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DEPARTMENT OF DEFENSE INTERFACE STANDARD

COMMON WARFIGHTING SYMBOLOGY

Distribution A: Approved for public release, distribution is unlimited.

AMSC N/A AREA IPSC

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-2525 is designed to equip the DOD with a standard solution that provides sets of command and control (C2) 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-2525 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 C2 for the warfighter. Joint warfighting has strengthened the requirement for the rapid exchange of information by the C2 systems community, expanding into the weapons control or engagement domain.

3. This revision has resulted in many changes to the standard, but the most significant ones are:

a. Added appendix F, "Use of Warfighting Symbols in Pseudo-Three-Dimensional Displays."

b. Added appendix G, "Emergency Management Symbols."

c. Changed "military operations other than war (MOOTW)" to "stability operations (SO)."

d. Replaced the term "affiliation" with "standard identity."

e. Modified the space dimension frames to differentiate them from the air dimension frames.

4. Comments, suggestions, or questions on this document should be addressed to DISA Standards Management Branch (GE332), P.O. Box 4502, Arlington, VA 22204-4502, or emailed to symbol@standexp.disa.mil. Since contact information can change, you may want to verify the currency of this address information using the ASSIST [Acquisition Streamlining and Standardization Information System] Online database at http://assist.daps.dla.mil/.

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1. SCOPE

1.1 Scope This standard establishes the rules and requirements to develop and display joint military operational symbology within the Department of Defense (DOD).

2. APPLICABLE DOCUMENTS

2.1 General. The documents listed in this section apply to sections 3, 4, or 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, or 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 cited in the solicitation. Copies of these documents are available online at http://assist.daps.dla.mil/.

INTERNATIONAL STANDARDIZATION AGREEMENTS

APP-6(B)	Joint Symbology
STANAG 1241	NATO Standard Identity Description Structure for Tactical Use

DEPARTMENT OF DEFENSE STANDARD

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-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 documents, drawings, and publications. The following 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 (JP) 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
Air Force Manual (AFM) 51-12V2	Weather for Aircrews
Field Manual (FM) Army 34-3	Intelligence Analysis
FM 5-0	Army Planning and Orders Production
FM 1-02/MCRP 5-12A	Operational Terms and Graphics
Joint Service Specification Guide 1776	Aircrew Systems

2.3 Non-Governmental publications. The following documents form a part of this document to the extent specified herein. Unless otherwise specified, the issues of these documents are those cited in the solication or contract.

INTERNATIONAL ORGANIZATION FOR STANDARDIZATION

ISO 3166-1	Codes for the representation of names of countries and their subdivisions - Part 1: Country codes

(Copies of this document are available online at http://www.iso.org.)

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
AAM	air-to-air missile
ACA	airspace coordination area
ACP	air control point
ACV	armored combat vehicle
AD	air defense
AEW	airborne early warning
AGI	advanced geospatial intelligence
AGL	above ground level
AMSL	above mean sea level
ANM	acoustic noise monitor

ANSI	American National Standards Institute
AOU	area of uncertainty
APC	armored personnel carrier
APOD	aerial port of debarkation
APOE	aerial port of embarkation
APP	allied procedural publication
ASCII	American Standard Code for Information Interchange
ASM	air-to-surface missile; antiship missile
ASP	ammunition support point
ASR	alternate supply route
ASUW	antisurface warfare
ASW	antisubmarine warfare
ATAC	air transportable acoustic communications
BMSL	below mean sea level
BSA	brigade support area
BT	bathythermograph
C2	command and control
CAP	combat air patrol
CAS	close air support
CASS	command activated sonobuoy system
CATK	counterattack
CBRN	chemical, biological, radiological, and nuclear
CCDR	combatant commander
CCP	communication check point
CENOT	communications intelligence notation
CFA	covering force area
CFL	coordinated fire line
CID	Criminal Investigation Division
CIE	Commission Internationale de’l Eclairage
COLT	combat observation and lasing team
CP	check point
C/S/A	combatant command, service, and agency
CSAR	combat search and rescue
DGZ	designated ground zero
DICASS	directional command activated sonobuoy system
DIFAR	directional frequency analysis and recording
DISA	Defense Information Systems Agency
DLRP	data link reference point
DOD	Department of Defense
DODISS	Department of Defense Index of Specifications and Standards
DR	dead reckoning
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
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 (Army)
FO	frame optional
FSCL	fire support coordination line
F/W	fixed wing
GI&S	geospatial information and services
GL	ground level
GPS	global positioning system
GSD	graphical situation display
GZ	ground zero
HAE	height above ellipsoid
HCI	human computer interface
HFAC	human factors
HIDACZ	high-density airspace control zone
HL	holding line
H/MAD	high/medium altitude air defense
HSL	hue, saturation, and luminance
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
ISO	International Organization for Standardization
JAG	Judge Advocate General
JP	joint publication
JPOTF	joint psychological operations task force
J-SEAD	joint suppression of enemy air defenses
JSOTF	joint special operations task force
JTIDS	Joint Tactical Information Distribution System
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	line of contact
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
MCM	mine countermeasures
MCRP	Marine Corps reference publication
MEDEVAC	medical evacuation
METOC	meteorological and oceanographic
MEZ	missile engagement zone
MICV	mechanized infantry combat vehicle
MIL-STD	military standard
MP	military police (Army and Marine)
MPA	maritime patrol aircraft
MRR	minimum-risk route
MSD	minimum safe distance
MSL	mean sea level
MSR	main supply route
MTF	medical treatment facility
NAI	named area of interest
NATO	North Atlantic Treaty Organization
NFA	no-fire area
NFL	no-fire line
NGA	National Geospatial-Intelligence Agency
NOTAM	notice to Airmen
NTDS	naval tactical data system
OBJ	objective
O/O	on order
OP	observation point; 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
RCZ	rear combat zone
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 (road)
RPV	remotely piloted vehicle
RV	reentry vehicle
SAAFR	standard use Army aircraft flight route
SAM	surface-to-air missile
SAR	search and rescue
SFOB	special forces operations base
SHORADEZ	short-range air defense engagement zone
SIDC	symbol identification code
SIF	selective identification feature
SIGINT	signals intelligence
SL	start line
SLBM	sea-launched ballistic missile
SO	stability operations
SOF	special operations forces
SP	self-propelled; strong point
SPOD	seaport of debarkation
SPOE	seaport of embarkation
SSM	surface-to-surface missile
SSMC	Symbology Standards Management Committee
S/SSM	surface-to-subsurface missile
STANAG	standardization agreement (NATO)
TAACOM	theater Army area command
TAI	target area of interest
TCP	traffic control point
TDL	tactical data link
TF	task force
TGT	target
TOT	time on target
TV	television
TWS	track while scan
UA	unmanned aircraft
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
V/STOL	vertical and/or short take-off and landing aircraft
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 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.)

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

3.2.3 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.

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

3.2.5 Boundary. A line that delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas. (JP 1-02)

3.2.6 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 1-02/MCRP 5-12A. Source: FM 5-0)

3.2.7 Commission Internationale de l'Eclairage. A color space chart widely used to describe the range of color seen by the human eye. Also called CIE.

3.2.8 Contact. In air intercept, a term meaning, "Unit has an unevaluated target." (JP 1-02. Source: FM 4-02)

3.2.9 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.

3.2.10 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.

3.2.11 Engineering design symbology. Symbology used to design, plan, and develop

engineering drawings in the chemical, electrical, civil, mechanical, and structural engineering fields.

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

3.2.13 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 operational environment geometry.

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

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

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

3.2.17 Geospatial information and services. The collection, information extraction, storage, dissemination, and exploitation of geodetic, geomagnetic, imagery (both commercial and national source), gravimetric, aeronautical, topographic, hydrographic, littoral, cultural, and toponymic data accurately referenced to a precise location on the Earth's surface. Geospatial services include tools that enable users to access and manipulate data, and also include instructions, training, laboratory support, and guidance for the use of geospatial data. Also called GI&S. (JP 1-02. Source: JP 2-03)

3.2.18 Graphic. Any and all products of the cartographic and photogrammetric art. A graphic may be a map, chart, or mosaic or even a film strip that was produced using cartographic techniques. (JP 1-02)

3.2.19 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)

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

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

3.2.22 Installation. A military camp or base.

3.2.23 Interoperability. The ability to operate in synergy in the execution of assigned tasks. (JP 1-02. Source: JP 3-32)

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

3.2.25 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.)

3.2.26 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.

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

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

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

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

3.2.31 Operational environment. A composite of the conditions, circumstances, and influences that affect the employment of capabilities and bear on the decisions of the commander. (JP 1-02. Source: JP 3-0)

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. 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. Also called **SIGINT**. (JP 1-02. Source: JP 2-0)

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

3.2.37 Stability operations. An overarching term encompassing various military missions, tasks, and activities conducted outside the United States in coordination with other instruments of national power to maintain or reestablish a safe and secure environment, provide

essential governmental services, emergency infrastructure reconstruction, and humanitarian relief.

3.2.38 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.

3.2.39 Standard identity. The threat posed by the warfighting object being represented. The basic standard identity categories are unknown, friend, neutral, and hostile.

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

3.2.41 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.

3.2.42 Suspect. An identity applied to a track that is potentially hostile because of its characteristics, behavior, origin, or nationality. (JP 1-02; Source: JP 3-07.4)

3.2.43 Symbol. An object that presents information.

3.2.44 Symbol identification code. An alphanumeric code based on a database structure that provides the minimum elements required to construct the basic icon and/or a complete symbol. Also called SIDC. (JP 1-02)

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

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

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

3.2.48 Track. The actual path of an aircraft above or a ship on the surface of the Earth. The course is the path that is planned; the track is the path that is actually taken. (JP 1-02)

3.2.49 Unknown. An identity applied to an evaluated track which that has not been identified. (MIL-STD-6016) (JP 1-02)

3.2.50 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)

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

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

3.2.53 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)

3.2.54 Warfighting symbology. Symbology used to plan and execute military operations in support of C2 functions. These symbols fall into two basic categories: tactical symbols and tactical graphics (see 4.3, symbol categories).

3.2.55 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.)

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 (CCDRs), Services, and agencies (C/S/A) to meet the mission requirements of the warfighter. 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 operational environment. 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, and G, 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 C2 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, E, and G are composed of frames, fills, and icons (see 5.4.5 for other display options). The components provide information about the symbol's standard identity, 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. This standard provides six approved symbology sets:

Appendix A - C2 Symbology: Units, Equipment, and Installations
Appendix B - C2 Symbology: Military Operations
Appendix C - Meteorological and Oceanographic Symbology
Appendix D - Signals Intelligence Symbology
Appendix E - Stability Operations Symbology
Appendix G - Emergency Management Symbols

The Symbology Standards Management Committee (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 C2 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 operational environment. 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 Air Force Manual (AFM) 51-12V2, Weather for Aircrews, 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-2525 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. Appendix G contains a combination of tactical symbols and 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 C2 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 1). The frame attributes (i.e., standard identity, battle dimension, and status) determine the type of frame for a given symbol. Fill color is a redundant indication of the symbol's standard identity.

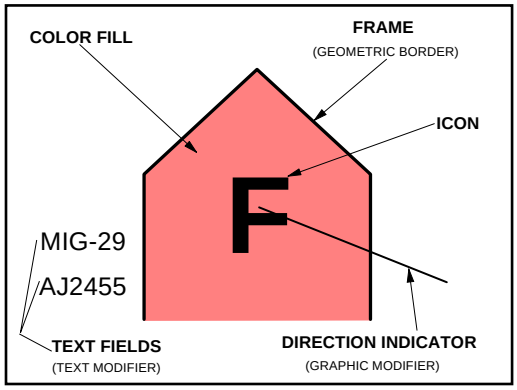
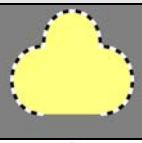
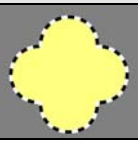
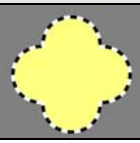
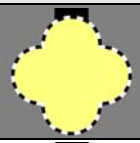
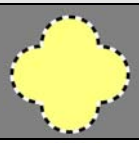
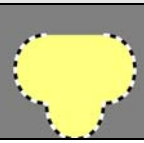
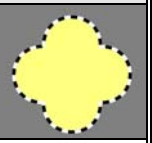
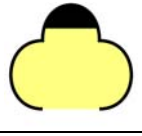
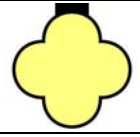
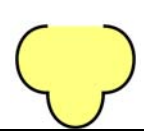
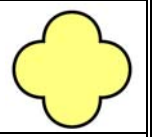
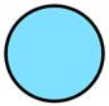
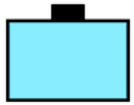
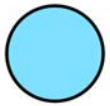
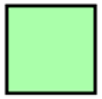
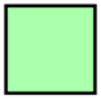
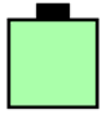
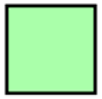
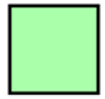
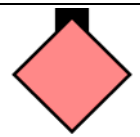
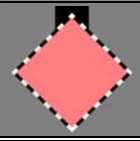
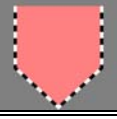


FIGURE 1. Symbol components.

5.3.1 Frame. The frame is the geometric border of a symbol that, when displayed, provides an indication of the standard identity, battle dimension, and status of a warfighting object. The frame may include modifiers that are placed inside or outside the border and help determine standard identity and/or dimension.

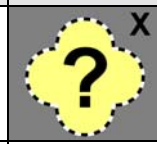
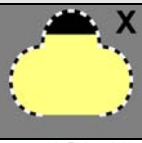
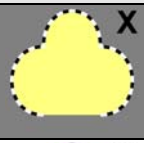
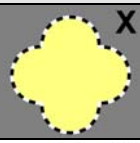
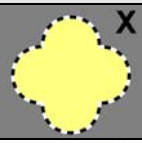
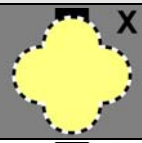
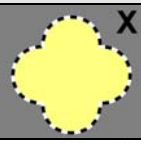
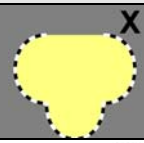
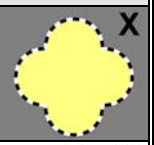
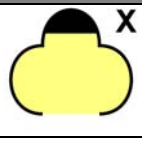
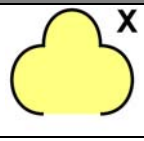
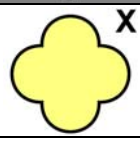
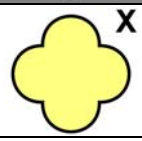
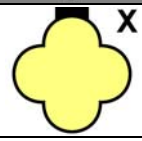
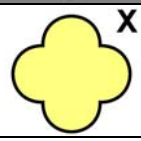
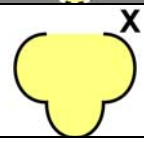
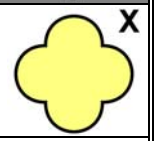
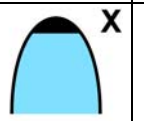
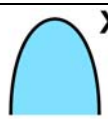
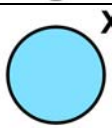
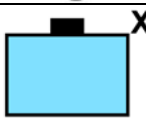
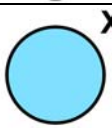
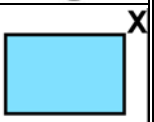
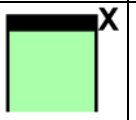
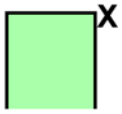
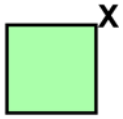
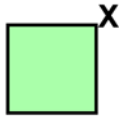
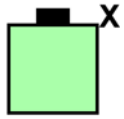
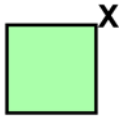
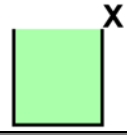
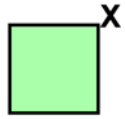
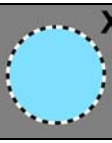
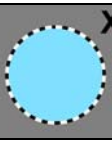
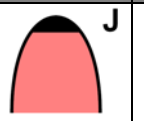
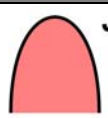
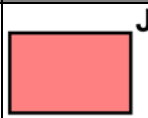
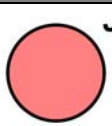
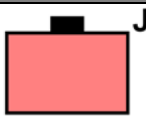
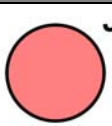
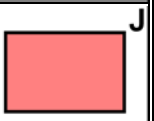
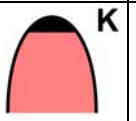
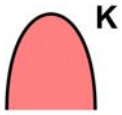
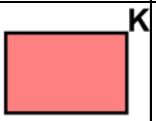
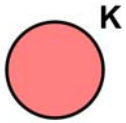
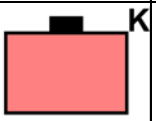
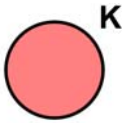
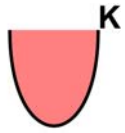
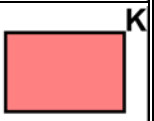
When any of these modifiers is displayed in a symbol it is considered to be an integral part of the frame. The frame serves as the base to which other symbol components and modifiers are added. Table I provides the approved frame shapes that depict standard identity and battle dimension for tactical 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 standard identity.

TABLE I. Frame shapes depicting standard identities and battle dimensions.

BATTLE DIMENSION / STANDARD IDENTITY	Unknown (Z)	ABOVE SURFACE		SURFACE				Subsurface (U)	SOF (F)
		Space (P)	Air (A)	Ground (G)			Sea Surface (S)		
				Units	Equipment	Installations			
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 / EXERCISE AMPLIFYING DESCRIPTOR	Unknown (Z)	ABOVE SURFACE		SURFACE					
				Ground (G)					
		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 Standard identity. Standard identity refers to the threat posed by the warfighting object being represented. The basic standard identity categories are unknown, friend, neutral, and hostile. A quatrefoil frame shall be used to denote unknown standard identity, a circle or rectangle frame to denote friend standard identity, a square frame to denote neutral standard identity, and a diamond frame to denote hostile standard identity. Other standard identities are pending, assumed friend, suspect, joker, and faker. Each of these standard identity categories is defined in 3.2. The codes for standard identity in the 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 a standard identity 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 operational environment. 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 air dimension includes objects whose mission area is between the surface of the Earth and the space dimension. The space dimension includes objects whose mission area begins at the lower boundary of the Earth's ionosphere and above. 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 dimension; a frame open at the bottom with a black stripe inside the uppermost portion of the frame shall be used to denote the 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"). If a warfighting object is on order, the status code shall be specified "A – anticipated/planned," and field modifier "W" shall be present and specified "O/O." Regardless of standard identity, 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.

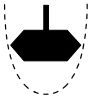
BATTLE DIMENSION / STATUS	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
		UNITS	EQUIPMENT		
PRESENT POSITIONS (P) FOR FRAMED ICONS – UNITS ONLY	N/A		N/A	N/A	N/A
PRESENT POSITIONS (P) FOR FRAMED ICONS – FOR OTHER THAN UNITS	FOR OTHER THAN UNITS, THE PRESENT STATUS IS RENDERED USING THE APPLICABLE OPERATIONAL CONDITION MODIFIER AS SHOWN IN TABLES III-1 OR III-2.				
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR FRAMED ICONS					
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR UNFRAMED ICONS					

TABLE III-1. Static operational condition modifiers for tactical symbols.

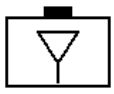
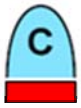
BATTLE DIMENSION / OPERATIONAL CONDITION	AIR/SPACE	SURFACE				SUBSURFACE
		LAND			SEA SURFACE	
		UNITS	EQUIPMENT	INSTALLATIONS		
FULLY CAPABLE[1]		N/A				
DAMAGED		N/A				
DESTROYED		N/A				

TABLE III-1. Static operational condition modifier for tactical symbols - Continued.

BATTLE DIMENSION / OPERATIONAL CONDITION	AIR/SPACE	SURFACE				SUBSURFACE
		LAND			SEA SURFACE	
		UNITS	EQUIPMENT	INSTALLATIONS		
FULL TO CAPACITY[2]	N/A	N/A	N/A	N/A	N/A	N/A

Notes: 1. The "Fully Capable" operational condition modifier will be used when equipment is known to be fully capable or when the operational condition of the equipment is unknown.
2. Associated with installations like hospitals.

TABLE III-2. Alternate symbols for operational condition modifiers for tactical symbols.

BATTLE DIMENSION / OPERATIONAL CONDITION	AIR/SPACE	SURFACE				SUBSURFACE
		LAND			SEA SURFACE	
		UNITS	EQUIPMENT	INSTALLATIONS		
FULLY CAPABLE[1]		N/A				
DAMAGED		N/A				
DESTROYED		N/A				
FULL TO CAPACITY[2]		N/A				

Notes: 1. The "Fully Capable" operational condition modifier will be used when equipment is known to be fully capable or when the operational condition of the equipment is unknown.
2. Associated with installations like hospitals.

TABLE III-3. Civilian symbol fill option.

STANDARD IDENTITY	AIR[1]	MARITIME[2]	GROUND[3]
FRIEND			
NEUTRAL			
UNKNOWN			
HOSTILE			

Notes: 1. Civilian fixed wing symbol shown.
2. Civilian merchant ship shown.
3. Civilian automobile shown.

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 standard identity 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 standard identity, excluding text modifiers. Table I depicts the default colors that shall be used to designate standard identity 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 standard identity). The color fill of purple (see 5.7.2) may be used as a rendering option for civilian units, equipment, and/or installations. The purple color fill aids in the discrimination of civilian and military tracks. The standard identity shall determine the frame shape of the civilian track. The purple color fill option may be used for any or all of the battle domains (air, space, land and maritime) and across all standard identities with the exception of suspect and hostile, which shall remain red. Table III-3 depicts representative civilian tracks. 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 2, and an example of each static graphic modifier is included in figure 3 and tables III-1 and III-2. 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 and 5.3.4.12; dynamic graphic modifiers are discussed in 5.3.4.11.

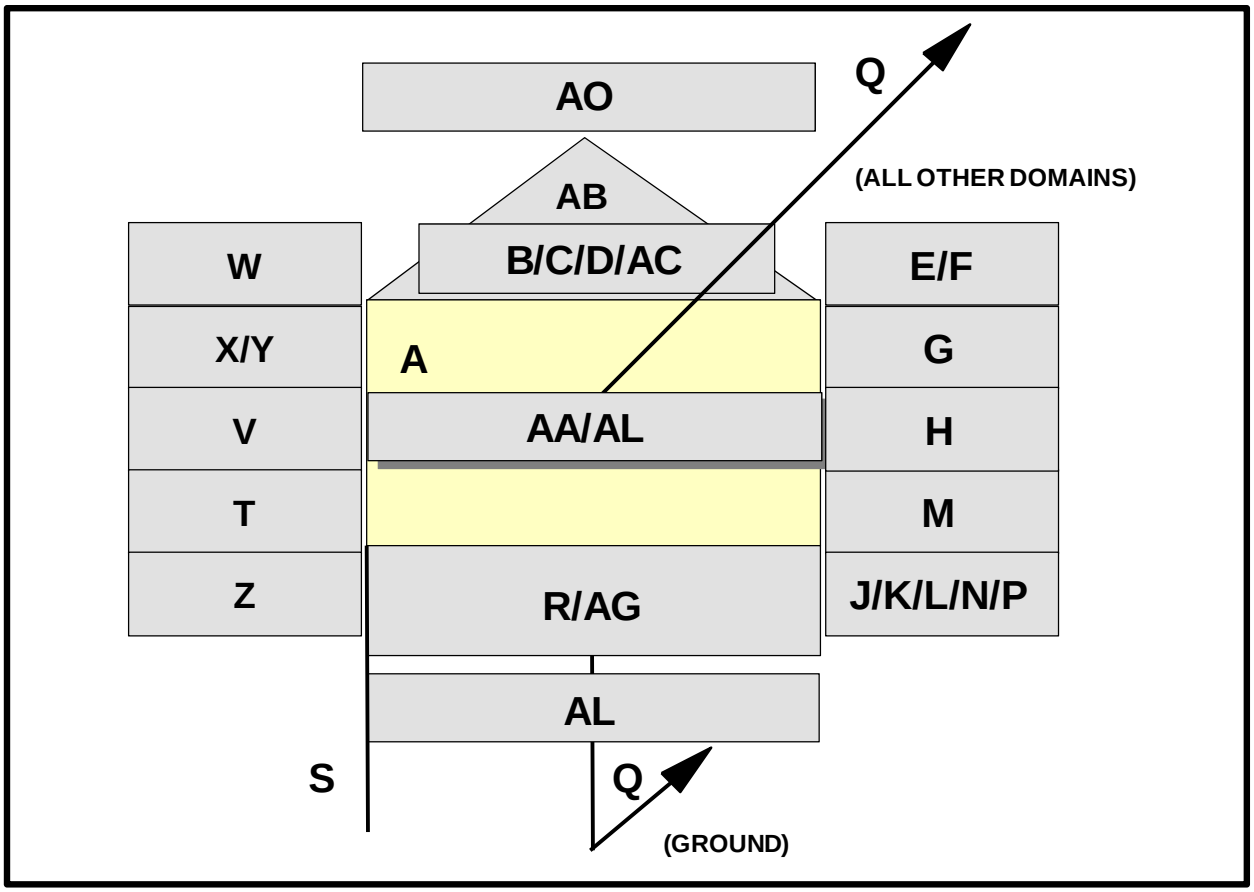


FIGURE 2. Field positions for tactical symbols.

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]	SO[1]	EU[1]	EEI[1]	EI[1]
A	Symbol Icon	The innermost part of a symbol that represents a warfighting object (see 5.3.3).	G	G	G	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 2 and 3).	G	-	-	-	G	-	-	-
C	Quantity	A text modifier in an equipment symbol that identifies the number of items present.	-	9[3]	-	-	-	-	9	-
D	Task Force Indicator	A graphic modifier that identifies a unit or SO symbol as a task force (see 5.3.4.6 and figures 2 and 3).	G	-	-	-	G	-	-	-
E	Frame Shape Modifier	A graphic modifier that displays standard identity, battle dimension, or exercise amplifying descriptors of an object (see 5.3.1 and table II).	G	G	G	-	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	20	20	20
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	2	2	2
K	Combat Effectiveness	A text modifier for units and installations 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 and equipment that identifies the direction of movement or intended movement of an object (see 5.3.4.1 and figures 2 and 3).	G	G	-	-	G	G	G	-

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]	SO[1]	EU[1]	EEI[1]	EI[1]
R	Mobility Indicator	A graphic modifier for equipment that depicts the mobility of an object (see 5.3.4.3, figures 2 and 3, and table VI).	-	G	-	-	-	-	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 2 and 3). **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 2 and 3).	G	G	G	-	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	21	21	21
V	Type	A text modifier for equipment that indicates types of equipment.	-	24	-	24	-	-	24	-
W[5]	Date-Time Group (DTG)	A text modifier for units, equipment, and installations that displays DTG format: DDHHMMSSZMONYYYY or "O/O" for on order (see 5.5.2.6).	16	16	16	16	16	16	16	16
X	Altitude/Depth	A text modifier for units, equipment, and installations, that displays either altitude flight level, depth for submerged objects; or height of equipment or structures on the ground. See 5.5.2.5 for content.	14	14	14	-	14	14	14	14
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	19	19	19
Z	Speed	A text modifier for units and equipment that displays velocity as set forth in MIL-STD-6040.	8	8	-	-	8	8	8	-
AA	Special C^2 Headquarters	A text modifier for units; indicator is contained inside the frame (see figures 2 and 3); 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 2 and 3).	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 2 and 3).	G	G	G	-	G	G	G	G
AD	Platform Type	ELNOT or CENOT	-	-	-	6	-	-	-	-

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]	SO[1]	EU[1]	EEI[1]	EI[1]
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 2 and 3, and table VII).	-	G	-	-	-	-	-	-
AH	Area of Uncertainty	A graphic modifier for units and equipment 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 4).	G	G	-	-	G	G	G	-
AI	Dead Reckoning Trailer	A graphic modifier for units and equipment 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 4).	G	G	-	-	G	G	G	-
AJ	Speed Leader	A graphic modifier for units and equipment that depicts the speed and direction of movement of an object (see 5.3.4.11.3 and figure 4).	G	G	-	-	G	G	G	-
AK	Pairing Line	A graphic modifier for units and equipment that connects two objects and is updated dynamically as the positions of the objects change (see 5.3.4.11.4 and figure 4).	G	G	-	-	G	-	-	-
AL	Operational Condition	An optional graphic modifier for equipment or installations that indicates operational condition or capacity.	-	G	G	G [6]	G [7]	G	G	G
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	G/8	G/8	G/8	-	-	-	-	-

Notes:
1. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT), SO = stability operations, EU = EMS units, EEI = EMS equipment and incidents, EI = EMS installations.
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 = time zone suffix, MON= month, and Y = year.
6. SIGINT equipment or installation.
7. SO equipment or installation.

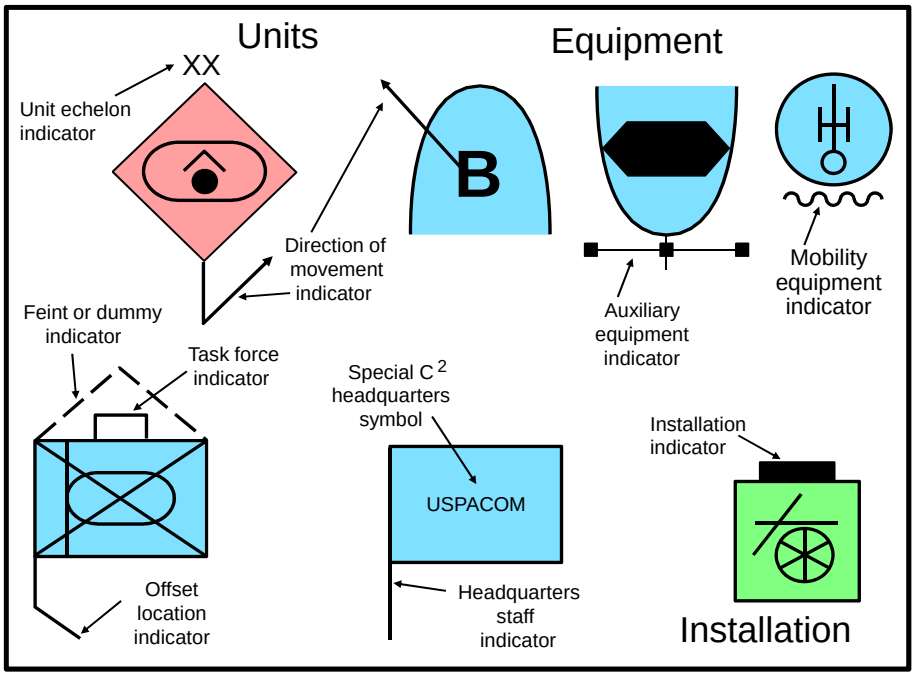


FIGURE 3. Static graphic modifiers for tactical symbols.

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 2 and 3.

5.3.4.2 Echelon indicator. The echelon indicator provides a graphic representation of command level and a separate echelon known as Command, 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 2 and 3.

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
+ +	COMMAND[1]

Notes: 1. A command is a unit or units, an organization, or an area under the command of one individual. It does not correspond to any of the other echelons.

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 2 and 3.

TABLE VI. Equipment mobility indicators.

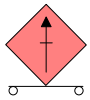
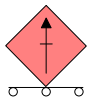
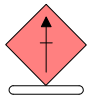
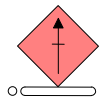
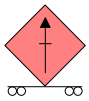
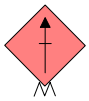
DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WHEELED (LIMITED CROSS-COUNTRY)						
WHEELED (CROSS-COUNTRY)						
TRACKED						
WHEELED AND TRACKED COMBINATION						

TABLE VI. Equipment mobility indicators - Continued.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED						
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 2 and 3.

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 2 and 3.

5.3.4.6 Task force indicator. The task force indicator is a bracket that identifies a unit or SO symbol as a task force. The indicator is represented in field D as defined in table IV and is positioned as shown in figures 2 and 3.

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 2 and 3.

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 2 and 3.

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 2 and 3.

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 2. 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 2 and 3.

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 4. These examples are notional; the size and placement of each modifier will vary based on the attributes of the object.

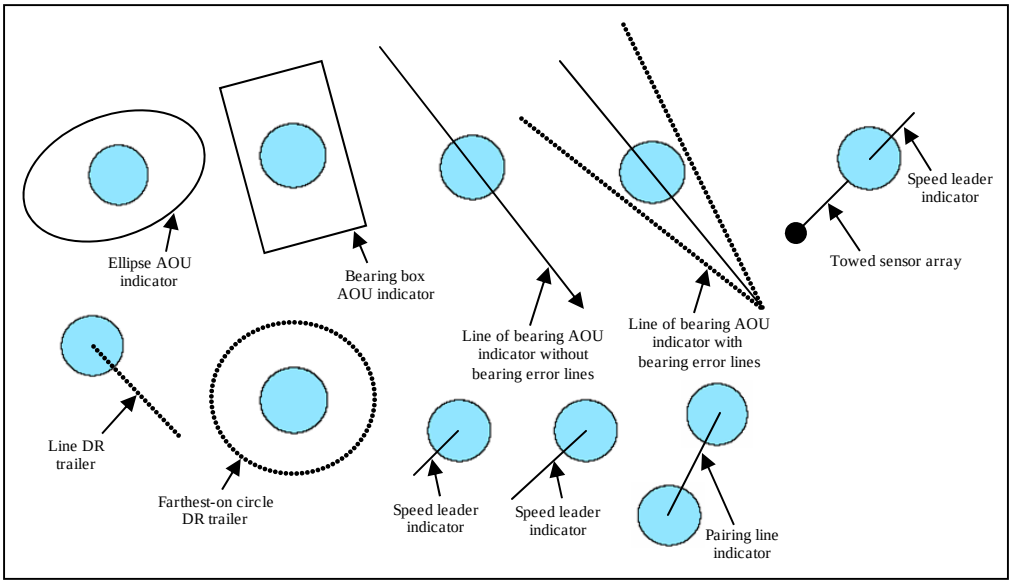


FIGURE 4. Dynamic graphic modifiers for tactical symbols.

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.

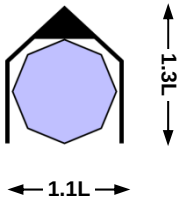
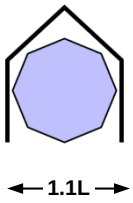
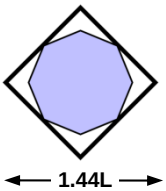
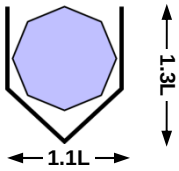
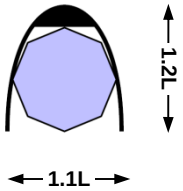
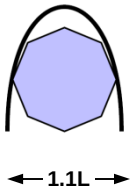
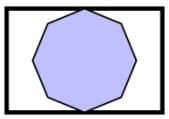
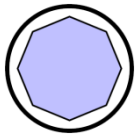
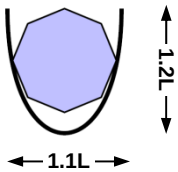
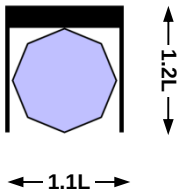
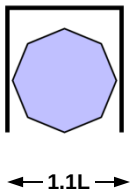
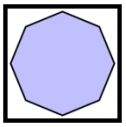
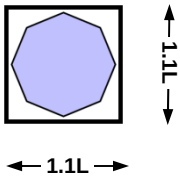
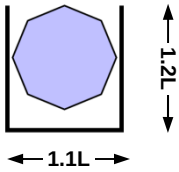
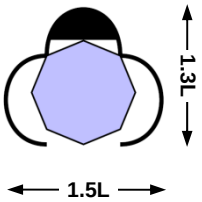
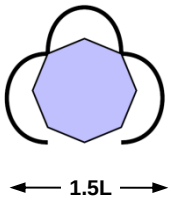
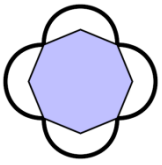
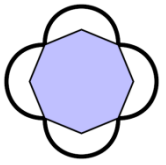
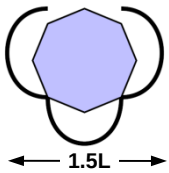
5.3.4.11.4 Pairing line indicator. The pairing line indicator is a line that connects two objects and is updated dynamically as the positions of the two objects change. For example, a pairing line might connect an active missile to the associated hostile aircraft. A pairing line is drawn from the center 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.

5.3.4.11.5 Dynamic towed sensor array indicator. The dynamic towed sensor array indicator is a line extending from the center of a symbol to the center of towed acoustic array. The length of the line is based upon the distance between the stern of the towing ship and the center of the towed acoustic array. The orientation of the towed sensor array indicator shall be 180 degrees from the speed leader of the object. A solid circle, representing the center of the acoustic array, shall be at the terminus of the towed sensor array indicator.

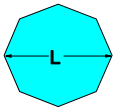
5.3.4.12 Operational condition modifier. The operational condition modifier provides a graphic representation of an entity's (equipment or installation) operational condition. Operational condition modifiers are shown in table III-1 and defined in the appendix for each symbology set. An alternative color representation is shown in table III-2. The modifier is represented in field AL as defined in table IV and is positioned as shown in figure 2 and tables III-1 and III-2.

5.4 Construction of tactical symbols. Tactical symbols are constructed by placing the icon within a bounding octagon (see table VIII and figure 5) 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.

SPACE	AIR	SURFACE (UNITS, EQUIPMENT, AND INSTALLATIONS)		SUBSURFACE
		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 5. 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 6 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.

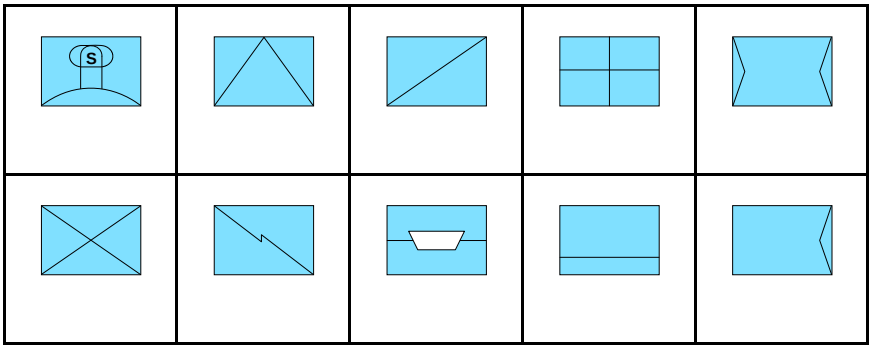


FIGURE 6. Examples of exceptions to icon placement.

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 standard identity 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 5), 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 7).

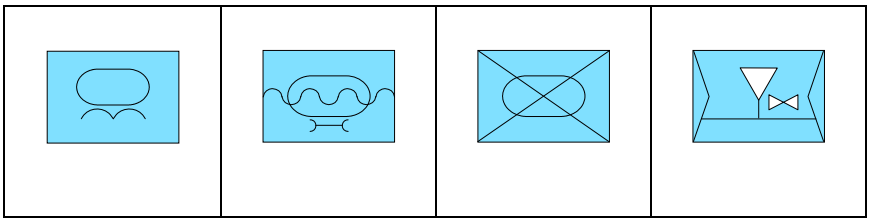


FIGURE 7. Examples of complex symbols with multiple icons.

5.4.4 Placement of modifiers. When symbol modifiers are displayed, the symbol itself shall be centered within field A (see figure 2), 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 2 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. C2 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 are compliant with this standard. 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 standard identity 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 standard identity) Icon: ON (black or white)
		Frame: ON (use default color indicating standard identity) Fill: OFF Icon: ON (use default color indicating standard identity)
		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 standard identity)
		Frame: ON (use default color indicating standard identity) Fill: OFF Icon: OFF (none) Comments: "?" is part of the frame and is displayed in this frame-only presentation.
		Frame: ON (monochrome system) Fill: OFF Icon: OFF (none) Comments: "?" is part of the frame and is displayed in this frame-only presentation.
		Frame: OFF (none) Fill: ON (use default color indicating standard identity) 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 standard identity, battle dimension, and status.

b. Implementations shall use the default frame colors defined in this standard to indicate standard identity. If differentiation is needed within a standard identity category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other standard identities 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 standard identity.

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 8 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 9 provides an example of how the basic icon is combined with an extension to produce a temporary symbol.

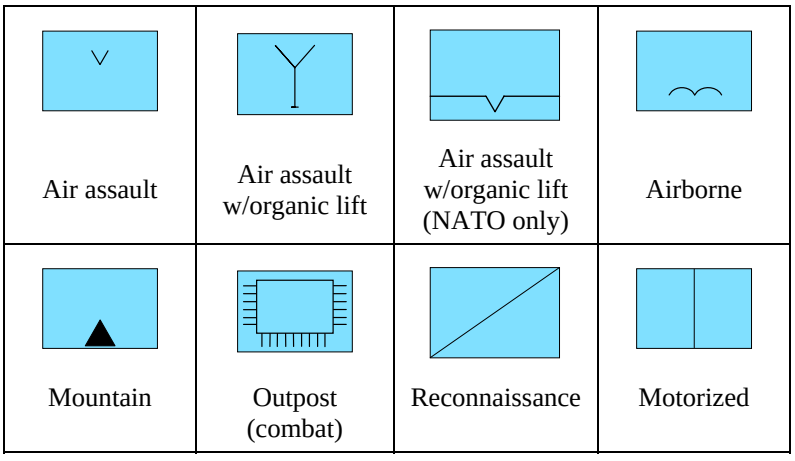


FIGURE 8. Examples of icon extensions.

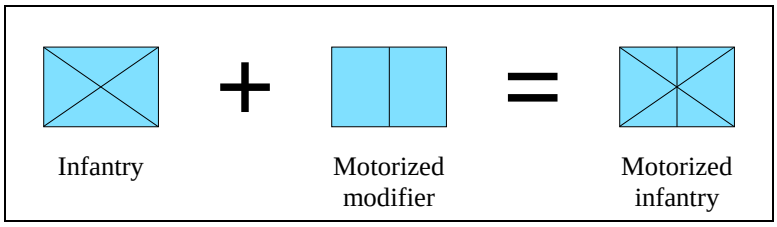


FIGURE 9. Extending the symbol.

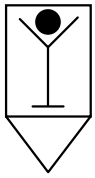
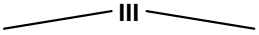
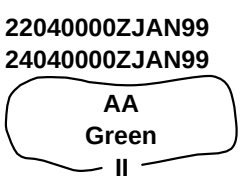
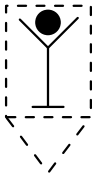
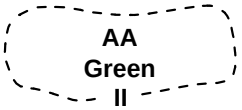
5.5 Composition of tactical graphics. A tactical graphic is composed of an icon and may include text and/or graphic modifiers that provide additional information. Each of these components is described below.

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 standard identity and status of the operational environment object.

5.5.1.1 Standard identity. Standard identity refers to the threat posed by the operational environment object being represented. A tactical graphic may be black or off-white depending on display background, or standard identity may be indicated using color and/or text. If color is used, graphics denoting friend shall be shown in either black or blue. For other standard identities, colors should be assigned in a manner consistent with the standard identity of the associated tactical symbol. By default, a graphic denoting hostile standard identity 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"). If a warfighting object is on order, the status code shall be specified "A – Anticipated/Planned", and field modifier "W" shall be present and specified "O/O". 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 chemical, biological, radiological, and nuclear (CBRN) events is shown in figures 10 and 11, and an example of each modifier (both text and graphic indicators) is included in figure 12. As indicated in figure 10, 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 10 and 11.

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 10 and 12).	-	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 CBRN events that identifies the direction of movement (see 5.5.2.1 and figure 11).	-	-	-	-	G	G

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

FIELD ID	FIELD TITLE	DESCRIPTION	P[1]	L[1]	A[1]	BL[1]	N[1]	B/C[1]
S	Offset Location Indicator	A graphic modifier for points and CBRN events used when placing an object away from its actual location (see 5.5.2.3 and figures 10, 11, and 12).	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 DTG format: DDHHMMSSZMONYYYY or "O/O" for on order (see 5.5.2.6).	16	16	16	-	16	16
X	Altitude/Depth	A text modifier that displays the minimum, maximum, and/or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth (for submerged objects in feet below sea level). See 5.5.2.5 for content.	14	14	14	-	14	14
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
AM	Distance	A numeric modifier that displays a minimum, maximum, or a specific distance (range, radius, width, length, etc.), in meters.	6	6	6	-	-	-
AN	Azimuth	A numeric modifier that displays an angle measured from true north to any other line in degrees.	3	3	3	-	-	-

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 = time zone suffix, MON = month, and Y = year.

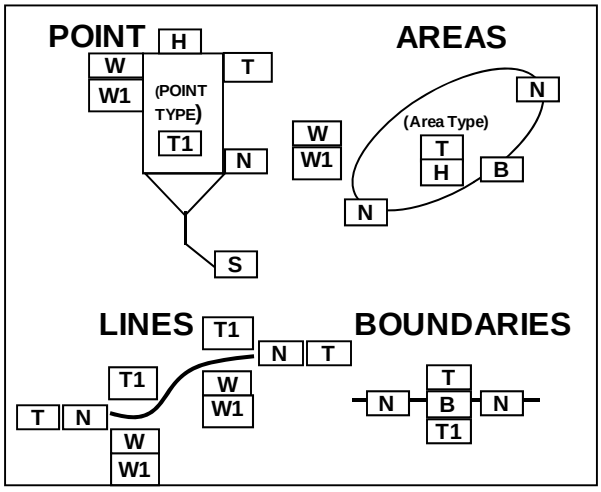


FIGURE 10. Placement modifiers for points, lines, areas and boundaries.

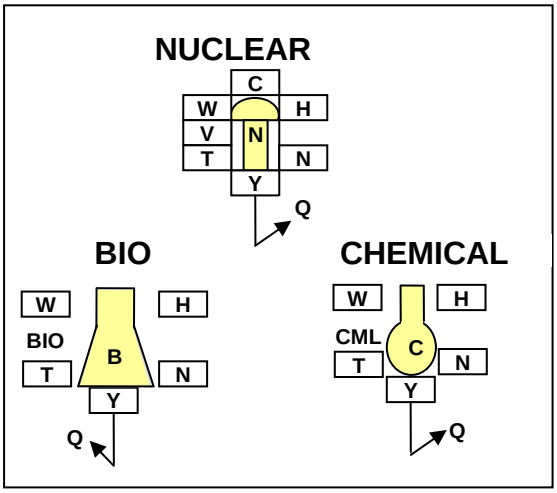


FIGURE 11. Placement of modifiers for chemical, biological, radiological and nuclear events.

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).

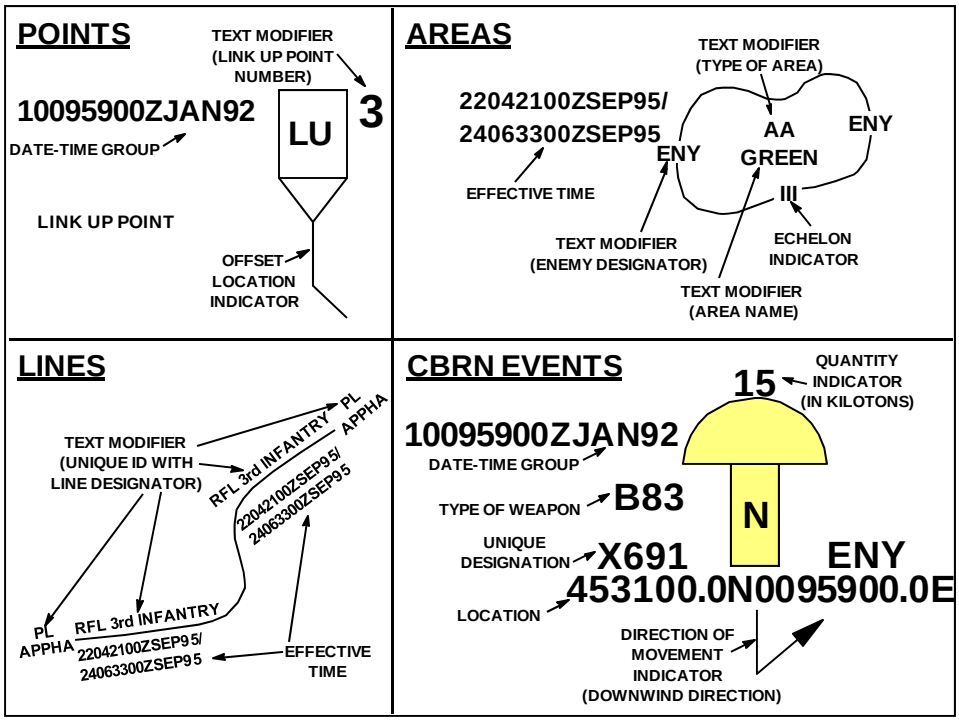


FIGURE 12. Graphic modifiers for tactical graphics.

5.5.2.1 Direction of movement indicator. The direction of movement indicator is an arrow identifying the direction of movement of CBRN events. The arrow extends downward from the center of the CBRN 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 11.

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 10.

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 10, 11, and 12.

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.

5.5.2.5 Altitude/depth modifier. This field may contain alternate value formats. Enter a description of the altitude/depth (X) using one of the following.

5.5.2.5.1 Altitude base reference point. Legal values are “GL” ground level and “MSL” mean sea level.

5.5.2.5.2 Relative altitude. The relative altitude is a composite field consisting of multiple parts, the numeric altitude, the altitude unit of measurement, and the altitude vertical dimension. Legal values for the numeric altitude are (minus) -99999 through 99999 in increments of 1. Legal values for altitude units of measure is feet “FT,” meters “M,” kilometers “KM,” and statute miles “SM.” The legal value for the depth unit of measure is feet “FT.” Legal values for the vertical dimension are “AGL” above ground level, “AMSL” above mean sea level, “HAE” height above ellipsoid and “BMSL” below mean sea level. BMSL is used only for depth of submerged objects, reported in feet. A space may be added between the values in the field to make it easier to read.

Examples: 1250 FT AGL, 1000 FT AMSL, 1524 M HAE, 35760 FT BMSL.

5.5.2.5.3 Flight level. By definition, flight level (FL) is, “Surfaces of constant atmospheric pressure which are related to a specific pressure datum, 1013.2 mb (29.92 in), and are separated by specific pressure intervals. (Flight levels are expressed in three digits that represent hundreds of feet; e.g., flight level 250 represents a barometric altimeter indication of 25,000 feet and flight level 255 is an indication of 25,500 feet).” Source: JP 1-02 as amended through 26 August 2008. The legal value for flight level indicator is “FL.” A space may be added between the values in the field to make it easier to read. The legal value for context quantity is 000-999, in increments of one. Example: FL 290.

5.5.2.5.4 Multiple instances of altitude/depth modifiers. When multiple instances of the “X” modifier are present in a single instance of a symbol or graphic (ex., Minimum Altitude “X,” Maximum Altitude “X1”), for display purposes, the fields may be separated by a hyphen “-,” or a space, hyphen, and space “ - .”

Examples:
500 FT AGL – 1250 FT AGL

25 FT AMSL –
150 FT AMSL

FL 250 – FL 290

MSL –
35760 FT BMSL

5.5.2.6 Date-time group. Date-time group (DTG) is defined as the date and time expressed in an alphanumeric combination. The alphanumeric combination used is day-time-time zone-month-year. The alphanumeric combination can be displayed in a number of ways. In its longest form, sixteen characters, it is composed of eight digits (first pair of digits denotes the date, second pair denotes the hours, third pair denotes the minutes, and fourth pair denotes the seconds) followed by the time zone suffix, followed by a three-letter month abbreviation and four digits for the year: DDHHMMSSZMONYYYY. It can also be expressed in shorter forms

by removing characters, such as DDHHMMZMONYY. On order (O/O) is a valid substitute for DTG.

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 C2 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. Implementors should include sufficient usability testing to ensure effective operator performance when selecting colors to render the symbology. Color luminance (or brightness) may need to vary depending on the display option(s) selected for tactical symbols. For example, different shades of red may be needed for both filled and unfilled symbols to heighten its contrast upon its map background or display.

b. For filled tactical symbols, this contrast can be provided by using black (RGB: 0, 0, 0) for the frame, icon, and amplifiers when filled symbols are displayed on a light background, and using white (RGB: 255, 255, 255) for these elements when filled symbols are displayed on a dark background. Implementors should select specific values (e.g., in CIE, RGB, or Yu'v' terms) for the default symbol colors based on considerations such as operational requirements, hardware configuration, display background, and viewing conditions (e.g., ambient lighting). Table XIII lists a range of acceptable symbol colors that have been empirically validated across a variety of viewing backgrounds. Table XIII lists the symbol colors in terms of RGB and their corresponding Hue, Saturation, and Luminance (HSL) values. Three sample symbol sets are displayed in table XIII. The colors for each standard identity shall vary only in terms of their luminance values (luminance terms are **in bold** in table XIII). Implementors may use any of the example symbol sets or may choose an alternative set whose luminance values fall with the range of the Light and Dark symbol sets. Color fill ranges for the optional civilian fill have also been included. Standard identity symbol colors shall always maintain their respective hue (e.g. hostile – red, friend – blue, neutral – green, unknown – yellow). No permutations to the color fills shall be permitted with the lone exception of having the option of using purple to denote civilian tracks.

c. For unfilled symbols, implementors should use the default symbol colors in table XIII-1 unless considerations such as operational requirements, hardware configuration, display background, and viewing conditions (e.g., ambient lighting) necessitate an alternate symbol color set. In the case of an alternative symbol color set, implementors should select specific values (e.g., in CIE, RGB, or Yu'v' terms) for unfilled symbols based on sufficient usability testing.

d. For tactical graphics, this contrast can be provided by using black (RGB: 0, 0, 0) for the graphic when it is displayed on a light background, and using white (RGB: 255, 255, 255) 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-1 based on the same considerations as for tactical symbols.

TABLE XIII. Color range values for filled symbols.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED		
		DARK	MEDIUM	LIGHT
Hostile, Suspect, Joker, Faker	Red	RGB (200, 0, 0)	RGB (255, 48, 49)	RGB (255, 128, 128)
		HSL (0, 255, **100**)	HSL (0, 255, **152**)	HSL (0, 255, **192**)
Friend, Assumed Friend	Blue	RGB (0, 107, 140)	RGB (0, 168, 220)	RGB (128, 224, 255)
		HSL (138, 255, **70**)	HSL (138, 255, **110**)	HSL (138, 255, **192**)
Neutral	Green	RGB (0, 160, 0)	RGB (0, 226, 0)	RGB (170, 255, 170)
		HSL (85, 255, **80**)	HSL (85, 255, **113**)	HSL (85, 255, **213**)
Unknown, Pending	Yellow	RGB (225, 220, 0)	RGB (255, 255, 0)	RGB (255, 255, 128)
		HSL (42, 255, **110**)	HSL (42, 255, **128**)	HSL (42, 255, **192**)
Civilian (Optional Fill)	Purple	RGB (80, 0, 80)	RGB (128, 0, 128)	RGB (255, 161, 255)
		HSL (213, 255, **40**)	HSL (213, 255, **64**)	HSL (213, 255, **208**)

TABLE XIII-1. Default colors for unfilled symbols.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED	
		ICON (RGB VALUE)	ICON COLOR
Hostile, Suspect, Joker, Faker	Red	Red (255, 0, 0)	
Friend, Assumed Friend	Blue	Cyan (0, 255, 255)	
Neutral	Green	Neon Green (0, 255, 0)	
Unknown, Pending	Yellow	Yellow (255, 255, 0)	
Civilian (Optional)	Purple	Magenta (255, 0, 255)	

5.7.3 Line width. Because the frame of a tactical symbol indicates both the standard identity 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, E, and G. 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-2525 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]	SO[2]	EU[2]	EEI[2]	EI[2]	P[2]	L[2]	A[2]	BL[2]	N[2]	B/C[2]	FORMAT
A	Symbol Indicator	*[3]	*	*	*	*	*	*	*	*	*	*	*	*	*	SIDC positions 3, 5-10[4]
B	Echelon	*	-	-	-	*	-	-	-	-	*	*	*	-	-	SIDC positions 11 and 12
C	Quantity	-	9[3]	-	-	-	-	9	-	-	-	-	-	6	-	-
D	Task Force Indicator	*	-	-	-	*	-	-	-	-	-	-	-	-	-	SIDC positions 11-12
E	Frame Shape Modifier	*	*	*	-	*	*	*	*	-	-	-	-	-	-	SIDC 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	20	-	20	20	Free text
J[5]	Evaluation Rating	2	2	2	2	2	2	2	2	-	-	-	-	-	-	One letter and one number
K	Combat Effectiveness	5	-	5	-	3	-	-	-	-	-	-	-	-	-	-
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	4	Number in degrees or mils, such as 090 degrees or 1600 mils
R	Mobility Indicator; Towed Sonar Array Indicator	-	*	-	-	-	-	*	-	-	-	-	-	-	-	SIDC positions 11- 12
R2	SIGINT Mobility Indicator	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-
S	Headquarters Staff Indicator/ Offset Location Indicator	*	*	*	-	*	*	*	*	-	-	-	-	-	-	-
T	Unique Designation	21	21	21	21	21	21	21	21	15	15	15	35	15	15	-
V	Type	-	24	-	24	-	-	24	-	-	-	-	-	20	-	-
W[6]	Date-Time Group (DTG)	16	16	16	16	16	16	16	16	16	16	16	-	16	16	Alphanumeric field for DTG transmission in format: DDHHMMSSZMONYYYY or “O/O” for on order (see 5.5.2.6).

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

FIELD ID	FIELD TITLE	U[2]	E[2]	I[2]	SI[2]	SO[2]	EU[2]	EEI[2]	EI[2]	P[2]	L[2]	A[2]	BL[2]	N[2]	B/C[2]	FORMAT
X	Altitude/ Depth	14	14	14	-	14	14	14	14	14	14	14	-	14	14	See 5.5.2.5.
Y[7]	Location	19	19	19	19	19	19	19	19	19	19	19	19	19	19	Conforms to decimal degrees format: xx.dddddhyyy.dddddh where xx = degrees latitude yyy = degrees longitude .ddddd = decimal degrees h = direction (N, E, S, W)
Z	Speed	8	8	-	-	8	8	8	-	-	-	-	-	-	-	-
AA	Special C[2] Headquarters	9	-	-	-	9	-	-	-	-	-	-	-	-	-	-
AB	Feint/Dummy Indicator	*	*	*	-	*	-	-	-	-	-	-	-	-	-	SIDC positions 11-12
AC	Installation	*	*	*	-	*	*	*	*	-	-	-	-	-	-	SIDC positions 11-12
AD	Platform Type	-	-	-	6	-	-	-	-	-	-	-	-	-	-	-
AE	Equipment Teardown Time	-	-	-	3	-	-	-	-	-	-	-	-	-	-	-
AF	Common Identifier	-	-	-	12	-	-	-	-	-	-	-	-	-	-	-
AG	Auxiliary Equipment Indicator	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-
AL	Operational Condition	-	*	*	*	*	-	*	*	-	-	-	-	-	-	SIDC position 4
AM	Distance	-	-	-	6	-	-	-	-	6	6	6	-	-	-	0 - 999,999 meters
AN	Azimuth	-	-	-	3	-	-	-	-	3	3	3	-	-	-	0 - 359 degrees
AO	Engagement Bar	8	8	8	-	-	-	-	-	-	-	-	-	-	-	-

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), SO = stability operations, EU = EMS units, EE = EMS equipment and incidents, EI = EMS installations, 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: D = day, H = hour, M = minute, S = second, Z = time zone suffix, MON = month, and Y = year.
7. Field Y: WGS-84 (MIL-STD-2401) 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-2525 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 standard identity, 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 standard identity 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 standard identity 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-2525 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:

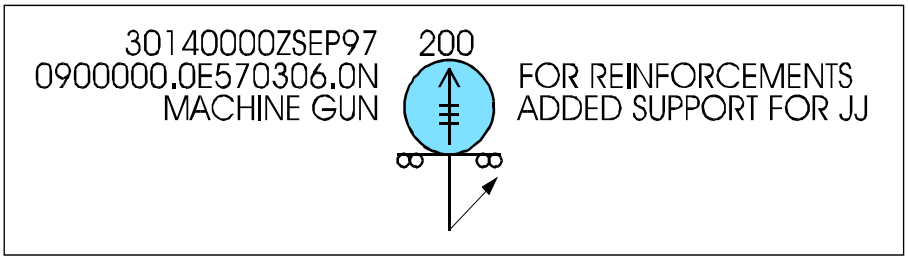


FIGURE 13. Example of proper tactical symbol representation.

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-2525 is designed to enhance DOD's joint warfighting interoperability by providing sets of C2 symbols, a coding scheme for symbol automation and information transfer, and technical details to support C2 symbology systems.

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

C2 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 C2 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 operational environment. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the C2 Symbology: UEI 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 scheme. A 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.

A.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 standard identity 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, standard identity, indicates the symbol’s standard identity.

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 ISO 3166-1.

h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment. 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)	STANDARD IDENTITY/EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS/OPERATIONAL CONDITION (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 (Units only) C - PRESENT/FULLY CAPABLE D - PRESENT/DAMAGED X - PRESENT/DESTROYED F - PRESENT/FULL TO CAPACITY
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 ISO 3166-1.	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
- N	COMMAND			
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
AN	HQ COMMAND			
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
BN	TF HQ COMMAND			
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
CN	FD HQ COMMAND			
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		DA	FD/TF HQ TEAM/CREW
DB	FD/TF HQ SQUAD		DC	FD/TF HQ SECTION

TABLE A-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
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
DN	FD/TF HQ COMMAND			
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
EN	TF COMMAND			
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
FN	FD COMMAND			
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
GN	FD/TF COMMAND			
H -	INSTALLATION		HB	FEINT DUMMY INSTALLATION
MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY		MP	MOBILITY CROSS COUNTRY
MQ	MOBILITY TRACKED		MR	MOBILITY WHEELED AND TRACKED COMBINATION

TABLE A-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
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 standard identity or echelon/mobility.

TABLE A-III. SIDC table.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	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.SPC.SLV	S	*	P	*	L- -- --	**	**	*	SPACE LAUNCH VEHICLE
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- --	**	**	*	V/STOL
WAR.AIRTRK.MIL.FIXD.TNK	S	*	A	*	MF K- --	**	**	*	TANKER
WAR.AIRTRK.MIL.FIXD.TNK.BOOM	S	*	A	*	MF KB --	**	**	*	TANKER BOOM-ONLY
WAR.AIRTRK.MIL.FIXD.TNK.DROG	S	*	A	*	MF KD --	**	**	*	TANKER DROGUE-ONLY
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)
WAR.AIRTRK.MIL.FIXD.CGOALT.MDM	S	*	A	*	MF CM --	**	**	*	CARGO AIRLIFT (MEDIUM)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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- --	**	**	*	MEDICAL EVACUATION (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
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/UA)
WAR.AIRTRK.MIL.FIXD.DRN.ATK	S	*	A	*	MF QA --	**	**	*	ATTACK
WAR.AIRTRK.MIL.FIXD.DRN.BMB	S	*	A	*	MF QB --	**	**	*	BOMBER
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)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.AIRTRK.MIL.FIXD.DRN.TNK	S	*	A	*	MF QK --	**	**	*	TANKER
WAR.AIRTRK.MIL.FIXD.DRN.VSTOL	S	*	A	*	MF QL --	**	**	*	V/STOL
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 --	**	**	*	ANTISURFACE WARFARE (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 --	**	**	*	ANTISUBMARINE 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
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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/UA)
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
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.MIL.VIP	S	*	A	*	MV -- --	**	**	*	VERY IMPORTANT PERSON (VIP)
WAR.AIRTRK.MIL.ESCORT	S	*	A	*	ME -- --	**	**	*	ESCORT
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.SLM.SSUM	S	*	A	*	WM SU --	**	**	*	SURFACE-TO-SUBSURFACE MISSILE
WAR.AIRTRK.WPN.MSLIF.SLM.ABM	S	*	A	*	WM SB --	**	**	*	ANTIBALLISTIC MISSILE (ABM)
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)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.AIRTRK.WPN.MSLIF.ALM.AAM	S	*	A	*	WM AA --	**	**	*	AIR-TO-AIR MISSILE (AAM)
WAR.AIRTRK.WPN.MSLIF.ALM.ASPC	S	*	A	*	WM AP --	**	**	*	AIR-TO-SPACE MISSILE
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.MSLIF.BLST	S	*	A	*	WM B- --	**	**	*	BALLISTIC MISSILE
WAR.AIRTRK.WPN.BM	S	*	A	*	WB -- --	**	**	*	BOMB
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 --	**	**	*	ANTIARMOR

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.AARM.DMD	S	*	G	*	UC AA D-	**	**	*	ANTIARMOR DISMOUNTED
WAR.GRDTRK.UNT.CBT.AARM.LIT	S	*	G	*	UC AA L-	**	**	*	ANTIARMOR LIGHT
WAR.GRDTRK.UNT.CBT.AARM.ABN	S	*	G	*	UC AA M-	**	**	*	ANTIARMOR AIRBORNE
WAR.GRDTRK.UNT.CBT.AARM.AAST	S	*	G	*	UC AA S-	**	**	*	ANTIARMOR AIR ASSAULT
WAR.GRDTRK.UNT.CBT.AARM.MNT	S	*	G	*	UC AA U-	**	**	*	ANTIARMOR MOUNTAIN
WAR.GRDTRK.UNT.CBT.AARM.ARC	S	*	G	*	UC AA C-	**	**	*	ANTIARMOR ARCTIC
WAR.GRDTRK.UNT.CBT.AARM.ARMD	S	*	G	*	UC AA A-	**	**	*	ANTIARMOR ARMORED
WAR.GRDTRK.UNT.CBT.AARM.ARMD.TKD	S	*	G	*	UC AA AT	**	**	*	ANTIARMOR ARMORED TRACKED
WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD	S	*	G	*	UC AA AW	**	**	*	ANTIARMOR ARMORED WHEELED
WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST	S	*	G	*	UC AA AS	**	**	*	ANTIARMOR ARMORED AIR ASSAULT
WAR.GRDTRK.UNT.CBT.AARM.MOT	S	*	G	*	UC AA O-	**	**	*	ANTIARMOR MOTORIZED
WAR.GRDTRK.UNT.CBT.AARM.MOT.AAST	S	*	G	*	UC AA OS	**	**	*	ANTIARMOR 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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 AND/OR SHORT TAKEOFF AND LANDING AIRCRAFT (V/STOL)
WAR.GRDTRK.UNT.CBT.AVN.UA	S	*	G	*	UC VU --	**	**	*	UNMANNED AIRCRAFT
WAR.GRDTRK.UNT.CBT.AVN.UA.FIXD	S	*	G	*	UC VU F-	**	**	*	UNMANNED AIRCRAFT FIXED WING
WAR.GRDTRK.UNT.CBT.AVN.UA.ROT	S	*	G	*	UC VU R-	**	**	*	UNMANNED AIRCRAFT 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	STANDARD IDENTITY	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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL	S	*	G	*	UC FR M-	**	**	*	MULTIPLE ROCKET LAUNCHER
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRSPD	S	*	G	*	UC FR MS	**	**	*	MULTIPLE ROCKET SELF-PROPELLED
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTRK	S	*	G	*	UC FR MR	**	**	*	MULTIPLE ROCKET TRUCK
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTOW	S	*	G	*	UC FR MT	**	**	*	MULTIPLE 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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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.CBRN	S	*	G	*	UU A- --	**	**	*	COMBAT SUPPORT CBRN
WAR.GRDTRK.UNT.CS.CBRN.CML	S	*	G	*	UU AC --	**	**	*	CHEMICAL
WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC	S	*	G	*	UU AC C-	**	**	*	SMOKE/DECON
WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC.MECH	S	*	G	*	UU AC CK	**	**	*	MECHANIZED SMOKE/DECON
WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC.MOT	S	*	G	*	UU AC CM	**	**	*	MOTORIZED SMOKE/DECON
WAR.GRDTRK.UNT.CS.CBRN.CML.SMK	S	*	G	*	UU AC S-	**	**	*	SMOKE
WAR.GRDTRK.UNT.CS.CBRN.CML.SMK.MOT	S	*	G	*	UU AC SM	**	**	*	MOTORIZED SMOKE
WAR.GRDTRK.UNT.CS.CBRN.CML.SMK.ARM	S	*	G	*	UU AC SA	**	**	*	ARMOR SMOKE
WAR.GRDTRK.UNT.CS.CBRN.CML.RECON	S	*	G	*	UU AC R-	**	**	*	CHEMICAL RECON
WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WARMVH	S	*	G	*	UU AC RW	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE
WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WAVS	S	*	G	*	UU AC RS	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE
WAR.GRDTRK.UNT.CS.CBRN.NUC	S	*	G	*	UU AN --	**	**	*	NUCLEAR

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CS.CBRN.BIO	S	*	G	*	UU AB --	**	**	*	BIOLOGICAL
WAR.GRDTRK.UNT.CS.CBRN.BIO.RECEQP	S	*	G	*	UU AB R-	**	**	*	RECON EQUIPPED
WAR.GRDTRK.UNT.CS.CBRN.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
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 --	**	**	*	COUNTERINTELLIGENCE
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.UNT.CS.LAWENU.SHRPAT	S	*	G	*	UU LS --	**	**	*	SHORE PATROL
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
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 ORDNANCE DISPOSAL

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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
WAR.GRDTRK.UNT.CSS.MAINT.CRP	S	*	G	*	US XC --	**	**	*	MAINTENANCE CORPS
WAR.GRDTRK.UNT.CSS.MAINT.HVY	S	*	G	*	US XH --	**	**	*	MAINTENANCE HEAVY

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 --	**	**	*	ANTITANK ROCKET LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.ATRL.MDM	S	*	G	*	EW TM --	**	**	*	ANTITANK ROCKET LAUNCHER MEDIUM

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.WPN.ATRL.HVY	S	*	G	*	EW TH --	**	**	*	ANTITANK 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
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- --	**	**	*	ANTITANK GUN
WAR.GRDTRK.EQT.WPN.ATG.LIT	S	*	G	*	EW GL --	**	**	*	ANTITANK GUN LIGHT
WAR.GRDTRK.EQT.WPN.ATG.MDM	S	*	G	*	EW GM --	**	**	*	ANTITANK GUN MEDIUM
WAR.GRDTRK.EQT.WPN.ATG.HVY	S	*	G	*	EW GH --	**	**	*	ANTITANK GUN HEAVY
WAR.GRDTRK.EQT.WPN.ATG.RECL	S	*	G	*	EW GR --	**	**	*	ANTITANK GUN RECOILLESS

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.TM	S	*	G	*	EV EA T-	**	**	*	TRAILER MOUNTED MINE CLEARING VEHICLE

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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.CVLVEH.AUT	S	*	G	*	EV CA --	**	**	*	AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CPCT	S	*	G	*	EV CA L-	**	**	*	COMPACT AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.MDSZ	S	*	G	*	EV CA M-	**	**	*	MIDSIZE AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.SDN	S	*	G	*	EV CA H-	**	**	*	SEDAN AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK	S	*	G	*	EV CO --	**	**	*	OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.PU	S	*	G	*	EV CO L-	**	**	*	PICKUP OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL	S	*	G	*	EV CO M-	**	**	*	SMALL OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.LRG	S	*	G	*	EV CO H-	**	**	*	LARGE OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV	S	*	G	*	EV CM --	**	**	*	MULTIPLE PASSENGER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.VAN	S	*	G	*	EV CM L-	**	**	*	VAN MULTIPLE PASSENGER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.SBUS	S	*	G	*	EV CM M-	**	**	*	SMALL BUS MULTIPLE PASSENGER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.LBUS	S	*	G	*	EV CM H-	**	**	*	LARGE BUS MULTIPLE PASSENGER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH	S	*	G	*	EV CU --	**	**	*	UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SUV	S	*	G	*	EV CU L-	**	**	*	SPORT UTILITY VEHICLE (SUV), UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SBOX	S	*	G	*	EV CU M-	**	**	*	SMALL BOX TRUCK, UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.LBOX	S	*	G	*	EV CU H-	**	**	*	LARGE BOX TRUCK, UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP	S	*	G	*	EV CJ --	**	**	*	JEEP TYPE VEHICLE

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.SMAL	S	*	G	*	EV	CJ	L-	**	**	*	SMALL/LIGHT JEEP TYPE VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.MDM	S	*	G	*	EV	CJ	M-	**	**	*	MEDIUM JEEP TYPE VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.LRG	S	*	G	*	EV	CJ	H-	**	**	*	LARGE/HEAVY JEEP TYPE VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL	S	*	G	*	EV	CT	--	**	**	*	TRACTOR TRAILER TRUCK WITH BOX TRAILER
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.SMAL	S	*	G	*	EV	CT	L-	**	**	*	SMALL/LIGHT BOX TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.MDM	S	*	G	*	EV	CT	M-	**	**	*	MEDIUM BOX TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.LRG	S	*	G	*	EV	CT	H-	**	**	*	LARGE/HEAVY BOX TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF	S	*	G	*	EV	CF	--	**	**	*	TRACTOR TRAILER TRUCK WITH FLATBED TRAILER
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.SMAL	S	*	G	*	EV	CF	L-	**	**	*	SMALL/LIGHT FLATBED TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.MDM	S	*	G	*	EV	CF	M-	**	**	*	MEDIUM FLATBED TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.LRG	S	*	G	*	EV	CF	H-	**	**	*	LARGE/HEAVY FLATBED TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.PKAN	S	*	G	*	EV	M-	--	**	**	*	PACK ANIMAL(S)
WAR.GRDTRK.EQT.GRDVEH.MSLSPT	S	*	G	*	EV	S-	--	**	**	*	MISSILE SUPPORT VEHICLE
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.TLDR	S	*	G	*	EV	ST	--	**	**	*	MISSILE SUPPORT VEHICLE TRANSLOADER
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.TPTR	S	*	G	*	EV	SR	--	**	**	*	MISSILE SUPPORT VEHICLE TRANSPORTER
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.CRN	S	*	G	*	EV	SC	--	**	**	*	MISSILE SUPPORT VEHICLE CRANE/LOADING DEVICE
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.PLNT	S	*	G	*	EV	SP	--	**	**	*	MISSILE SUPPORT VEHICLE PROPELLANT TRANSPORTER
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.WH	S	*	G	*	EV	SW	--	**	**	*	MISSILE SUPPORT VEHICLE WARHEAD TRANSPORTER
WAR.GRDTRK.EQT.SNS	S	*	G	*	ES	--	--	**	**	*	SENSOR
WAR.GRDTRK.EQT.SNS.RAD	S	*	G	*	ES	R-	--	**	**	*	RADAR
WAR.GRDTRK.EQT.SNS.EMP	S	*	G	*	ES	E-	--	**	**	*	EMPLACED SENSOR
WAR.GRDTRK.EQT.SPL	S	*	G	*	EX	--	--	**	**	*	SPECIAL EQUIPMENT
WAR.GRDTRK.EQT.SPL.IED	S	*	G	*	EX	I-	--	**	**	*	IMPROVISED EXPLOSIVE DEVICE
WAR.GRDTRK.EQT.SPL.LSR	S	*	G	*	EX	L-	--	**	**	*	LASER
WAR.GRDTRK.EQT.SPL.CBRNEQ	S	*	G	*	EX	N-	--	**	**	*	CBRN EQUIPMENT

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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.CBRN	S	*	G	*	IR N- --	H*	**	*	CBRN
WAR.GRDTRK.INS.RMP.CBRN.BIO	S	*	G	*	IR NB --	H*	**	*	BIOLOGICAL
WAR.GRDTRK.INS.RMP.CBRN.CML	S	*	G	*	IR NC --	H*	**	*	CHEMICAL
WAR.GRDTRK.INS.RMP.CBRN.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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.GRDTRK.INS.MMF.NENY.ATMER	S	*	G	*	IM	FA	--	H*	**	*	ATOMIC ENERGY REACTOR
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
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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.LNE.LL	S	*	S	*	CL	LL	--	**	**	*	LITTORAL COMBATANT
WAR.SSUF.CBTT.LNE.LL.ASBW	S	*	S	*	CL	LL	AS	**	**	*	ANTISUBMARINE WARFARE MISSION PACKAGE
WAR.SSUF.CBTT.LNE.LL.MNEW	S	*	S	*	CL	LL	MI	**	**	*	MINE WARFARE MISSION PACKAGE
WAR.SSUF.CBTT.LNE.LL.SUW	S	*	S	*	CL	LL	SU	**	**	*	SURFACE WARFARE (SUW) MISSION PACKAGE
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.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
WAR.SSUF.CBTT.PAT.ASUW.ASMSL	S	*	S	*	CP	SU	M-	**	**	*	ANTISHIP MISSILE PATROL CRAFT
WAR.SSUF.CBTT.PAT.ASUW.TPD	S	*	S	*	CP	SU	T-	**	**	*	TORPEDO PATROL CRAFT
WAR.SSUF.CBTT.PAT.ASUW.GUN	S	*	S	*	CP	SU	G-	**	**	*	GUN PATROL CRAFT
WAR.SSUF.CBTT.HOV	S	*	S	*	CH	--	--	**	**	*	HOVERCRAFT

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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.CBTT.SUFDCY	S	*	S	*	CD -- --	**	**	*	SURFACE DECOY
WAR.SSUF.CBTT.USV	S	*	S	*	CU -- --	**	**	*	UNMANNED SURFACE VEHICLE
WAR.SSUF.CBTT.USV.MNECM	S	*	S	*	CU M- --	**	**	*	MINE COUNTERMEASURES SURFACE DRONE
WAR.SSUF.CBTT.USV.ASBW	S	*	S	*	CU S- --	**	**	*	ANTISUBMARINE WARFARE SURFACE DRONE
WAR.SSUF.CBTT.USV.ASUW	S	*	S	*	CU N- --	**	**	*	ANTISURFACE WARFARE SURFACE DRONE
WAR.SSUF.CBTT.USV.RMV	S	*	S	*	CU R- --	**	**	*	REMOTE MULTIMISSION VEHICLE
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.NMIL	S	*	S	*	X- -- --	**	**	*	NON-MILITARY
WAR.SSUF.NMIL.MCT	S	*	S	*	XM -- --	**	**	*	MERCHANT
WAR.SSUF.NMIL.MCT.CGO	S	*	S	*	XM C- --	**	**	*	CARGO
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

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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.NMIL.FSTREC	S	*	S	*	XA -- --	**	**	*	FAST RECREACTIONAL CRAFT
WAR.SSUF.NMIL.FSTREC.RHIB	S	*	S	*	XA R- --	**	**	*	RIGID-HULL INFLATABLE BOAT
WAR.SSUF.NMIL.FSTREC.SPDBT	S	*	S	*	XA S- --	**	**	*	SPEED BOAT
WAR.SSUF.NMIL.PWC	S	*	S	*	XP -- --	**	**	*	PERSONAL WATERCRAFT
WAR.SSUF.OWN	S	*	S	*	O- -- --	**	**	*	OWN TRACK
WAR.SBSUF	S	*	U	*	-- -- --	**	**	*	SUBSURFACE TRACK
WAR.SBSUF.SUB	S	*	U	*	S- -- --	**	**	*	SUBMARINE
WAR.SBSUF.SUB.SURF	S	*	U	*	SF -- --	**	**	*	SURFACED SUBMARINE
WAR.SBSUF.SUB.BOTTMD	S	*	U	*	SB -- --	**	**	*	BOTTOMED
WAR.SBSUF.SUB.CRT	S	*	U	*	SR -- --	**	**	*	CERTAIN SUBMARINE
WAR.SBSUF.SUB.NONSUB	S	*	U	*	SX -- --	**	**	*	NONSUBMARINE
WAR.SBSUF.SUB.NPRN	S	*	U	*	SN -- --	**	**	*	NUCLEAR PROPULSION
WAR.SBSUF.SUB.NPRN.SURF	S	*	U	*	SN F- --	**	**	*	SURFACED NUCLEAR PROPULSION SUBMARINE
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)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SBSUF.SUB.NPRN.GDD	S	*	U	*	SN G- --	**	**	*	GUIDED MISSILE SUBMARINE (SSGN)
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.SURF	S	*	U	*	SC F- --	**	**	*	SURFACED CONVENTIONAL PROPULSION SUBMARINE
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.SURF	S	*	U	*	SO F- --	**	**	*	SURFACED OTHER SUBMERSIBLE
WAR.SBSUF.SUB.UUV	S	*	U	*	SU -- --	**	**	*	UNMANNED UNDERWATER VEHICLE (UUV)
WAR.SBSUF.SUB.UUV.MNEW	S	*	U	*	SU M- --	**	**	*	MINE WARFARE SUBSURFACE DRONE
WAR.SBSUF.SUB.UUV.ASBW	S	*	U	*	SU S- --	**	**	*	ANTISUBMARINE WARFARE SUBSURFACE DRONE
WAR.SBSUF.SUB.UUV.ASUW	S	*	U	*	SU N- --	**	**	*	ANTISURFACE WARFARE SUBSURFACE DRONE
WAR.SBSUF.SUB.POSS1	S	*	U	*	S1 -- --	**	**	*	POSSIBLE SUBMARINE 1
WAR.SBSUF.SUB.POSS2	S	*	U	*	S2 -- --	**	**	*	POSSIBLE SUBMARINE 2
WAR.SBSUF.SUB.POSS3	S	*	U	*	S3 -- --	**	**	*	POSSIBLE SUBMARINE 3
WAR.SBSUF.SUB.POSS4	S	*	U	*	S4 -- --	**	**	*	POSSIBLE SUBMARINE 4
WAR.SBSUF.SUB.PRBSUB	S	*	U	*	SL -- --	**	**	*	PROBABLE SUBMARINE
WAR.SBSUF.SUB.SNORKL	S	*	U	*	SK -- --	**	**	*	SNORKELING 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.NTRLZD	S	*	U	*	WM D- --	**	**	*	SEA MINE NEUTRALIZED
WAR.SBSUF.UH2WPN.SMNE.SMG	S	*	U	*	WM G- --	**	**	*	SEA MINE (GROUND)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SBSUF.UH2WPN.SMNE.SMG.NTRLZD	S	*	U	*	WM GD --	**	**	*	SEA MINE (GROUND) NEUTRALIZED
WAR.SBSUF.UH2WPN.SMNE.SMG.EXER	S	*	U	*	WM GX --	**	**	*	GROUND (BOTTOM) EXERCISE MINE
WAR.SBSUF.UH2WPN.SMNE.SMG.MILEC	S	*	U	*	WM GE --	**	**	*	GROUND (BOTTOM) MINE-LIKE ECHO (MILEC)
WAR.SBSUF.UH2WPN.SMNE.SMG.MILCO	S	*	U	*	WM GC --	**	**	*	GROUND (BOTTOM) MINE-LIKE CONTACT (MILCO)
WAR.SBSUF.UH2WPN.SMNE.SMG.NGREAC	S	*	U	*	WM GR --	**	**	*	GROUND (BOTTOM) NEGATIVE REACQUISITION
WAR.SBSUF.UH2WPN.SMNE.SMG.NMMLCO	S	*	U	*	WM GO --	**	**	*	GROUND (BOTTOM) NON-MINE MINE-LIKE CONTACT
WAR.SBSUF.UH2WPN.SMNE.SMM	S	*	U	*	WM M- --	**	**	*	SEA MINE (MOORED)
WAR.SBSUF.UH2WPN.SMNE.SMM.NTRLZD	S	*	U	*	WM MD --	**	**	*	SEA MINE (MOORED) NEUTRALIZED
WAR.SBSUF.UH2WPN.SMNE.SMM.EXER	S	*	U	*	WM MX --	**	**	*	MOORED EXERCISE MINE
WAR.SBSUF.UH2WPN.SMNE.SMM.MILEC	S	*	U	*	WM ME --	**	**	*	MOORED MINE-LIKE ECHO
WAR.SBSUF.UH2WPN.SMNE.SMM.MILCO	S	*	U	*	WM MC --	**	**	*	MOORED MINE-LIKE CONTACT
WAR.SBSUF.UH2WPN.SMNE.SMM.NGREAC	S	*	U	*	WM MR --	**	**	*	MOORED NEGATIVE REACQUISITION
WAR.SBSUF.UH2WPN.SMNE.SMM.NMMLCO	S	*	U	*	WM MO --	**	**	*	MOORED NON-MINE MINE-LIKE OBJECT
WAR.SBSUF.UH2WPN.SMNE.SMF	S	*	U	*	WM F- --	**	**	*	SEA MINE (FLOATING)
WAR.SBSUF.UH2WPN.SMNE.SMF.NTRLZD	S	*	U	*	WM FD --	**	**	*	SEA MINE (FLOATING) NEUTRALIZED
WAR.SBSUF.UH2WPN.SMNE.SMF.EXER	S	*	U	*	WM FX --	**	**	*	FLOATING EXERCISE MINE
WAR.SBSUF.UH2WPN.SMNE.SMF.MILEC	S	*	U	*	WM FE --	**	**	*	FLOATING MINE-LIKE ECHO (MILEC)
WAR.SBSUF.UH2WPN.SMNE.SMF.MILCO	S	*	U	*	WM FC --	**	**	*	FLOATING MINE-LIKE CONTACT (MILCO)
WAR.SBSUF.UH2WPN.SMNE.SMF.NGREAC	S	*	U	*	WM FR --	**	**	*	FLOATING NEGATIVE REACQUISITION
WAR.SBSUF.UH2WPN.SMNE.SMF.NMMLCO	S	*	U	*	WM FO --	**	**	*	FLOATING NON-MINE MINE-LIKE CONTACT
WAR.SBSUF.UH2WPN.SMNE.SMOP	S	*	U	*	WM O- --	**	**	*	SEA MINE (OTHER POSITION)
WAR.SBSUF.UH2WPN.SMNE.SMOP.NTRLZD	S	*	U	*	WM OD --	**	**	*	SEA MINE (OTHER POSITION) NEUTRALIZED
WAR.SBSUF.UH2WPN.SMNE.EXER	S	*	U	*	WM X- --	**	**	*	GENERAL EXERCISE MINE
WAR.SBSUF.UH2WPN.SMNE.MILEC	S	*	U	*	WM E- --	**	**	*	GENERAL MINE-LIKE ECHO (MILEC)
WAR.SBSUF.UH2WPN.SMNE.ANCHOR	S	*	U	*	WM A- --	**	**	*	GENERAL MINE ANCHOR

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
WAR.SBSUF.UH2WPN.SMNE.MILCO	S	*	U	*	WM C- --	**	**	*	GENERAL MINE-LIKE CONTACT (MILCO)
WAR.SBSUF.UH2WPN.SMNE.NGREAC	S	*	U	*	WM R- --	**	**	*	GENERAL NEGATIVE REACQUISITION
WAR.SBSUF.UH2WPN.SMNE.OBSTRC	S	*	U	*	WM B- --	**	**	*	GENERAL OBSTRUCTOR
WAR.SBSUF.UH2WPN.SMNE.OBSTRC.NTRLZD	S	*	U	*	WM BD --	**	**	*	GENERAL NEUTRALIZED OBSTRUCTOR
WAR.SBSUF.UH2WPN.SMNE.NMMLCO	S	*	U	*	WM N- --	**	**	*	GENERAL NON-MINE MINE-LIKE OBJECT
WAR.SBSUF.UH2WPN.SMNE.RISING	S	*	U	*	WM S- --	**	**	*	RISING MINE
WAR.SBSUF.UH2WPN.SMNE.RISING.EXER	S	*	U	*	WM SX --	**	**	*	RISING EXERCISE MINE
WAR.SBSUF.UH2WPN.SMNE.RISING.NTRLZD	S	*	U	*	WM SD --	**	**	*	RISING NEUTRALIZED MINE
WAR.SBSUF.UH2DCY	S	*	U	*	WD -- --	**	**	*	UNDERWATER DECOY
WAR.SBSUF.UH2DCY.SMDCY	S	*	U	*	WD M- --	**	**	*	SEA MINE DECOY
WAR.SBSUF.UH2DCY.SMDCY.GRND	S	*	U	*	WD MG --	**	**	*	GROUND (BOTTOM) DECOY
WAR.SBSUF.UH2DCY.SMDCY.MOORED	S	*	U	*	WD MM --	**	**	*	MOORED DECOY
WAR.SBSUF.NSUB	S	*	U	*	N- -- --	**	**	*	NON-SUBMARINE
WAR.SBSUF.NSUB.DVR	S	*	U	*	ND -- --	**	**	*	DIVER
WAR.SBSUF.ERL	S	*	U	*	E- -- --	**	**	*	ENVIRONMENTAL REPORT LOCATION
WAR.SBSUF.DRL	S	*	U	*	V- -- --	**	**	*	DIVE REPORT LOCATION
WAR.SBSUF.UXO	S	*	U	*	X- -- --	**	**	*	UNEXPLODED ORDNANCE AREA
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)

TABLE A-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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)
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 C2: 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 standard identity 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	IMAGES			
UNK UNKNOWN/UNKNOWN Hierarchy: 1.X Framed: F	Unknown, Pending SPZP------*****	Unknown, Unknown SUZP------*****	Unknown, Assumed Friend SAZP------*****	Unknown, Neutral SNZP------*****
	Unknown, Hostile SHZP------*****	Unknown, Friend SFZP------*****	Unknown, Suspect SSZP------*****	N/A

TABLE A-V. UEI symbols.

