.4.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Orange RGB 255:127:0	 WO-DGMIBD---A--
METOC.OCA.GPHY.MNEWBD.IMTBUR.>75% METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL >75% Hierarchy: 3.2.4.1.4.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red RGB 255:0:00	 WO-DGMIBE---A--
METOC.OCA.GPHY.MNEWBD.MIWBC METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY Hierarchy: 3.2.4.1.5 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

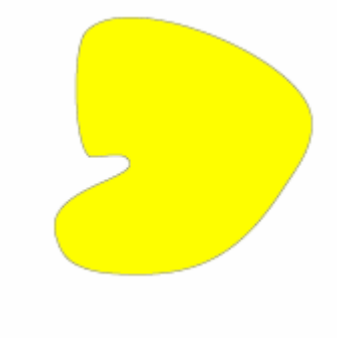
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBC.A METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY A Hierarchy: 3.2.4.1.5.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green	 WO-DGMBCA---A--
METOC.OCA.GPHY.MNEWBD.MIWBC.B METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY B Hierarchy: 3.2.4.1.5.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow	 WO-DGMBCB---A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBC.C METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY C Hierarchy: 3.2.4.1.5.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Red	 WO-DGMBCC---A--
METOC.OCA.GPHY.MNEWBD.MIWBT METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE Hierarchy: 3.2.4.1.6 Static/Dynamic: N/A	N/A
METOC.OCA.GPHY.MNEWBD.MIWBT.A1 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE A1 Hierarchy: 3.2.4.1.6.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Green RGB 048:255:0	 WO-DGMBTA---A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBT.A2 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE A2 Hierarchy: 3.2.4.1.6.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Light Green RGB 127:255:0	 WO-DGMBTB---A--
METOC.OCA.GPHY.MNEWBD.MIWBT.A3 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE A3 Hierarchy: 3.2.4.1.6.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Lime Green RGB 175:255:0	 WO-DGMBTC---A--

TABLE C-III. METOC symbols - Continued.

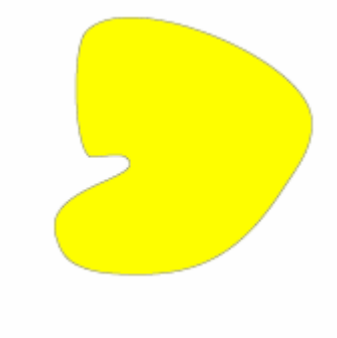
GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBT.B1 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE B1 Hierarchy: 3.2.4.1.6.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow-Green RGB 207:255:0	 WO-DGMBTD---A--
METOC.OCA.GPHY.MNEWBD.MIWBT.B2 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE B2 Hierarchy: 3.2.4.1.6.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Yellow RGB 255:255:0	 WO-DGMBTE---A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBT.B3 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE B3 Hierarchy: 3.2.4.1.6.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Gold RGB 255:207:0	 WO-DGMBTF---A--
METOC.OCA.GPHY.MNEWBD.MIWBT.C1 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE C1 Hierarchy: 3.2.4.1.6.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Orange RGB 255:127:0	 WO-DGMBTG---A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.GPHY.MNEWBD.MIWBT.C2 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE C2 Hierarchy: 3.2.4.1.6.8 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Dark Orange RGB 255:080:0	 WO-DGMBTH---A--
METOC.OCA.GPHY.MNEWBD.MIWBT.C3 METOC OCEANIC GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE C3 Hierarchy: 3.2.4.1.6.9 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Orange-Red RGB 255:048:0	 WO-DGMBTI---A--
METOC.OCA.LMT METOC OCEANIC LIMITS Hierarchy: 3.2.5 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

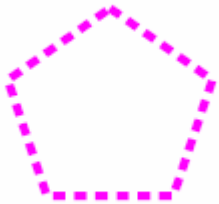
GRAPHIC	METOC GRAPHIC
METOC.OCA.LMT.MARTLB METOC OCEANIC LIMITS MARITIME LIMIT BOUNDARY Hierarchy: 3.2.5.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Magenta thin short dash line	 WO-DL-ML---L---
METOC.OCA.LMT.MARTAR METOC OCEANIC LIMITS MARITIME AREA Hierarchy: 3.2.5.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Magenta	 WO-DL-MA----A--

TABLE C-III. METOC symbols - Continued.

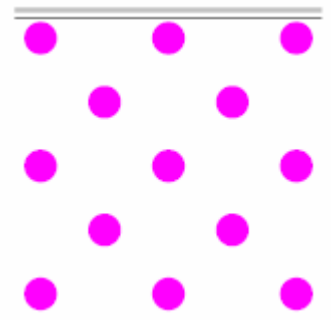
GRAPHIC	METOC GRAPHIC
METOC.OCA.LMT.RSDARA METOC OCEANIC LIMITS RESTRICTED AREA Hierarchy: 3.2.5.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Magenta dashed T line	 WO-DL-RA---L---
METOC.OCA.LMT.SWPARA METOC OCEANIC LIMITS SWEPT AREA Hierarchy: 3.2.5.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder. 3. Orientation. Not applicable. Static/Dynamic: D Color: Pink dots	 WO-DL-SA----A--

TABLE C-III. METOC symbols - Continued.

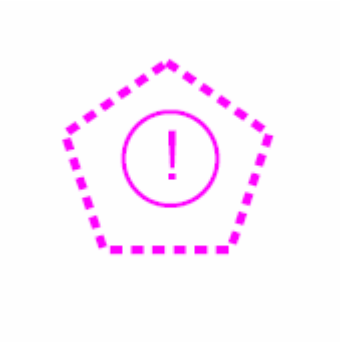
GRAPHIC	METOC GRAPHIC
METOC.OCA.LMT.TRGARA METOC OCEANIC LIMITS TRAINING AREA Hierarchy: 3.2.5.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Magenta Magenta ! in circle w/ dashed outline	 WO-DL-TA----A--
METOC.OCA.LMT.OD METOC OCEANIC LIMITS OPERATOR-DEFINED Hierarchy: 3.2.5.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Orange solid outline	 WO-DL-O-----A--
METOC.OCA.MMD METOC OCEANIC MAN-MADE STRUCTURES Hierarchy: 3.2.6 Static/Dynamic: N/A	N/A

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.MMD.SUBCBL METOC OCEANIC MAN-MADE STRUCTURES SUBMARINE CABLE Hierarchy: 3.2.6.1 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Magenta wavy line	 WO-DMCA----L---
METOC.OCA.MMD.SBMCRB METOC OCEANIC MAN-MADE STRUCTURES SUBMERGED CRIB Hierarchy: 3.2.6.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line. 3. Orientation. Not applicable. Static/Dynamic: D Color: Blue/Black Blue fill w/ black dotted outline	 WO-DMCC-----A--

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.MMD.CNL METOC OCEANIC MAN-MADE STRUCTURES CANAL Hierarchy: 3.2.6.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Black solid thick line	 WO-DMCD----L---
METOC.OCA.MMD.FRD METOC OCEANIC MAN-MADE STRUCTURES FORD Hierarchy: 3.2.6.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black symbol	 WOS-MF----P----

TABLE C-III. METOC symbols - Continued.

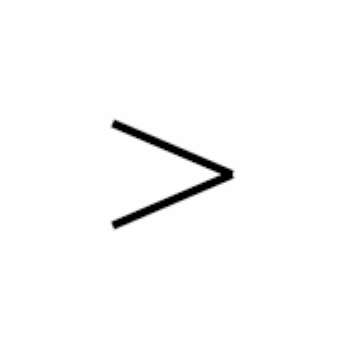
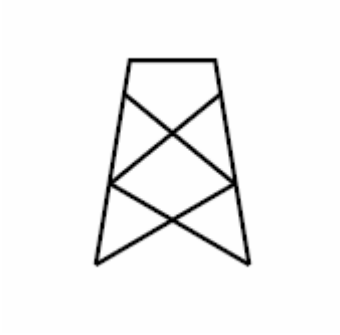
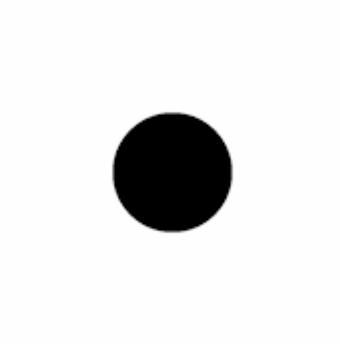
GRAPHIC	METOC GRAPHIC
METOC.OCA.MMD.LCK METOC OCEANIC MAN-MADE STRUCTURES LOCK Hierarchy: 3.2.6.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black symbol	 WOS-ML----P----
METOC.OCA.MMD.OLRG METOC OCEANIC MAN-MADE STRUCTURES OIL/GAS RIG Hierarchy: 3.2.6.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black symbol	 WOS-MOA---P----

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.MMD.OLRGFD METOC OCEANIC MAN-MADE STRUCTURES OIL/GAS RIG FIELD Hierarchy: 3.2.6.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside border. 3. Orientation. Not applicable. Static/Dynamic: D Color: Gray dot pattern fill	 WO-DMOA-----A--
METOC.OCA.MMD.PPELNE METOC OCEANIC MAN-MADE STRUCTURES PIPELINES/PIPE Hierarchy: 3.2.6.8 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected by dashed lines with connected circle separated by a short series of dashes. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D Color: Gray dash line with circle	 WO-DMPA----L---

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
METOC.OCA.MMD.PLE METOC OCEANIC MAN-MADE STRUCTURES PILE/PILING/POST Hierarchy: 3.2.6.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. Static/Dynamic: S Color: Black dot	 WOS-MPA---P----
METOC.SPC METOC SPACE Hierarchy: 3.3 Static/Dynamic: N/A	N/A

SIGNALS INTELLIGENCE SYMBOLOGY

D.1 SCOPE

D.1.1 Scope. This appendix addresses tactical symbols in the Signals Intelligence domain. The tables in this appendix present the icons for space, air, ground, sea surface, and sea subsurface. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

D.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 of this standard apply to this appendix.

D.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

D.4 GENERAL REQUIREMENTS

D.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the Signals Intelligence symbology set.

D.5 DETAILED REQUIREMENTS

D.5.1 Technical specifications. Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard.

D.5.2 Symbology identification coding scheme. A symbology identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525B compliant systems.

D.5.2.1 Code positions. The positions of the SIDC are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility. Table D-1 identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.

b. Position 2, affiliation, indicates the symbol's affiliation.

c. Position 3, battle dimension, indicates the symbol's battle dimension.

d. Position 4, status, indicates the symbol's planned or present status.

e. Positions 5 through 10, function ID, identifies a symbol's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12 are not used in the Signals Intelligence symbology set.

g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace.

TABLE D-I. SIDC positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
I - INTELLIGENCE	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUBSURFACE X - OTHER (No frame) Z - UNKNOWN	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5-10)	(POSITIONS 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table D-III for specific values.	Not Used	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED

D.5.2.2 SIDC table. The following table lists the codes for space, air, ground, and sea surface. As stated in D.5.2.1, a dash (-) indicates that no information is provided in the position. An asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances

TABLE D-II. SIDC table.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT	I	-	-	-	--	--	--	--	--	-	SIGNALS INTELLIGENCE
SIGINT.SPC	I	*	P	*	--	--	--	--	**	*	SPACE TRACK
SIGINT.SPC.SIGINC	I	*	P	*	S-	--	--	--	**	*	SIGNAL INTERCEPT
SIGINT.SPC.SIGINC.COMM	I	*	P	*	SC	--	--	--	**	*	COMMUNICATIONS
SIGINT.SPC.SIGINC.COMM.SATDL	I	*	P	*	SC	D-	--	--	**	*	SATELLITE DOWN-LINK
SIGINT.SPC.SIGINC.RAD	I	*	P	*	SR	--	--	--	**	*	RADAR
SIGINT.SPC.SIGINC.RAD.DATTMN	I	*	P	*	SR	D-	--	--	**	*	DATA TRANSMISSION
SIGINT.SPC.SIGINC.RAD.ERHSVL	I	*	P	*	SR	E-	--	--	**	*	EARTH SURVEILLANCE
SIGINT.SPC.SIGINC.RAD.IFF	I	*	P	*	SR	I-	--	--	**	*	IFF (TRANSPONDER)
SIGINT.SPC.SIGINC.RAD.MFN	I	*	P	*	SR	M-	--	--	**	*	MULTI-FUNCTION
SIGINT.SPC.SIGINC.RAD.TGTAQ	I	*	P	*	SR	T-	--	--	**	*	TARGET ACQUISITION
SIGINT.SPC.SIGINC.RAD.SPC	I	*	P	*	SR	S-	--	--	**	*	SPACE
SIGINT.SPC.SIGINC.RAD.UNK	I	*	P	*	SR	U-	--	--	**	*	UNKNOWN
SIGINT.AIRTRK	I	*	A	*	--	--	--	--	**	*	AIR TRACK
SIGINT.AIRTRK.SIGINC	I	*	A	*	S-	--	--	--	**	*	SIGNAL INTERCEPT
SIGINT.AIRTRK.SIGINC.COMM	I	*	A	*	SC	--	--	--	**	*	COMMUNICATIONS
SIGINT.AIRTRK.SIGINC.COMM.CELL	I	*	A	*	SC	C-	--	--	**	*	CELLULAR/MOBILE
SIGINT.AIRTRK.SIGINC.COMM.OLOS	I	*	A	*	SC	O-	--	--	**	*	OMNI-LINE-OF-SIGHT (LOS)

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT.AIRTRK.SIGINC.COMM.PTPLOS	I	*	A	*	SC	P-	--	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.AIRTRK.SIGINC.COMM.SATUL	I	*	A	*	SC	S-	--	--	**	*	SATELLITE UP-LINK
SIGINT.AIRTRK.SIGINC.RAD	I	*	A	*	SR	--	--	--	**	*	RADAR
SIGINT.AIRTRK.SIGINC.RAD.ABNINC	I	*	A	*	SR	AI	--	--	**	*	AIRBORNE INTERCEPT
SIGINT.AIRTRK.SIGINC.RAD.ABNSB	I	*	A	*	SR	AS	--	--	**	*	AIRBORNE SEARCH & BOMBING
SIGINT.AIRTRK.SIGINC.RAD.CTDINC	I	*	A	*	SR	C-	--	--	**	*	CONTROLLED INTERCEPT
SIGINT.AIRTRK.SIGINC.RAD.DATTMN	I	*	A	*	SR	D-	--	--	**	*	DATA TRANSMISSION
SIGINT.AIRTRK.SIGINC.RAD.EW	I	*	A	*	SR	E-	--	--	**	*	EARLY WARNING
SIGINT.AIRTRK.SIGINC.RAD.FIRCTL	I	*	A	*	SR	F-	--	--	**	*	FIRE CONTROL
SIGINT.AIRTRK.SIGINC.RAD.IFF	I	*	A	*	SR	I-	--	--	**	*	IFF (TRANSPONDER)
SIGINT.AIRTRK.SIGINC.RAD.MSLAQ	I	*	A	*	SR	MA	--	--	**	*	MISSILE ACQUISITION
SIGINT.AIRTRK.SIGINC.RAD.MSLDL	I	*	A	*	SR	MD	--	--	**	*	MISSILE DOWNLINK
SIGINT.AIRTRK.SIGINC.RAD.MSLGDN	I	*	A	*	SR	MG	--	--	**	*	MISSILE GUIDANCE
SIGINT.AIRTRK.SIGINC.RAD.MSLTRK	I	*	A	*	SR	MT	--	--	**	*	MISSILE TRACKING
SIGINT.AIRTRK.SIGINC.RAD.MFN	I	*	A	*	SR	MF	--	--	**	*	MULTI-FUNCTION
SIGINT.AIRTRK.SIGINC.RAD.TGTILL	I	*	A	*	SR	TI	--	--	**	*	TARGET ILLUMINATOR
SIGINT.AIRTRK.SIGINC.RAD.TGTAQ	I	*	A	*	SR	TA	--	--	**	*	TARGET ACQUISITION
SIGINT.AIRTRK.SIGINC.RAD.TGTTRK	I	*	A	*	SR	TT	--	--	**	*	TARGET TRACKING
SIGINT.AIRTRK.SIGINC.RAD.UNK	I	*	A	*	SR	U-	--	--	**	*	UNKNOWN
SIGINT.GRDTRK	I	*	G	*	--	--	--	--	**	*	GROUND TRACK
SIGINT.GRDTRK.SIGINC	I	*	G	*	S-	--	--	--	**	*	SIGNAL INTERCEPT

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT.GRDTRK.SIGINC.COMM	I	*	G	*	SC -- --	--	**	*	COMMUNICATIONS
SIGINT.GRDTRK.SIGINC.COMM.CELL	I	*	G	*	SC C- --	--	**	*	CELLULAR/MOBILE
SIGINT.GRDTRK.SIGINC.COMM.OLOS	I	*	G	*	SC O- --	--	**	*	OMNI-LINE-OF-SIGHT (LOS)
SIGINT.GRDTRK.SIGINC.COMM.PTPLOS	I	*	G	*	SC P- --	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.GRDTRK.SIGINC.COMM.SATUL	I	*	G	*	SC S- --	--	**	*	SATELLITE UP-LINK
SIGINT.GRDTRK.SIGINC.COMM.TPSSCT	I	*	G	*	SC T- --	--	**	*	TROPOSPHERIC SCATTER
SIGINT.GRDTRK.SIGINC.RAD	I	*	G	*	SR -- --	--	**	*	RADAR
SIGINT.GRDTRK.SIGINC.RAD.ATCTL	I	*	G	*	SR AT --	--	**	*	AIR TRAFFIC CONTROL
SIGINT.GRDTRK.SIGINC.RAD.AA/C	I	*	G	*	SR AA --	--	**	*	ANTI-AIRCRAFT
SIGINT.GRDTRK.SIGINC.RAD.BTFSVL	I	*	G	*	SR B- --	--	**	*	BATTLEFIELD SURVEILLANCE
SIGINT.GRDTRK.SIGINC.RAD.CSTSVL	I	*	G	*	SR CS --	--	**	*	COASTAL SURVEILLANCE
SIGINT.GRDTRK.SIGINC.RAD.CTDAPP	I	*	G	*	SR CA --	--	**	*	CONTROLLED APPROACH
SIGINT.GRDTRK.SIGINC.RAD.DATTMN	I	*	G	*	SR D- --	--	**	*	DATA TRANSMISSION
SIGINT.GRDTRK.SIGINC.RAD.EW	I	*	G	*	SR E- --	--	**	*	EARLY WARNING
SIGINT.GRDTRK.SIGINC.RAD.FIRCTL	I	*	G	*	SR F- --	--	**	*	FIRE CONTROL
SIGINT.GRDTRK.SIGINC.RAD.HGTFDG	I	*	G	*	SR H- --	--	**	*	HEIGHT FINDING
SIGINT.GRDTRK.SIGINC.RAD.IDFF	I	*	G	*	SR I- --	--	**	*	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
SIGINT.GRDTRK.SIGINC.RAD.METO	I	*	G	*	SR MM --	--	**	*	METEOROLOGICAL (MILITARY)
SIGINT.GRDTRK.SIGINC.RAD.MSLAQ	I	*	G	*	SR MA --	--	**	*	MISSILE ACQUISITION
SIGINT.GRDTRK.SIGINC.RAD.MSLGDN	I	*	G	*	SR MG --	--	**	*	MISSILE GUIDANCE
SIGINT.GRDTRK.SIGINC.RAD.MSLTRK	I	*	G	*	SR MT --	--	**	*	MISSILE TRACKING