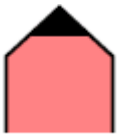
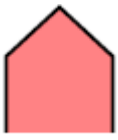
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR WARFIGHTING SYMBOLS Hierarchy: 1.X	N/A	N/A	N/A	N/A
WAR.SPC WARFIGHTING SYMBOLS SPACE TRACK Hierarchy: 1.X.1 Framed: F	 SUPP------*****	 SFPP------*****	 SNPP------*****	 SHPP------*****
WAR.SPC.SAT WARFIGHTING SYMBOLS SPACE TRACK SATELLITE Hierarchy: 1.X.1.1 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-----*****
WAR.SPC.SLV WARFIGHTING SYMBOLS SPACE TRACK SPACE LAUNCH VEHICLE Hierarchy: N/A Framed: F	 SUPPL-----*****	 SFPPL-----*****	 SNPPL-----*****	 SHPPL-----*****
WAR.AIRTRK WARFIGHTING SYMBOLS AIR TRACK Hierarchy: 1.X.2 Framed: F	 SUAP------*****	 SFAP------*****	 SNAP------*****	 SHAP------*****

TABLE A-V. UEI symbols - Continued.

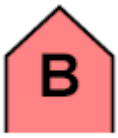
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL WARFIGHTING SYMBOLS AIR TRACK MILITARY Hierarchy: 1.X.2.1 Framed: F	 SUAPM-----*****	 SFAPM-----*****	 SNAPM-----*****	 SHAPM-----*****
WAR.AIRTRK.MIL.FIXD WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING Hierarchy: 1.X.2.1.1 Framed: F	 SUAPMF----*****	 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-V. UEI symbols - 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 V/STOL 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.TNK.BOOM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TANKER BOOM-ONLY Hierarchy: N/A Framed: F	 SUAPMFKB--*****	 SFAPMFKB--*****	 SNAPMFKB--*****	 SHAPMFKB--*****

TABLE A-V. UEI symbols - Continued.

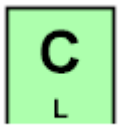
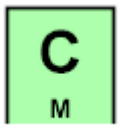
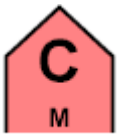
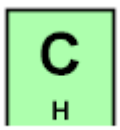
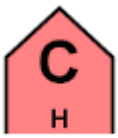
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.TNK.DROG WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TANKER DROGUE-ONLY Hierarchy: N/A Framed: F	 SUAPMFKD-- *****	 SFAPMFKD-- *****	 SNAPMFKD-- *****	 SHAPMFKD-- *****
WAR.AIRTRK.MIL.FIXD.CGOALT WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) Hierarchy: 1.X.2.1.1.7 Framed: F	 SUAPMFC--- *****	 SFAPMFC--- *****	 SNAPMFC--- *****	 SHAPMFC--- *****
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-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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 MEDICAL EVACUATION (MEDEVAC) Hierarchy: 1.X.2.1.1.9 Framed: F	 SUAPMFO--- *****	 SFAPMFO--- *****	 SNAPMFO--- *****	 SHAPMFO--- *****
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-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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--- *****
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--- *****

TABLE A-V. UEI symbols - Continued.

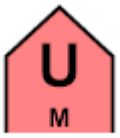
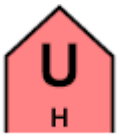
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.UTY.LIT WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY LIGHT Hierarchy: 1.X.2.1.1.12.1 Framed: F	 SUAPMFUL-- *****	 SFAPMFUL-- *****	 SNAPMFUL-- *****	 SHAPMFUL-- *****
WAR.AIRTRK.MIL.FIXD.UTY.MDM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY MEDIUM Hierarchy: 1.X.2.1.1.12.2 Framed: F	 SUAPMFUM-- *****	 SFAPMFUM-- *****	 SNAPMFUM-- *****	 SHAPMFUM-- *****
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 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--- *****

TABLE A-V. UEI symbols - Continued.

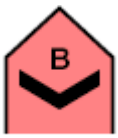
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.ABNCP WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING AIRBORNE COMMAND POST (C2) Hierarchy: 1.X.2.1.1.15 Framed: F	 SUAPMFD--- *****	 SFAPMFD--- *****	 SNAPMFD--- *****	 SHAPMFD--- *****
WAR.AIRTRK.MIL.FIXD.DRN WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) Hierarchy: 1.X.2.1.1.16 Framed: F	 SUAPMFQ--- *****	 SFAPMFQ--- *****	 SNAPMFQ--- *****	 SHAPMFQ--- *****
WAR.AIRTRK.MIL.FIXD.DRN.ATK WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) 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/UA) 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/UA) CARGO Hierarchy: 1.X.2.1.1.16.3 Framed: F	 SUAPMFQC-- *****	 SFAPMFQC-- *****	 SNAPMFQC-- *****	 SHAPMFQC-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.ABNCP WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) 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/UA) FIGHTER Hierarchy: 1.X.2.1.1.16.5 Framed: F	 SUAPMFQF-- *****	 SFAPMFQF-- *****	 SNAPMFQF-- *****	 SHAPMFQF-- *****
WAR.AIRTRK.MIL.FIXD.DRN.CSAR WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) 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/UA) 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/UA) TANKER Hierarchy: 1.X.2.1.1.16.8 Framed: F	 SUAPMFQK-- *****	 SFAPMFQK-- *****	 SNAPMFQK-- *****	 SHAPMFQK-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.VSTOL WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) V/STOL 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/UA) SPECIAL OPERATIONS FORCES (SOF) Hierarchy: 1.X.2.1.1.16.10 Framed: F	 SUAPMFQM-- *****	 SFAPMFQM-- *****	 SNAPMFQM-- *****	 SHAPMFQM-- *****
WAR.AIRTRK.MIL.FIXD.DRN.MNECM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) 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/UA) ANTISURFACE WARFARE (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/UA) PATROL Hierarchy: 1.X.2.1.1.16.13 Framed: F	 SUAPMFQP-- *****	 SFAPMFQP-- *****	 SNAPMFQP-- *****	 SHAPMFQP-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.RECON WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) RECONNAISSANCE Hierarchy: 1.X.2.1.1.16.14 Framed: F	 SUAPMFQR--***** SUAPMFQR--*****	 SFAPMFQR--***** SFAPMFQR--*****	 SNAPMFQR--***** SNAPMFQR--*****	 SHAPMFQR--***** SHAPMFQR--*****
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) RECONNAISSANCE AIRBORNE EARLY WARNING (AEW) Hierarchy: 1.X.2.1.1.16.14.1 Framed: F	 SUAPMFQRW-***** SUAPMFQRW-*****	 SFAPMFQRW-***** SFAPMFQRW-*****	 SNAPMFQRW-***** SNAPMFQRW-*****	 SHAPMFQRW-***** SHAPMFQRW-*****
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES Hierarchy: 1.X.2.1.1.16.14.2 Framed: F	 SUAPMFQRZ-***** SUAPMFQRZ-*****	 SFAPMFQRZ-***** SFAPMFQRZ-*****	 SNAPMFQRZ-***** SNAPMFQRZ-*****	 SHAPMFQRZ-***** SHAPMFQRZ-*****
WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) RECONNAISSANCE PHOTOGRAPHIC Hierarchy: 1.X.2.1.1.16.14.3 Framed: F	 SUAPMFQRX-***** SUAPMFQRX-*****	 SFAPMFQRX-***** SFAPMFQRX-*****	 SNAPMFQRX-***** SNAPMFQRX-*****	 SHAPMFQRX-***** SHAPMFQRX-*****

TABLE A-V. UEI symbols - Continued.

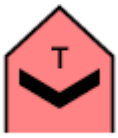
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.FIXD.DRN.ASBW WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) ANTISUBMARINE WARFARE (ASW) Hierarchy: 1.X.2.1.1.16.15 Framed: F	 SUAPMFQS-- *****	 SFAPMFQS-- *****	 SNAPMFQS-- *****	 SHAPMFQS-- *****
WAR.AIRTRK.MIL.FIXD.DRN.TNE WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) TRAINER Hierarchy: 1.X.2.1.1.16.16 Framed: F	 SUAPMFQT-- *****	 SFAPMFQT-- *****	 SNAPMFQT-- *****	 SHAPMFQT-- *****
WAR.AIRTRK.MIL.FIXD.DRN.UTY WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UA) 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/UA) COMMUNICATIONS 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/UA) MEDEVAC Hierarchy: 1.X.2.1.1.16.19 Framed: F	 SUAPMFQO-- *****	 SFAPMFQO-- *****	 SNAPMFQO-- *****	 SHAPMFQO-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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--- *****
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--- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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-- *****
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--- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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--- *****
WAR.AIRTRK.MIL.ROT.DRN WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING DRONE (RPV/UA) 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-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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-- *****
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--- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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---***** SUAPMHD---*****	 SFAPMHD---***** SFAPMHD---*****	 SNAPMHD---***** SNAPMHD---*****	 SHAPMHD---***** SHAPMHD---*****
WAR.AIRTRK.MIL.ROT.TNK WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING TANKER Hierarchy: 1.X.2.1.2.13 Framed: F	 SUAPMHK---***** SUAPMHK---*****	 SFAPMHK---***** SFAPMHK---*****	 SNAPMHK---***** SNAPMHK---*****	 SHAPMHK---***** SHAPMHK---*****
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---***** SUAPMHJ---*****	 SFAPMHJ---***** SFAPMHJ---*****	 SNAPMHJ---***** SNAPMHJ---*****	 SHAPMHJ---***** SHAPMHJ---*****
WAR.AIRTRK.MIL.LTA WARFIGHTING SYMBOLS AIR TRACK MILITARY LIGHTER THAN AIR Hierarchy: 1.X.2.1.3 Framed: F	 SUAPML----***** SUAPML----*****	 SFAPML----***** SFAPML----*****	 SNAPML----***** SNAPML----*****	 SHAPML----***** SHAPML----*****
WAR.AIRTRK.MIL.VIP WARFIGHTING SYMBOLS AIR TRACK MILITARY VIP Hierarchy: N/A Framed: F	 SUAPMV----***** SUAPMV----*****	 SFAPMV----***** SFAPMV----*****	 SNAPMV----***** SNAPMV----*****	 SHAPMV----***** SHAPMV----*****

TABLE A-V. UEI symbols - Continued.

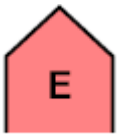
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.MIL.ESCORT WARFIGHTING SYMBOLS AIR TRACK MILITARY ESCORT Hierarchy: N/A Framed: F	 SUAPME----*****	 SFAPME----*****	 SNAPME----*****	 SHAPME----*****
WAR.AIRTRK.WPN WARFIGHTING SYMBOLS AIR TRACK WEAPON Hierarchy: 1.X.2.2 Framed: F	 SUAPW-----*****	 SFAPW-----*****	 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--- *****
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-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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.SLM.SSUM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE SURFACE-TO-SUBSURFACE MISSILE Hierarchy: N/A Framed: F	 SUAPWMSU-- *****	 SFAPWMSU-- *****	 SNAPWMSU-- *****	 SHAPWMSU-- *****
WAR.AIRTRK.WPN.MSLIF.SLM.ABM WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE ANTIBALLISTIC MISSILE (ABM) Hierarchy: N/A Framed: F	 SUAPWMSB-- *****	 SFAPWMSB-- *****	 SNAPWMSB-- *****	 SHAPWMSB-- *****
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-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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-- *****
WAR.AIRTRK.WPN.MSLIF.ALM.ASPC WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR-TO-SPACE MISSILE Hierarchy: N/A Framed: F	 SUAPWMAP-- *****	 SFAPWMAP-- *****	 SNAPWMAP-- *****	 SHAPWMAP-- *****
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.MSLIF.BLST WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT BALLISTIC MISSILE Hierarchy: N/A Framed: F	 SUAPWMB--- *****	 SFAPWMB--- *****	 SNAPWMB--- *****	 SHAPWMB--- *****

TABLE A-V. UEI symbols - Continued.

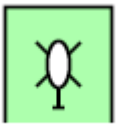
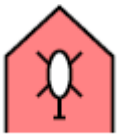
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.AIRTRK.WPN.BM WARFIGHTING SYMBOLS AIR TRACK WEAPON BOMB Hierarchy: N/A Framed: F	 SUAPWB---- *****	 SFAPWB----*****	 SNAPWB---- *****	 SHAPWB---- *****
WAR.AIRTRK.WPN.DCY WARFIGHTING SYMBOLS AIR TRACK WEAPON DECOY Hierarchy: 1.X.2.2.2 Framed: F	 SUAPWD---- *****	 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----*****
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-V. UEI symbols - Continued.

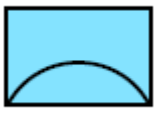
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK WARFIGHTING SYMBOLS GROUND TRACK Hierarchy: 1.X.3 Framed: F	 SUGP------*****	 SFGP------*****	 SNGP------*****	 SHGP------*****
WAR.GRDTRK.UNT WARFIGHTING SYMBOLS GROUND TRACK UNIT Hierarchy: 1.X.3.1 Framed: F	 SUGPU-----*****	 SFGPU-----*****	 SNGPU-----*****	 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-V. UEI symbols - Continued.

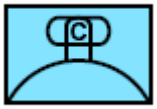
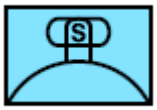
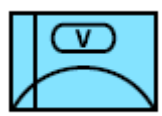
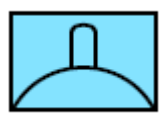
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.SHTR.CPL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE CHAPARRAL Hierarchy: 1.X.3.1.1.1.1.1 Framed: F	 SUGPUCDSC- *****	 SFGPUCDSC- *****	 SNGPUCDSC- *****	 SHGPUCDSC- *****
WAR.GRDTRK.UNT.CBT.ADF.SHTR.STG WARFIGHTING 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-V. UEI symbols - Continued.

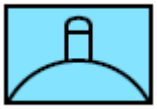
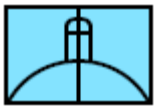
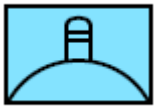
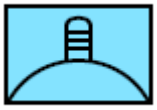
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT Hierarchy: 1.X.3.1.1.1.2.1 Framed: F	 SUGPUCDML-*****	 SFGPUCDML-*****	 SNGPUCDML-*****	 SHGPUCDML-*****
WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT MOTORIZED (AVENGER) Hierarchy: 1.X.3.1.1.1.2.1.1 Framed: F	 SUGPUCDMLA*****	 SFGPUCDMLA*****	 SNGPUCDMLA*****	 SHGPUCDMLA*****
WAR.GRDTRK.UNT.CBT.ADF.MSL.MDM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MEDIUM Hierarchy: 1.X.3.1.1.1.2.2 Framed: F	 SUGPUCDMM-*****	 SFGPUCDMM-*****	 SNGPUCDMM-*****	 SHGPUCDMM-*****
WAR.GRDTRK.UNT.CBT.ADF.MSL.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE HEAVY Hierarchy: 1.X.3.1.1.1.2.3 Framed: F	 SUGPUCDMH-*****	 SFGPUCDMH-*****	 SNGPUCDMH-*****	 SHGPUCDMH-*****

TABLE A-V. UEI symbols - Continued.

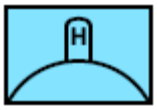
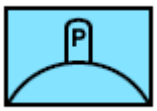
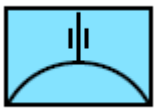
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE H/MAD Hierarchy: 1.X.3.1.1.1.2.4 Framed: F	 SUGPUCDH--***** SUGPUCDH--*****	 SFGPUCDH--***** SFGPUCDH--*****	 SNGPUCDH--***** SNGPUCDH--*****	 SHGPUCDH--***** SHGPUCDH--*****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

TABLE A-V. UEI symbols - Continued.

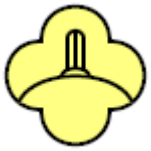
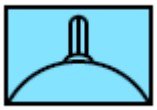
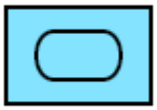
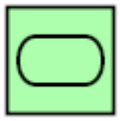
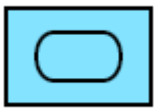
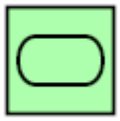
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ADF.CMPS WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE COMPOSITE Hierarchy: 1.X.3.1.1.1.4 Framed: F	 SUGPUCDC--*****	 SFGPUCDC--*****	SNGPUCDC--*****	SHGPUCDC--*****
WAR.GRDTRK.UNT.CBT.ADF.TGTGUT WARFIGHTING SYMBOLS GROUND TRACK UNIT 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-V. UEI symbols - Continued.

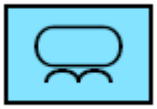
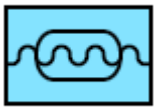
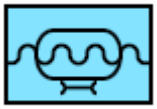
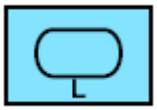
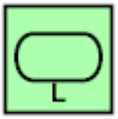
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.TRK.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK AIRBORNE Hierarchy: 1.X.3.1.1.2.1.1 Framed: F	 SUGPUCATA-*****	 SFGPUCATA-*****	 SNGPUCATA-*****	 SHGPUCATA-*****
WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP WARFIGHTING SYMBOLS GROUND TRACK 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-V. UEI symbols - Continued.

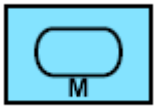
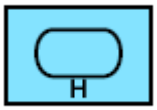
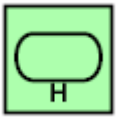
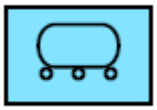
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.TRK.MDM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK MEDIUM Hierarchy: 1.X.3.1.1.2.1.4 Framed: F	 SUGPUCATM-***** SUGPUCATM-*****	 SFGPUCATM-***** SFGPUCATM-*****	 SNGPUCATM-***** SNGPUCATM-*****	 SHGPUCATM-***** SHGPUCATM-*****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

TABLE A-V. UEI symbols - Continued.

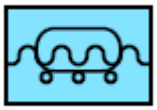
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.WHD.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AIR ASSAULT Hierarchy: 1.X.3.1.1.2.2.1 Framed: F	 SUGPUCAWS-*****	 SFGPUCAWS-*****	 SNGPUCAWS-*****	 SHGPUCAWS-*****
WAR.GRDTRK.UNT.CBT.ARM.WHD.ABN WARFIGHTING SYMBOLS GROUND 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-V. UEI symbols - Continued.

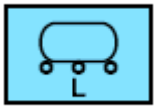
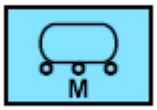
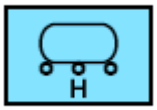
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ARM.WHD.LIT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED LIGHT Hierarchy: 1.X.3.1.1.2.2.4 Framed: F	 SUGPUCAWL-*****	 SFGPUCAWL-*****	 SNGPUCAWL-*****	 SHGPUCAWL-*****
WAR.GRDTRK.UNT.CBT.ARM.WHD.MDM WARFIGHTING SYMBOLS GROUND TRACK 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-V. UEI symbols - Continued.

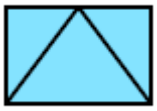
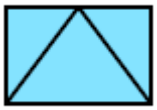
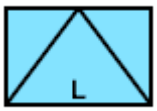
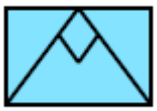
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AARM WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTIARMOR Hierarchy: 1.X.3.1.1.3 Framed: F	SUGPUCAA--*****	 SFGPUCAA--*****	SNGPUCAA--*****	SHGPUCAA--*****
WAR.GRDTRK.UNT.CBT.AARM.DMD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTIARMOR DISMOUNTED 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 ANTIARMOR 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 ANTIARMOR 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 ANTIARMOR AIR ASSAULT Hierarchy: 1.X.3.1.1.3.4 Framed: F	SUGPUCAAS-*****	 SFGPUCAAS-*****	SNGPUCAAS-*****	SHGPUCAAS-*****

TABLE A-V. UEI symbols - Continued.

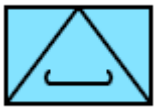
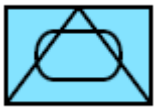
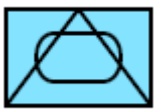
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AARM.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTIARMOR MOUNTAIN Hierarchy: 1.X.3.1.1.3.5 Framed: F	 SUGPUCAAU-*****	 SFGPUCAAU-*****	 SNGPUCAAU-*****	 SHGPUCAAU-*****
WAR.GRDTRK.UNT.CBT.AARM.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTIARMOR 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 ANTIARMOR 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 ANTIARMOR ARMORED TRACKED Hierarchy: 1.X.3.1.1.3.7.1 Framed: F	 SUGPUCAAAT*****	 SFGPUCAAAT*****	 SNGPUCAAAT*****	 SHGPUCAAAT*****

TABLE A-V. UEI symbols - Continued.

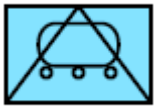
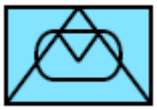
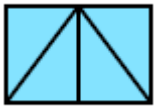
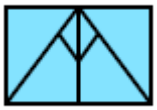
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTIARMOR ARMORED WHEELED Hierarchy: 1.X.3.1.1.3.7.2 Framed: F	 SUGPUCAAAW* ****	 SFGPUCAAAW** ***	 SNGPUCAAAW* ****	 SHGPUCAAAW* ****
WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTIARMOR 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 ANTIARMOR 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 ANTIARMOR MOTORIZED AIR ASSAULT Hierarchy: 1.X.3.1.1.3.8.1 Framed: F	 SUGPUCAAOS** ***	 SFGPUCAAOS** ***	 SNGPUCAAOS** ***	 SHGPUCAAOS** ***

TABLE A-V. UEI symbols - Continued.

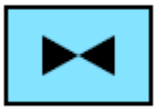
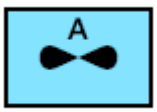
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION Hierarchy: 1.X.3.1.1.4 Framed: F	 SUGPUCV---*****	 SFGPUCV---*****	 SNGPUCV---*****	 SHGPUCV---*****
WAR.GRDTRK.UNT.CBT.AVN.FIXD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED 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-V. UEI symbols - Continued.

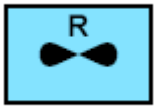
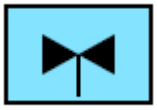
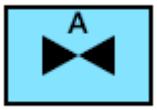
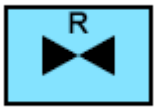
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.FIXD.RECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING RECON Hierarchy: 1.X.3.1.1.4.1.3 Framed: F	 SUGPUCVFR-*****	 SFGPUCVFR-*****	 SNGPUCVFR-*****	 SHGPUCVFR-*****
WAR.GRDTRK.UNT.CBT.AVN.ROT WARFIGHTING SYMBOLS GROUND 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-V. UEI symbols - Continued.

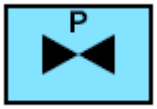
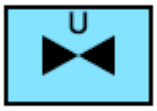
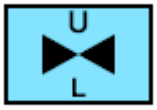
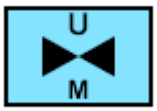
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.ROT.ASBW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ANTISUBMARINE WARFARE Hierarchy: 1.X.3.1.1.4.2.3 Framed: F	 SUGPUCVRW-***** SUGPUCVRW-*****	 SFGPUCVRW-***** SFGPUCVRW-*****	 SNGPUCVRW-***** SNGPUCVRW-*****	 SHGPUCVRW-*****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

TABLE A-V. UEI symbols - Continued.

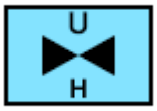
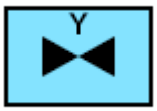
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY HEAVY Hierarchy: 1.X.3.1.1.4.2.4.3 Framed: F	 SUGPUCVRUH** ***	 SFGPUCVRUH** ***	 SNGPUCVRUH** ***	 SHGPUCVRUH** ***
WAR.GRDTRK.UNT.CBT.AVN.ROT.C2 WARFIGHTING 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-V. UEI symbols - Continued.

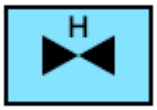
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.SAR WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION SEARCH AND RESCUE Hierarchy: 1.X.3.1.1.4.3 Framed: F	 SUGPUCVS-- *****	 SFGPUCVS-- *****	 SNGPUCVS-- *****	 SHGPUCVS-- *****
WAR.GRDTRK.UNT.CBT.AVN.CMPS WARFIGHTING SYMBOLS GROUND TRACK 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 AND/OR SHORT TAKEOFF AND LANDING AIRCRAFT (V/STOL) Hierarchy: 1.X.3.1.1.4.5 Framed: F	 SUGPUCVV-- *****	 SFGPUCVV-- *****	 SNGPUCVV-- *****	 SHGPUCVV-- *****
WAR.GRDTRK.UNT.CBT.AVN.UA WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AIRCRAFT Hierarchy: 1.X.3.1.1.4.6 Framed: F	 SUGPUCVU-- *****	 SFGPUCVU-- *****	 SNGPUCVU-- *****	 SHGPUCVU-- *****

TABLE A-V. UEI symbols - Continued.

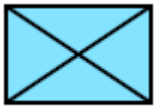
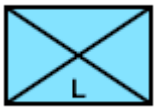
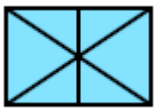
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.AVN.UA.FIXD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AIRCRAFT FIXED WING Hierarchy: 1.X.3.1.1.4.6.1 Framed: F	 SUGPUCVUF-*****	 SFGPUCVUF-*****	 SNGPUCVUF-*****	 SHGPUCVUF-*****
WAR.GRDTRK.UNT.CBT.AVN.UA.ROT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AIRCRAFT 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-V. UEI symbols - Continued.

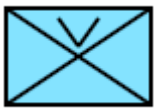
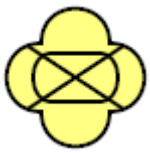
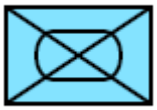
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.INF.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY MOUNTAIN Hierarchy: 1.X.3.1.1.5.3 Framed: F	 SUGPUCIO-- *****	 SFGPUCIO-- *****	 SNGPUCIO-- *****	 SHGPUCIO-- *****
WAR.GRDTRK.UNT.CBT.INF.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT 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-V. UEI symbols - Continued.

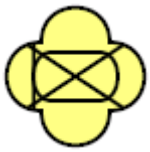
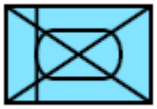
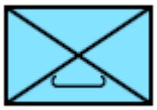
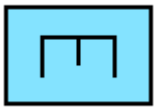
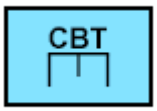
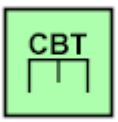
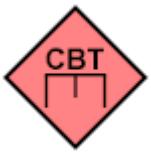
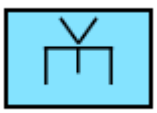
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.INF.INFFV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY INFANTRY FIGHTING VEHICLE Hierarchy: 1.X.3.1.1.5.8 Framed: F	 SUGPUCII--*****	 SFGPUCII--*****	 SNGPUCII--*****	 SHGPUCII--*****
WAR.GRDTRK.UNT.CBT.INF.ARC WARFIGHTING SYMBOLS GROUND 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-V. UEI symbols - Continued.

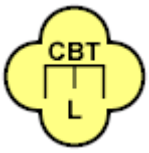
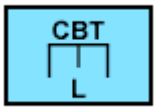
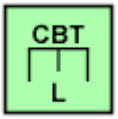
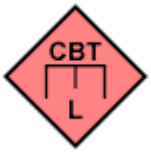
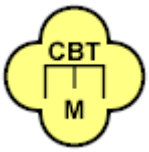
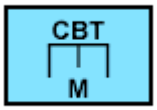
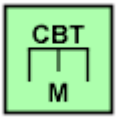
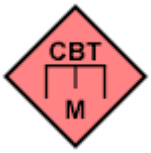
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ENG.CBT.ABN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIRBORNE Hierarchy: 1.X.3.1.1.6.1.2 Framed: F	 SUGPUCECA-*****	 SFGPUCECA-*****	 SNGPUCECA-*****	 SHGPUCECA-*****
WAR.GRDTRK.UNT.CBT.ENG.CBT.ARC WARFIGHTING SYMBOLS GROUND 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-V. UEI symbols - Continued.

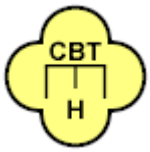
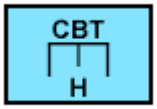
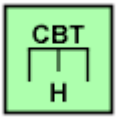
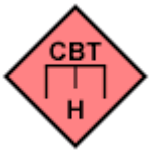
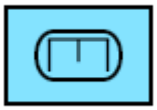
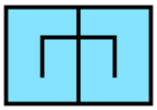
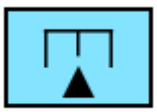
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ENG.CBT.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT HEAVY Hierarchy: 1.X.3.1.1.6.1.6 Framed: F	 SUGPUCECH-***** SUGPUCECH-*****	 SFGPUCECH-***** SFGPUCECH-*****	 SNGPUCECH-***** SNGPUCECH-*****	 SHGPUCECH-***** SHGPUCECH-*****
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-***** SUGPUCECT-*****	 SFGPUCECT-***** SFGPUCECT-*****	 SNGPUCECT-***** SNGPUCECT-*****	 SHGPUCECT-***** 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-***** SUGPUCECW-*****	 SFGPUCECW-***** SFGPUCECW-*****	 SNGPUCECW-***** SNGPUCECW-*****	 SHGPUCECW-***** 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-***** SUGPUCECO-*****	 SFGPUCECO-***** SFGPUCECO-*****	 SNGPUCECO-***** SNGPUCECO-*****	 SHGPUCECO-***** SHGPUCECO-*****

TABLE A-V. UEI symbols - Continued.

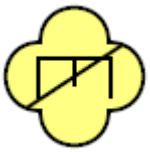
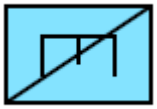
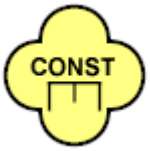
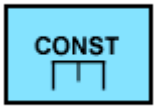
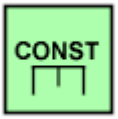
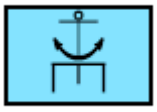
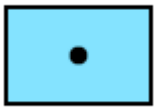
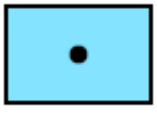
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ENG.CBT.RECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT RECON Hierarchy: 1.X.3.1.1.6.1.10 Framed: F	 SUGPUCECR-***** SUGPUCECR-*****	 SFGPUCECR-***** SFGPUCECR-*****	 SNGPUCECR-***** SNGPUCECR-*****	 SHGPUCECR-***** SHGPUCECR-*****
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-V. UEI symbols - Continued.

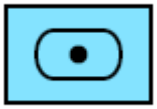
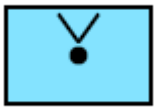
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.SPD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED Hierarchy: 1.X.3.1.1.7.1.1 Framed: F	 SUGPUCFHE-***** SUGPUCFHE-*****	 SFGPUCFHE-***** SFGPUCFHE-*****	 SNGPUCFHE-***** SNGPUCFHE-*****	 SHGPUCFHE-*****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

TABLE A-V. UEI symbols - Continued.

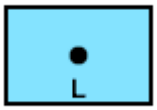
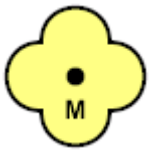
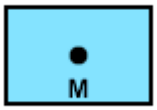
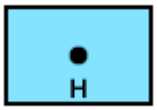
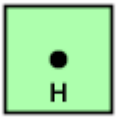
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MOUNTAIN Hierarchy: 1.X.3.1.1.7.1.5 Framed: F	 SUGPUCFHO-*****	 SFGPUCFHO-*****	 SNGPUCFHO-*****	 SHGPUCFHO-*****
WAR.GRDTRK.UNT.CBT.FLDART.HOW.LIT WARFIGHTING 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-V. UEI symbols - Continued.

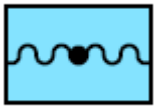
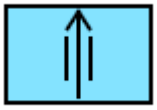
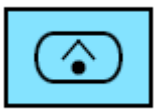
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.AMP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS Hierarchy: 1.X.3.1.1.7.1.9 Framed: F	 SUGPUCFHX-***** SUGPUCFHX-*****	 SFGPUCFHX-***** SFGPUCFHX-*****	 SNGPUCFHX-***** SNGPUCFHX-*****	 SHGPUCFHX-*****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

TABLE A-V. UEI symbols - Continued.

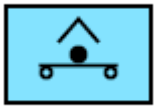
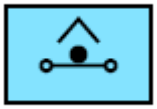
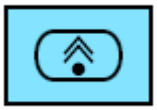
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTRK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TRUCK Hierarchy: 1.X.3.1.1.7.2.1.2 Framed: F	SUGPUCFRSR**********	 SFGPUCFRSR**********	SNGPUCFRSR**********	SHGPUCFRSR**********
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 MULTIPLE 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 MULTIPLE ROCKET LAUNCHER MULTIPLE ROCKET SELF-PROPELLED Hierarchy: 1.X.3.1.1.7.2.2.1 Framed: F	SUGPUCFRMS**********	 SFGPUCFRMS**********	SNGPUCFRMS**********	SHGPUCFRMS**********

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTRK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTIPLE ROCKET LAUNCHER MULTIPLE ROCKET TRUCK Hierarchy: 1.X.3.1.1.7.2.2.2 Framed: F	 SUGPUCFRMR***** SFGPUCFRMR***** SNGPUCFRMR***** SHGPUCFRMR***** WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTOW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTIPLE ROCKET LAUNCHER MULTIPLE ROCKET TOWED Hierarchy: 1.X.3.1.1.7.2.2.3 Framed: F	 SUGPUCFRMT***** SFGPUCFRMT***** SNGPUCFRMT***** 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-***** SFGPUCFT-***** SNGPUCFT-***** 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-***** SFGPUCFTR-***** SNGPUCFTR-***** SHGPUCFTR-*****

TABLE A-V. UEI symbols - Continued.

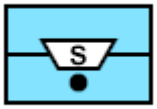
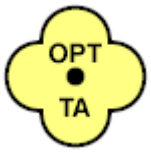
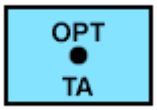
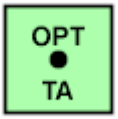
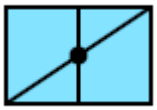
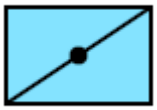
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.SND WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION SOUND Hierarchy: 1.X.3.1.1.7.3.2 Framed: F	 SUGPUCFTS-***** Hierarchy: 1.X.3.1.1.7.3.2	 SFGPUCFTS-***** Hierarchy: 1.X.3.1.1.7.3.2	 SNGPUCFTS-***** Hierarchy: 1.X.3.1.1.7.3.2	 SHGPUCFTS-***** Hierarchy: 1.X.3.1.1.7.3.2
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-***** Hierarchy: 1.X.3.1.1.7.3.3	 SFGPUCFTF-***** Hierarchy: 1.X.3.1.1.7.3.3	 SNGPUCFTF-***** Hierarchy: 1.X.3.1.1.7.3.3	 SHGPUCFTF-***** Hierarchy: 1.X.3.1.1.7.3.3
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-***** Hierarchy: 1.X.3.1.1.7.3.4	 SFGPUCFTC-***** Hierarchy: 1.X.3.1.1.7.3.4	 SNGPUCFTC-***** Hierarchy: 1.X.3.1.1.7.3.4	 SHGPUCFTC-***** Hierarchy: 1.X.3.1.1.7.3.4
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***** Hierarchy: 1.X.3.1.1.7.3.4.1	 SFGPUCFTCD***** Hierarchy: 1.X.3.1.1.7.3.4.1	 SNGPUCFTCD***** Hierarchy: 1.X.3.1.1.7.3.4.1	 SHGPUCFTCD***** Hierarchy: 1.X.3.1.1.7.3.4.1

TABLE A-V. UEI symbols - Continued.

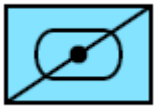
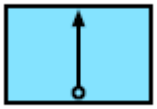
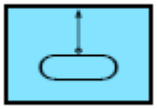
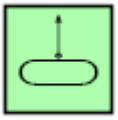
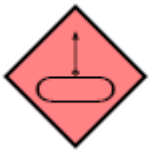
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.TKD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST TRACKED Hierarchy: 1.X.3.1.1.7.3.4.2 Framed: F	 SUGPUCFTCM*******	 SFGPUCFTCM******	 SNGPUCFTCM******	 SHGPUCFTCM******
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.ANG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

TABLE A-V. UEI symbols - Continued.

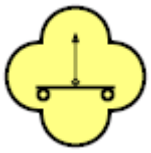
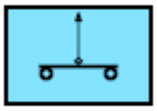
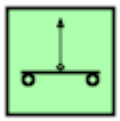
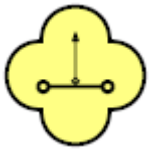
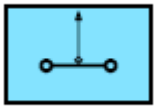
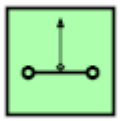
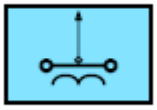
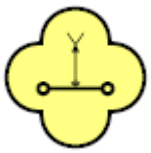
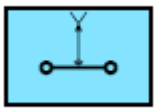
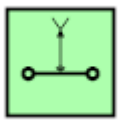
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDWHD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF-PROPELLED WHEELED Hierarchy: 1.X.3.1.1.7.4.2 Framed: F	 SUGPUCFMW-***** SUGPUCFMW-*****	 SFGPUCFMW-***** SFGPUCFMW-*****	 SNGPUCFMW-***** SNGPUCFMW-*****	 SHGPUCFMW-***** 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-***** SUGPUCFMT-*****	 SFGPUCFMT-***** SFGPUCFMT-*****	 SNGPUCFMT-***** SNGPUCFMT-*****	 SHGPUCFMT-***** 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***** SUGPUCFMTA*****	 SFGPUCFMTA***** SFGPUCFMTA*****	 SNGPUCFMTA***** SNGPUCFMTA*****	 SHGPUCFMTA***** 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***** SUGPUCFMTS*****	 SFGPUCFMTS****** SFGPUCFMTS******	 SNGPUCFMTS***** SNGPUCFMTS*****	 SHGPUCFMTS***** SHGPUCFMTS*****

TABLE A-V. UEI symbols - Continued.

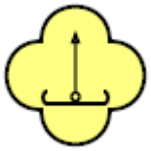
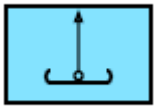
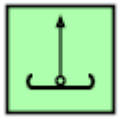
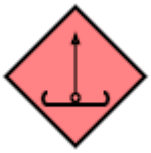
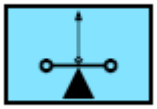
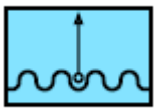
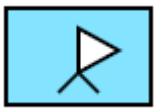
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ARC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED ARCTIC Hierarchy: 1.X.3.1.1.7.4.3.3 Framed: F	 SUGPUCFMTC*******	 SFGPUCFMTC******	 SNGPUCFMTC******	 SHGPUCFMTC******
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.MNT 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-V. UEI symbols - Continued.

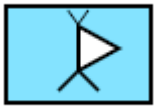
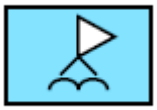
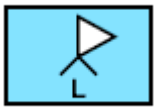
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIR ASSAULT Hierarchy: 1.X.3.1.1.7.5.1 Framed: F	 SUGPUCFSS-*****	 SFGPUCFSS-*****	 SNGPUCFSS-*****	 SHGPUCFSS-*****
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.ABN 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-V. UEI symbols - 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-V. UEI symbols - Continued.

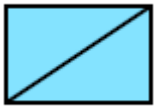
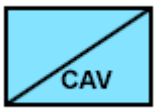
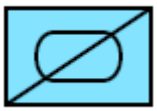
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.FLDART.METO.MNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL MOUNTAIN Hierarchy: 1.X.3.1.1.7.6.4 Framed: F	 SUGPUCFOO-***** SUGPUCFOO-*****	 SFGPUCFOO-***** SFGPUCFOO-*****	 SNGPUCFOO-***** SNGPUCFOO-*****	 SHGPUCFOO-*****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

TABLE A-V. UEI symbols - Continued.

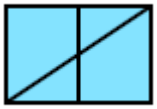
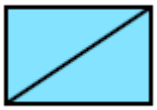
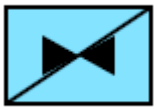
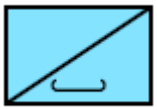
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.RECON.CVY.MOT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY MOTORIZED Hierarchy: 1.X.3.1.1.8.2.2 Framed: F	 SUGPUCRVM-***** SUGPUCRVM-*****	 SFGPUCRVM-***** SFGPUCRVM-*****	 SNGPUCRVM-***** SNGPUCRVM-*****	 SHGPUCRVM-*****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

TABLE A-V. UEI symbols - Continued.

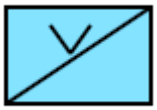
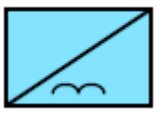
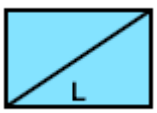
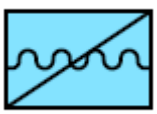
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.RECON.AAST WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE AIR ASSAULT Hierarchy: 1.X.3.1.1.8.4 Framed: F	 SUGPUCRS-- *****	 SFGPUCRS-- *****	 SNGPUCRS-- *****	 SHGPUCRS-- *****
WAR.GRDTRK.UNT.CBT.RECON.ABN WARFIGHTING SYMBOLS GROUND 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-V. UEI symbols - Continued.

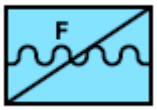
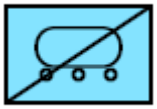
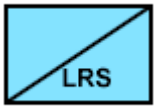
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.RECON.MAR.DIV WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION Hierarchy: 1.X.3.1.1.8.8.1 Framed: F	 SUGPUCRRD-***** SUGPUCRRD-*****	 SFGPUCRRD-***** SFGPUCRRD-*****	 SNGPUCRRD-***** SNGPUCRRD-*****	 SHGPUCRRD-***** SHGPUCRRD-*****
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-***** SUGPUCRRF-*****	 SFGPUCRRF-***** SFGPUCRRF-*****	 SNGPUCRRF-***** SNGPUCRRF-*****	 SHGPUCRRF-***** 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-***** SUGPUCRRL-*****	 SFGPUCRRL-***** SFGPUCRRL-*****	 SNGPUCRRL-***** SNGPUCRRL-*****	 SHGPUCRRL-***** 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--***** SUGPUCRX--*****	 SFGPUCRX--***** SFGPUCRX--*****	 SNGPUCRX--***** SNGPUCRX--*****	 SHGPUCRX--***** SHGPUCRX--*****

TABLE A-V. UEI symbols - Continued.

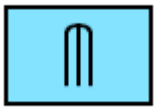
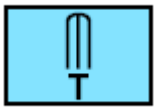
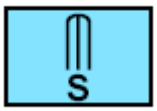
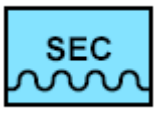
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.MSL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) Hierarchy: 1.X.3.1.1.9 Framed: F				
	SUGPUCM--- *****	SFGPUCM--- *****	SNGPUCM--- *****	SHGPUCM--- *****
WAR.GRDTRK.UNT.CBT.MSL.TAC WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT 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-V. UEI symbols - Continued.

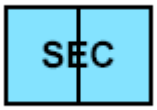
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ISF.GRD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND Hierarchy: 1.X.3.1.1.10.2 Framed: F	 SUGPUCSG--***** SUGPUCSG--*****	 SFGPUCSG--***** SFGPUCSG--*****	 SNGPUCSG--***** SNGPUCSG--*****	 SHGPUCSG--***** SHGPUCSG--*****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

TABLE A-V. UEI symbols - Continued.

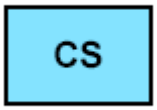
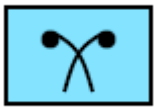
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CBT.ISF.WHMECH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES WHEELED MECHANIZED Hierarchy: 1.X.3.1.1.10.3 Framed: F	 SUGPUCSM-- *****	 SFGPUCSM-- *****	 SNGPUCSM-- *****	 SHGPUCSM-- *****
WAR.GRDTRK.UNT.CBT.ISF.RALRD WARFIGHTING 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.CBRN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT CBRN Hierarchy: 1.X.3.1.2.1 Framed: F	 SUGPUUA--- *****	 SFGPUUA--- *****	 SNGPUUA--- *****	 SHGPUUA--- *****

TABLE A-V. UEI symbols - Continued.

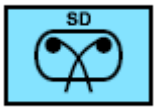
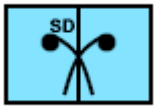
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.CBRN.CML WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT CBRN CHEMICAL Hierarchy: 1.X.3.1.2.1.1 Framed: F	 SUGPUUAC-- *****	 SFGPUUAC-- *****	 SNGPUUAC-- *****	 SHGPUUAC-- *****
WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC WARFIGHTING SYMBOLS GROUND TRACK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

TABLE A-V. UEI symbols - Continued.

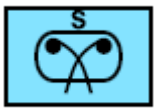
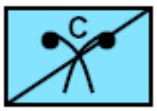
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.CBRN.CML.SMK WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT CBRN CHEMICAL SMOKE Hierarchy: 1.X.3.1.2.1.1.2 Framed: F	 SUGPUUACS-*****	 SFGPUUACS-*****	 SNGPUUACS-*****	 SHGPUUACS-*****
WAR.GRDTRK.UNT.CS.CBRN.CML.SMK.MOT WARFIGHTING SYMBOLS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

TABLE A-V. UEI symbols - Continued.

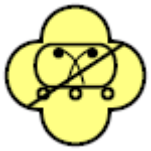
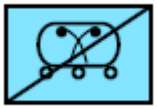
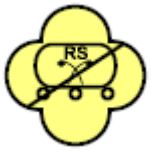
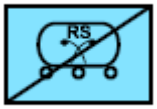
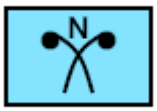
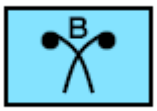
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WARMVH WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT CBRN CHEMICAL RECON WHEELED ARMORED VEHICLE Hierarchy: 1.X.3.1.2.1.1.3.1 Framed: F	 SUGPUUACRW* ****	 SFGPUUACRW** ***	 SNGPUUACRW* ****	 SHGPUUACRW* ****
WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WAVS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

TABLE A-V. UEI symbols - Continued.

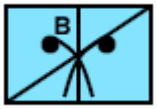
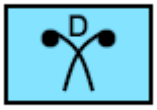
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.CBRN.BIO.RECEQP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT CBRN BIOLOGICAL RECON EQUIPPED Hierarchy: 1.X.3.1.2.1.3.1 Framed: F	 SUGPUUABR-***** SUGPUUABR-*****	 SFGPUUABR-***** SFGPUUABR-*****	 SNGPUUABR-***** SNGPUUABR-*****	 SHGPUUABR-***** SHGPUUABR-*****
WAR.GRDTRK.UNT.CS.CBRN.DECON WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT CBRN DECONTAMINATION Hierarchy: 1.X.3.1.2.1.4 Framed: F	 SUGPUUAD--***** SUGPUUAD--*****	 SFGPUUAD--***** SFGPUUAD--*****	 SNGPUUAD--***** SNGPUUAD--*****	 SHGPUUAD--***** 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---***** SUGPUUM---*****	 SFGPUUM---***** SFGPUUM---*****	 SNGPUUM---***** SNGPUUM---*****	 SHGPUUM---***** 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--***** SUGPUUMA--*****	 SFGPUUMA--***** SFGPUUMA--*****	 SNGPUUMA--***** SNGPUUMA--*****	 SHGPUUMA--***** 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--***** SUGPUUMS--*****	 SFGPUUMS--***** SFGPUUMS--*****	 SNGPUUMS--***** SNGPUUMS--*****	 SHGPUUMS--***** SHGPUUMS--*****

TABLE A-V. UEI symbols - Continued.

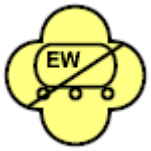
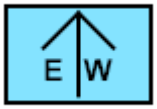
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE Hierarchy: 1.X.3.1.2.2.2.1 Framed: F	 SUGPUUMSE-***** SUGPUUMSE-*****	 SFGPUUMSE-***** SFGPUUMSE-*****	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

TABLE A-V. UEI symbols - Continued.

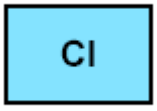
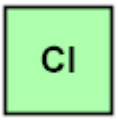
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.JMG WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE JAMMING Hierarchy: 1.X.3.1.2.2.2.1.4 Framed: F	 SUGPUUMSEJ***** **	 SFGPUUMSEJ***** **	 SNGPUUMSEJ*****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

TABLE A-V. UEI symbols - Continued.

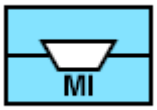
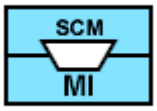
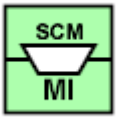
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.MILINT.SVL WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE Hierarchy: 1.X.3.1.2.2.4 Framed: F	 SUGPUUMR--***** SUGPUUMR--*****	 SFGPUUMR--***** SFGPUUMR--*****	 SNGPUUMR--***** SNGPUUMR--*****	 SHGPUUMR--*****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

TABLE A-V. UEI symbols - 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-***** SUGPUUMRX-*****	 SFGPUUMRX-***** SFGPUUMRX-*****	 SNGPUUMRX-***** SNGPUUMRX-*****	 SHGPUUMRX-***** 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-***** SUGPUUMMO-*****	 SFGPUUMMO-***** SFGPUUMMO-*****	 SNGPUUMMO-***** SNGPUUMMO-*****	 SHGPUUMMO-***** 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-***** SUGPUUMO-*****	 SFGPUUMO-***** SFGPUUMO-*****	 SNGPUUMO-***** SNGPUUMO-*****	 SHGPUUMO-***** 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-***** SUGPUUMT-*****	 SFGPUUMT-***** SFGPUUMT-*****	 SNGPUUMT-***** SNGPUUMT-*****	 SHGPUUMT-***** SHGPUUMT-*****

TABLE A-V. UEI symbols - 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--***** SUGPUUMQ--*****	 SFGPUUMQ--***** SFGPUUMQ--*****	 SNGPUUMQ--***** SNGPUUMQ--*****	 SHGPUUMQ--***** 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--***** SUGPUUMJ--*****	 SFGPUUMJ--***** SFGPUUMJ--*****	 SNGPUUMJ--***** SNGPUUMJ--*****	 SHGPUUMJ--***** 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---***** SUGPUUL---*****	 SFGPUUL---*****	 SNGPUUL---***** SNGPUUL---*****	 SHGPUUL---***** 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--***** SUGPUULS--*****	 SFGPUULS--***** SFGPUULS--*****	 SNGPUULS--***** SNGPUULS--*****	 SHGPUULS--***** 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--***** SUGPUULM--*****	 SFGPUULM--***** SFGPUULM--*****	 SNGPUULM--***** SNGPUULM--*****	 SHGPUULM--***** SHGPUULM--*****

TABLE A-V. UEI symbols - Continued.

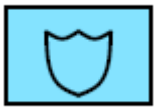
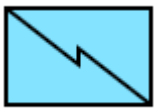
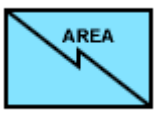
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.LAWENU.CLE WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT Hierarchy: 1.X.3.1.2.3.3 Framed: F	 SUGPUULC-- *****	 SFGPUULC-- *****	 SNGPUULC-- *****	 SHGPUULC-- *****
WAR.GRDTRK.UNT.CS.LAWENU.SECPOL 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-V. UEI symbols - Continued.

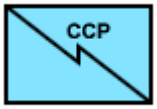
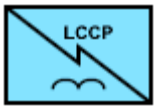
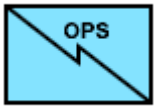
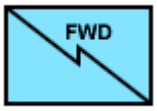
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE Hierarchy: 1.X.3.1.2.4.2 Framed: F	 SUGPUUSC-- *****	 SFGPUUSC-- *****	 SNGPUUSC-- *****	 SHGPUUSC-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP.LCCP 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-V. UEI symbols - Continued.

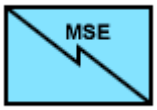
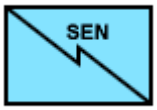
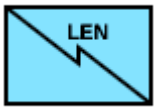
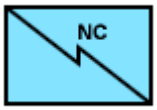
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.MSE WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT Hierarchy: 1.X.3.1.2.4.5 Framed: F	 SUGPUUSM--***** SUGPUUSM--*****	 SFGPUUSM--***** SFGPUUSM--*****	 SNGPUUSM--***** SNGPUUSM--*****	 SHGPUUSM--*****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

TABLE A-V. UEI symbols - Continued.

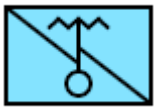
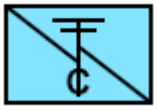
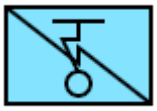
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT Hierarchy: 1.X.3.1.2.4.6 Framed: F	 SUGPUUSR--*****	 SFGPUUSR--*****	 SNGPUUSR--*****	 SHGPUUSR--*****
WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TACSAT WARFIGHTING SYMBOLS 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.TTYCTR 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-V. UEI symbols - Continued.

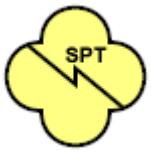
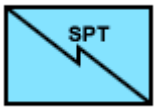
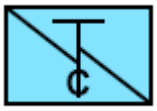
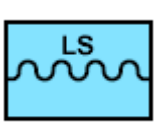
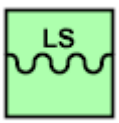
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.SIGUNT.SIGSUP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT SIGNAL SUPPORT Hierarchy: 1.X.3.1.2.4.7 Framed: F	 SUGPUUSS-- *****	 SFGPUUSS-- *****	 SNGPUUSS-- *****	 SHGPUUSS-- *****
WAR.GRDTRK.UNT.CS.SIGUNT.PHOSWT WARFIGHTING 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-V. UEI symbols - Continued.

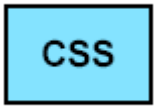
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CS.EOD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDNANCE DISPOSAL Hierarchy: 1.X.3.1.2.7 Framed: F	 SUGPUUE---***** SUGPUUE---*****	 SFGPUUE---*****	 SNGPUUE---***** SNGPUUE---*****	 SHGPUUE---***** SHGPUUE---*****
WAR.GRDTRK.UNT.CSS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

TABLE A-V. UEI symbols - 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-V. UEI symbols - Continued.

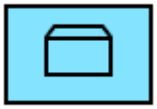
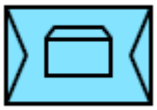
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.PST.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) POSTAL THEATER Hierarchy: 1.X.3.1.3.1.4.1 Framed: F	 SUGPUSAOT-***** SUGPUSAOT-*****	 SFGPUSAOT-***** SFGPUSAOT-*****	 SNGPUSAOT-***** SNGPUSAOT-*****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

TABLE A-V. UEI symbols - Continued.

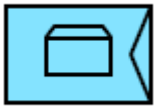
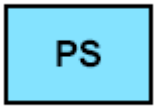
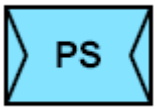
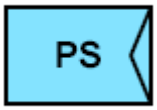
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.FIN.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) FINANCE CORPS Hierarchy: 1.X.3.1.3.1.5.2 Framed: F	 SUGPUSAFC-***** SUGPUSAFC-*****	 SFGPUSAFC-***** SFGPUSAFC-*****	 SNGPUSAFC-***** SNGPUSAFC-*****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

TABLE A-V. UEI symbols - Continued.

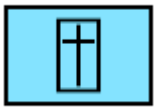
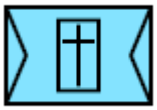
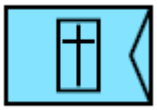
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY Hierarchy: 1.X.3.1.3.1.7 Framed: F	 SUGPUSAM--*****	 SFGPUSAM--*****	 SNGPUSAM--*****	 SHGPUSAM--*****
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.THT 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-V. UEI symbols - Continued.

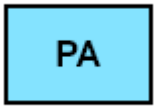
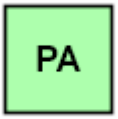
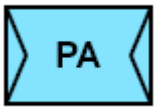
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.RELG.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) RELIGIOUS/CHAPLAIN THEATER Hierarchy: 1.X.3.1.3.1.8.1 Framed: F	 SUGPUSART-***** SUGPUSART-*****	 SFGPUSART-***** SFGPUSART-*****	 SNGPUSART-*****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

TABLE A-V. UEI symbols - Continued.

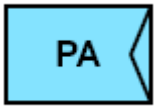
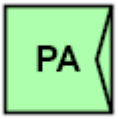
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS CORPS Hierarchy: 1.X.3.1.3.1.9.2 Framed: F	 SUGPUSAPC-***** SUGPUSAPC-*****	 SFGPUSAPC-***** SFGPUSAPC-*****	 SNGPUSAPC-***** SNGPUSAPC-*****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

TABLE A-V. UEI symbols - Continued.

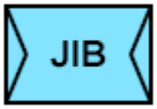
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB) Hierarchy: 1.X.3.1.3.1.9.4 Framed: F	 SUGPUSAPM-***** SUGPUSAPM-*****	 SFGPUSAPM-***** SFGPUSAPM-*****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

TABLE A-V. UEI symbols - Continued.

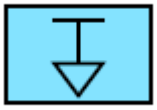
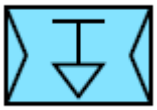
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.RHU.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) REPLACEMENT HOLDING UNIT (RHU) THEATER Hierarchy: 1.X.3.1.3.1.10.1 Framed: F	 SUGPUSAXT-***** SUGPUSAXT-*****	 SFGPUSAXT-***** SFGPUSAXT-*****	 SNGPUSAXT-*****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

TABLE A-V. UEI symbols - Continued.

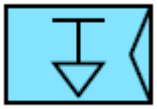
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.LBR.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) LABOR CORPS Hierarchy: 1.X.3.1.3.1.11.2 Framed: F	 SUGPUSALC-***** SUGPUSALC-*****	 SFGPUSALC-***** SFGPUSALC-*****	 SNGPUSALC-***** SNGPUSALC-*****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

TABLE A-V. UEI symbols - Continued.

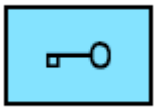
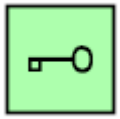
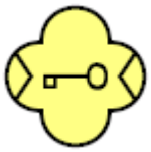
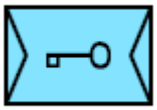
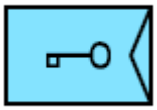
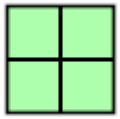
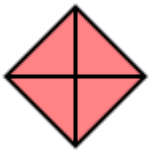
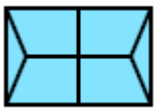
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) QUARTERMASTER (SUPPLY) Hierarchy: 1.X.3.1.3.1.13 Framed: F	 SUGPUSAQ-- *****	 SFGPUSAQ-- *****	 SNGPUSAQ-- *****	 SHGPUSAQ-- *****
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.THT 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-V. UEI symbols - Continued.

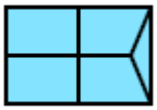
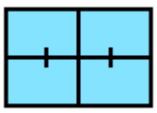
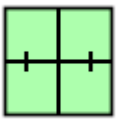
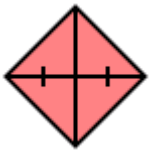
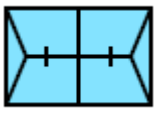
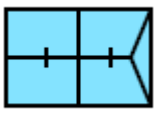
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL CORPS Hierarchy: 1.X.3.1.3.2.2 Framed: F	 SUGPUSMC-- *****	 SFGPUSMC-- *****	 SNGPUSMC-- *****	 SHGPUSMC-- *****
WAR.GRDTRK.UNT.CSS.MED.MEDTF WARFIGHTING SYMBOLS GROUND 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-V. UEI symbols - Continued.

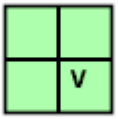
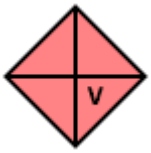
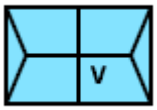
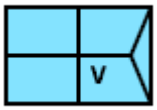
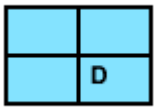
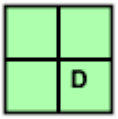
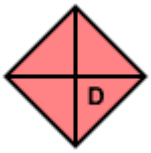
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.VNY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY Hierarchy: 1.X.3.1.3.2.4 Framed: F	 SUGPUSMV-- *****	 SFGPUSMV-- *****	 SNGPUSMV-- *****	 SHGPUSMV-- *****
WAR.GRDTRK.UNT.CSS.MED.VNY.THT WARFIGHTING SYMBOLS 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-V. UEI symbols - Continued.

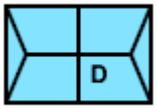
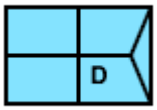
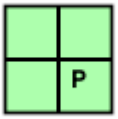
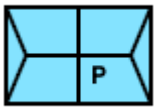
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.DEN.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL THEATER Hierarchy: 1.X.3.1.3.2.5.1 Framed: F	 SUGPUSMDT-***** SUGPUSMDT-*****	 SFGPUSMDT-***** SFGPUSMDT-*****	 SNGPUSMDT-***** SNGPUSMDT-*****	 SHGPUSMDT-*****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

TABLE A-V. UEI symbols - Continued.

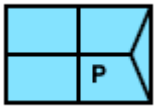
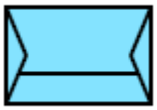
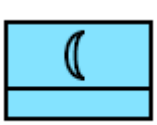
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MED.PSY.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL CORPS Hierarchy: 1.X.3.1.3.2.6.2 Framed: F	 SUGPUSMPC-***** SUGPUSMPC-*****	 SFGPUSMPC-***** SFGPUSMPC-*****	 SNGPUSMPC-***** SNGPUSMPC-*****	 SHGPUSMPC-***** 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-***** SUGPUSST-*****	 SFGPUSST-***** SFGPUSST-*****	 SNGPUSST-***** SNGPUSST-*****	 SHGPUSST-***** 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-***** SUGPUSSC-*****	 SFGPUSSC-***** SFGPUSSC-*****	 SNGPUSSC-***** SNGPUSSC-*****	 SHGPUSSC-***** 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-***** SUGPUSS1-----	 SFGPUSS1--*****	 SNGPUSS1-***** SNGPUSS1-----	 SHGPUSS1-***** SHGPUSS1-----

TABLE A-V. UEI symbols - Continued.

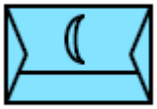
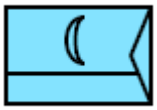
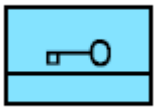
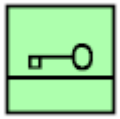
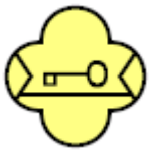
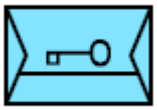
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS1.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I THEATER Hierarchy: 1.X.3.1.3.3.3.1 Framed: F	 SUGPUSS1T-***** SUGPUSS1T-*****	 SFGPUSS1T-***** SFGPUSS1T-*****	 SNGPUSS1T-***** SNGPUSS1T-*****	 SHGPUSS1T-*****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

TABLE A-V. UEI symbols - Continued.

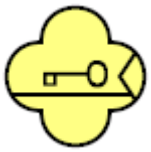
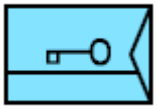
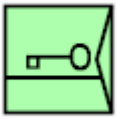
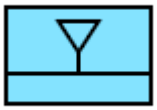
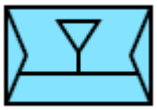
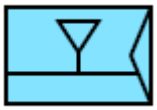
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS2.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II CORPS Hierarchy: 1.X.3.1.3.3.4.2 Framed: F	 SUGPUSS2C-***** SUGPUSS2C-*****	 SFGPUSS2C-***** SFGPUSS2C-*****	 SNGPUSS2C-***** SNGPUSS2C-*****	 SHGPUSS2C-*****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

TABLE A-V. UEI symbols - Continued.

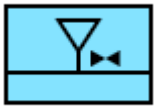
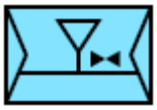
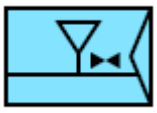
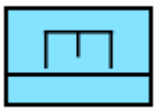
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION Hierarchy: 1.X.3.1.3.3.5.3 Framed: F	 SUGPUSS3A-***** SUGPUSS3A-*****	 SFGPUSS3A-***** SFGPUSS3A----*****	 SNGPUSS3A-***** SNGPUSS3A----*****	 SHGPUSS3A-*****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

TABLE A-V. UEI symbols - Continued.

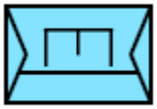
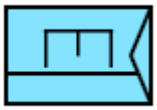
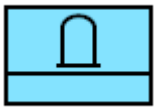
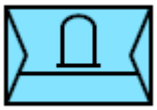
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS4.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV THEATER Hierarchy: 1.X.3.1.3.3.6.1 Framed: F	 SUGPUSS4T-***** SUGPUSS4T-*****	 SFGPUSS4T-***** SFGPUSS4T-*****	 SNGPUSS4T-***** SNGPUSS4T-*****	 SHGPUSS4T-*****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

TABLE A-V. UEI symbols - Continued.

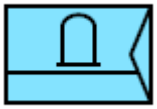
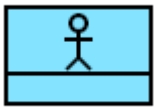
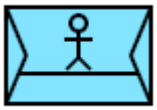
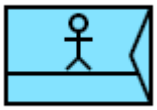
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS5.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V CORPS Hierarchy: 1.X.3.1.3.3.7.2 Framed: F	 SUGPUSS5C-***** SUGPUSS5C-*****	 SFGPUSS5C-***** SFGPUSS5C-*****	 SNGPUSS5C-***** SNGPUSS5C-*****	 SHGPUSS5C-*****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

TABLE A-V. UEI symbols - Continued.

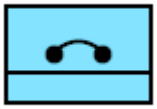
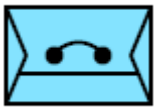
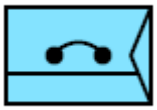
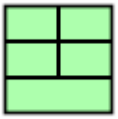
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS7 WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII Hierarchy: 1.X.3.1.3.3.9 Framed: F	 SUGPUSS7--***** SUGPUSS7--*****	 SFGPUSS7--***** SFGPUSS7--*****	 SNGPUSS7--***** SNGPUSS7--*****	 SHGPUSS7--***** SHGPUSS7--*****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

TABLE A-V. UEI symbols - Continued.

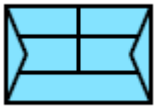
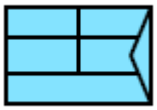
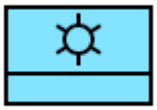
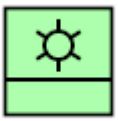
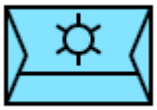
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS8.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII THEATER Hierarchy: 1.X.3.1.3.3.10.1 Framed: F	 SUGPUSS8T-***** SUGPUSS8T-*****	 SFGPUSS8T-***** SFGPUSS8T-*****	 SNGPUSS8T-***** SNGPUSS8T-*****	 SHGPUSS8T-*****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

TABLE A-V. UEI symbols - Continued.

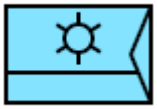
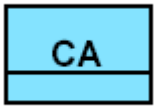
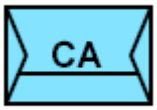
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.CLS9.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX CORPS Hierarchy: 1.X.3.1.3.3.11.2 Framed: F	 SUGPUSS9C-***** SUGPUSS9C-*****	 SFGPUSS9C-***** SFGPUSS9C-*****	 SNGPUSS9C-***** SNGPUSS9C-*****	 SHGPUSS9C-*****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

TABLE A-V. UEI symbols - Continued.

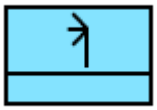
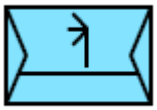
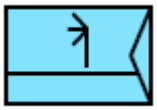
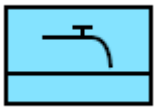
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.LDY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH Hierarchy: 1.X.3.1.3.3.13 Framed: F	 SUGPUSSL-- *****	 SFGPUSSL-- *****	 SNGPUSSL-- *****	 SHGPUSSL-- *****
WAR.GRDTRK.UNT.CSS.SLP.LDY.THT WARFIGHTING SYMBOLS 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-V. UEI symbols - Continued.

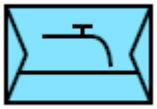
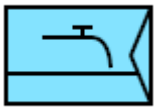
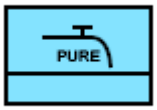
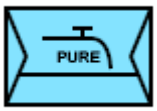
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.H2O.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER THEATER Hierarchy: 1.X.3.1.3.3.14.1 Framed: F	 SUGPUSSWT-*****	 SFGPUSSWT-*****	 SNGPUSSWT-*****	 SHGPUSSWT-*****
WAR.GRDTRK.UNT.CSS.SLP.H2O.CRP WARFIGHTING SYMBOLS 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-V. UEI symbols - Continued.

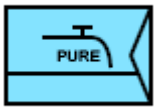
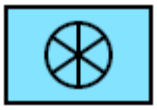
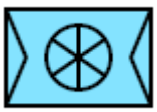
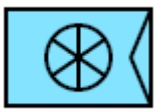
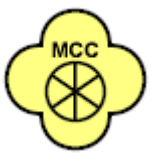
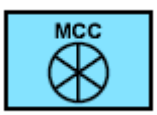
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION CORPS Hierarchy: 1.X.3.1.3.3.14.3.2 Framed: F	 SUGPUSSWPC***** SUGPUSSWPC*****	 SFGPUSSWPC***** SFGPUSSWPC*****	 SNGPUSSWPC***** SNGPUSSWPC*****	 SHGPUSSWPC***** 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---***** SUGPUST---*****	 SFGPUST---***** SFGPUST---*****	 SNGPUST---***** SNGPUST---*****	 SHGPUST---***** 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--***** SUGPUSTT--*****	 SFGPUSTT--***** SFGPUSTT--*****	 SNGPUSTT--***** SNGPUSTT--*****	 SHGPUSTT--***** 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--***** SUGPUSTC--*****	 SFGPUSTC--***** SFGPUSTC--*****	 SNGPUSTC--***** SNGPUSTC--*****	 SHGPUSTC--***** 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--***** SUGPUSTM--*****	 SFGPUSTM--***** SFGPUSTM--*****	 SNGPUSTM--***** SNGPUSTM--*****	 SHGPUSTM--***** SHGPUSTM--*****

TABLE A-V. UEI symbols - Continued.

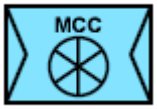
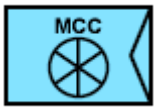
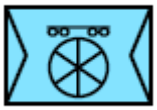
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.MCC.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) THEATER Hierarchy: 1.X.3.1.3.4.3.1 Framed: F	 SUGPUSTMT-***** SUGPUSTMT-*****	 SFGPUSTMT-***** SFGPUSTMT-*****	 SNGPUSTMT-*****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

TABLE A-V. UEI symbols - Continued.

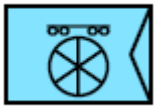
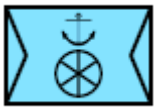
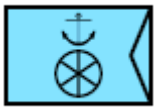
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.RHD.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD CORPS Hierarchy: 1.X.3.1.3.4.4.2 Framed: F	 SUGPUSTRC-***** SUGPUSTRC-*****	 SFGPUSTRC-***** SFGPUSTRC-*****	 SNGPUSTRC-***** SNGPUSTRC-*****	 SHGPUSTRC-*****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

TABLE A-V. UEI symbols - Continued.

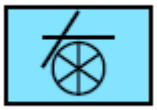
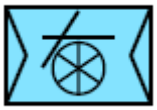
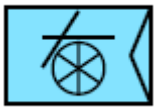
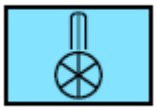
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.APOD WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE Hierarchy: 1.X.3.1.3.4.6 Framed: F	 SUGPUSTA--*****	 SFGPUSTA--*****	 SNGPUSTA--*****	 SHGPUSTA--*****
WAR.GRDTRK.UNT.CSS.TPT.APOD.THT WARFIGHTING SYMBOLS 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-V. UEI symbols - Continued.

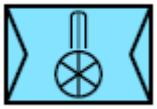
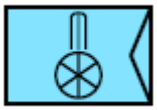
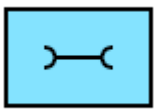
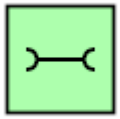
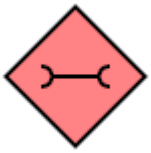
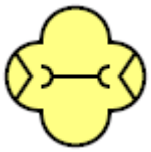
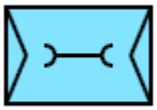
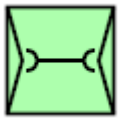
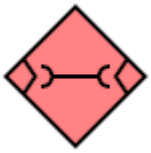
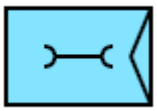
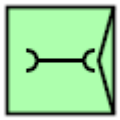
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.TPT.MSL.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE THEATER Hierarchy: 1.X.3.1.3.4.7.1 Framed: F	 SUGPUSTIT-*****	 SFGPUSTIT-*****	 SNGPUSTIT-*****	 SHGPUSTIT-*****
WAR.GRDTRK.UNT.CSS.TPT.MSL.CRP WARFIGHTING 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-V. UEI symbols - Continued.

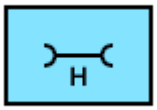
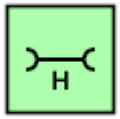
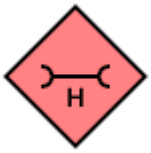
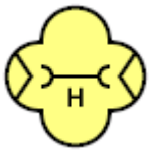
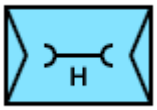
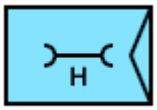
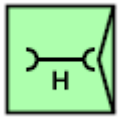
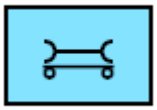
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.HVY WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY Hierarchy: 1.X.3.1.3.5.3 Framed: F	 SUGPUSXH--*****	 SFGPUSXH--*****	 SNGPUSXH--*****	 SHGPUSXH--*****
WAR.GRDTRK.UNT.CSS.MAINT.HVY.THT WARFIGHTING SYMBOLS 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-V. UEI symbols - Continued.

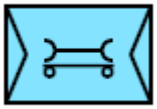
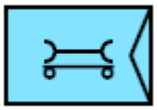
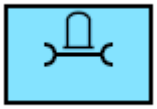
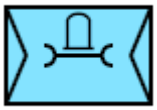
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.RCY.THT WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY THEATER Hierarchy: 1.X.3.1.3.5.4.1 Framed: F	 SUGPUSXRT-*****	 SFGPUSXRT-*****	 SNGPUSXRT-*****	 SHGPUSXRT-*****
WAR.GRDTRK.UNT.CSS.MAINT.RCY.CRP WARFIGHTING 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-V. UEI symbols - Continued.

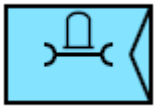
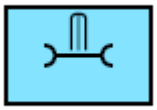
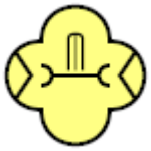
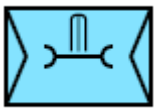
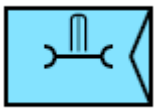
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.ORD.CRP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE CORPS Hierarchy: 1.X.3.1.3.5.5.2 Framed: F	 SUGPUSXOC-***** SUGPUSXOC-*****	 SFGPUSXOC-***** SFGPUSXOC-*****	 SNGPUSXOC-***** SNGPUSXOC-*****	 SHGPUSXOC-*****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

TABLE A-V. UEI symbols - Continued.

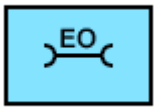
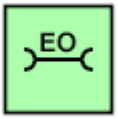
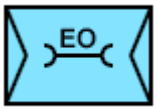
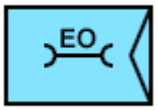
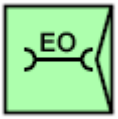
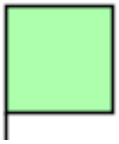
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.UNT.CSS.MAINT.EOP WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL Hierarchy: 1.X.3.1.3.5.6 Framed: F	 SUGPUSXE--***** SUGPUSXE--*****	 SFGPUSXE--***** SFGPUSXE--*****	 SNGPUSXE--***** SNGPUSXE--*****	 SHGPUSXE--***** 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-***** SUGPUSXET-*****	 SFGPUSXET-***** SFGPUSXET-*****	 SNGPUSXET-***** SNGPUSXET-*****	 SHGPUSXET-***** 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-***** SUGPUSXEC-*****	 SFGPUSXEC-***** SFGPUSXEC-*****	 SNGPUSXEC-***** SNGPUSXEC-*****	 SHGPUSXEC-***** 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-V. UEI symbols - 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-V. UEI symbols - Continued.

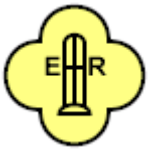
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) SHORT RANGE Hierarchy: 1.X.3.2.1.1.1.1 Framed: FO	 SUGPEWMAS-***** SUGPEWMAS-*****	 SFGPEWMAS-***** SFGPEWMAS-*****	 SNGPEWMAS-***** SNGPEWMAS-*****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

TABLE A-V. UEI symbols - 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-V. UEI symbols - 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-***** SUGPEWMAL-*****	 SFGPEWMAL-***** SFGPEWMAL-*****	 SNGPEWMAL-***** SNGPEWMAL-*****	 SHGPEWMAL-***** 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***** SUGPEWMALR*****	 SFGPEWMALR***** SFGPEWMALR*****	 SNGPEWMALR***** SNGPEWMALR*****	 SHGPEWMALR***** 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***** SUGPEWMALE*****	 SFGPEWMALE***** SFGPEWMALE*****	 SNGPEWMALE***** SNGPEWMALE*****	 SHGPEWMALE***** SHGPEWMALE*****

TABLE A-V. UEI symbols - Continued.

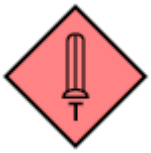
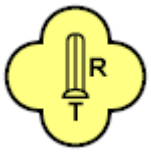
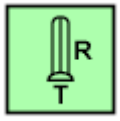
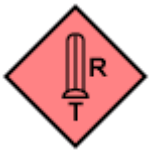
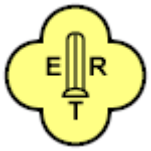
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) THEATER Hierarchy: 1.X.3.2.1.1.1.4 Framed: FO	 SUGPEWMAT-***** SUGPEWMAT-*****	 SFGPEWMAT-***** SFGPEWMAT-*****	 SNGPEWMAT-***** SNGPEWMAT-*****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

TABLE A-V. UEI symbols - 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--***** SUGPEWMS--*****	 SFGPEWMS--***** SFGPEWMS--*****	 SNGPEWMS--***** SNGPEWMS--*****	 SHGPEWMS--***** 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-***** SUGPEWMSS-*****	 SFGPEWMSS-***** SFGPEWMSS-*****	 SNGPEWMSS-***** SNGPEWMSS-*****	 SHGPEWMSS-***** 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-***** SUGPEWMSI-*****	 SFGPEWMSI-***** SFGPEWMSI-*****	 SNGPEWMSI-***** SNGPEWMSI-*****	 SHGPEWMSI-***** SHGPEWMSI-*****

TABLE A-V. UEI symbols - 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-***** SUGPEWMSL-*****	 SFGPEWMSL-***** SFGPEWMSL-*****	 SNGPEWMSL-***** SNGPEWMSL-*****	 SHGPEWMSL-***** 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--***** SUGPEWMT--*****	 SFGPEWMT--***** SFGPEWMT--*****	 SNGPEWMT--***** SNGPEWMT--*****	 SHGPEWMT--***** 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-***** SUGPEWMTL-*****	 SFGPEWMTL-***** SFGPEWMTL-*****	 SNGPEWMTL-***** SNGPEWMTL-*****	 SHGPEWMTL-***** SHGPEWMTL-*****

TABLE A-V. UEI symbols - 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-***** SUGPEWMTM-*****	 SFGPEWMTM-***** SFGPEWMTM-*****	 SNGPEWMTM-***** SNGPEWMTM-*****	 SHGPEWMTM-***** 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-***** SUGPEWMTH-*****	 SFGPEWMTH-***** SFGPEWMTH-*****	 SNGPEWMTH-***** SNGPEWMTH-*****	 SHGPEWMTH-***** 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---***** SUGPEWS---*****	 SFGPEWS---***** SFGPEWS---*****	 SNGPEWS---***** SNGPEWS---*****	 SHGPEWS---***** SHGPEWS---*****

TABLE A-V. UEI symbols - 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--***** SUGPEWSL--*****	 SFGPEWSL--***** SFGPEWSL--*****	 SNGPEWSL--***** SNGPEWSL--*****	 SHGPEWSL--***** 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--***** SUGPEWSM--*****	 SFGPEWSM--***** SFGPEWSM--*****	 SNGPEWSM--***** SNGPEWSM--*****	 SHGPEWSM--***** 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--***** SUGPEWSH--*****	 SFGPEWSH--***** SFGPEWSH--*****	 SNGPEWSH--***** SNGPEWSH--*****	 SHGPEWSH--***** SHGPEWSH--*****

TABLE A-V. UEI symbols - 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-V. UEI symbols - 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--***** SUGPEWXH--*****	 SFGPEWXH--***** SFGPEWXH--*****	 SNGPEWXH--***** SNGPEWXH--*****	 SHGPEWXH--***** 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---***** SUGPEWT---*****	 SFGPEWT---***** SFGPEWT---*****	 SNGPEWT---***** SNGPEWT---*****	 SHGPEWT---***** 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--***** SUGPEWTL--*****	 SFGPEWTL--***** SFGPEWTL--*****	 SNGPEWTL--***** SNGPEWTL--*****	 SHGPEWTL--***** SHGPEWTL--*****

TABLE A-V. UEI symbols - 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--***** SUGPEWTM--*****	 SFGPEWTM--***** SFGPEWTM--*****	 SNGPEWTM--***** SNGPEWTM--*****	 SHGPEWTM--***** 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--***** SUGPEWTH--*****	 SFGPEWTH--***** SFGPEWTH--*****	 SNGPEWTH--***** SNGPEWTH--*****	 SHGPEWTH--***** 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---***** SUGPEWR---*****	 SFGPEWR---***** SFGPEWR---*****	 SNGPEWR---***** SNGPEWR---*****	 SHGPEWR---***** SHGPEWR---*****

TABLE A-V. UEI symbols - 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--***** SUGPEWRR--*****	 SFGPEWRR--***** SFGPEWRR--*****	 SNGPEWRR--***** SNGPEWRR--*****	 SHGPEWRR--***** 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--***** SUGPEWRL--*****	 SFGPEWRL--***** SFGPEWRL--*****	 SNGPEWRL--***** SNGPEWRL--*****	 SHGPEWRL--***** 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--***** SUGPEWRH--*****	 SFGPEWRH--***** SFGPEWRH--*****	 SNGPEWRH--***** SNGPEWRH--*****	 SHGPEWRH--***** SHGPEWRH--*****

TABLE A-V. UEI symbols - 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-V. UEI symbols - Continued.

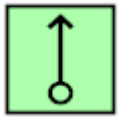
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.GREL.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER HEAVY Hierarchy: 1.X.3.2.1.6.3 Framed: FO	 SUGPEWZH--***** SUGPEWZH--*****	 SFGPEWZH--***** SFGPEWZH--*****	 SNGPEWZH--***** SNGPEWZH--*****	 SHGPEWZH--***** SHGPEWZH--*****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

TABLE A-V. UEI symbols - 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--***** SUGPEWOM--*****	 SFGPEWOM--***** SFGPEWOM--*****	 SNGPEWOM--***** SNGPEWOM--*****	 SHGPEWOM--***** 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--***** SUGPEWOH--*****	 SFGPEWOH--***** SFGPEWOH--*****	 SNGPEWOH--***** SNGPEWOH--*****	 SHGPEWOH--***** SHGPEWOH--*****
WAR.GRDTRK.EQT.WPN.HOW WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER Hierarchy: 1.X.3.2.1.8 Framed: FO	 SUGPEWH---***** SUGPEWH---*****	 SFGPEWH---***** SFGPEWH---*****	 SNGPEWH---***** SNGPEWH---*****	 SHGPEWH---***** SHGPEWH---*****

TABLE A-V. UEI symbols - 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--***** SUGPEWHL--*****	 SFGPEWHL--***** SFGPEWHL--*****	 SNGPEWHL--***** SNGPEWHL--*****	 SHGPEWHL--***** 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-***** SUGPEWHLS-*****	 SFGPEWHLS-***** SFGPEWHLS-*****	 SNGPEWHLS-***** SNGPEWHLS-*****	 SHGPEWHLS-***** 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--***** SUGPEWHM--*****	 SFGPEWHM--***** SFGPEWHM--*****	 SNGPEWHM--***** SNGPEWHM--*****	 SHGPEWHM--***** SHGPEWHM--*****

TABLE A-V. UEI symbols - 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-***** SUGPEWHMS-*****	 SFGPEWHMS-***** SFGPEWHMS-*****	 SNGPEWHMS-***** SNGPEWHMS-*****	 SHGPEWHMS-***** 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--***** SUGPEWHH--*****	 SFGPEWHH--***** SFGPEWHH--*****	 SNGPEWHH--***** SNGPEWHH--*****	 SHGPEWHH--***** 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-***** SUGPEWHHS-*****	 SFGPEWHHS-***** SFGPEWHHS-*****	 SNGPEWHHS-***** SNGPEWHHS-*****	 SHGPEWHHS-***** SHGPEWHHS-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ATG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK 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 ANTITANK 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 ANTITANK GUN MEDIUM Hierarchy: 1.X.3.2.1.9.2 Framed: FO	 SUGPEWGM-- *****	 SFGPEWGM-- *****	 SNGPEWGM-- *****	 SHGPEWGM-- *****
	 SUGPEWGM-- *****	 SFGPEWGM-- *****	 SNGPEWGM-- *****	 SHGPEWGM-- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ATG.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK 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 ANTITANK 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-V. UEI symbols - 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--***** SUGPEWDL--*****	 SFGPEWDL--***** SFGPEWDL--*****	 SNGPEWDL--***** SNGPEWDL--*****	 SHGPEWDL--***** 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-***** SUGPEWDLS-*****	 SFGPEWDLS-***** SFGPEWDLS-----	 SNGPEWDLS-***** SNGPEWDLS-----	 SHGPEWDLS-***** 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--***** SUGPEWDM--*****	 SFGPEWDM--***** SFGPEWDM--*****	 SNGPEWDM--***** SNGPEWDM--*****	 SHGPEWDM--***** SHGPEWDM--*****

TABLE A-V. UEI symbols - 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-***** SUGPEWDMS-*****	 SFGPEWDMS-***** SFGPEWDMS-*****	 SNGPEWDMS-***** SNGPEWDMS-*****	 SHGPEWDMS-***** 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--***** SUGPEWDH--*****	 SFGPEWDH--***** SFGPEWDH--*****	 SNGPEWDH--***** SNGPEWDH--*****	 SHGPEWDH--***** 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-***** SUGPEWDHS-*****	 SFGPEWDHS-***** SFGPEWDHS-*****	 SNGPEWDHS-***** SNGPEWDHS-*****	 SHGPEWDHS-***** SHGPEWDHS-*****

TABLE A-V. UEI symbols - 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-V. UEI symbols - Continued.

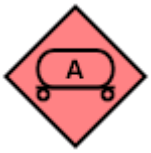
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.WPN.ADFG.HVY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN HEAVY Hierarchy: 1.X.3.2.1.11.3 Framed: FO	 SUGPEWAH--***** SUGPEWAH--*****	 SFGPEWAH--***** SFGPEWAH--*****	 SNGPEWAH--***** SNGPEWAH--*****	 SHGPEWAH--***** SHGPEWAH--*****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

TABLE A-V. UEI symbols - Continued.

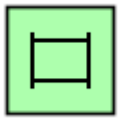
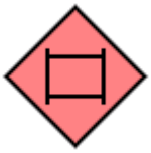
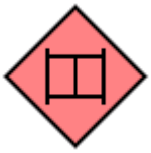
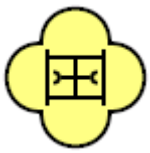
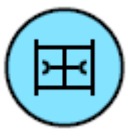
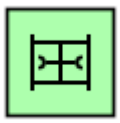
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK Hierarchy: 1.X.3.2.2.1.1 Framed: FO	 SUGPEVAT--***** SUGPEVAT--*****	 SFGPEVAT--***** SFGPEVAT--*****	 SNGPEVAT--***** SNGPEVAT--*****	 SHGPEVAT--***** SHGPEVAT--*****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

TABLE A-V. UEI symbols - Continued.

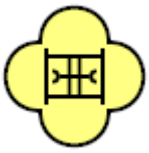
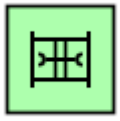
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM Hierarchy: 1.X.3.2.2.1.1.2 Framed: FO	 SUGPEVATM-***** SUGPEVATM-*****	 SFGPEVATM-***** SFGPEVATM-*****	 SNGPEVATM-***** SNGPEVATM-*****	 SHGPEVATM-***** 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-V. UEI symbols - Continued.

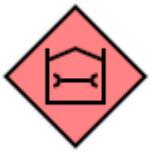
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY.RCY WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY RECOVERY Hierarchy: 1.X.3.2.2.1.1.3.1 Framed: FO	 SUGPEVATHR***** SUGPEVATHR*****	 SFGPEVATHR***** SFGPEVATHR*****	 SNGPEVATHR***** SNGPEVATHR*****	 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-V. UEI symbols - 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-----*	 SFGPEVAI--*****	 SNGPEVAI-----*	 SHGPEVAI-----*
	 SUGPEVAI-----*	 SFGPEVAI--*****	 SNGPEVAI-----*	 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-----*	 SFGPEVAC-----*	 SNGPEVAC-----*	 SHGPEVAC-----*
	 SUGPEVAC-----*	 SFGPEVAC-----*	 SNGPEVAC-----*	 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-----*	 SFGPEVAS-----*	 SNGPEVAS-----*	 SHGPEVAS-----*
	 SUGPEVAS-----*	 SFGPEVAS-----*	 SNGPEVAS-----*	 SHGPEVAS-----*

TABLE A-V. UEI symbols - 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--***** SUGPEVAL--*****	 SFGPEVAL--***** SFGPEVAL--*****	 SNGPEVAL--***** SNGPEVAL--*****	 SHGPEVAL--***** 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---***** SUGPEVU---*****	 SFGPEVU---***** SFGPEVU---*****	 SNGPEVU---***** SNGPEVU---*****	 SHGPEVU---***** 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--***** SUGPEVUB--*****	 SFGPEVUB--***** SFGPEVUB--*****	 SNGPEVUB--***** SNGPEVUB--*****	 SHGPEVUB--***** SHGPEVUB--*****

TABLE A-V. UEI symbols - 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--***** SUGPEVUS--*****	 SFGPEVUS--***** SFGPEVUS--*****	 SNGPEVUS--***** SNGPEVUS--*****	 SHGPEVUS--***** 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-***** SUGPEVUSL-*****	 SFGPEVUSL-***** SFGPEVUSL-*****	 SNGPEVUSL-***** SNGPEVUSL-*****	 SHGPEVUSL-***** SHGPEVUSL-*****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI MEDIUM Hierarchy: N/A Framed: FO	 SUGPEVUSM-***** SUGPEVUSM-*****	 SFGPEVUSM-***** SFGPEVUSM-*****	 SNGPEVUSM-***** SNGPEVUSM-*****	 SHGPEVUSM-***** SHGPEVUSM-*****

TABLE A-V. UEI symbols - 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	 SUGPEVUSH-***** SUGPEVUSH-*****	 SFGPEVUSH-***** SFGPEVUSH-*****	 SNGPEVUSH-***** SNGPEVUSH-*****	 SHGPEVUSH-***** SHGPEVUSH-*****
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--***** SUGPEVUL--*****	 SFGPEVUL--***** SFGPEVUL--*****	 SNGPEVUL--***** SNGPEVUL--*****	 SHGPEVUL--***** 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--***** SUGPEVUX--*****	 SFGPEVUX--***** SFGPEVUX--*****	 SNGPEVUX--***** SNGPEVUX--*****	 SHGPEVUX--***** SHGPEVUX--*****

TABLE A-V. UEI symbols - 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--***** SUGPEVUR--*****	 SFGPEVUR--***** SFGPEVUR--*****	 SNGPEVUR--***** SNGPEVUR--*****	 SHGPEVUR--***** SHGPEVUR--*****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE TOW TRUCK Hierarchy: N/A Framed: FO	 SUGPEVUT--***** SUGPEVUT--*****	 SFGPEVUT--***** SFGPEVUT--*****	 SNGPEVUT--***** SNGPEVUT--*****	 SHGPEVUT--***** 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-***** SUGPEVUTL-*****	 SFGPEVUTL-***** SFGPEVUTL-*****	 SNGPEVUTL-***** SNGPEVUTL-*****	 SHGPEVUTL-***** SHGPEVUTL-*****

TABLE A-V. UEI symbols - 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-*****	SFGPEVUTH-*****	SNGPEVUTH-*****	SHGPEVUTH-*****
	SUGPEVUTH-*****	SFGPEVUTH-*****	SNGPEVUTH-*****	SHGPEVUTH-*****
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE AMBULANCE Hierarchy: N/A Framed: FO	SUGPEVUA--*****	SFGPEVUA--*****	SNGPEVUA--*****	SHGPEVUA--*****
	SUGPEVUA--*****	SFGPEVUA--*****	SNGPEVUA--*****	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-*****	SFGPEVUAA-*****	SNGPEVUAA-*****	SHGPEVUAA-*****
	SUGPEVUAA-*****	SFGPEVUAA-*****	SNGPEVUAA-*****	SHGPEVUAA-*****

TABLE A-V. UEI symbols - 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---***** SUGPEVE---*****	 SFGPEVE---***** SFGPEVE---*****	 SNGPEVE---***** SNGPEVE---*****	 SHGPEVE---***** 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--***** SUGPEVEB--*****	 SFGPEVEB--***** SFGPEVEB--*****	 SNGPEVEB--***** SNGPEVEB--*****	 SHGPEVEB--***** 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--***** SUGPEVEE--*****	 SFGPEVEE--***** SFGPEVEE--*****	 SNGPEVEE--***** SNGPEVEE--*****	 SHGPEVEE--***** SHGPEVEE--*****

TABLE A-V. UEI symbols - 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--***** SUGPEVEC--*****	 SFGPEVEC--***** SFGPEVEC--*****	 SNGPEVEC--***** SNGPEVEC--*****	 SHGPEVEC--***** 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--***** SUGPEVEM--*****	 SFGPEVEM--***** SFGPEVEM--*****	 SNGPEVEM--***** SNGPEVEM--*****	 SHGPEVEM--***** 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-***** SUGPEVEMV-*****	 SFGPEVEMV-***** SFGPEVEMV-*****	 SNGPEVEMV-***** SNGPEVEMV-*****	 SHGPEVEMV-***** SHGPEVEMV-*****

TABLE A-V. UEI symbols - Continued.

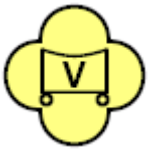
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH.TRKMV WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRUCK MOUNTED WITH VOLCANO Hierarchy: 1.X.3.2.2.3.4.2 Framed: FO				
	SUGPEVEML-***** 	SFGPEVEML-***** 	SNGPEVEML-***** 	SHGPEVEML-*****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

TABLE A-V. UEI symbols - 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 Framed: FO	 SUGPEVEDA-***** SUGPEVEDA-*****	 SFGPEVEDA-***** SFGPEVEDA-*****	 SNGPEVEDA-***** SNGPEVEDA-*****	 SHGPEVEDA-***** SHGPEVEDA-*****

TABLE A-V. UEI symbols - 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--***** SUGPEVES--*****	 SFGPEVES--***** SFGPEVES--*****	 SNGPEVES--***** SNGPEVES--*****	 SHGPEVES--***** 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--***** SUGPEVER--*****	 SFGPEVER--***** SFGPEVER--*****	 SNGPEVER--***** SNGPEVER--*****	 SHGPEVER--***** SHGPEVER--*****
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.BH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BACKHOE Hierarchy: N/A Framed: FO	 SUGPEVEH--***** SUGPEVEH--*****	 SFGPEVEH--***** SFGPEVEH--*****	 SNGPEVEH--***** SNGPEVEH--*****	 SHGPEVEH--***** SHGPEVEH--*****

TABLE A-V. UEI symbols - 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--***** SUGPEVEF--*****	 SFGPEVEF--***** SFGPEVEF--*****	 SNGPEVEF--***** SNGPEVEF--*****	 SHGPEVEF--***** 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---***** SUGPEVT---*****	 SFGPEVT---***** SFGPEVT---*****	 SNGPEVT---***** SNGPEVT---*****	 SHGPEVT---***** 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---***** SUGPEVC---*****	 SFGPEVC---***** SFGPEVC---*****	 SNGPEVC---***** SNGPEVC---*****	 SHGPEVC---***** SHGPEVC---*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE Hierarchy: N/A Framed: FO	 SUGPEVCA--***** SUGPEVCA--*****	 SFGPEVCA--***** SFGPEVCA--*****	 SNGPEVCA--***** SNGPEVCA--*****	 SHGPEVCA--***** SHGPEVCA--*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CPCT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE COMPACT Hierarchy: N/A Framed: FO	 SUGPEVCAL-***** SUGPEVCAL-*****	 SFGPEVCAL-***** SFGPEVCAL-*****	 SNGPEVCAL-***** SNGPEVCAL-*****	 SHGPEVCAL-***** SHGPEVCAL-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.MDSZ WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE MIDSIZE Hierarchy: N/A Framed: FO	 SUGPEVCAM-***** SUGPEVCAM-*****	 SFGPEVCAM-***** SFGPEVCAM-*****	 SNGPEVCAM-***** SNGPEVCAM-*****	 SHGPEVCAM-***** SHGPEVCAM-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.SDN WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE SEDAN Hierarchy: N/A Framed: FO	 SUGPEVCAH-***** SUGPEVCAH-*****	 SFGPEVCAH-***** SFGPEVCAH-*****	 SNGPEVCAH-***** SNGPEVCAH-*****	 SHGPEVCAH-***** SHGPEVCAH-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK Hierarchy: N/A Framed: FO	 SUGPEVCO--***** SUGPEVCO--*****	 SFGPEVCO--***** SFGPEVCO--*****	 SNGPEVCO--***** SNGPEVCO--*****	 SHGPEVCO--***** SHGPEVCO--*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.PU WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK PICKUP Hierarchy: N/A Framed: FO	 SUGPEVCOL-***** SUGPEVCOL-*****	 SFGPEVCOL-***** SFGPEVCOL-*****	 SNGPEVCOL-***** SNGPEVCOL-*****	 SHGPEVCOL-***** SHGPEVCOL-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK SMALL Hierarchy: N/A Framed: FO				
SUGPEVCOM-*****	SFGPEVCOM-*****	SNGPEVCOM-*****	SHGPEVCOM-*****
SUGPEVCOM-*****	SFGPEVCOM-*****	SNGPEVCOM-*****	SHGPEVCOM-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.LRG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK LARGE Hierarchy: N/A Framed: FO				
SUGPEVCOH-*****	SFGPEVCOH-*****	SNGPEVCOH-*****	SHGPEVCOH-*****
SUGPEVCOH-*****	SFGPEVCOH-*****	SNGPEVCOH-*****	SHGPEVCOH-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTIPLE PASSENGER VEHICLE Hierarchy: N/A Framed: FO				
SUGPEVCM--*****	SFGPEVCM--*****	SNGPEVCM--*****	SHGPEVCM--*****
SUGPEVCM--*****	SFGPEVCM--*****	SNGPEVCM--*****	SHGPEVCM--*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.VAN WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTIPLE PASSENGER VEHICLE VAN Hierarchy: N/A Framed: FO	SUGPEVCML-*****	SFGPEVCML-*****	SNGPEVCML-*****	SHGPEVCML-*****
	SUGPEVCML-*****	SFGPEVCML-*****	SNGPEVCML-*****	SHGPEVCML-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.SBUS WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTIPLE PASSENGER VEHICLE SMALL BUS Hierarchy: N/A Framed: FO	SUGPEVCMM-*****	SFGPEVCMM-*****	SNGPEVCMM-*****	SHGPEVCMM-*****
	SUGPEVCMM-*****	SFGPEVCMM-*****	SNGPEVCMM-*****	SHGPEVCMM-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.LBUS WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTIPLE PASSENGER VEHICLE LARGE BUS Hierarchy: N/A Framed: FO	SUGPEVCMH-*****	SFGPEVCMH-*****	SNGPEVCMH-*****	SHGPEVCMH-*****
	SUGPEVCMH-*****	SFGPEVCMH-*****	SNGPEVCMH-*****	SHGPEVCMH-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE Hierarchy: N/A Framed: FO	 SUGPEVCU--***** SUGPEVCU--*****	 SFGPEVCU--***** SFGPEVCU--*****	 SNGPEVCU--***** SNGPEVCU--*****	 SHGPEVCU--***** SHGPEVCU--*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SUV WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE SPORT UTILITY VEHICLE (SUV) Hierarchy: N/A Framed: FO	 SUGPEVCUL-***** SUGPEVCUL-*****	 SFGPEVCUL-***** SFGPEVCUL-*****	 SNGPEVCUL-***** SNGPEVCUL-*****	 SHGPEVCUL-***** SHGPEVCUL-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SBOX WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE SMALL BOX TRUCK Hierarchy: N/A Framed: FO	 SUGPEVCUM-***** SUGPEVCUM-*****	 SFGPEVCUM-***** SFGPEVCUM-*****	 SNGPEVCUM-***** SNGPEVCUM-*****	 SHGPEVCUM-***** SHGPEVCUM-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.LBOX WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE LARGE BOX TRUCK Hierarchy: N/A Framed: FO	 SUGPEVCUH-***** SUGPEVCUH-*****	 SFGPEVCUH-***** SFGPEVCUH-*****	 SNGPEVCUH-***** SNGPEVCUH-*****	 SHGPEVCUH-***** SHGPEVCUH-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE Hierarchy: N/A Framed: FO	 SUGPEVCJ--***** SUGPEVCJ--*****	 SFGPEVCJ--***** SFGPEVCJ--*****	 SNGPEVCJ--***** SNGPEVCJ--*****	 SHGPEVCJ--***** SHGPEVCJ--*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.SMAL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE SMALL/LIGHT Hierarchy: N/A Framed: FO	 SUGPEVCJL-***** SUGPEVCJL-*****	 SFGPEVCJL-***** SFGPEVCJL-*****	 SNGPEVCJL-***** SNGPEVCJL-*****	 SHGPEVCJL-***** SHGPEVCJL-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE MEDIUM	 SUGPEVCJM-***** SUGPEVCJM-*****	 SFGPEVCJM-***** SFGPEVCJM-*****	 SNGPEVCJM-***** SNGPEVCJM-*****	 SHGPEVCJM-***** SHGPEVCJM-*****
Hierarchy: N/A Framed: FO				
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.LRG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE LARGE/HEAVY	 SUGPEVCJH-***** SUGPEVCJH-*****	 SFGPEVCJH-***** SFGPEVCJH-*****	 SNGPEVCJH-***** SNGPEVCJH-*****	 SHGPEVCJH-***** SHGPEVCJH-*****
Hierarchy: N/A Framed: FO				
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER	 SUGPEVCT--***** SUGPEVCT--*****	 SFGPEVCT--***** SFGPEVCT--*****	 SNGPEVCT--***** SNGPEVCT--*****	 SHGPEVCT--***** SHGPEVCT--*****
Hierarchy: N/A Framed: FO				

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.SMAL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER SMALL/LIGHT BOX TRAILER Hierarchy: N/A Framed: FO	 SUGPEVCTL-***** SUGPEVCTL-*****	 SFGPEVCTL-***** SFGPEVCTL-*****	 SNGPEVCTL-***** SNGPEVCTL-*****	 SHGPEVCTL-***** SHGPEVCTL-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER MEDIUM BOX TRAILER Hierarchy: N/A Framed: FO	 SUGPEVCTM-***** SUGPEVCTM-*****	 SFGPEVCTM-***** SFGPEVCTM-*****	 SNGPEVCTM-***** SNGPEVCTM-*****	 SHGPEVCTM-***** SHGPEVCTM-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.LRG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER LARGE/HEAVY BOX TRAILER Hierarchy: N/A Framed: FO	 SUGPEVCTH-***** SUGPEVCTH-*****	 SFGPEVCTH-***** SFGPEVCTH-*****	 SNGPEVCTH-***** SNGPEVCTH-*****	 SHGPEVCTH-***** SHGPEVCTH-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Hierarchy: N/A Framed: FO	 SUGPEVCF--***** SUGPEVCF--*****	 SFGPEVCF--***** SFGPEVCF--*****	 SNGPEVCF--***** SNGPEVCF--*****	 SHGPEVCF--***** SHGPEVCF--*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.SMAL WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER SMALL/LIGHT FLATBED TRAILER Hierarchy: N/A Framed: FO	 SUGPEVCFL-***** SUGPEVCFL-*****	 SFGPEVCFL-***** SFGPEVCFL-*****	 SNGPEVCFL-***** SNGPEVCFL-*****	 SHGPEVCFL-***** SHGPEVCFL-*****
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.MDM WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER MEDIUM FLATBED TRAILER Hierarchy: N/A Framed: FO	 SUGPEVCFM-***** SUGPEVCFM-*****	 SFGPEVCFM-***** SFGPEVCFM-*****	 SNGPEVCFM-***** SNGPEVCFM-*****	 SHGPEVCFM-***** SHGPEVCFM-*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.LRG WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER LARGE/HEAVY FLATBED TRAILER Hierarchy: N/A Framed: FO	 SUGPEVCFH-***** SUGPEVCFH-*****	 SFGPEVCFH-***** SFGPEVCFH-*****	 SNGPEVCFH-***** SNGPEVCFH-*****	 SHGPEVCFH-***** SHGPEVCFH-*****
WAR.GRDTRK.EQT.GRDVEH.PKAN WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE PACK ANIMAL(S) Hierarchy: N/A Framed: FO	 SUGPEVM---***** SUGPEVM---*****	 SFGPEVM---***** SFGPEVM---*****	 SNGPEVM---***** SNGPEVM---*****	 SHGPEVM---***** SHGPEVM---*****
WAR.GRDTRK.EQT.GRDVEH.MSLSPT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT Hierarchy: N/A Framed: FO	 SUGPEVS---***** SUGPEVS---*****	 SFGPEVS---***** SFGPEVS---*****	 SNGPEVS---***** SNGPEVS---*****	 SHGPEVS---***** SHGPEVS---*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.TLDR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT TRANSLOADER Hierarchy: N/A Framed: FO	 SUGPEVST--***** SUGPEVST--*****	 SFGPEVST--***** SFGPEVST--*****	 SNGPEVST--***** SNGPEVST--*****	 SHGPEVST--***** SHGPEVST--*****
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.TPTR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT TRANSPORTER Hierarchy: N/A Framed: FO	 SUGPEVSR--***** SUGPEVSR--*****	 SFGPEVSR--***** SFGPEVSR--*****	 SNGPEVSR--***** SNGPEVSR--*****	 SHGPEVSR--***** SHGPEVSR--*****
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.CRN WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT CRANE/LOADING DEVICE Hierarchy: N/A Framed: FO	 SUGPEVSC--***** SUGPEVSC--*****	 SFGPEVSC--***** SFGPEVSC--*****	 SNGPEVSC--***** SNGPEVSC--*****	 SHGPEVSC--***** SHGPEVSC--*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.PLNT WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT PROPELLANT TRANSPORTER Hierarchy: N/A Framed: FO	 SUGPEVSP--***** SUGPEVSP--*****	 SFGPEVSP--***** SFGPEVSP--*****	 SNGPEVSP--***** SNGPEVSP--*****	 SHGPEVSP--***** SHGPEVSP--*****
WAR.GRDTRK.EQT.GRDVEH.MSLSPT.WH WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT WARHEAD TRANSPORTER Hierarchy: N/A Framed: FO	 SUGPEVSW--***** SUGPEVSW--*****	 SFGPEVSP--***** SFGPEVSW--*****	 SNGPEVSW--***** SNGPEVSW--*****	 SHGPEVSW--***** SHGPEVSW--*****
WAR.GRDTRK.EQT.SNS WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR Hierarchy: 1.X.3.2.3 Framed: FO	 SUGPES----***** SUGPES----*****	 SFGPES----***** SFGPES----*****	 SNGPES----***** SNGPES----*****	 SHGPES----***** SHGPES----*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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---*****
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.IED WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL IED Hierarchy: N/A Framed: FO	 SUGPEXI---*****	 SFGPEXI---*****	 SNGPEXI---*****	 SHGPEXI---*****
	 SUGPEXI---*****	 SFGPEXI---*****	 SNGPEXI---*****	 SHGPEXI---*****

TABLE A-V. UEI symbols - Continued.

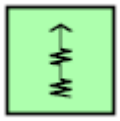
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.SPL.LSR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LASER Hierarchy: 1.X.3.2.4.1 Framed: FO	 SUGPEXL---***** SUGPEXL---*****	 SFGPEXL---***** SFGPEXL---*****	 SNGPEXL---***** SNGPEXL---*****	 SHGPEXL---***** SHGPEXL---*****
WAR.GRDTRK.EQT.SPL.CBRNEQ WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL CBRN EQUIPMENT Hierarchy: 1.X.3.2.4.2 Framed: FO	 SUGPEXN---***** SUGPEXN---*****	 SFGPEXN---***** SFGPEXN---*****	 SNGPEXN---***** SNGPEXN---*****	 SHGPEXN---***** SHGPEXN---*****
WAR.GRDTRK.EQT.SPL.FLMTHR WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL FLAME THROWER Hierarchy: 1.X.3.2.4.3 Framed: FO	 SUGPEXF---***** SUGPEXF---*****	 SFGPEXF---***** SFGPEXF---*****	 SNGPEXF---***** SNGPEXF---*****	 SHGPEXF---***** SHGPEXF---*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.EQT.SPL.LNDMNE WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LAND MINES Hierarchy: 1.X.3.2.4.4 Framed: FO	 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: FO	 SUGPEXMC-- *****	 SFGPEXMC-- *****	 SNGPEXMC-- *****	 SHGPEXMC-- *****
	 SUGPEXMC-- *****	 SFGPEXMC-- *****	 SNGPEXMC-- *****	 SHGPEXMC-- *****
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: FO	 SUGPEXML-- *****	 SFGPEXML-- *****	 SNGPEXML-- *****	 SHGPEXML-- *****
	 SUGPEXML-- *****	 SFGPEXML-- *****	 SNGPEXML-- *****	 SHGPEXML-- *****

TABLE A-V. UEI symbols - Continued.

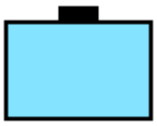
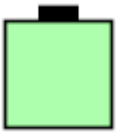
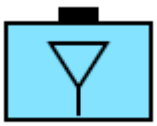
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION Hierarchy: 1.X.3.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPI-----H****	 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****
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****

TABLE A-V. UEI symbols - Continued.

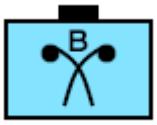
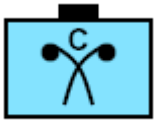
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.RMP.CBRN WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE CBRN Hierarchy: 1.X.3.3.1.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIRN--- H****	 SFGPIRN---H****	 SNGPIRN--- H****	 SHGPIRN--- H****
WAR.GRDTRK.INS.RMP.CBRN.BIO WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE CBRN 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.CBRN.CML WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE CBRN 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-V. UEI symbols - Continued.

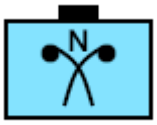
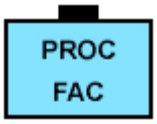
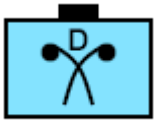
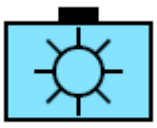
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.RMP.CBRN.NUC WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE CBRN NUCLEAR Hierarchy: 1.X.3.3.1.3.3 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier 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-V. UEI symbols - Continued.

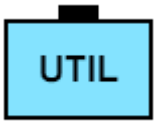
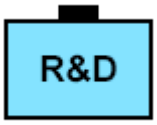
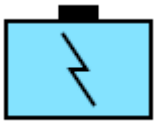
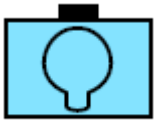
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.SRUF WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY Hierarchy: 1.X.3.3.4 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and 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-V. UEI symbols - Continued.

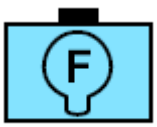
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.SRUF.EPF.NPT WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NUCLEAR PLANT Hierarchy: 1.X.3.3.4.3.1 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; 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****

TABLE A-V. UEI symbols - Continued.

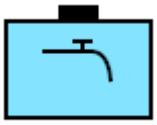
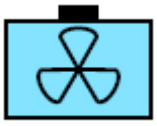
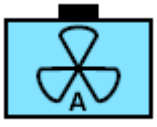
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.SRUF.PWS WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES Hierarchy: 1.X.3.3.4.4 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUP---H****	 SFGPIUP---H****	 SNGPIUP---H****	 SHGPIUP---H****
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****

TABLE A-V. UEI symbols - Continued.

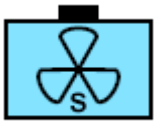
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.MMF.NENY.NMP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL PRODUCTION Hierarchy: 1.X.3.3.5.1.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFP-- H****	 SFGPIMFP-- H****	 SNGPIMFP-- H****	 SHGPIMFP-- H****
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****

TABLE A-V. UEI symbols - Continued.

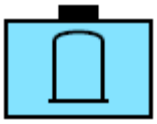
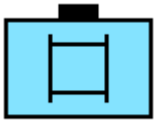
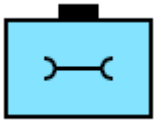
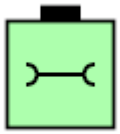
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.MMF.APA WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AIRCRAFT PRODUCTION & ASSEMBLY Hierarchy: 1.X.3.3.5.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMA--- H****	 SFGPIMA--- H****	 SNGPIMA--- H****	 SHGPIMA--- H****
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****

TABLE A-V. UEI symbols - Continued.

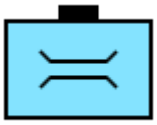
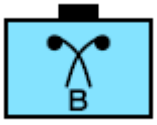
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.MMF.ENGEP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION Hierarchy: 1.X.3.3.5.6 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMN--- H****	 SFGPIMN--- H****	 SNGPIMN--- H****	 SHGPIMN--- H****
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****

TABLE A-V. UEI symbols - Continued.

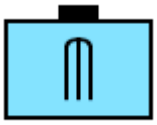
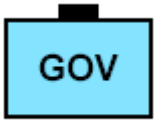
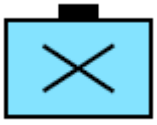
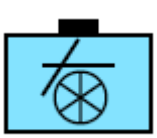
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.MMF.MSSP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MISSILE & SPACE SYSTEM PRODUCTION Hierarchy: 1.X.3.3.5.9 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMM---H****	 SFGPIMM---H****	 SNGPIMM---H****	 SHGPIMM---H****
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****

TABLE A-V. UEI symbols - Continued.

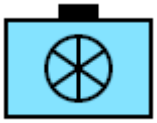
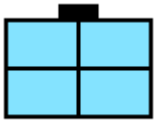
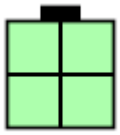
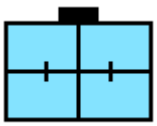
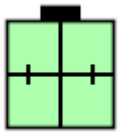
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.GRDTRK.INS.MILBF.SP WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE Hierarchy: 1.X.3.3.7.2 Framed: F NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIBN---H****	 SFGPIBN---H****	 SNGPIBN---H****	 SHGPIBN---H****
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-V. UEI symbols - Continued.

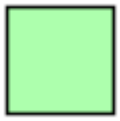
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF WARFIGHTING SYMBOLS SEA SURFACE TRACK Hierarchy: 1.X.4 Framed: F	 SUSP------*****	 SFSP------*****	 SNSP------*****	 SHSP------*****
WAR.SSUF.CBTT WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT Hierarchy: 1.X.4.1 Framed: F	 SUSPC-----*****	 SFSPC-----*****	 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-V. UEI symbols - 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--*****	 SFSPCLDD--***** SFSPCLDD--*****	 SNSPCLDD--***** SNSPCLDD--*****	 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--*****	 SFSPCLFF--***** SFSPCLFF--*****	 SNSPCLFF--***** SNSPCLFF--*****	 SHSPCLFF--***** SHSPCLFF--*****
WAR.SSUF.CBTT.LNE.LL WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT Hierarchy: N/A Framed: F	 SUSPCLLL--***** SUSPCLLL-----	 SFSPCLLL--***** SFSPCLLL-----	 SNSPCLLL--***** SNSPCLLL-----	 SHSPCLLL--***** SHSPCLLL-----
WAR.SSUF.CBTT.LNE.LL.ASBW WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT ANTISUBMARINE WARFARE MISSION PACKAGE Hierarchy: N/A Framed: F	 SUSPCLLLAS***** SUSPCLLLAS*****	 SFSPCLLLAS***** SFSPCLLLAS*****	 SNSPCLLLAS***** SNSPCLLLAS*****	 SHSPCLLLAS***** SHSPCLLLAS*****
WAR.SSUF.CBTT.LNE.LL.MNEW WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT MINE WARFARE MISSION PACKAGE Hierarchy: N/A Framed: F	 SUSPCLLLMI***** SUSPCLLLMI*****	 SFSPCLLLMI***** SFSPCLLLMI*****	 SNSPCLLLMI***** SNSPCLLLMI*****	 SHSPCLLLMI***** SHSPCLLLMI*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.LNE.LL.SUW WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT SURFACE WARFARE (SUW) MISSION PACKAGE Hierarchy: N/A Framed: F	 SUSPCLLLSU***** **	 SFSPCLLLSU***** **	 SNSPCLLLSU***** **	 SHSPCLLLSU***** **
WAR.SSUF.CBTT.AMPWS WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP Hierarchy: 1.X.4.1.2 Framed: F	 SUSPCA----*****	 SFSPCA----*****	 SNSPCA----*****	 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-- *****	 SFSPCALA-- *****	 SNSPCALA-- *****	 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-- *****	 SFSPCALS--*****	 SNSPCALS-- *****	 SHSPCALS-- *****
WAR.SSUF.CBTT.AMPWS.LNDSHP.MDM WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP MEDIUM Hierarchy: N/A Framed: F	 SUSPCALSM- *****	 SFSPCALSM- *****	 SNSPCALSM- *****	 SHSPCALSM- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.AMPWS.LNDSHP.TANK WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP TANK Hierarchy: N/A Framed: F	 SUSPCALST-*****	 SFSPCALST-*****	 SNSPCALST-*****	 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--*****	 SFSPCALC--*****	 SNSPCALC--*****	 SHSPCALC--*****
WAR.SSUF.CBTT.MNEWV WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL Hierarchy: 1.X.4.1.3 Framed: F	 SUSPCM----*****	 SFSPCM----*****	 SNSPCM----*****	 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--*****	 SFSPCMML--*****	 SNSPCMML--*****	 SHSPCMML--*****
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--*****	 SFSPCMMS--*****	 SNSPCMMS--*****	 SHSPCMMS--*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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.PAT WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL Hierarchy: 1.X.4.1.4 Framed: F	 SUSPCP----***** SUSPCP----*****	 SFSPCP----***** SFSPCP----*****	 SNSPCP----***** SNSPCP----*****	 SHSPCP----***** SHSPCP----*****
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--***** 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--***** SFSPCPSU--*****	 SNSPCPSU--***** SNSPCPSU--*****	 SHSPCPSU--***** SHSPCPSU--*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.PAT.ASUW.ASMSL WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE ANTISHIP MISSILE Hierarchy: N/A Framed: F	 SUSPCPSUM-***** SUSPCPSUM-*****	 SFSPCPSUM-***** SFSPCPSUM-*****	 SNSPCPSUM-***** SNSPCPSUM-*****	 SHSPCPSUM-***** SHSPCPSUM-*****
WAR.SSUF.CBTT.PAT.ASUW.TPD WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE TORPEDO Hierarchy: N/A Framed: F	 SUSPCPSUT-***** SUSPCPSUT-*****	 SFSPCPSUT-***** SFSPCPSUT-*****	 SNSPCPSUT-***** SNSPCPSUT-*****	 SHSPCPSUT-***** SHSPCPSUT-*****
WAR.SSUF.CBTT.PAT.ASUW.GUN WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE GUN Hierarchy: N/A Framed: F	 SUSPCPSUG-***** SUSPCPSUG-*****	 SFSPCPSUG-***** SFSPCPSUG-*****	 SNSPCPSUG-***** SNSPCPSUG-*****	 SHSPCPSUG-***** SHSPCPSUG-*****
WAR.SSUF.CBTT.HOV WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT HOVERCRAFT Hierarchy: 1.X.4.1.5 Framed: F	 SUSPCH----***** SUSPCH----*****	 SFSPCH----***** SFSPCH----*****	 SNSPCH----***** SNSPCH----*****	 SHSPCH----***** SHSPCH----*****
WAR.SSUF.CBTT.NAVGRP WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP Hierarchy: 1.X.4.1.7 Framed: F	 SUSPG-----***** SUSPG-----*****	 SFSPG-----***** SFSPG-----*****	 SNSPG-----***** SNSPG-----*****	 SHSPG-----***** SHSPG-----*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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----*****
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.CBTT.SUFDCY WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT SURFACE DECOY Hierarchy: N/A Framed: F	 SUSPCD----*****	 SFSPCD----*****	 SNSPCD----*****	 SHSPCD----*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.CBTT.USV WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE Hierarchy: N/A Framed: F	SUSPCU----*****	SFSPCU----*****	SNSPCU----*****	SHSPCU----*****
WAR.SSUF.CBTT.USV.MNECM WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE MINE COUNTERMEASURES Hierarchy: N/A Framed: F	SUSPCUM--- *****	SFSPCUM--- *****	SNSPCUM--- *****	SHSPCUM--- *****
WAR.SSUF.CBTT.USV.ASBW WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE ANTISUBMARINE WARFARE Hierarchy: N/A Framed: F	SUSPCUS---*****	SFSPCUS---*****	SNSPCUS---*****	SHSPCUS---*****
WAR.SSUF.CBTT.USV.ASUW WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE ANTISURFACE WARFARE Hierarchy: N/A Framed: F	SUSPCUN--- *****	SFSPCUN---*****	SNSPCUN--- *****	SHSPCUN--- *****
WAR.SSUF.CBTT.USV.RMV WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE REMOTE MULTIMISSION VEHICLE Hierarchy: N/A Framed: F	SUSPCUR---*****	SFSPCUR---*****	SNSPCUR---*****	SHSPCUR---*****

TABLE A-V. UEI symbols - Continued.

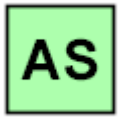
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NCBTT WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT Hierarchy: 1.X.4.2 Framed: F	 SUSPN-----*****	 SFSPN-----*****	 SNSPN-----*****	 SHSPN-----*****
WAR.SSUF.NCBTT.UWRPM WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT UNDERWAY REPLENISHMENT (OILER/ 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----*****
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----*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
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.NMIL WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY Hierarchy: 1.X.4.3	N/A	N/A	N/A	N/A
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	 SUSPXMC--- *****	 SFSPXMC--- *****	 SNSPXMC--- *****	 SHSPXMC--- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
Framed: FO	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	SUSPXMR---*****	SFSPXMR---*****	SNSPXMR---*****	SHSPXMR---*****
Framed: FO	SUSPXMR---*****	SFSPXMR---*****	SNSPXMR---*****	SHSPXMR---*****
WAR.SSUF.NMIL.MCT.OLR WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT OILER/TANKER Hierarchy: 1.X.4.3.1.3	SUSPXMO---*****	SFSPXMO---*****	SNSPXMO---*****	SHSPXMO---*****
Framed: FO	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	SUSPXMTU--*****	SFSPXMTU--*****	SNSPXMTU--*****	SHSPXMTU--*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
Framed: FO	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	SUSPXMF---*****	SFSPXMF---*****	SNSPXMF---*****	SHSPXMF---*****
Framed: FO	SUSPXMF---*****	SFSPXMF---*****	SNSPXMF---*****	SHSPXMF---*****
WAR.SSUF.NMIL.MCT.PSG WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT PASSENGER Hierarchy: 1.X.4.3.1.6	SUSPXMP---*****	SFSPXMP---*****	SNSPXMP---*****	SHSPXMP---*****
Framed: FO	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	SUSPXMH---*****	SFSPXMH---*****	SNSPXMH---*****	SHSPXMH---*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
Framed: FO	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	SUSPXMTO--*****	SFSPXMTO--*****	SNSPXMTO--*****	SHSPXMTO--*****
Framed: FO	SUSPXMTO--*****	SFSPXMTO--*****	SNSPXMTO--*****	SHSPXMTO--*****
WAR.SSUF.NMIL.FSG WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING Hierarchy: 1.X.4.3.2	SUSPXF----*****	SFSPXF----*****	SNSPXF----*****	SHSPXF----*****
Framed: FO	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	SUSPXFDF--*****	SFSPXFDF--*****	SNSPXFDF--*****	SHSPXFDF--*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
Framed: FO	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	SUSPXFDR--*****	SFSPXFDR--*****	SNSPXFDR--*****	SHSPXFDR--*****
Framed: FO	SUSPXFDR--*****	SFSPXFDR--*****	SNSPXFDR--*****	SHSPXFDR--*****
WAR.SSUF.NMIL.FSG.TRW WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING TRAWLER Hierarchy: 1.X.4.3.2.3	SUSPXFTR--*****	SFSPXFTR--*****	SNSPXFTR--*****	SHSPXFTR--*****
Framed: FO	SUSPXFTR--*****	SFSPXFTR--*****	SNSPXFTR--*****	SHSPXFTR--*****
WAR.SSUF.NMIL.LESCRT WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY LEISURE CRAFT Hierarchy: 1.X.4.3.3	SUSPXR----*****	SFSPXR----*****	SNSPXR----*****	SHSPXR----*****

TABLE A-V. UEI symbols - Continued.

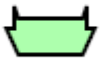
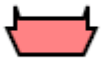
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
Framed: FO	SUSPXR----*****	SFSPXR----*****	SNSPXR----*****	SHSPXR----*****
WAR.SSUF.NMIL.LAWENV WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY LAW ENFORCEMENT VESSEL Hierarchy: 1.X.4.3.4	SUSPXL----*****	SFSPXL----*****	SNSPXL----*****	SHSPXL----*****
Framed: FO	SUSPXL----*****	SFSPXL----*****	SNSPXL----*****	SHSPXL----*****
WAR.SSUF.NMIL.HOV WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY HOVERCRAFT Hierarchy: 1.X.4.3.5	SUSPXH----*****	SFSPXH----*****	SNSPXH----*****	SHSPXH----*****
Framed: FO	SUSPXH----*****	SFSPXH----*****	 SNSPXH----*****	 SHSPXH----*****
WAR.SSUF.NMIL.FSTREC WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FAST RECREACTIONAL CRAFT Hierarchy: N/A	SUSPXA----*****	SFSPXA----*****	SNSPXA----*****	SHSPXA----*****
Framed: FO	SUSPXA----*****	SFSPXA----*****	SNSPXA----*****	SHSPXA----*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.NMIL.FSTREC.RHIB WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FAST RECREACTIONAL CRAFT RIGID-HULL INFLATABLE BOAT Hierarchy: N/A	 SUSPXAR---***** SUSPXAR---*****	 SFSPXAR---***** SFSPXAR---*****	 SNSPXAR---***** SNSPXAR---*****	 SHSPXAR---***** SHSPXAR---*****
WAR.SSUF.NMIL.FSTREC.SPDBT WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FAST RECREACTIONAL CRAFT SPEED BOAT Hierarchy: N/A Framed: FO	 SUSPXAS---***** SUSPXAS---*****	 SFSPXAS---***** SFSPXAS---*****	 SNSPXAS---***** SNSPXAS---*****	 SHSPXAS---***** SHSPXAS---*****
WAR.SSUF.NMIL.PWC WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY PERSONAL WATERCRAFT Hierarchy: N/A Framed: FO	 SUSPXP----***** SUSPXP----*****	 SFSPXP----***** SFSPXP----*****	 SNSPXP----***** SNSPXP----*****	 SHSPXP----***** SHSPXP----*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SSUF.OWN WARFIGHTING SYMBOLS SEA SURFACE TRACK OWN TRACK Hierarchy: 1.X.4.4 Framed: UF	 SUSPO-----*****	 SFSPO-----*****	 SNSPO-----*****	 SHSPO-----*****
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.SURF WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE SURFACED Hierarchy: N/A Framed: F	 SUUPSF----*****	 SFUPSF----*****	 SNUPSF----*****	 SHUPSF----*****
WAR.SBSUF.SUB.BOTTMD WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE BOTTOMED Hierarchy: N/A Framed: F	 SUUPSB----*****	 SFUPSB----*****	 SNUPSB----*****	 SHUPSB----*****
WAR.SBSUF.SUB.CRT WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CERTSUB Hierarchy: N/A Framed: F	 SUUPSR----*****	 SFUPSR----*****	 SNUPSR----*****	 SHUPSR----*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.SUB.NONSUB WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NONSUBMARINE Hierarchy: N/A Framed: F	 SUUPSX----*****	 SFUPSX----*****	 SNUPSX----*****	 SHUPSX----*****
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.SURF WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION SURFACED Hierarchy: N/A Framed: F	 SUUPSNF---*****	 SFUPSNF---*****	 SNUPSNF---*****	 SHUPSNF---*****
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--- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.SUB.NPRN.GDD WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION GUIDED MISSILE (SSGN) Hierarchy: N/A Framed: F	 SUUPSNG---*****	 SFUPSNG---*****	 SNUPSNG---*****	 SHUPSNG---*****
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.SURF WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION SURFACED Hierarchy: N/A Framed: F	 SUUPSCF---*****	 SFUPSCF---*****	 SNUPSCF---*****	 SHUPSCF---*****
WAR.SBSUF.SUB.CNVPRN.ATK WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION ATTACK (SS) Hierarchy: N/A Framed: F	 SUUPSCA---*****	 SFUPSCA---*****	 SNUPSCA---*****	 SHUPSCA---*****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.SUB.CNVPRN.MSL WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION MISSILE (TYPE UNKNOWN) Hierarchy: N/A Framed: F	 SUUPSCM---***** SUUPSCM---*****	 SFUPSCM---***** SFUPSCM---*****	 SNUPSCM---***** SNUPSCM---*****	 SHUPSCM---***** SHUPSCM---*****
WAR.SBSUF.SUB.CNVPRN.GDD WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION GUIDED MISSILE (SSG) Hierarchy: N/A Framed: F	 SUUPSCG---***** SUUPSCG---*****	 SFUPSCG---***** SFUPSCG---*****	 SNUPSCG---***** SNUPSCG---*****	 SHUPSCG---***** SHUPSCG---*****
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.SURF WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG) SURFACED Hierarchy: N/A Framed: F	 SUUPSOF---*****	 SFUPSOF---*****	 SNUPSOF---*****	 SHUPSOF---*****

TABLE A-V. UEI symbols - Continued.

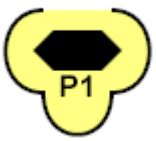
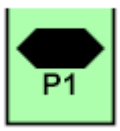
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.SUB.UUV WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV) Hierarchy: 1.X.5.1.3.1 Framed: F	 SUUPSU----*****	 SFUPSU----*****	 SNUPSU----*****	 SHUPSU----*****
WAR.SBSUF.SUB.UUV.MNEW WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV) MINE WARFARE Hierarchy: N/A Framed: F	 SUUPSUM--- *****	 SFUPSUM--- *****	 SNUPSUM--- *****	 SHUPSUM--- *****
WAR.SBSUF.SUB.UUV.ASBW WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV) ANTISUBMARINE WARFARE Hierarchy: N/A Framed: F	 SUUPSUS---*****	 SFUPSUS---*****	 SNUPSUS---*****	 SHUPSUS---*****
WAR.SBSUF.SUB.UUV.ASUW WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV) ANTISURFACE WARFARE Hierarchy: N/A Framed: F	 SUUPSUN--- *****	 SFUPSUN---*****	 SNUPSUN--- *****	 SHUPSUN--- *****
WAR.SBSUF.SUB.POSS1 WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE POSSUB-1 Hierarchy: N/A Framed: F	 SUUPS1----*****	 SFUPS1----*****	 SNUPS1----*****	 SHUPS1----*****

TABLE A-V. UEI symbols - Continued.

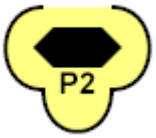
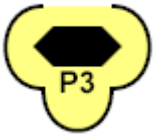
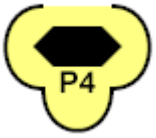
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.SUB.POSS2 WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE POSSUB-2 Hierarchy: N/A Framed: F	 SUUPS2----*****	 SFUPS2----*****	 SNUPS2----*****	 SHUPS2----*****
WAR.SBSUF.SUB.POSS3 WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE POSSUB-3 Hierarchy: N/A Framed: F	 SUUPS3----*****	 SFUPS3----*****	 SNUPS3----*****	 SHUPS3----*****
WAR.SBSUF.SUB.POSS4 WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE POSSUB-4 Hierarchy: N/A Framed: F	 SUUPS4----*****	 SFUPS4----*****	 SNUPS4----*****	 SHUPS4----*****
WAR.SBSUF.SUB.PRBSUB WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE PROBSUB Hierarchy: N/A Framed: F	 SUUPSL----*****	 SFUPSL----*****	 SNUPSL----*****	 SHUPSL----*****
WAR.SBSUF.SUB.SNORKL WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE SNORKELING Hierarchy: N/A Framed: F	 SUUPSK----*****	 SFUPSK----*****	 SNUPSK----*****	 SHUPSK----*****
WAR.SBSUF.UH2WPN WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON Hierarchy: 1.X.5.2 Framed: F	 SUUPW-----*****	 SFUPW-----*****	 SNUPW-----*****	 SHUPW-----*****

TABLE A-V. UEI symbols - Continued.

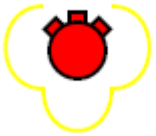
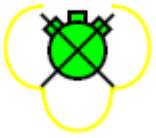
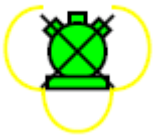
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.TPD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON TORPEDO Hierarchy: 1.X.5.2.1 Framed: F	 SUUPWT----*****	 SFUPWT----*****	 SNUPWT----*****	 SHUPWT----*****
WAR.SBSUF.UH2WPN.SMNE WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE Hierarchy: 1.X.5.2.2 Framed: F	 SUUPWM---- *****	 SFUPWM---- *****	 SNUPWM---- *****	 SHUPWM---- *****
WAR.SBSUF.UH2WPN.SMNE.NTRLZD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE NEUTRALIZED Hierarchy: 1.X.5.2.2.1 Framed: F	 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: F	 SUUPWMG--- *****	 SFUPWMG--- *****	 SNUPWMG--- *****	 SHUPWMG--- *****
WAR.SBSUF.UH2WPN.SMNE.SMG.NTRLZD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) NEUTRALIZED Hierarchy: 1.X.5.2.2.2.1 Framed: F	 SUUPWMGD-- *****	 SFUPWMGD-- *****	 SNUPWMGD-- *****	 SHUPWMGD-- *****

TABLE A-V. UEI symbols - Continued.

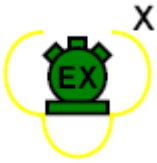
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.SMG.EXER WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) GROUND (BOTTOM) EXERCISE MINE Hierarchy: N/A Framed: F	 SUUPWMGX-- *****	 SFUPWMGX-- *****	 SNUPWMGX-- *****	 SHUPWMGX-- *****
WAR.SBSUF.UH2WPN.SMNE.SMG.MILEC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) GROUND (BOTTOM) MILEC Hierarchy: N/A Framed: F	 SUUPWMGE-- *****	 SFUPWMGE-- *****	 SNUPWMGE-- *****	 SHUPWMGE-- *****
WAR.SBSUF.UH2WPN.SMNE.SMG.MILCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) GROUND (BOTTOM) MILCO Hierarchy: N/A Framed: F The sonar classification confidence level (1-5) is plotted inside the MILCO symbol.	 SUUPWMGC-- *****	 SFUPWMGC-- *****	 SNUPWMGC-- *****	 SHUPWMGC-- *****
WAR.SBSUF.UH2WPN.SMNE.SMG.NGREAC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) GROUND (BOTTOM) NEGATIVE REACQUISITION Hierarchy: N/A Framed: F	 SUUPWMGR-- *****	 SFUPWMGR-- *****	 SNUPWMGR-- *****	 SHUPWMGR-- *****

TABLE A-V. UEI symbols - Continued.

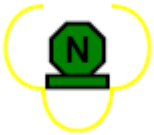
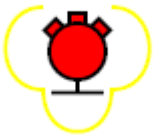
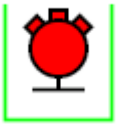
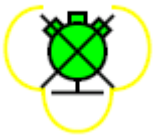
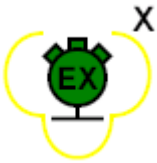
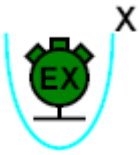
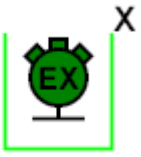
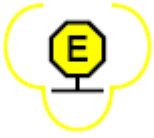
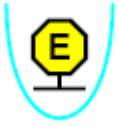
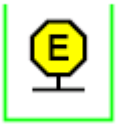
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.SMG.NMMLCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) GROUND (BOTTOM) NON-MINE MINE-LIKE CONTACT Hierarchy: N/A Framed: F	 SUUPWMGO-- *****	 SFUPWMGO-- *****	 SNUPWMGO-- *****	 SHUPWMGO-- *****
WAR.SBSUF.UH2WPN.SMNE.SMM WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) Hierarchy: 1.X.5.2.2.3 Framed: F	 SUUPWMMM--- *****	 SFUPWMMM--- *****	 SNUPWMMM--- *****	 SHUPWMMM--- *****
WAR.SBSUF.UH2WPN.SMNE.SMM.NTRLZD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) NEUTRALIZED Hierarchy: 1.X.5.2.2.3.1 Framed: F	 SUUPWMMD-- *****	 SFUPWMMD-- *****	 SNUPWMMD-- *****	 SHUPWMMD-- *****
WAR.SBSUF.UH2WPN.SMNE.SMM.EXER WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) MOORED EXERCISE MINE Hierarchy: N/A Framed: F	 SUUPWMMX-- *****	 SFUPWMMX-- *****	 SNUPWMMX-- *****	 SHUPWMMX-- *****
WAR.SBSUF.UH2WPN.SMNE.SMM.MILEC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) MOORED MILEC Hierarchy: N/A Framed: F	 SUUPWMME-- *****	 SFUPWMME-- *****	 SNUPWMME-- *****	 SHUPWMME-- *****

TABLE A-V. UEI symbols - Continued.

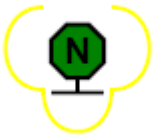
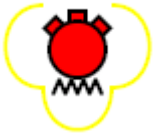
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.SMM.MILCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) MOORED MILCO Hierarchy: N/A Framed: F	 SUUPWMMC-- *****	 SFUPWMMC-- *****	 SNUPWMMC-- *****	 SHUPWMMC-- *****
WAR.SBSUF.UH2WPN.SMNE.SMM.NGREAC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) MOORED NEGATIVE REACQUISITION Hierarchy: N/A Framed: F	 SUUPWMMR-- *****	 SFUPWMMR-- *****	 SNUPWMMR-- *****	 SHUPWMMR-- *****
WAR.SBSUF.UH2WPN.SMNE.SMM.NMMLCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) MOORED NON-MINE MINE-LIKE OBJECT Hierarchy: N/A Framed: F	 SUUPWMMO-- *****	 SFUPWMMO-- *****	 SNUPWMMO-- *****	 SHUPWMMO-- *****
WAR.SBSUF.UH2WPN.SMNE.SMF WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) Hierarchy: 1.X.5.2.2.4 Framed: F	 SUUPWMF--- *****	 SFUPWMF--- *****	 SNUPWMF--- *****	 SHUPWMF--- *****
WAR.SBSUF.UH2WPN.SMNE.SMF.NTRLZD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) NEUTRALIZED Hierarchy: 1.X.5.2.2.4.1 Framed: F	 SUUPWMFD-- *****	 SFUPWMFD-- *****	 SNUPWMFD-- *****	 SHUPWMFD-- *****

TABLE A-V. UEI symbols - Continued.

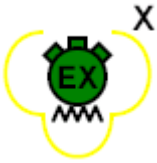
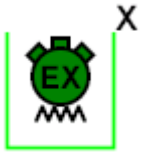
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.SMF.EXER WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) FLOATING EXERCISE MINE Hierarchy: N/A Framed: F	 SUUPWMFX-- *****	 SFUPWMFX-- *****	 SNUPWMFX-- *****	 SHUPWMFX-- *****
WAR.SBSUF.UH2WPN.SMNE.SMF.MILEC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) FLOATING MILEC Hierarchy: N/A Framed: F	 SUUPWMFE-- *****	 SFUPWMFE-- *****	 SNUPWMFE-- *****	 SHUPWMFE-- *****
WAR.SBSUF.UH2WPN.SMNE.SMF.MILCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) FLOATING MILCO Hierarchy: N/A Framed: F The sonar classification confidence level (1-5) is plotted inside the MILCO symbol.	 SUUPWMFC-- *****	 SFUPWMFC-- *****	 SNUPWMFC-- *****	 SHUPWMFC-- *****
WAR.SBSUF.UH2WPN.SMNE.SMF.NGREAC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) FLOATING NEGATIVE REACQUISITION Hierarchy: N/A Framed: F	 SUUPWMFR-- *****	 SFUPWMFR-- *****	 SNUPWMFR-- *****	 SHUPWMFR-- *****

TABLE A-V. UEI symbols - Continued.

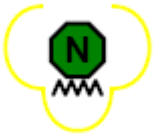
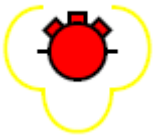
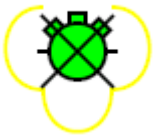
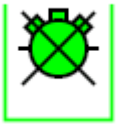
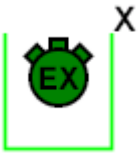
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.SMF.NMMLCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) FLOATING NON-MINE MINE-LIKE CONTACT Hierarchy: N/A Framed: F	 SUUPWMFO-- *****	 SFUPWMFO-- *****	 SNUPWMFO-- *****	 SHUPWMFO-- *****
WAR.SBSUF.UH2WPN.SMNE.SMOP WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) Hierarchy: 1.X.5.2.2.5 Framed: F	 SUUPWMO--- *****	 SFUPWMO--- *****	 SNUPWMO--- *****	 SHUPWMO--- *****
WAR.SBSUF.UH2WPN.SMNE.SMOP.NTRLZD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) NEUTRALIZED Hierarchy: 1.X.5.2.2.5.1 Framed: F	 SUUPWMOD-- *****	 SFUPWMOD-- *****	 SNUPWMOD-- *****	 SHUPWMOD-- *****
WAR.SBSUF.UH2WPN.SMNE.EXER WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL EXERCISE MINE Hierarchy: N/A Framed: F	 SUUPWMX--- *****	 SFUPWMX--- *****	 SNUPWMX--- *****	 SHUPWMX--- *****
WAR.SBSUF.UH2WPN.SMNE.MILEC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL MILEC Hierarchy: N/A Framed: F	 SUUPWME--- *****	 SFUPWME--- *****	 SNUPWME--- *****	 SHUPWME--- *****

TABLE A-V. UEI symbols - Continued.

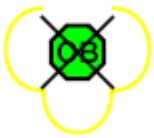
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.ANCHOR WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL MINE ANCHOR Hierarchy: N/A Framed: F	 SUUPWMA--- *****	 SFUPWMA--- *****	 SNUPWMA--- *****	 SHUPWMA--- *****
WAR.SBSUF.UH2WPN.SMNE.MILCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL MILCO Hierarchy: N/A Framed: F The sonar classification confidence level (1-5) is plotted inside the MILCO symbol.	 SUUPWMC--- *****	 SFUPWMC--- *****	 SNUPWMC--- *****	 SHUPWMC--- *****
WAR.SBSUF.UH2WPN.SMNE.NGREAC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL NEGATIVE REACQUISITION Hierarchy: N/A Framed: F	 SUUPWMR--- *****	 SFUPWMR--- *****	 SNUPWMR--- *****	 SHUPWMR--- *****
WAR.SBSUF.UH2WPN.SMNE.OBSTRC WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL OBSTRUCTOR Hierarchy: N/A Framed: F	 SUUPWMB--- *****	 SFUPWMB--- *****	 SNUPWMB--- *****	 SHUPWMB--- *****
WAR.SBSUF.UH2WPN.SMNE.OBSTRC.NTRLZD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL OBSTRUCTOR NEUTRALIZED Hierarchy: N/A Framed: F	 SUUPWMBD-- *****	 SFUPWMBD-- *****	 SNUPWMBD-- *****	 SHUPWMBD-- *****

TABLE A-V. UEI symbols - Continued.

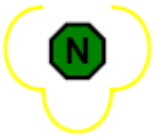
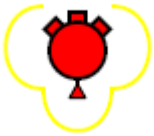
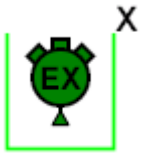
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2WPN.SMNE.NMMLCO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE GENERAL NON-MINE MINE-LIKE OBJECT Hierarchy: N/A Framed: F	 SUUPWMN--- *****	 SFUPWMN--- *****	 SNUPWMN--- *****	 SHUPWMN--- *****
WAR.SBSUF.UH2WPN.SMNE.RISING WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE RISING MINE Hierarchy: N/A Framed: F	 SUUPWMS--- *****	 SFUPWMS--- *****	 SNUPWMS--- *****	 SHUPWMS--- *****
WAR.SBSUF.UH2WPN.SMNE.RISING.EXER WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE RISING MINE RISING EXERCISE MINE Hierarchy: N/A Framed: F	 SUUPWMSX-- *****	 SFUPWMSX-- *****	 SNUPWMSX-- *****	 SHUPWMSX-- *****
WAR.SBSUF.UH2WPN.SMNE.RISING.NTRLZD WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE RISING MINE NEUTRALIZED Hierarchy: N/A Framed: F	 SUUPWMSD-- *****	 SFUPWMSD-- *****	 SNUPWMSD-- *****	 SHUPWMSD-- *****
WAR.SBSUF.UH2DCY WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY Hierarchy: 1.X.5.3 Framed: F	 SUUPWD---- *****	 SFUPWD----*****	 SNUPWD---- *****	 SHUPWD---- *****

TABLE A-V. UEI symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.UH2DCY.SMDCY WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY Hierarchy: 1.X.5.3.1 Framed: F	 SUUPWDM---*****	 SFUPWDM---*****	 SNUPWDM---*****	 SHUPWDM---*****
WAR.SBSUF.UH2DCY.SMDCY.GRND WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY GROUND (BOTTOM) DECOY Hierarchy: N/A Framed: F	 SUUPWDMG--*****	 SFUPWDMG--*****	 SNUPWDMG--*****	 SHUPWDMG--*****
WAR.SBSUF.UH2DCY.SMDCY.MOORED WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY MOORED DECOY Hierarchy: N/A Framed: F	 SUUPWDMM--*****	 SFUPWDMM--*****	 SNUPWDMM--*****	 SHUPWDMM--*****
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----*****
WAR.SBSUF.ERL WARFIGHTING SYMBOLS SUBSURFACE TRACK ENVIRONMENTAL REPORT LOCATION Hierarchy: N/A Framed: F	 SUUPE-----*****	 SFUPE-----*****	 SNUPE-----*****	 SHUPE-----*****

TABLE A-V. UEI symbols - Continued.

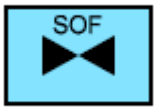
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SBSUF.DRL WARFIGHTING SYMBOLS SUBSURFACE TRACK DIVE REPORT LOCATION Hierarchy: N/A Framed: F	 SUUPV-----*****	 SFUPV-----*****	 SNUPV-----*****	 SHUPV-----*****
WAR.SBSUF.UXO WARFIGHTING SYMBOLS SUBSURFACE TRACK UNEXPLODED ORDNANCE AREA Hierarchy: N/A Framed: F	 SUUPX-----*****	 SFUPX-----*****	 SNUPX-----*****	 SHUPX-----*****
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---*****

TABLE A-V. UEI symbols - Continued.

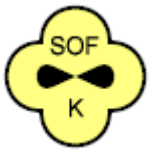
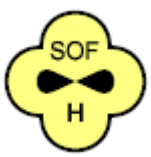
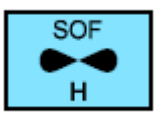
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.AVN.FIXD.RFE WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING REFUEL Hierarchy: 1.X.6.1.1.2 Framed: F	 SUFPAFK---*****	 SFFPAFK---*****	 SNFPAFK---*****	 SHFPAFK---*****
WAR.SOFUNT.AVN.FIXD.UTY WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY Hierarchy: 1.X.6.1.1.3 Framed: F	 SUFPAFU---*****	 SFFPAFU---*****	 SNFPAFU---*****	 SHFPAFU---*****
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-- *****

TABLE A-V. UEI symbols - Continued.

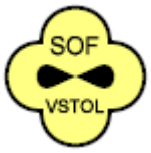
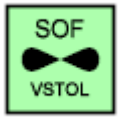
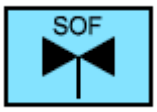
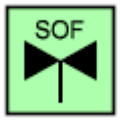
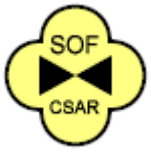
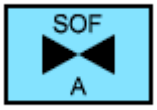
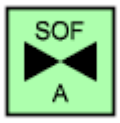
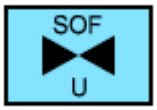
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.AVN.VSTOL WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION V/STOL Hierarchy: 1.X.6.1.2 Framed: F	 SUFPAV----*****	 SFFPAV----*****	 SNFPAV----*****	 SHFPAV----*****
WAR.SOFUNT.AVN.ROT WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING Hierarchy: 1.X.6.1.3 Framed: F	 SUFPAH----*****	 SFFPAH----*****	 SNFPAH----*****	 SHFPAH----*****
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--- *****

TABLE A-V. UEI symbols - Continued.

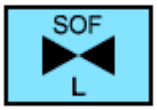
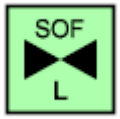
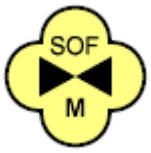
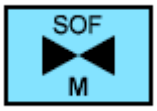
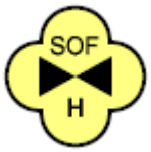
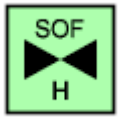
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.AVN.ROT.UTY.LIT WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY LIGHT Hierarchy: 1.X.6.1.3.3.1 Framed: F	 SUFPAHUL-- *****	 SFFPAHUL-- *****	 SNFPAHUL-- *****	 SHFPAHUL-- *****
WAR.SOFUNT.AVN.ROT.UTY.MDM WARFIGHTING 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-- *****
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----*****

TABLE A-V. UEI symbols - Continued.

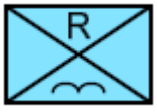
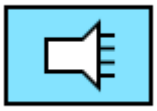
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WAR.SOFUNT.NAV.UH2DML WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL UNDERWATER DEMOLITION TEAM Hierarchy: 1.X.6.2.2 Framed: F	 SUFPNU----*****	 SFFPNU----*****	 SNFPNU----*****	 SHFPNU----*****
WAR.SOFUNT.NAV.SBT WARFIGHTING SYMBOLS SPECIAL OPERATIONS 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----*****
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----*****

TABLE A-V. UEI symbols - Continued.

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

C2 SYMBOLOGY: MILITARY OPERATIONS

B.1 SCOPE

B.1.1 Scope. This appendix addresses tactical graphics that support military operations in the C2 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-2525 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 operational environment. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the C2 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 10 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-2525 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 standard identity or echelon. 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, standard identity, indicates the graphic's standard identity.

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 indicator, identifies the command level of a unit. 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 ISO 3166-1.

h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment. 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)	STANDARD IDENTITY/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 - C2 & GENERAL MANEUVER M - MOBILITY /SURVIVABILITY F - FIRE SUPPORT S - COMBAT SERVICE SUPPORT O - OTHER	A - ANTICIPATED/PLANNED S - SUSPECTED P - PRESENT K - KNOWN
FUNCTION ID (6) (POSITIONS 5 - 10)	ECHELON (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 ISO 3166-1.	X - CONTROL MARKINGS

TABLE B-II. Echelon 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	- N	COMMAND
- -	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 standard identity or echelon.

TABLE B-III. SIDC table.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	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
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)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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.SNBY.EXP	G	*	G	*	GP UY X-	**	**	*	SONOBUOY-EXPIRED
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.NAVREF	G	*	G	*	GP RN --	**	**	X	NAVIGATIONAL REFERENCE POINT
TACGRP.C2GM.GNL.PNT.REFPNT.SPLPNT	G	*	G	*	GP RS --	**	**	X	SPECIAL POINT
TACGRP.C2GM.GNL.PNT.REFPNT.DLRP	G	*	G	*	GP RD --	**	**	X	DLRP
TACGRP.C2GM.GNL.PNT.REFPNT.PIM	G	*	G	*	GP RP --	**	**	X	POINT OF INTENDED MOVEMENT (PIM)
TACGRP.C2GM.GNL.PNT.REFPNT.MRSH	G	*	G	*	GP RM --	**	**	X	MARSHALL POINT
TACGRP.C2GM.GNL.PNT.REFPNT.WAP	G	*	G	*	GP RW --	**	**	X	WAYPOINT
TACGRP.C2GM.GNL.PNT.REFPNT.CRDRTB	G	*	G	*	GP RC --	**	**	X	CORRIDOR TAB
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
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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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)
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.SUWF	G	*	G	*	GP AB --	**	**	X	SUCAP - FIXED WING
TACGRP.C2GM.GNL.PNT.ACTL.SUWR	G	*	G	*	GP AC --	**	**	X	SUCAP - ROTARY WING

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.GNL.PNT.ACTL.MIWF	G	*	G	*	GP AD --	**	**	X	MIW - FIXED WING
TACGRP.C2GM.GNL.PNT.ACTL.MIWR	G	*	G	*	GP AE --	**	**	X	MIW - ROTARY WING
TACGRP.C2GM.GNL.PNT.ACTL.SKEIP	G	*	G	*	GP AS --	**	**	X	STRIKE IP
TACGRP.C2GM.GNL.PNT.ACTL.TCN	G	*	G	*	GP AT --	**	**	X	TACAN
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.UA	G	*	G	*	GP AF --	**	**	X	UNMANNED AERIAL SYSTEM (UAS/UA)
TACGRP.C2GM.GNL.PNT.ACTL.VTUA	G	*	G	*	GP AG --	**	**	X	VTUA
TACGRP.C2GM.GNL.PNT.ACTL.ORB	G	*	G	*	GP AI --	**	**	X	ORBIT
TACGRP.C2GM.GNL.PNT.ACTL.ORBF8	G	*	G	*	GP AJ --	**	**	X	ORBIT - FIGURE EIGHT
TACGRP.C2GM.GNL.PNT.ACTL.ORBRT	G	*	G	*	GP AM --	**	**	X	ORBIT - RACE TRACK
TACGRP.C2GM.GNL.PNT.ACTL.ORBRD	G	*	G	*	GP AN --	**	**	X	ORBIT - RANDOM, CLOSED
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.AMNPNT	G	*	G	*	GP PA --	**	**	X	AMNESTY POINT
TACGRP.C2GM.GNL.PNT.ACTPNT.WAP	G	*	G	*	GP PW --	**	**	X	WAYPOINT

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.GNL.PNT.SCTL	G	*	G	*	GP C- --	**	**	X	SEA SURFACE CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.USV	G	*	G	*	GP CU --	**	**	X	UNMANNED SURFACE VEHICLE (USV) CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.USV.RMV	G	*	G	*	GP CU R-	**	**	X	REMOTE MULTIMISSION VEHICLE (RMV) USV CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.USV.ASW	G	*	G	*	GP CU A-	**	**	X	USV - ANTISUBMARINE WARFARE CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.USV.SUW	G	*	G	*	GP CU S-	**	**	X	USV - SURFACE WARFARE CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.USV.MIW	G	*	G	*	GP CU M-	**	**	X	USV - MINE WARFARE CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.ASW	G	*	G	*	GP CA --	**	**	X	ASW CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.SUW	G	*	G	*	GP CS --	**	**	X	SUW CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.MIW	G	*	G	*	GP CM --	**	**	X	MIW CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.PKT	G	*	G	*	GP CP --	**	**	X	PICKET CONTROL STATION
TACGRP.C2GM.GNL.PNT.SCTL.RDV	G	*	G	*	GP CR --	**	**	X	RENDEZVOUS CONTROL POINT
TACGRP.C2GM.GNL.PNT.SCTL.RSC	G	*	G	*	GP CC --	**	**	X	RESCUE CONTROL POINT
TACGRP.C2GM.GNL.PNT.SCTL.REP	G	*	G	*	GP CE --	**	**	X	REPLENISHMENT CONTROL POINT
TACGRP.C2GM.GNL.PNT.SCTL.NCBTT	G	*	G	*	GP CN --	**	**	X	NONCOMBATANT CONTROL STATION
TACGRP.C2GM.GNL.PNT.UCTL	G	*	G	*	GP B- --	**	**	X	SUBSURFACE CONTROL STATION
TACGRP.C2GM.GNL.PNT.UCTL.UUV	G	*	G	*	GP BU --	**	**	X	UNMANNED UNDERWATER VEHICLE (UUV) CONTROL STATION
TACGRP.C2GM.GNL.PNT.UCTL.UUV.ASW	G	*	G	*	GP BU A-	**	**	X	UUV - ANTISUBMARINE WARFARE CONTROL STATION
TACGRP.C2GM.GNL.PNT.UCTL.UUV.SUW	G	*	G	*	GP BU S-	**	**	X	UUV - SURFACE WARFARE CONTROL STATION
TACGRP.C2GM.GNL.PNT.UCTL.UUV.MIW	G	*	G	*	GP BU M-	**	**	X	UUV - MINE WARFARE CONTROL STATION
TACGRP.C2GM.GNL.PNT.UCTL.SBSTN	G	*	G	*	GP BS --	**	**	X	SUBMARINE CONTROL STATION
TACGRP.C2GM.GNL.PNT.UCTL.SBSTN.ASW	G	*	G	*	GP BS A-	**	**	X	ASW SUBMARINE CONTROL STATION
TACGRP.C2GM.GNL.LNE	G	*	G	*	GL -- --	**	**	X	LINES
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)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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)
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)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.C2GM.AVN.LNE.UAR	G	*	G	*	AL U- --	**	**	X	UNMANNED AIRCRAFT (UA) 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.SHRDEZ	G	*	G	*	AA F- --	**	**	X	SHORT-RANGE AIR DEFENSE ENGAGEMENT ZONE (SHORADEZ)
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)
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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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.CBRNOP	G	*	G	*	DP	ON	--	**	**	X	CBRN 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
TACGRP.C2GM.DEF.ARS.BTLPSN	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
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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 ORDNANCE 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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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.OBST.AVN	G	*	M	*	OH -- --	**	**	X	AVIATION
TACGRP.MOBSU.OBST.AVN.TWR	G	*	M	*	OH T- --	**	**	X	TOWER
TACGRP.MOBSU.OBST.AVN.TWR.LOW	G	*	M	*	OH TL --	**	**	X	LOW
TACGRP.MOBSU.OBST.AVN.TWR.HIGH	G	*	M	*	OH TH --	**	**	X	HIGH
TACGRP.MOBSU.OBST.AVN.OHWIRE	G	*	M	*	OH O- --	**	**	X	OVERHEAD WIRE/POWER LINE
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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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.CBRN	G	*	M	*	N- -- --	**	**	X	CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR
TACGRP.MOBSU.CBRN.MSDZ	G	*	M	*	NM -- --	**	**	X	MINIMUM SAFE DISTANCE ZONES
TACGRP.MOBSU.CBRN.NDGZ	G	*	M	*	NZ -- --	**	**	X	NUCLEAR DETONATIONS GROUND ZERO
TACGRP.MOBSU.CBRN.FAOTP	G	*	M	*	NF -- --	**	**	X	FALLOUT PRODUCING
TACGRP.MOBSU.CBRN.RADA	G	*	M	*	NR -- --	**	**	X	RADIOACTIVE AREA
TACGRP.MOBSU.CBRN.BIOCA	G	*	M	*	NB -- --	**	**	X	BIOLOGICALLY CONTAMINATED AREA
TACGRP.MOBSU.CBRN.CMLCA	G	*	M	*	NC -- --	**	**	X	CHEMICALLY CONTAMINATED AREA
TACGRP.MOBSU.CBRN.REEVNT	G	*	M	*	NE -- --	**	**	X	RELEASE EVENTS
TACGRP.MOBSU.CBRN.REEVNT.BIO	G	*	M	*	NE B- --	**	**	X	BIOLOGICAL
TACGRP.MOBSU.CBRN.REEVNT.CML	G	*	M	*	NE C- --	**	**	X	CHEMICAL
TACGRP.MOBSU.CBRN.DECONP	G	*	M	*	ND -- --	**	**	X	DECONTAMINATION (DECON) POINTS
TACGRP.MOBSU.CBRN.DECONP.USP	G	*	M	*	ND P- --	**	**	X	DECON SITE/POINT (UNSPECIFIED)
TACGRP.MOBSU.CBRN.DECONP.ALTUSP	G	*	M	*	ND A- --	**	**	X	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
TACGRP.MOBSU.CBRN.DECONP.TRP	G	*	M	*	ND T- --	**	**	X	DECON SITE/POINT (TROOPS)
TACGRP.MOBSU.CBRN.DECONP.EQT	G	*	M	*	ND E- --	**	**	X	DECON SITE/POINT (EQUIPMENT)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.MOBSU.CBRN.DECONP.EQTTRP	G	*	M	*	ND	B-	--	**	**	X	DECON SITE/POINT (EQUIPMENT AND TROOPS)
TACGRP.MOBSU.CBRN.DECONP.OPDECN	G	*	M	*	ND	O-	--	**	**	X	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
TACGRP.MOBSU.CBRN.DECONP.TRGH	G	*	M	*	ND	D-	--	**	**	X	DECON SITE/POINT (THOROUGH DECONTAMINATION)
TACGRP.MOBSU.CBRN.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)
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)

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.FSUPP.LNE.C2LNE.MFP	G	*	F	*	LC M- --	**	**	X	MUNITION FLIGHT PATH (MFP)
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	FREE FIRE AREA (FFA)
TACGRP.FSUPP.ARS.C2ARS.FFA.IRR	G	*	F	*	AC FI --	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.FFA.RTG	G	*	F	*	AC FR --	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR	G	*	F	*	AC FC --	**	**	X	FREE FIRE AREA (FFA), CIRCULAR
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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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.C2ARS.SNSZ	G	*	F	*	AC E- --	**	**	X	SENSOR ZONE
TACGRP.FSUPP.ARS.C2ARS.SNSZ.IRR	G	*	F	*	AC EI --	**	**	X	SENSOR ZONE, IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.SNSZ.RTG	G	*	F	*	AC ER --	**	**	X	SENSOR ZONE, RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.SNSZ.CIRCLR	G	*	F	*	AC EC --	**	**	X	SENSOR ZONE, CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.DA	G	*	F	*	AC D- --	**	**	X	DEAD SPACE AREA (DA)
TACGRP.FSUPP.ARS.C2ARS.DA.IRR	G	*	F	*	AC DI --	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.DA.RTG	G	*	F	*	AC DR --	**	**	X	DEAD SPACE AREA (DA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.DA.CIRCLR	G	*	F	*	AC DC --	**	**	X	DEAD SPACE AREA (DA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.ZOR	G	*	F	*	AC Z- --	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
TACGRP.FSUPP.ARS.C2ARS.ZOR.IRR	G	*	F	*	AC ZI --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.ZOR.RTG	G	*	F	*	AC ZR --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.ZOR.CIRCLR	G	*	F	*	AC ZC --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.TBA	G	*	F	*	AC B- --	**	**	X	TARGET BUILD-UP AREA (TBA)
TACGRP.FSUPP.ARS.C2ARS.TBA.IRR	G	*	F	*	AC BI --	**	**	X	TARGET BUILD UP AREA (TBA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.TBA.RTG	G	*	F	*	AC BR --	**	**	X	TARGET BUILD UP AREA (TBA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.TBA.CIRCLR	G	*	F	*	AC BC --	**	**	X	TARGET BUILD UP AREA (TBA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.TVAR	G	*	F	*	AC V- --	**	**	X	TARGET VALUE AREA (TVAR)
TACGRP.FSUPP.ARS.C2ARS.TVAR.IRR	G	*	F	*	AC VI --	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.FSUPP.ARS.C2ARS.TVAR.RTG	G	*	F	*	AC VR --	**	**	X	TARGET VALUE AREA (TVAR), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.TVAR.CIRCLR	G	*	F	*	AC VC --	**	**	X	TARGET VALUE AREA (TVAR), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.TGMF	G	*	F	*	AC T- --	**	**	X	TERMINALLY GUIDED MUNITION FOOTPRINT (TGMF)
TACGRP.FSUPP.ARS.TGTAQZ	G	*	F	*	AZ -- --	**	**	X	TARGET ACQUISITION 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.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.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.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.WPNRF	G	*	F	*	AX -- --	**	**	X	WEAPON/SENSOR RANGE FANS
TACGRP.FSUPP.ARS.WPNRF.CIRCLR	G	*	F	*	AX C- --	**	**	X	WEAPON/SENSOR RANGE FAN, CIRCULAR
TACGRP.FSUPP.ARS.WPNRF.SCR	G	*	F	*	AX S- --	**	**	X	WEAPON/SENSOR RANGE FAN, SECTOR
TACGRP.FSUPP.ARS.KLBOX	G	*	F	*	AK -- --	**	**	X	KILL BOX
TACGRP.FSUPP.ARS.KLBOX.BLUE	G	*	F	*	AK B- --	**	**	X	BLUE KILL BOX (BKB)
TACGRP.FSUPP.ARS.KLBOX.BLUE.CIRCLR	G	*	F	*	AK BC --	**	**	X	BLUE KILL BOX, CIRCULAR
TACGRP.FSUPP.ARS.KLBOX.BLUE.IRR	G	*	F	*	AK BI --	**	**	X	BLUE KILL BOX, IRREGULAR
TACGRP.FSUPP.ARS.KLBOX.BLUE.RTG	G	*	F	*	AK BR --	**	**	X	BLUE KILL BOX, RECTANGULAR

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
TACGRP.FSUPP.ARS.KLBOX.PURPLE	G	*	F	*	AK P- --	**	**	X	PURPLE KILL BOX (PKB)
TACGRP.FSUPP.ARS.KLBOX.PURPLE.CIRCLR	G	*	F	*	AK PC --	**	**	X	PURPLE KILL BOX, CIRCULAR
TACGRP.FSUPP.ARS.KLBOX.PURPLE.IRR	G	*	F	*	AK PI --	**	**	X	PURPLE KILL BOX, IRREGULAR
TACGRP.FSUPP.ARS.KLBOX.PURPLE.RTG	G	*	F	*	AK PR --	**	**	X	PURPLE KILL BOX, RECTANGULAR
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
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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
TACGRP.OTH.SSUBSR	G	*	O	*	S- -- --	**	**	X	SEA SUBSURFACE RETURNS
TACGRP.OTH.SSUBSR.BTMRTN	G	*	O	*	SB -- --	**	**	X	BOTTOM RETURN/NON-MILCO
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.WRKD	G	*	O	*	SB X- --	**	**	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

TABLE B-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 C2 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
TACGRP.TSK TACTICAL GRAPHICS TASKS Hierarchy: 2.X.1 Static/Dynamic: N/A	N/A

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

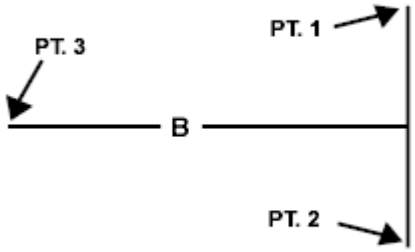
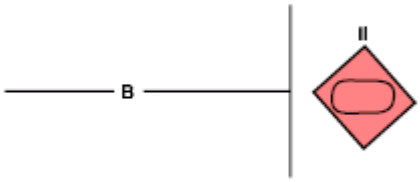
GRAPHIC	IMAGES
TACGRP.TSK.BLK TACTICAL GRAPHICS TASKS BLOCK Hierarchy: 2.X.1.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the endpoint of the graphic's horizontal line. 2. Size/Shape. Points 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

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

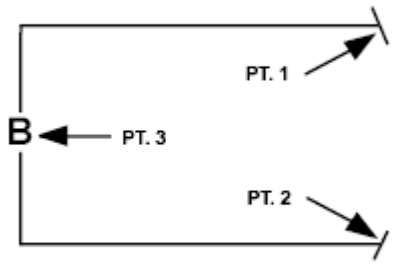
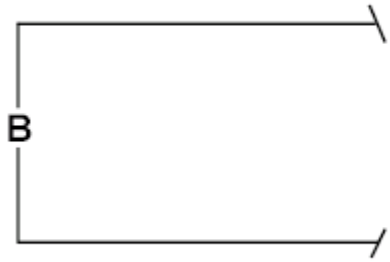
GRAPHIC	IMAGES
TACGRP.TSK.BRH TACTICAL GRAPHICS TASKS BREACH Hierarchy: 2.X.1.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the 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 and parallel to it. 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.