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT.GRDTRK.SIGINC.RAD.MFN	I	*	G	*	SR	MF	--	--	**	*	MULTI-FUNCTION
SIGINT.GRDTRK.SIGINC.RAD.SHETKG	I	*	G	*	SR	S-	--	--	**	*	SHELL TRACKING
SIGINT.GRDTRK.SIGINC.RAD.TGTAQ	I	*	G	*	SR	TA	--	--	**	*	TARGET ACQUISITION
SIGINT.GRDTRK.SIGINC.RAD.TGTILL	I	*	G	*	SR	TI	--	--	**	*	TARGET ILLUMINATOR
SIGINT.GRDTRK.SIGINC.RAD.TGTTRK	I	*	G	*	SR	TT	--	--	**	*	TARGET TRACKING
SIGINT.GRDTRK.SIGINC.RAD.UNK	I	*	G	*	SR	U-	--	--	**	*	UNKNOWN
SIGINT.SSUF	I	*	S	*	--	--	--	--	**	*	SEA SURFACE TRACK
SIGINT.SSUF.SIGINC	I	*	S	*	S-	--	--	--	**	*	SIGNAL INTERCEPT
SIGINT.SSUF.SIGINC.COMM	I	*	S	*	SC	--	--	--	**	*	COMMUNICATIONS
SIGINT.SSUF.SIGINC.COMM.CELL	I	*	S	*	SC	C-	--	--	**	*	CELLULAR/MOBILE
SIGINT.SSUF.SIGINC.COMM.OLOS	I	*	S	*	SC	O-	--	--	**	*	OMNI-LINE-OF-SIGHT (LOS)
SIGINT.SSUF.SIGINC.COMM.PTPLOS	I	*	S	*	SC	P-	--	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.SSUF.SIGINC.COMM.SATUL	I	*	S	*	SC	S-	--	--	**	*	SATELLITE UP-LINK
SIGINT.SSUF.SIGINC.RAD	I	*	S	*	SR	--	--	--	**	*	RADAR
SIGINT.SSUF.SIGINC.RAD.ATCTL	I	*	S	*	SR	AT	--	--	**	*	AIR TRAFFIC CONTROL
SIGINT.SSUF.SIGINC.RAD.AA/C	I	*	S	*	SR	AA	--	--	**	*	ANTI-AIRCRAFT
SIGINT.SSUF.SIGINC.RAD.CTDAPP	I	*	S	*	SR	CA	--	--	**	*	CONTROLLED APPROACH
SIGINT.SSUF.SIGINC.RAD.CTDINC	I	*	S	*	SR	CI	--	--	**	*	CONTROLLED INTERCEPT
SIGINT.SSUF.SIGINC.RAD.DATTMN	I	*	S	*	SR	D-	--	--	**	*	DATA TRANSMISSION
SIGINT.SSUF.SIGINC.RAD.EW	I	*	S	*	SR	E-	--	--	**	*	EARLY WARNING
SIGINT.SSUF.SIGINC.RAD.FIRCTL	I	*	S	*	SR	F-	--	--	**	*	FIRE CONTROL

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT.SSUF.SIGINC.RAD.HGTFDG	I	*	S	*	SR	H-	--	--	**	*	HEIGHT FINDING
SIGINT.SSUF.SIGINC.RAD.IDFF	I	*	S	*	SR	I-	--	--	**	*	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
SIGINT.SSUF.SIGINC.RAD.METO	I	*	S	*	SR	MM	--	--	**	*	METEOROLOGICAL (MILITARY)
SIGINT.SSUF.SIGINC.RAD.MSLAQ	I	*	S	*	SR	MA	--	--	**	*	MISSILE ACQUISITION
SIGINT.SSUF.SIGINC.RAD.MSLGDN	I	*	S	*	SR	MG	--	--	**	*	MISSILE GUIDANCE
SIGINT.SSUF.SIGINC.RAD.MSLTRK	I	*	S	*	SR	MT	--	--	**	*	MISSILE TRACKING
SIGINT.SSUF.SIGINC.RAD.MFN	I	*	S	*	SR	MF	--	--	**	*	MULTI-FUNCTION
SIGINT.SSUF.SIGINC.RAD.SUFSRH	I	*	S	*	SR	S-	--	--	**	*	SURFACE SEARCH
SIGINT.SSUF.SIGINC.RAD.TGTAQ	I	*	S	*	SR	TA	--	--	**	*	TARGET ACQUISITION
SIGINT.SSUF.SIGINC.RAD.TGTILL	I	*	S	*	SR	TI	--	--	**	*	TARGET ILLUMINATOR
SIGINT.SSUF.SIGINC.RAD.TGTTRK	I	*	S	*	SR	TT	--	--	**	*	TARGET TRACKING
SIGINT.SSUF.SIGINC.RAD.UNK	I	*	S	*	SR	U-	--	--	**	*	UNKNOWN
SIGINT.SBSUF	I	*	U	*	--	--	--	--	**	*	SUBSURFACE TRACK
SIGINT.SBSUF.SIGINC	I	*	U	*	S-	--	--	--	**	*	SIGNAL INTERCEPT
SIGINT.SBSUF.SIGINC.COMM	I	*	U	*	SC	--	--	--	**	*	COMMUNICATIONS
SIGINT.SBSUF.SIGINC.COMM.OLOS	I	*	U	*	SC	O-	--	--	**	*	OMNI-LINE-OF-SIGHT (LOS)
SIGINT.SBSUF.SIGINC.COMM.PTPLOS	I	*	U	*	SC	P-	--	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.SBSUF.SIGINC.COMM.SATUL	I	*	U	*	SC	S-	--	--	**	*	SATELLITE UP-LINK
SIGINT.SBSUF.SIGINC.RAD	I	*	U	*	SR	--	--	--	**	*	RADAR
SIGINT.SBSUF.SIGINC.RAD.DATTMN	I	*	U	*	SR	D-	--	--	**	*	DATA TRANSMISSION
SIGINT.SBSUF.SIGINC.RAD.EW	I	*	U	*	SR	E-	--	--	**	*	EARLY WARNING

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT.SBSUF.SIGINC.RAD.MFN	I	*	U	*	SR M- --	--	**	*	MULTI-FUNCTION
SIGINT.SBSUF.SIGINC.RAD.SUFSRH	I	*	U	*	SR S- --	--	**	*	SURFACE SEARCH
SIGINT.SBSUF.SIGINC.RAD.TGTAQ	I	*	U	*	SR T- --	--	**	*	TARGET ACQUISITION
SIGINT.SBSUF.SIGINC.RAD.UNK	I	*	U	*	SR U- --	--	**	*	UNKNOWN

D.5.3 Symbology set. The following table provides a graphic representation of each approved tactical symbol in the Signals Intelligence symbology set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). All Signals Intelligence symbols shall be framed. The SIDC under each Affiliation column (Unknown, Friend, Neutral, Hostile) is the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE D-III. Signals intelligence symbols.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT SIGNALS INTELLIGENCE Hierarchy: 4.X	N/A	N/A	N/A	N/A
SIGINT.SPC SIGNALS INTELLIGENCE SPACE TRACK Hierarchy: 4.X.1	N/A	N/A	N/A	N/A
SIGINT.SPC.SIGINC SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT Hierarchy: 4.X.1.1	N/A	N/A	N/A	N/A
SIGINT.SPC.SIGINC.COMM SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS Hierarchy: 4.X.1.1.1	N/A	N/A	N/A	N/A
SIGINT.SPC.SIGINC.COMM.SATDL SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE DOWN-LINK Hierarchy: 4.X.1.1.1.1 Framed: F	 IUPPSCD-----***	 IFPPSCD-----***	 INPPSCD-----***	 IHPPSCD-----***
SIGINT.SPC.SIGINC.RAD SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR Hierarchy: 4.X.1.1.2	N/A	N/A	N/A	N/A

TABLE D-III. Signals intelligence symbols - Continued.

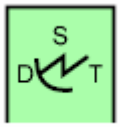
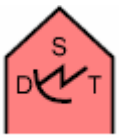
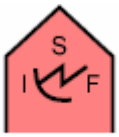
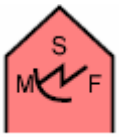
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SPC.SIGINC.RAD.DATTMN SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION Hierarchy: 4.X.1.1.2.1 Framed: F	 IUPPSRD-----***	 IFPPSRD-----***	 INPPSRD-----***	 IHPPSRD-----***
SIGINT.SPC.SIGINC.RAD.ERHSVL SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR EARTH SURVEILLANCE Hierarchy: 4.X.1.1.2.2 Framed: F	 IUPPSRE-----***	 IFPPSRE-----***	 INPPSRE-----***	 IHPPSRE-----***
SIGINT.SPC.SIGINC.RAD.IFF SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR IFF (TRANSPONDER) Hierarchy: 4.X.1.1.2.3 Framed: F	 IUPPSRI-----***	 IFPPSRI-----***	 INPPSRI-----***	 IHPPSRI-----***
SIGINT.SPC.SIGINC.RAD.MFN SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION Hierarchy: 4.X.1.1.2.4 Framed: F	 IUPPSRM-----***	 IFPPSRM-----***	 INPPSRM-----***	 IHPPSRM-----***
SIGINT.SPC.SIGINC.RAD.TGTAQ SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION Hierarchy: 4.X.1.1.2.5 Framed: F	 IUPPSRT-----***	 IFPPSRT-----***	 INPPSRT-----***	 IHPPSRT-----***

TABLE D-III. Signals intelligence symbols - Continued.

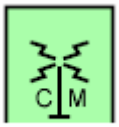
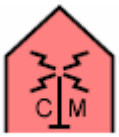
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SPC.SIGINC.RAD.SPC SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR SPACE Hierarchy: 4.X.1.1.2.6 Framed: F	 IUPPSRS-----***	 IFPPSRS-----***	 INPPSRS-----***	 IHPPSRS-----***
SIGINT.SPC.SIGINC.RAD.UNK SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN Hierarchy: 4.X.1.1.2.7 Framed: F	 IUPPSRU-----***	 IFPPSRU-----***	 INPPSRU-----***	 IHPPSRU-----***
SIGINT.AIRTRK SIGNALS INTELLIGENCE AIR TRACK Hierarchy: 4.X.2	N/A	N/A	N/A	N/A
SIGINT.AIRTRK.SIGINC SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT Hierarchy: 4.X.2.1	N/A	N/A	N/A	N/A
SIGINT.AIRTRK.SIGINC.COMM SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS Hierarchy: 4.X.2.1.1	N/A	N/A	N/A	N/A
SIGINT.AIRTRK.SIGINC.COMM.CELL SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE Hierarchy: 4.X.2.1.1.1 Framed: F	 IUAPSCC-----***	 IFAPSCC-----***	 INAPSCC-----***	 IHAPSCC-----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.AIRTRK.SIGINC.COMM.OLOS SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS) Hierarchy: 4.X.2.1.1.2 Framed: F	 IUAPSCO-----***	 IFAPSCO-----***	 INAPSCO-----***	 IHAPSCO-----***
SIGINT.AIRTRK.SIGINC.COMM.PTPLOS SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS) Hierarchy: 4.X.2.1.1.3 Framed: F	 IUAPSCP-----***	 IFAPSCP-----***	 INAPSCP-----***	 IHAPSCP-----***
SIGINT.AIRTRK.SIGINC.COMM.SATUL SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK Hierarchy: 4.X.2.1.1.4 Framed: F	 IUAPSCS-----***	 IFAPSCS-----***	 INAPSCS-----***	 IHAPSCS-----***
SIGINT.AIRTRK.SIGINC.RAD SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR Hierarchy: 4.X.2.1.2	N/A	N/A	N/A	N/A
SIGINT.AIRTRK.SIGINC.RAD.ABNINC SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE INTERCEPT Hierarchy: 4.X.2.1.2.1 Framed: F	 IUAPSRAI----***	 IFAPSRAI----***	 INAPSRAI----***	 IHAPSRAI----***

TABLE D-III. Signals intelligence symbols - Continued.

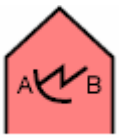
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.AIRTRK.SIGINC.RAD.ABNSB SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE SEARCH & BOMBING Hierarchy: 4.X.2.1.2.2 Framed: F	 IUAPSRAS----***	 IFAPSRAS----***	 INAPSRAS----***	 IHAPSRAS----***
SIGINT.AIRTRK.SIGINC.RAD.CTDINC SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT Hierarchy: 4.X.2.1.2.3 Framed: F	 IUAPSRC-----***	 IFAPSRC-----***	 INAPSRC-----***	 IHAPSRC-----***
SIGINT.AIRTRK.SIGINC.RAD.DATTMN SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION Hierarchy: 4.X.2.1.2.4 Framed: F	 IUAPSRD-----***	 IFAPSRD-----***	 INAPSRD-----***	 IHAPSRD-----***
SIGINT.AIRTRK.SIGINC.RAD.EW SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR EARLY WARNING Hierarchy: 4.X.2.1.2.5 Framed: F	 IUAPSRE-----***	 IFAPSRE-----***	 INAPSRE-----***	 IHAPSRE-----***
SIGINT.AIRTRK.SIGINC.RAD.FIRCTL SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL Hierarchy: 4.X.2.1.2.6 Framed: F	 IUAPSRF-----***	 IFAPSRF-----***	 INAPSRF-----***	 IHAPSRF-----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.AIRTRK.SIGINC.RAD.IFF SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR IFF (TRANSPONDER) Hierarchy: 4.X.2.1.2.7 Framed: F	 IUAPSRI-----***	 IFAPSRI-----***	 INAPSRI-----***	 IHAPSRI-----***
SIGINT.AIRTRK.SIGINC.RAD.MSLAQ SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION Hierarchy: 4.X.2.1.2.8 Framed: F	 IUAPSRMA---- ***	 IFAPSRMA----***	 INAPSRMA---- ***	 IHAPSRMA---- ***
SIGINT.AIRTRK.SIGINC.RAD.MSLDL SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE DOWNLINK Hierarchy: 4.X.2.1.2.9 Framed: F	 IUAPSRMD---- ***	 IFAPSRMD----***	 INAPSRMD---- ***	 IHAPSRMD---- ***
SIGINT.AIRTRK.SIGINC.RAD.MSLGDN SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE Hierarchy: 4.X.2.1.2.10 Framed: F	 IUAPSRMG---- ***	 IFAPSRMG----***	 INAPSRMG---- ***	 IHAPSRMG---- ***
SIGINT.AIRTRK.SIGINC.RAD.MSLTRK SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING Hierarchy: 4.X.2.1.2.11 Framed: F	 IUAPSRMT----***	 IFAPSRMT----***	 INAPSRMT----***	 IHAPSRMT----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.AIRTRK.SIGINC.RAD.MFN SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION Hierarchy: 4.X.2.1.2.12 Framed: F	 IUAPSRMF----***	 IFAPSRMF----***	 INAPSRMF----***	 IHAPSRMF----***
SIGINT.AIRTRK.SIGINC.RAD.TGTILL SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR Hierarchy: 4.X.2.1.2.13 Framed: F	 IUAPSRTI----***	 IFAPSRTI----***	 INAPSRTI----***	 IHAPSRTI----***
SIGINT.AIRTRK.SIGINC.RAD.TGTAQ SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION Hierarchy: 4.X.2.1.2.14 Framed: F	 IUAPSRTA----***	 IFAPSRTA----***	 INAPSRTA----***	 IHAPSRTA----***
SIGINT.AIRTRK.SIGINC.RAD.TGTTRK SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING Hierarchy: 4.X.2.1.2.15 Framed: F	 IUAPSRTT----***	 IFAPSRTT----***	 INAPSRTT----***	 IHAPSRTT----***
SIGINT.AIRTRK.SIGINC.RAD.UNK SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR UNKNOWN Hierarchy: 4.X.2.1.2.16 Framed: F	 IUAPSRU-----***	 IFAPSRU-----***	 INAPSRU-----***	 IHAPSRU-----***
SIGINT.GRDTRK SIGNALS INTELLIGENCE GROUND TRACK Hierarchy: 4.X.3	N/A	N/A	N/A	N/A

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT Hierarchy: 4.X.3.1	N/A	N/A	N/A	N/A
SIGINT.GRDTRK.SIGINC.COMM SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS Hierarchy: 4.X.3.1.1	N/A	N/A	N/A	N/A
SIGINT.GRDTRK.SIGINC.COMM.CELL SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE Hierarchy: 4.X.3.1.1.1 Framed: F	 IUGPSCC-----***	 IFGPSCC-----***	 INGPSCC-----***	 IHGPSCC-----***
SIGINT.GRDTRK.SIGINC.COMM.OLOS SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS) Hierarchy: 4.X.3.1.1.2 Framed: F	 IUGPSCO-----***	 IFGPSCO-----***	 INGPSCO-----***	 IHGPSCO-----***
SIGINT.GRDTRK.SIGINC.COMM.PTPLOS SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS) Hierarchy: 4.X.3.1.1.3 Framed: F	 IUGPSCP-----***	 IFGPSCP-----***	 INGPSCP-----***	 IHGPSCP-----***
SIGINT.GRDTRK.SIGINC.COMM.SATUL SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK Hierarchy: 4.X.3.1.1.4 Framed: F	 IUGPSCS-----***	 IFGPSCS-----***	 INGPSCS-----***	 IHGPSCS-----***

TABLE D-III. Signals intelligence symbols - Continued.