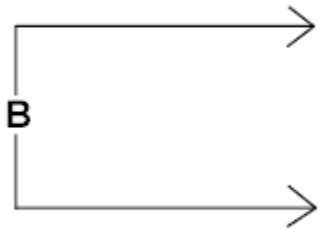
GRAPHIC	IMAGES
TACGRP.TSK.BYS TACTICAL GRAPHICS TASKS BYPASS Hierarchy: 2.X.1.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's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

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

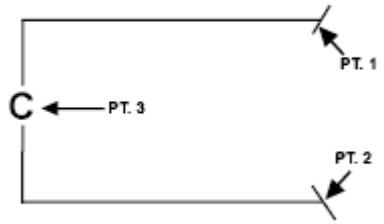
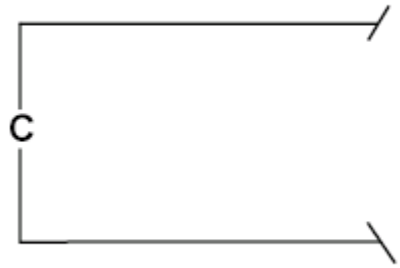
GRAPHIC	IMAGES
TACGRP.TSK.CNZ TACTICAL GRAPHICS TASKS CANALIZE Hierarchy: 2.X.1.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening, and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine 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 and parallel to it. 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.

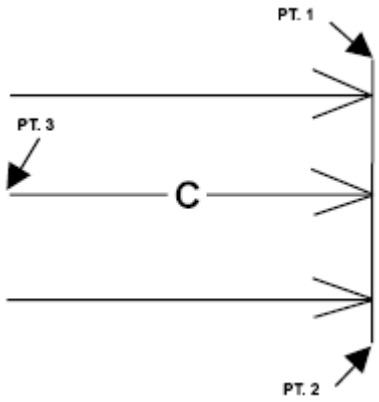
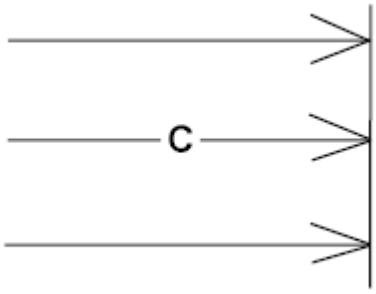
GRAPHIC	IMAGES
TACGRP.TSK.CLR TACTICAL GRAPHICS TASKS CLEAR Hierarchy: 2.X.1.5 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine 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. The arrows will stay perpendicular to the vertical line, regardless of the rotational orientation of the graphic as a whole. 3. Orientation. The arrows typically point toward enemy forces. Static/Dynamic: D	Template  G*TPX-----****X Example  G*TPX-----****X

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

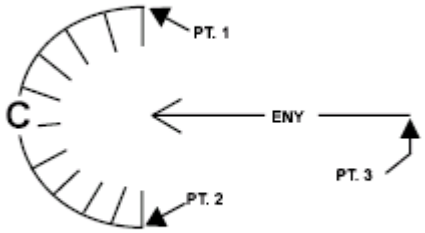
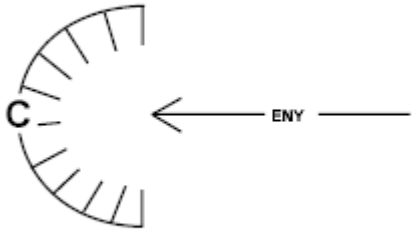
GRAPHIC	IMAGES
TACGRP.TSK.CNT TACTICAL GRAPHICS TASKS CONTAIN Hierarchy: 2.X.1.6 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow. 2. Size/Shape. Points 1 and 2 determine the 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.

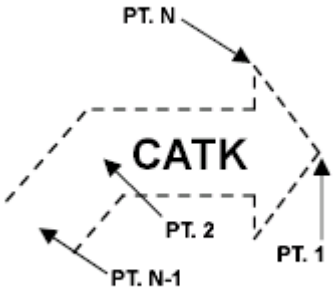
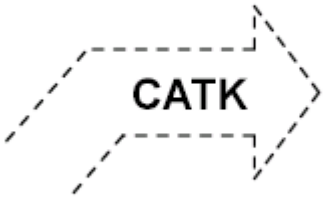
GRAPHIC	IMAGES
TACGRP.TSK.CATK TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK) Hierarchy: 2.X.1.7 Parameters: 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the 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*TPK-----****X Example  G*TPK-----****X

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

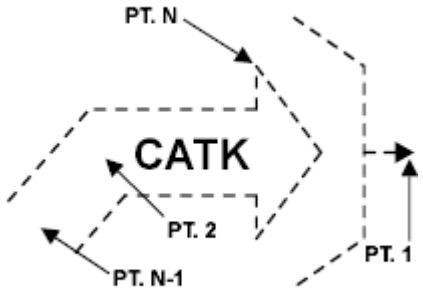
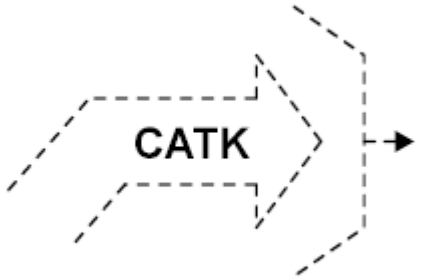
GRAPHIC	IMAGES
TACGRP.TSK.CATK.CATKF TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK) COUNTERATTACK BY FIRE Hierarchy: 2.X.1.7.1 Parameters: 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the 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*TPKF----****X Example  G*TPKF----****X

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

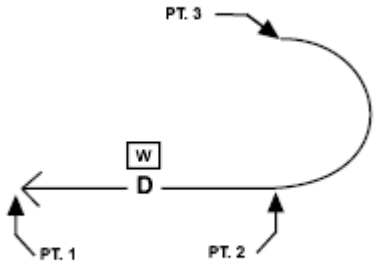
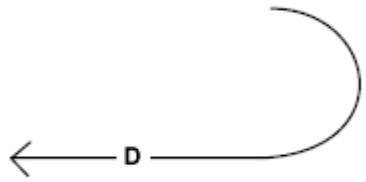
GRAPHIC	IMAGES
TACGRP.TSK.DLY TACTICAL GRAPHICS TASKS DELAY Hierarchy: 2.X.1.8 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation 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

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

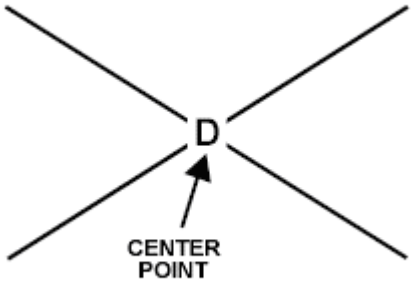
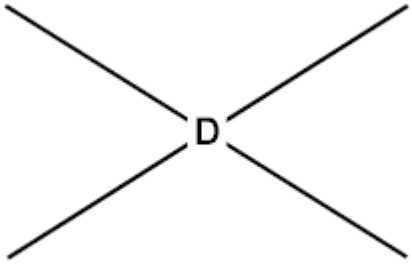
GRAPHIC	IMAGES
TACGRP.TSK.DSTY TACTICAL GRAPHICS TASKS DESTROY Hierarchy: 2.X.1.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*TPD-----****X
	Example  G*TPD-----****X

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

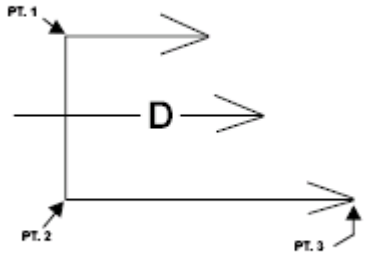
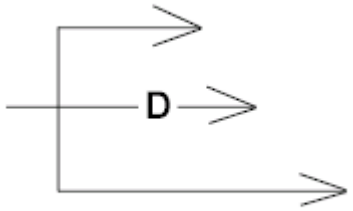
GRAPHIC	IMAGES
TACGRP.TSK.DRT TACTICAL GRAPHICS TASKS DISRUPT Hierarchy: 2.X.1.10 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine 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

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

GRAPHIC	IMAGES
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.

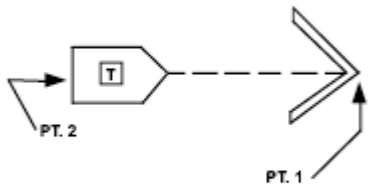
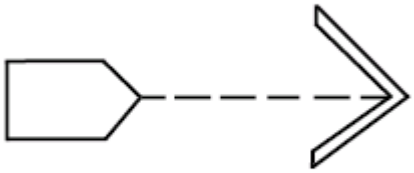
GRAPHIC	IMAGES
TACGRP.TSK.FLWASS TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME Hierarchy: 2.X.1.12 Parameters: 1. Anchor Points. This graphic requires exactly two anchor points.Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the 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

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

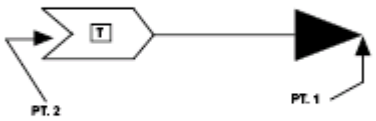
GRAPHIC	IMAGES
TACGRP.TSK.FLWASS.FLWSUP TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME FOLLOW AND SUPPORT Hierarchy: 2.X.1.12.1 Parameters: 1. Anchor Points. This graphic requires exactly two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. 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.

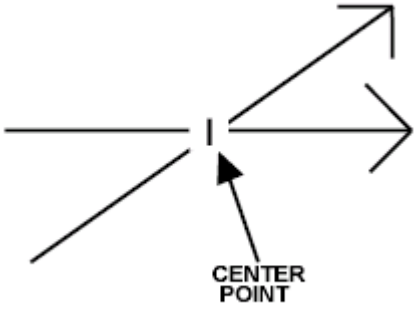
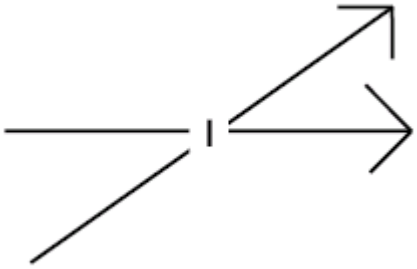
GRAPHIC	IMAGES
TACGRP.TSK.ITDT TACTICAL GRAPHICS TASKS INTERDICT Hierarchy: 2.X.1.13 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. There should be 45 degrees of angular separation between the two arrows. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*TPI-----****X
	Example  G*TPI-----****X

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

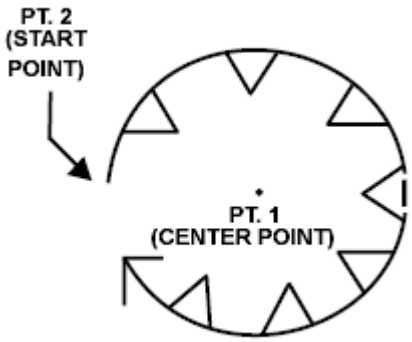
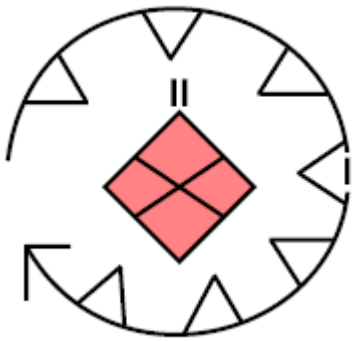
GRAPHIC	IMAGES
TACGRP.TSK.ISL TACTICAL GRAPHICS TASKS ISOLATE Hierarchy: 2.X.1.14 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. The radius will be long enough 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

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

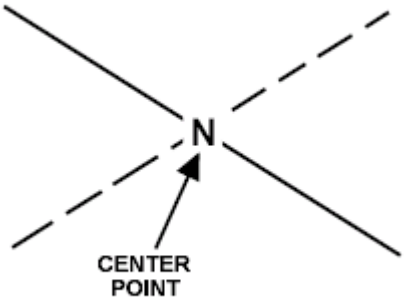
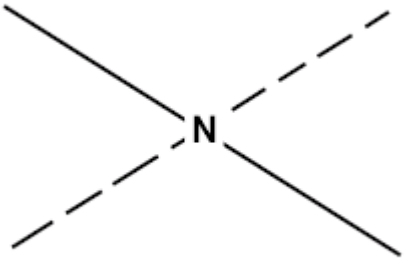
GRAPHIC	IMAGES
TACGRP.TSK.NEUT TACTICAL GRAPHICS TASKS NEUTRALIZE Hierarchy: 2.X.1.15 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. 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.

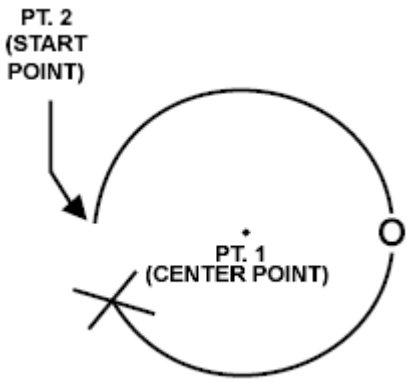
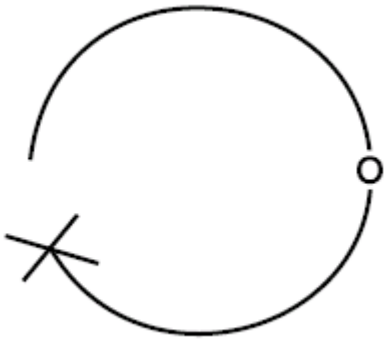
GRAPHIC	IMAGES
TACGRP.TSK.OCC TACTICAL GRAPHICS TASKS OCCUPY Hierarchy: 2.X.1.16 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine 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

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

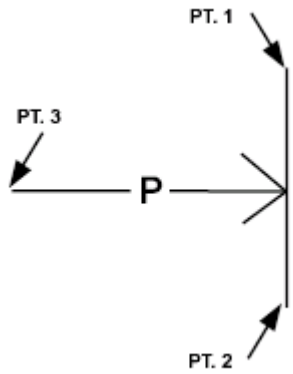
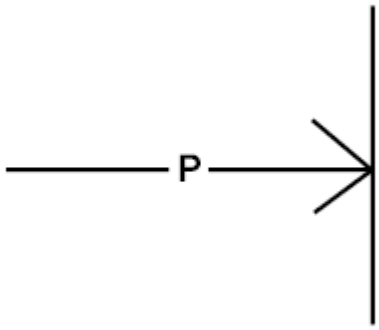
GRAPHIC	IMAGES
TACGRP.TSK.PNE TACTICAL GRAPHICS TASKS PENETRATE Hierarchy: 2.X.1.17 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine 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.

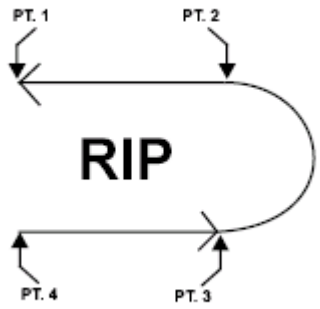
GRAPHIC	IMAGES
TACGRP.TSK.RIP TACTICAL GRAPHICS TASKS RELIEF IN PLACE (RIP) Hierarchy: 2.X.1.18 Parameters: 1. Anchor Points. This graphic requires four anchor points. Point 1 defines the tip of the first arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Point 3 defines 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

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

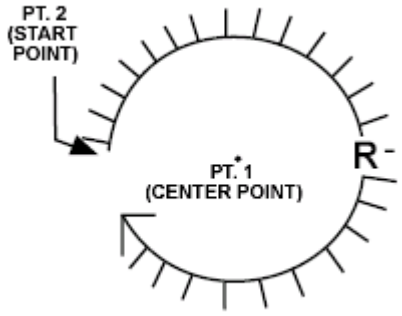
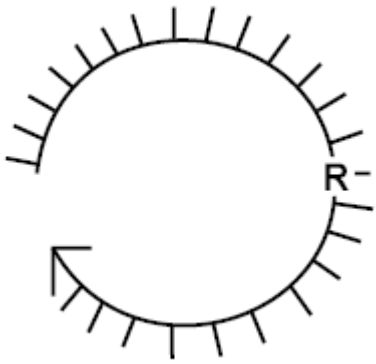
GRAPHIC	IMAGES
TACGRP.TSK.RTN TACTICAL GRAPHICS TASKS RETAIN Hierarchy: 2.X.1.19 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine 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.

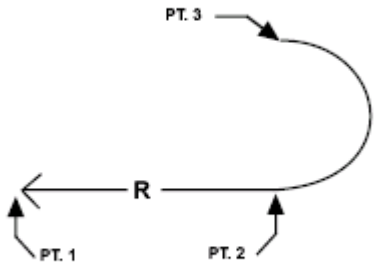
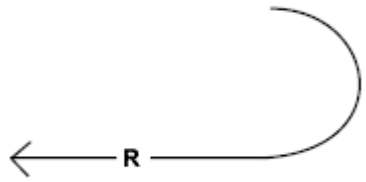
GRAPHIC	IMAGES
TACGRP.TSK.RTM TACTICAL GRAPHICS TASKS RETIREMENT Hierarchy: 2.X.1.20 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and 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

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

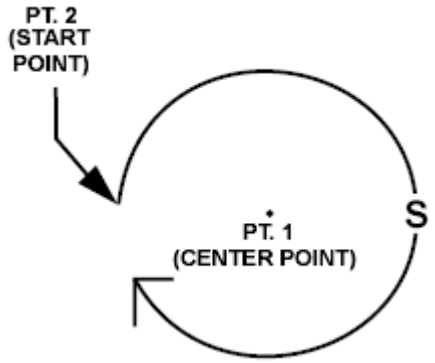
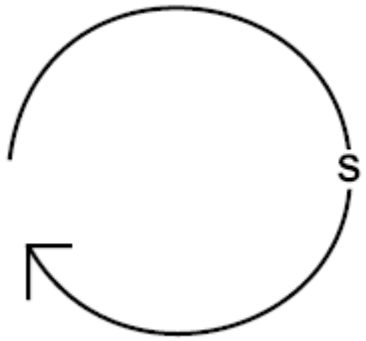
GRAPHIC	IMAGES
TACGRP.TSK.SCE TACTICAL GRAPHICS TASKS SECURE Hierarchy: 2.X.1.21 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine 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

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

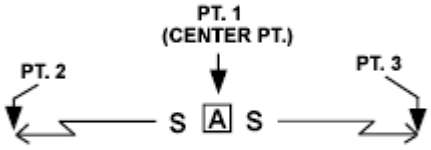
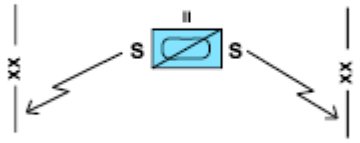
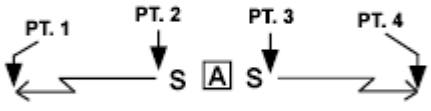
GRAPHIC	IMAGES
TACGRP.TSK.SEC.SCN TACTICAL GRAPHICS TASKS SECURITY SCREEN Hierarchy: 2.X.1.22.1 Parameters: 1. Anchor Points. Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of their respective arrowheads. Where three points are available Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows. Where three points are available 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 between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use. Static/Dynamic: D	Template1  G*TPUS----****X
	Example1  G*TPUS----****X
	Template2  G*TPUS----****X

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

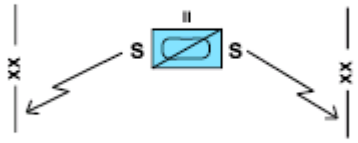
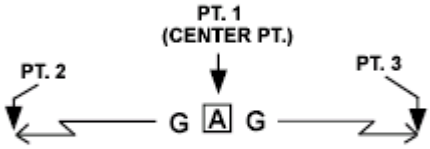
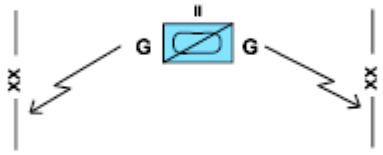
GRAPHIC	IMAGES
	Example2  G*TPUS----****X
TACGRP.TSK.SEC.GUD TACTICAL GRAPHICS TASKS SECURITY GUARD Hierarchy: 2.X.1.22.2 Parameters: 1. Anchor Points. Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of their respective arrowheads. Where three points are available Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows. Where three points are available 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 between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use. Static/Dynamic: D	Template1  G*TPUG----****X
	Example1  G*TPUG----****X

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

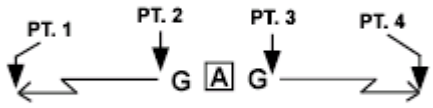
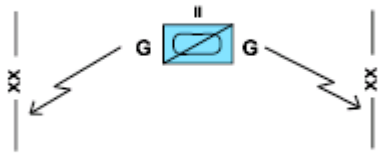
GRAPHIC	IMAGES
	Template2  G*TPUG----****X
	Example2  G*TPUG----****X

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

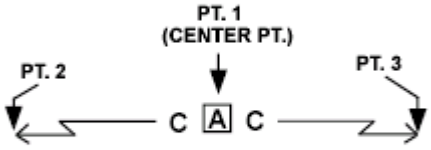
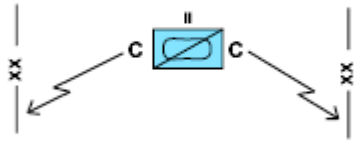
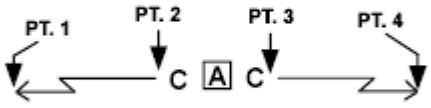
GRAPHIC	IMAGES
TACGRP.TSK.SEC.COV TACTICAL GRAPHICS TASKS SECURITY COVER Hierarchy: 2.X.1.22.3 Parameters: 1. Anchor Points. Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of their respective arrowheads. Where three points are available Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows. Where three points are available 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 between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use. Static/Dynamic: D	Template1  G*TPUC----****X
	Example1  G*TPUC----****X
	Template2  G*TPUC----****X

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

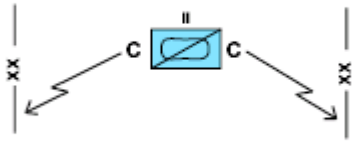
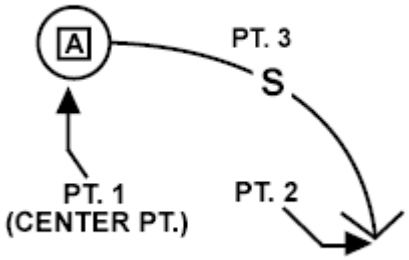
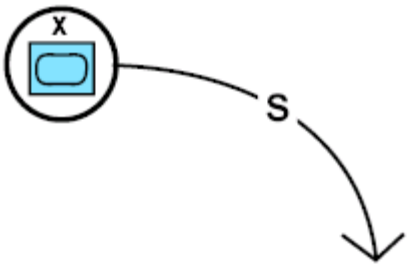
GRAPHIC	IMAGES
	Example2  G*TPUC----****X
TACGRP.TSK.SZE TACTICAL GRAPHICS TASKS SEIZE Hierarchy: 2.X.1.23 Parameters: 1. Anchor Points. Where four points are available Point 1 defines the center of the circle. Point 2 defines the radius of the circle. Point 3 defines the curvature of the arc. Point 4 defines the end of the arrow. Where three points are available 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. Where four points are available Points 1 and 2 define the size of the circle, which should be adjusted as needed to contain the unit assigned the task. Point 3 controls the curvature of the arc. Point 4 defines the end of the arrow. Where three points are available 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	Template1  G*TPZ-----****X
	Example1  G*TPZ-----****X

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

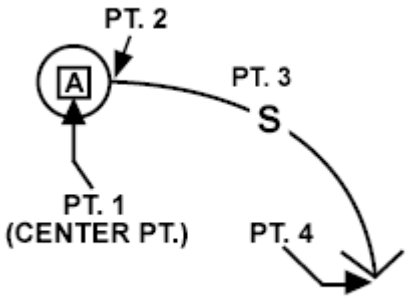
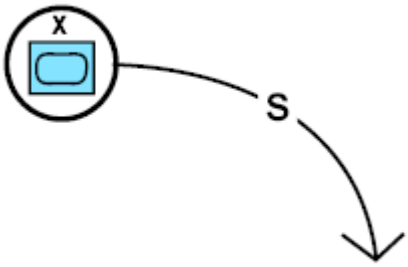
GRAPHIC	IMAGES
	Template2  G*TPZ-----****X
	Example2  G*TPZ-----****X

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

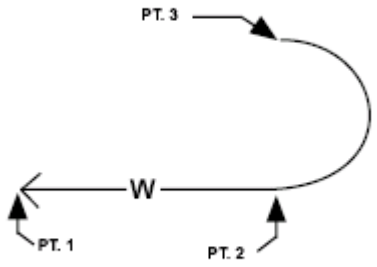
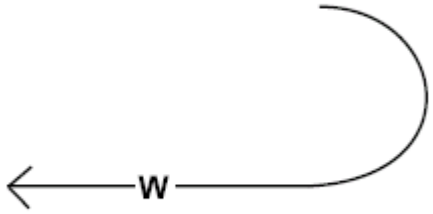
GRAPHIC	IMAGES
TACGRP.TSK.WDR TACTICAL GRAPHICS TASKS WITHDRAW Hierarchy: 2.X.1.24 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation 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

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

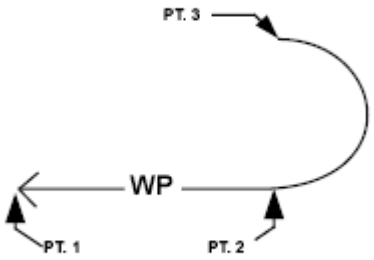
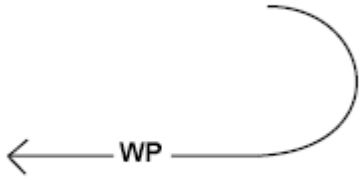
GRAPHIC	IMAGES
TACGRP.TSK.WDR.WDRUP TACTICAL GRAPHICS TASKS WITHDRAW WITHDRAW UNDER PRESSURE Hierarchy: 2.X.1.24.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 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
TACGRP.C2GM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER Hierarchy: 2.X.2 Static/Dynamic: 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

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

GRAPHIC	IMAGES
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
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
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

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

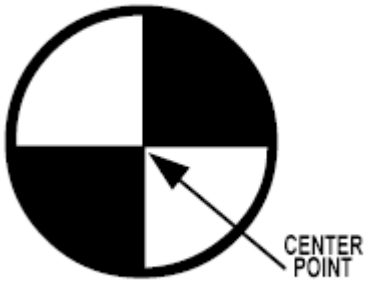
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.UH2.DTM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM Hierarchy: 2.X.2.1.1.1.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the graphic. 2. 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

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

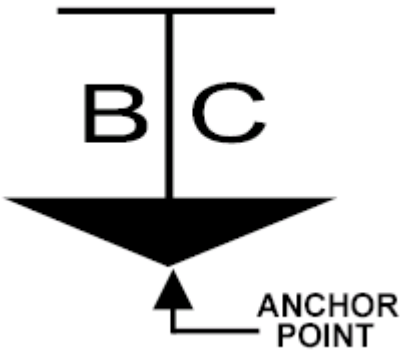
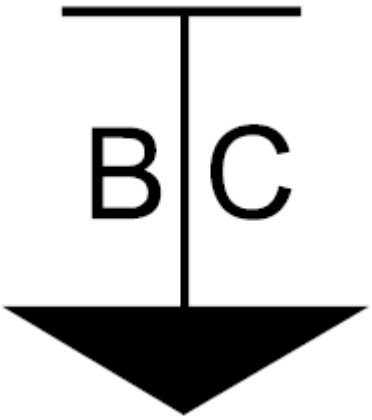
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.UH2.BCON TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER BRIEF CONTACT Hierarchy: 2.X.2.1.1.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 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.

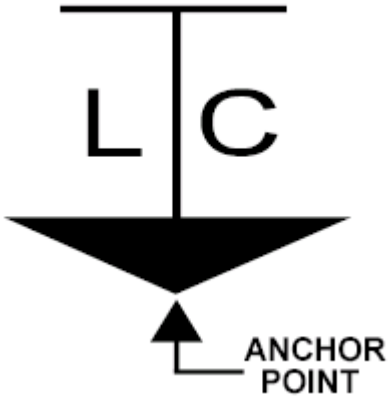
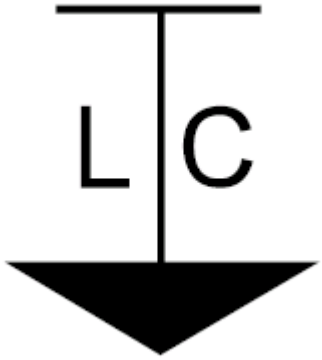
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.UH2.LCON TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER LOST CONTACT Hierarchy: 2.X.2.1.1.1.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 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

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

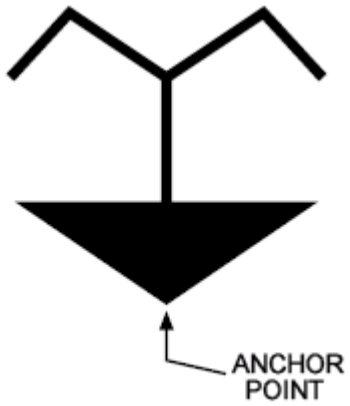
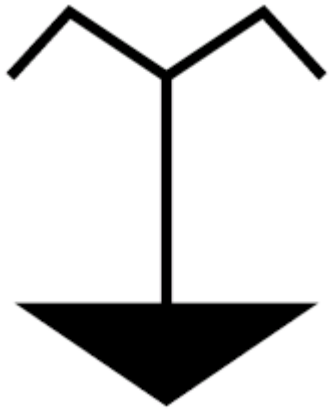
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.UH2.SNK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER SINKER Hierarchy: 2.X.2.1.1.1.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. 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.

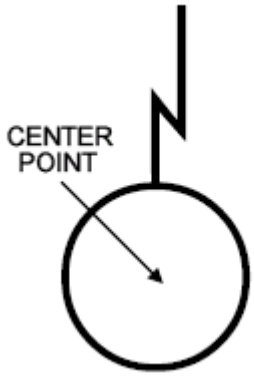
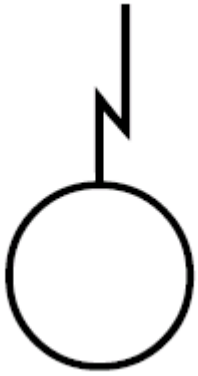
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY Hierarchy: 2.X.2.1.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. 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

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

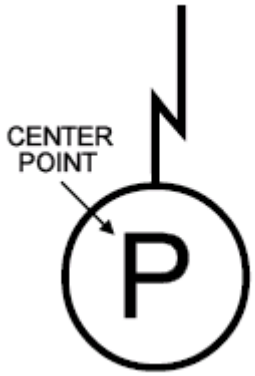
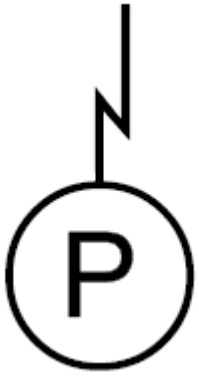
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.PTNCTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY PATTERN CENTER Hierarchy: 2.X.2.1.1.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 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.

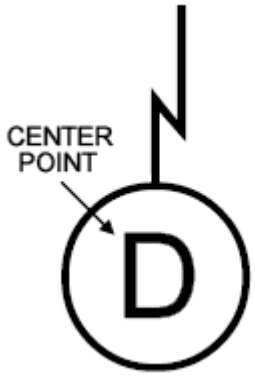
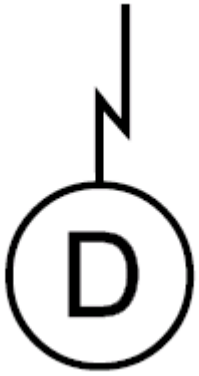
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.DIFAR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR) Hierarchy: 2.X.2.1.1.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. 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

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

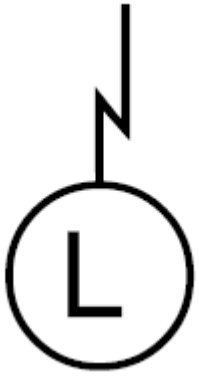
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.LOFAR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY LOW FREQUENCY ANALYZING AND RECORDING (LOFAR) Hierarchy: 2.X.2.1.1.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point 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.

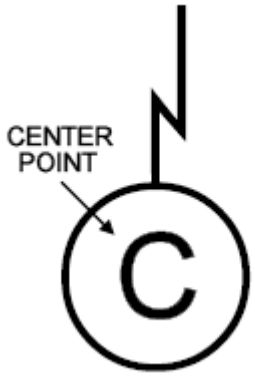
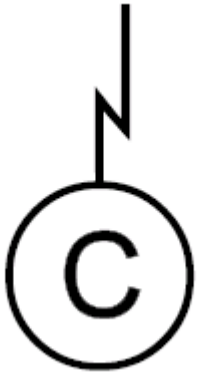
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.CASS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY COMMAND ACTIVE SONOBUOY SYSTEM (CASS) Hierarchy: 2.X.2.1.1.1.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines 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

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

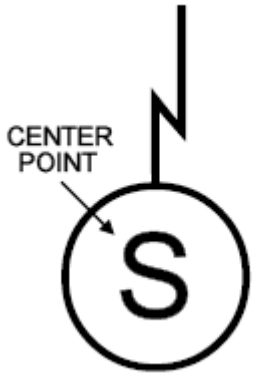
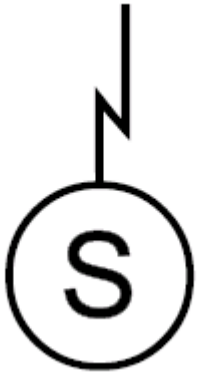
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.DICASS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS) Hierarchy: 2.X.2.1.1.1.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. 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.

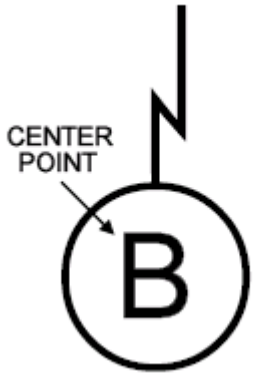
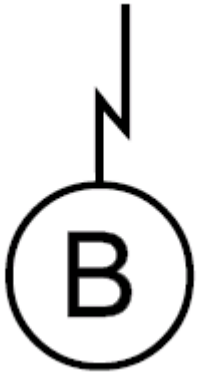
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.BT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY BATHYTHERMOGRAPH TRANSMITTING (BT) Hierarchy: 2.X.2.1.1.1.2.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the 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

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

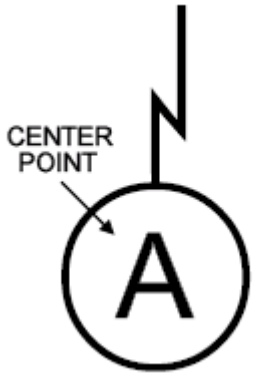
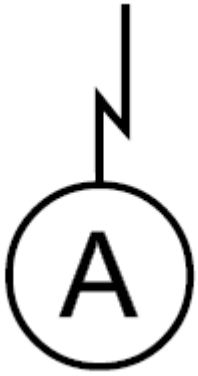
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.ANM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ANM Hierarchy: 2.X.2.1.1.1.2.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. 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.

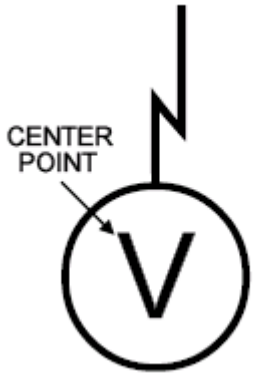
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.VLAD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY VERTICAL LINE ARRAY DIFAR (VLAD) Hierarchy: 2.X.2.1.1.1.2.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the 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

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

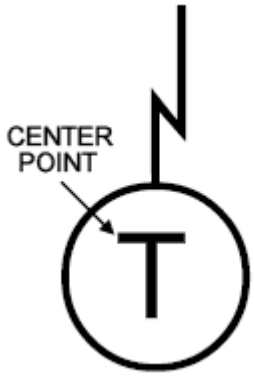
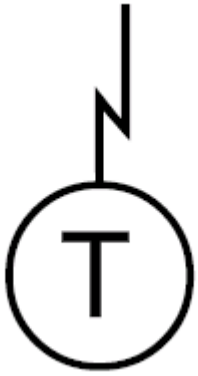
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.ATAC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ATAC Hierarchy: 2.X.2.1.1.1.2.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. 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.

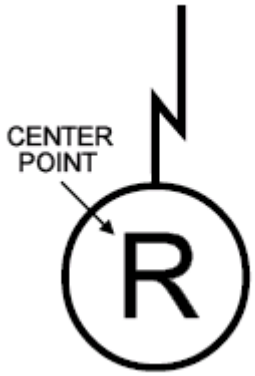
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.RO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY RANGE ONLY (RO) Hierarchy: 2.X.2.1.1.1.2.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 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

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

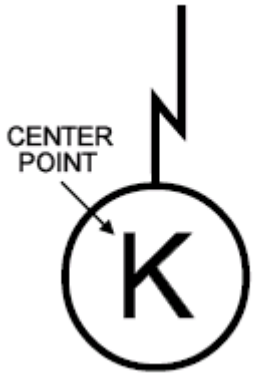
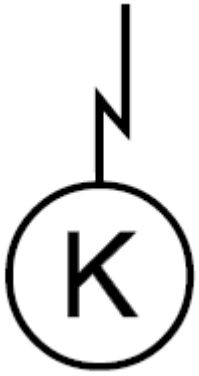
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.KGP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY KINGPIN Hierarchy: 2.X.2.1.1.1.2.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. 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.

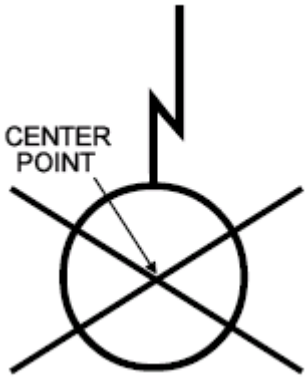
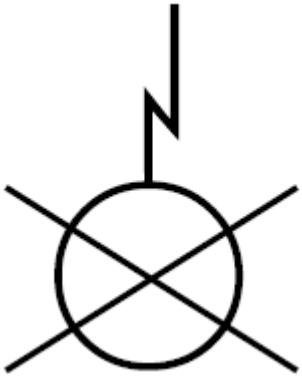
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SNBY.EXP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY EXPIRED Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. 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 as upright, as shown in the example to the right, but can be rotated in 90 degree increments. Static/Dynamic: S	Template  G*GPGPUYX-****X Example  G*GPGPUYX-****X

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

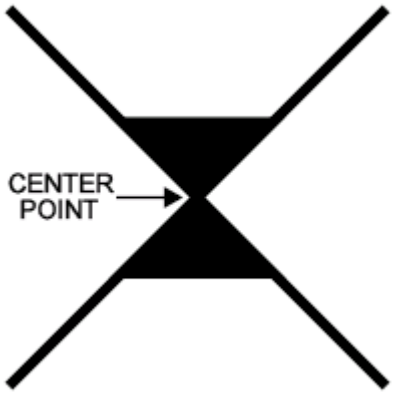
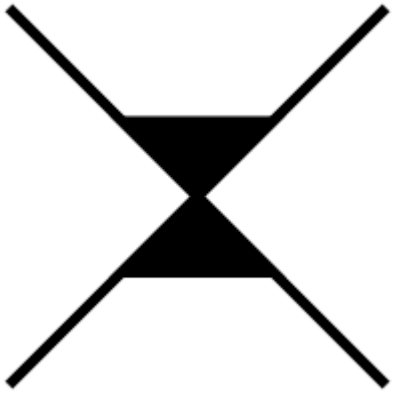
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SRH TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH Hierarchy: 2.X.2.1.1.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPUS--****X
	Example  G*GPGPUS--****X

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

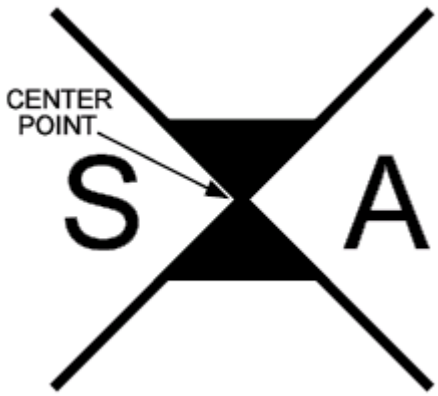
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SRH.ARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH AREA Hierarchy: 2.X.2.1.1.1.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 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.

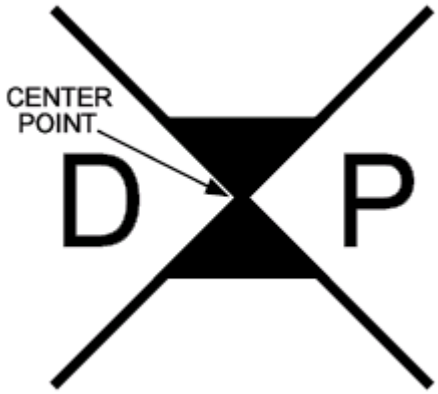
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SRH.DIPP SN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH DIP POSITION Hierarchy: 2.X.2.1.1.1.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the 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

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

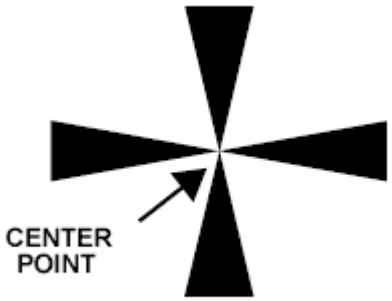
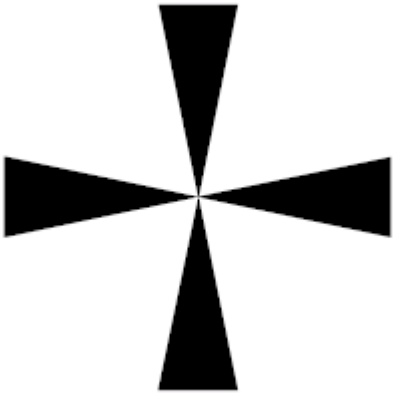
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.USW.SRH.CTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH CENTER Hierarchy: 2.X.2.1.1.1.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 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

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

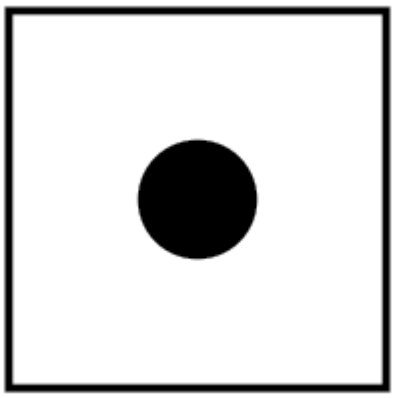
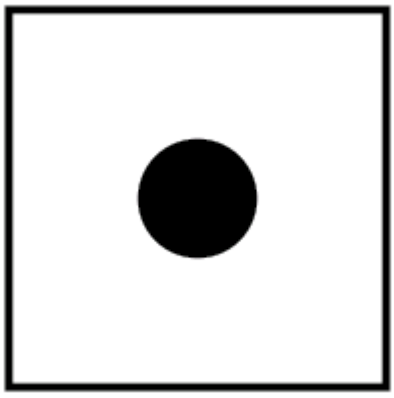
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT Hierarchy: 2.X.2.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template  G*GPGPR---****X
	Example  G*GPGPR---****X

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

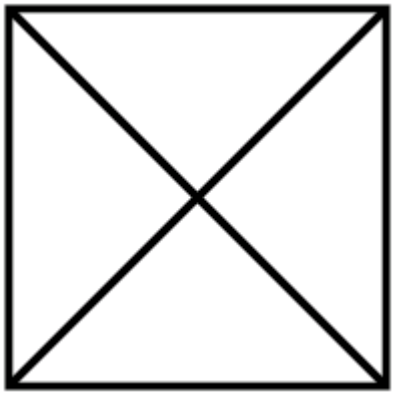
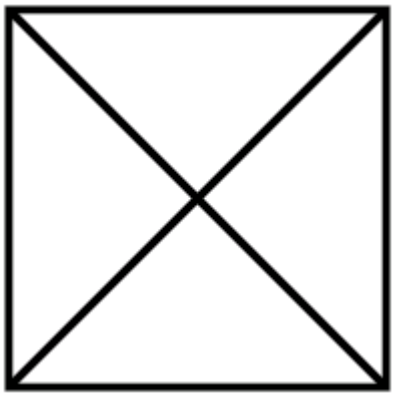
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT.NAVREF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT NAVIGATIONAL REFERENCE POINT Hierarchy: 2.X.2.1.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. 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.

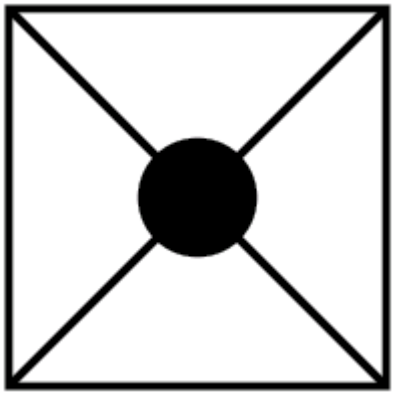
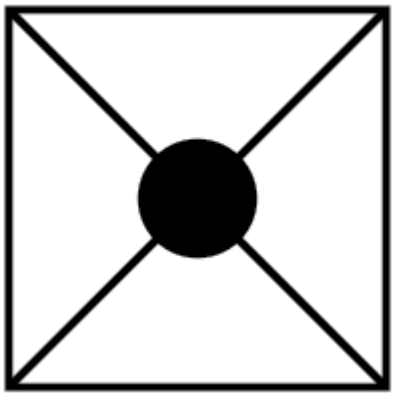
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT.SPLPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT SPECIAL POINT Hierarchy: 2.X.2.1.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPRS--****X
	Example  G*GPGPRS--****X

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 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

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT.PIM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT POINT OF INTENDED MOVEMENT (PIM) Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPRP--****X Example G*GPGPRP--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT.MRSH TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT MARSHALL POINT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPRM--****X
	Example G*GPGPRM--****X

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

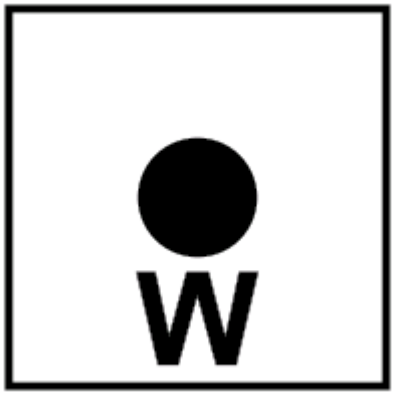
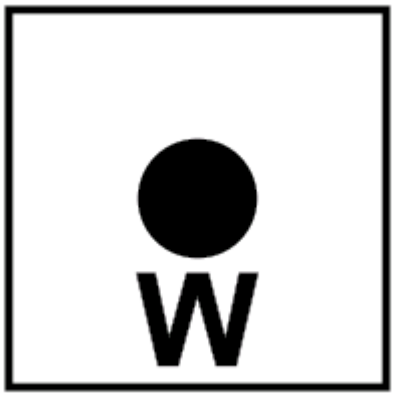
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT.WAP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT WAYPOINT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template  G*GPGPRW--****X
	Example  G*GPGPRW--****X

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

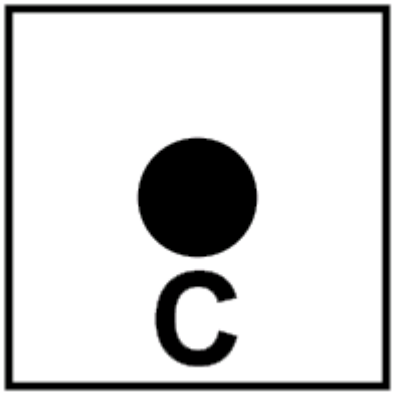
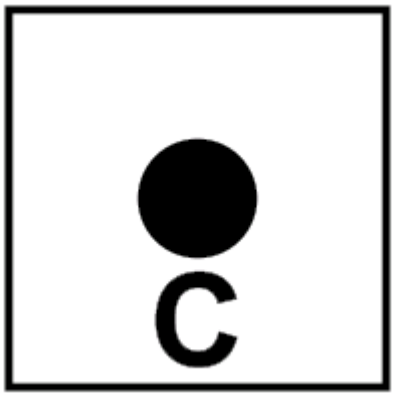
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT.CRDRTB TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT CORRIDOR TAB Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template  G*GPGPRC--****X
	Example  G*GPGPRC--****X

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

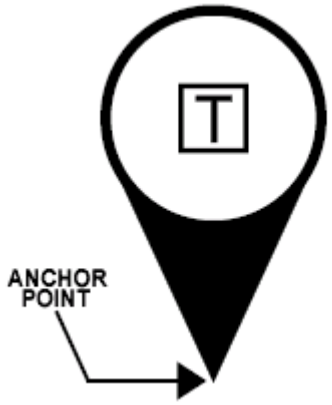
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.REFPNT.PNTINR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT POINT OF INTEREST Hierarchy: 2.X.2.1.1.2.4 Parameters: 1. Anchor Points. The graphic requires one anchor point. The point defines the tip of the inverted cone. 2. 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

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

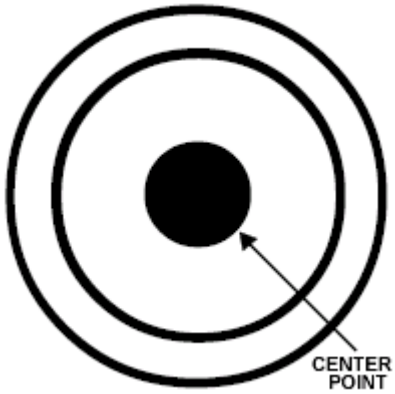
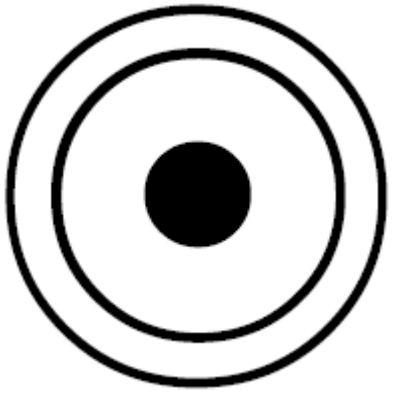
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.WPN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON Hierarchy: 2.X.2.1.1.3 Static/Dynamic: N/A	N/A
TACGRP.C2GM.GNL.PNT.WPN.AIMPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON AIM POINT Hierarchy: 2.X.2.1.1.3.1 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

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

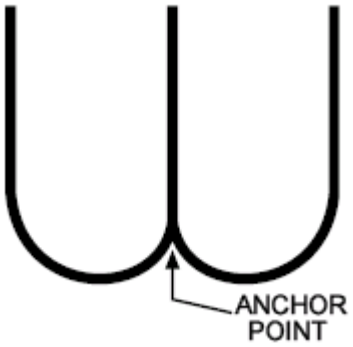
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.WPN.DRPPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON DROP POINT Hierarchy: 2.X.2.1.1.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the bottom of the central vertical line in the graphic 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.

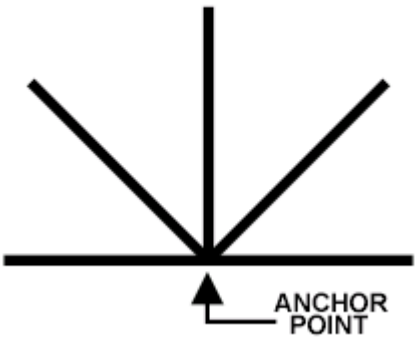
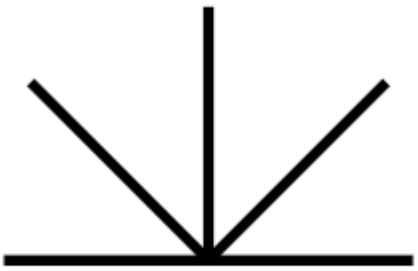
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.WPN.ENTPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON ENTRY POINT Hierarchy: 2.X.2.1.1.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the point where all the lines meet. 2. Size/Shape. 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

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

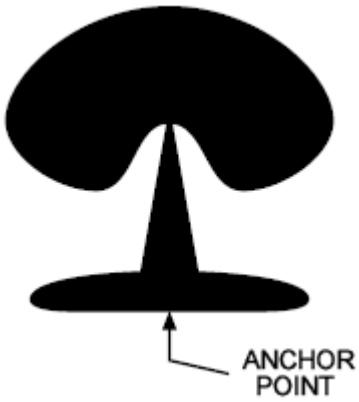
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.WPN.GRDZRO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON GROUND ZERO Hierarchy: 2.X.2.1.1.3.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. 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.

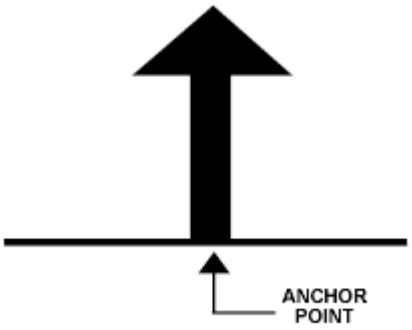
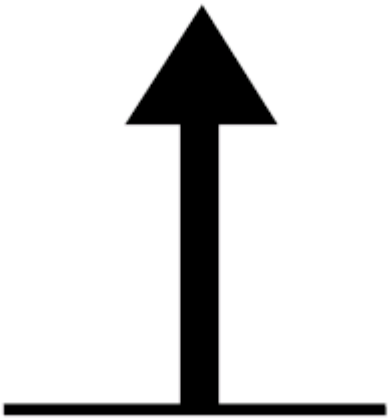
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.WPN.MSLPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON MSL DETECT POINT Hierarchy: 2.X.2.1.1.3.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. 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

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

GRAPHIC	IMAGES
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.

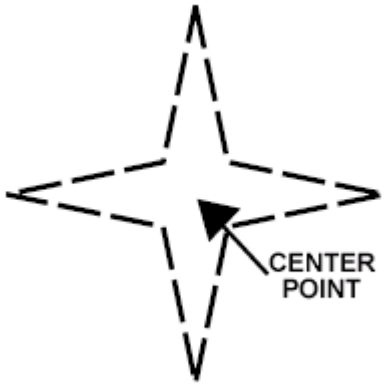
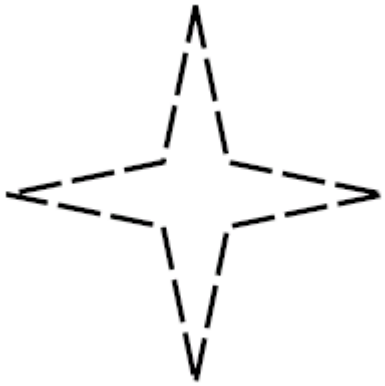
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.WPN.PIPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON PREDICTED IMPACT POINT Hierarchy: 2.X.2.1.1.3.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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

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

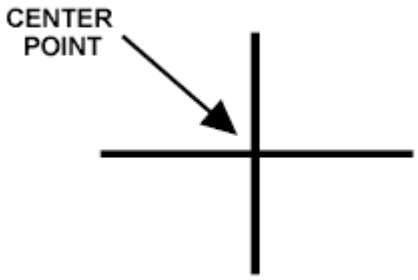
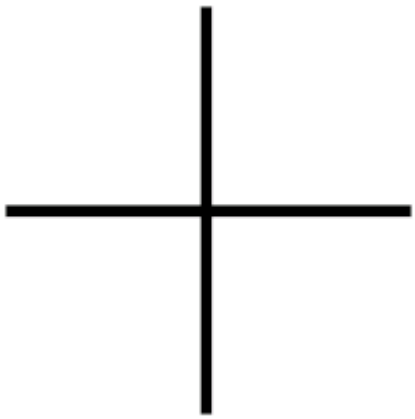
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.FRMN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS FORMATION Hierarchy: 2.X.2.1.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic, where the two lines intersect. 2. 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.

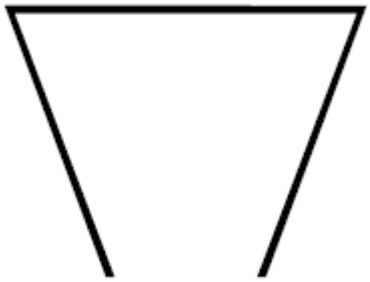
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.HBR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) Hierarchy: 2.X.2.1.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The 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

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

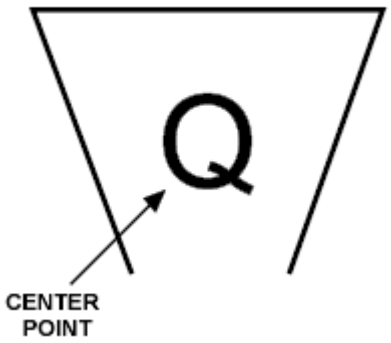
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.HBR.PNTQ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Q Hierarchy: 2.X.2.1.1.5.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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.

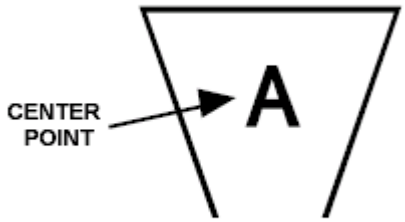
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.HBR.PNTA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT A Hierarchy: 2.X.2.1.1.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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

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

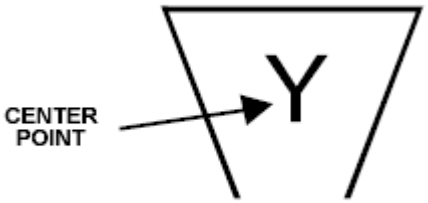
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.HBR.PNTY TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Y Hierarchy: 2.X.2.1.1.5.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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.

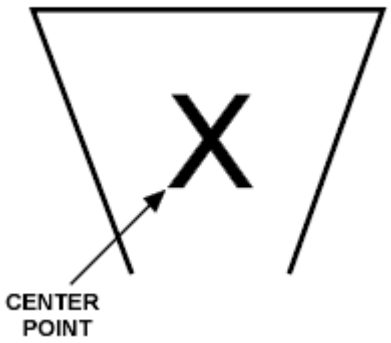
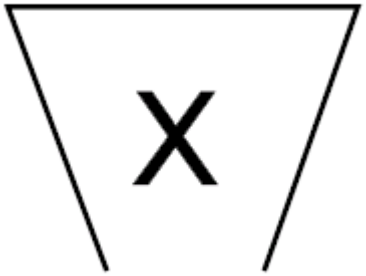
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.HBR.PNTX TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT X Hierarchy: 2.X.2.1.1.5.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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

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

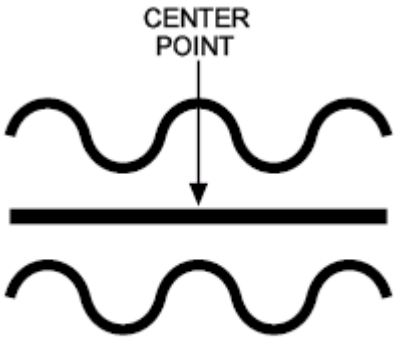
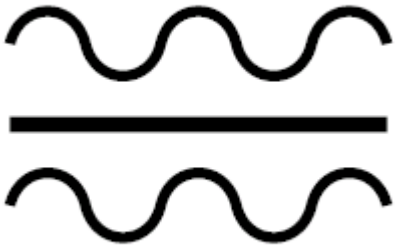
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.RTE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE Hierarchy: 2.X.2.1.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 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.

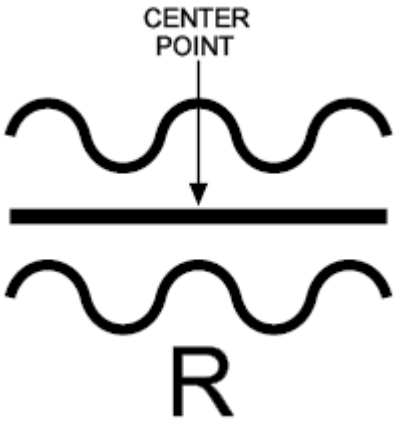
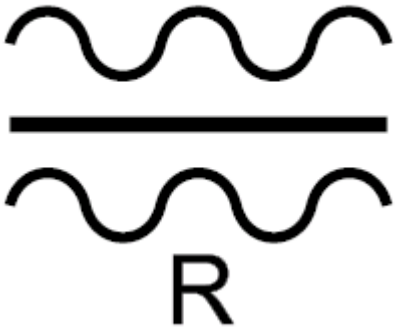
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.RTE.RDV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE RENDEZVOUS Hierarchy: 2.X.2.1.1.6.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOZ--****X Example  G*GPGPOZ--****X

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

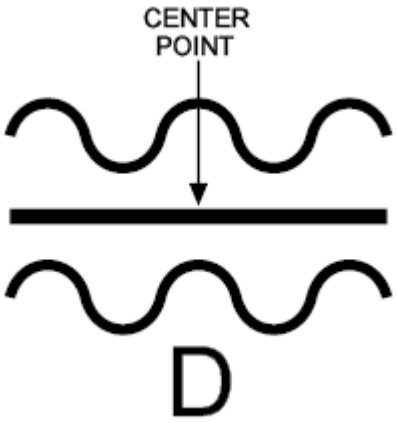
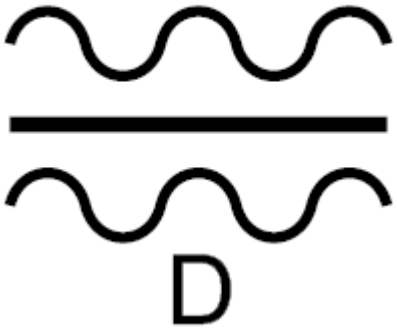
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.RTE.DVSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE DIVERSIONS Hierarchy: 2.X.2.1.1.6.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. 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.

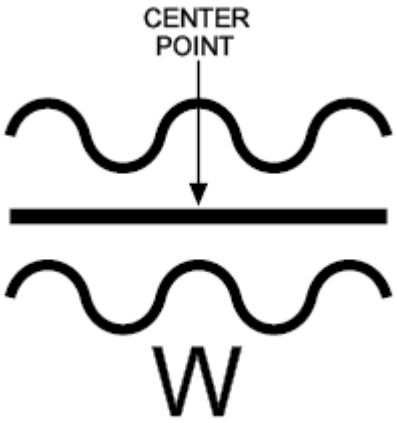
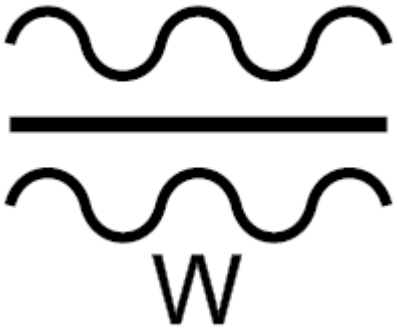
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.RTE.WAP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE WAYPOINT Hierarchy: 2.X.2.1.1.6.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOW--****X Example  G*GPGPOW--****X

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

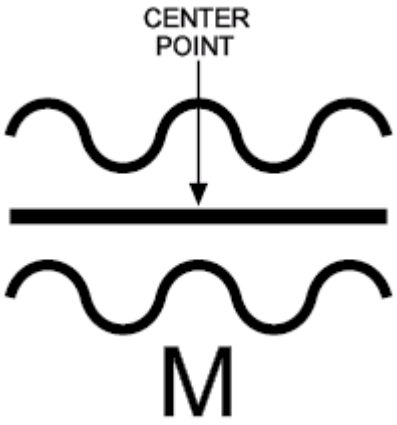
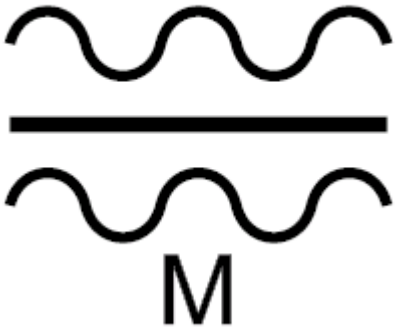
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.RTE.PIM TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE PIM Hierarchy: 2.X.2.1.1.6.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. 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.

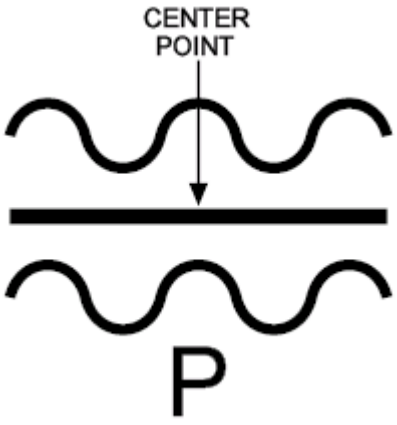
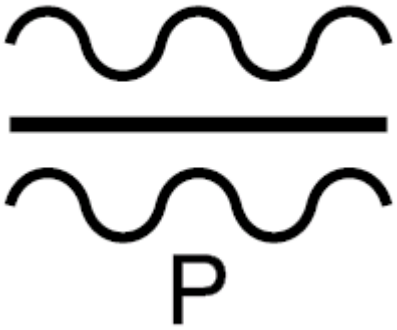
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.RTE.PNTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE POINT R Hierarchy: 2.X.2.1.1.6.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPOR--****X
	Example  G*GPGPOR--****X

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

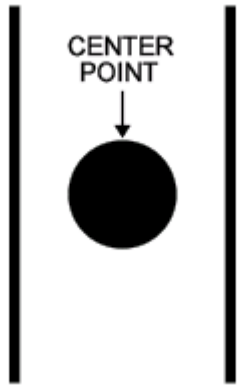
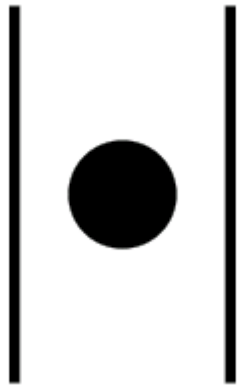
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL Hierarchy: 2.X.2.1.1.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPA---****X Example  G*GPGPA---****X

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

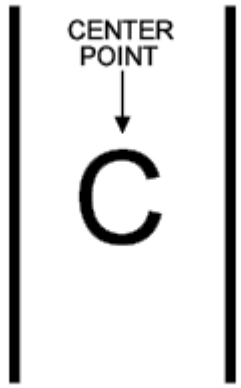
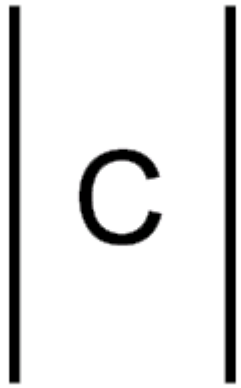
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.CAP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL COMBAT AIR PATROL (CAP) Hierarchy: 2.X.2.1.1.7.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 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.

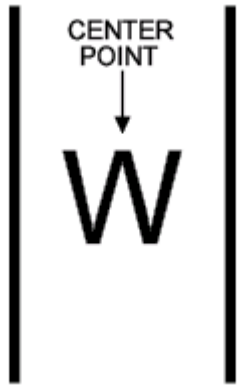
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.ABNEW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL AIRBORNE EARLY WARNING (AEW) Hierarchy: 2.X.2.1.1.7.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 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

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

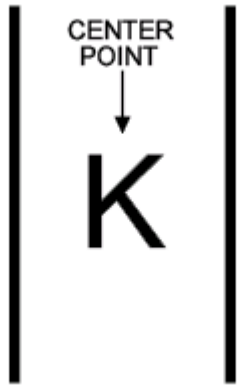
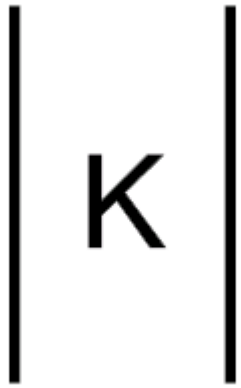
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.TAK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TANKING Hierarchy: 2.X.2.1.1.7.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAK--****X Example  G*GPGPAK--****X

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

GRAPHIC	IMAGES
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

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.SUWF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL SUCAP - FIXED WING Hierarchy: N/A 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*GPGPAB--****X
	Example G*GPGPAB--****X

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

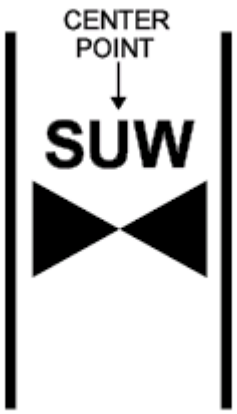
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.SUWR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL SUCAP - ROTARY WING Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAC--****X
	Example G*GPGPAC--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.MIWF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL MIW - FIXED WING Hierarchy: N/A 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*GPGPAD--****X Example G*GPGPAD--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.MIWR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL MIW - ROTARY WING Hierarchy: N/A 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*GPGPAE--****X Example G*GPGPAE--****X

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

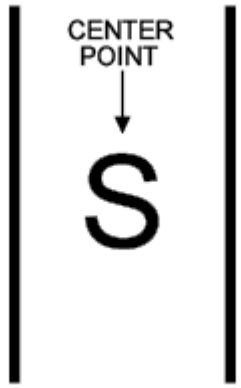
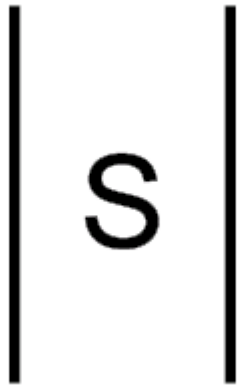
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.SKEIP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL STRIKE IP Hierarchy: 2.X.2.1.1.7.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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.

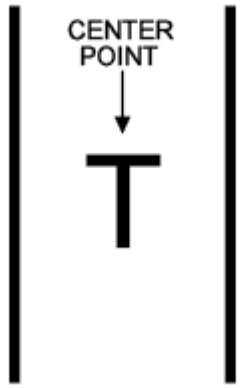
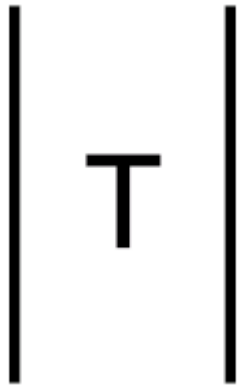
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.TCN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TACAN Hierarchy: 2.X.2.1.1.7.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 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.

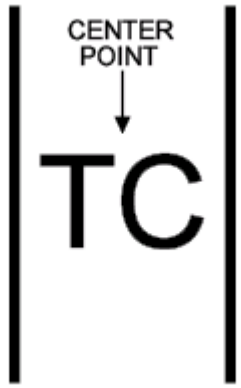
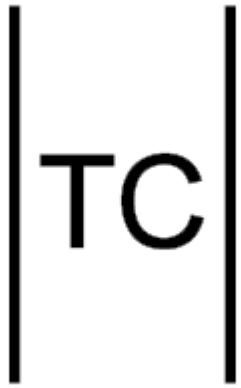
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.TMC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TOMCAT Hierarchy: 2.X.2.1.1.7.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 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.

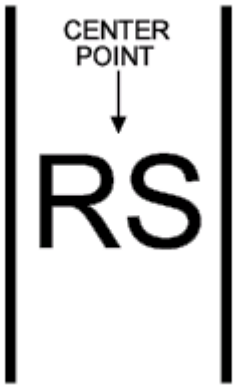
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.RSC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL RESCUE Hierarchy: 2.X.2.1.1.7.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAR--****X Example G*GPGPAR--****X

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

GRAPHIC	IMAGES
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.

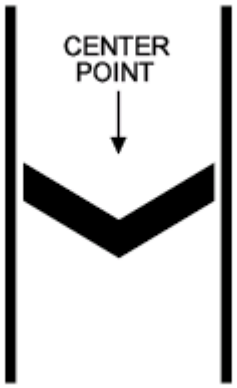
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.UA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL UNMANNED AERIAL SYSTEM (UAS/UA) Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAF--****X Example G*GPGPAF--****X

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

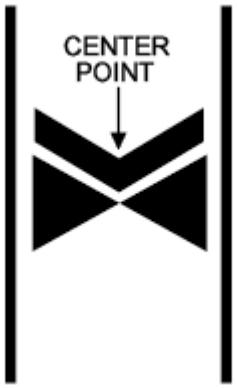
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.VTUA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL VTUA Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAG--****X
	Example G*GPGPAG--****X

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

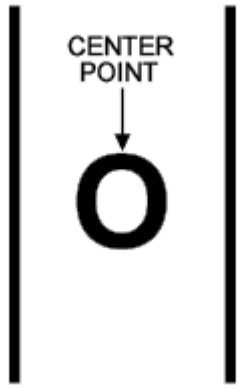
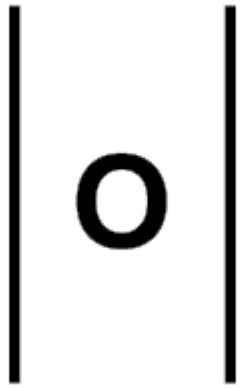
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.ORB TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ORBIT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAI--****X
	Example  G*GPGPAI--****X

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

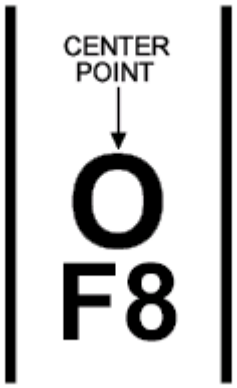
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.ORBF8 TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ORBIT - FIGURE EIGHT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAJ--****X Example G*GPGPAJ--****X

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

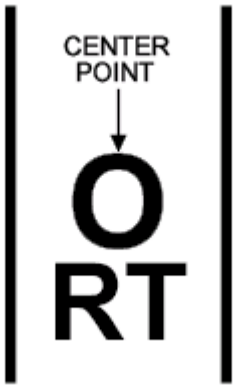
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.ORBRT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ORBIT - RACE TRACK Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAM--****X
	Example G*GPGPAM--****X

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

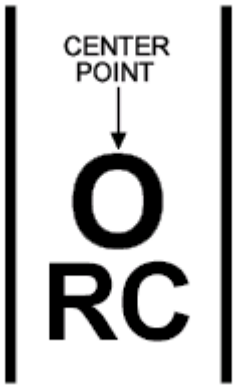
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTL.ORBRD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ORBIT - RANDOM, CLOSED Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPAN--****X Example G*GPGPAN--****X

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

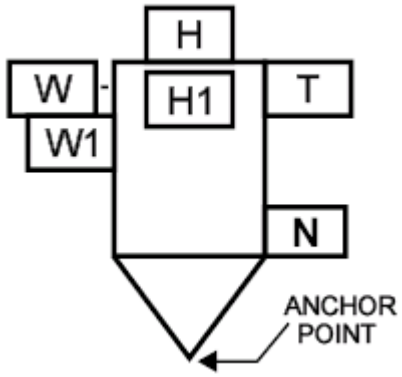
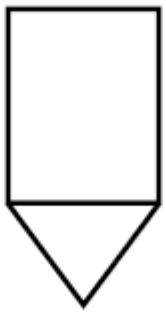
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) Hierarchy: 2.X.2.1.1.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 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.

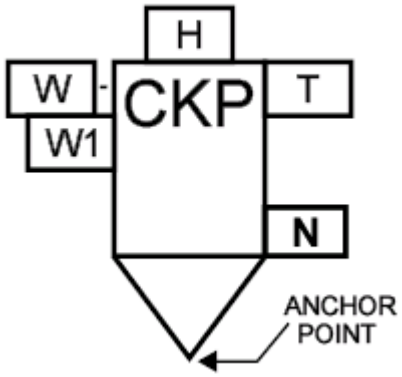
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.CHKPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CHECK POINT Hierarchy: 2.X.2.1.1.8.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 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

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

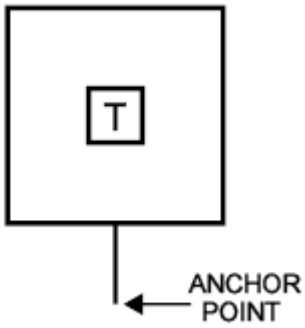
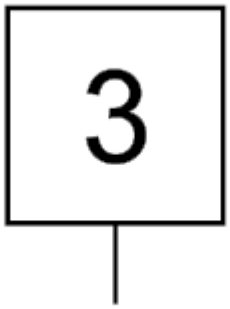
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.CONPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CONTACT POINT Hierarchy: 2.X.2.1.1.8.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the end of the stem. 2. Size/Shape. 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.

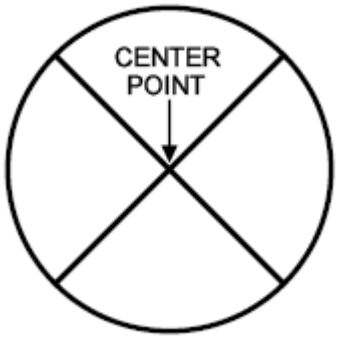
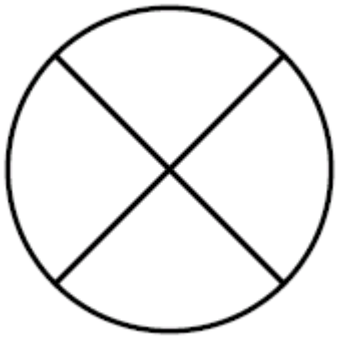
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.CRDPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) COORDINATION POINT Hierarchy: 2.X.2.1.1.8.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*GPGPPO--****X Example  G*GPGPPO--****X

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

GRAPHIC	IMAGES
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 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*GPGPPD--****X Example G*GPGPPD--****X

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

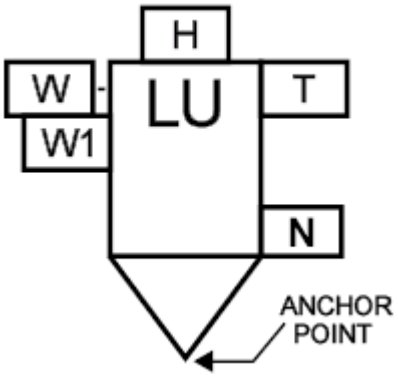
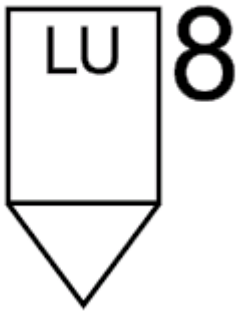
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.LNKUPT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) LINKUP POINT Hierarchy: 2.X.2.1.1.8.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 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

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

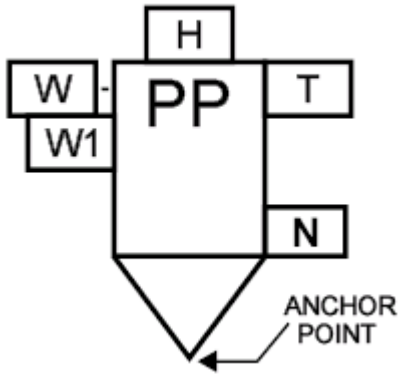
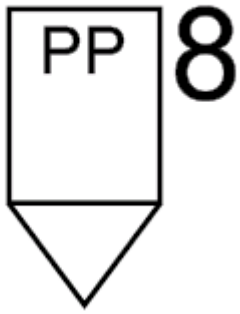
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.PSSPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) PASSAGE POINT Hierarchy: 2.X.2.1.1.8.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 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.