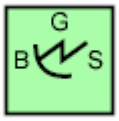
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC.COMM.TPSSCT SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS TROPOSPHERIC SCATTER Hierarchy: 4.X.3.1.1.5 Framed: F	 IUGPSCT-----***	 IFGPSCT-----***	 INGPSCT-----***	 IHGPSCT-----***
SIGINT.GRDTRK.SIGINC.RAD SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR Hierarchy: 4.X.3.1.2	N/A	N/A	N/A	N/A
SIGINT.GRDTRK.SIGINC.RAD.ATCTL SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL Hierarchy: 4.X.3.1.2.1 Framed: F	 IUGPSRAT----***	 IFGPSRAT----***	 INGPSRAT----***	 IHGPSRAT----***
SIGINT.GRDTRK.SIGINC.RAD.AA/C SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT Hierarchy: 4.X.3.1.2.2 Framed: F	 IUGPSRAA----***	 IFGPSRAA----***	 INGPSRAA----***	 IHGPSRAA----***
SIGINT.GRDTRK.SIGINC.RAD.BTFSVL SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR BATTLEFIELD SURVEILLANCE Hierarchy: 4.X.3.1.2.3 Framed: F	 IUGPSRB-----***	 IFGPSRB-----***	 INGPSRB-----***	 IHGPSRB-----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC.RAD.CSTSVL SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR COASTAL SURVEILLANCE Hierarchy: 4.X.3.1.2.4 Framed: F	 IUGPSRCS----***	 IFGPSRCS----***	 INGPSRCS----***	 IHGPSRCS----***
SIGINT.GRDTRK.SIGINC.RAD.CTDAPP SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH Hierarchy: 4.X.3.1.2.5 Framed: F	 IUGPSRCA----***	 IFGPSRCA----***	 INGPSRCA----***	 IHGPSRCA----***
SIGINT.GRDTRK.SIGINC.RAD.DATTMN SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION Hierarchy: 4.X.3.1.2.6 Framed: F	 IUGPSRD-----***	 IFGPSRD-----***	 INGPSRD-----***	 IHGPSRD-----***
SIGINT.GRDTRK.SIGINC.RAD.EW SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR EARLY WARNING Hierarchy: 4.X.3.1.2.7 Framed: F	 IUGPSRE-----***	 IFGPSRE-----***	 INGPSRE-----***	 IHGPSRE-----***
SIGINT.GRDTRK.SIGINC.RAD.FIRCTL SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL Hierarchy: 4.X.3.1.2.8 Framed: F	 IUGPSRF-----***	 IFGPSRF-----***	 INGPSRF-----***	 IHGPSRF-----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC.RAD.HGTFDG SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING Hierarchy: 4.X.3.1.2.9 Framed: F	 IUGPSRH-----***	 IFGPSRH-----***	 INGPSRH-----***	 IHGPSRH-----***
SIGINT.GRDTRK.SIGINC.RAD.IDFF SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR) Hierarchy: 4.X.3.1.2.10 Framed: F	 IUGPSRI-----***	 IFGPSRI-----***	 INGPSRI-----***	 IHGPSRI-----***
SIGINT.GRDTRK.SIGINC.RAD.METO SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY) Hierarchy: 4.X.3.1.2.11 Framed: F	 IUGPSRMM---- ***	 IFGPSRMM---- ***	 INGPSRMM---- ***	 IHGPSRMM---- ***
SIGINT.GRDTRK.SIGINC.RAD.MSLAQ SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION Hierarchy: 4.X.3.1.2.12 Framed: F	 IUGPSRMA---- ***	 IFGPSRMA----***	 INGPSRMA---- ***	 IHGPSRMA---- ***
SIGINT.GRDTRK.SIGINC.RAD.MSLGDN SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE Hierarchy: 4.X.3.1.2.13 Framed: F	 IUGPSRMG---- ***	 IFGPSRMG----***	 INGPSRMG---- ***	 IHGPSRMG---- ***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC.RAD.MSLTRK SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING Hierarchy: 4.X.3.1.2.14 Framed: F	 IUGPSRMT----***	 IFGPSRMT----***	 INGPSRMT----***	 IHGPSRMT----***
SIGINT.GRDTRK.SIGINC.RAD.MFN SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION Hierarchy: 4.X.3.1.2.15 Framed: F	 IUGPSRMF----***	 IFGPSRMF----***	 INGPSRMF----***	 IHGPSRMF----***
SIGINT.GRDTRK.SIGINC.RAD.SHETKG SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR SHELL TRACKING Hierarchy: 4.X.3.1.2.16 Framed: F	 IUGPSRS-----***	 IFGPSRS-----***	 INGPSRS-----***	 IHGPSRS-----***
SIGINT.GRDTRK.SIGINC.RAD.TGTAQ SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION Hierarchy: 4.X.3.1.2.17 Framed: F	 IUGPSRTA----***	 IFGPSRTA----***	 INGPSRTA----***	 IHGPSRTA----***
SIGINT.GRDTRK.SIGINC.RAD.TGTILL SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR Hierarchy: 4.X.3.1.2.18 Framed: F	 IUGPSRTI----***	 IFGPSRTI----***	 INGPSRTI----***	 IHGPSRTI----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC.RAD.TGTTRK SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING Hierarchy: 4.X.3.1.2.19 Framed: F	 IUGPSRTT----***	 IFGPSRTT----***	 INGPSRTT----***	 IHGPSRTT----***
SIGINT.GRDTRK.SIGINC.RAD.UNK SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR UNKNOWN Hierarchy: 4.X.3.1.2.20 Framed: F	 IUGPSRU-----***	 IFGPSRU-----***	 INGPSRU-----***	 IHGPSRU-----***
SIGINT.SSUF SIGNALS INTELLIGENCE SEA SURFACE TRACK Hierarchy: 4.X.4	N/A	N/A	N/A	N/A
SIGINT.SSUF.SIGINC SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT Hierarchy: 4.X.4.1	N/A	N/A	N/A	N/A
SIGINT.SSUF.SIGINC.COMM SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS Hierarchy: 4.X.4.1.1	N/A	N/A	N/A	N/A
SIGINT.SSUF.SIGINC.COMM.CELL SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE Hierarchy: 4.X.4.1.1.1 Framed: F	 IUSPSCC-----***	 IFSPSCC-----***	 INSPSCC-----***	 IHSPSCC-----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SSUF.SIGINC.COMM.OLOS SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS) Hierarchy: 4.X.4.1.1.2 Framed: F	 IUSPSCO-----***	 IFSPSCO-----***	 INSPSCO-----***	 IHSPSCO-----***
SIGINT.SSUF.SIGINC.COMM.PTPLOS SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS) Hierarchy: 4.X.4.1.1.3 Framed: F	 IUSPSCP-----***	 IFSPSCP-----***	 INSPSCP-----***	 IHSPSCP-----***
SIGINT.SSUF.SIGINC.COMM.SATUL SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK Hierarchy: 4.X.4.1.1.4 Framed: F	 IUSPSCS-----***	 IFSPSCS-----***	 INSPSCS-----***	 IHSPSCS-----***
SIGINT.SSUF.SIGINC.RAD SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR Hierarchy: 4.X.4.1.2	N/A	N/A	N/A	N/A
SIGINT.SSUF.SIGINC.RAD.ATCTL SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL Hierarchy: 4.X.4.1.2.1 Framed: F	 IUSPSRAT----***	 IFSPSRAT----***	 INSPSRAT----***	 IHSPSRAT----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SSUF.SIGINC.RAD.AA/C SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT Hierarchy: 4.X.4.1.2.2 Framed: F	 IUSPSRAA----***	 IFSPSRAA----***	 INSPSRAA----***	 IHSPSRAA----***
SIGINT.SSUF.SIGINC.RAD.CTDAPP SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH Hierarchy: 4.X.4.1.2.3 Framed: F	 IUSPSRCA----***	 IFSPSRCA----***	 INSPSRCA----***	 IHSPSRCA----***
SIGINT.SSUF.SIGINC.RAD.CTDINC SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT Hierarchy: 4.X.4.1.2.4 Framed: F	 IUSPSRCI----***	 IFSPSRCI----***	 INSPSRCI----***	 IHSPSRCI----***
SIGINT.SSUF.SIGINC.RAD.DATTMN SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION Hierarchy: 4.X.4.1.2.5 Framed: F	 IUSPSRD-----***	 IFSPSRD-----***	 INSPSRD-----***	 IHSPSRD-----***
SIGINT.SSUF.SIGINC.RAD.EW SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING Hierarchy: 4.X.4.1.2.6 Framed: F	 IUSPSRE-----***	 IFSPSRE-----***	 INSPSRE-----***	 IHSPSRE-----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SSUF.SIGINC.RAD.FIRCTL SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL Hierarchy: 4.X.4.1.2.7 Framed: F	 IUSPSRF-----***	 IFSPSRF-----***	 INSPSRF-----***	 IHSPSRF-----***
SIGINT.SSUF.SIGINC.RAD.HGTFDG SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING Hierarchy: 4.X.4.1.2.8 Framed: F	 IUSPSRH-----***	 IFSPSRH-----***	 INSPSRH-----***	 IHSPSRH-----***
SIGINT.SSUF.SIGINC.RAD.IDFF SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR) Hierarchy: 4.X.4.1.2.9 Framed: F	 IUSPSRI-----***	 IFSPSRI-----***	 INSPSRI-----***	 IHSPSRI-----***
SIGINT.SSUF.SIGINC.RAD.METO SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY) Hierarchy: 4.X.4.1.2.10 Framed: F	 IUSPSRMM---- ***	 IFSPSRMM----***	 INSPSRMM---- ***	 IHSPSRMM---- ***
SIGINT.SSUF.SIGINC.RAD.MSLAQ SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION Hierarchy: 4.X.4.1.2.11 Framed: F	 IUSPSRMA----***	 IFSPSRMA----***	 INSPSRMA----***	 IHSPSRMA----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SSUF.SIGINC.RAD.MSLGDN SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE Hierarchy: 4.X.4.1.2.12 Framed: F	 IUSPSRMG----***	 IFSPSRMG----***	 INSPSRMG----***	 IHSPSRMG----***
SIGINT.SSUF.SIGINC.RAD.MSLTRK SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING Hierarchy: 4.X.4.1.2.13 Framed: F	 IUSPSRMT----***	 IFSPSRMT----***	 INSPSRMT----***	 IHSPSRMT----***
SIGINT.SSUF.SIGINC.RAD.MFN SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION Hierarchy: 4.X.4.1.2.14 Framed: F	 IUSPSRMF----***	 IFSPSRMF----***	 INSPSRMF----***	 IHSPSRMF----***
SIGINT.SSUF.SIGINC.RAD.SUFSRH SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH Hierarchy: 4.X.4.1.2.15 Framed: F	 IUSPSRS-----***	 IFSPSRS-----***	 INSPSRS-----***	 IHSPSRS-----***
SIGINT.SSUF.SIGINC.RAD.TGTAQ SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION Hierarchy: 4.X.4.1.2.16 Framed: F	 IUSPSRTA----***	 IFSPSRTA----***	 INSPSRTA----***	 IHSPSRTA----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SSUF.SIGINC.RAD.TGTILL SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR Hierarchy: 4.X.4.1.2.17 Framed: F	 IUSPSRTI----***	 IFSPSRTI----***	 INSPSRTI----***	 IHSPSRTI----***
SIGINT.SSUF.SIGINC.RAD.TGTTRK SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING Hierarchy: 4.X.4.1.2.18 Framed: F	 IUSPSRTT----***	 IFSPSRTT----***	 INSPSRTT----***	 IHSPSRTT----***
SIGINT.SSUF.SIGINC.RAD.UNK SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN Hierarchy: 4.X.4.1.2.19 Framed: F	 IUSPSRU-----***	 IFSPSRU-----***	 INSPSRU-----***	 IHSPSRU-----***
SIGINT.SBSUF SIGNALS INTELLIGENCE SUBSURFACE TRACK Hierarchy: 4.X.5	N/A	N/A	N/A	N/A
SIGINT.SBSUF.SIGINC SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT Hierarchy: 4.X.5.1	N/A	N/A	N/A	N/A
SIGINT.SBSUF.SIGINC.COMM SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS Hierarchy: 4.X.5.1.1	N/A	N/A	N/A	N/A