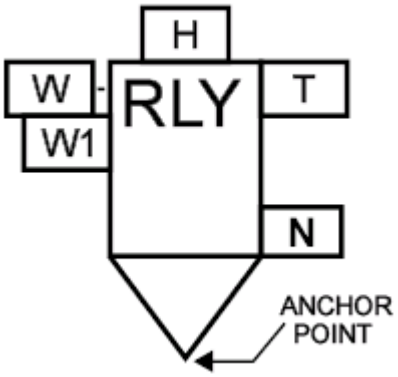
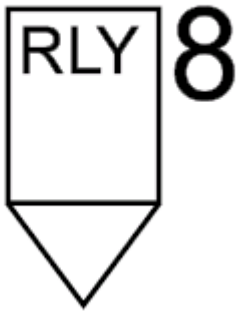
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.RAYPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RALLY POINT Hierarchy: 2.X.2.1.1.8.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 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

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

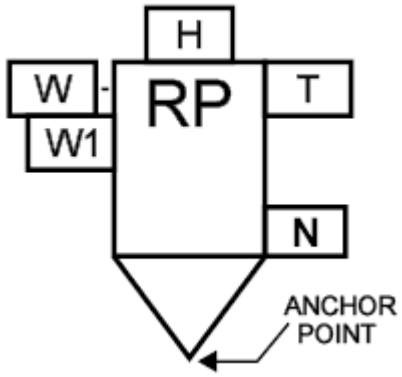
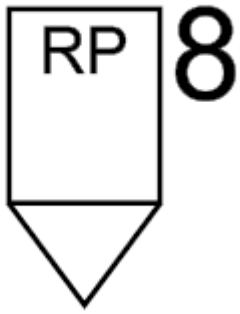
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.RELPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RELEASE POINT Hierarchy: 2.X.2.1.1.8.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 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.

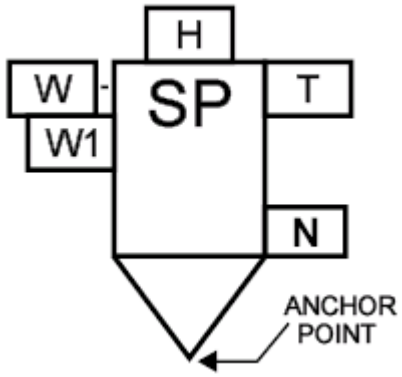
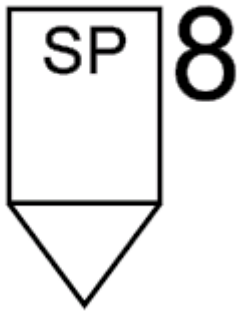
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.STRPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) START POINT Hierarchy: 2.X.2.1.1.8.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 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

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

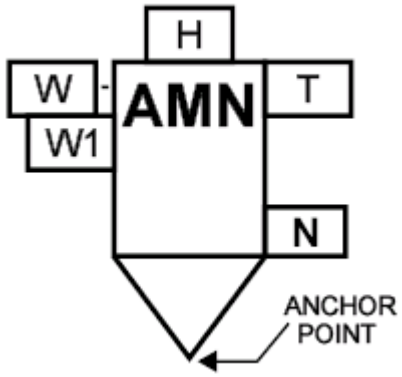
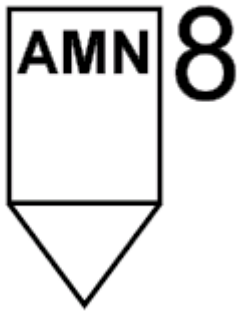
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.AMNPNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) AMNESTY POINT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. 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*GPGPPA--****X Example  G*GPGPPA--****X

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

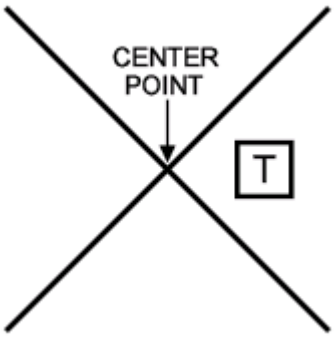
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.ACTPNT.WAP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) WAYPOINT Hierarchy: 2.X.2.1.1.8.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 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

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

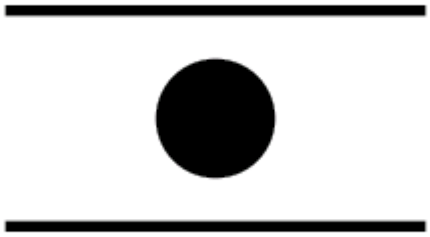
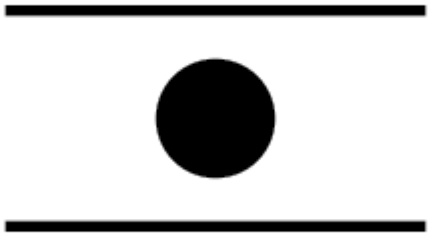
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template  G*GPGPC---****X
	Example  G*GPGPC---****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.USV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION UNMANNED SURFACE VEHICLE (USV) CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCU--****X
	Example G*GPGPCU--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.USV.RMV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION UNMANNED SURFACE VEHICLE (USV) CONTROL STATION REMOTE MULTIMISSION VEHICLE (RMV) USV CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCUR-****X Example G*GPGPCUR-****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.USV.ASW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION UNMANNED SURFACE VEHICLE (USV) CONTROL STATION USV - ANTISUBMARINE WARFARE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCUA-****X Example G*GPGPCUA-****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.USV.SUW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION UNMANNED SURFACE VEHICLE (USV) CONTROL STATION USV - SURFACE WARFARE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCUS-****X Example G*GPGPCUS-****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.USV.MIW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION UNMANNED SURFACE VEHICLE (USV) CONTROL STATION USV - MINE WARFARE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCUM-****X Example G*GPGPCUM-****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.ASW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION ASW CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCA--****X Example G*GPGPCA--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.SUW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION SUW CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCS--****X Example G*GPGPCS--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.MIW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION MIW CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCM--****X Example G*GPGPCM--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.PKT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION PICKET CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCP--****X Example G*GPGPCP--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.RDV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION RENDEZVOUS CONTROL POINT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCR--****X Example G*GPGPCR--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.RSC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION RESCUE CONTROL POINT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCC--****X Example G*GPGPCC--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.REP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION REPLENISHMENT CONTROL POINT Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCE--****X Example G*GPGPCE--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.SCTL.NCBTT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SEA SURFACE CONTROL STATION NONCOMBATANT CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPCN--****X Example G*GPGPCN--****X

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

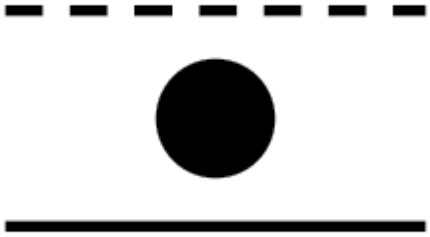
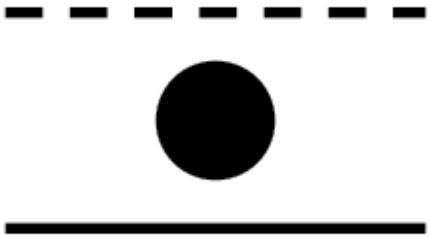
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.UCTL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SUBSURFACE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template  G*GPGPB---****X
	Example  G*GPGPB---****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.UCTL.UUV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SUBSURFACE CONTROL STATION UNMANNED UNDERWATER VEHICLE (UUV) CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPBU--****X
	Example G*GPGPBU--****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.UCTL.UUV.ASW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SUBSURFACE CONTROL STATION UNMANNED UNDERWATER VEHICLE (UUV) CONTROL STATION UUV - ANTISUBMARINE WARFARE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPBUA-****X Example G*GPGPBUA-****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.UCTL.UUV.SUW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SUBSURFACE CONTROL STATION UNMANNED UNDERWATER VEHICLE (UUV) CONTROL STATION UUV - SURFACE WARFARE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPBUS-****X Example G*GPGPBUS-****X

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

GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.UCTL.UUV.MIW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SUBSURFACE CONTROL STATION UNMANNED UNDERWATER VEHICLE (UUV) CONTROL STATION UUV - MINE WARFARE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template G*GPGPBUM-****X Example G*GPGPBUM-****X

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

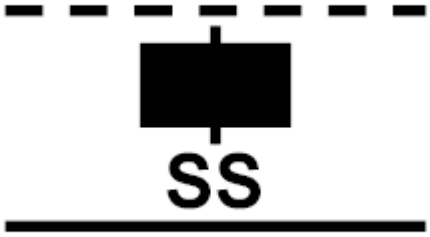
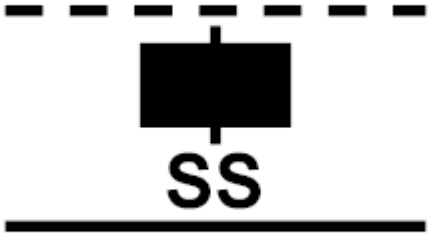
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.UCTL.SBSTN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SUBSURFACE CONTROL STATION SUBMARINE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template  G*GPGPBS--****X Example  G*GPGPBS--****X

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

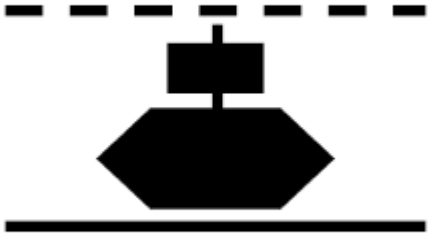
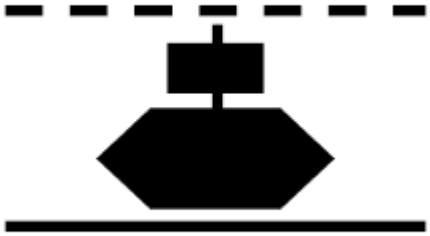
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.PNT.UCTL.SBSTN.ASW TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS SUBSURFACE CONTROL STATION SUBMARINE CONTROL STATION ASW SUBMARINE CONTROL STATION Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point, the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is centered over the desired location. Static/Dynamic: S	Template  G*GPGPBSA-****X
	Example  G*GPGPBSA-****X

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

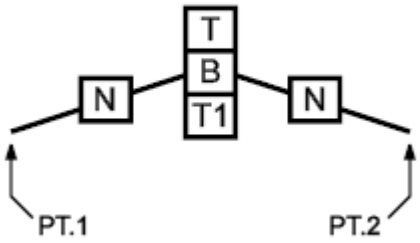
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES Hierarchy: 2.X.2.1.2 Static/Dynamic: N/A	N/A
TACGRP.C2GM.GNL.LNE.BNDS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES BOUNDARIES Hierarchy: 2.X.2.1.2.1 Parameters: 1. Anchor 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

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

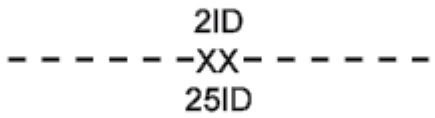
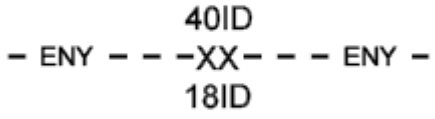
GRAPHIC	IMAGES
	Example2  GFGAGLB---****X
	Example3 GHGPGLB---****X
	Example4  GHGAGLB---****X

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

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

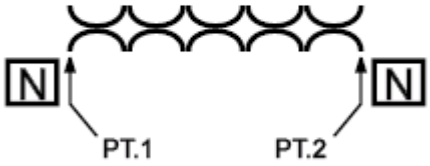
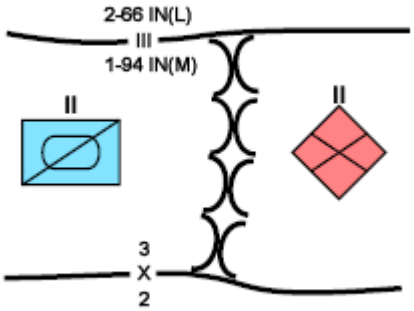
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.LNE.LOC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LINE OF CONTACT Hierarchy: 2.X.2.1.2.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend 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.

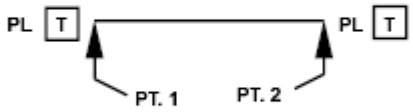
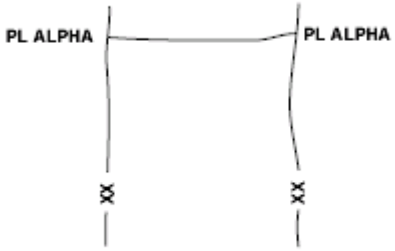
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.LNE.PHELNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES PHASE LINE Hierarchy: 2.X.2.1.2.4 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend 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

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

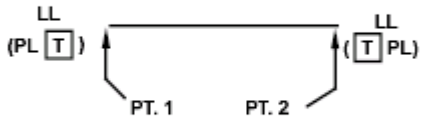
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.LNE.LITLNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LIGHT LINE Hierarchy: 2.X.2.1.2.5 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend 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

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

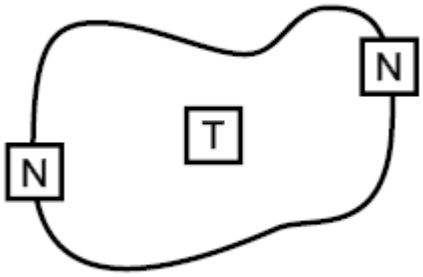
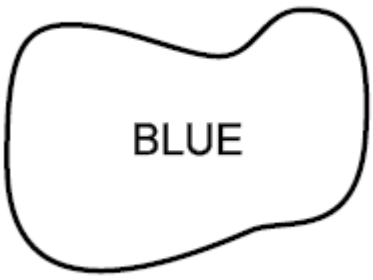
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS Hierarchy: 2.X.2.1.3 Static/Dynamic: N/A	N/A
TACGRP.C2GM.GNL.ARS.GENARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS GENERAL AREA Hierarchy: 2.X.2.1.3.1 Parameters: 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

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

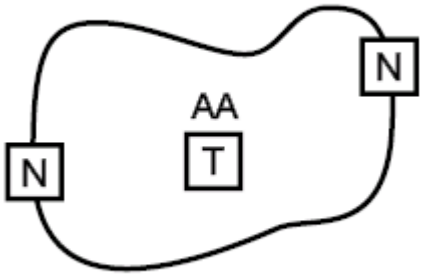
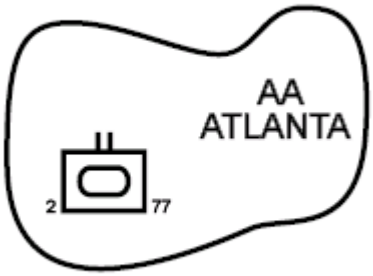
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.ABYARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ASSEMBLY AREA Hierarchy: 2.X.2.1.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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.

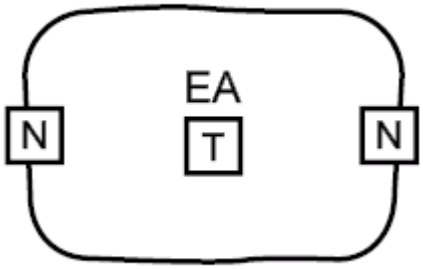
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.EMTARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ENGAGEMENT AREA Hierarchy: 2.X.2.1.3.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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

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

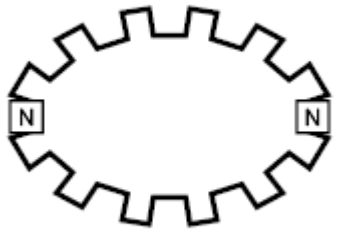
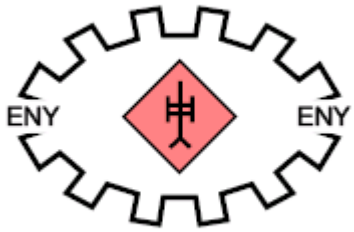
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.FTFDAR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS FORTIFIED AREA Hierarchy: 2.X.2.1.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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.

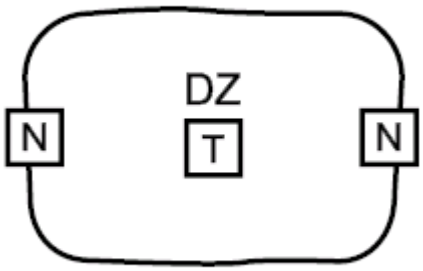
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.DRPZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS DROP ZONE Hierarchy: 2.X.2.1.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

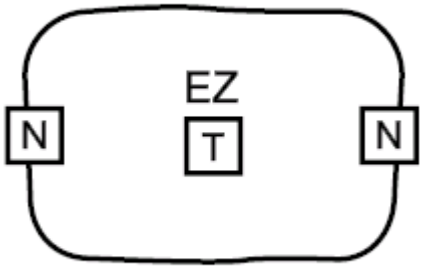
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.EZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS EXTRACTION ZONE (EZ) Hierarchy: 2.X.2.1.3.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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.

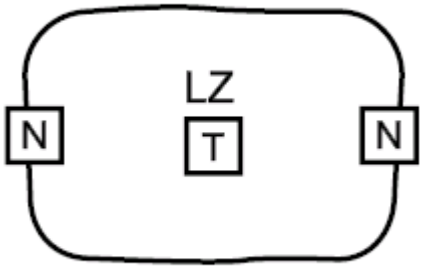
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.LZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LANDING ZONE (LZ) Hierarchy: 2.X.2.1.3.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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

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

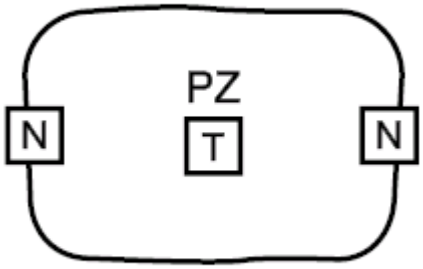
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.PZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS PICKUP ZONE (PZ) Hierarchy: 2.X.2.1.3.8 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to 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.

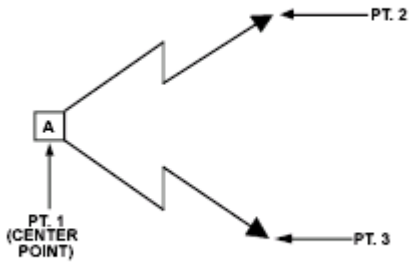
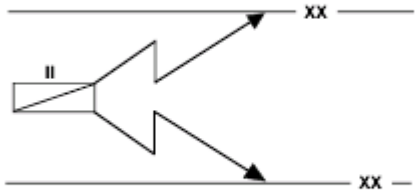
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.SRHARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS SEARCH AREA/RECONNAISSANCE AREA Hierarchy: 2.X.2.1.3.9 Parameters: 1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define 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.

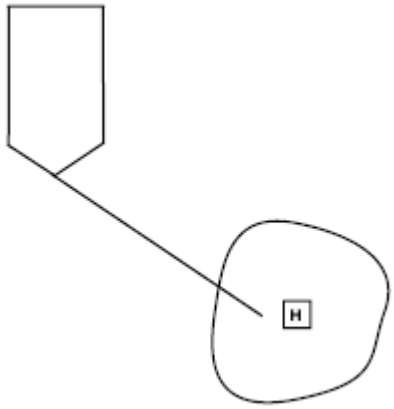
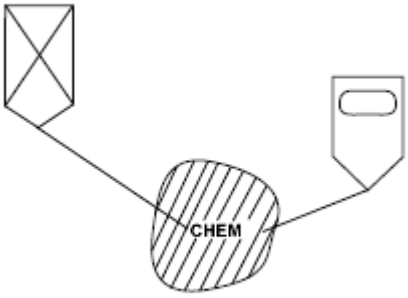
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.LAARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LIMITED ACCESS AREA Hierarchy: 2.X.2.1.3.10 (NOTE: A limited access area is comprised of a general area graphic, which defines the area and relays the nature of the hazard or obstacle, and 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.

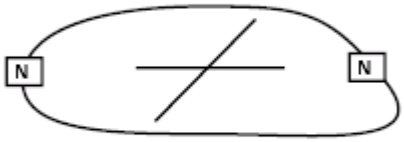
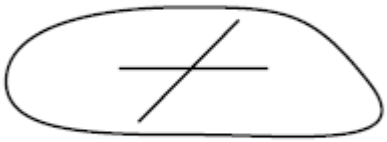
GRAPHIC	IMAGES
TACGRP.C2GM.GNL.ARS.AIRFZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS AIRFIELD ZONE Hierarchy: 2.X.2.1.3.11 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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

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

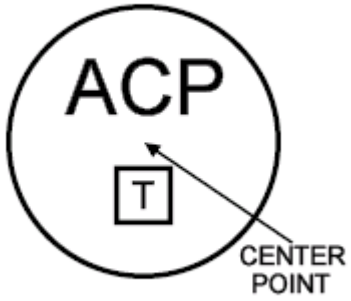
GRAPHIC	IMAGES
TACGRP.C2GM.AVN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION Hierarchy: 2.X.2.2 Static/Dynamic: N/A	N/A
TACGRP.C2GM.AVN.PNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS Hierarchy: 2.X.2.2.1 Static/Dynamic: N/A	N/A
TACGRP.C2GM.AVN.PNT.ACP 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

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

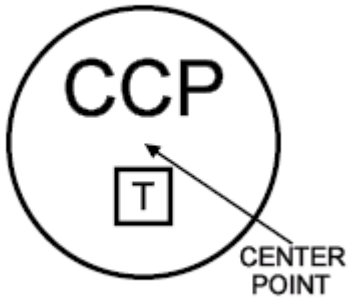
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.PNT.COMMCP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS COMMUNICATIONS CHECKPOINT (CCP) Hierarchy: 2.X.2.2.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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.

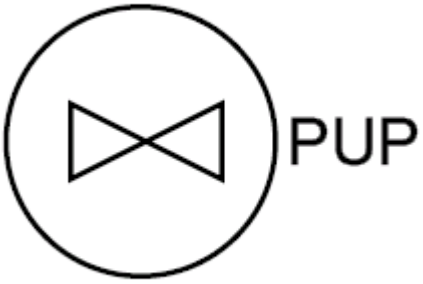
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.PNT.PUP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS PULL-UP POINT (PUP) Hierarchy: 2.X.2.2.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template G*GPAPU---****X
	Example  G*GPAPU---****X

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

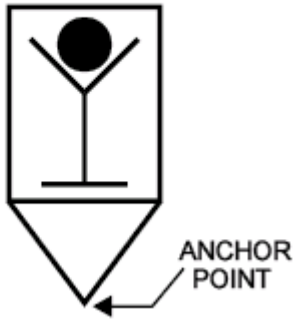
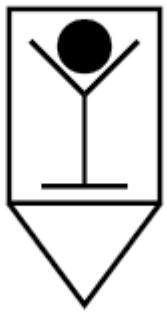
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.PNT.DAPP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS DOWNED AIRCREW PICKUP POINT Hierarchy: 2.X.2.2.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 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

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

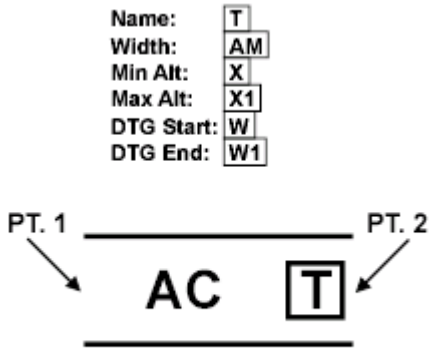
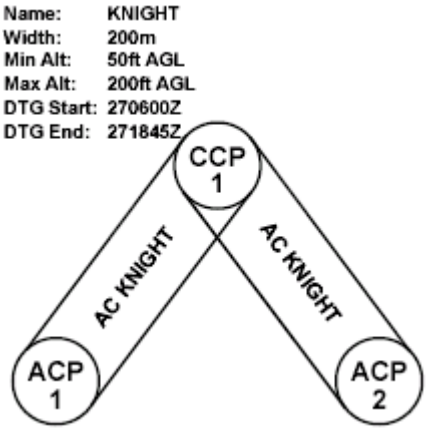
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES Hierarchy: 2.X.2.2.2 Static/Dynamic: N/A	N/A
TACGRP.C2GM.AVN.LNE.ACDR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES AIR CORRIDOR Hierarchy: 2.X.2.2.2.1 Parameters: 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point # 1, in increments of 1, up to a max of 99 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 Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable and scalable within each segment. The information box outside the graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic. 3. Orientation. The anchor points determine orientation. Static/Dynamic: D	Template  G*GPALC---****X Example  G*GPALC---****X

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

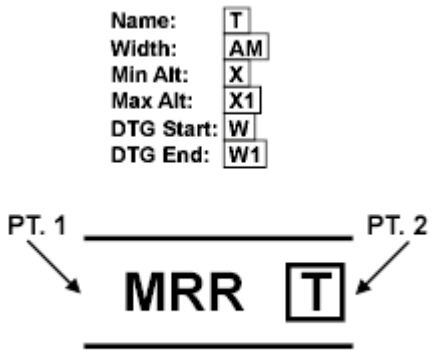
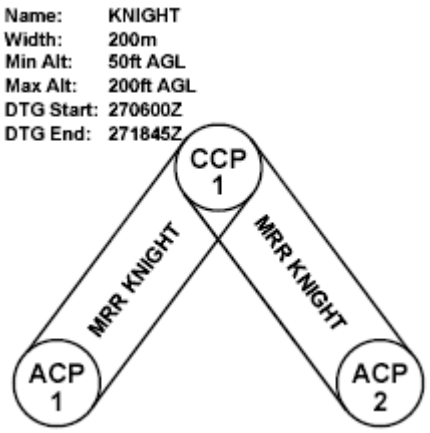
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.LNE.MRR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES MINIMUM RISK ROUTE (MRR) Hierarchy: 2.X.2.2.2.2 Parameters: 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point # 1, in increments of 1, up to a max of 99 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 Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable and scalable within each segment. The information box outside the graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic. 3. Orientation. The anchor points determine orientation. Static/Dynamic: D	Template  G*GPALM---****X Example  G*GPALM---****X

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

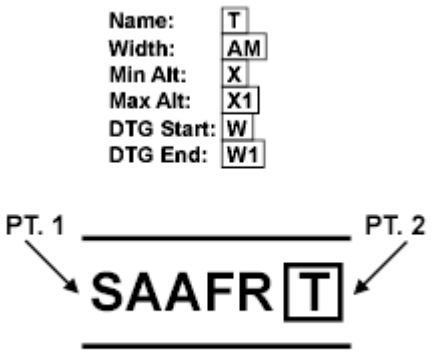
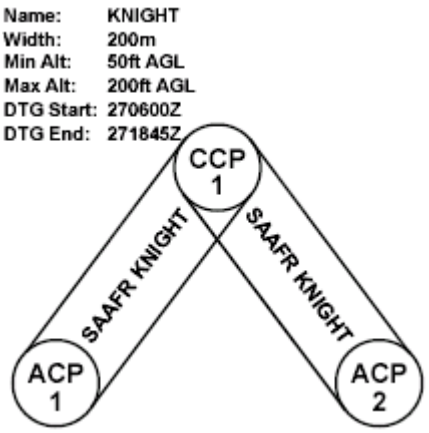
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.LNE.SAAFR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR) Hierarchy: 2.X.2.2.2.3 Parameters: 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point # 1, in increments of 1, up to a max of 99 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 Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable and scalable within each segment. The information box outside the graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic. 3. Orientation. The anchor points determine orientation. Static/Dynamic: D	Template  G*GPALS---****X Example  G*GPALS---****X

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

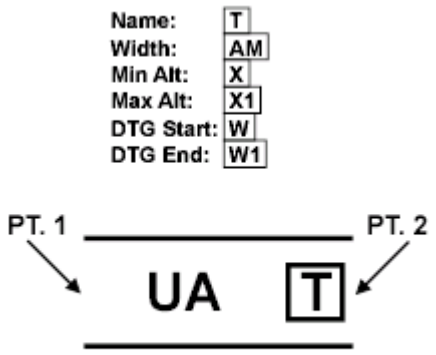
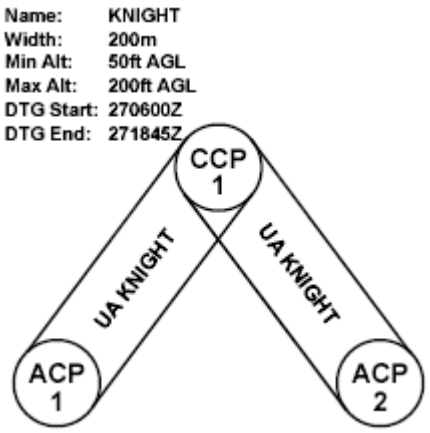
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.LNE.UAR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES UNMANNED AIRCRAFT (UA) ROUTE Hierarchy: 2.X.2.2.2.4 Parameters: 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point # 1, in increments of 1, up to a max of 99 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 Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable and scalable within each segment. The information box outside the graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic. 3. Orientation. The anchor points determine orientation. Static/Dynamic: D	Template  G*GPALU---****X Example  G*GPALU---****X

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

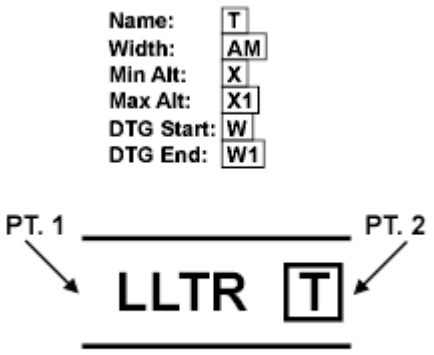
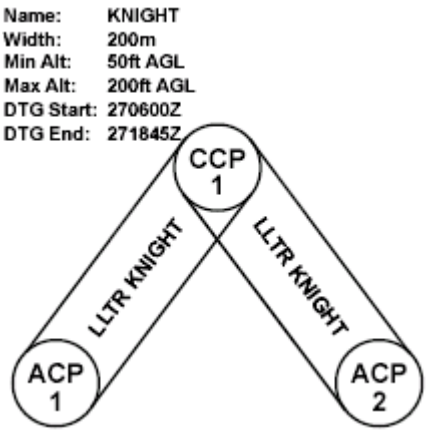
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.LNE.LLTR TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES LOW LEVEL TRANSIT ROUTE (LLTR) Hierarchy: 2.X.2.2.2.5 Parameters: 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point # 1, in increments of 1, up to a max of 99 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 Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable and scalable within each segment. The information box outside the graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic. 3. Orientation. The anchor points determine orientation. Static/Dynamic: D	Template  G*GPALL---****X Example  G*GPALL---****X

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

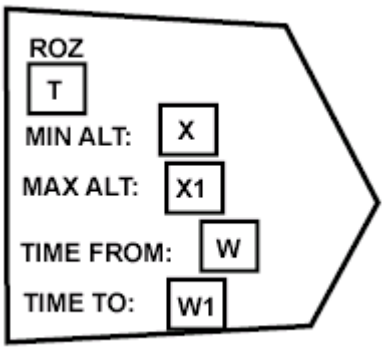
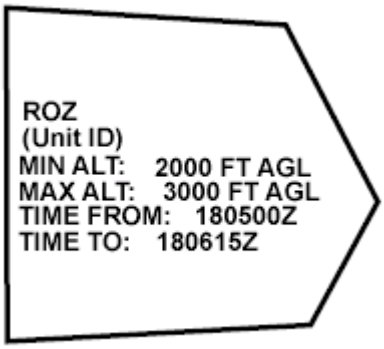
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS Hierarchy: 2.X.2.2.3 Static/Dynamic: N/A	N/A
TACGRP.C2GM.AVN.ARS.ROZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS RESTRICTED OPERATIONS ZONE (ROZ) Hierarchy: 2.X.2.2.3.1 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.

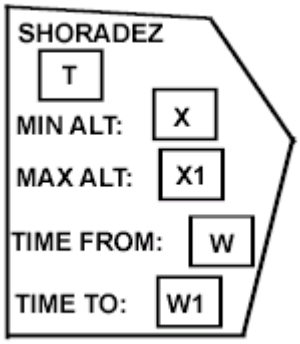
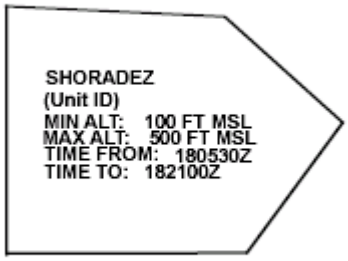
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.ARS.SHRDEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS SHORT-RANGE AIR DEFENSE ENGAGEMENT ZONE (SHORADEZ) Hierarchy: 2.X.2.2.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the 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

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

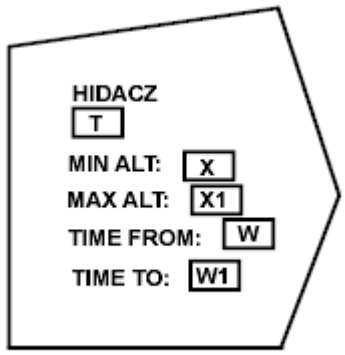
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.ARS.HIDACZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ) Hierarchy: 2.X.2.2.3.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add 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.

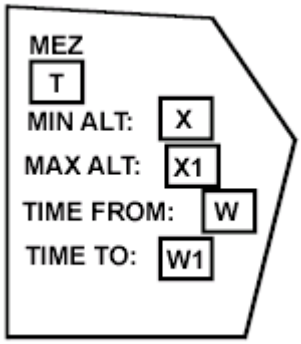
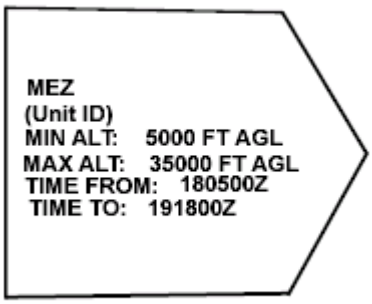
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.ARS.MEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) Hierarchy: 2.X.2.2.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points 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

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

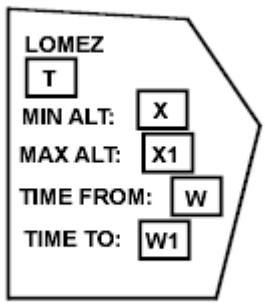
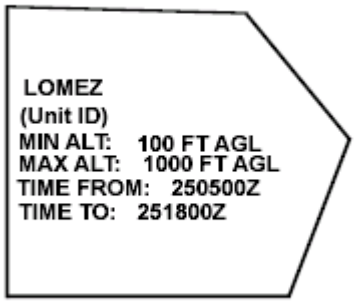
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.ARS.MEZ.LAMEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) LOW ALTITUDE MEZ Hierarchy: 2.X.2.2.3.4.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the 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.

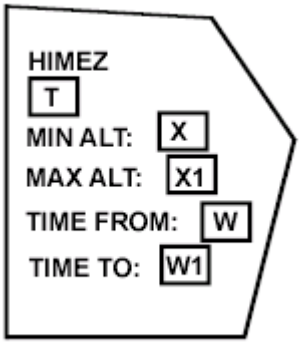
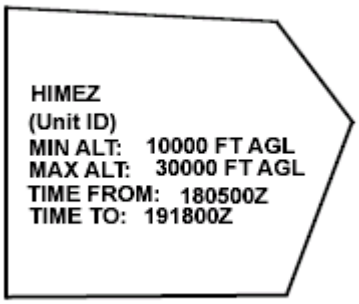
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.ARS.MEZ.HAMEZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) HIGH ALTITUDE MEZ Hierarchy: 2.X.2.2.3.4.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the 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

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

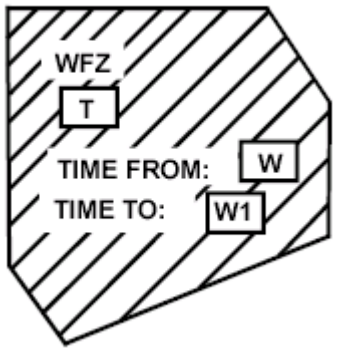
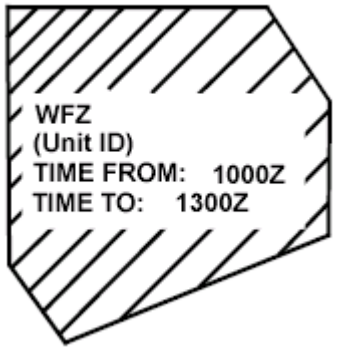
GRAPHIC	IMAGES
TACGRP.C2GM.AVN.ARS.WFZ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS WEAPONS FREE ZONE Hierarchy: 2.X.2.2.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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

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

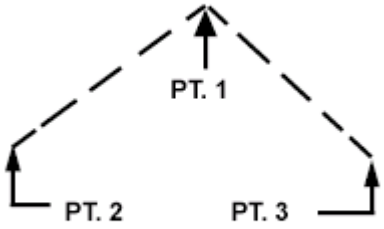
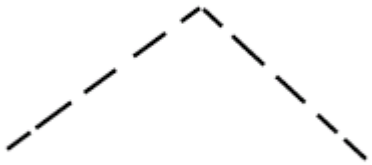
GRAPHIC	IMAGES
TACGRP.C2GM.DCPN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION Hierarchy: 2.X.2.3 Static/Dynamic: N/A	N/A
TACGRP.C2GM.DCPN.DMY TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY (DECEPTION/DECOY) Hierarchy: 2.X.2.3.1 Parameters: 1. Anchor 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

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

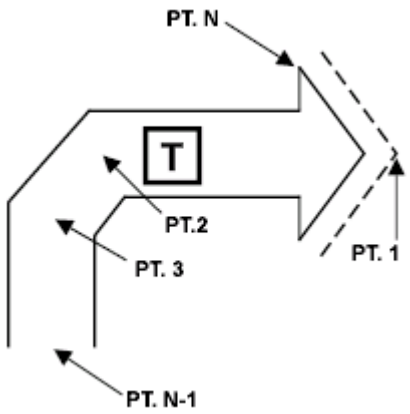
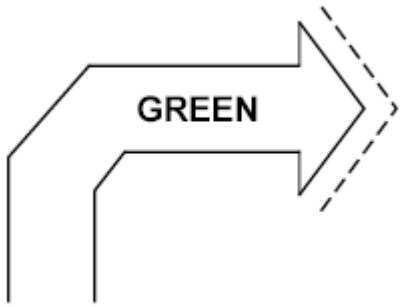
GRAPHIC	IMAGES
TACGRP.C2GM.DCPN.AAFF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION AXIS OF ADVANCE FOR FEINT Hierarchy: 2.X.2.3.2 Parameters: 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the 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.

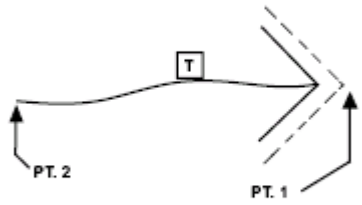
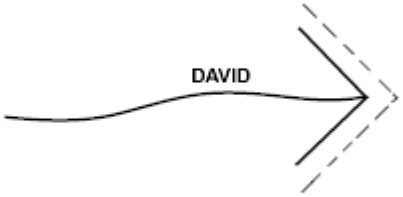
GRAPHIC	IMAGES
TACGRP.C2GM.DCPN.DAFF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DIRECTION OF ATTACK FOR FEINT Hierarchy: 2.X.2.3.3 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the vertex of the feint, and point 2 defines the rear of 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

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

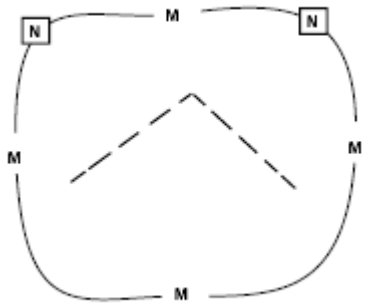
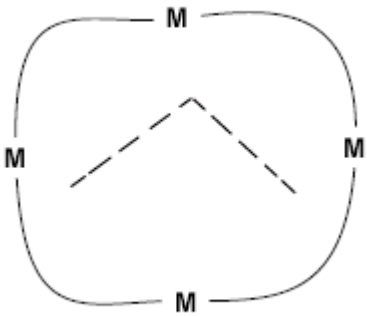
GRAPHIC	IMAGES
TACGRP.C2GM.DCPN.DMA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA Hierarchy: 2.X.2.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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.

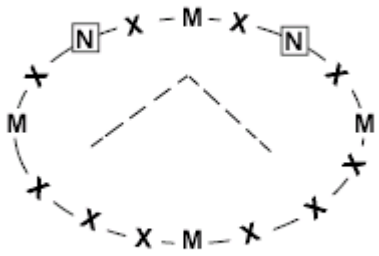
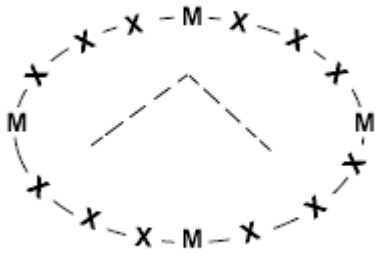
GRAPHIC	IMAGES
TACGRP.C2GM.DCPN.DMAF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA, FENCED Hierarchy: 2.X.2.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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

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

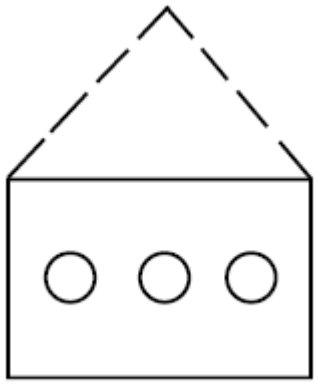
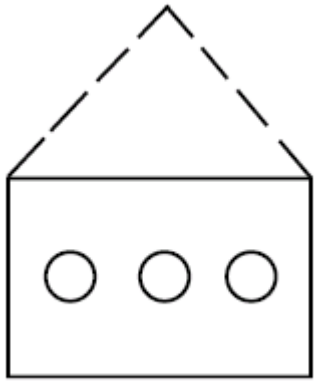
GRAPHIC	IMAGES
TACGRP.C2GM.DCPN.DMYMS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (STATIC) Hierarchy: 2.X.2.3.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. 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.

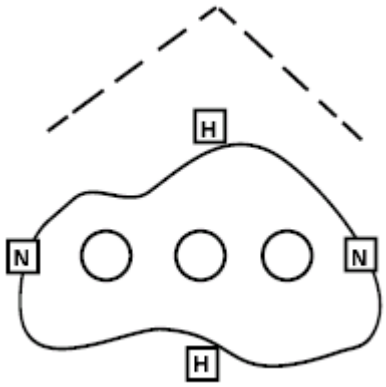
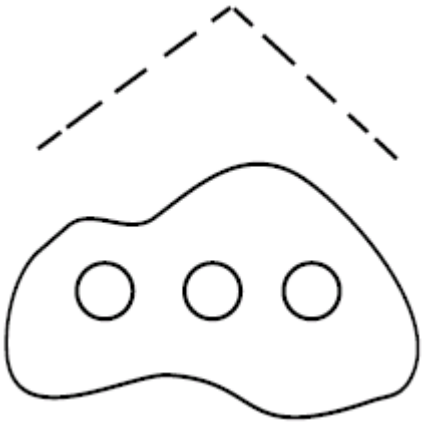
GRAPHIC	IMAGES
TACGRP.C2GM.DCPN.DMYMD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (DYNAMIC) Hierarchy: 2.X.2.3.7 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. An additional 3 points will define 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

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

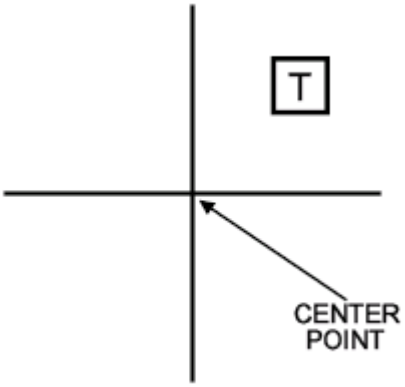
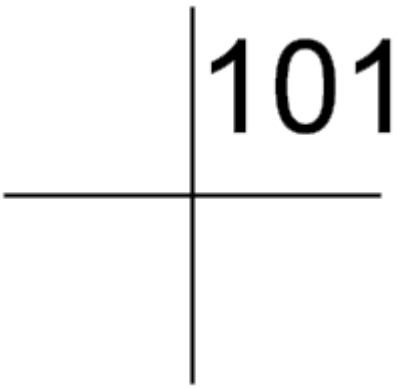
GRAPHIC	IMAGES
TACGRP.C2GM.DEF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE Hierarchy: 2.X.2.4 Static/Dynamic: N/A	N/A
TACGRP.C2GM.DEF.PNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS Hierarchy: 2.X.2.4.1 Static/Dynamic: N/A	N/A
TACGRP.C2GM.DEF.PNT.TGTREF 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

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

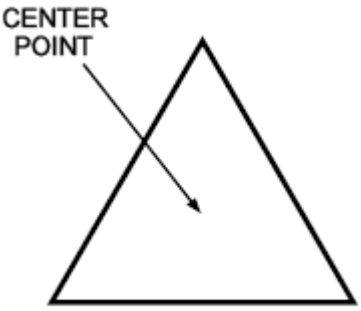
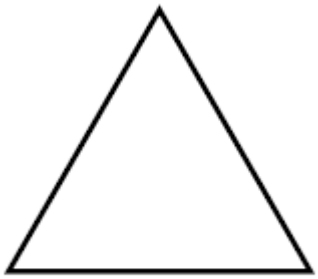
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.PNT.OBSPST TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST Hierarchy: 2.X.2.4.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. 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.

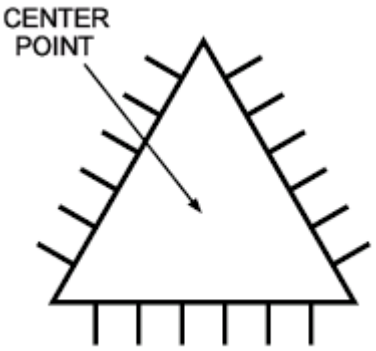
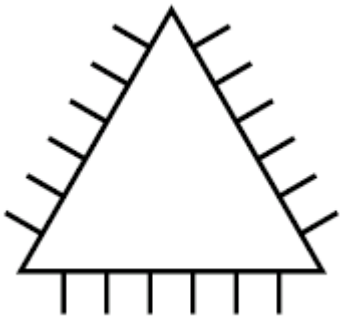
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.PNT.OBSPST.CBTPST TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST COMBAT OUTPOST Hierarchy: 2.X.2.4.1.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the 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

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

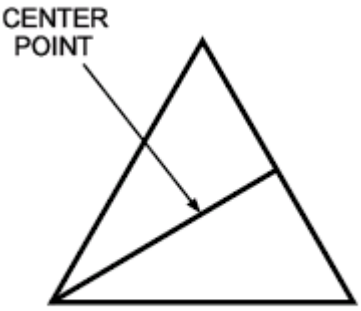
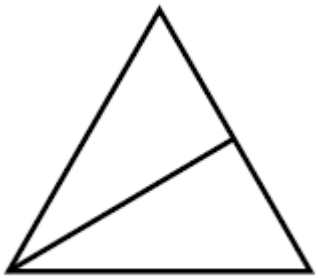
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.PNT.OBSPST.RECON TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE Hierarchy: 2.X.2.4.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. 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.

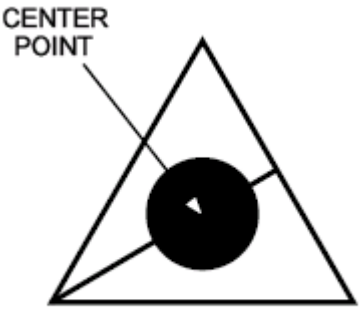
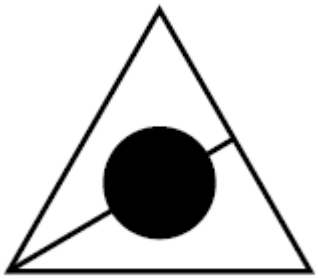
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.PNT.OBSPST.FWDOP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST FORWARD OBSERVER POSITION Hierarchy: 2.X.2.4.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center 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

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

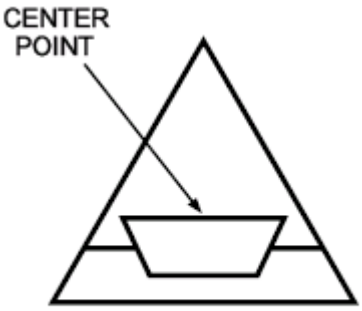
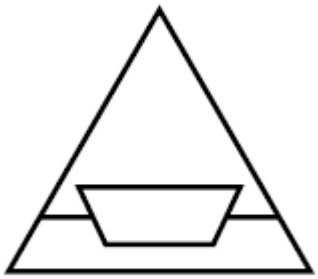
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.PNT.OBSPST.SOP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST SENSOR OUTPOST/LISTENING POST (OP/LP) Hierarchy: 2.X.2.4.1.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines 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.

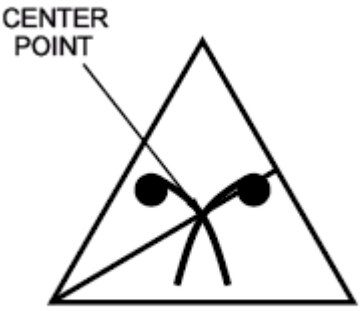
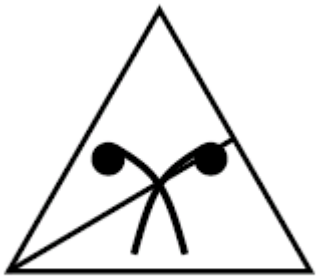
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.PNT.OBSPST.CBRN OP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST CBRN OBSERVATION POST (DISMOUNTED) Hierarchy: 2.X.2.4.1.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines 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

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

GRAPHIC	IMAGES
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
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.

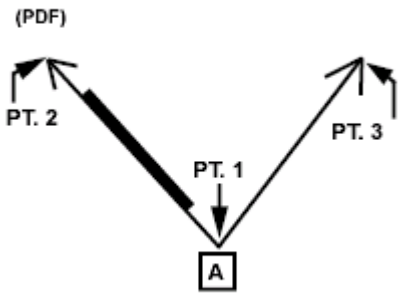
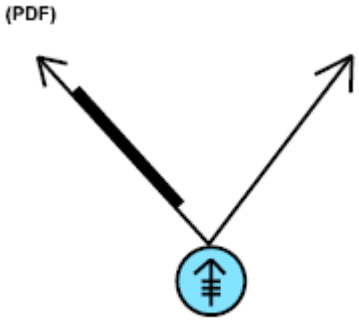
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.LNE.PDF TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES PRINCIPAL DIRECTION OF FIRE (PDF) Hierarchy: 2.X.2.4.2.2 Parameters: 1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define 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

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

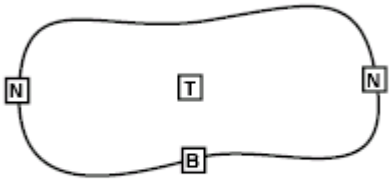
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS Hierarchy: 2.X.2.4.3 Static/Dynamic: N/A	N/A
TACGRP.C2GM.DEF.ARS.BTLPSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION Hierarchy: 2.X.2.4.3.1 Parameters: 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. The side opposite Field B (Echelon) faces toward the hostile force. Static/Dynamic: D	Template  G*GPDAB---****X Example: Friendly Occupied GFGPDAB---****X

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

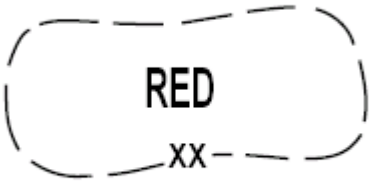
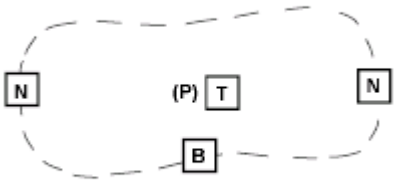
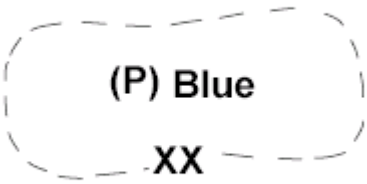
GRAPHIC	IMAGES
	Example: Friendly Planned  GFGADAB---****X
TACGRP.C2GM.DEF.ARS.BTLPSN.PBNO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION PREPARED BUT NOT OCCUPIED Hierarchy: 2.X.2.4.3.1.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor 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. The side opposite Field B (Echelon) faces toward the hostile force. 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.

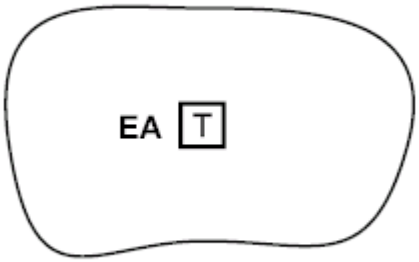
GRAPHIC	IMAGES
TACGRP.C2GM.DEF.ARS.EMTARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS ENGAGEMENT AREA Hierarchy: 2.X.2.4.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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

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

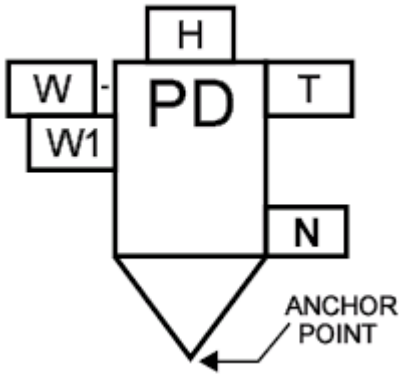
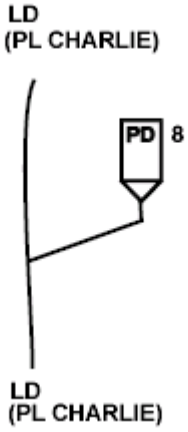
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.PNT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS Hierarchy: 2.X.2.5.1 Static/Dynamic: N/A	N/A
TACGRP.C2GM.OFF.PNT.PNTD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS POINT OF DEPARTURE Hierarchy: 2.X.2.5.1.1 Parameters: 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

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

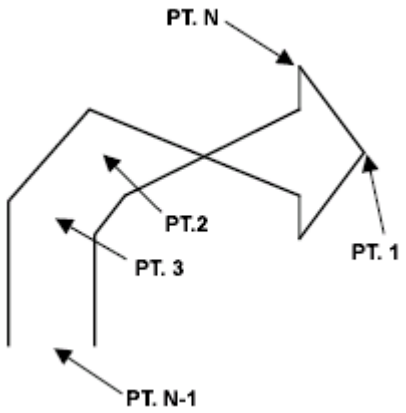
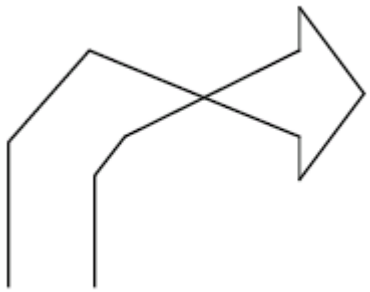
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.AXSADV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE Hierarchy: 2.X.2.5.2.1 Static/Dynamic: N/A	N/A
TACGRP.C2GM.OFF.LNE.AXSADV.AVN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE AVIATION Hierarchy: 2.X.2.5.2.1.1 Parameters: 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D Note: The crossover point on the graphic shall occur between Points 1 and 2.	Template  G*GPOLAV--****X Example  G*GPOLAV--****X

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

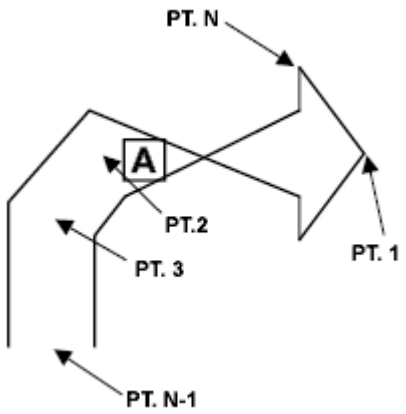
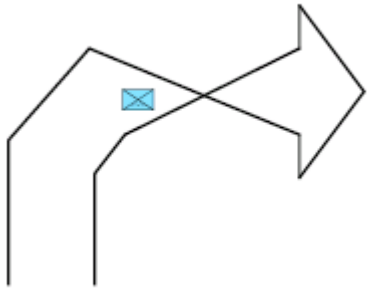
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.AXSADV.ABN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE AIRBORNE Hierarchy: 2.X.2.5.2.1.2 Parameters: 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D Note: The crossover point on the graphic shall occur between Points 1 and 2.	Template  G*GPOLAA--****X Example  G*GPOLAA--****X

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

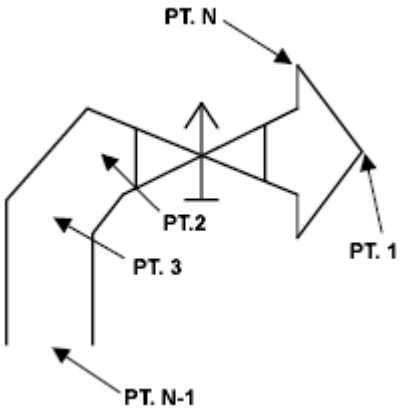
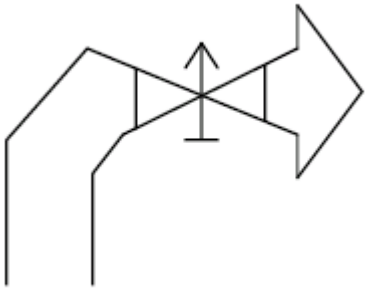
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.AXSADV.ATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE ATTACK, ROTARY WING Hierarchy: 2.X.2.5.2.1.3 Parameters: 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D Note: The crossover point on the graphic shall occur between Points 1 and 2.	Template  G*GPOLAR--****X
	Example  G*GPOLAR--****X

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

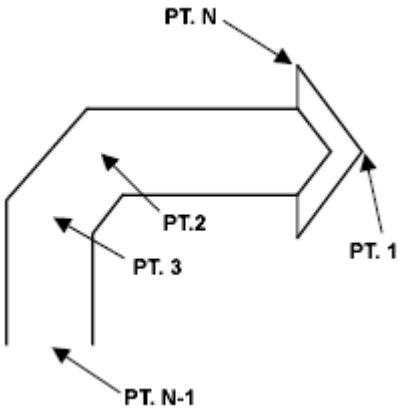
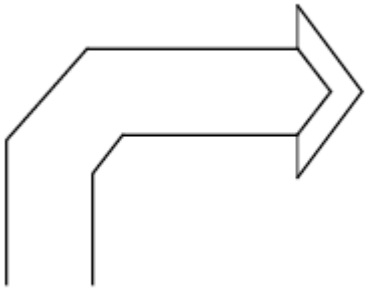
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.AXSADV.GRD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND Hierarchy: 2.X.2.5.2.1.4 Static/Dynamic: N/A	N/A
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.MANATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND MAIN ATTACK Hierarchy: 2.X.2.5.2.1.4.1 <u>Parameters:</u> 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width. 3. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	Template  G*GPOLAGM-****X
	Example  G*GPOLAGM-****X

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

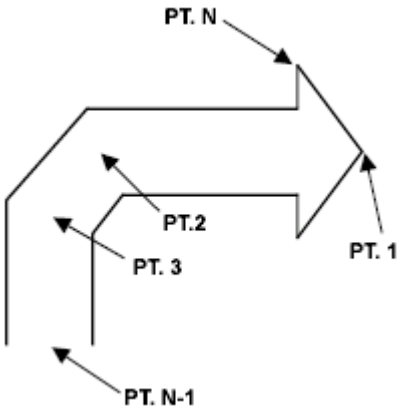
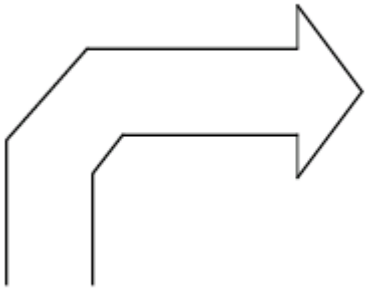
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.SUPATK TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND SUPPORTING ATTACK Hierarchy: 2.X.2.5.2.1.4.2 Parameters: 1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). 2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N 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
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

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

GRAPHIC	IMAGES
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
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

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

GRAPHIC	IMAGES
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.

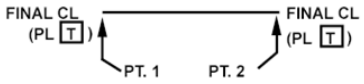
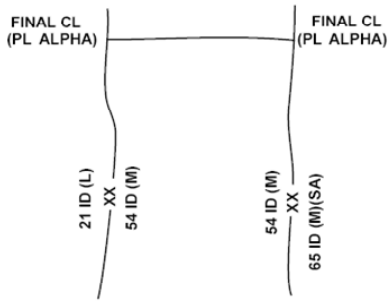
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.FCL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES FINAL COORDINATION LINE Hierarchy: 2.X.2.5.2.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined 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

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

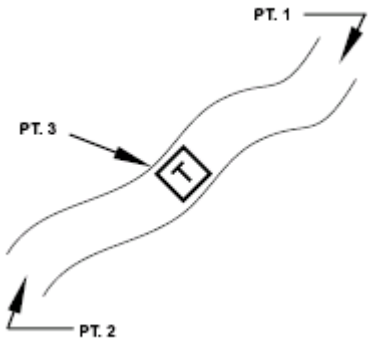
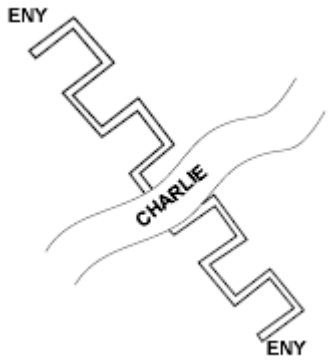
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.INFNLE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES INFILTRATION LANE Hierarchy: 2.X.2.5.2.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane, and point 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.

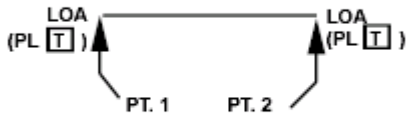
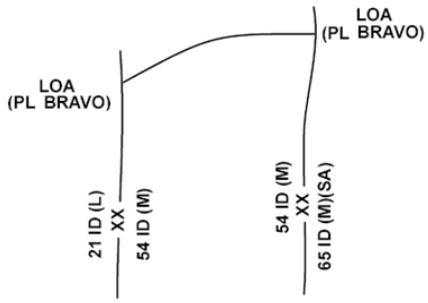
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.LMTADV TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LIMIT OF ADVANCE Hierarchy: 2.X.2.5.2.5 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend 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

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

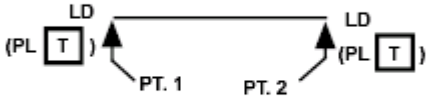
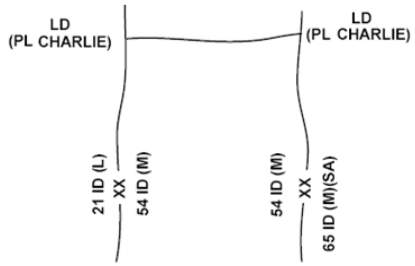
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.LD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE Hierarchy: 2.X.2.5.2.6 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend 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.

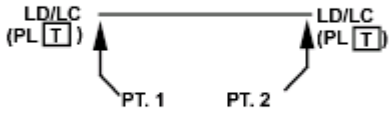
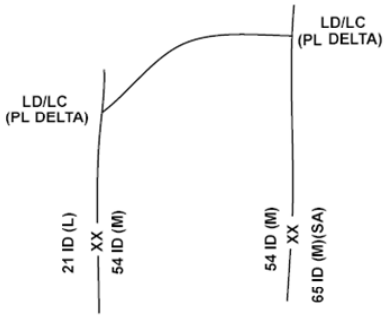
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.LDLC TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE/LINE OF CONTACT (LD/LC) Hierarchy: 2.X.2.5.2.7 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points 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

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

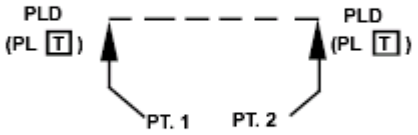
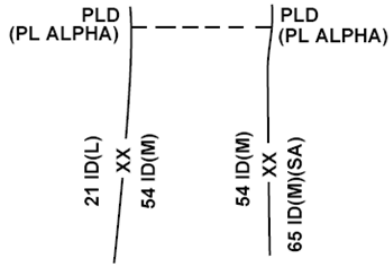
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.LNE.PLD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES PROBABLE LINE OF DEPLOYMENT (PLD) Hierarchy: 2.X.2.5.2.8 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be 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.

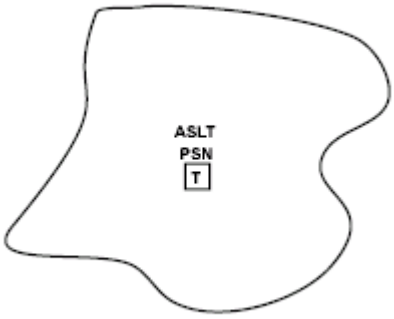
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.ARS TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS Hierarchy: 2.X.2.5.3 Static/Dynamic: N/A	N/A
TACGRP.C2GM.OFF.ARS.ASTPSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ASSAULT POSITION Hierarchy: 2.X.2.5.3.1 Parameters: 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

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

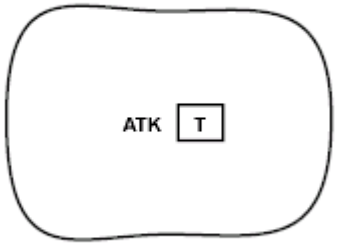
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.ARS.ATKPSN TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK POSITION Hierarchy: 2.X.2.5.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary 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.

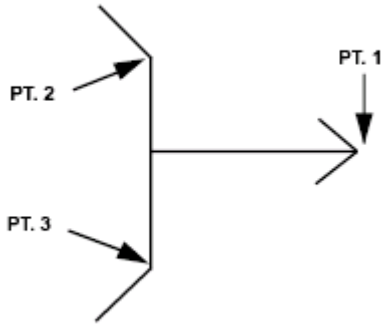
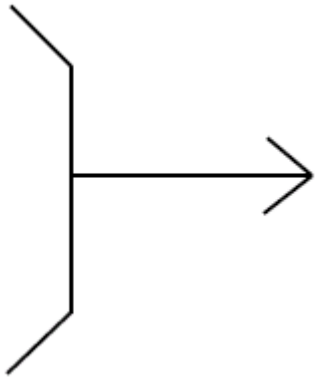
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.ARS.AFP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK BY FIRE POSITION Hierarchy: 2.X.2.5.3.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints 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

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

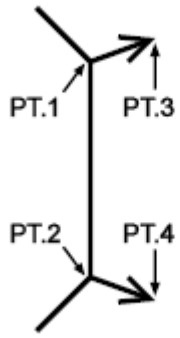
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.ARS.SFP TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS SUPPORT BY FIRE POSITION Hierarchy: 2.X.2.5.3.4 Parameters: 1. Anchor Points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back 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.

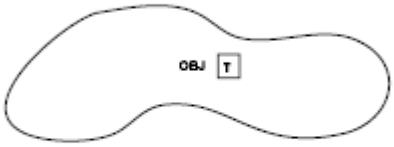
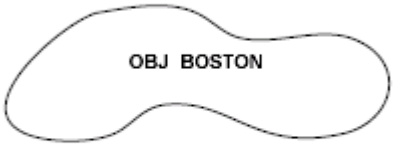
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.ARS.OBJ TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS OBJECTIVE Hierarchy: 2.X.2.5.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

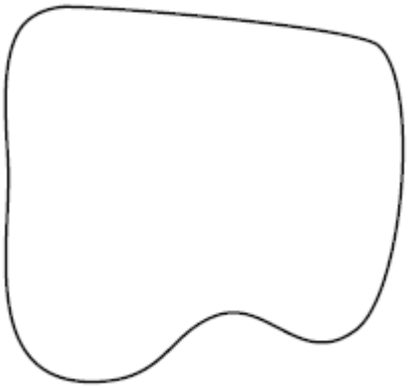
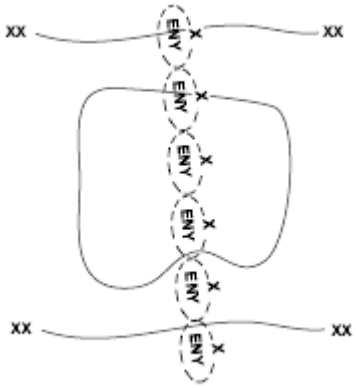
GRAPHIC	IMAGES
TACGRP.C2GM.OFF.ARS.PBX TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS PENETRATION BOX Hierarchy: 2.X.2.5.3.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to 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

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

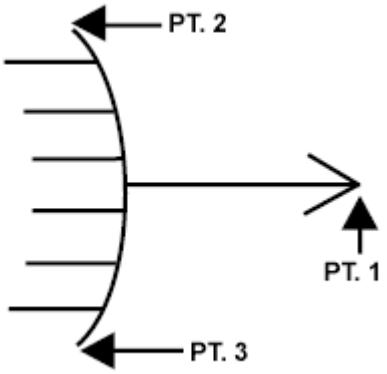
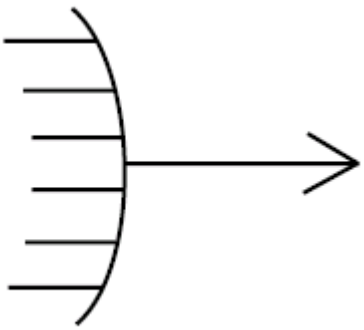
GRAPHIC	IMAGES
TACGRP.C2GM.SPL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL Hierarchy: 2.X.2.6 Static/Dynamic: N/A	N/A
TACGRP.C2GM.SPL.LNE TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE Hierarchy: 2.X.2.6.1 Static/Dynamic: N/A	N/A
TACGRP.C2GM.SPL.LNE.AMB TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE AMBUSH Hierarchy: 2.X.2.6.1.1 <u>Parameters:</u> 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. The arrowhead line shall be perpendicular to the line formed by 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.

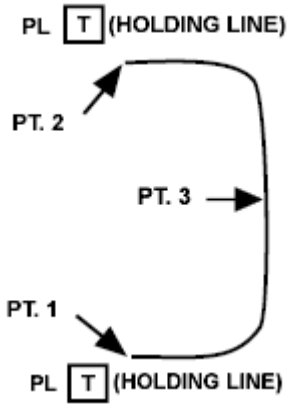
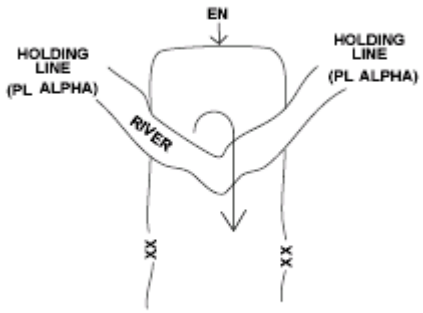
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.LNE.HGL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE HOLDING LINE Hierarchy: 2.X.2.6.1.2 Parameters: 1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points 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

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

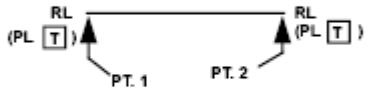
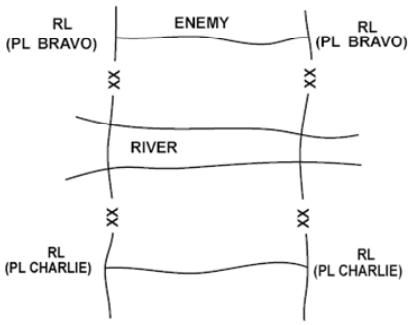
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.LNE.REL TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE RELEASE LINE Hierarchy: 2.X.2.6.1.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the 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.

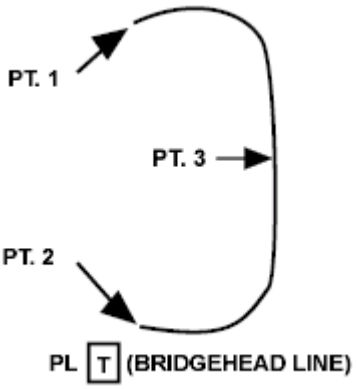
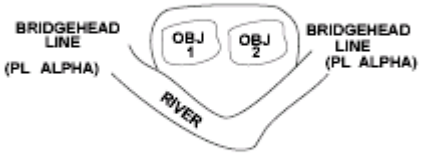
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.LNE.BRGH TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE BRIDGEHEAD Hierarchy: 2.X.2.6.1.4 Parameters: 1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points can 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

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

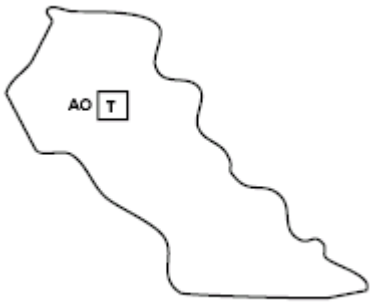
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.ARA TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA Hierarchy: 2.X.2.6.2 Static/Dynamic: N/A	N/A
TACGRP.C2GM.SPL.ARA.AOO TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AREA OF OPERATIONS (AO) Hierarchy: 2.X.2.6.2.1 Parameters: 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.

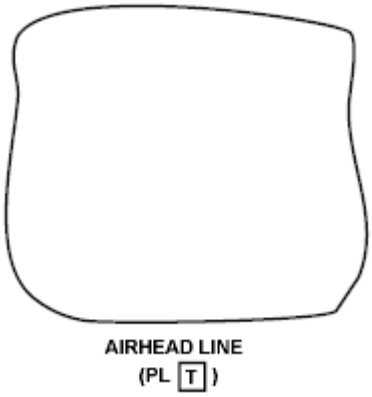
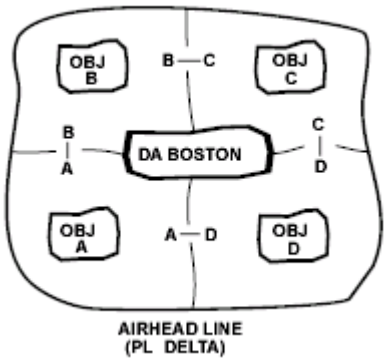
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.ARA.AHD TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AIRHEAD Hierarchy: 2.X.2.6.2.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

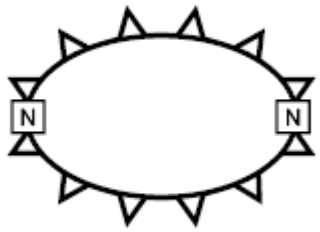
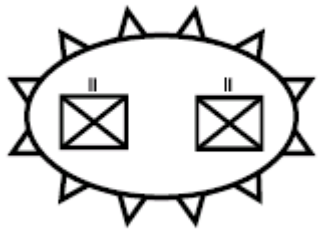
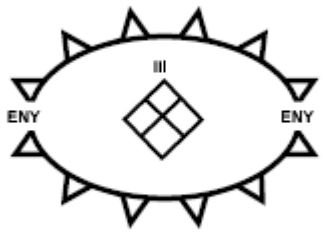
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.ARA.ENCMT TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA ENCIRCLEMENT Hierarchy: 2.X.2.6.2.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to 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

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

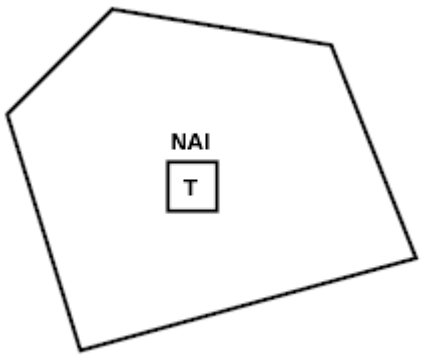
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.ARA.NAI TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA NAMED AREA OF INTEREST (NAI) Hierarchy: 2.X.2.6.2.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as 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

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

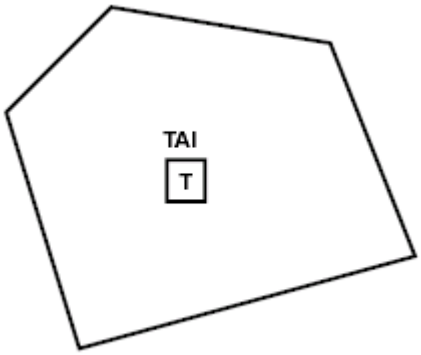
GRAPHIC	IMAGES
TACGRP.C2GM.SPL.ARA.TAI TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA TARGETED AREA OF INTEREST (TAI) Hierarchy: 2.X.2.6.2.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points 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
TACGRP.MOBSU.OBST TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES Hierarchy: 2.X.3.1 Static/Dynamic: N/A	N/A

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

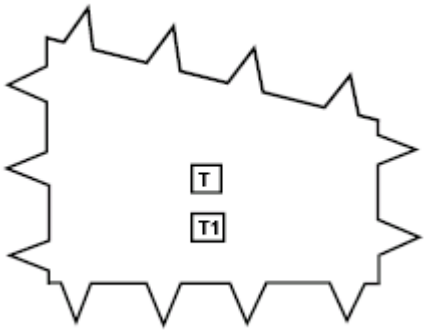
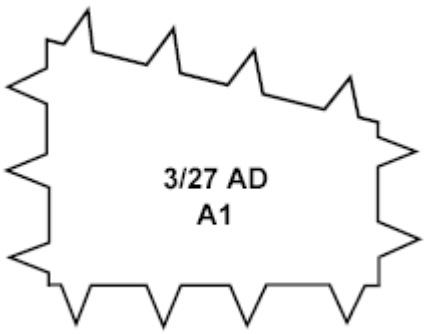
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.GNL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL Hierarchy: 2.X.3.1.1 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.GNL.BLT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL BELT Hierarchy: 2.X.3.1.1.1 Parameters: 1. Anchor Points. This graphic requires at least 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 within the area. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*MPOGB---****X Example1  G*MPOGB---****X

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

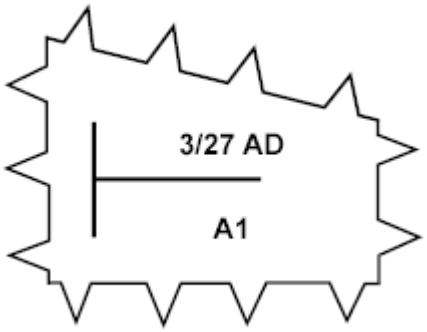
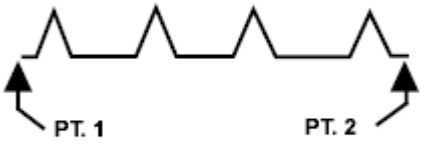
GRAPHIC	IMAGES
	Example2  G*MPOGB---****X
TACGRP.MOBSU.OBST.GNL.LNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL LINE Hierarchy: 2.X.3.1.1.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined 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

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

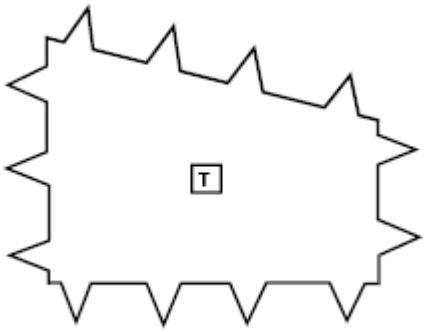
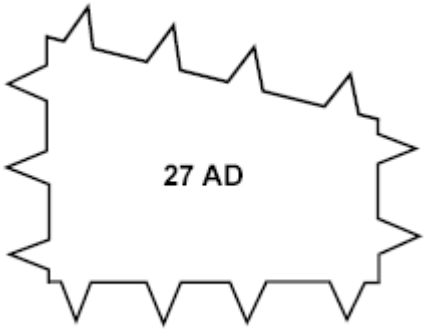
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.GNL.Z TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL ZONE Hierarchy: 2.X.3.1.1.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the 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.

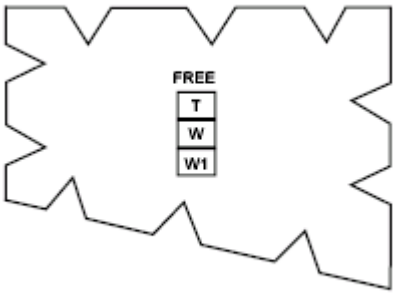
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.GNL.OFA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE FREE AREA Hierarchy: 2.X.3.1.1.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

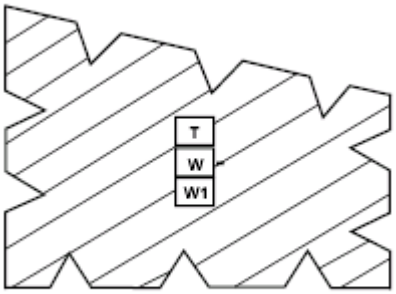
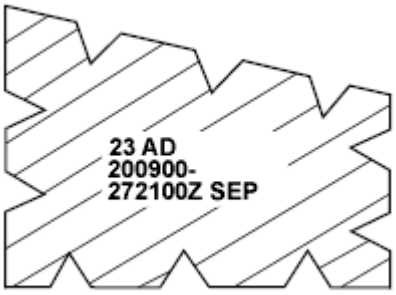
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.GNL.ORA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE RESTRICTED AREA Hierarchy: 2.X.3.1.1.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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.

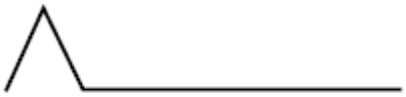
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.ABS TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ABATIS Hierarchy: 2.X.3.1.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The 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

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

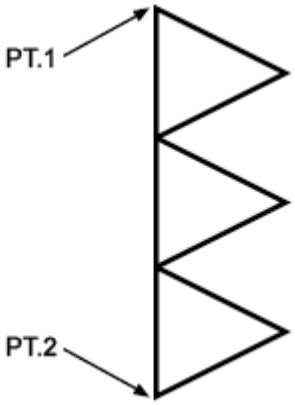
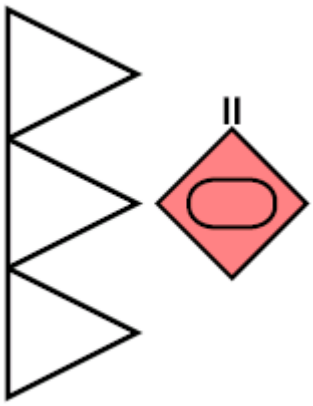
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.ATO TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES Hierarchy: 2.X.3.1.3 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.ATO.ATD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH Hierarchy: 2.X.3.1.3.1 Static/Dynamic: N/A	N/A
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

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

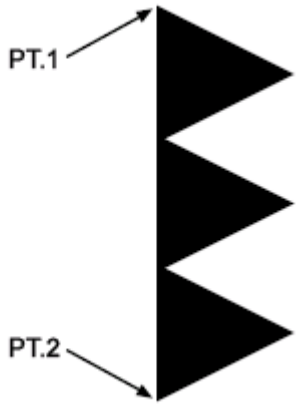
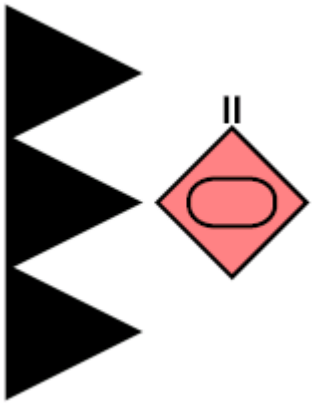
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.ATO.ATD.ATDC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH COMPLETE Hierarchy: 2.X.3.1.3.1.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can 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.

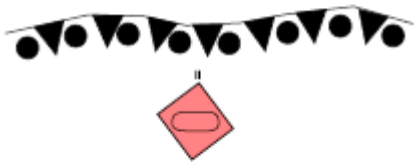
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.ATO.ATDATM TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH REINFORCED WITH ANTITANK MINES Hierarchy: 2.X.3.1.3.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional 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

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

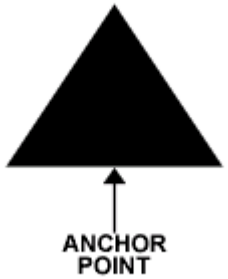
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.ATO.TDTSM TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES Hierarchy: 2.X.3.1.3.3 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.ATO.TDTSM.FIXPFD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY 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

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

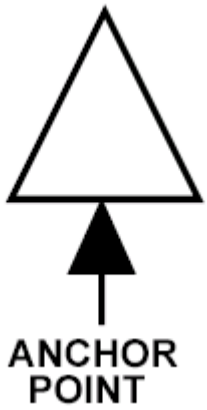
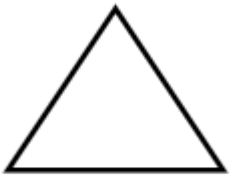
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.ATO.TDTSM.MVBPFD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES MOVEABLE AND PREFABRICATED Hierarchy: 2.X.3.1.3.3.3 Parameters: 1. Anchor Points. This graphic requires 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.

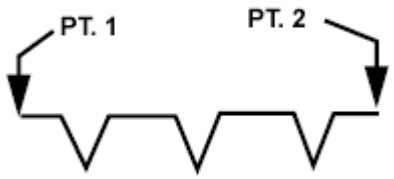
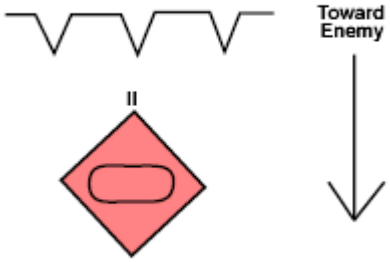
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.ATO.ATW TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK WALL Hierarchy: 2.X.3.1.3.4 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend 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

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

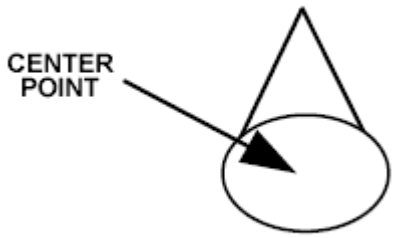
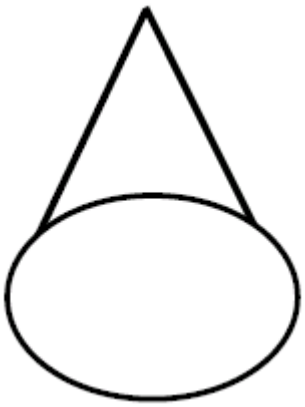
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.BBY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES BOOBY TRAP Hierarchy: 2.X.3.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the ellipse. 2. Size/Shape. Static. 3. Orientation. The graphic's center 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

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

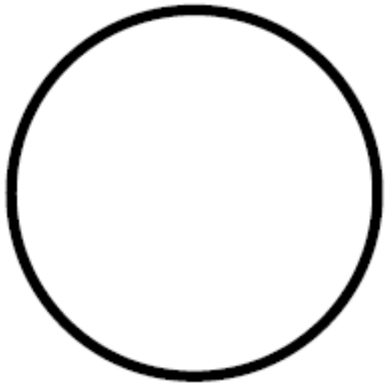
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES Hierarchy: 2.X.3.1.5 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.MNE.USPMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES UNSPECIFIED MINE Hierarchy: 2.X.3.1.5.1 Parameters: 1. Anchor Points. This graphic 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

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

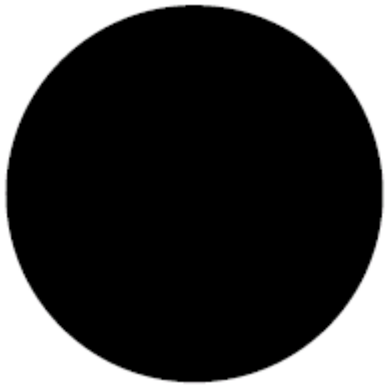
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNE.ATMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (AT) Hierarchy: 2.X.3.1.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. 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.

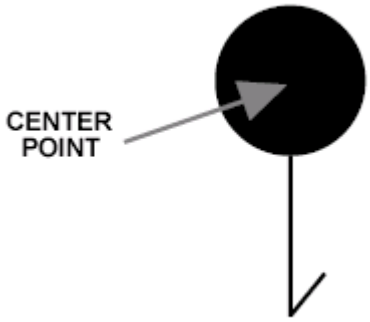
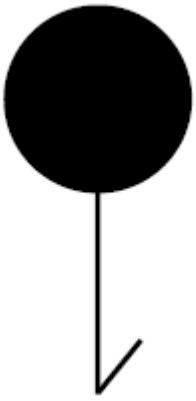
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNE.ATMAHD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE WITH ANTIHANDLING DEVICE Hierarchy: 2.X.3.1.5.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 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

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

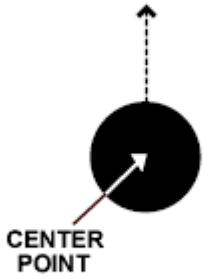
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNE.ATMDIR TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (DIRECTIONAL) Hierarchy: 2.X.3.1.5.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter 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.

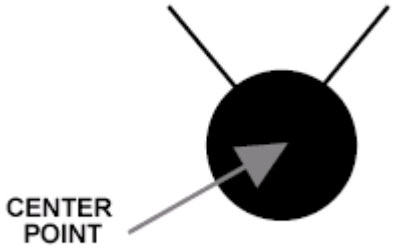
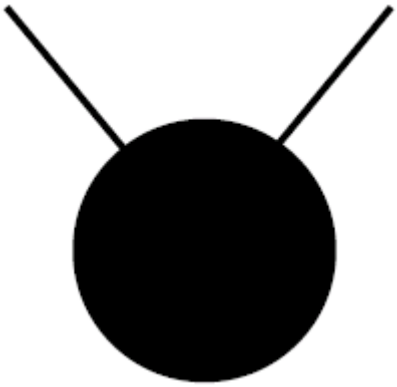
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNE.APMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTIPERSONNEL (AP) MINES Hierarchy: 2.X.3.1.5.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. 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

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

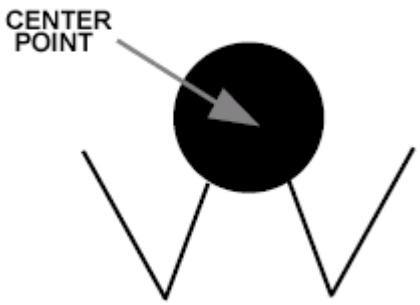
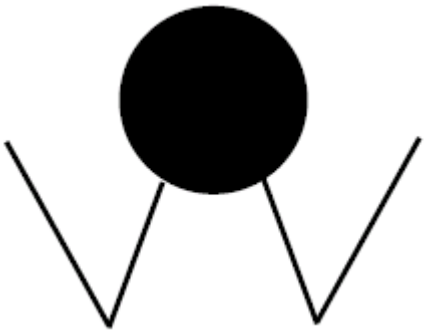
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNE.WAMNE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES WIDE AREA MINES Hierarchy: 2.X.3.1.5.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the 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.

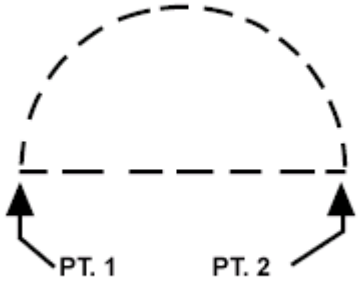
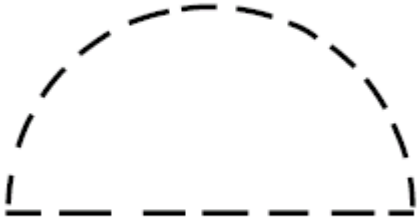
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNE.MCLST TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES MINE CLUSTER Hierarchy: 2.X.3.1.5.7 Parameters: 1. Anchor Points. This graphic requires at least two anchor points. Points 1 and 2 define the corners of the graphic. 2. Size/Shape. Points 1 and 2 determine 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

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

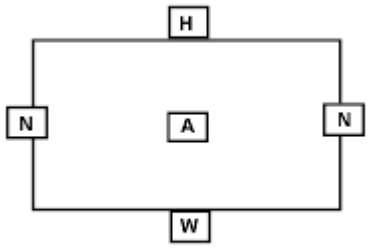
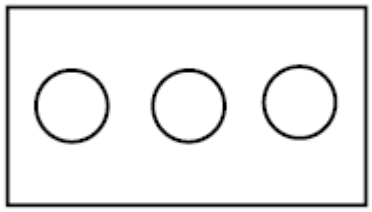
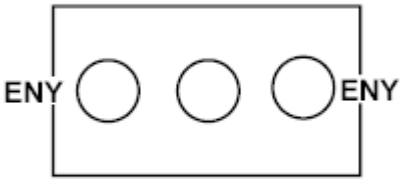
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNEFLD.STC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS STATIC DEPICTION Hierarchy: 2.X.3.1.6.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic 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

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

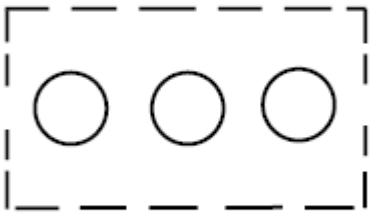
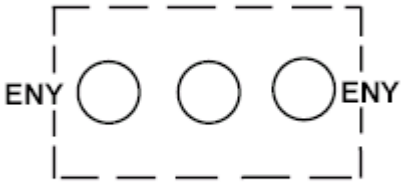
GRAPHIC	IMAGES
	Example: Friendly Planned  GFMAOFS---****X
	Example: Enemy Suspected  GHMAOFS---****X

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

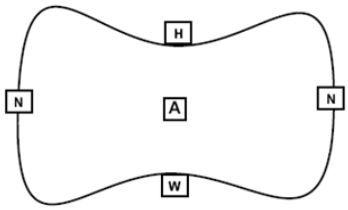
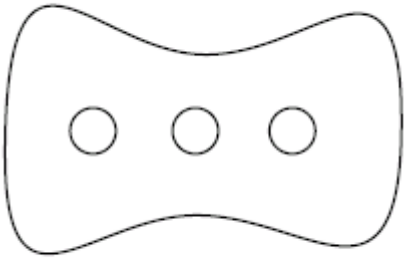
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNEFLD.DYN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS DYNAMIC DEPICTION Hierarchy: 2.X.3.1.6.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. 2. Size/Shape. Determined by the anchor 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

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

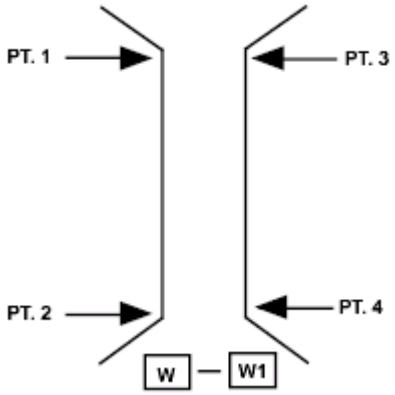
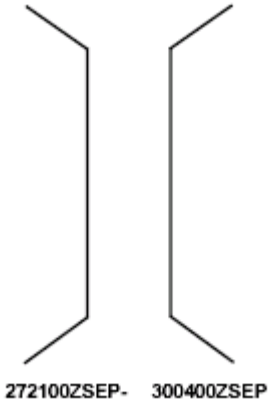
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNEFLD.GAP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS GAP Hierarchy: 2.X.3.1.6.3 Parameters: 1. Anchor Points. This graphic requires four points. Point 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. The two sides must be parallel. 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.

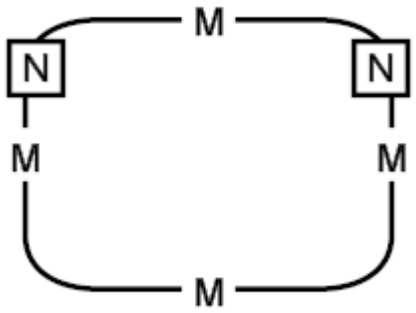
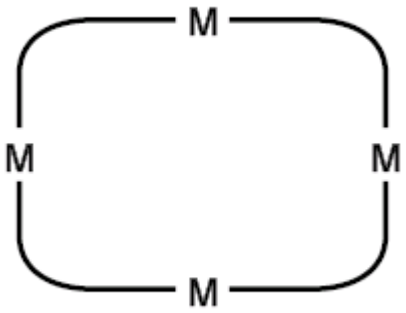
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.MNEFLD.MNDARA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS MINED AREA Hierarchy: 2.X.3.1.6.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

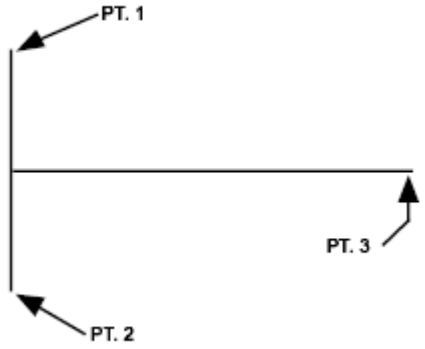
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.OBSEFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT Hierarchy: 2.X.3.1.7 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.OBSEFT.BLK TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT BLOCK Hierarchy: 2.X.3.1.7.1 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the vertical line and point 3 defines the endpoint of the horizontal line. 2. Size/Shape. The anchor points determine 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

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

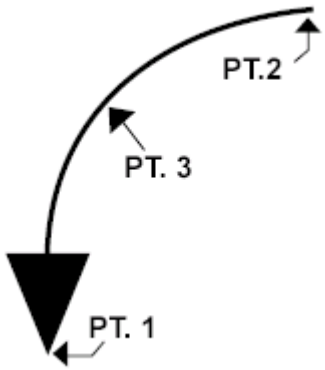
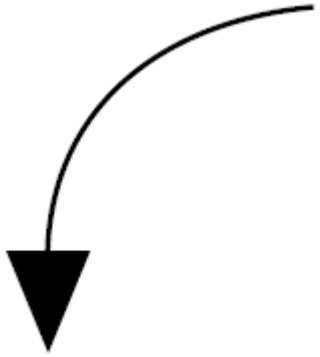
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.OBSEFT.TUR TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT TURN Hierarchy: 2.X.3.1.7.3 Parameters: 1. Anchor Points. This symbol requires two anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the graphic. Point 3 defines 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.

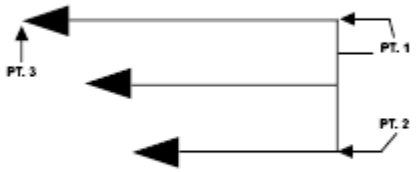
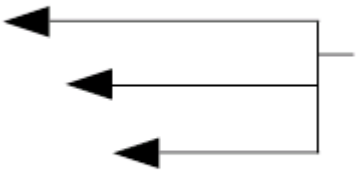
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.OBSEFT.DRT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT DISRUPT Hierarchy: 2.X.3.1.7.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the 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

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

GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.UXO TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES UNEXPLODED ORDNANCE 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

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

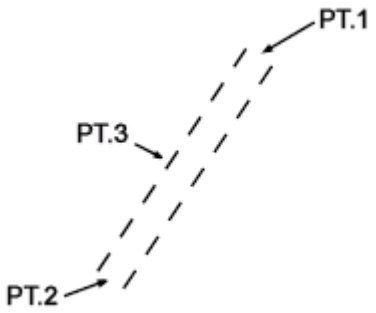
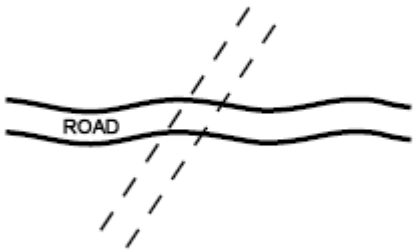
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.RCBB TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES Hierarchy: 2.X.3.1.9 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.RCBB.PLND TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES PLANNED Hierarchy: 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

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

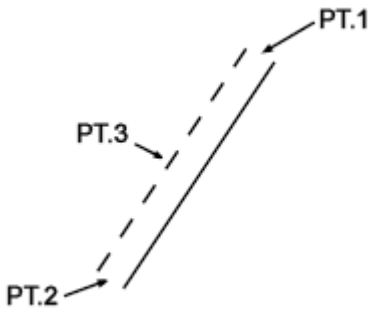
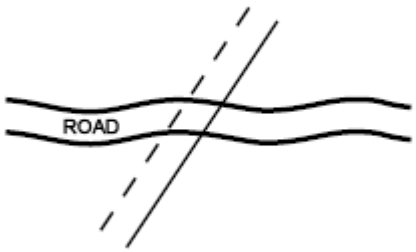
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.RCBB.SAFE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 1 (SAFE) Hierarchy: 2.X.3.1.9.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints 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.

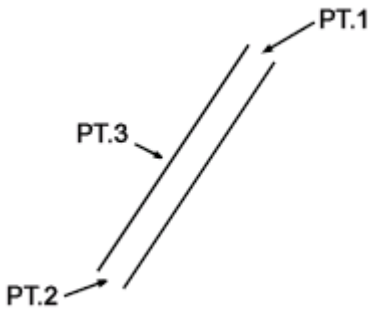
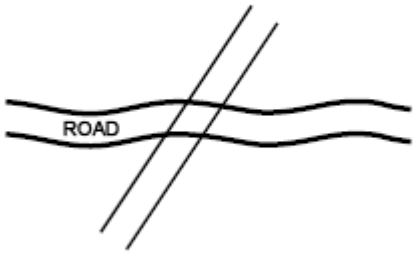
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.RCBB.ABP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE) Hierarchy: 2.X.3.1.9.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define 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

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

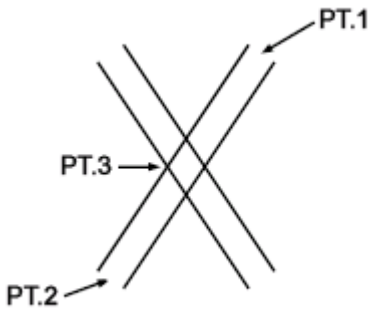
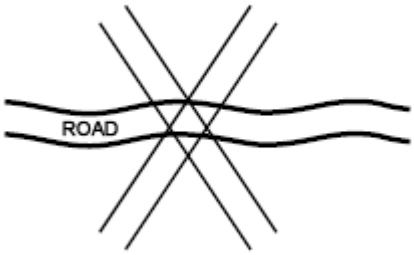
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.RCBB.EXCD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES ROADBLOCK COMPLETE (EXECUTED) Hierarchy: 2.X.3.1.9.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the 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, at an angle of 60 degrees. 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.

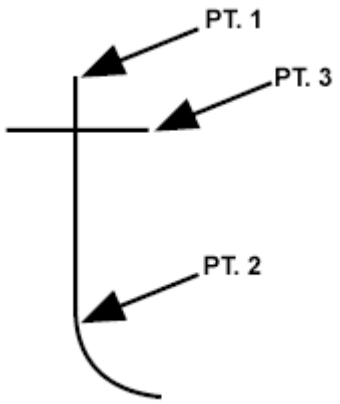
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.TRIPWR TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES TRIP WIRE Hierarchy: 2.X.3.1.10 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the vertical straight line portion of the graphic. Point 3 defines an end of the horizontal 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

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

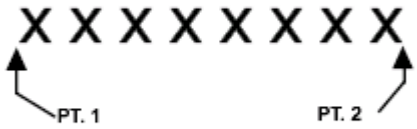
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE Hierarchy: 2.X.3.1.11 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.WREOBS.USP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE UNSPECIFIED Hierarchy: 2.X.3.1.11.1 Parameters: 1. Anchor 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.

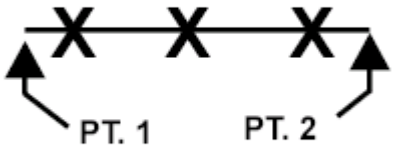
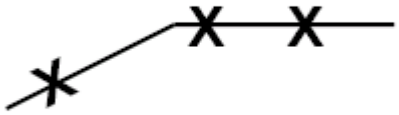
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.SNGFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE SINGLE FENCE Hierarchy: 2.X.3.1.11.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to 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

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

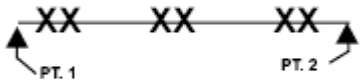
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.DBLFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE FENCE Hierarchy: 2.X.3.1.11.3 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to 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.

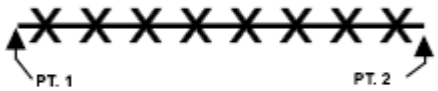
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.DAFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE APRON FENCE Hierarchy: 2.X.3.1.11.4 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined 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

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

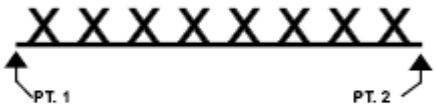
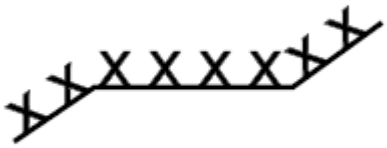
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.LWFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE LOW WIRE FENCE Hierarchy: 2.X.3.1.11.5 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to 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.

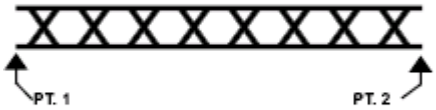
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.HWFNC TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE HIGH WIRE FENCE Hierarchy: 2.X.3.1.11.6 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to 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

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

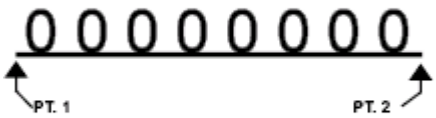
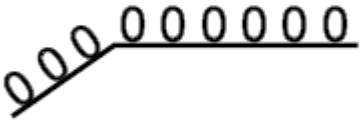
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.CCTA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA Hierarchy: 2.X.3.1.11.7 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.WREOBS.CCTA.SNG TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA SINGLE CONCERTINA Hierarchy: 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.

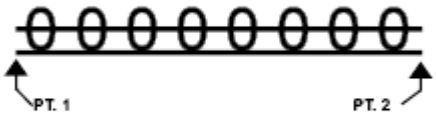
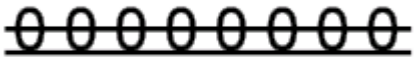
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.CCTA.DBLSTD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA DOUBLE STRAND CONCERTINA Hierarchy: 2.X.3.1.11.7.2 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional 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

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

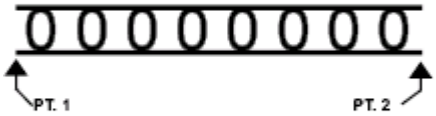
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.WREOBS.CCTA.TRISTD TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA TRIPLE STRAND CONCERTINA Hierarchy: 2.X.3.1.11.7.3 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional 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

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

GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.AVN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES AVIATION Hierarchy: N/A Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.AVN.TWR TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES AVIATION TOWER Hierarchy: N/A Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBST.AVN.TWR.LOW TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES AVIATION TOWER LOW Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point; the point defines the circle at the base of the tower. 2. Size/Shape. The graphic is a high-angle cone. 3. Orientation. The graphic will remain upright. Static/Dynamic: D Note: Towers less than 1000 Ft AGL	Template G*MPOHTL--****X Example G*MPOHTL--****X

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

GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.AVN.TWR.HIGH TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES AVIATION TOWER HIGH Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point; the point defines the circle at the base of the tower. 2. Size/Shape. The graphic is a high-angle cone. 3. Orientation. The graphic will remain upright. Static/Dynamic: D Note: Towers 1000 Ft and Higher AGL	Template G*MPOHTH--****X
	Example G*MPOHTH--****X

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

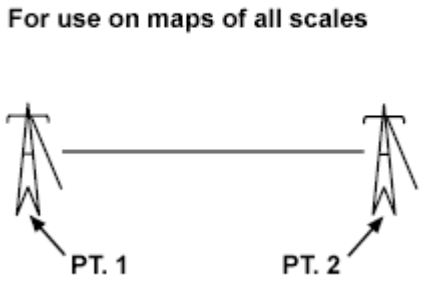
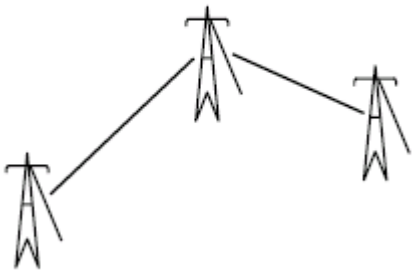
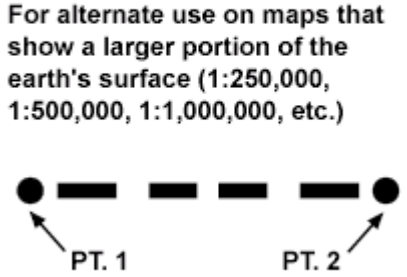
GRAPHIC	IMAGES
TACGRP.MOBSU.OBST.AVN.OHWIRE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES AVIATION OVERHEAD WIRE Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 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	Template1  G*MPOHO---****X
	Example1  G*MPOHO---****X
	Template2  G*MPOHO---****X

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

GRAPHIC	IMAGES
	Example2 G*MPOHO---****X

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

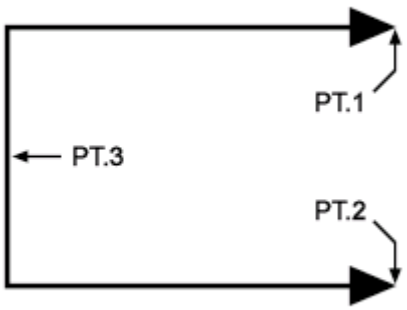
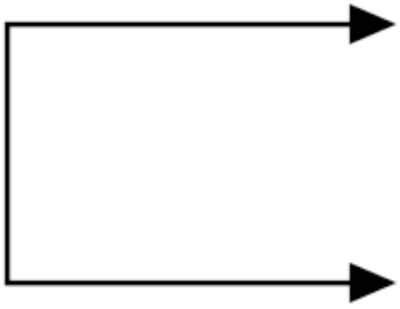
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS Hierarchy: 2.X.3.2 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBSTBP.DFTY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY Hierarchy: 2.X.3.2.1 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBSTBP.DFTY.ESY 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 and parallel to it. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*MPBDE---****X
	Example  G*MPBDE---****X

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

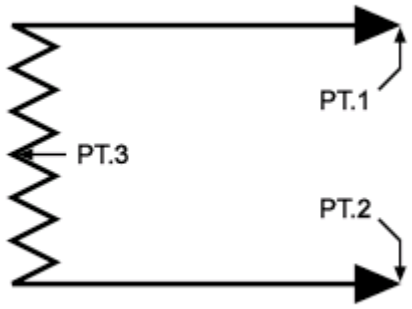
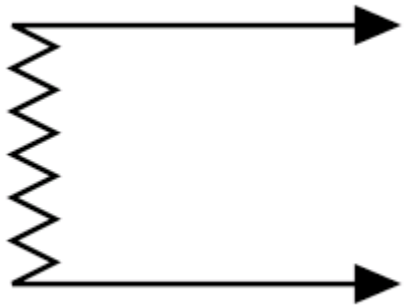
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.DFTY.DFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS DIFFICULT Hierarchy: 2.X.3.2.1.2 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 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 and parallel to it. 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.

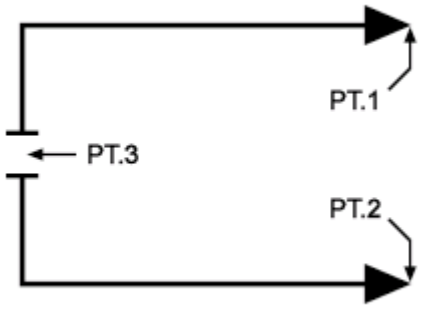
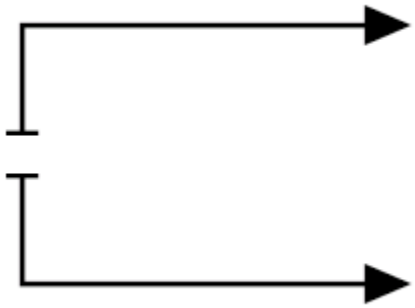
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.DFTY.IMP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS IMPOSSIBLE Hierarchy: 2.X.3.2.1.3 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 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 parallel to it. 3. Orientation. The opening typically faces enemy forces. Static/Dynamic: D	Template  G*MPBDI---****X Example  G*MPBDI---****X

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

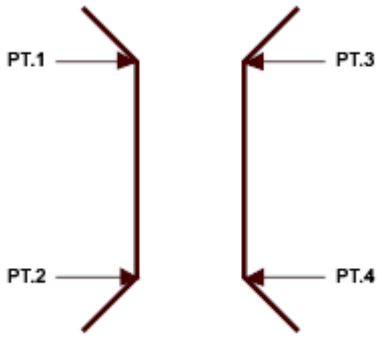
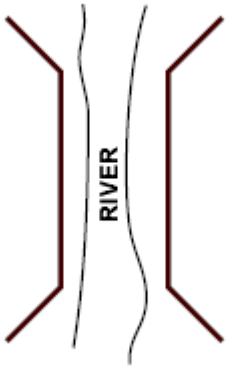
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.CSGSTE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING Hierarchy: 2.X.3.2.2 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.OBSTBP.CSGSTE.ASTCA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ASSAULT CROSSING AREA Hierarchy: 2.X.3.2.2.1 Parameters: 1. Anchor Points. This graphic requires four points. Point 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. The two sides must be parallel. 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.

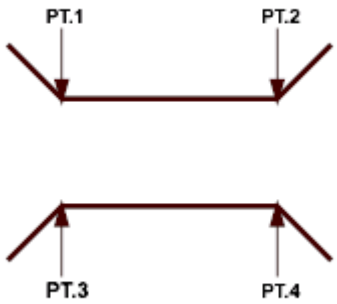
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.CSGSTE.BRG TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING BRIDGE OR GAP Hierarchy: 2.X.3.2.2.2 Parameters: 1. Anchor Points. This graphic requires four points. Point 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. The two sides must be parallel. 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

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

GRAPHIC	IMAGES
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.

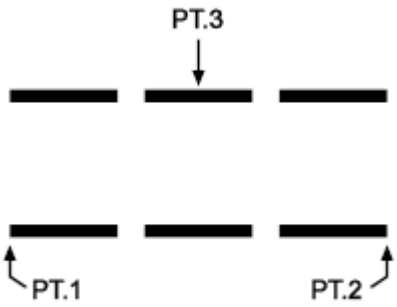
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDESY TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD EASY Hierarchy: 2.X.3.2.2.4 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 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

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

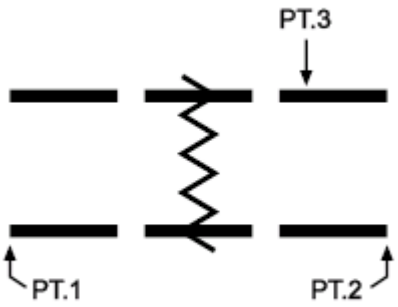
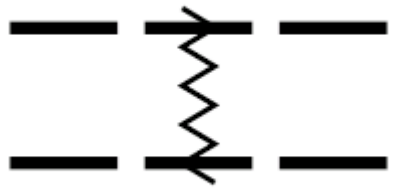
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDDFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD DIFFICULT Hierarchy: 2.X.3.2.2.5 Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. 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.

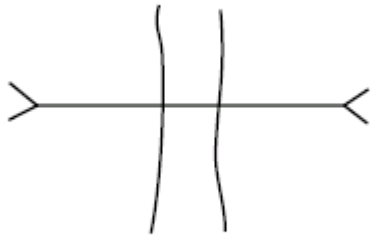
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.CSGSTE.LANE TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING LANE Hierarchy: 2.X.3.2.2.6 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads. 2. Size/Shape. Points 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

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

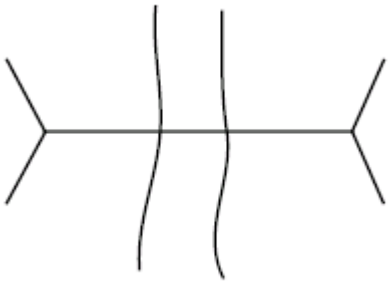
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.CSGSTE.RFT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING RAFT SITE Hierarchy: 2.X.3.2.2.7 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and two define the tips of the arrowheads. 2. Size/Shape. 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.

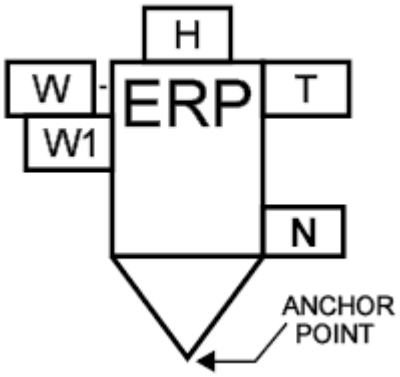
GRAPHIC	IMAGES
TACGRP.MOBSU.OBSTBP.CSGSTE.ERP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ENGINEER REGULATING POINT Hierarchy: 2.X.3.2.2.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. 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

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

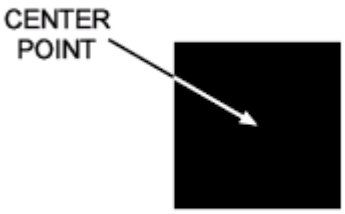
GRAPHIC	IMAGES
TACGRP.MOBSU.SU TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY Hierarchy: 2.X.3.3 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.SU.ESTOF TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY EARTHWORK, SMALL TRENCH OR FORTIFICATION Hierarchy: 2.X.3.3.1 Parameters: 1. Anchor Points. This 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.

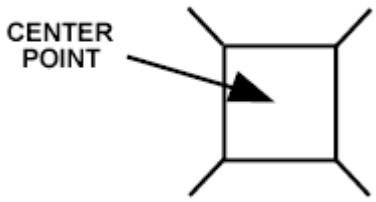
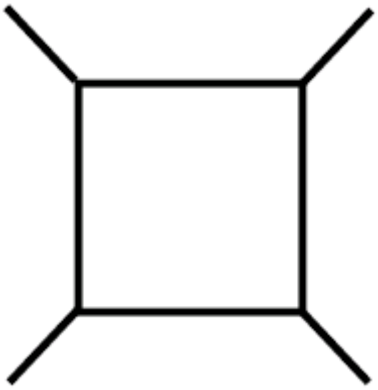
GRAPHIC	IMAGES
TACGRP.MOBSU.SU.FRT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORT Hierarchy: 2.X.3.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S	Template  G*MPSF----****X
	Example  G*MPSF----****X

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

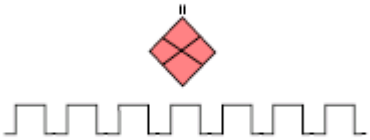
GRAPHIC	IMAGES
TACGRP.MOBSU.SU.FTFDLN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORTIFIED LINE Hierarchy: 2.X.3.3.3 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. 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

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

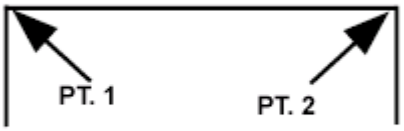
GRAPHIC	IMAGES
TACGRP.MOBSU.SU.FEWS TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FOXHOLE, EMPLACEMENT OR WEAPON SITE Hierarchy: 2.X.3.3.4 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and two define the corners on the front of the graphic. 2. Size/Shape. Points 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.

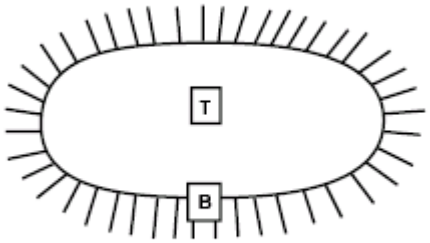
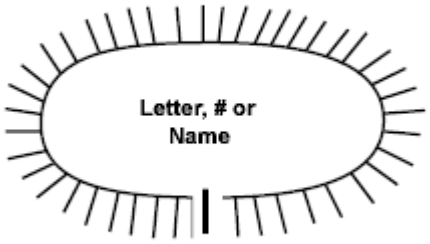
GRAPHIC	IMAGES
TACGRP.MOBSU.SU.STRGPT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY STRONG POINT Hierarchy: 2.X.3.3.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the 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

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

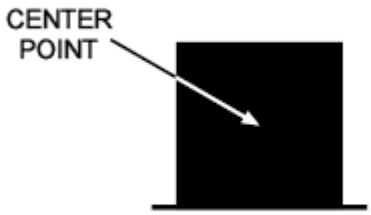
GRAPHIC	IMAGES
TACGRP.MOBSU.SU.SUFSHL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY SURFACE SHELTER Hierarchy: 2.X.3.3.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S	Template  G*MPSS----****X
	Example G*MPSS----****X

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

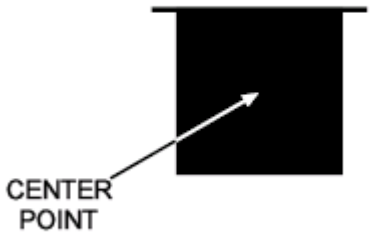
GRAPHIC	IMAGES
TACGRP.MOBSU.SU.UGDSHL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY UNDERGROUND SHELTER Hierarchy: 2.X.3.3.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's 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.

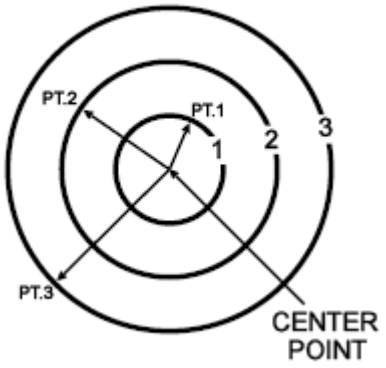
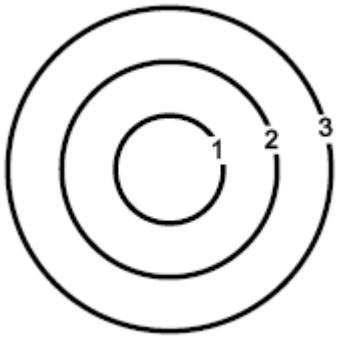
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR Hierarchy: 2.X.3.4 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.CBRN.MSDZ TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR MINIMUM SAFE DISTANCE ZONES 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 a CBRN event. Static/Dynamic: D	Template  G*MPNM----****X Example  G*MPNM----****X

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

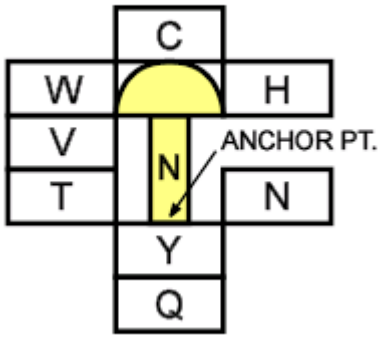
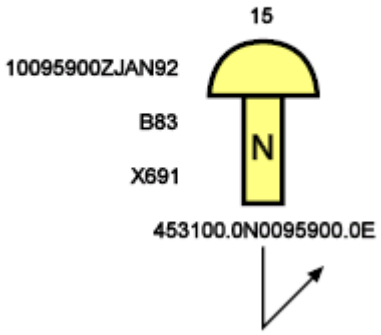
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.NDGZ TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR NUCLEAR DETONATIONS GROUND ZERO Hierarchy: 2.X.3.4.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's 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.

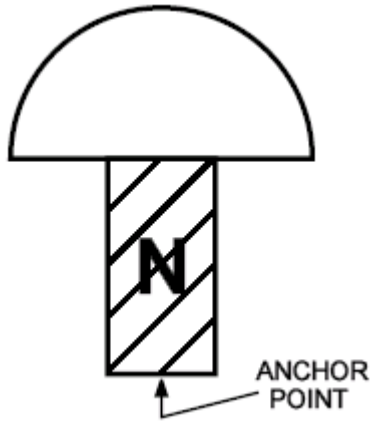
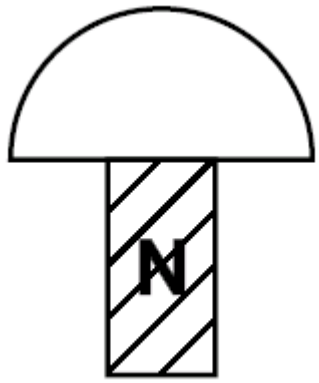
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.FAOTP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR FALLOUT PRODUCING Hierarchy: 2.X.3.4.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. 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

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

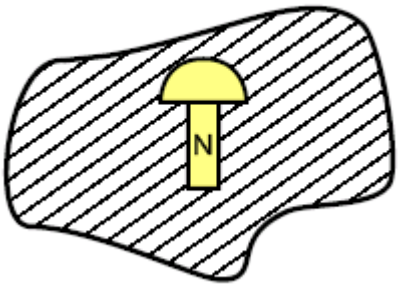
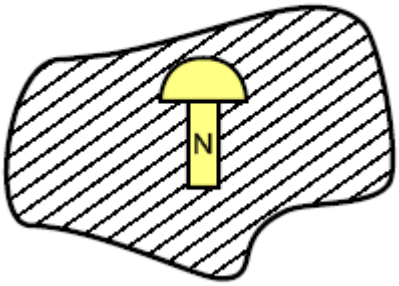
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.RADA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR RADIOACTIVE AREA Hierarchy: 2.X.3.4.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points 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.

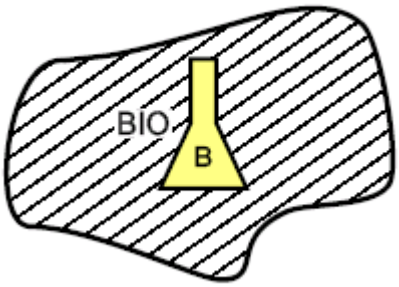
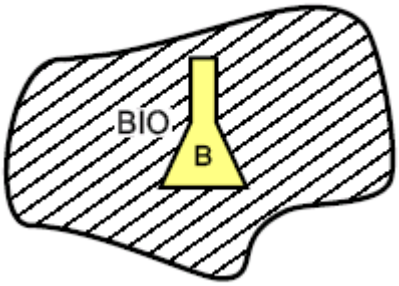
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.BIOCA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR BIOLOGICALLY CONTAMINATED AREA Hierarchy: 2.X.3.4.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add 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

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

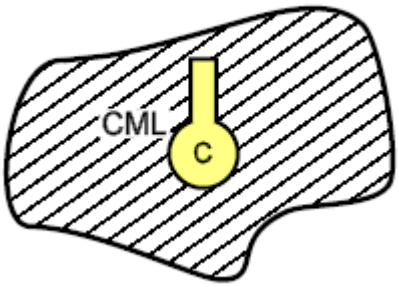
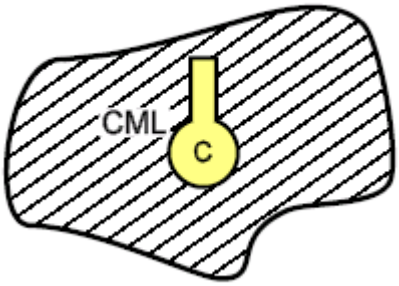
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.CMLCA TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR CHEMICALLY CONTAMINATED AREA Hierarchy: 2.X.3.4.6 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as 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

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

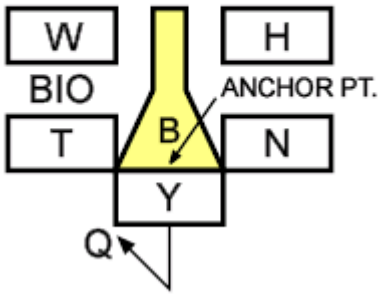
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.REEVNT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR RELEASE EVENTS Hierarchy: 2.X.3.4.7 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.CBRN.REEVNT.BIO TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR RELEASE EVENTS BIOLOGICAL Hierarchy: 2.X.3.4.7.1 <u>Parameters:</u> 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

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

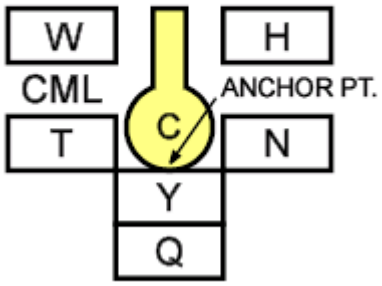
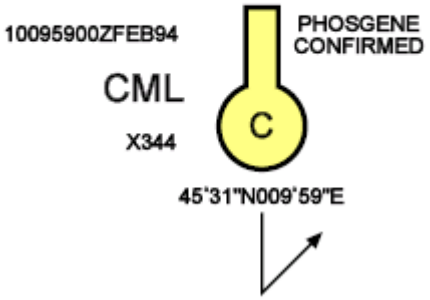
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.REEVNT.CML TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR RELEASE EVENTS CHEMICAL Hierarchy: 2.X.3.4.7.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's 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

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

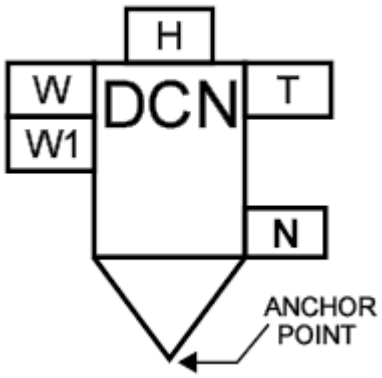
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DECONP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DECONTAMINATION (DECON) POINTS Hierarchy: 2.X.3.4.8 Static/Dynamic: N/A	N/A
TACGRP.MOBSU.CBRN.DECONP.USP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR 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

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

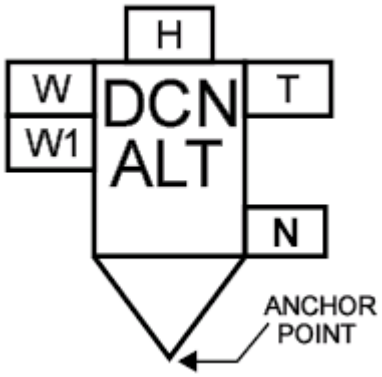
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DECONP.ALTUSP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DECONTAMINATION (DECON) POINTS ALTERNATE DECON SITE/POINT (UNSPECIFIED) Hierarchy: 2.X.3.4.8.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. 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.

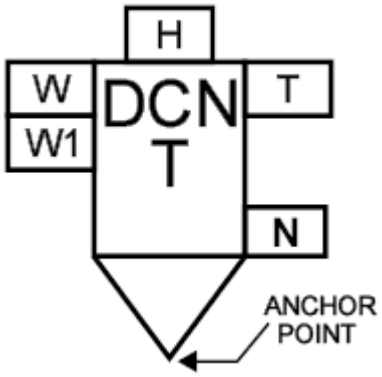
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DECONP.TRP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DECONTAMINATION (DECON) POINTS DECON SITE/POINT (TROOPS) Hierarchy: 2.X.3.4.8.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines 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

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

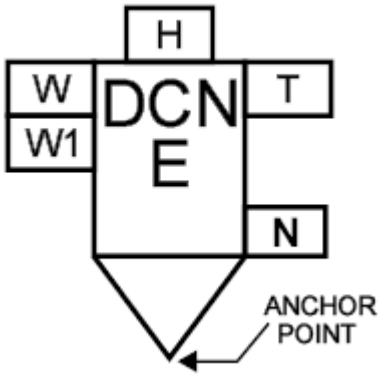
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DECONP.EQT TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT) Hierarchy: 2.X.3.4.8.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines 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.

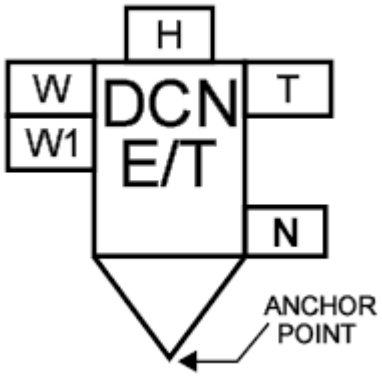
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DECONP.EQTTRP TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT AND TROOPS) Hierarchy: 2.X.3.4.8.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The 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

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

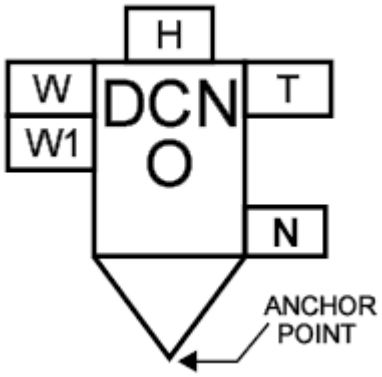
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DECONP.OPDECN TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DECONTAMINATION (DECON) POINTS DECON SITE/POINT (OPERATIONAL DECONTAMINATION) Hierarchy: 2.X.3.4.8.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. 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.

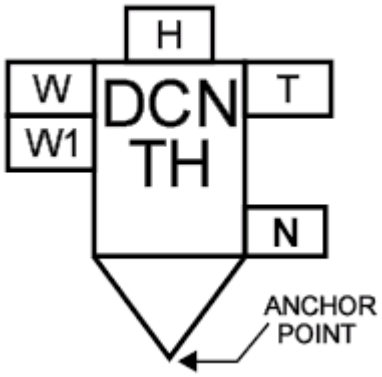
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DECONP.TRGH TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DECONTAMINATION (DECON) POINTS DECON SITE/POINT (THOROUGH DECONTAMINATION) Hierarchy: 2.X.3.4.8.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. 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

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

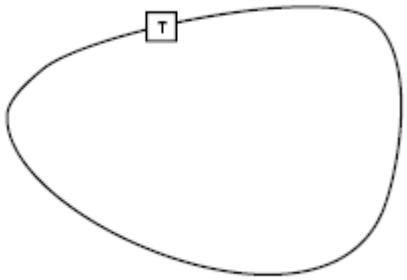
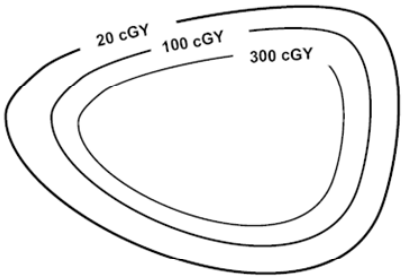
GRAPHIC	IMAGES
TACGRP.MOBSU.CBRN.DRCL TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR DOSE RATE CONTOUR LINES Hierarchy: 2.X.3.4.9 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many 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

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

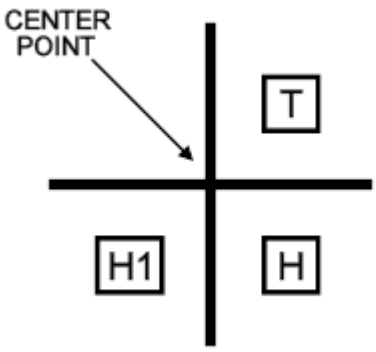
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT TACTICAL GRAPHICS FIRE SUPPORT POINT Hierarchy: 2.X.4.1 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.PNT.TGT TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET Hierarchy: 2.X.4.1.1 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.PNT.TGT.PTGT TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET POINT/SINGLE 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

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

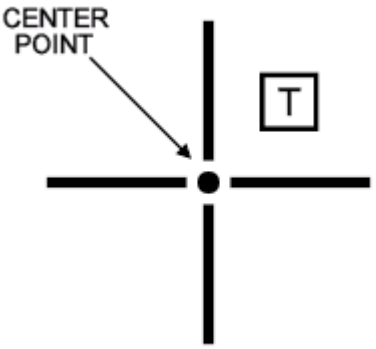
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT.TGT.NUCTGT TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET NUCLEAR TARGET Hierarchy: 2.X.4.1.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*FPPTN---****X
	Example G*FPPTN---****X

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

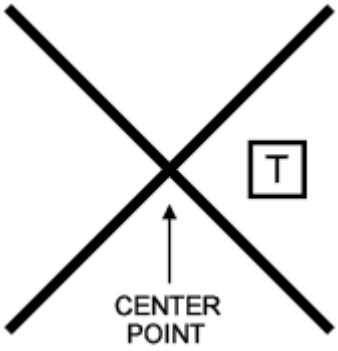
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT.C2PNT TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS Hierarchy: 2.X.4.1.2 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.PNT.C2PNT.FSS TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS FIRE SUPPORT STATION Hierarchy: 2.X.4.1.2.1 Parameters: 1. Anchor Points. 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*FPPCF---****X
	Example G*FPPCF---****X

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

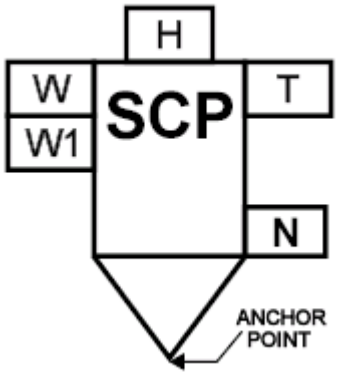
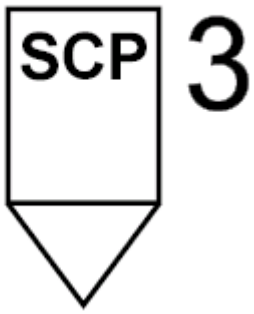
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT.C2PNT.SCP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS SURVEY CONTROL POINT Hierarchy: 2.X.4.1.2.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. 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

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

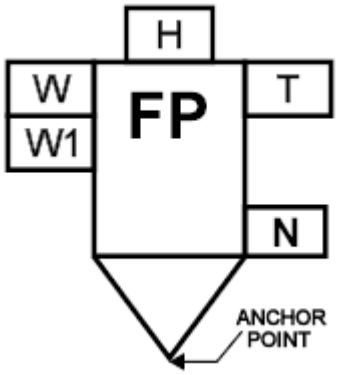
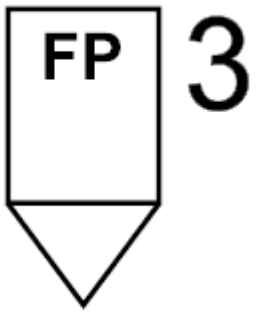
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT.C2PNT.FP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS FIRING POINT Hierarchy: 2.X.4.1.2.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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.

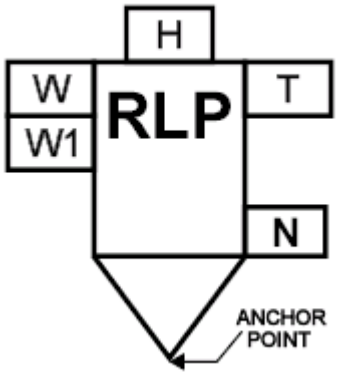
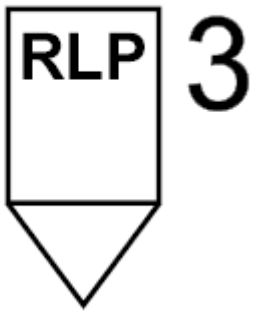
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT.C2PNT.RP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS RELOAD POINT Hierarchy: 2.X.4.1.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

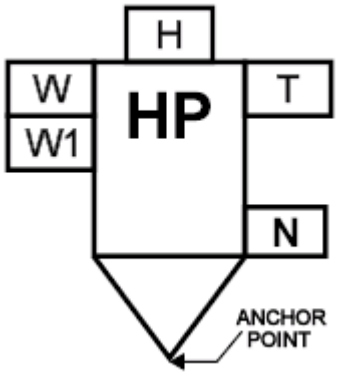
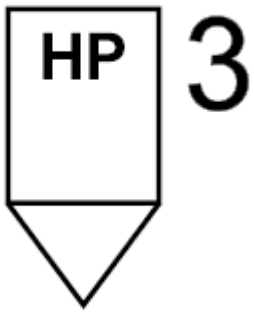
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT.C2PNT.HP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS HIDE POINT Hierarchy: 2.X.4.1.2.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

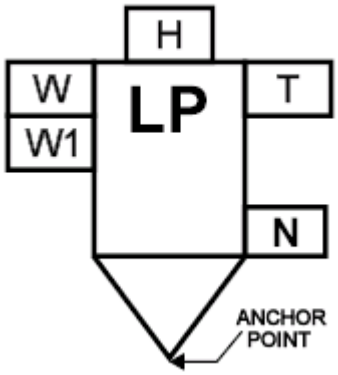
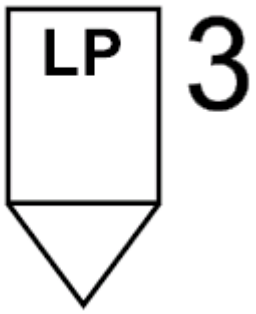
GRAPHIC	IMAGES
TACGRP.FSUPP.PNT.C2PNT.LP TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS LAUNCH POINT Hierarchy: 2.X.4.1.2.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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.

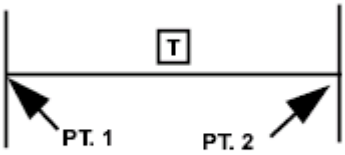
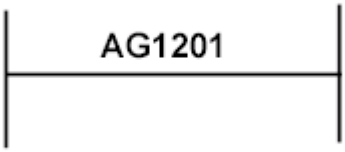
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE TACTICAL GRAPHICS FIRE SUPPORT LINES Hierarchy: 2.X.4.2 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.LNE.LNRTGT TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET Hierarchy: 2.X.4.2.1 Parameters: 1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start of the graphic. Point 2 defines the end of the graphic. 2. Size/Shape. The anchor points define the size. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPLT----****X
	Example  G*FPLT----****X

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

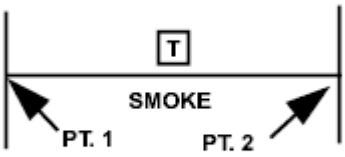
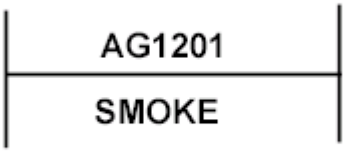
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE.LNRTGT.LSTGT TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET LINEAR SMOKE TARGET Hierarchy: 2.X.4.2.1.1 Parameters: 1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start of the graphic. Point 2 defines the end of the graphic. 2. Size/Shape. The anchor points define the size. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPLTS---****X
	Example  G*FPLTS---****X

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

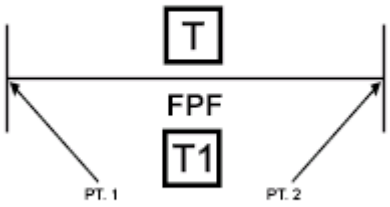
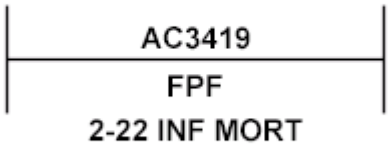
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE.LNRTGT.FPF TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET FINAL PROTECTIVE FIRE (FPF) Hierarchy: 2.X.4.2.1.2 Parameters: 1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start point of the graphic. Point 2 defines the end point of 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

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

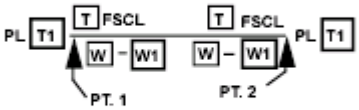
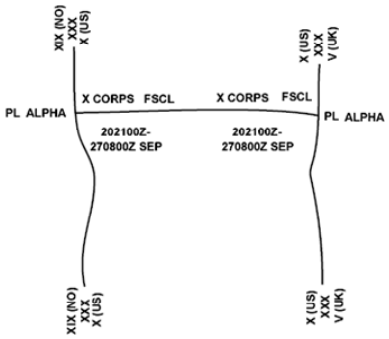
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE.C2LNE TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES Hierarchy: 2.X.4.2.2 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.LNE.C2LNE.FSCL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES FIRE SUPPORT COORDINATION LINE (FSCL) Hierarchy: 2.X.4.2.2.1 Parameters: 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*FPLCF---****X Example  G*FPLCF---****X

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

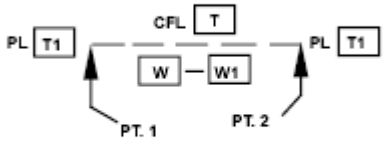
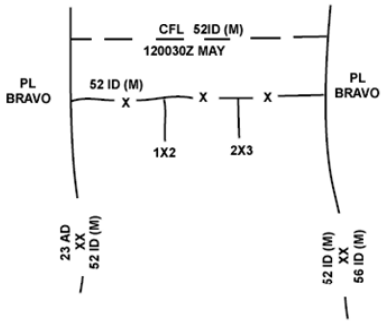
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE.C2LNE.CFL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES COORDINATED FIRE LINE (CFL) Hierarchy: 2.X.4.2.2.2 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend 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*FPLCC---****X Example  G*FPLCC---****X

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

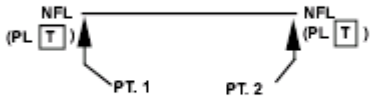
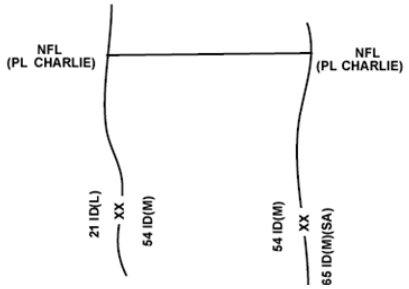
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE.C2LNE.NFL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES NO-FIRE LINE (NFL) Hierarchy: 2.X.4.2.2.3 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the 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*FPLCN---****X Example  G*FPLCN---****X

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

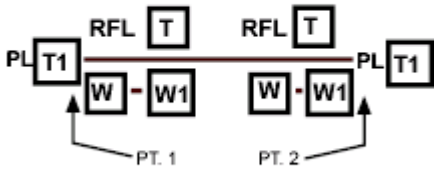
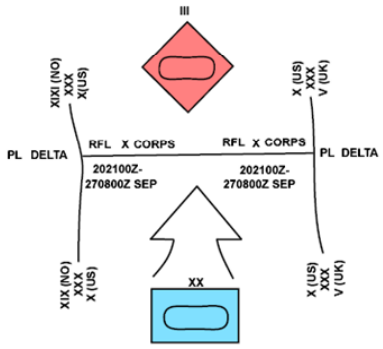
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE.C2LNE.RFL TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES RESTRICTIVE FIRE LINE (RFL) Hierarchy: 2.X.4.2.2.4 Parameters: 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend 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*FPLCR---****X
	Example  G*FPLCR---****X

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

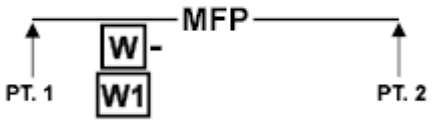
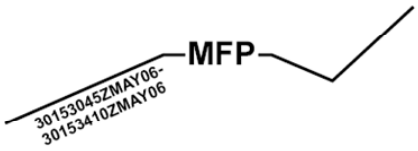
GRAPHIC	IMAGES
TACGRP.FSUPP.LNE.C2LNE.MFP TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES MUNITION FLIGHT PATH (MFP) Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires a minimum of two (2) and a maximum of one hundred twenty-seven (127) anchor points. The first point (point 1) defines the start point. The last point defines the endpoint. The points are numbered sequentially beginning with point one (1), in increments of one. 2. Size/Shape. The anchor points define the size and shape. 3. Orientation. The orientation is determined by the anchor points. Static/Dynamic: D NOTE 1. “MFP” shall be displayed once at the approximate center of the overall length of the Munition Flight Path. NOTE 2. The MFP begins at a weapon system/surface-to-surface fires unit, and terminates at a target. NOTE 3. The effective DTG of the MFP is the shot/launch time of the projectile. The expiration DTG of the MFP is the splash/time of impact of the projectile. DTGs are not required to be displayed. If the DTG is displayed, it shall be displayed one time mid way between Point 1 and mid point of the graphic. NOTE 4. The 3D display of a MFP requires a height value for each anchor point.	Template  G*FPLCM---****X
	Example1 G*FPLCM---****X
	Example2  G*FPLCM---****X

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

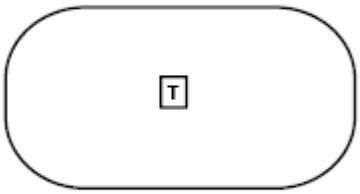
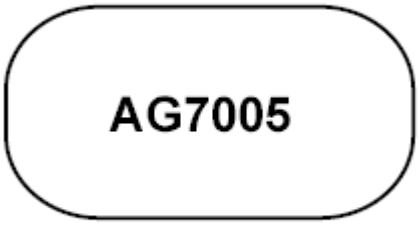
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS TACTICAL GRAPHICS FIRE SUPPORT AREAS Hierarchy: 2.X.4.3 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.ARATGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET Hierarchy: 2.X.4.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the 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.

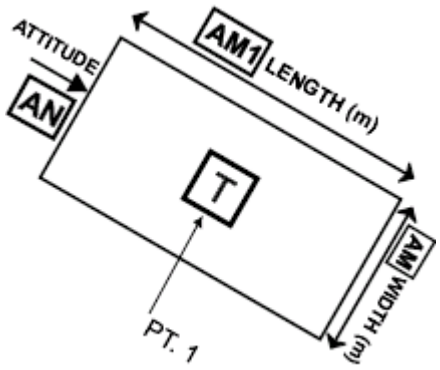
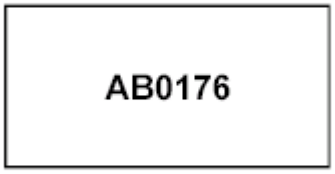
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.ARATGT.RTGTGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET RECTANGULAR TARGET Hierarchy: 2.X.4.3.1.1 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point to define the center of the area. 2. Size/Shape. Size: as determined by the anchor point, the 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 (modifier "AN") in degrees. Static/Dynamic: D	Template  G*FPATR---****X
	Example  G*FPATR---****X

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

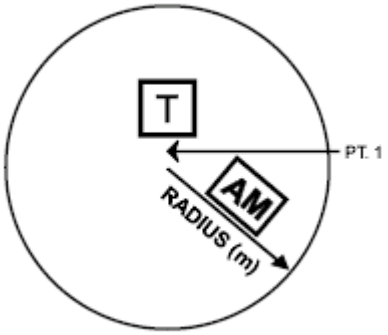
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.ARATGT.CIRTGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET CIRCULAR TARGET Hierarchy: 2.X.4.3.1.2 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in 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.

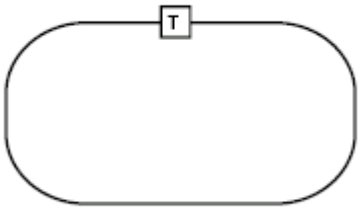
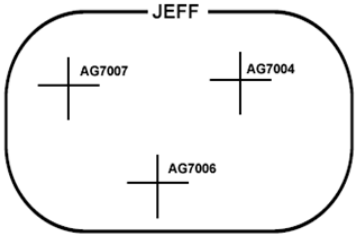
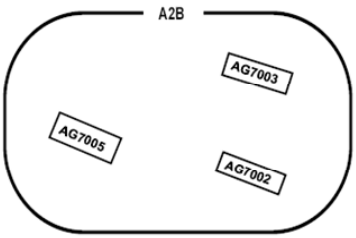
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.ARATGT.SGTGT TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET SERIES OR GROUP OF TARGETS Hierarchy: 2.X.4.3.1.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

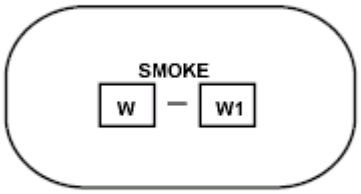
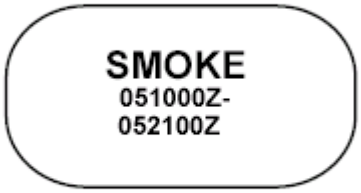
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.ARATGT.SMK TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET SMOKE Hierarchy: 2.X.4.3.1.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's 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.

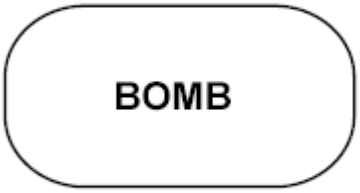
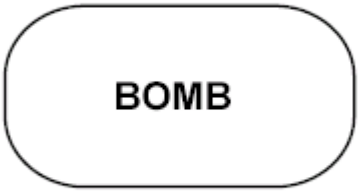
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.ARATGT.BMARA TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET BOMB AREA Hierarchy: 2.X.4.3.1.5 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the 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

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

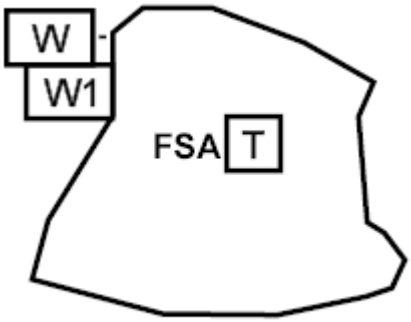
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS Hierarchy: 2.X.4.3.2 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.FSA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) Hierarchy: 2.X.4.3.2.1 Static/Dynamic: N/A	N/A
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

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

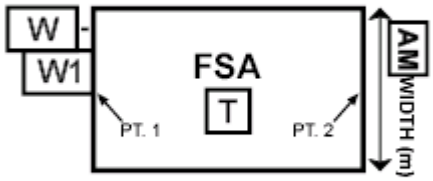
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.FSA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) RECTANGULAR Hierarchy: 2.X.4.3.2.1.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. 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.

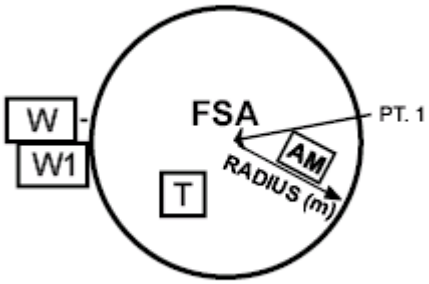
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.FSA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) CIRCULAR Hierarchy: 2.X.4.3.2.1.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 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

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

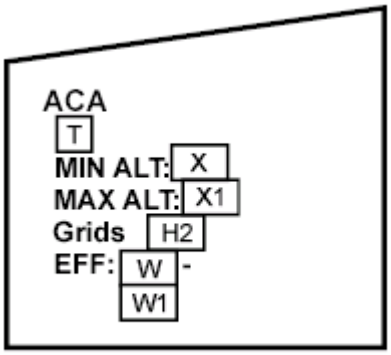
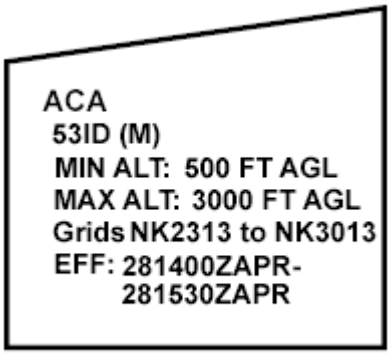
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.ACA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) Hierarchy: 2.X.4.3.2.2 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.ACA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (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.

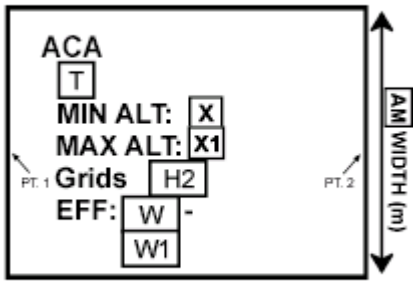
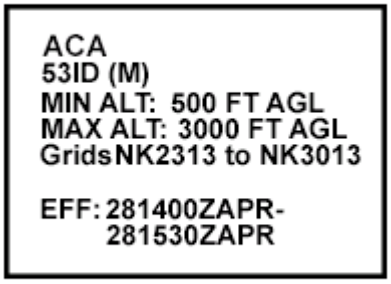
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.ACA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) RECTANGULAR Hierarchy: 2.X.4.3.2.2.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary 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

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

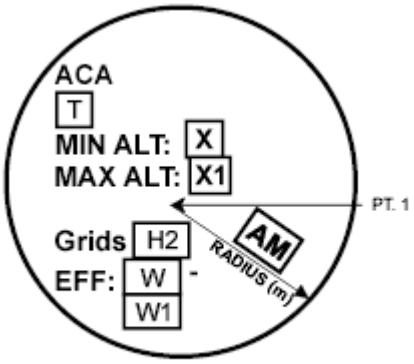
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.ACA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) CIRCULAR Hierarchy: 2.X.4.3.2.2.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the 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

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

GRAPHIC	IMAGES

TACGRP.FSUPP.ARS.C2ARS.FFA
 	
TACTICAL GRAPHICS
FIRE SUPPORT
AREAS
  COMMAND & CONTROL AREAS
  FREE FIRE AREA (FFA)
 	
Hierarchy: 2.X.4.3.2.3
 	
Static/Dynamic: N/A
	N/A

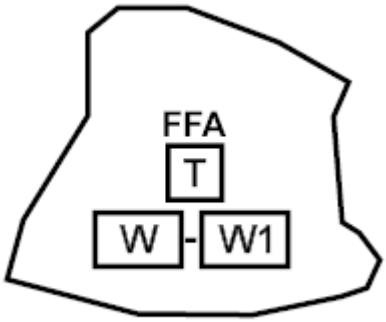
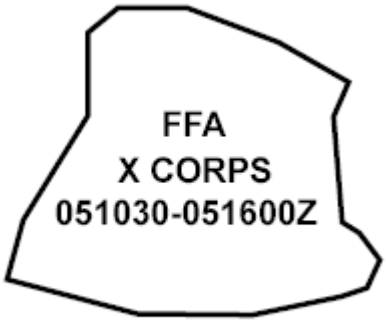
TACGRP.FSUPP.ARS.C2ARS.FFA.IRR
 	
TACTICAL GRAPHICS
FIRE SUPPORT
AREAS
COMMAND & CONTROL AREAS
  FREE FIRE AREA (FFA)
  IRREGULAR
 	
Hierarchy: 2.X.4.3.2.3.1
 	
Parameters:
 	
1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as 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

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

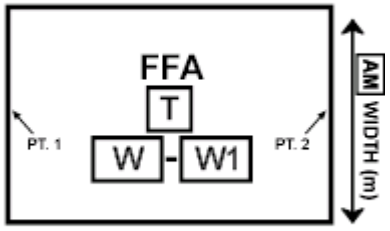
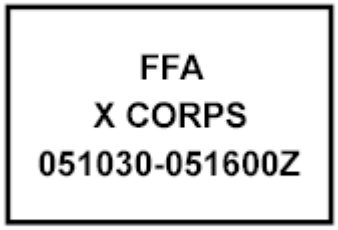
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.FFA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FREE FIRE AREA (FFA) RECTANGULAR Hierarchy: 2.X.4.3.2.3.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. 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.

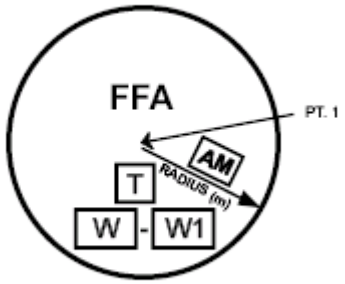
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FREE FIRE AREA (FFA) CIRCULAR Hierarchy: 2.X.4.3.2.3.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 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

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

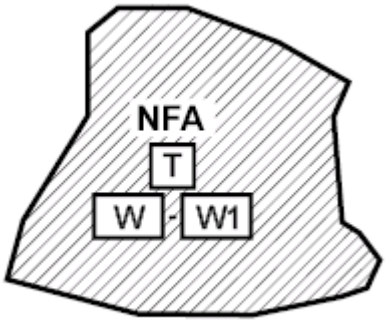
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.NFA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) Hierarchy: 2.X.4.3.2.4 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.NFA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) IRREGULAR Hierarchy: 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. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACNI--****X
	Example G*FPACNI--****X

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

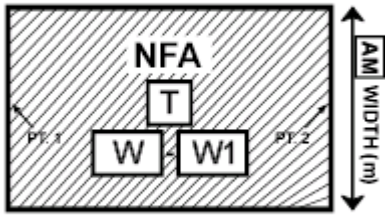
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.NFA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) RECTANGULAR Hierarchy: 2.X.4.3.2.4.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. 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. 3. Orientation. As determined by the anchor points. Static/Dynamic: D	Template  G*FPACNR--****X
	Example G*FPACNR--****X

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

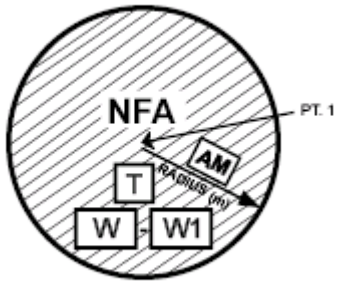
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.NFA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) CIRCULAR Hierarchy: 2.X.4.3.2.4.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACNC--****X
	Example G*FPACNC--****X

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

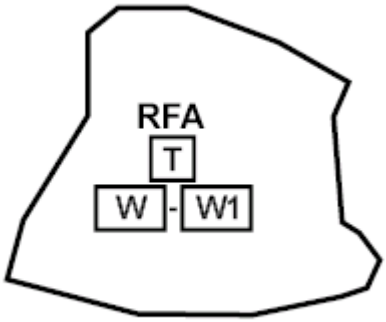
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.RFA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) Hierarchy: 2.X.4.3.2.5 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.RFA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) IRREGULAR 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

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

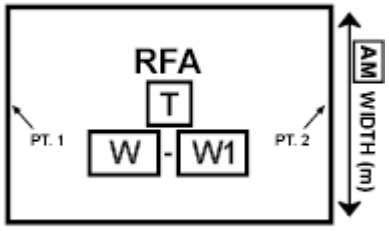
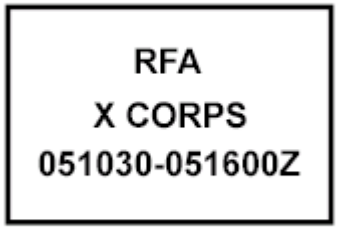
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.RFA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) RECTANGULAR Hierarchy: 2.X.4.3.2.5.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the 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.