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SBSUF.SIGINC.COMM.OLOS SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS) Hierarchy: 4.X.5.1.1.1 Framed: F	 IUUPSCO-----***	 IFUPSCO-----***	 INUPSCO-----***	 IHUPSCO-----***
SIGINT.SBSUF.SIGINC.COMM.PTPLOS SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS) Hierarchy: 4.X.5.1.1.2 Framed: F	 IUUPSCP-----***	 IFUPSCP-----***	 INUPSCP-----***	 IHUPSCP-----***
SIGINT.SBSUF.SIGINC.COMM.SATUL SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK Hierarchy: 4.X.5.1.1.3 Framed: F	 IUUPSCS-----***	 IFUPSCS-----***	 INUPSCS-----***	 IHUPSCS-----***
SIGINT.SBSUF.SIGINC.RAD SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR Hierarchy: 4.X.5.1.2	N/A	N/A	N/A	N/A
SIGINT.SBSUF.SIGINC.RAD.DATTMN SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION Hierarchy: 4.X.5.1.2.1 Framed: F	 IUUPSRD-----***	 IFUPSRD-----***	 INUPSRD-----***	 IHUPSRD-----***

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SBSUF.SIGINC.RAD.EW SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING Hierarchy: 4.X.5.1.2.2 Framed: F	 IUUPSRE-----***	 IFUPSRE-----***	 INUPSRE-----***	 IHUPSRE-----***
SIGINT.SBSUF.SIGINC.RAD.MFN SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION Hierarchy: 4.X.5.1.2.3 Framed: F	 IUUPSRM-----***	 IFUPSRM-----***	 INUPSRM-----***	 IHUPSRM-----***
SIGINT.SBSUF.SIGINC.RAD.SUFSRH SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH Hierarchy: 4.X.5.1.2.4 Framed: F	 IUUPSRS-----***	 IFUPSRS-----***	 INUPSRS-----***	 IHUPSRS-----***
SIGINT.SBSUF.SIGINC.RAD.TGTAQ SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION Hierarchy: 4.X.5.1.2.5 Framed: F	 IUUPSRT-----***	 IFUPSRT-----***	 INUPSRT-----***	 IHUPSRT-----***
SIGINT.SBSUF.SIGINC.RAD.UNK SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN Hierarchy: 4.X.5.1.2.6 Framed: F	 IUUPSRU-----***	 IFUPSRU-----***	 INUPSRU-----***	 IHUPSRU-----***

MILITARY OPERATIONS OTHER THAN WAR (MOOTW) SYMBOLOGY

E.1 SCOPE

E.1.1 Scope. This appendix addresses tactical symbols in the MOOTW domain. The tables in this appendix present the icons for violent activities, locations, operations, and items. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

E.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

E.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

E.4 GENERAL REQUIREMENTS

E.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighting battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the MOOTW symbology set.

E.5 DETAILED REQUIREMENTS

E.5.1 Technical specifications. Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard. Framing of MOOTW tactical symbols differs slightly from C2 Symbology: UEI tactical symbols in that there is only one battle dimension: ground.

E.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525 compliant systems.

E.5.2.1 Code positions. The positions of the SIDC are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as echelon/mobility. Table E-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.

b. Position 2, affiliation, indicates the symbol's affiliation.

c. Position 3, category, indicates the symbol's primary category (violent activities, locations, operations, or items).

d. Position 4, status, indicates the symbol's planned or present status.

e. Positions 5 through 10, function ID, identify a symbol's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table E-II contains the specific values used in this field.

g. Positions 13 and 14, country code, identify the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

TABLE E-I. SIDC positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
O - MILITARY OPERATIONS OTHER THAN WAR (MOOTW)	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	V - VIOLENT ACTIVITIES L - LOCATIONS O - OPERATIONS I - ITEMS	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5-10)	**SYMBOL MODIFIER (2) (POSITION 11, 12)**	**COUNTRY CODE (2) (POSITION 13, 14)**	**ORDER OF BATTLE (1) (POSITION 15)**
See table E-III for specific values.	See table E-II for specific values.	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED

TABLE E-II. Symbol modifier codes.

CODE	DESCRIPTION		CODE	DESCRIPTION
- -	NULL		- A	TEAM/CREW
- B	SQUAD		- C	SECTION
- D	PLATOON/DETACHMENT		- E	COMPANY/BATTERY/TROOP
- F	BATTALION/SQUADRON		- G	REGIMENT/GROUP
- H	BRIGADE		- I	DIVISION
- J	CORPS/MEF		- K	ARMY
- L	ARMY GROUP/FRONT		- M	REGION
A -	HEADQUARTERS (HQ)		AA	HQ TEAM/CREW
AB	HQ SQUAD		AC	HQ SECTION
AD	HQ PLATOON/DETACHMENT		AE	HQ COMPANY/BATTERY/TROOP
AF	HQ BATTALION/SQUADRON		AG	HQ REGIMENT/GROUP
AH	HQ BRIGADE		AI	HQ DIVISION
AJ	HQ CORPS/MEF		AK	HQ ARMY
AL	HQ ARMY GROUP/FRONT		AM	HQ REGION
B -	TASK FORCE (TF) HQ		BA	TF HQ TEAM/CREW
BB	TF HQ SQUAD		BC	TF HQ SECTION
BD	TF HQ PLATOON/DETACHMENT		BE	TF HQ COMPANY/BATTERY/TROOP
BF	TF HQ BATTALION/SQUADRON		BG	TF HQ REGIMENT/GROUP
BH	TF HQ BRIGADE		BI	TF HQ DIVISION
BJ	TF HQ CORPS/MEF		BK	TF HQ ARMY
BL	TF HQ ARMY GROUP/FRONT		BM	TF HQ REGION
C -	FEINT DUMMY (FD) HQ		CA	FD HQ TEAM/CREW
CB	FD HQ SQUAD		CC	FD HQ SECTION
CD	FD HQ PLATOON/DETACHMENT		CE	FD HQ COMPANY/BATTERY/TROOP
CF	FD HQ BATTALION/SQUADRON		CG	FD HQ REGIMENT/GROUP
CH	FD HQ BRIGADE		CI	FD HQ DIVISION
CJ	FD HQ CORPS/MEF		CK	FD HQ ARMY
CL	FD HQ ARMY GROUP/FRONT		CM	FD HQ REGION
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		DA	FD/TF HQ TEAM/CREW