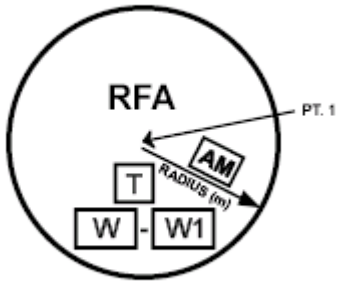
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.RFA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) CIRCULAR Hierarchy: 2.X.4.3.2.5.3 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 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

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

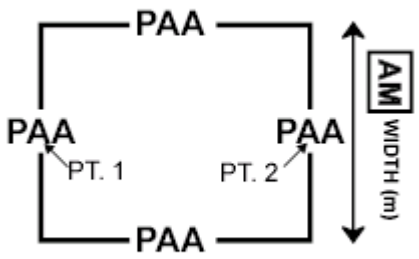
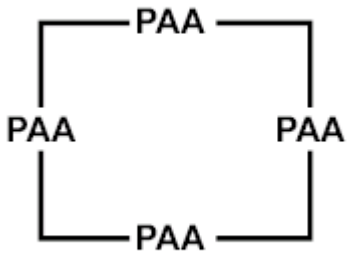
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.PAA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) Hierarchy: 2.X.4.3.2.6 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.PAA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) RECTANGULAR Hierarchy: 2.X.4.3.2.6.1 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. Determined by the anchor points. 3. Orientation. Not applicable. Static/Dynamic: D	Template  G*FPACPR--****X
	Example  G*FPACPR--****X

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

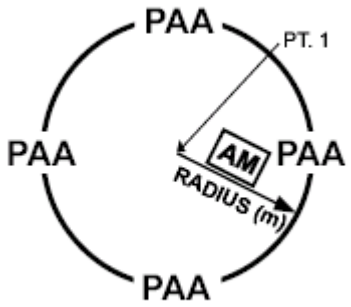
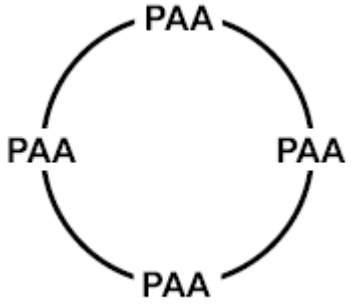
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.PAA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) CIRCULAR Hierarchy: 2.X.4.3.2.6.2 Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of 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

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

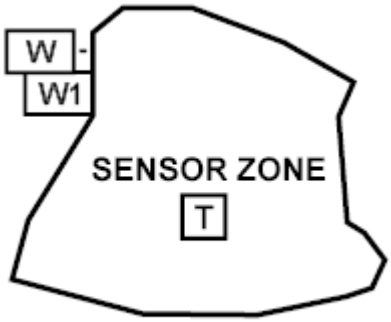
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.SNSZ TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS SENSOR ZONE Hierarchy: N/A Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.SNSZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS SENSOR ZONE IRREGULAR Hierarchy: N/A Parameters: 1. Anchor 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*FPACEI--****X Example G*FPACEI--****X

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

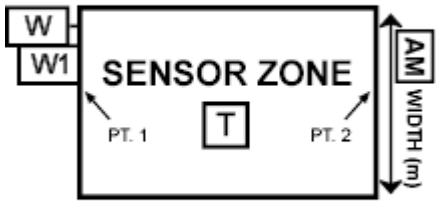
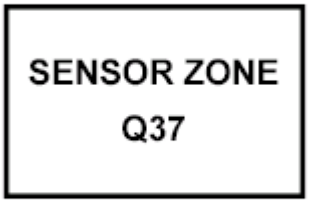
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.SNSZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS SENSOR ZONE RECTANGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will 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*FPACER--****X
	Example  G*FPACER--****X

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

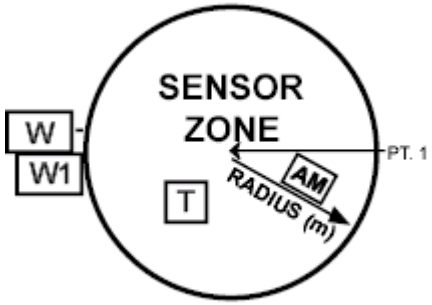
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.SNSZ.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS SENSOR ZONE CIRCULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: 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*FPACEC--****X
	Example G*FPACEC--****X

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

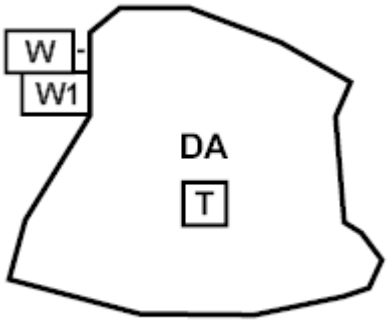
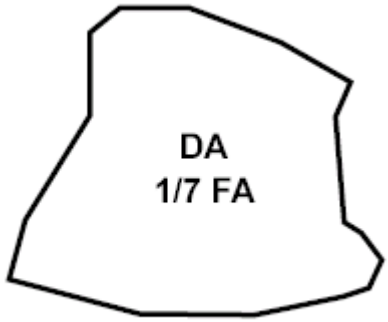
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.DA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS DEAD SPACE AREA (DA) Hierarchy: N/A Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.DA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS DEAD SPACE AREA (DA) IRREGULAR Hierarchy: N/A Parameters: 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*FPACDI--****X Example  G*FPACDI--****X

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

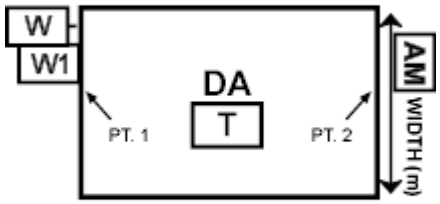
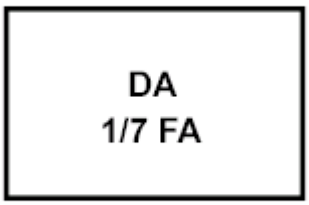
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.DA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS DEAD SPACE AREA (DA) RECTANGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 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*FPACDR--****X
	Example  G*FPACDR--****X

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

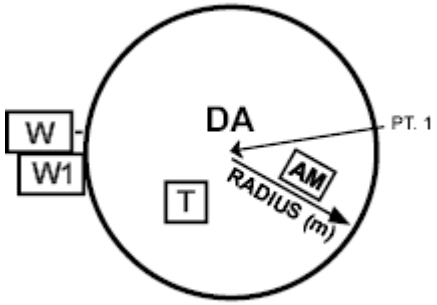
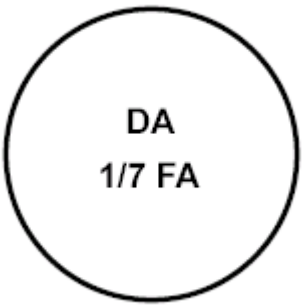
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.DA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS DEAD SPACE AREA (DA) CIRCULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. 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*FPACDC--****X Example  G*FPACDC--****X

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

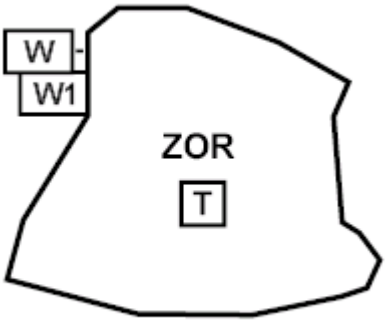
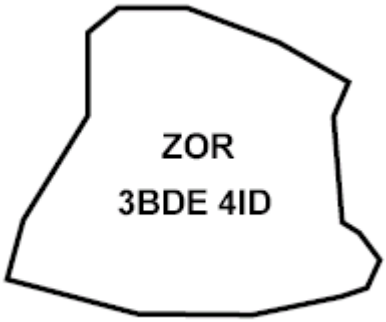
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.ZOR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS ZONE OF RESPONSIBILITY (ZOR) Hierarchy: N/A Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.ZOR.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS ZONE OF RESPONSIBILITY (ZOR) IRREGULAR Hierarchy: N/A 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*FPACZI--****X
	Example  G*FPACZI--****X

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

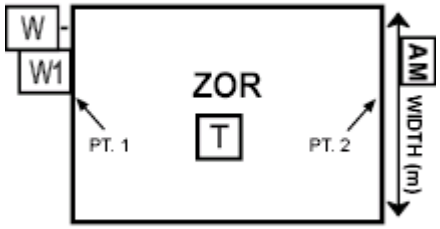
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.ZOR.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS ZONE OF RESPONSIBILITY (ZOR) RECTANGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. 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*FPACZR--****X
	Example G*FPACZR--****X

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

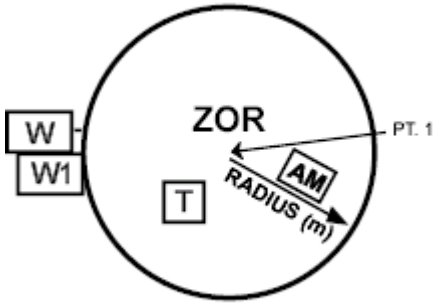
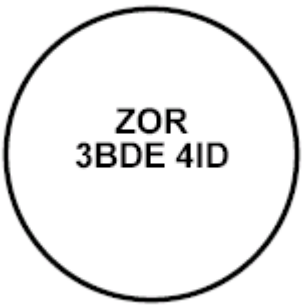
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.ZOR.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS ZONE OF RESPONSIBILITY (ZOR) CIRCULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. 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*FPACZC--****X
	Example  G*FPACZC--****X

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

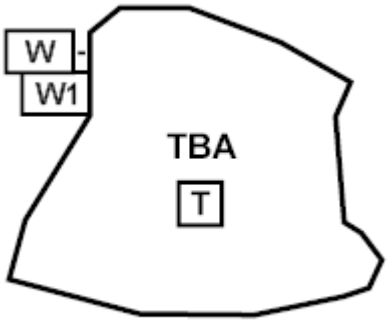
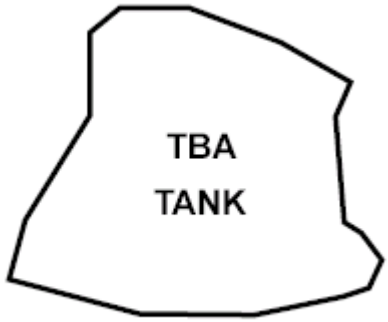
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.TBA TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET BUILD-UP AREA (TBA) Hierarchy: N/A Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.TBA.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET BUILD-UP AREA (TBA) IRREGULAR Hierarchy: N/A 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*FPACBI--****X
	Example  G*FPACBI--****X

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

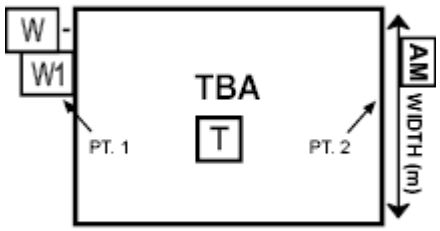
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.TBA.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET BUILD-UP AREA (TBA) RECTANGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 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*FPACBR--****X
	Example G*FPACBR--****X

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

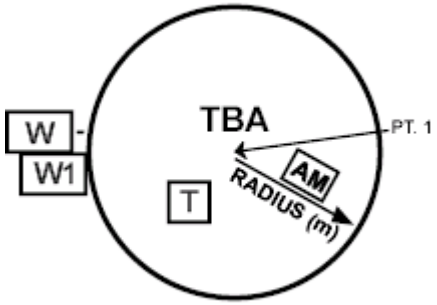
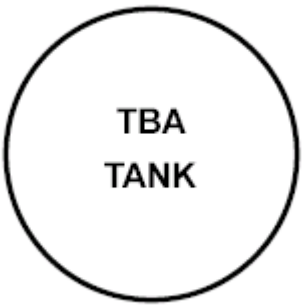
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.TBA.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET BUILD-UP AREA (TBA) CIRCULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. 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*FPACBC--****X
	Example  G*FPACBC--****X

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

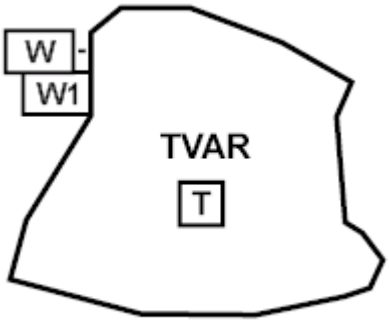
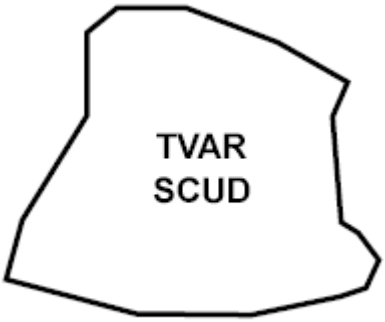
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.TVAR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET VALUE AREA (TVAR) Hierarchy: N/A Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.C2ARS.TVAR.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET VALUE AREA (TVAR) IRREGULAR Hierarchy: N/A 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*FPACVI--****X
	Example  G*FPACVI--****X

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

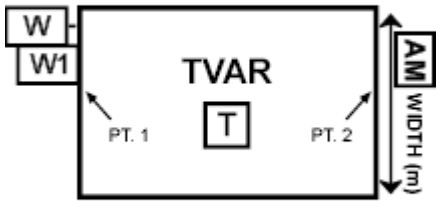
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.TVAR.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET VALUE AREA (TVAR) RECTANGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 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*FPACVR--****X Example G*FPACVR--****X

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

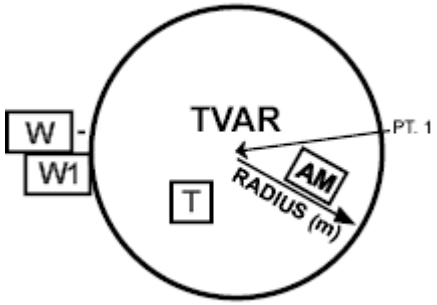
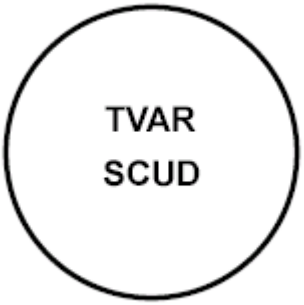
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.TVAR.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TARGET VALUE AREA (TVAR) CIRCULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. 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*FPACVC--****X
	Example  G*FPACVC--****X

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

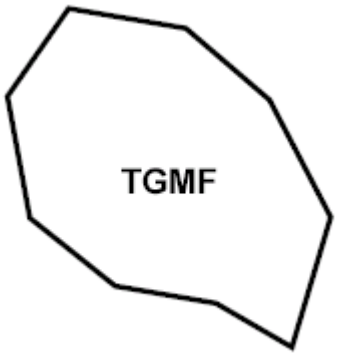
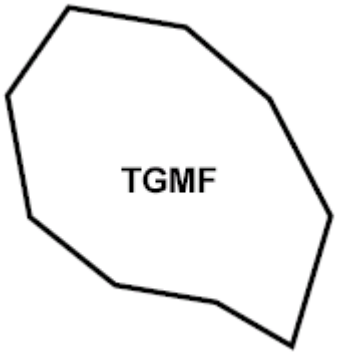
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.C2ARS.TGMF TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS TERMINALLY GUIDED MUNITION FOOTPRINT (TGMF) Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as 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*FPACT---****X Example  G*FPACT---****X

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

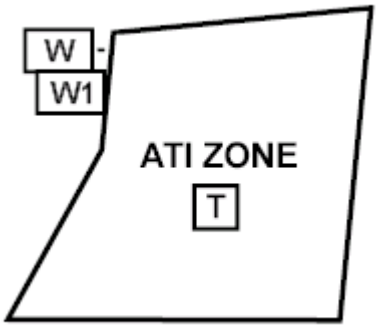
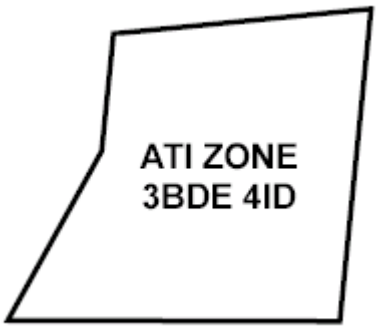
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.TGTAQZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES Hierarchy: 2.X.4.3.3 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE Hierarchy: 2.X.4.3.3.1 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION 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 (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). 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

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

GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE RECTANGULAR Hierarchy: 2.X.4.3.3.1.2 <u>Parameters:</u> 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.

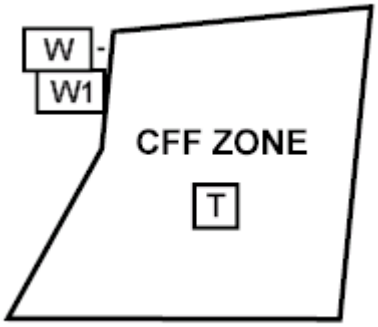
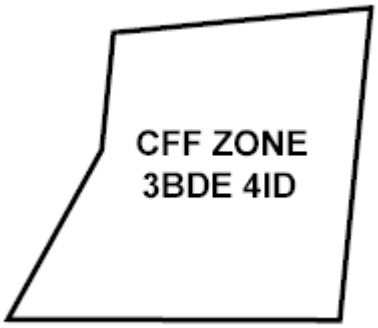
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ) Hierarchy: 2.X.4.3.3.2 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ) IRREGULAR Hierarchy: 2.X.4.3.3.2.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). 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

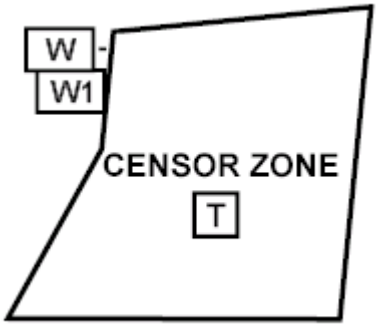
TABLE B-IV. Military operations tactical graphics - Continued.

GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION 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

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

GRAPHIC	IMAGES

TACGRP.FSUPP.ARS.TGTAQZ.CNS
 	
TACTICAL GRAPHICS
FIRE SUPPORT
AREAS
  TARGET ACQUISITION ZONES
  CENSOR ZONE
 	
Hierarchy: 2.X.4.3.3.4
 	
Static/Dynamic: N/A
	N/A

TACGRP.FSUPP.ARS.TGTAQZ.CNS.IRR
 	
TACTICAL GRAPHICS
FIRE SUPPORT
AREAS
TARGET ACQUISITION ZONES
  CENSOR ZONE
  IRREGULAR
 	
Hierarchy: 2.X.4.3.3.4.1
 	
Parameters:
 	
1. Anchor Points. This graphic requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).
 	
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

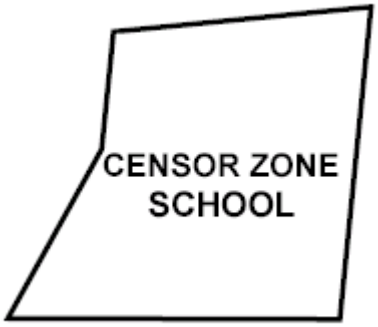
	Example  G*FPAZCI--****X

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

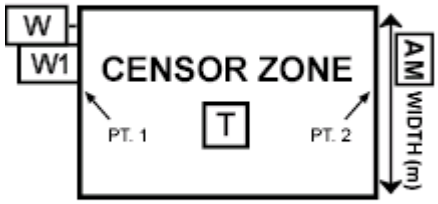
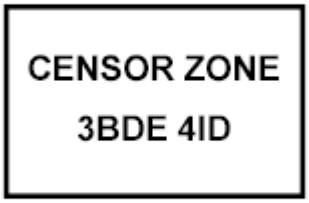
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.TGTAQZ.CNS.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CENSOR ZONE RECTANGULAR Hierarchy: 2.X.4.3.3.4.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 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

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

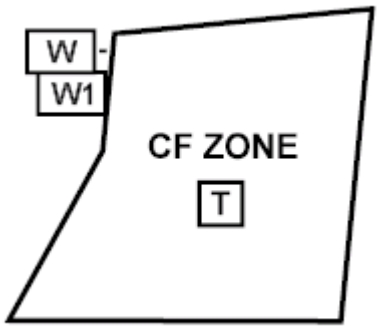
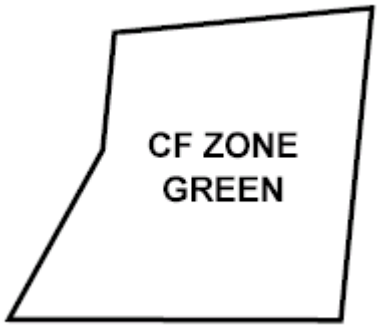
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.TGTAQZ.CFZ TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CRITICAL FRIENDLY ZONE (CFZ) Hierarchy: 2.X.4.3.3.6 Static/Dynamic: N/A	N/A
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CRITICAL FRIENDLY ZONE (CFZ) IRREGULAR Hierarchy: 2.X.4.3.3.6.1 Parameters: 1. Anchor Points. This graphic requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). 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.

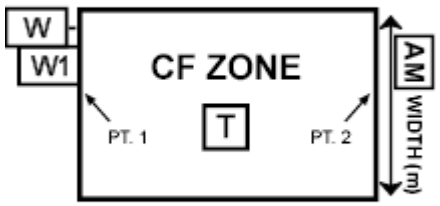
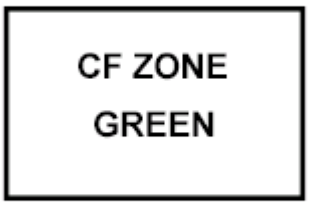
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CRITICAL FRIENDLY ZONE (CFZ) RECTANGULAR Hierarchy: 2.X.4.3.3.6.2 Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of 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.WPNRF TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPON/SENSOR RANGE FANS Hierarchy: 2.X.4.3.4 Static/Dynamic: N/A	N/A

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

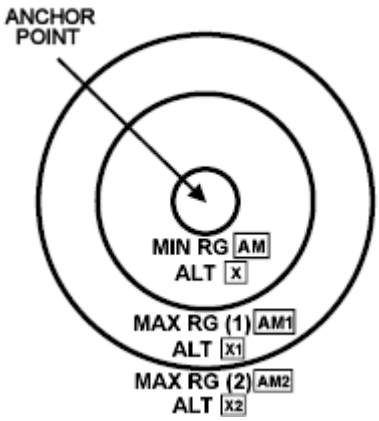
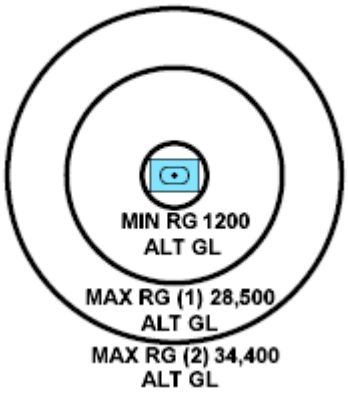
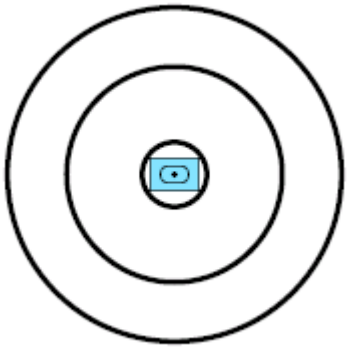
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.WPNRF.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPON/SENSOR RANGE FANS CIRCULAR Hierarchy: 2.X.4.3.4.1 Parameters: 1. Anchor Points. This graphic requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon or sensor system, may change with the movement of the object. The symbol for that object is located at the anchor point. 2. Size/Shape. The size is determined by the distance in meters from the object at the center of the range fan. The shapes are concentric circles. A minimum of one (1) and a maximum of three (3) concentric circles can be used. 3. Orientation. The center point is typically centered over the known location of a weapon or sensor system. Static/Dynamic: D Note: The display of distance and altitude numerical values is not required. An altitude of zero indicates surface level.	Template  G*FPAXC---****X
	Example1  G*FPAXC---****X
	Example2  G*FPAXC---****X

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

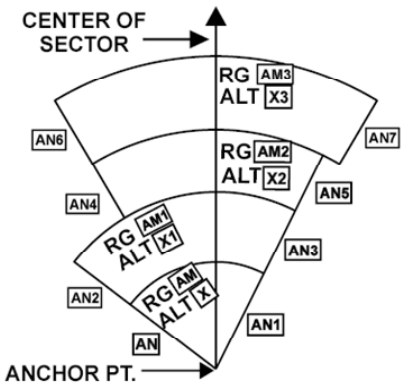
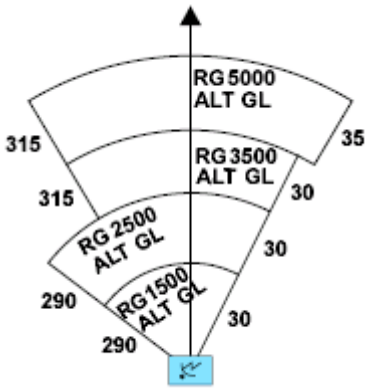
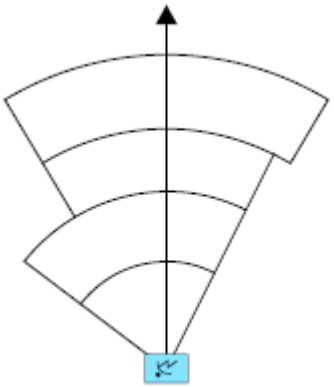
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.WPNRF.SCR TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPON/SENSOR RANGE FANS SECTOR Hierarchy: 2.X.4.3.4.2 Parameters: 1. Anchor Points. This graphic requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon or sensor system, may change with the movement of the object. The symbol for that object is located at the anchor point. 2. Size/Shape. Determined by the anchor point, azimuths measured from true north, and the distance (range) in meters. The Left Sector Azimuth is the angle measured from true north to the left sector limit/edge of the Sector Range Fan. The Right Sector Azimuth is the angle measured from true north to the right sector limit/edge of the Sector Range Fan. Multiple distances (ranges) and/or left and right sector limits/edges of the sector, as well as altitude, may be added as required to define the sector. All azimuths are in degrees. All distances (ranges) are in meters. All altitudes are in feet. 3. Orientation. The center point is typically centered over the known location of a weapon or sensor system. The orientation may change as the object moves or changes. Static/Dynamic: D Note: Minimum and maximum distances (ranges), center of sector, left and right sector limits, and altitude may be displayed if desired but are not required to be displayed. An altitude of zero indicates surface level.	Template  G*FPAXS---****X Example1  G*FPAXS---****X Example2  G*FPAXS---****X

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

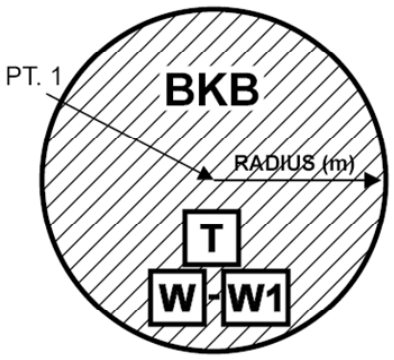
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.KLBOX TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX Hierarchy: N/A Static/Dynamic: D	N/A
TACGRP.FSUPP.ARS.KLBOX.BLUE TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX BLUE Hierarchy: N/A Static/Dynamic: d	N/A
TACGRP.FSUPP.ARS.KLBOX.BLUE.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX BLUE CIRCULAR Hierarchy: N/A 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*F-AKBC--****X Example G*FPAKBC--****X

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

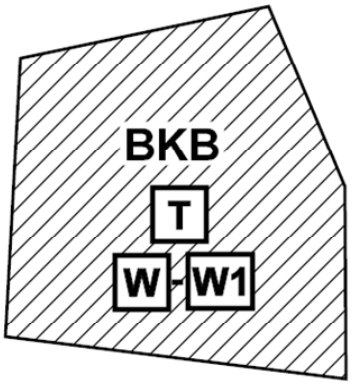
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.KLBOX.BLUE.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX BLUE IRREGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the 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*F-AKBI--****X
	Example G*FPAKBI--****X

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

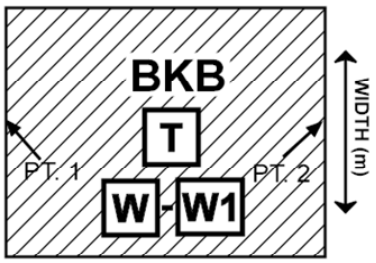
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.KLBOX.BLUE.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX BLUE RECTANGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the 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*F-AKBR--****X
	Example G*FPAKBR--****X

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

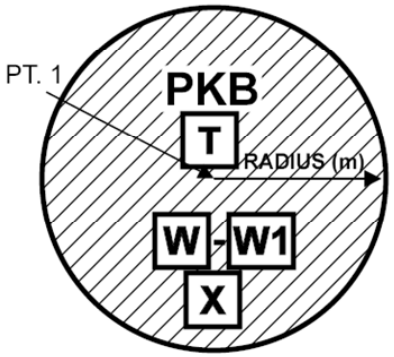
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.KLBOX.PURPLE TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX PURPLE Hierarchy: N/A Static/Dynamic: D	N/A
TACGRP.FSUPP.ARS.KLBOX.PURPLE.CIRCLR TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX PURPLE CIRCULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires 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*F-AKPC--****X
	Example G*FPAKPC--****X

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

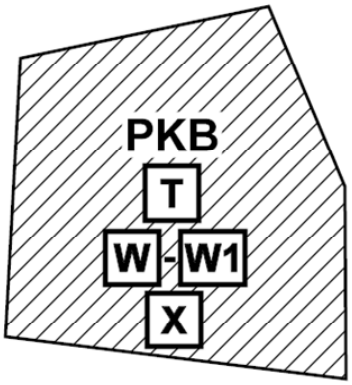
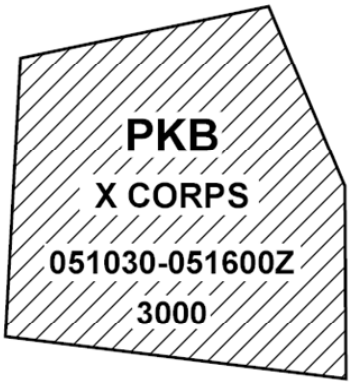
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.KLBOX.PURPLE.IRR TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX PURPLE IRREGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect 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*F-AKPI--****X
	Example  G*FPAKPI--****X

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

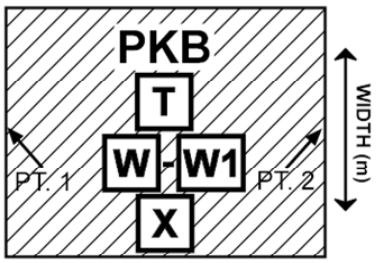
GRAPHIC	IMAGES
TACGRP.FSUPP.ARS.KLBOX.PURPLE.RTG TACTICAL GRAPHICS FIRE SUPPORT AREAS KILL BOX PURPLE RECTANGULAR Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in 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*F-AKPR--****X Example G*FPAKPR--****X

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

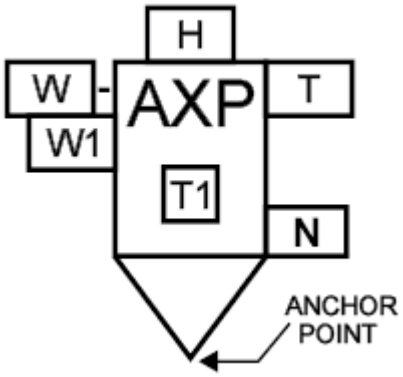
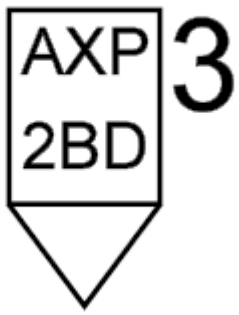
GRAPHIC	IMAGES
TACGRP.CSS TACTICAL GRAPHICS COMBAT SERVICE SUPPORT Hierarchy: 2.X.5 Static/Dynamic: N/A	N/A
TACGRP.CSS.PNT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS Hierarchy: 2.X.5.1 Static/Dynamic: N/A	N/A
TACGRP.CSS.PNT.AEP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMBULANCE EXCHANGE POINT 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

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

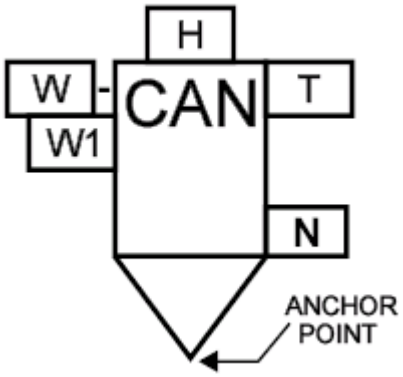
GRAPHIC	IMAGES
TACGRP.CSS.PNT.CBNP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CANNIBALIZATION POINT Hierarchy: 2.X.5.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically 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

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

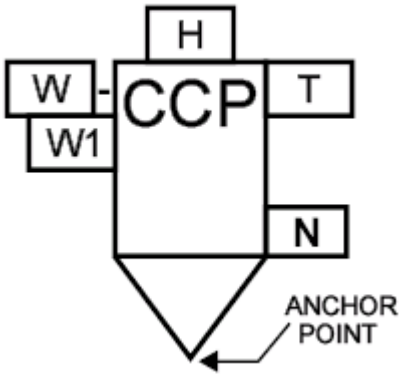
GRAPHIC	IMAGES
TACGRP.CSS.PNT.CCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CASUALTY COLLECTION POINT Hierarchy: 2.X.5.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will 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.

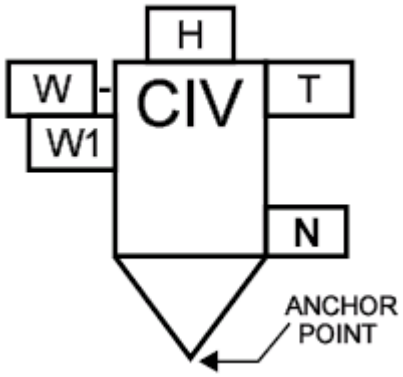
GRAPHIC	IMAGES
TACGRP.CSS.PNT.CVP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CIVILIAN COLLECTION POINT Hierarchy: 2.X.5.1.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will 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

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

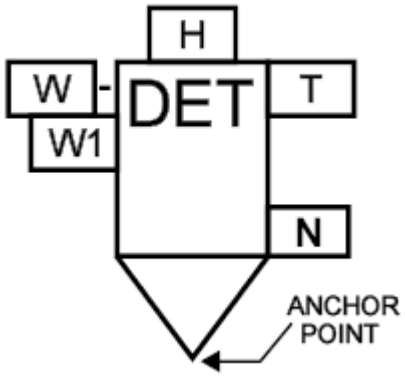
GRAPHIC	IMAGES
TACGRP.CSS.PNT.DCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS DETAINEE COLLECTION POINT Hierarchy: 2.X.5.1.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will 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

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

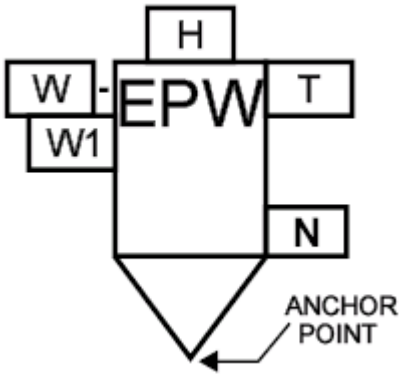
GRAPHIC	IMAGES
TACGRP.CSS.PNT.EPWCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS ENEMY PRISONER OF WAR (EPW) COLLECTION POINT Hierarchy: 2.X.5.1.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. 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.

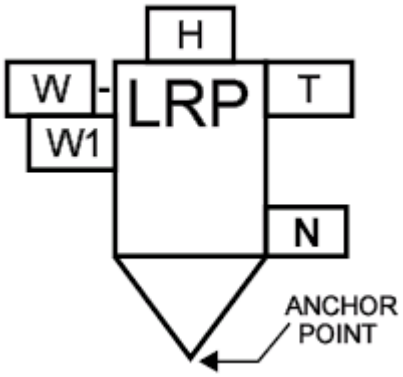
GRAPHIC	IMAGES
TACGRP.CSS.PNT.LRP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS LOGISTICS RELEASE POINT (LRP) Hierarchy: 2.X.5.1.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

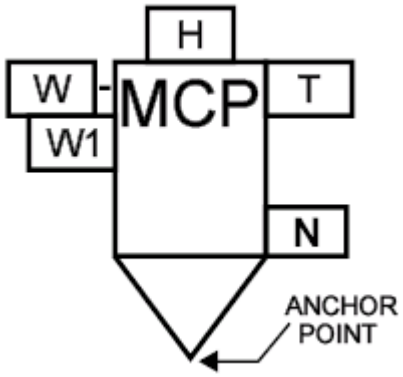
GRAPHIC	IMAGES
TACGRP.CSS.PNT.MCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS MAINTENANCE COLLECTION POINT Hierarchy: 2.X.5.1.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

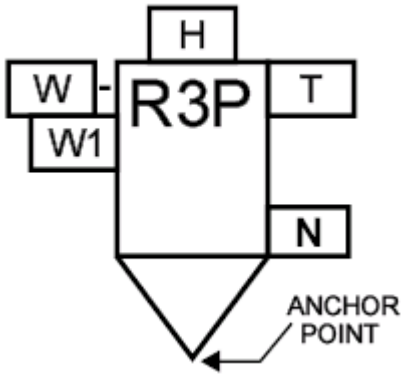
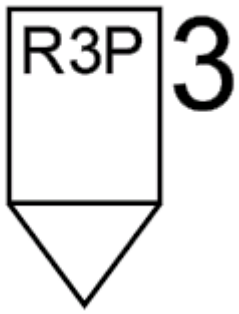
GRAPHIC	IMAGES
TACGRP.CSS.PNT.RRRP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REARM, REFUEL AND RESUPPLY POINT Hierarchy: 2.X.5.1.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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.

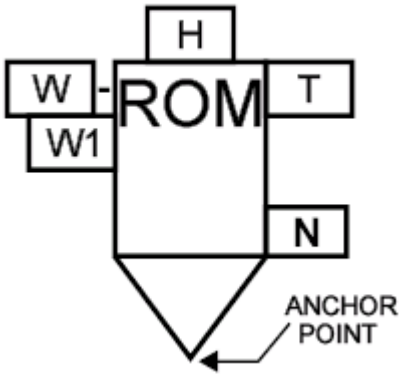
GRAPHIC	IMAGES
TACGRP.CSS.PNT.ROM TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REFUEL ON THE MOVE (ROM) POINT Hierarchy: 2.X.5.1.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

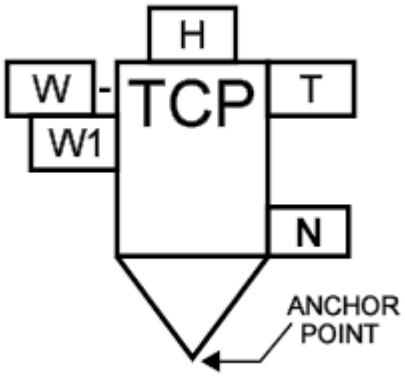
GRAPHIC	IMAGES
TACGRP.CSS.PNT.TCP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAFFIC CONTROL POST (TCP) Hierarchy: 2.X.5.1.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will 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

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

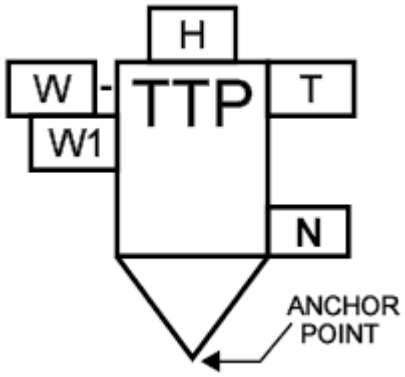
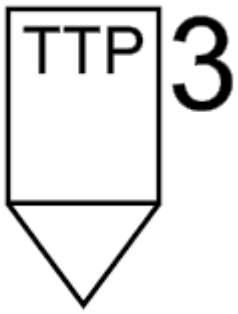
GRAPHIC	IMAGES
TACGRP.CSS.PNT.TTP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAILER TRANSFER POINT Hierarchy: 2.X.5.1.12 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will 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.

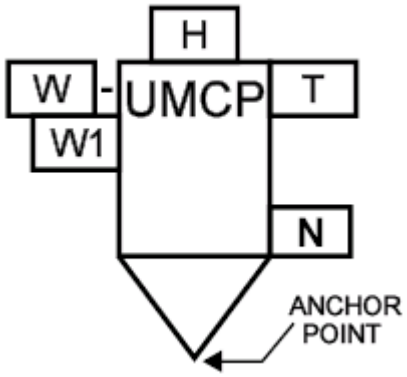
GRAPHIC	IMAGES
TACGRP.CSS.PNT.UMC TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS UNIT MAINTENANCE COLLECTION POINT Hierarchy: 2.X.5.1.13 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

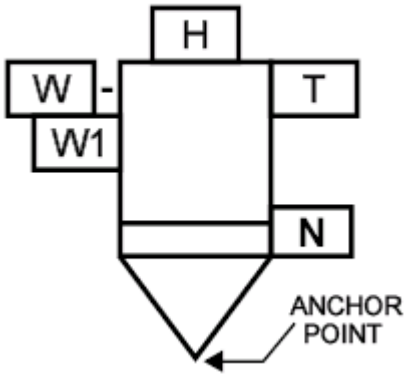
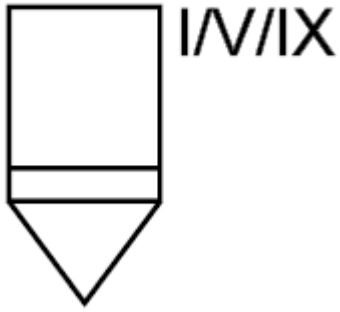
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS Hierarchy: 2.X.5.1.14 Static/Dynamic: N/A	N/A
TACGRP.CSS.PNT.SPT.GNL TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS GENERAL Hierarchy: 2.X.5.1.14.1 Parameters: 1. Anchor Points. This graphic 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.

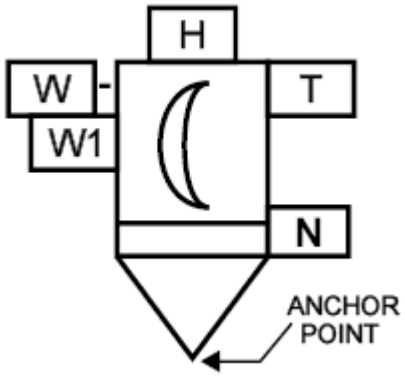
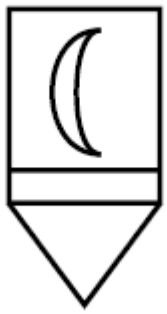
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS1 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS I Hierarchy: 2.X.5.1.14.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

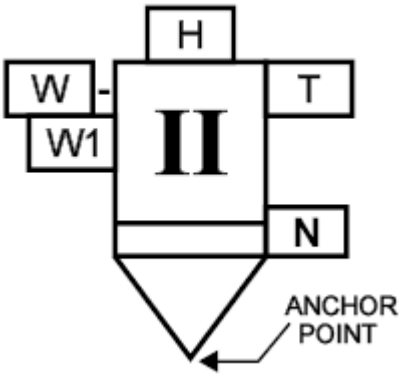
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS2 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS II Hierarchy: 2.X.5.1.14.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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.

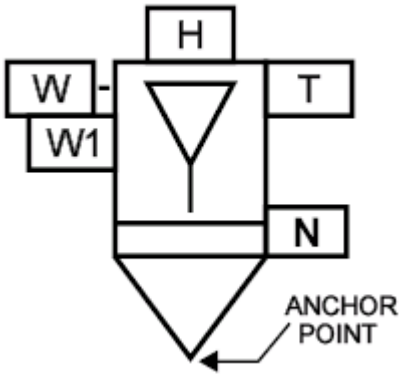
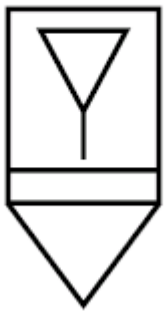
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS3 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS III Hierarchy: 2.X.5.1.14.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

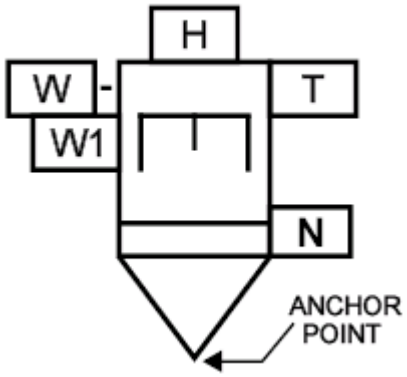
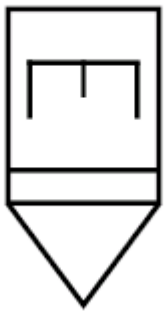
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS4 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IV Hierarchy: 2.X.5.1.14.5 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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.

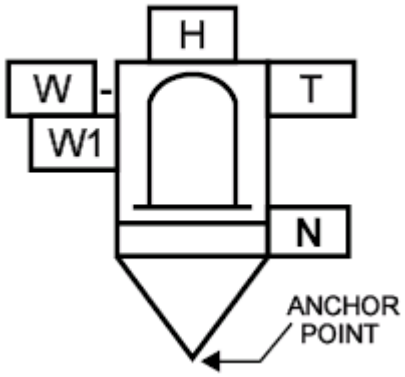
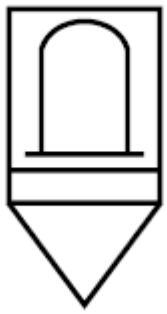
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS5 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS V Hierarchy: 2.X.5.1.14.6 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

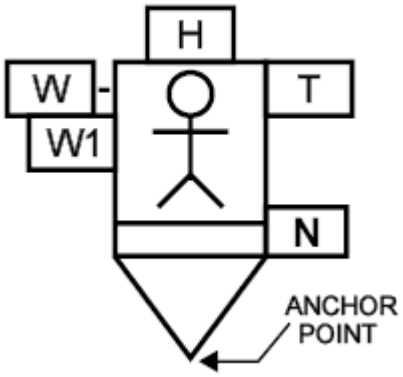
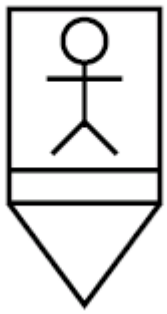
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS6 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VI Hierarchy: 2.X.5.1.14.7 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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.

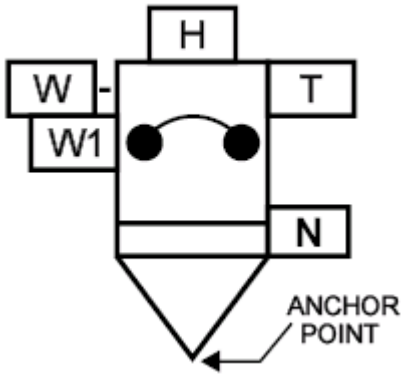
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS7 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VII Hierarchy: 2.X.5.1.14.8 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

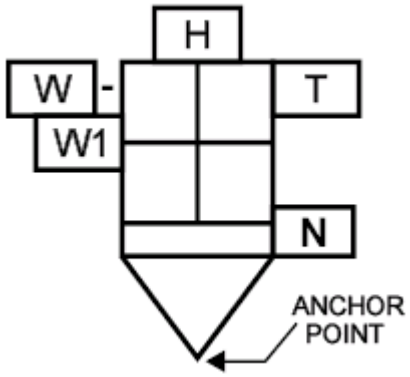
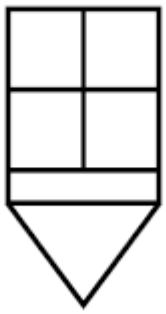
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS8 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VIII Hierarchy: 2.X.5.1.14.9 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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.

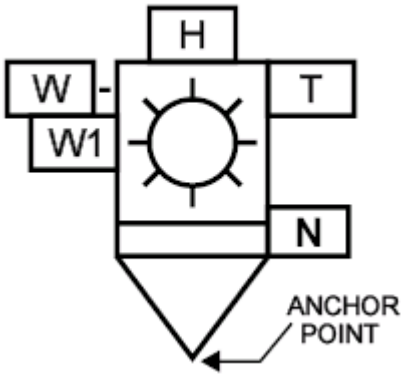
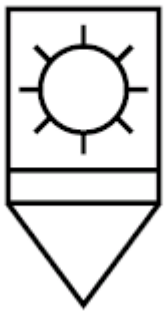
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS9 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IX Hierarchy: 2.X.5.1.14.10 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

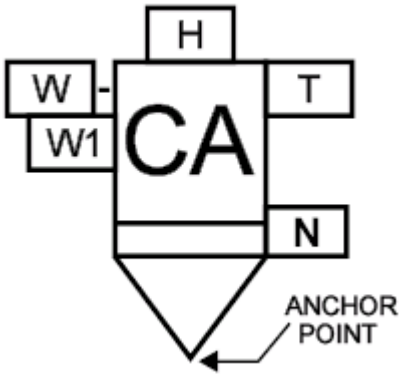
GRAPHIC	IMAGES
TACGRP.CSS.PNT.SPT.CLS10 TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS X Hierarchy: 2.X.5.1.14.11 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic 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

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

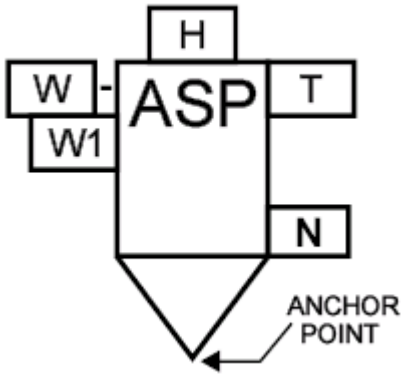
GRAPHIC	IMAGES
TACGRP.CSS.PNT.AP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS Hierarchy: 2.X.5.1.15 Static/Dynamic: N/A	N/A
TACGRP.CSS.PNT.AP.ASP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION SUPPLY POINT (ASP) Hierarchy: 2.X.5.1.15.1 Parameters: 1. 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

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

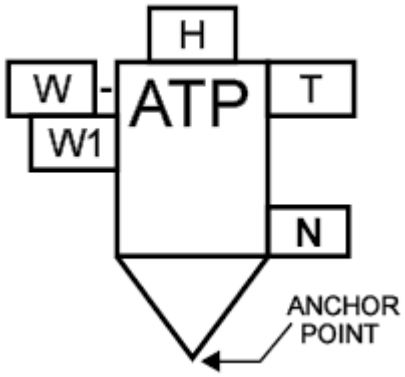
GRAPHIC	IMAGES
TACGRP.CSS.PNT.AP.ATP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION TRANSFER POINT (ATP) Hierarchy: 2.X.5.1.15.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. 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

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

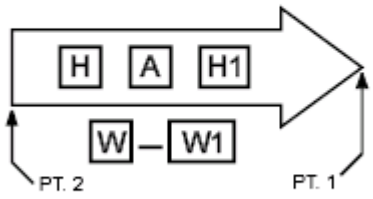
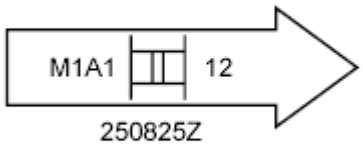
GRAPHIC	IMAGES
TACGRP.CSS.LNE TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES Hierarchy: 2.X.5.2 Static/Dynamic: N/A	N/A
TACGRP.CSS.LNE.CNY TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS Hierarchy: 2.X.5.2.1 Static/Dynamic: N/A	N/A
TACGRP.CSS.LNE.CNY.MCNY TACTICAL GRAPHICS COMBAT SERVICE SUPPORT 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

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

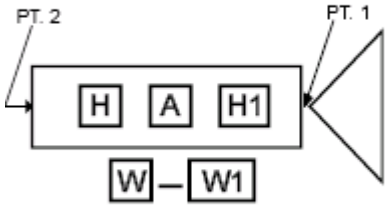
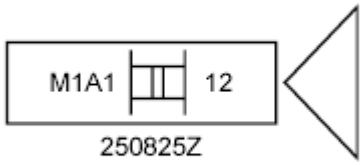
GRAPHIC	IMAGES
TACGRP.CSS.LNE.CNY.HCNY TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS HALTED CONVOY Hierarchy: 2.X.5.2.1.2 Parameters: 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. 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

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

GRAPHIC	IMAGES
TACGRP.CSS.LNE.SLPRUT TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES Hierarchy: 2.X.5.2.2 Static/Dynamic: N/A	N/A
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

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

GRAPHIC	IMAGES
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

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

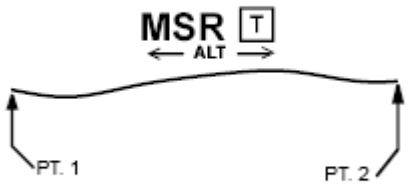
GRAPHIC	IMAGES
TACGRP.CSS.LNE.SLPRUT.ATRFF TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATING TRAFFIC Hierarchy: 2.X.5.2.2.4 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend 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.

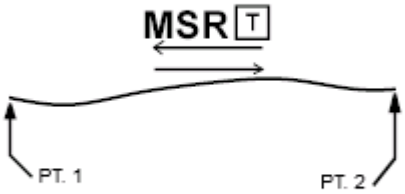
GRAPHIC	IMAGES
TACGRP.CSS.LNE.SLPRUT.2WTRFF TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES TWO-WAY TRAFFIC Hierarchy: 2.X.5.2.2.5 Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend 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

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

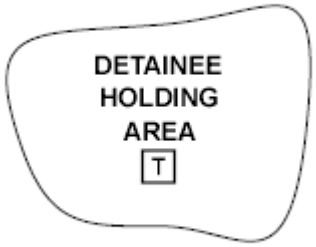
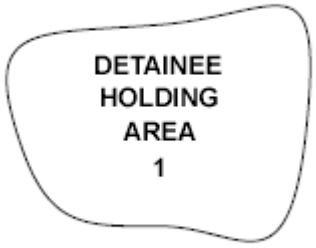
GRAPHIC	IMAGES
TACGRP.CSS.ARA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA Hierarchy: 2.X.5.3 Static/Dynamic: N/A	N/A
TACGRP.CSS.ARA.DHA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA DETAINEE HOLDING AREA Hierarchy: 2.X.5.3.1 Parameters: 1. Anchor Points. This graphic requires at least three anchor 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.

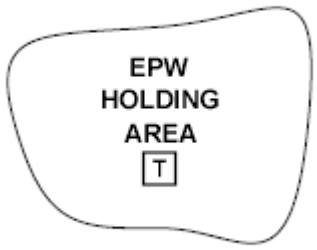
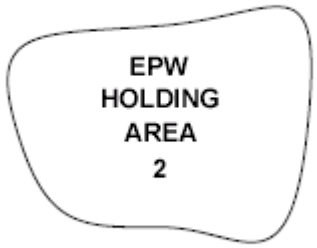
GRAPHIC	IMAGES
TACGRP.CSS.ARA.EPWHA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA ENEMY PRISONER OF WAR (EPW) HOLDING AREA Hierarchy: 2.X.5.3.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

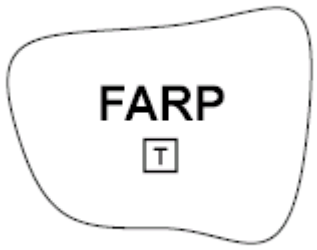
GRAPHIC	IMAGES
TACGRP.CSS.ARA.FARP TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA FORWARD ARMING AND REFUELING AREA (FARP) Hierarchy: 2.X.5.3.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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.

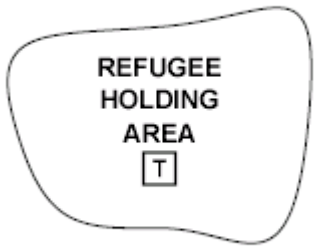
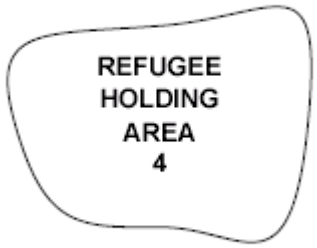
GRAPHIC	IMAGES
TACGRP.CSS.ARA.RHA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA REFUGEE HOLDING AREA Hierarchy: 2.X.5.3.4 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's 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

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

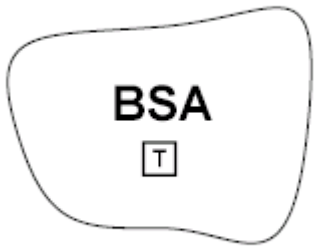
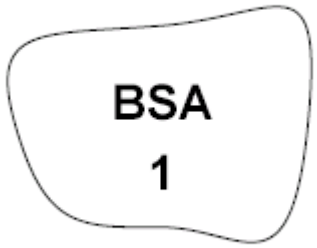
GRAPHIC	IMAGES
TACGRP.CSS.ARA.SUPARS TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS Hierarchy: 2.X.5.3.5 Static/Dynamic: N/A	N/A
TACGRP.CSS.ARA.SUPARS.BSA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS BRIGADE (BSA) Hierarchy: 2.X.5.3.5.1 Parameters: 1. Anchor Points. This graphic 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.

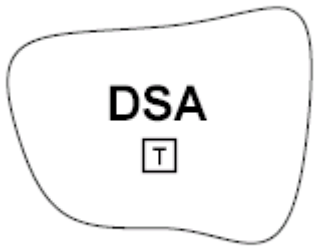
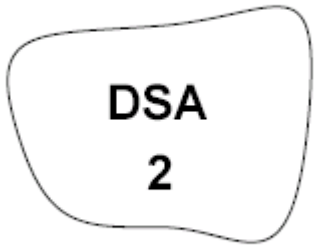
GRAPHIC	IMAGES
TACGRP.CSS.ARA.SUPARS.DSA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS DIVISION (DSA) Hierarchy: 2.X.5.3.5.2 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

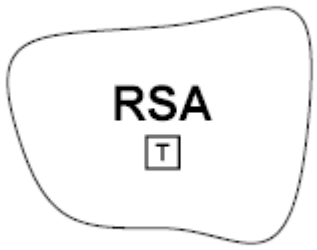
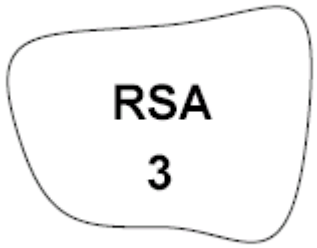
GRAPHIC	IMAGES
TACGRP.CSS.ARA.SUPARS.RSA TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS REGIMENTAL (RSA) Hierarchy: 2.X.5.3.5.3 Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately 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

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

GRAPHIC	IMAGES
TACGRP.OTH TACTICAL GRAPHICS OTHER Hierarchy: 2.X.6 Static/Dynamic: N/A	N/A
TACGRP.OTH.ER TACTICAL GRAPHICS OTHER EMERGENCY Hierarchy: 2.X.6.1 Static/Dynamic: N/A	N/A
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

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

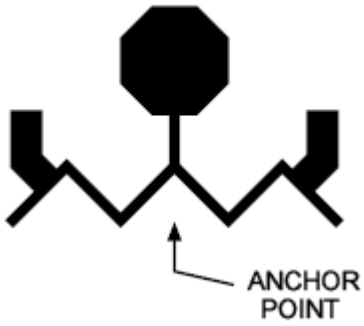
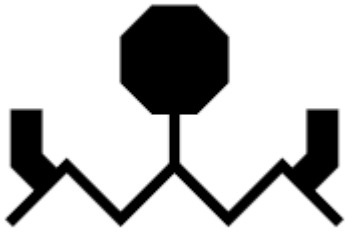
GRAPHIC	IMAGES
TACGRP.OTH.ER.PIW TACTICAL GRAPHICS OTHER EMERGENCY PERSON IN WATER Hierarchy: 2.X.6.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically 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.

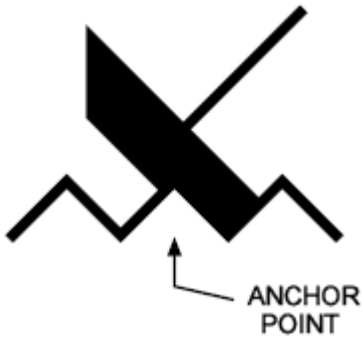
GRAPHIC	IMAGES
TACGRP.OTH.ER.DSTVES TACTICAL GRAPHICS OTHER EMERGENCY DISTRESSED VESSEL Hierarchy: 2.X.6.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically 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

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

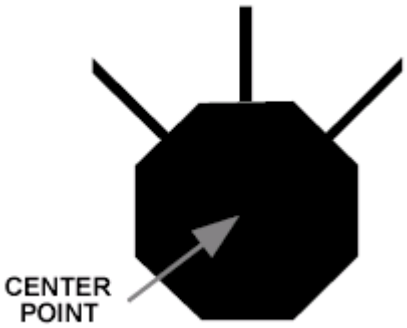
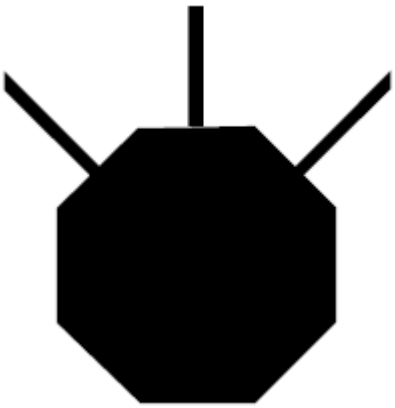
GRAPHIC	IMAGES
TACGRP.OTH.HAZ TACTICAL GRAPHICS OTHER HAZARD Hierarchy: 2.X.6.2 Static/Dynamic: N/A	N/A
TACGRP.OTH.HAZ.SML TACTICAL GRAPHICS OTHER HAZARD SEA MINE-LIKE Hierarchy: 2.X.6.2.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the 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.

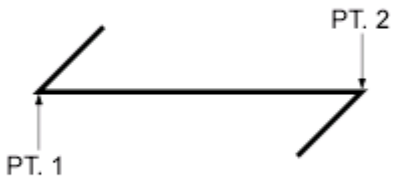
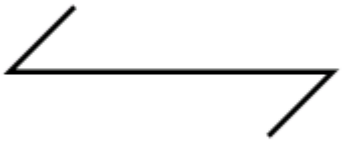
GRAPHIC	IMAGES
TACGRP.OTH.HAZ.NVGL TACTICAL GRAPHICS OTHER HAZARD NAVIGATIONAL Hierarchy: 2.X.6.2.2 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the corner points of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. Orientation is determined by the anchor points. Static/Dynamic: S	Template  G*OPHN----****X
	Example  G*OPHN----****X

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

GRAPHIC	IMAGES
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

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

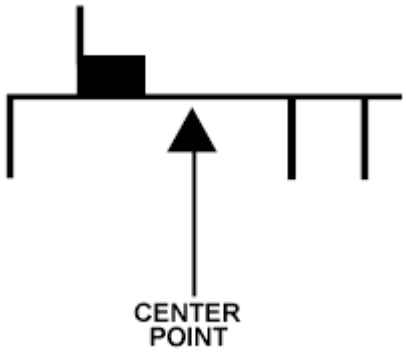
GRAPHIC	IMAGES
TACGRP.OTH.HAZ.OLRG TACTICAL GRAPHICS OTHER HAZARD OIL RIG Hierarchy: 2.X.6.2.4 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPHO----****X
	Example G*OPHO----****X

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

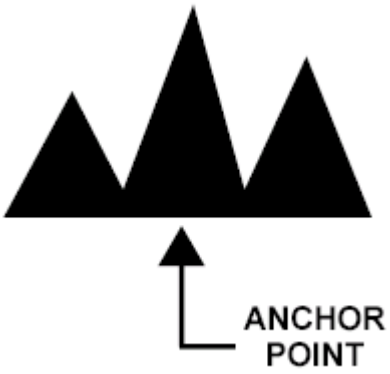
GRAPHIC	IMAGES
TACGRP.OTH.SSUBSR TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS Hierarchy: 2.X.6.3 Static/Dynamic: N/A	N/A
TACGRP.OTH.SSUBSR.BTMRTN TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NON-MILCO Hierarchy: 2.X.6.3.1 Parameters: 1. Anchor Points. This graphic requires one anchor 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

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

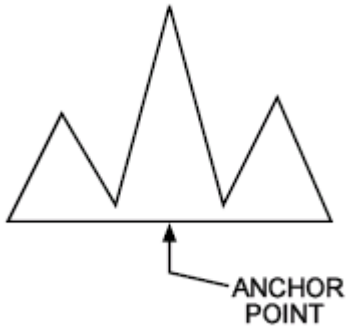
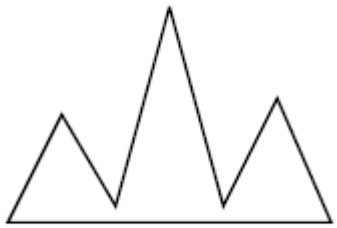
GRAPHIC	IMAGES
TACGRP.OTH.SSUBSR.BTMRTN.INS TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NON-MILCO INSTALLATION/MANMADE Hierarchy: 2.X.6.3.1.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. 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.

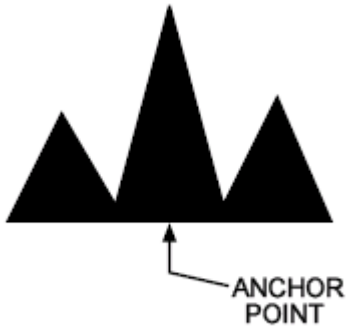
GRAPHIC	IMAGES
TACGRP.OTH.SSUBSR.BTMRTN.SBRSOO TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NON-MILCO SEABED ROCK/STONE, OBSTACLE, OTHER Hierarchy: 2.X.6.3.1.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's 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

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

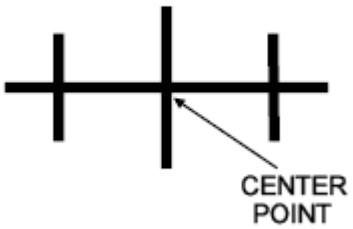
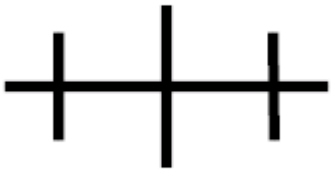
GRAPHIC	IMAGES
TACGRP.OTH.SSUBSR.BTMRTN.WRKND TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NON-MILCO WRECK, NON DANGEROUS Hierarchy: 2.X.6.3.1.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 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.

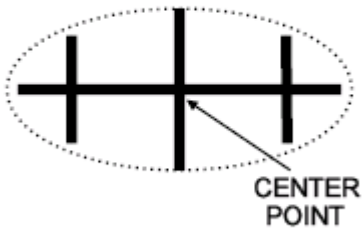
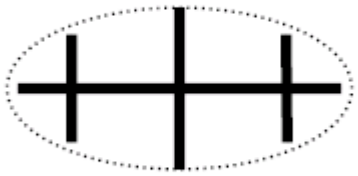
GRAPHIC	IMAGES
TACGRP.OTH.SSUBSR.BTMRTN.WRKD TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NON-MILCO WRECK, DANGEROUS Hierarchy: N/A Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. 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*OPSBX---****X Example  G*OPSBX---****X

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

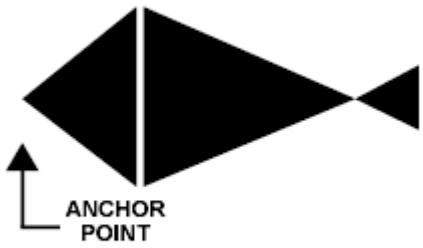
GRAPHIC	IMAGES
TACGRP.OTH.SSUBSR.MARLFE TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS MARINE LIFE Hierarchy: 2.X.6.3.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines “nose” of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPSM----****X
	Example G*OPSM----****X

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

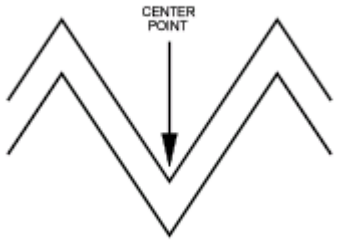
GRAPHIC	IMAGES
TACGRP.OTH.SSUBSR.SA TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS SEA ANOMALY (WAKE, CURRENT, KNUCKLE) Hierarchy: 2.X.6.3.3 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPSS----****X Example G*OPSS----****X

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

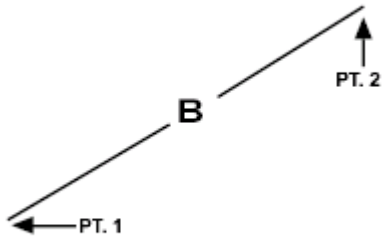
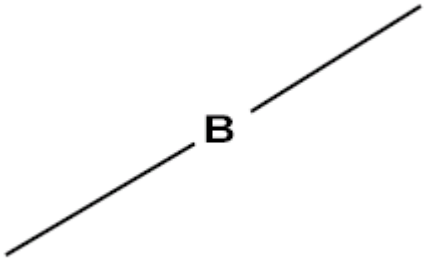
GRAPHIC	IMAGES
TACGRP.OTH.BERLNE TACTICAL GRAPHICS OTHER BEARING LINE Hierarchy: 2.X.6.4 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin 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

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

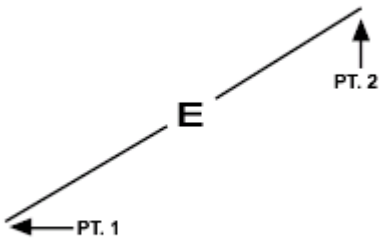
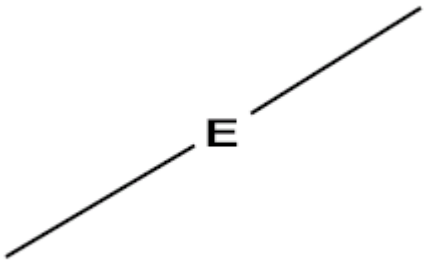
GRAPHIC	IMAGES
TACGRP.OTH.BERLNE.ELC TACTICAL GRAPHICS OTHER BEARING LINE ELECTRONIC Hierarchy: 2.X.6.4.1 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point 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.

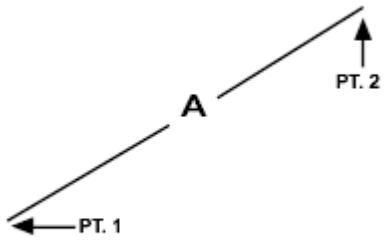
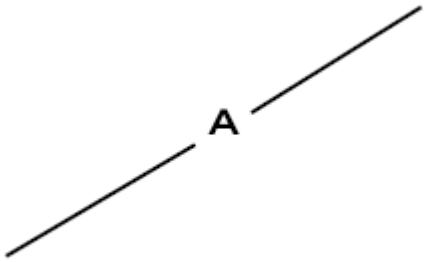
GRAPHIC	IMAGES
TACGRP.OTH.BERLNE.ACU TACTICAL GRAPHICS OTHER BEARING LINE ACOUSTIC Hierarchy: 2.X.6.4.2 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point 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

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

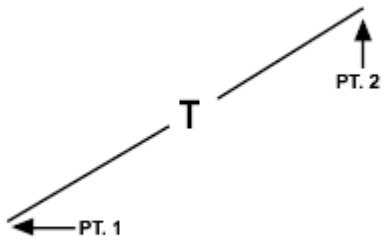
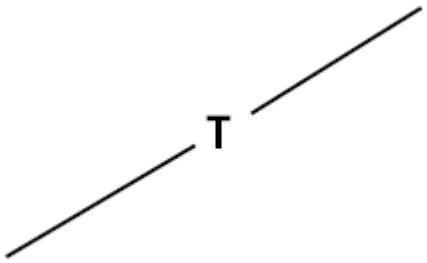
GRAPHIC	IMAGES
TACGRP.OTH.BERLNE.TPD TACTICAL GRAPHICS OTHER BEARING LINE TORPEDO Hierarchy: 2.X.6.4.3 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point 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

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

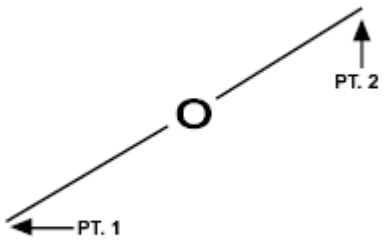
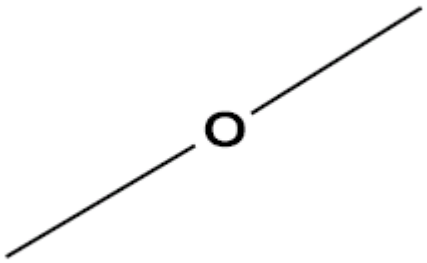
GRAPHIC	IMAGES
TACGRP.OTH.BERLNE.EOPI TACTICAL GRAPHICS OTHER BEARING LINE ELECTRO-OPTICAL INTERCEPT Hierarchy: 2.X.6.4.4 Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. 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.

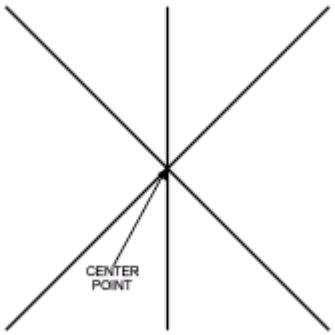
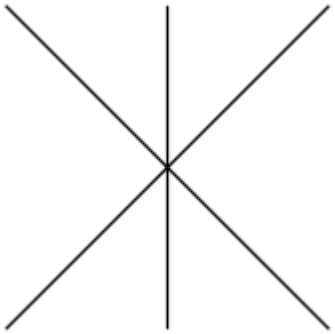
GRAPHIC	IMAGES
TACGRP.OTH.FIX TACTICAL GRAPHICS OTHER FIX Hierarchy: 2.X.6.5 Static/Dynamic: N/A	N/A
TACGRP.OTH.FIX.ACU TACTICAL GRAPHICS OTHER FIX ACOUSTIC Hierarchy: 2.X.6.5.1 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	Template  G*OPFA----****X
	Example  G*OPFA----****X

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

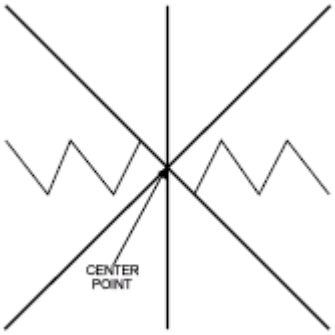
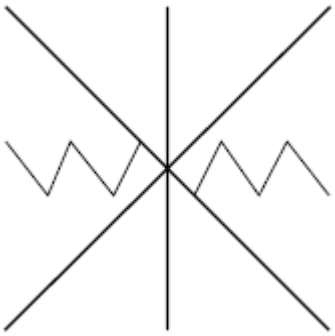
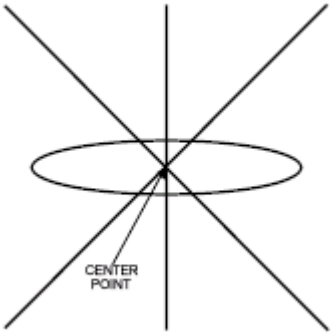
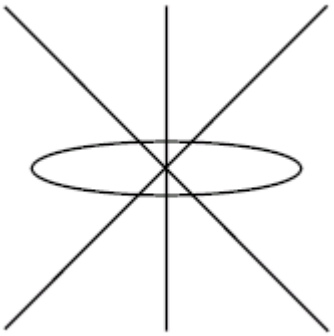
GRAPHIC	IMAGES
TACGRP.OTH.FIX.EM TACTICAL GRAPHICS OTHER FIX ELECTRO-MAGNETIC Hierarchy: 2.X.6.5.2 Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired 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

METEOROLOGICAL AND OCEANOGRAPHIC 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-2525 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	GRAPHIC TYPE	NOT USED	DESCRIPTION
METOC	W	-	-	-	--	--	--	--	--	-	METOC
METOC.AMPHC	W	A	-	-	--	--	--	--	--	-	ATMOSPHERIC
METOC.AMPHC.PRS	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	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
METOC.AMPHC.ICG.RIME	W	A	S	-	IR	--	--	P-	--	-	RIME ICING

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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%

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID			GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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
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

TABLE C-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	STATIC	DYNAMIC	FUNCTION ID	GRAPHIC TYPE	GRAPHIC TYPE	NOT USED	DESCRIPTION
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 code 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-2525 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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

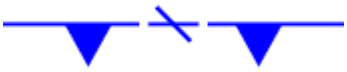
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

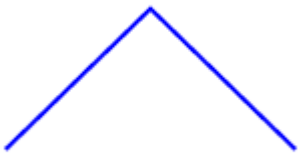
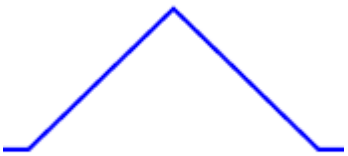
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC

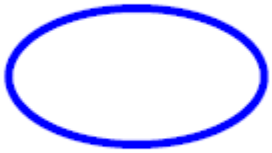
METOC.AMPHC.TRB.SVR
 	
METOC
ATMOSPHERIC
  TURBULENCE
  TURBULENCE - SEVERE
 	
Hierarchy: 3.1.2.3
 	
Parameters:
 	
1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.
 	
2. Size/Shape. Not applicable.
 	
3. Orientation. The graphic is oriented 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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

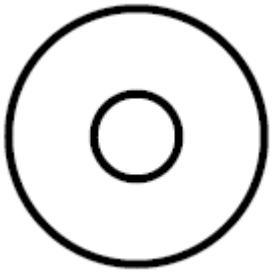
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

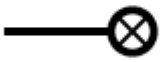
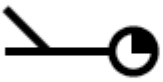
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
	 WAS-WP----P----
	 WAS-WP----P----
	 WAS-WP----P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

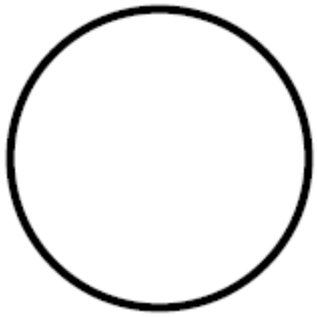
GRAPHIC	METOC GRAPHIC
METOC.AMPHC.WND.JTSM METOC ATMOSPHERIC WINDS JET STREAM Hierarchy: 3.1.4.3 Parameters: 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic. 2. Size/Shape. 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---
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

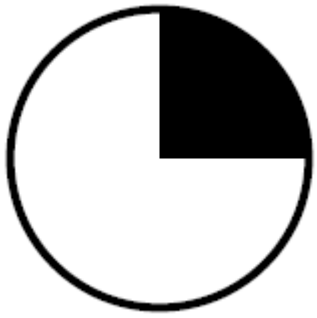
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC

METOC.AMPHC.CUDCOV.SYM
 	
METOC
ATMOSPHERIC
  CLOUD COVERAGE
  CLOUD COVERAGE SYMBOLS
 	
Hierarchy: 3.1.5.1
 	
Static/Dynamic: N/A
	N/A

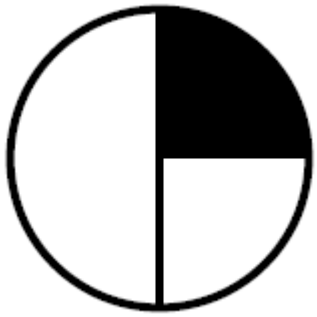
METOC.AMPHC.CUDCOV.SYM.SKC
 	
METOC
ATMOSPHERIC
CLOUD COVERAGE
  CLOUD COVERAGE SYMBOLS
  CLEAR SKY
 	
Hierarchy: 3.1.5.1.1
 	
Parameters:
 	
1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.
 	
2. Size/Shape. Not applicable.
 	
3. Orientation. The graphic is operator-centered over the desired location.
 	
Static/Dynamic: S
 	
Color: Black
	
	WAS-CCCSCSP----

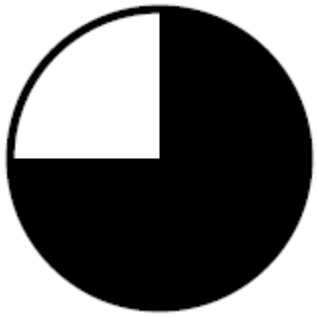
METOC.AMPHC.CUDCOV.SYM.FEW
 	
METOC
ATMOSPHERIC
CLOUD COVERAGE
  CLOUD COVERAGE SYMBOLS
  FEW COVERAGE
 	
Hierarchy: 3.1.5.1.2
 	
Parameters:
 	
1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.
 	
2. Size/Shape. Not applicable.
 	
3. Orientation. 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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

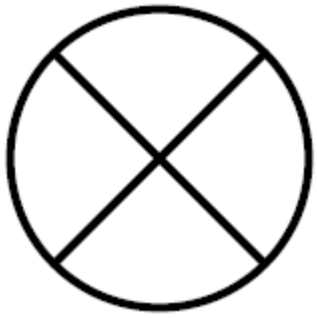
GRAPHIC	METOC GRAPHIC

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

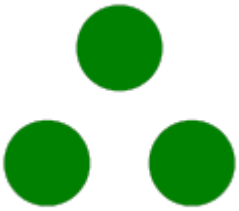
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

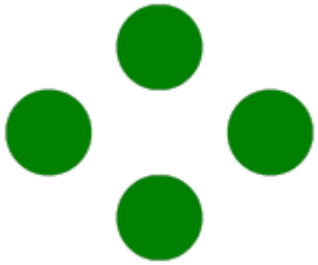
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

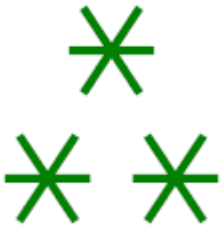
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

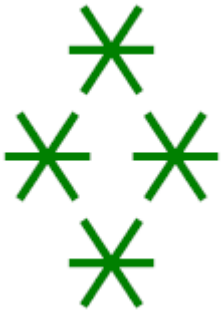
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

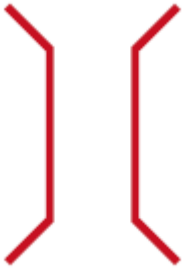
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

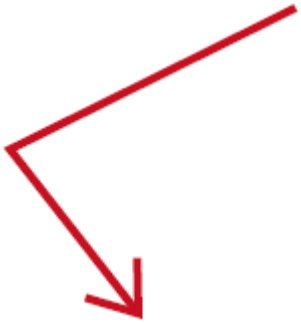
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

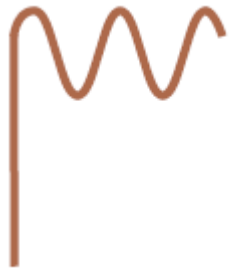
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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-WSDB--P----
METOC.AMPHC.WTH.TPLSYS METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS Hierarchy: 3.1.6.19 Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

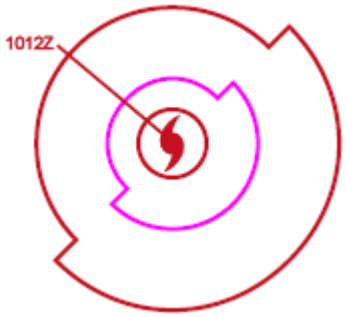
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

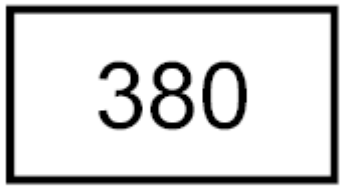
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

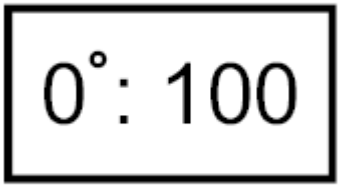
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

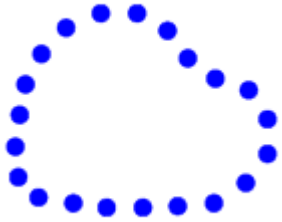
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

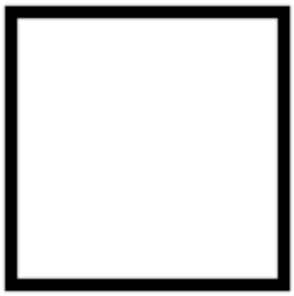
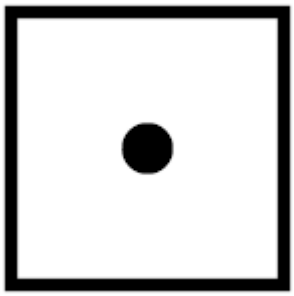
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

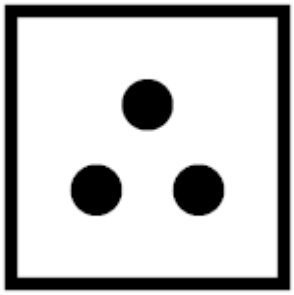
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

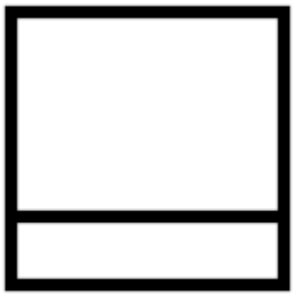
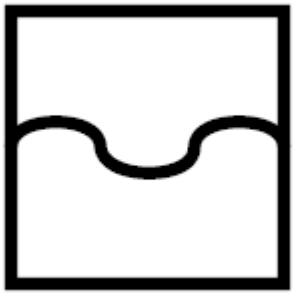
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

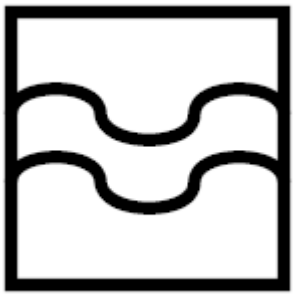
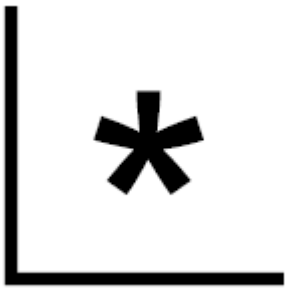
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

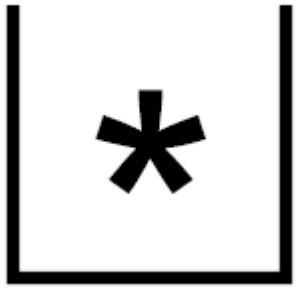
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

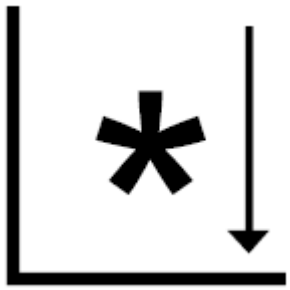
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

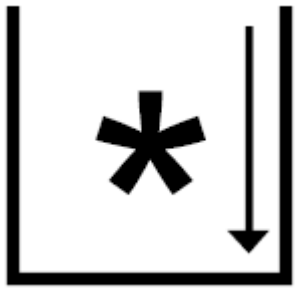
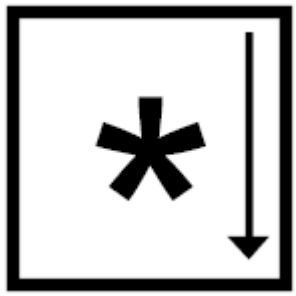
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

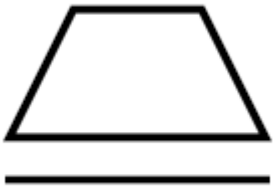
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

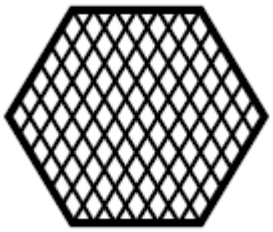
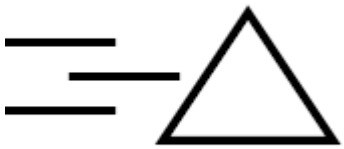
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

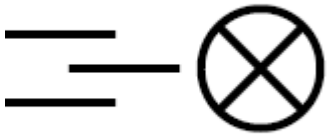
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

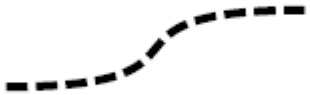
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

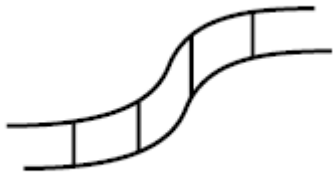
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

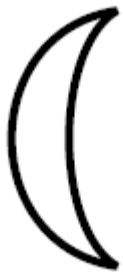
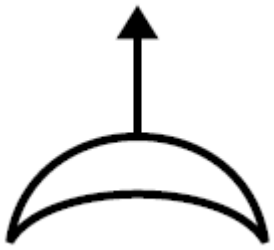
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

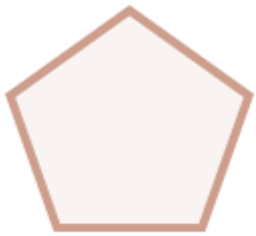
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

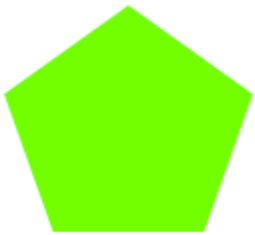
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

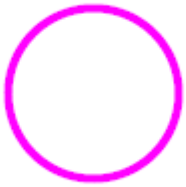
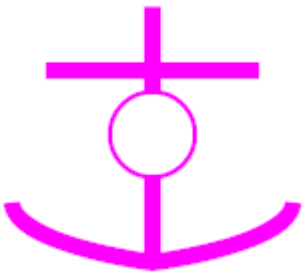
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

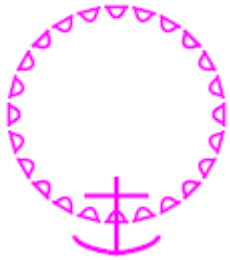
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

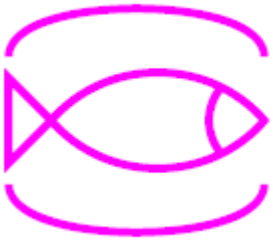
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

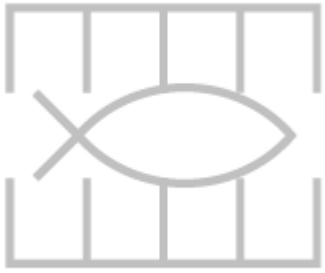
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

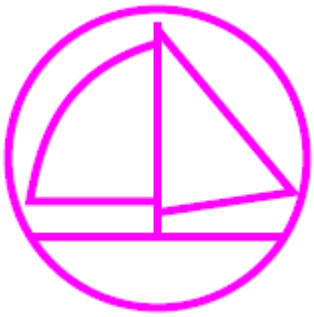
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

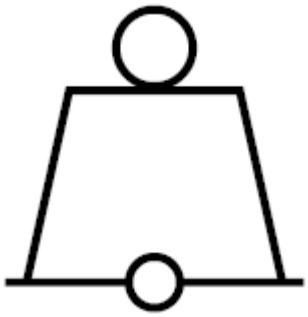
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

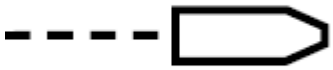
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

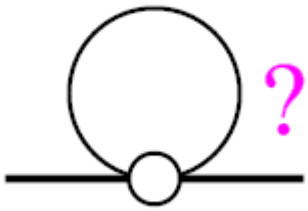
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

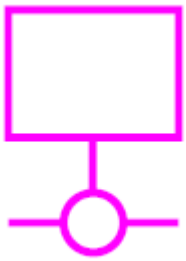
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

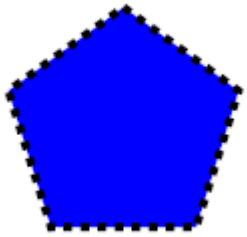
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

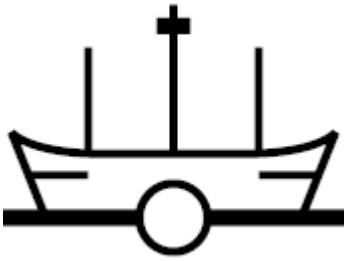
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

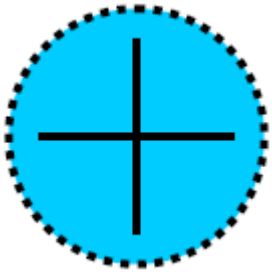
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

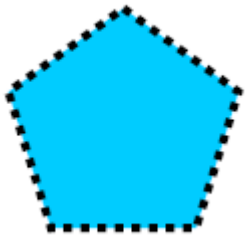
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

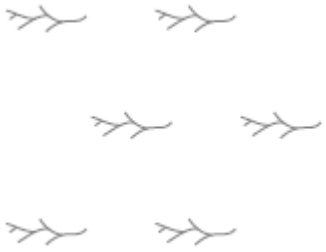
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC

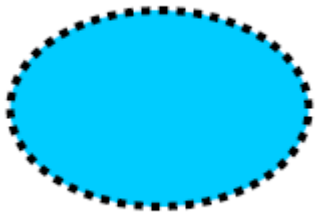
METOC.OCA.HYDGRY.DANHAZ.MNENAV
 	
METOC
OCEANIC
HYDROGRAPHY
  DANGERS/HAZARDS
  MINE-NAVAL
 	
Hierarchy: 3.2.2.5.6
 	
Static/Dynamic: N/A
	N/A

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----

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----

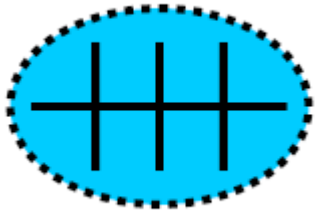
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
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
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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
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----
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---

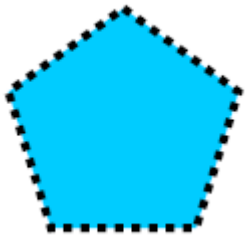
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
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---
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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
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
METOC.OCA.HYDGRY.BTMFAT.BTMCHR METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS Hierarchy: 3.2.2.6.1 Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

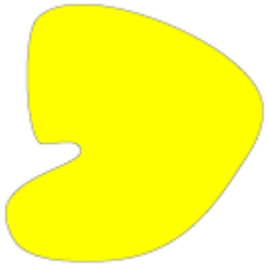
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

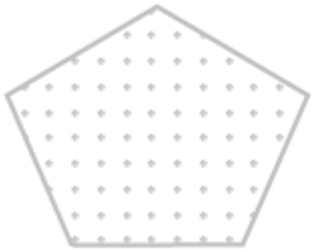
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

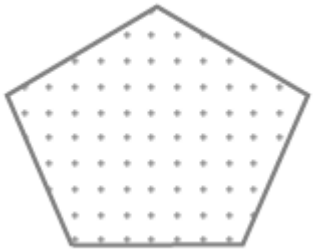
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

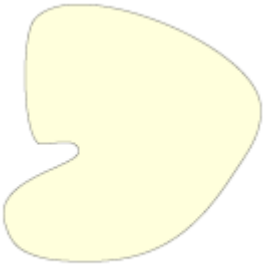
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

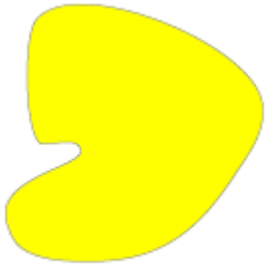
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

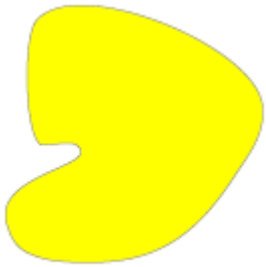
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

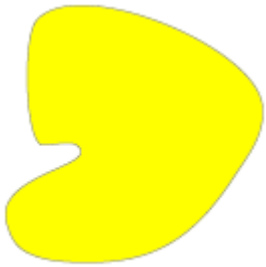
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

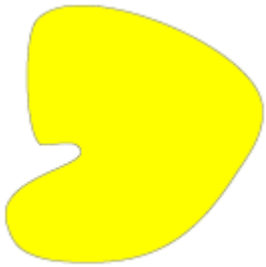
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

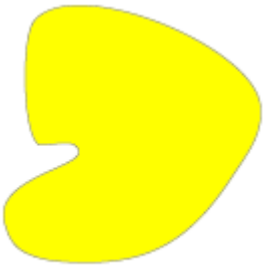
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

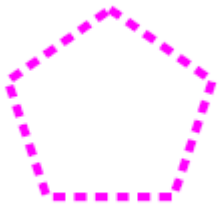
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

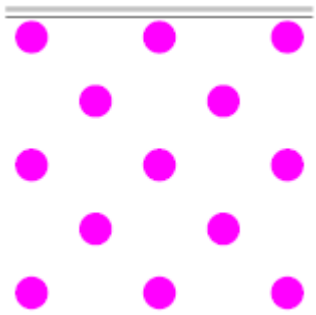
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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--

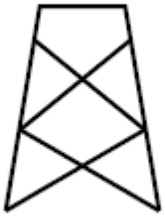
Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

SIGNALS INTELLIGENCE SYMBOLOGY

D.1 SCOPE

D.1.1 Scope. This appendix addresses tactical symbols in the signals intelligence (SIGINT) 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's operational environment. 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. An 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.