TABLE E-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
DB	FD/TF HQ SQUAD		DC	FD/TF HQ SECTION
DD	FD/TF HQ PLATOON/DETACHMENT		DE	FD/TF HQ COMPANY/BATTERY/TROOP
DF	FD/TF HQ BATTALION/SQUADRON		DG	FD/TF HQ REGIMENT/GROUP
DH	FD/TF HQ BRIGADE		DI	FD/TF HQ DIVISION
DJ	FD/TF HQ CORPS/MEF		DK	FD/TF HQ ARMY
DL	FD/TF HQ ARMY GROUP/FRONT		DM	FD/TF HQ REGION
E -	TASK FORCE (TF)		EA	TF TEAM/CREW
EB	TF SQUAD		EC	TF SECTION
ED	TF PLATOON/DETACHMENT		EE	TF COMPANY/BATTERY/TROOP
EF	TF BATTALION/SQUADRON		EG	TF REGIMENT/GROUP
EH	TF BRIGADE		EI	TF DIVISION
EJ	TF CORPS/MEF		EK	TF ARMY
EL	TF ARMY GROUP/FRONT		EM	TF REGION
F -	FEINT DUMMY (FD)		FA	FD TEAM/CREW
FB	FD SQUAD		FC	FD SECTION
FD	FD PLATOON/DETACHMENT		FE	FD COMPANY/BATTERY/TROOP
FF	FD BATTALION/SQUADRON		FG	FD REGIMENT/GROUP
FH	FD BRIGADE		FI	FD DIVISION
FJ	FD CORPS/MEF		FK	FD ARMY
FL	FD ARMY GROUP/FRONT		FM	FD REGION
G -	FEINT DUMMY/TASK FORCE (FD/TF)		GA	FD/TF TEAM/CREW
GB	FD/TF SQUAD		GC	FD/TF SECTION
GD	FD/TF PLATOON/DETACHMENT		GE	FD/TF COMPANY/BATTERY/TROOP
GF	FD/TF BATTALION/SQUADRON		GG	FD/TF REGIMENT/GROUP
GH	FD/TF BRIGADE		GI	FD/TF DIVISION
GJ	FD/TF CORPS/MEF		GK	FD/TF ARMY
GL	FD/TF ARMY GROUP/FRONT		GM	FD/TF REGION
H -	INSTALLATION		HB	FEINT DUMMY INSTALLATION
M-	MOBILITY EQUIPMENT		MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY

TABLE E-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
MP	MOBILITY CROSS COUNTRY		MQ	MOBILITY TRACKED
MR	MOBILITY WHEELED AND TRACKED COMBINATION		MS	MOBILITY TOWED
MT	MOBILITY RAIL		MU	MOBILITY OVER THE SNOW
MV	MOBILITY SLED		MW	MOBILITY PACK ANIMALS
MX	MOBILITY BARGE		MY	MOBILITY AMPHIBIOUS

E.5.2.2 SIDC table. The following table lists the codes for MOOTW symbology. Since many symbols may not have an entry in all code positions, a dash (-) is used to fill each unused position. As stated in E.5.2.1, an asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility.

TABLE E-III. SIDC table.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
MOOTW	O	*	-	-	--	--	--	**	**	*	MILITARY OPERATIONS OTHER THAN WAR (MOOTW)
MOOTW.VIOATY	O	*	V	*	--	--	--	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
MOOTW.VIOATY.ASN	O	*	V	*	A-	--	--	**	**	*	ARSON/FIRE
MOOTW.VIOATY.ASS	O	*	V	*	M-	--	--	**	**	*	ASSASSINATION/MURDER/EXECUTION
MOOTW.VIOATY.BM	O	*	V	*	B-	--	--	**	**	*	BOMB/BOMBING
MOOTW.VIOATY.BBY	O	*	V	*	Y-	--	--	**	**	*	BOOBY TRAP
MOOTW.VIOATY.DBS	O	*	V	*	D-	--	--	**	**	*	DRIVE-BY SHOOTING
MOOTW.VIOATY.SPG	O	*	V	*	S-	--	--	**	**	*	SNIPING
MOOTW.VIOATY.PSNG	O	*	V	*	P-	--	--	**	**	*	POISONING
MOOTW.LOCAT	O	*	L	*	--	--	--	**	**	*	LOCATIONS
MOOTW.LOCAT.BLST	O	*	L	*	B-	--	--	**	**	*	BLACK LIST LOCATION
MOOTW.LOCAT.GLST	O	*	L	*	G-	--	--	**	**	*	GRAY LIST LOCATION
MOOTW.LOCAT.WLST	O	*	L	*	W-	--	--	**	**	*	WHITE LIST LOCATION
MOOTW.OPN	O	*	O	*	--	--	--	**	**	*	OPERATIONS
MOOTW.OPN.PATG	O	*	O	*	P-	--	--	**	**	*	PATROLLING
MOOTW.OPN.RCMT	O	*	O	*	R-	--	--	**	**	*	RECRUITMENT
MOOTW.OPN.RCMT.WLG	O	*	O	*	RW	--	--	**	**	*	RECRUITMENT (WILLING)
MOOTW.OPN.RCMT.CRCD	O	*	O	*	RC	--	--	**	**	*	RECRUITMENT (COERCED/IMPRESSED)

TABLE E-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
MOOTW.OPN.DEMO	O	*	O	*	D- -- --	**	**	*	DEMONSTRATION
MOOTW.OPN.ML	O	*	O	*	M- -- --	**	**	*	MINE LAYING
MOOTW.OPN.PSYOP	O	*	O	*	Y- -- --	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
MOOTW.OPN.PSYOP.TARP	O	*	O	*	YT -- --	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
MOOTW.OPN.PSYOP.WP	O	*	O	*	YW -- --	**	**	*	PSYOP (WRITTEN PROPAGANDA)
MOOTW.OPN.PSYOP.HTHP	O	*	O	*	YH -- --	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
MOOTW.OPN.FRGSRH	O	*	O	*	F- -- --	**	**	*	FORAGING/SEARCHING
MOOTW.OPN.SPY	O	*	O	*	S- -- --	**	**	*	SPY
MOOTW.OPN.FDDIST	O	*	O	*	O- -- --	**	**	*	FOOD DISTRIBUTION
MOOTW.OPN.EXTN	O	*	O	*	E- -- --	**	**	*	EXTORTION
MOOTW.OPN.HJKG	O	*	O	*	H- -- --	**	**	*	HIJACKING
MOOTW.OPN.HJKG.VEH	O	*	O	*	HT -- --	**	**	*	HIJACKING (VEHICLE)
MOOTW.OPN.HJKG.APL	O	*	O	*	HA -- --	**	**	*	HIJACKING (AIRPLANE)
MOOTW.OPN.HJKG.BOAT	O	*	O	*	HV -- --	**	**	*	HIJACKING (BOAT)
MOOTW.OPN.KDNG	O	*	O	*	K- -- --	**	**	*	KIDNAPPING
MOOTW.OPN.ARR	O	*	O	*	A- -- --	**	**	*	ARREST
MOOTW.OPN.DGOPN	O	*	O	*	U- -- --	**	**	*	DRUG OPERATION
MOOTW.ITM	O	*	I	*	-- -- --	**	**	*	ITEMS
MOOTW.ITM.RFG	O	*	I	*	R- -- --	**	**	*	REFUGEES
MOOTW.ITM.SAFHSE	O	*	I	*	S- -- --	**	**	*	SAFE HOUSE
MOOTW.ITM.GRF	O	*	I	*	G- -- --	**	**	*	GRAFITTI
MOOTW.ITM.VRLRPS	O	*	I	*	V- -- --	**	**	*	VANDALISM/RAPE/LOOT/RANSACK/PLUNDER/SACK

TABLE E-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
MOOTW.ITM.KNIVEH	O	*	I	*	I- -- --	**	**	*	KNOWN INSURGENT VEHICLE
MOOTW.ITM.DGVEH	O	*	I	*	D- -- --	**	**	*	DRUG VEHICLE
MOOTW.ITM.ISF	O	*	I	*	F- -- --	**	**	*	INTERNAL SECURITY FORCE

E.5.3 Symbology set. The following table provides a graphic representation of each approved tactical symbol in the MOOTW set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). The SIDC portion of each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE E-IV. MOOTW symbols.

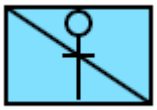
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW MILITARY OPERATIONS OTHER THAN WAR (MOOTW) Hierarchy: 5.X	N/A	N/A	N/A	N/A
MOOTW.VIOATY MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) Hierarchy: 5.X.1	N/A	N/A	N/A	N/A
MOOTW.VIOATY.ASN MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE Hierarchy: 5.X.1.1 Framed: F	 OUVPA-----*****	 OFVPA-----*****	 ONVPA-----*****	 OHVPA-----*****
MOOTW.VIOATY.ASS MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) ASSASSINATION/MURDER/EXECUTION Hierarchy: 5.X.1.2 Framed: F	 OUVPM-----*****	 OFVPM-----*****	 ONVPM-----*****	 OHVPM-----*****
MOOTW.VIOATY.BM MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) BOMB/BOMBING Hierarchy: 5.X.1.3 Framed: F	 OUVPB-----*****	 OFVPB-----*****	 ONVPB-----*****	 OHVPB-----*****

TABLE E-IV. MOOTW symbols - Continued.

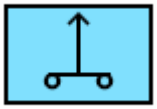
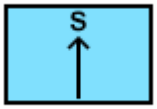
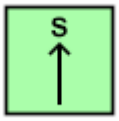
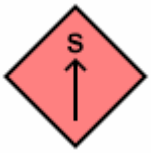
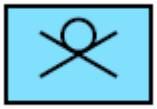
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW.VIOATY.BBY MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) BOOBY TRAP Hierarchy: 5.X.1.4 Framed: F	 OUVPY-----*****	 OFVPY-----*****	 ONVPY-----*****	 OHVPY-----*****
MOOTW.VIOATY.DBS MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) DRIVE-BY SHOOTING Hierarchy: 5.X.1.5 Framed: F	 OUVPD-----*****	 OFVPD-----*****	 ONVPD-----*****	 OHVPD-----*****
MOOTW.VIOATY.SPG MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) SNIPING Hierarchy: 5.X.1.6 Framed: F	 OUVPS-----*****	 OFVPS-----*****	 ONVPS-----*****	 OHVPS-----*****
MOOTW.VIOATY.PSNG MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) POISONING Hierarchy: 5.X.1.7 Framed: F	 OUVPP-----*****	 OFVPP-----*****	 ONVPP-----*****	 OHVPP-----*****
MOOTW.LOCAT MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS Hierarchy: 5.X.2	N/A	N/A	N/A	N/A
MOOTW.LOCAT.BLST MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS BLACK LIST LOCATION Hierarchy: 5.X.2.1 Framed: F	 OULPB-----*****	 OFLPB-----*****	 ONLPB-----*****	 OHLPB-----*****

TABLE E-IV. MOOTW symbols - Continued.

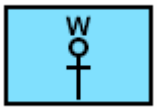
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW.LOCAT.GLST MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS GRAY LIST LOCATION Hierarchy: 5.X.2.2 Framed: F	 OULPG-----*****	 OFLPG-----*****	 ONLPG-----*****	 OHLPG-----*****
MOOTW.LOCAT.WLST MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS WHITE LIST LOCATION Hierarchy: 5.X.2.3 Framed: F	 OULPW-----*****	 OFLPW-----*****	 ONLPW-----*****	 OHLPW-----*****
MOOTW.OPN MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS Hierarchy: 5.X.3	N/A	N/A	N/A	N/A
MOOTW.OPN.PATG MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PATROLLING Hierarchy: 5.X.3.1 Framed: F	 OUOPP-----*****	 OFOPP-----*****	 ONOPP-----*****	 OHOPP-----*****
MOOTW.OPN.RCMT MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS RECRUITMENT Hierarchy: 5.X.3.2	N/A	N/A	N/A	N/A
MOOTW.OPN.RCMT.WLG MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS RECRUITMENT RECRUITMENT (WILLING) Hierarchy: 5.X.3.2.1 Framed: F	 OUOPRW---- *****	 OFOPRW---- *****	 ONOPRW---- *****	 OHOPRW---- *****

TABLE E-IV. MOOTW symbols - Continued.

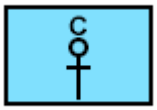
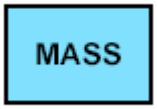
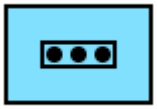
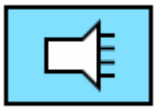
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW.OPN.RCMT.CRCD MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS RECRUITMENT RECRUITMENT (COERCED/IMPRESSED) Hierarchy: 5.X.3.2.2 Framed: F	 OUOPRC----*****	 OFOPRC----*****	 ONOPRC----*****	 OHOPRC----*****
MOOTW.OPN.DEMO MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS DEMONSTRATION Hierarchy: 5.X.3.3 Framed: F	 OUOPD-----*****	 OFOPD-----*****	 ONOPD-----*****	 OHOPD-----*****
MOOTW.OPN.ML MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS MINE LAYING Hierarchy: 5.X.3.4 Framed: F	 OUOPM-----*****	 OFOPM-----*****	 ONOPM-----*****	 OHOPM-----*****
MOOTW.OPN.PSYOP MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) Hierarchy: 5.X.3.5 Framed: F	 OUOPY-----*****	 OFOPY-----*****	 ONOPY-----*****	 OHOPY-----*****
MOOTW.OPN.PSYOP.TARP MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) PSYOP (TV AND RADIO PROPAGANDA) Hierarchy: 5.X.3.5.1 Framed: F	 OUOPYT----*****	 OFOPYT----*****	 ONOPYT----*****	 OHOPYT----*****

TABLE E-IV. MOOTW symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW.OPN.PSYOP.WP MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) PSYOP (WRITTEN PROPAGANDA) Hierarchy: 5.X.3.5.2 Framed: F	 OUOPYW---- *****	 OFOPYW---- *****	 ONOPYW---- *****	 OHOPYW---- *****
MOOTW.OPN.PSYOP.HTHP MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) HOUSE-TO-HOUSE PROPAGANDA Hierarchy: 5.X.3.5.3 Framed: F	 OUOPYH---- *****	 OFOPYH----*****	 ONOPYH---- *****	 OHOPYH---- *****
MOOTW.OPN.FRGSRH MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS FORAGING/SEARCHING Hierarchy: 5.X.3.6 Framed: F	 OUOPF-----*****	 OFOPF-----*****	 ONOPF-----*****	 OHOPF-----*****
MOOTW.OPN.SPY MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS SPY Hierarchy: 5.X.3.7 Framed: F	 OUOPS-----*****	 OFOPS-----*****	 ONOPS-----*****	 OHOPS-----*****
MOOTW.OPN.FDDIST MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS FOOD DISTRIBUTION Hierarchy: 5.X.3.8 Framed: F	 OUOPO-----*****	 OFOPO-----*****	 ONOPO-----*****	 OHOPO-----*****

TABLE E-IV. MOOTW symbols - Continued.

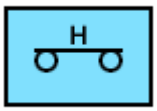
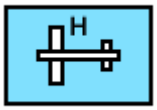
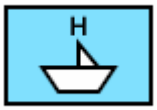
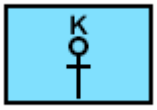
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW.OPN.EXTN MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS EXTORTION Hierarchy: 5.X.3.9 Framed: F	 OUOPE-----*****	 OFOPE-----*****	 ONOPE-----*****	 OHOPE-----*****
MOOTW.OPN.HJKG MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING Hierarchy: 5.X.3.10	N/A	N/A	N/A	N/A
MOOTW.OPN.HJKG.VEH MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING HIJACKING (VEHICLE) Hierarchy: 5.X.3.10.1 Framed: F	 OUOPHT----*****	 OFOPHT----*****	 ONOPHT----*****	 OHOPHT----*****
MOOTW.OPN.HJKG.APL MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING HIJACKING (AIRPLANE) Hierarchy: 5.X.3.10.2 Framed: F	 OUOPHA----*****	 OFOPHA----*****	 ONOPHA----*****	 OHOPHA----*****
MOOTW.OPN.HJKG.BOAT MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING HIJACKING (BOAT) Hierarchy: 5.X.3.10.3 Framed: F	 OUOPHV----*****	 OFOPHV----*****	 ONOPHV----*****	 OHOPHV----*****
MOOTW.OPN.KDNG MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS KIDNAPPING Hierarchy: 5.X.3.11 Framed: F	 OUOPK-----*****	 OFOPK-----*****	 ONOPK-----*****	 OHOPK-----*****

TABLE E-IV. MOOTW symbols - Continued.

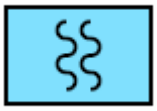
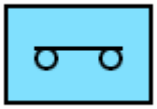
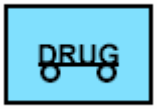
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW.OPN.ARR MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS ARREST Hierarchy: 5.X.3.12 Framed: F	 OUOPA-----*****	 OFOPA-----*****	 ONOPA-----*****	 OHOPA-----*****
MOOTW.OPN.DGOPN MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS DRUG OPERATION Hierarchy: 5.X.3.13 Framed: F	\ OUOPU-----*****	\ OFOPU-----*****	\ ONOPU-----*****	\ OHOPU-----*****
MOOTW.ITM MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS Hierarchy: 5.X.4	N/A	N/A	N/A	N/A
MOOTW.ITM.RFG MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS REFUGEES Hierarchy: 5.X.4.1 Framed: F	 OUIPR-----*****	 OFIPR-----*****	 ONIPR-----*****	 OHIPR-----*****
MOOTW.ITM.SAFHSE MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS SAFE HOUSE Hierarchy: 5.X.4.2 Framed: F	\ OUIPS-----*****	\ OFIPS-----*****	\ ONIPS-----*****	\ OHIPS-----*****
MOOTW.ITM.GRF MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS GRAFITTI Hierarchy: 5.X.4.3 Framed: F	 OUIPG-----*****	 OFIPG-----*****	 ONIPG-----*****	 OHIPG-----*****

TABLE E-IV. MOOTW symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOOTW.ITM.VRLRPS MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS VANDALISM/RAPE/LOOT/RANSACK/ PLUNDER/SACK Hierarchy: 5.X.4.4 Framed: F	 OUIPV-----*****	 OFIPV-----*****	 ONIPV-----*****	 OHIPV-----*****
MOOTW.ITM.KNIVEH MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS KNOWN INSURGENT VEHICLE Hierarchy: 5.X.4.5 Framed: F	 OUIPI-----*****	 OFIPI-----*****	 ONIPI-----*****	 OHIPI-----*****
MOOTW.ITM.DGVEH MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS DRUG VEHICLE Hierarchy: 5.X.4.6 Framed: F	 OUIPD-----*****	 OFIPD-----*****	 ONIPD-----*****	 OHIPD-----*****
MOOTW.ITM.ISF MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS INTERNAL SECURITY FORCE Hierarchy: 5.X.4.7 Framed: F	 OUIPF-----*****	 OFIPF-----*****	 ONIPF-----*****	 OHIPF-----*****