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 standard identity or echelon/mobility. Table D-1 identifies the fields of information included in an 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, standard identity, indicates the symbol's standard identity.

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, identify a symbol's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12 are not used in the SIGINT symbology set.

g. Positions 13 and 14, country code, identify the country with which a symbol is associated. Country code identifiers are listed in ISO 3166-1.

h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment.

TABLE D-I. SIDC positions and categories.

CODING SCHEME (1) (POSITION 1)	STANDARD IDENTITY/EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS/OPERATIONAL CONDITION (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 (Units only) C - PRESENT/FULLY CAPABLE D - PRESENT/DAMAGED X - PRESENT/DESTROYED F - PRESENT/FULL TO CAPACITY
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 ISO 3166-1.	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	STANDARD IDENTITY	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 DOWNLINK
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-	--	--	**	*	MULTIFUNCTION
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)
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 UPLINK
SIGINT.AIRTRK.SIGINC.RAD	I	*	A	*	SR	--	--	--	**	*	RADAR
SIGINT.AIRTRK.SIGINC.RAD.ABNINC	I	*	A	*	SR	AI	--	--	**	*	AIRBORNE INTERCEPT

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 --	--	**	*	MULTIFUNCTION
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
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 UPLINK
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

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT.GRDTRK.SIGINC.RAD.AA/C	I	*	G	*	SR AA --	--	**	*	ANTIAIRCRAFT
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
SIGINT.GRDTRK.SIGINC.RAD.MFN	I	*	G	*	SR MF --	--	**	*	MULTIFUNCTION
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)

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
SIGINT.SSUF.SIGINC.COMM.SATUL	I	*	S	*	SC S- --	--	**	*	SATELLITE UPLINK
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 --	--	**	*	ANTIAIRCRAFT
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
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 --	--	**	*	MULTIFUNCTION
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)

TABLE D-II. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	BATTLE DIMENSION	STATUS	FUNCTION ID	NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 UPLINK
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
SIGINT.SBSUF.SIGINC.RAD.MFN	I	*	U	*	SR M- --	--	**	*	MULTIFUNCTION
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 standard identity 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 DOWNLINK 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.

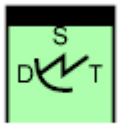
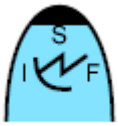
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SPC.SIGINC.RAD.DATTMN SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION Hierarchy: 4.X.1.1.2.1 Framed: F	 IUPPSRD-----***	 IFPPSRD-----***	 INPPSRD-----***	 IHPPSRD-----***
SIGINT.SPC.SIGINC.RAD.ERHSVL SIGNALS INTELLIGENCE SPACE TRACK 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 MULTIFUNCTION 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.

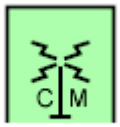
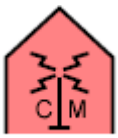
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.SPC.SIGINC.RAD.SPC SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR SPACE Hierarchy: 4.X.1.1.2.6 Framed: F	 IUPPSRS-----***	 IFPPSRS-----***	 INPPSRS-----***	 IHPPSRS-----***
SIGINT.SPC.SIGINC.RAD.UNK SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT 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.

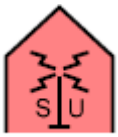
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.AIRTRK.SIGINC.COMM.OLOS SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE OF SIGHT (LOS) Hierarchy: 4.X.2.1.1.2 Framed: F	 IUAPSCO-----***	 IFAPSCO-----***	 INAPSCO-----***	 IHAPSCO-----***
SIGINT.AIRTRK.SIGINC.COMM.PTPLOS SIGNALS INTELLIGENCE 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 UPLINK 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.

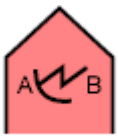
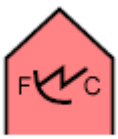
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.AIRTRK.SIGINC.RAD.ABNSB SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE SEARCH & BOMBING Hierarchy: 4.X.2.1.2.2 Framed: F	 IUAPSRAS----***	 IFAPSRAS----***	 INAPSRAS----***	 IHAPSRAS----***
SIGINT.AIRTRK.SIGINC.RAD.CTDINC SIGNALS INTELLIGENCE 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 MULTIFUNCTION 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.

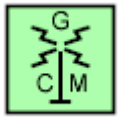
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT Hierarchy: 4.X.3.1	N/A	N/A	N/A	N/A
SIGINT.GRDTRK.SIGINC.COMM SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS Hierarchy: 4.X.3.1.1	N/A	N/A	N/A	N/A
SIGINT.GRDTRK.SIGINC.COMM.CELL 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 UPLINK Hierarchy: 4.X.3.1.1.4 Framed: F	 IUGPSCS-----***	 IFGPSCS-----***	 INGPSCS-----***	 IHGPSCS-----***

TABLE D-III. Signals intelligence symbols - Continued.

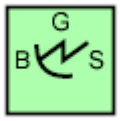
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
SIGINT.GRDTRK.SIGINC.COMM.TPSSCT SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS TROPOSPHERIC SCATTER Hierarchy: 4.X.3.1.1.5 Framed: F	 IUGPSCT-----***	 IFGPSCT-----***	 INGPSCT-----***	 IHGPSCT-----***
SIGINT.GRDTRK.SIGINC.RAD SIGNALS INTELLIGENCE 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 ANTIAIRCRAFT 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 MULTIFUNCTION 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 UPLINK 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 ANTIAIRCRAFT 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 MULTIFUNCTION 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 UPLINK
 	
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 MULTIFUNCTION 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-----***

STABILITY OPERATIONS SYMBOLOGY

E.1 SCOPE

E.1.1 Scope. This appendix addresses tactical symbols in the stability operations (SO) 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 operational environment. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the SO 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 SO 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, standard identity, indicates the symbol’s standard identity.

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 ISO 3166-1.

h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment. 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)	STANDARD IDENTITY/EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS/OPERATIONAL CONDITION (1) (POSITION 4)
O - STABILITY OPERATIONS (SO)	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 P - INDIVIDUAL G - NONMILITARY GROUP OR ORGANIZATION R - RAPE	A - ANTICIPATED/PLANNED P - PRESENT (Units only) C - PRESENT/FULLY CAPABLE D - PRESENT/DAMAGED X - PRESENT/DESTROYED F - PRESENT/FULL TO CAPACITY
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 ISO 3166-1.	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
- N	COMMAND			
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
AN	HQ COMMAND			
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
BN	TF HQ COMMAND			
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

TABLE E-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
CL	FD HQ ARMY GROUP/FRONT		CM	FD HQ REGION
CN	FD HQ COMMAND			
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		DA	FD/TF HQ TEAM/CREW
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
DN	FD/TF HQ COMMAND			
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
EN	TF COMMAND			
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
FN	FD COMMAND			
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

TABLE E-II. Symbol modifier codes - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
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
GN	FD/TF COMMAND			
H -	INSTALLATION		HB	FEINT DUMMY INSTALLATION

E.5.2.2 SIDC table. The following table lists the codes for SO 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 standard identity or echelon/mobility.

TABLE E-III. SIDC table.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
STBOPS	O	-	-	-	--	--	--	--	--	-	STABILITY OPERATIONS (SO)
STBOPS.VIOATY	O	*	V	*	--	--	--	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
STBOPS.VIOATY.ASN	O	*	V	*	A-	--	--	**	**	*	ARSON/FIRE
STBOPS.VIOATY.KILL	O	*	V	*	M-	--	--	**	**	*	KILLING (GENERAL)
STBOPS.VIOATY.KILL.MDR	O	*	V	*	MA	--	--	**	**	*	MURDER
STBOPS.VIOATY.KILL.EX	O	*	V	*	MB	--	--	**	**	*	EXECUTION
STBOPS.VIOATY.KILL.ASS	O	*	V	*	MC	--	--	**	**	*	ASSASSINATION
STBOPS.VIOATY.BM	O	*	V	*	B-	--	--	**	**	*	BOMB/BOMBING
STBOPS.VIOATY.BBY	O	*	V	*	Y-	--	--	**	**	*	BOOBY TRAP
STBOPS.VIOATY.DBS	O	*	V	*	D-	--	--	**	**	*	DRIVE-BY SHOOTING
STBOPS.VIOATY.SPG	O	*	V	*	S-	--	--	**	**	*	SNIPING
STBOPS.VIOATY.PSNG	O	*	V	*	P-	--	--	**	**	*	POISONING
STBOPS.VIOATY.EXPLSN	O	*	V	*	E-	--	--	**	**	*	EXPLOSION
STBOPS.VIOATY.EXPLSN.EXPLSN	O	*	V	*	EI	--	--	**	**	*	IED EXPLOSION
STBOPS.LOCAT	O	*	L	*	--	--	--	**	**	*	LOCATIONS
STBOPS.LOCAT.BLST	O	*	L	*	B-	--	--	**	**	*	BLACK LIST LOCATION
STBOPS.LOCAT.GLST	O	*	L	*	G-	--	--	**	**	*	GRAY LIST LOCATION
STBOPS.LOCAT.WLST	O	*	L	*	W-	--	--	**	**	*	WHITE LIST LOCATION
STBOPS.LOCAT.MASS	O	*	L	*	M-	--	--	**	**	*	MASS GRAVE LOCATION
STBOPS.OPN	O	*	O	*	--	--	--	**	**	*	OPERATIONS

TABLE E-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
STBOPS.OPN.PATG	O	*	O	*	P- -- --	**	**	*	PATROLLING
STBOPS.OPN.RCMT	O	*	O	*	R- -- --	**	**	*	RECRUITMENT
STBOPS.OPN.RCMT.WLG	O	*	O	*	RW -- --	**	**	*	RECRUITMENT (WILLING)
STBOPS.OPN.RCMT.CRCD	O	*	O	*	RC -- --	**	**	*	RECRUITMENT (COERCED/IMPRESSED)
STBOPS.OPN.DEMO	O	*	O	*	D- -- --	**	**	*	DEMONSTRATION
STBOPS.OPN.ML	O	*	O	*	M- -- --	**	**	*	MINE LAYING
STBOPS.OPN.PSYOP	O	*	O	*	Y- -- --	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
STBOPS.OPN.PSYOP.TARP	O	*	O	*	YT -- --	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
STBOPS.OPN.PSYOP.WP	O	*	O	*	YW -- --	**	**	*	PSYOP (WRITTEN PROPAGANDA)
STBOPS.OPN.PSYOP.HTHP	O	*	O	*	YH -- --	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
STBOPS.OPN.FRGSRH	O	*	O	*	F- -- --	**	**	*	FORAGING/SEARCHING
STBOPS.OPN.SPY	O	*	O	*	S- -- --	**	**	*	SPY
STBOPS.OPN.FDDIST	O	*	O	*	O- -- --	**	**	*	FOOD DISTRIBUTION
STBOPS.OPN.EXTN	O	*	O	*	E- -- --	**	**	*	EXTORTION
STBOPS.OPN.HJKG	O	*	O	*	H- -- --	**	**	*	HIJACKING
STBOPS.OPN.HJKG.VEH	O	*	O	*	HT -- --	**	**	*	HIJACKING (VEHICLE)
STBOPS.OPN.HJKG.APL	O	*	O	*	HA -- --	**	**	*	HIJACKING (AIRPLANE)
STBOPS.OPN.HJKG.BOAT	O	*	O	*	HV -- --	**	**	*	HIJACKING (BOAT)
STBOPS.OPN.KDNG	O	*	O	*	K- -- --	**	**	*	KIDNAPPING
STBOPS.OPN.KDNG.ATEMPT	O	*	O	*	KA -- --	**	**	*	ATTEMPTED
STBOPS.OPN.ARR	O	*	O	*	A- -- --	**	**	*	ARREST
STBOPS.OPN.DGOPN	O	*	O	*	U- -- --	**	**	*	DRUG OPERATION
STBOPS.OPN.CMPLSS	O	*	O	*	C- -- --	**	**	*	COMPOSITE LOSS
STBOPS.OPN.CMPLSS.CBT	O	*	O	*	CA -- --	**	**	*	COMBAT
STBOPS.OPN.CMPLSS.ACCDNT	O	*	O	*	CB -- --	**	**	*	ACCIDENT

TABLE E-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
STBOPS.OPN.CMPLSS.OTHER	O	*	O	*	CC -- --	**	**	*	OTHER
STBOPS.ITM	O	*	I	*	-- -- --	**	**	*	ITEMS
STBOPS.ITM.RFG	O	*	I	*	R- -- --	**	**	*	REFUGEES
STBOPS.ITM.SAFHSE	O	*	I	*	S- -- --	**	**	*	SAFE HOUSE
STBOPS.ITM.GRF	O	*	I	*	G- -- --	**	**	*	GRAFFITI
STBOPS.ITM.VRLRPS	O	*	I	*	V- -- --	**	**	*	VANDALISM/LOOT/RANSACK/PLUNDER/SACK
STBOPS.ITM.KNIVEH	O	*	I	*	I- -- --	**	**	*	KNOWN INSURGENT VEHICLE
STBOPS.ITM.DGVEH	O	*	I	*	D- -- --	**	**	*	DRUG VEHICLE
STBOPS.ITM.ISF	O	*	I	*	F- -- --	**	**	*	INTERNAL SECURITY FORCE
STBOPS.INDIV	O	*	P	*	-- -- --	**	**	*	INDIVIDUAL
STBOPS.INDIV.LEADER	O	*	P	*	A- -- --	**	**	*	LEADER
STBOPS.INDIV.TRGTD	O	*	P	*	B- -- --	**	**	*	TARGETED
STBOPS.INDIV.TERRST	O	*	P	*	C- -- --	**	**	*	TERRORIST
STBOPS.GRPORG	O	*	G	*	-- -- --	**	**	*	NONMILITARY GROUP OR ORGANIZATION
STBOPS.GRPORG.DPRE	O	*	G	*	A- -- --	**	**	*	DISPLACED PERSONS, REFUGEES, AND EVACUEES
STBOPS.GRPORG.NGO	O	*	G	*	B- -- --	**	**	*	NONGOVERNMENTAL ORGANIZATION (NGO)
STBOPS.GRPORG.TERRST	O	*	G	*	C- -- --	**	**	*	TERRORIST
STBOPS.GRPORG.RELIGS	O	*	G	*	D- -- --	**	**	*	RELIGIOUS
STBOPS.GRPORG.FNFGHT	O	*	G	*	E- -- --	**	**	*	FOREIGN FIGHTERS
STBOPS.GRPORG.GANG	O	*	G	*	F- -- --	**	**	*	GANG
STBOPS.RAPE	O	*	R	*	-- -- --	**	**	*	RAPE
STBOPS.RAPE.ATEMPT	O	*	R	*	A- -- --	**	**	*	ATTEMPTED

E.5.3 Symbology set. The following table provides a graphic representation of each approved tactical symbol in the SO 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 standard identity 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. Stability operations symbols.

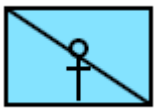
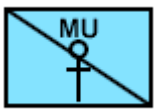
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS STABILITY OPERATIONS (SO) Hierarchy: 5.X	N/A	N/A	N/A	N/A
STBOPS.VIOATY STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) Hierarchy: 5.X.1	N/A	N/A	N/A	N/A
STBOPS.VIOATY.ASN STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE Hierarchy: 5.X.1.1 Framed: F	 OUVPA-----*****	 OFVPA-----*****	 ONVPA-----*****	 OHVPA-----*****
STBOPS.VIOATY.KILL STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL) Hierarchy: 5.X.1.2 Framed: F	 OUVPM-----*****	 OFVPM-----*****	 ONVPM-----*****	 OHVPM-----*****
STBOPS.VIOATY.KILL.MDR STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL) MURDER Hierarchy: N/A Framed: F	 OUVPMA---- *****	 OFVPMA---- *****	 ONVPMA---- *****	 OHVPMA---- *****

TABLE E-IV. Stability operations symbols - Continued.

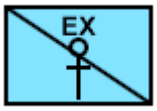
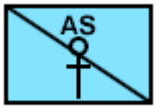
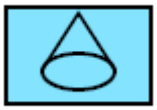
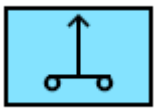
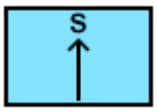
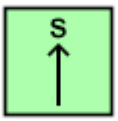
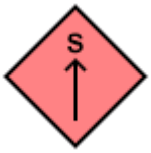
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.VIOATY.KILL.EX STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL) EXECUTION Hierarchy: N/A Framed: F	 OUVPMB----***** OUVPMB----*****	 OFVPMB----*****	 ONVPMB----*****	 OHVPMB----*****
STBOPS.VIOATY.KILL.ASS STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL) ASSASSINATION Hierarchy: N/A Framed: F	 OUVPMC----***** OUVPMC----*****	 OFVPMC----*****	 ONVPMC----*****	 OHVPMC----*****
STBOPS.VIOATY.BM STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) BOMB/BOMBING Hierarchy: 5.X.1.3 Framed: F	 OUVPB-----*****	 OFVPB-----*****	 ONVPB-----*****	 OHVPB-----*****
STBOPS.VIOATY.BBY STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) BOOBY TRAP Hierarchy: 5.X.1.4 Framed: F	 OUVPY-----*****	 OFVPY-----*****	 ONVPY-----*****	 OHVPY-----*****
STBOPS.VIOATY.DBS STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) DRIVE-BY SHOOTING Hierarchy: 5.X.1.5 Framed: F	 OUVPD-----*****	 OFVPD-----*****	 ONVPD-----*****	 OHVPD-----*****
STBOPS.VIOATY.SPG STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) SNIPING Hierarchy: 5.X.1.6 Framed: F	 OUVPS-----*****	 OFVPS-----*****	 ONVPS-----*****	 OHVPS-----*****

TABLE E-IV. Stability operations symbols - Continued.

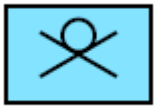
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.VIOATY.PSNG STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) POISONING Hierarchy: 5.X.1.7 Framed: F	OUVPP-----*****	 OFVPP-----*****	ONVPP-----*****	OHVPP-----*****
STBOPS.VIOATY.EXPLSN STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) EXPLOSION Hierarchy: N/A Framed: F	OUVPE-----*****	OFVPE-----*****	ONVPE-----*****	OHVPE-----*****
STBOPS.VIOATY.EXPLSN.EXPLSN STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) EXPLOSION IED EXPLOSION Hierarchy: N/A Framed: F	OUVPEI----*****	OFVPEI----*****	ONVPEI----*****	OHVPEI----*****
STBOPS.LOCAT STABILITY OPERATIONS (SO) LOCATIONS Hierarchy: 5.X.2	N/A	N/A	N/A	N/A
STBOPS.LOCAT.BLST STABILITY OPERATIONS (SO) LOCATIONS BLACK LIST LOCATION Hierarchy: 5.X.2.1 Framed: F	OULPB-----*****	OFLPB-----*****	ONLPB-----*****	OHLPB-----*****
STBOPS.LOCAT.GLST STABILITY OPERATIONS (SO) LOCATIONS GRAY LIST LOCATION Hierarchy: 5.X.2.2 Framed: F	OULPG-----*****	OFLPG-----*****	ONLPG-----*****	OHLPG-----*****
STBOPS.LOCAT.WLST STABILITY OPERATIONS (SO) LOCATIONS WHITE LIST LOCATION Hierarchy: 5.X.2.3 Framed: F	OULPW-----*****	OFLPW-----*****	ONLPW-----*****	OHLPW-----*****

TABLE E-IV. Stability operations symbols - Continued.

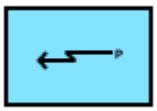
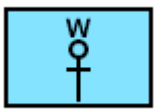
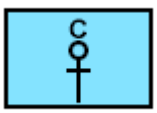
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.LOCAT.MASS STABILITY OPERATIONS (SO) LOCATIONS MASS GRAVE LOCATION Hierarchy: N/A Framed: F	OULPM-----*****	OFLPM-----*****	ONLPM-----*****	OHLPM-----*****
STBOPS.OPN STABILITY OPERATIONS (SO) OPERATIONS Hierarchy: 5.X.3	N/A	N/A	N/A	N/A
STBOPS.OPN.PATG STABILITY OPERATIONS (SO) OPERATIONS PATROLLING Hierarchy: 5.X.3.1 Framed: F	OUOPP-----*****	 OFOPP-----*****	ONOPP-----*****	OHOPP-----*****
STBOPS.OPN.RCMT STABILITY OPERATIONS (SO) OPERATIONS RECRUITMENT Hierarchy: 5.X.3.2	N/A	N/A	N/A	N/A
STBOPS.OPN.RCMT.WLG STABILITY OPERATIONS (SO) OPERATIONS RECRUITMENT RECRUITMENT (WILLING) Hierarchy: 5.X.3.2.1 Framed: F	OUOPRW----*****	 OFOPRW----*****	ONOPRW----*****	OHOPRW----*****
STBOPS.OPN.RCMT.CRCD STABILITY OPERATIONS (SO) OPERATIONS RECRUITMENT RECRUITMENT (COERCED/IMPRESSED) Hierarchy: 5.X.3.2.2 Framed: F	OUOPRC----*****	 OFOPRC----*****	ONOPRC----*****	OHOPRC----*****
STBOPS.OPN.DEMO STABILITY OPERATIONS (SO) OPERATIONS DEMONSTRATION Hierarchy: 5.X.3.3 Framed: F	OUOPD-----*****	OFOPD-----*****	ONOPD-----*****	OHOPD-----*****

TABLE E-IV. Stability operations symbols - Continued.

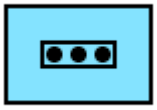
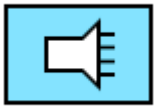
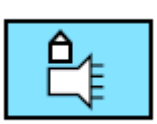
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.OPN.ML STABILITY OPERATIONS (SO) OPERATIONS MINE LAYING Hierarchy: 5.X.3.4 Framed: F	 OUOPM-----*****	 OFOPM-----*****	 ONOPM-----*****	 OHOPM-----*****
STBOPS.OPN.PSYOP STABILITY OPERATIONS (SO) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) Hierarchy: 5.X.3.5 Framed: F	 OUOPY-----*****	 OFOPY-----*****	 ONOPY-----*****	 OHOPY-----*****
STBOPS.OPN.PSYOP.TARP STABILITY OPERATIONS (SO) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) PSYOP (TV AND RADIO PROPAGANDA) Hierarchy: 5.X.3.5.1 Framed: F	 OUOPYT----*****	 OFOPYT----*****	 ONOPYT----*****	 OHOPYT----*****
STBOPS.OPN.PSYOP.WP STABILITY OPERATIONS (SO) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) PSYOP (WRITTEN PROPAGANDA) Hierarchy: 5.X.3.5.2 Framed: F	 OUOPYW---- *****	 OFOPYW---- *****	 ONOPYW---- *****	 OHOPYW---- *****
STBOPS.OPN.PSYOP.HTHP STABILITY OPERATIONS (SO) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) HOUSE-TO-HOUSE PROPAGANDA Hierarchy: 5.X.3.5.3 Framed: F	 OUOPYH---- *****	 OFOPYH----*****	 ONOPYH---- *****	 OHOPYH---- *****
STBOPS.OPN.FRGSRH STABILITY OPERATIONS (SO) OPERATIONS FORAGING/SEARCHING Hierarchy: 5.X.3.6 Framed: F	 OUOPF-----*****	 OFOPF-----*****	 ONOPF-----*****	 OHOPF-----*****

TABLE E-IV. Stability operations symbols - Continued.

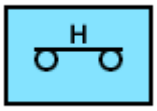
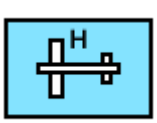
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.OPN.SPY STABILITY OPERATIONS (SO) OPERATIONS SPY Hierarchy: 5.X.3.7 Framed: F	 OUOPS-----*****	 OFOPS-----*****	 ONOPS-----*****	 OHOPS-----*****
STBOPS.OPN.FDDIST STABILITY OPERATIONS (SO) OPERATIONS FOOD DISTRIBUTION Hierarchy: 5.X.3.8 Framed: F	 OUOPO-----*****	 OFOPO-----*****	 ONOPO-----*****	 OHOPO-----*****
STBOPS.OPN.EXTN STABILITY OPERATIONS (SO) OPERATIONS EXTORTION Hierarchy: 5.X.3.9 Framed: F	 OUOPE-----*****	 OFOPE-----*****	 ONOPE-----*****	 OHOPE-----*****
STBOPS.OPN.HJKG STABILITY OPERATIONS (SO) OPERATIONS HIJACKING Hierarchy: 5.X.3.10	N/A	N/A	N/A	N/A
STBOPS.OPN.HJKG.VEH STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (VEHICLE) Hierarchy: 5.X.3.10.1 Framed: F	 OUOPHT----*****	 OFOPHT----*****	 ONOPHT----*****	 OHOPHT----*****
STBOPS.OPN.HJKG.APL STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (AIRPLANE) Hierarchy: 5.X.3.10.2 Framed: F	 OUOPHA---- *****	 OFOPHA----*****	 ONOPHA---- *****	 OHOPHA---- *****

TABLE E-IV. Stability operations symbols - Continued.

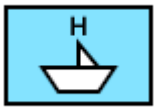
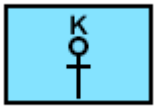
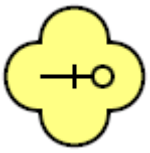
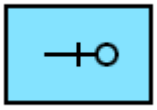
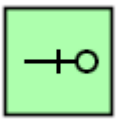
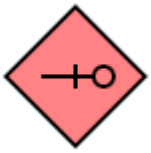
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.OPN.HJKG.BOAT STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (BOAT) Hierarchy: 5.X.3.10.3 Framed: F	 OUOPHV---- *****	 OFOPHV----*****	 ONOPHV---- *****	 OHOPHV---- *****
STBOPS.OPN.KDNG STABILITY OPERATIONS (SO) OPERATIONS KIDNAPPING Hierarchy: 5.X.3.11 Framed: F	 OUOPK-----*****	 OFOPK-----*****	 ONOPK-----*****	 OHOPK-----*****
STBOPS.OPN.KDNG.ATEMPT STABILITY OPERATIONS (SO) OPERATIONS KIDNAPPING ATTEMPTED Hierarchy: N/A Framed: F	 OUOPKA---- *****	 OFOPKA----*****	 ONOPKA---- *****	 OHOPKA---- *****
STBOPS.OPN.ARR STABILITY OPERATIONS (SO) OPERATIONS ARREST Hierarchy: 5.X.3.12 Framed: F	 OUOPA-----*****	 OFOPA-----*****	 ONOPA-----*****	 OHOPA-----*****
STBOPS.OPN.DGOPN STABILITY OPERATIONS (SO) OPERATIONS DRUG OPERATION Hierarchy: 5.X.3.13 Framed: F	 OUOPU-----*****	 OFOPU-----*****	 ONOPU-----*****	 OHOPU-----*****
STBOPS.OPN.CMPLSS STABILITY OPERATIONS (SO) OPERATIONS COMPOSITE LOSS Hierarchy: N/A Framed: F	 OUOPC-----*****	 OFOPC-----*****	 ONOPC-----*****	 OHOPC-----*****

TABLE E-IV. Stability operations symbols - Continued.

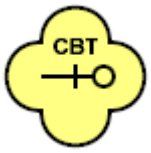
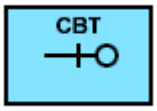
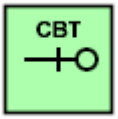
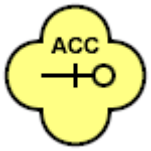
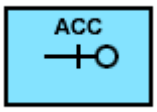
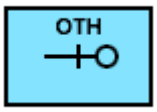
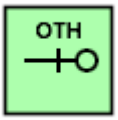
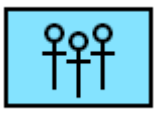
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.OPN.CMPLSS.CBT STABILITY OPERATIONS (SO) OPERATIONS COMPOSITE LOSS COMBAT Hierarchy: N/A Framed: F	 OUOPCA----*****	 OFOPCA----*****	 ONOPCA----*****	 OHOPCA----*****
STBOPS.OPN.CMPLSS.ACCDNT STABILITY OPERATIONS (SO) OPERATIONS COMPOSITE LOSS ACCIDENT Hierarchy: N/A Framed: F	 OUOPCB----*****	 OFOPCB----*****	 ONOPCB----*****	 OHOPCB----*****
STBOPS.OPN.CMPLSS.OTHER STABILITY OPERATIONS (SO) OPERATIONS COMPOSITE LOSS OTHER Hierarchy: N/A Framed: F	 OUOPCC----*****	 OFOPCC----*****	 ONOPCC----*****	 OHOPCC----*****
STBOPS.ITM STABILITY OPERATIONS (SO) ITEMS Hierarchy: 5.X.4	N/A	N/A	N/A	N/A
STBOPS.ITM.RFG STABILITY OPERATIONS (SO) ITEMS REFUGEES Hierarchy: 5.X.4.1 Framed: F	 OUIPR-----*****	 OFIPR-----*****	 ONIPR-----*****	 OHIPR-----*****
STBOPS.ITM.SAFHSE STABILITY OPERATIONS (SO) ITEMS SAFE HOUSE Hierarchy: 5.X.4.2 Framed: F	 OUIPS-----*****	 OFIPS-----*****	 ONIPS-----*****	 OHIPS-----*****

TABLE E-IV. Stability operations symbols - Continued.

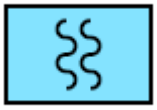
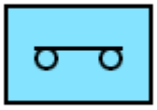
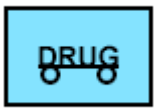
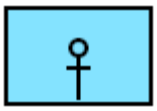
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.ITM.GRF STABILITY OPERATIONS (SO) ITEMS GRAFFITI Hierarchy: 5.X.4.3 Framed: F	OUIPG-----*****	 OFIPG-----*****	ONIPG-----*****	OHIPG-----*****
STBOPS.ITM.VRLRPS STABILITY OPERATIONS (SO) ITEMS VANDALISM/LOOT/RANSACK/PLUNDER/ SACK Hierarchy: 5.X.4.4 Framed: F	OUIPV-----*****	OFIPV-----*****	ONIPV-----*****	OHIPV-----*****
STBOPS.ITM.KNIVEH STABILITY OPERATIONS (SO) ITEMS KNOWN INSURGENT VEHICLE Hierarchy: 5.X.4.5 Framed: F	OUIPI-----*****	 OFIPI-----*****	ONIPI-----*****	OHIPI-----*****
STBOPS.ITM.DGVEH STABILITY OPERATIONS (SO) ITEMS DRUG VEHICLE Hierarchy: 5.X.4.6 Framed: F	OUIPD-----*****	 OFIPD-----*****	ONIPD-----*****	OHIPD-----*****
STBOPS.ITM.ISF STABILITY OPERATIONS (SO) ITEMS INTERNAL SECURITY FORCE Hierarchy: 5.X.4.7 Framed: F	OUIPF-----*****	OFIPF-----*****	ONIPF-----*****	OHIPF-----*****
STBOPS.INDIV STABILITY OPERATIONS (SO) INDIVIDUAL Hierarchy: N/A Framed: F	OUPP------*****	 OFPP------*****	ONPP------*****	OHPP------*****

TABLE E-IV. Stability operations symbols - Continued.

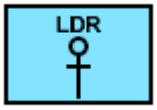
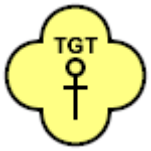
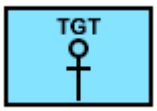
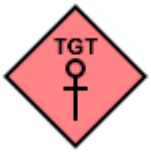
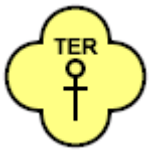
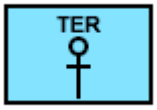
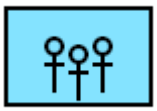
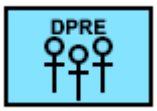
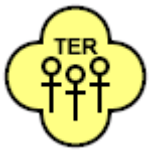
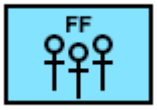
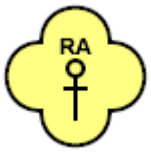
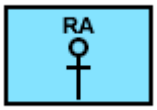
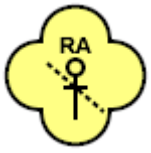
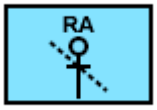
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.INDIV.LEADER STABILITY OPERATIONS (SO) INDIVIDUAL LEADER Hierarchy: N/A Framed: F	 OUPPA-----*****	 OFPPA-----*****	 ONPPA-----*****	 OHPPA-----*****
STBOPS.INDIV.TRGTD STABILITY OPERATIONS (SO) INDIVIDUAL TARGETED Hierarchy: N/A Framed: F	 OUPPB-----*****	 OFPPB-----*****	 ONPPB-----*****	 OHPPB-----*****
STBOPS.INDIV.TERRST STABILITY OPERATIONS (SO) INDIVIDUAL TERRORIST Hierarchy: N/A Framed: F	 OUPPC-----*****	 OFPPC-----*****	 ONPPC-----*****	 OHPPC-----*****
STBOPS.GRPORG STABILITY OPERATIONS (SO) NONMILITARY GROUP OR ORGANIZATION Hierarchy: N/A Framed: F	 OUGP------*****	 OFGP------*****	 ONGP------*****	 OHGP------*****
STBOPS.GRPORG.DPRE STABILITY OPERATIONS (SO) NONMILITARY GROUP OR ORGANIZATION DISPLACED PERSONS, REFUGEES, AND EVACUEES Hierarchy: N/A Framed: F	 OUGPA-----*****	 OFGPA-----*****	 ONGPA-----*****	 OHGPA-----*****
STBOPS.GRPORG.NGO STABILITY OPERATIONS (SO) NONMILITARY GROUP OR ORGANIZATION NONGOVERNMENTAL ORGANIZATION (NGO) Hierarchy: N/A Framed: F	 OUGPB-----*****	 OFGPB-----*****	 ONGPB-----*****	 OHGPB-----*****

TABLE E-IV. Stability operations symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
STBOPS.GRPORG.TERRST STABILITY OPERATIONS (SO) NONMILITARY GROUP OR ORGANIZATION TERRORIST Hierarchy: N/A Framed: F	 OUGPC-----*****	 OFGPC-----*****	 ONGPC-----*****	 OHGPC-----*****
STBOPS.GRPORG.RELIGS STABILITY OPERATIONS (SO) NONMILITARY GROUP OR ORGANIZATION RELIGIOUS Hierarchy: N/A Framed: F	 OUGPD-----*****	 OFGPD-----*****	 ONGPD-----*****	 OHGPD-----*****
STBOPS.GRPORG.FNFGHT STABILITY OPERATIONS (SO) NONMILITARY GROUP OR ORGANIZATION FOREIGN FIGHTERS Hierarchy: N/A Framed: F	 OUGPE-----*****	 OFGPE-----*****	 ONGPE-----*****	 OHGPE-----*****
STBOPS.GRPORG.GANG STABILITY OPERATIONS (SO) NONMILITARY GROUP OR ORGANIZATION GANG Hierarchy: N/A Framed: F	 OUGPF-----*****	 OFGPF-----*****	 ONGPF-----*****	 OHGPF-----*****
STBOPS.RAPE STABILITY OPERATIONS (SO) RAPE Hierarchy: N/A Framed: F	 OURP------*****	 OFRP------*****	 ONRP------*****	 OHRP------*****
STBOPS.RAPE.ATEMPT STABILITY OPERATIONS (SO) RAPE ATTEMPTED Hierarchy: N/A Framed: F	 OURPA-----*****	 OFRPA-----*****	 ONRPA-----*****	 OHRPA-----*****

USE OF WARFIGHTING SYMBOLS IN PSEUDO-THREE-DIMENSIONAL DISPLAYS

F.1 SCOPE

F.1.1 Scope. This appendix provides definitions and guidelines for display of common warfighting symbology in pseudo-three-dimensional displays, also know as 2.5D displays. In the context of this appendix, 2.5D display refers to the presentation of information that gives the perception of depth or varying distance, as in a non-orthogonal viewing angle, a viewing angle that is not perpendicular to the surface of the earth. This is in contrast to several other emerging graphics technologies that will allow for viewing in stereographic or full three-dimensional display. In stereo display, dual images are used to recreate a three-dimensional perception in the human brain.

Although there is some discussion of the use of 2.5D symbols, the primary focus of this appendix is the display of the two-dimensional symbols contained in MIL-STD-2525 in a 2.5D display of the surrounding environment. Modeling and simulation standards and methods of portrayal would be more suitable for the display of 2.5D or full three-dimensional symbols and models.

This appendix is not a mandatory part of the standard. It is intended for guidance only.

F.2 REFERENCES

This section is not applicable to this standard.

F.3 DEFINITIONS

F.3.1 Billboarding. A method for portraying a symbol in a 2.5D display, in which the symbol is perpendicular to the viewing angle.

F.3.2 Cubing. A method for portraying a symbol in a 2.5D display, in which the symbol is overlaid on a cube to present a surface visible from the viewing angle.

F.3.3 Curve (line). One-dimensional geometric primitive representing the continuous image of a line.

F.3.4 Geospatial. Pertaining to the geographic location and characteristics of natural or constructed features and boundaries on, above, or below the earth's surface, especially referring to data that is geographic and spatial in nature.

F.3.5 Glyph. A symbol (as a curved arrow on a road sign) that conveys information nonverbally.

F.3.6 Icon. A sign (as a word or graphic symbol) whose form suggests its meaning.

F.3.7 Image. The optical counterpart of an object produced by an optical or an electronic device (as a lens or mirror).

F.3.8 Marker post (lollipop). A method for portraying a symbol in a 2.5D display, in which the symbol is billboarded but also raised above or below the terrain surface by a vertical line.

F.3.9 Model. A miniature representation of something.

F.3.10 Pictograph or icon. A picture representing a word or idea; a hieroglyph.

F.3.11 Point. Zero-dimensional geometric primitive representing a position.

F.3.12 Solid (volume). Three-dimensional geometric primitive representing the continuous image of a region of Euclidean 3 space.

F.3.13 Surface (area). Two-dimensional geometric primitive locally representing a continuous image of a region of a plane.

F.3.14 Symbicon. a hybrid of a symbol and icon which attempts to combine the best identification performance benefits of each representation.

F.3.15 Symbol. An object that presents information (MIL-STD-2525). An arbitrary or conventional sign used in writing or printing relating to a particular field to represent operations, quantities, elements, relations, or qualities.

F.3.16 Terrain draping. A method for portraying a symbol in a 2.5D display, in which the symbol is overlaid on a terrain surface.

F.3.17 Three-dimensional. giving the illusion of depth or varying distances

F.3.18 Two-dimensional. lacking depth of characterization

F.4 PSEUDO-THREE-DIMENSIONAL (2.5D) SYMBOLIZATION

F.4.1 Introduction. Symbols are used to convey information about objects in space. In most traditional command and control (C2) applications, this has been accomplished by an orthogonal (directly overhead) view, such as when looking at a map. Command and control symbols have been overlaid on top of geospatial information or a “map background” to provide a geospatial context to locate the military object of interest at a geographic position. Attributes of the object are visually encoded in the symbol to communicate information about the object to the observer.

As C2 symbology has evolved from hand-annotated paper maps to automated computer display screens, views other than orthogonal have become practical. Non-overhead views or dynamic

viewing positions such as “fly-through” displays provide new ways in which a warfighter can better perceive and understand the operational environment.

This appendix establishes some basic terminology for addressing portrayal of information in 2.5D displays and provides guidance on some of the methods of display, advantages and disadvantages of these methods. Although some aspects of 2.5D symbols are discussed, the primary focus of this appendix is on portrayal of the two-dimensional symbols contained in MIL-STD-2525 in a 2.5D display. The modeling and simulation (M&S) community has been portraying the environment in 2.5D for a long time, and there are M&S standards and symbol libraries available for 2.5D symbology (see F.5.2).

This appendix is not intended to be a “standard” as such, as new developments in the information technology, computer graphics, and the geospatial information systems (GIS) and modeling and simulation industries will undoubtedly eclipse the information provided here.

F.4.2 When to use 2.5D displays. The paramount point when considering the use of 2.5D displays is to recognize that a 2.5D display is not necessarily better than two-dimensional display for every application. A 2.5D display may look neat and impress a viewing audience, but it must be evaluated as to whether it presents information better or worse than a traditional two-dimensional display.

F.4.2.1 Advantages of using 2.5D displays.

a. Provide a visual representation that may be useful in understanding the shape or rough spatial layout of scenes.

b. May be more intuitive and natural for use.

c. Are preferred by users.

d. May present a clearer picture of tactical information (eliminate need to search text boxes for attributes, such as altitude, and the need to do mental integration of information from different views). These benefits may also be engineered into 2D displays as well.[1]

F.4.2.2 Disadvantages of using 2.5D displays.

a. Are prone to distortion (due to association with parameters of perspective).

b. Are prone to clutter (less display area near horizon, so more objects are packed into a smaller area; addition of depth cues such as drop lines increase number of objects displayed).

c. Are poor for tasks requiring precision, both about objects (e.g. realistic icons do not scale well; distant objects may be too small to recognize) and distances and angles (from foreshortening and inadequate and conflicting depth cues).

Research is mixed concerning performance benefits of using 2D or 2.5D displays, largely due to the great variety of factors considered in the studies. Also, users may prefer (or rate highly) displays that actually hinder rather than enhance their performance.[2]

F.4.3 Taxonomy of symbols and displays. Symbols can be classified many different ways, including subject area, data structure, and visual aspects. A basic taxonomy might look something like this:

F.4.3.1 Subject area.

a. Operational symbols – military operations and control measures.

b. Geospatial symbols – provides geospatial context (map background).

F.4.3.2 Delineation type.

a. Point – one coordinate point.

b. Line – a series of coordinate points.

c. Area – a series of coordinate points in which the line creates a polygon.

d. Volume – a polygon or shape with a vertical component.

F.4.3.3 Degree of abstraction.

a. Abstract symbol – a symbol representing an object based on learned association.

b. Pictograph or icon – a symbol representing an object based on the symbol looking like the object.

c. Symbicon – a hybrid of a symbol and an icon which attempts to combine the best identification performance benefits of each representation.

d. Two-dimensional image – a picture of the object based on varying intensity of reflected energy from the object.

e. Pseudo-three-dimensional model – a physical or digital representation of an object.

F.4.3.4 Dimensionality.

a. Two-dimensional – a symbol lacking depth of characterization.

b. Pseudo-three-dimensional (2.5D) – a symbol giving the illusion of depth or varying distances.

c. Three-dimensional – a symbol displayed by stereoscopic, holographic or other means that provides a complete representation of three dimensions.

F.4.3.5 Relative to terrain.

a. Ground clamped – symbol is shown on terrain.

b. Elevated – symbol is raised above terrain surface.

F.4.4 Geospatial (map) symbols. Geospatial symbology generally follows the “earth surface” and can be draped over elevation data. Typically, operational symbols are shown on a map background to provide a positional reference. Digital geospatial information can be classified into two types.

F.4.4.1 Raster data. Raster data is a method of representing geospatial data characterized by a matrix of evenly spaced rows and columns of data points. These data points (called "pixels" in image and scanned map data) typically represent some value at that point, while the position within the columns and rows determines the geographic position. Raster data structures are typically used to record scanned maps and charts (MC&G graphic data), image data, or gridded data, such as terrain elevation posts in an elevation model.

F.4.4.2 Vector data. Vector data represents each cartographic feature by an entity description (feature code) and a spatial extent (geographic position). Geographic position may be two-dimensional (horizontal position only) or three-dimensional (including elevation). Features are categorized as point, line, or area features. The position of a point feature is described by a single coordinate pair (or triplet for three dimensional data). The spatial extent of a line feature is described by a string of coordinates of points lying along the line, while the extent of an area feature is described by treating its boundary as a line feature, vector data may be stored in a sequential, chain node, or topological data structure.

F.4.4.3 Imagery. By its nature, imagery is not symbolized but instead relies on variations in intensity of captured light (or other portion of spectrum or other phenomena) to create a visual picture of the object or phenomena being represented. Imagery can be used as a background display or the picture of an object or a piece of equipment.

The significant difference between raster geospatial data or an image and vector geospatial data is that in vector data, geographic features can be filtered, turned on, or turned off in a vector display. In a raster display, the map or image content is fixed, and you see whatever was shown on the scanned paper map or image.

F.4.5 Optimum display method. Each type of symbolization has advantages and disadvantages. There is no one right answer. The intended application will determine which method best meets the intended use of the display.

F.5 GUIDANCE AND PORTRAYAL CONSIDERATIONS IN PSEUDO-THREE-DIMENSIONAL (2.5D) DISPLAYS

F.5.1 Use of 2D symbols in 2.5D display. The symbols provided in the appendices of MIL-STD-2525 were designed for two-dimensional display. They can be used in a 2.5D display, using various visualization techniques, some of which are described below. The visualizations described here are not intended to be an all-encompassing or comprehensive list but merely some of the more common approaches. The intent of this section is to provide guidance to implementers on some of the advantages and disadvantages of these visualization techniques.

F.5.1.1 Visualization of icons. The symbols in the various appendices of MIL-STD-2525 for space, air, land, maritime (surface and subsurface), meteorology, signals intelligence, etc., symbolize units, equipment, and installations as point symbols, each associated with a single geographic coordinate. The following paragraphs describe several methods of symbolizing point icons.

F.5.1.1 .1 Terrain draping. One simple method of displaying two-dimensional symbols in a 2.5D display is to simply place the 2D symbols over the 2.5D surface model (see figure F-1). This makes it appear as if operational symbols were large flags laid out on the ground. With draping, no changes to existing 2D symbols are required. Since the viewing angle is not perpendicular, symbols may be distorted in shape, and depending on the underlying terrain, some symbols may be obscured by higher terrain in between the symbol and the viewing position.

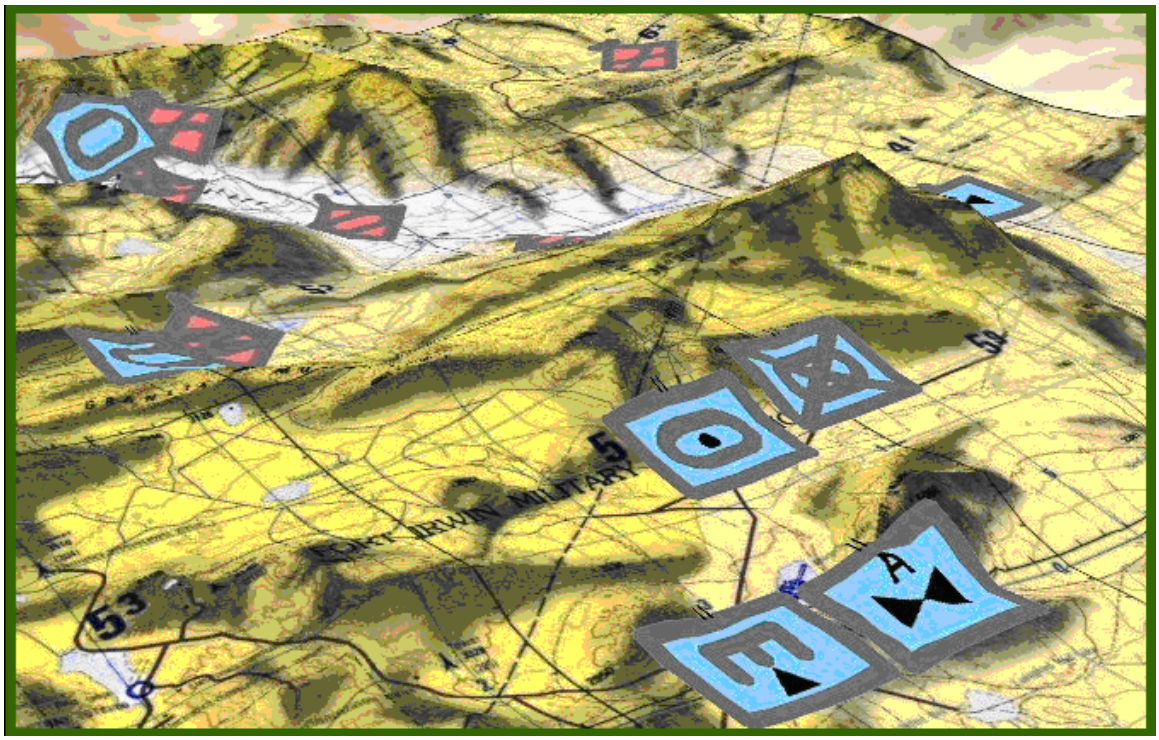


FIGURE F-1. Example of terrain draping of icons (static MOLE layer displayed in ArcGlobe).[7]

F.5.1.1.2 Billboarding. Billboarding is a technique in which a two-dimensional symbol is positioned vertically or perpendicular to the view angle (see figure F-2). This makes symbols easier to see than if they were draped over the terrain but is much more computationally demanding, sometimes affecting system performance. Although used in systems, the performance benefits of billboarding have not been validated with performance data. There are several factors that must be considered when orienting the billboard as well. Symbols placed on the ground have to be elevated enough so the entire symbol is visible. If the center of the symbol was co-located with the position on the ground surface, the bottom half of the symbol would be obscured. Billboarding is conceptually different from lollipopping (discussed below), but in fact most billboard displays also are raised above ground level. Billboarding refers to placing the 2D symbol perpendicular to the viewing angle, while lollipopping or using a marker post refers to adjusting the symbol above or below the terrain surface.

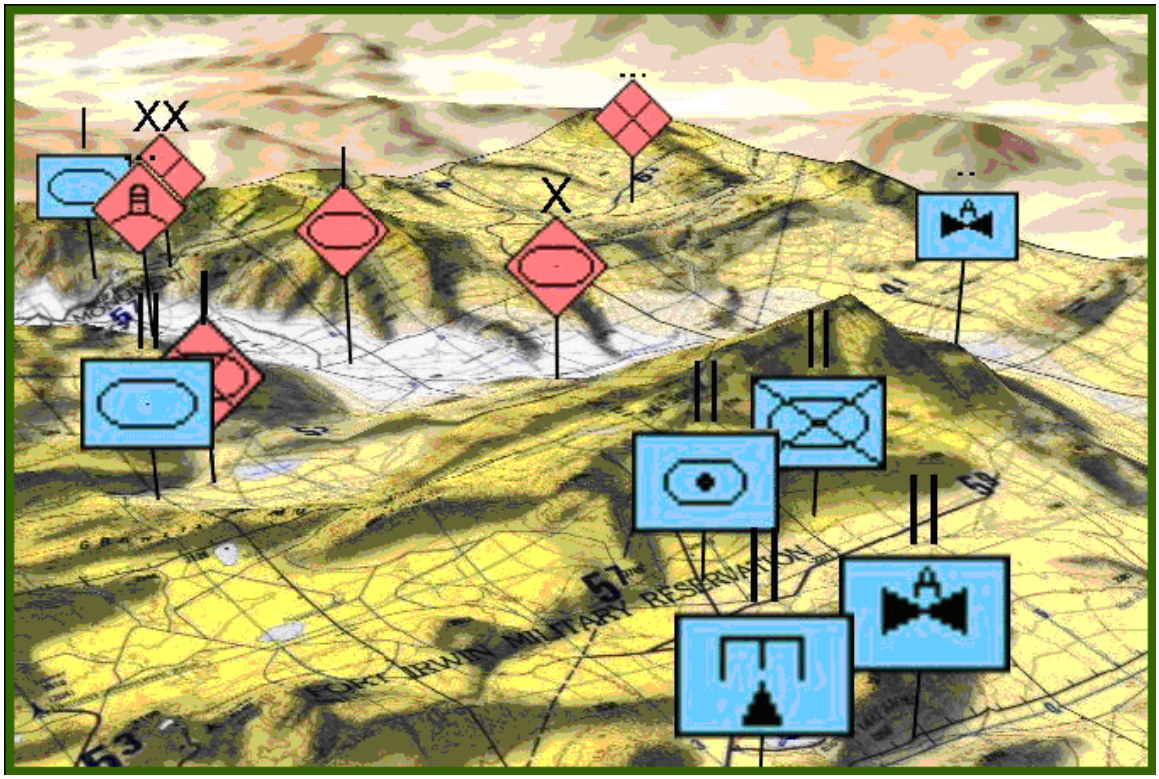


FIGURE F-2. Example of billboarding of icons (TOC 3D display).[7]

F.5.1.1.3 Cubing. An alternative to billboarding is to project the 2D symbol onto a 2.5D shape, such as a cube (see figure F-3). As with billboarding, cubes can also be elevated above the terrain surface.

FIGURE F-3 – Example of cubing of icons[7]

F.5.1.1.4 Marker post. In many cases, billboarded or cubed symbols are raised above the ground surface using a marker post in a technique sometimes called “lollipopping” (see figure F-4). The user can set an arbitrary height above ground surface and drop down lines connect the symbol to its ground location. In a 2.5D display, tracks that are actually above or below ground or water surface can be portrayed in their actual location. Lollipopping has the potential to create confusion with the actual altitude of an above or below-ground/water track. For example, it might appear that a helicopter is flying underneath a tank. Care must also be taken to distinguish between symbols raised to an arbitrary height above or below terrain and those symbols showing an actual altitude/depth, if both types are used in the same display.

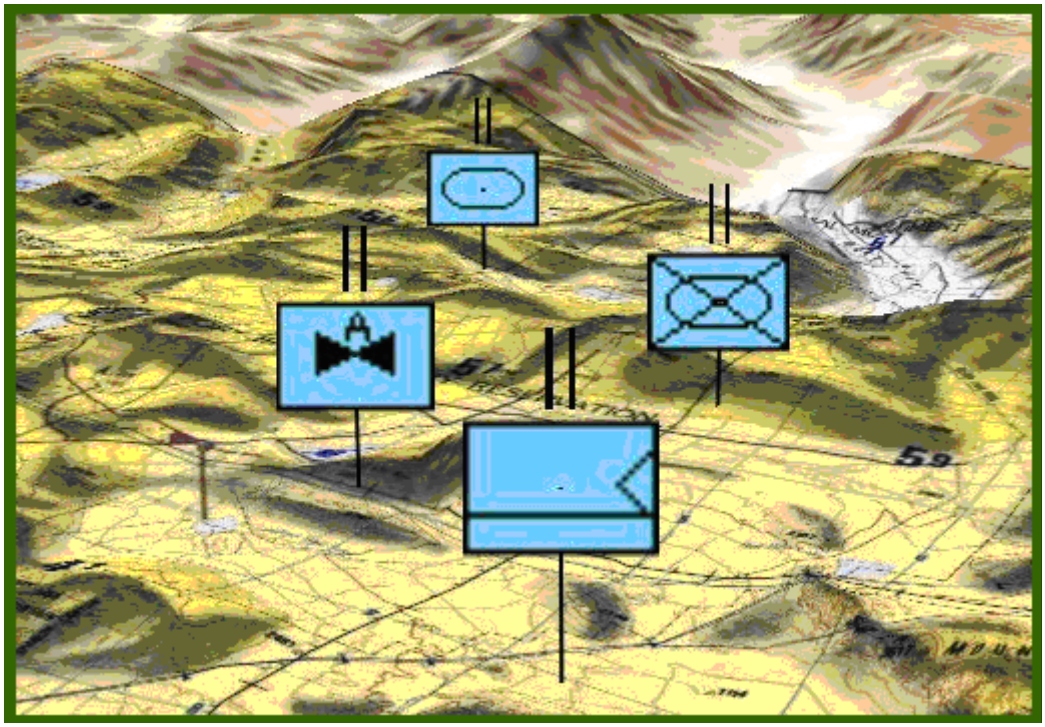


FIGURE F-4. Example of marker posts (TOC 3D display).[7]

F.5.1.2 Visualization of tactical graphics. The tactical graphics in MIL-STD-2525 are more complex than the simple icons in appendix A and contain point, line and area symbols. The techniques for portrayal of line and area symbols are generally similar to the point symbols. Lines may be “draped” over the terrain; but as with points, draping creates the potential for a symbol to be obscured by intervening terrain (see figure F-5). Line symbols can be extruded above the terrain for visual emphasis, forming what appear to be walls on the terrain surface (see figure F-6). These walls could be used as a background for presenting additional information, such as echelon, status, and others.

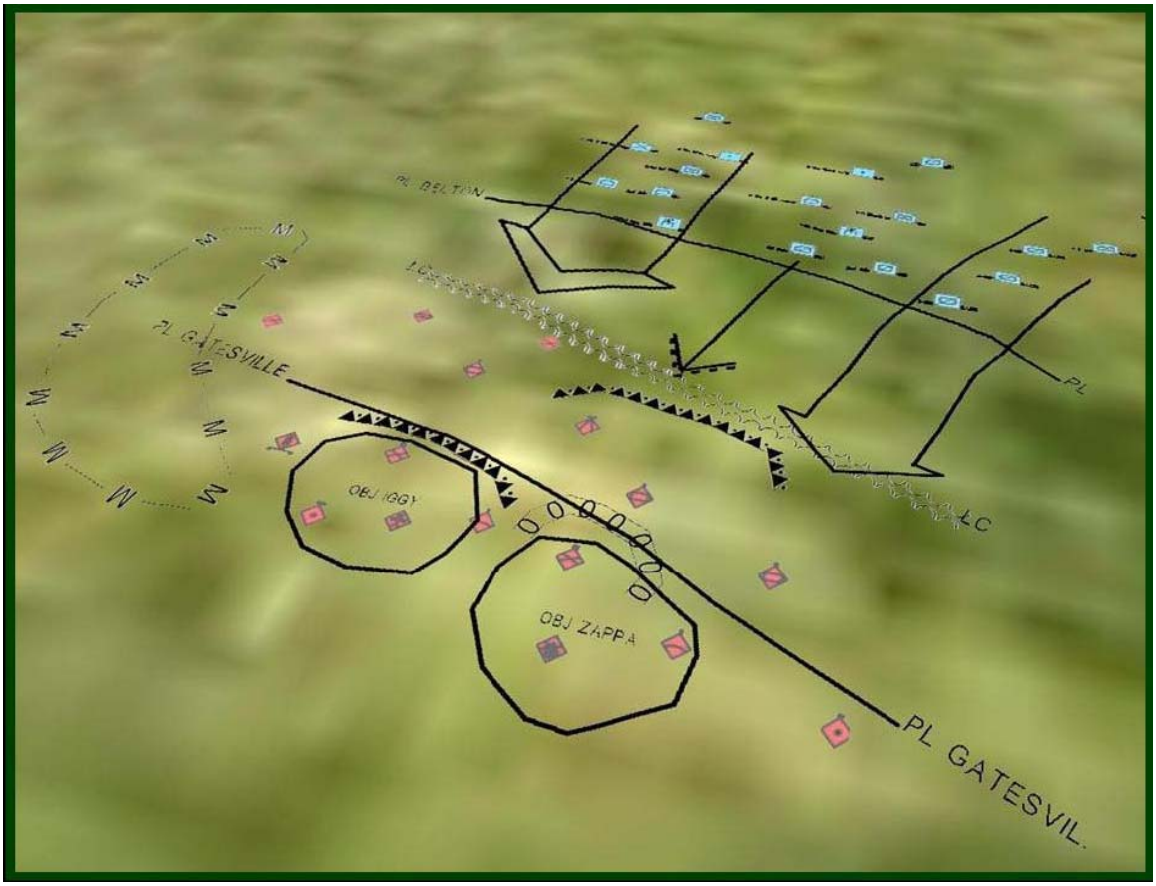


FIGURE F-5. Example of draped tactical graphics symbols (MOLE in ArcGlobe).[7]

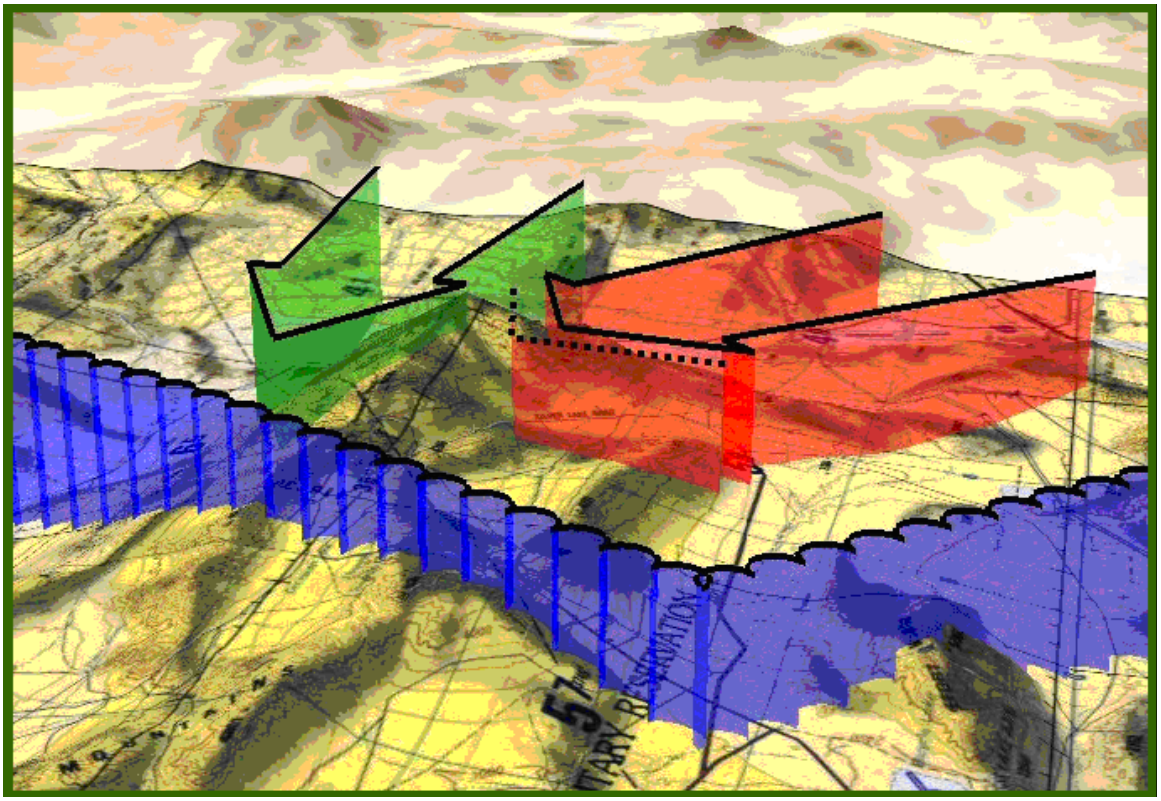


FIGURE F-6. Example of extruded tactical graphics symbols (TOC 3D display).[7]

F.5.1.3 Symbicons. A symbicon is a hybrid of an abstract symbol and a pictograph or icon and is useful in increasing the ease of identification of an object[3] (see figure F-7). A typical symbicon may combine the identification code of a symbol, for example "B" for bomber, with the stylized silhouette of an aircraft.

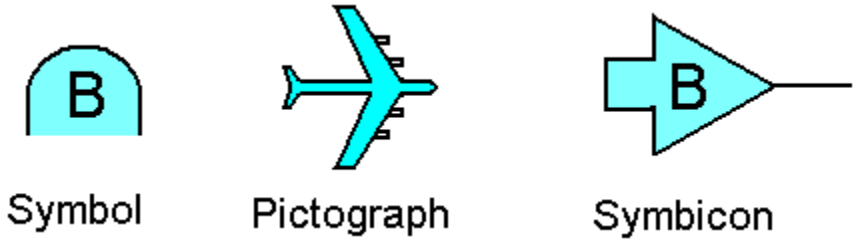


FIGURE F-7. Example of a symbicon.[7]

F.5.2 Pseudo-three-dimensional models. Many systems are starting to use 2.5D models to represent military objects rather than the 2D symbols contained in MIL-STD-2525 (see figure F-8). Models may work well for portrayal of individual platforms or systems, such as a tank or aircraft, but work less well or may be impractical for symbolizing larger units. Although in general, users prefer to look at realistic icons, they result in slower, error-prone performance.[4] The level of detail provided by the model may also create recognition problems in the display that reflect the situation in the real world. For example, if an operator is unfamiliar with the

appearance of a particular weapons system, it would not make much sense to use a 2.5D model of that weapons system to identify the equipment type. You would also expect recognition errors to occur if two weapons systems were similar in appearance. Overall, traditional symbols were more useful when determining platform identity and affiliation are required. Icons are better for determining some aspects of direction of movement.[5]

FIGURE F-8. Examples of pseudo-three-dimensional models.

F.5.2.1 Modeling and simulation (M&S) standards. The International Organization for Standardization (ISO) 18023, Computer Graphics and Image Processing – Synthetic Environment Data Representation and Interchange Specification (SEDRIS) suite of standards are used for the exchange of modeling and simulation data.

F.5.2.2 Model libraries. The DOD maintains several libraries of reusable digital models of weapons systems at:

Army Model Exchange: https://modelexchange.army.mil

M&S Coordination Office: http://www.msco.mil/

M&S Resource Repository System: http://www.msrr.dmso.mil

F.5.3 Design considerations for symbology in a 2.5D display.

F.5.3.1 Symbol location. One important function of a symbol is to indicate where the object is located. MIL-STD-2525, section 5.7.4 requires that point icons be positioned so the geometric center, or center of mass of the symbol corresponds to the actual location of the object. Certain other tactical graphics have specified “anchor points” that differ from the center of mass of the symbol.

F.5.3.1.1 Submergence of symbols. If a symbol is overlain on the terrain “terrain draping,” it is possible to tie the center of mass of the symbol to the symbol location as in a two-dimensional display, and conform to the general rules of MIL-STD-2525. If, however, the symbols are billboarded or shown vertically, then linking the symbol location to the center of

mass of the symbol will result in the bottom half of the symbol being below the terrain surface. Billboarding displays generally place bottom of the symbol on the terrain surface. This problem does not occur if the object is an air or sub-surface track and is far enough above or below the terrain surface (ground/water).

F.5.3.1.2 Height above/below terrain surface. Some 2.5D displays use the "lollipop" technique to elevate symbols a fixed distance above the terrain surface. This works well for ground tracks but may cause confusion if ground and air tracks were shown in the same display, since some symbols will be raised an arbitrary height, while air tracks will generally show actual altitude of the track.

F.5.3.1.3 Estimating track position. Studies have shown that estimating a track position in a 2.5D display is difficult because many of the visual cues that the human brain uses to estimate a location cannot be duplicated in a 2.5D digital display. Operator performance is increased if artificial cues are added, typically a drop line or drop shadow. A drop line is a vertical line from the above-surface object to the terrain surface. A drop shadow is a silhouette of the object on the terrain surface. These artificial cues can contribute to display clutter. Even two-dimensional displays will benefit by having a distinct "locator point" on the symbol rather than just using the center of mass of the symbol.[6]

F.5.3.2 Perspective. In a traditional two-dimensional (map-like) display, the perspective is "orthogonal" or viewed from directly overhead, and so there is no change of scale over the display. In a 2.5D view, the scale of the display decreases (gets smaller) as distance from the observer increases. This creates difficulty in perceiving the actual location of an object in space. In a two-dimensional display, the elevation of an object is not obvious, but the horizontal position (x and y coordinates) is not in doubt. In a 2.5D display, the latitude, longitude, and elevation (x, y, and z) aspects of location are each ambiguous. When viewing an object in the real world, a human observer uses a number of visual cues to determine location in three-dimensional space. Objects become smaller with increasing distance. Illumination provides variation in light and dark to specify shape in depth. Closer objects block out objects that are farther away. People see in stereo vision and can judge how far away an object is based on the slight differences in the image in their right and left eyes. In a digital display, many of these real-world cues are impossible or impractical to reproduce. Varying symbol size with distance and closer objects obscuring more distant objects are the most easily implemented visual cues. These visual cues have limitations when implemented in a digital display. Symbols can only be made so small before they becomes unrecognizable; yet, exaggerating their size to make them more legible distorts the appearance of location, making them appear closer than they really are. Closer symbols obscuring symbols that are farther away also makes legibility difficult. Artificial visual cues not found in the real world but possible on a digital display, such as drop lines and drop shadows (discussed previously), enhance a human's ability to determine the location of an object in a 2.5D display.[6]

F.5.3.3 Direction indicators. In a 2.5D display, the viewing angle is variable, dependent on the viewing position selected by the operator. Typical viewing angles range from 25 to 65 degrees. Unlike map displays, which north is generally displayed oriented to the top of the display, the 2.5D display can be viewed from any direction, and in a "fly-through" the viewing

direction is changing frequently. There are several methods to provide a visual cue for direction of view, including placing north arrows in the display, or showing the heading and attitude in a "heads-up display" type symbol (see figure F-9).

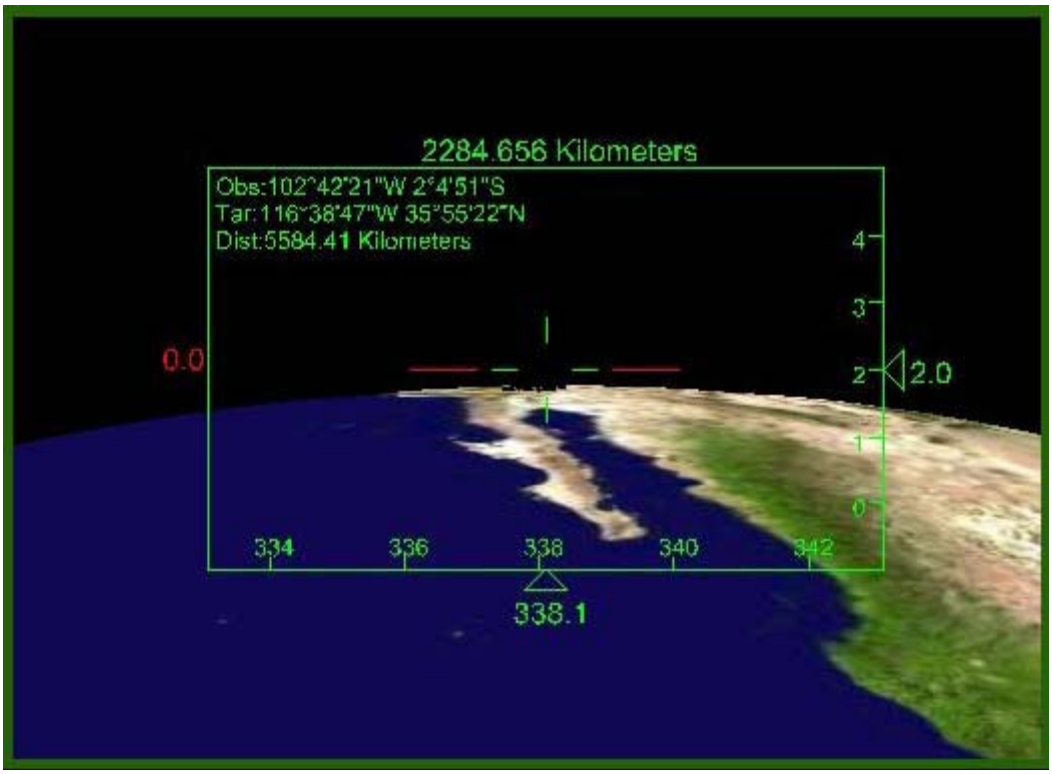


FIGURE F-9. Example of visual cue for direction of view (TOC 3D display).[7]

F.5.4 Text amplifiers for symbols. Many symbols in MIL-STD-2525 have text fields around them to present additional information. Text fields for point icons are defined in figure 2 of MIL-STD-2525. Text fields are also found on the tactical graphics and control measures. Showing text around symbols in a 2.5D display creates a number of difficulties. Perhaps the greatest is the perspective in the display. One of the visual cues to create the impression of three dimensions is to show objects that are farther away in a smaller size; yet, reducing symbol size, including text, also reduces legibility. Occultation is another visual cue, in which closer objects obscure more distant objects. Closer objects with text around them just create a larger "footprint" in the visual plane, potentially obscuring distant symbols or terrain features. Finally, the text will only be visible if there is enough contrast between the text and the background.

F.5.5 Speed vectors and trailing lines. A speed vector is a line extending in front of a symbol or icon whose length is proportional to the speed of the object. The speed vector is an easy way to symbolize the speed and the heading of the platform. Speed vectors are generally used on fast-moving platforms, such as air tracks. A trailing line is a line showing the track of a platform, indicating where it has been for a period of time in the past. In a 2.5D perspective display, the record of a track of a platform is sometimes enhanced by using drop lines to indicate

the position on the terrain surface. Drop lines are sometimes filtered by time to show only a limited trail to reduce display clutter.

F.5.6 Incomplete data. One of the difficulties facing implementers of 2.5D displays is that sometimes the track data being symbolized may be incomplete. For example, the latitude and longitude of an air track may be known, but the altitude unknown. This is not a great problem in an overhead two-dimensional display, but in a 2.5D display, where should the air track be shown? If the direction of travel is unknown, which direction should be symbolized? The implementer might choose to ignore the missing data (show the air track on the ground) or infer it from other sources. In either case, a warning indicator should be included with the symbol to indicate to the operator that the track has been symbolized based on incomplete information.

F.5.7 Vertical exaggeration of terrain and tactical symbols. In 2.5D displays, the vertical dimension is often exaggerated to highlight variation in the terrain (see figure F-10). This particular example has a vertical exaggeration of x15. This vertical exaggeration may create distortions in the display when tactical symbols are also used. For example, if the vertical exaggeration was x3, then the altitude of the air track would also have to be exaggerated by x3 to keep relative position with the terrain.

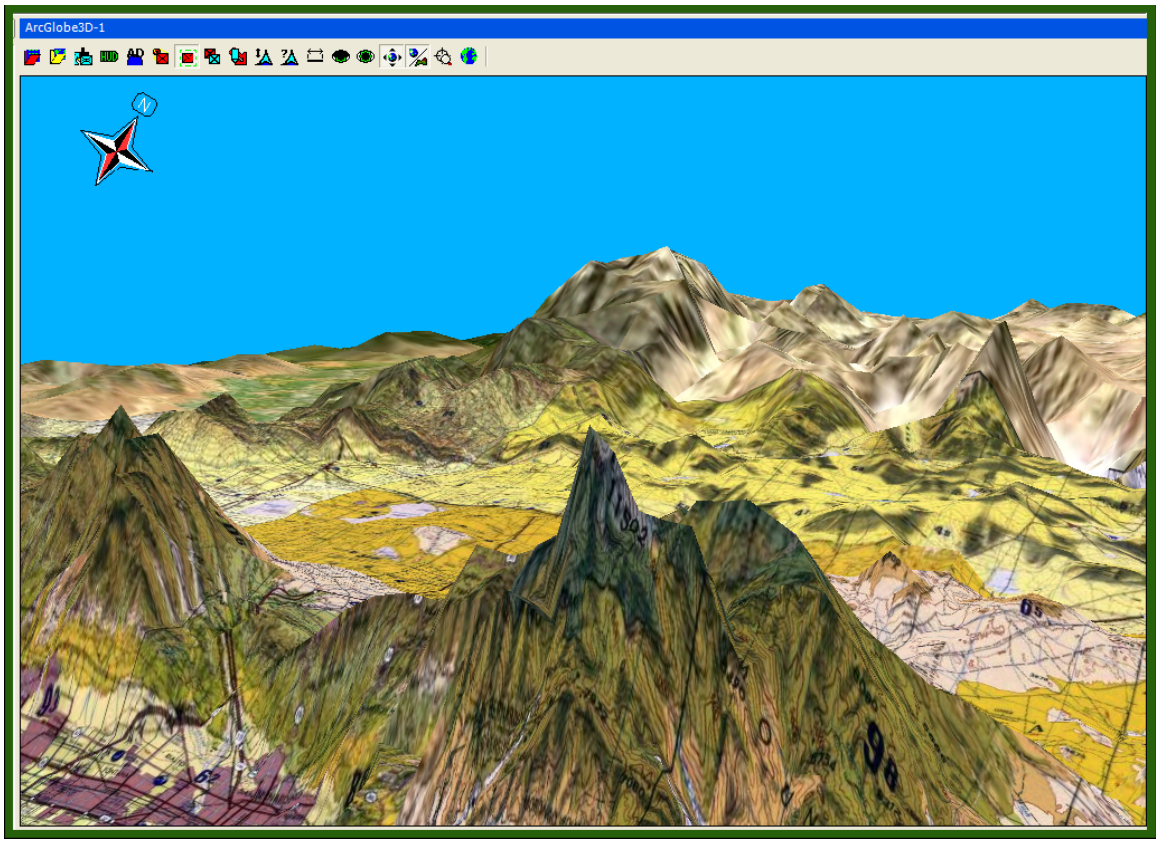


FIGURE F-10. Example of vertical exaggeration.
(TOC 3D display)[7]

F.5.8 Implications for training and doctrine. The use of 2.5D displays in the C2 intelligence, surveillance, and reconnaissance (ISR) community is growing. Research into human performance has shown, however, that a 2.5D display is not necessarily the best way to accomplish all tasks. In fact, some tasks are better performed using a conventional "overhead" 2D display or even a conventional map. The types of tasks performed on a C2 ISR system should be conducted using a display mode (2D or 2.5D) that best fits the intended task. Operators should be trained to understand which tasks are accomplished best using each display type. User preference often has little bearing on the choice because an operator may like one type of display, even though individual performance is degraded, compared to other display modes. Some tasks may be accomplished best using a combination of 2.5D and 2D views: the first to get an overall impression of the situation and the latter to do the specific locational analysis needed to accomplish the task.

F.6 NOTES

F.6.1 Notes on sources:

1. Smallman, H. S., St. John, M., Oonk, H. M., and Cowen, M. B. (2001), Information availability in 2D and 3D displays, IEEE Computer Graphics and Application, 21, 51-57.

2. Smallman, H. S., St. John, M., Oonk, H. M., and Cowen, M. B. (2005), Naïve Realism: Misplaced faith in the utility of realistic displays, Ergonomics in Design, 13(3), 6-13, Fernandes, K. Usability of 3D Perspective Displays, SPAWAR, and St. John, M, Cowen, M.B., Smallman, H.S., and Oonk, H.M. (2001) The use of 2D and 3D displays for shape understanding versus relative position tasks. Human Factors, 43, 79-98.

3. Symbicons: Advanced Symbology for Two-dimensional and Three-dimensional Displays, SPAWAR TR 1850, February 2001

4. Smallman, H.S., St. John, M.B., Oonk, H.M., and Cowen, M.B. (2000) Track recognition using two-dimensional symbols or three-dimensional realistic icons. SPAWAR Technical Report 1818.

5. Searching for Tracks Imaged as Symbols or Realistic Icons: A Comparison Between Two-Dimensional and Three-Dimensional Displays, SPAWAR TR 1854, April 2001

6. Track Location Enhancements for Perspective View Displays, SPAWAR TR 1847, December 2000

7. Except for Figure F-8, the figures in appendix F were taken from 3D Visualization and Tactical Symbology Considerations for Command, Control, Communications, Computers, Intelligence, Surveillance, and Reconnaissance (C4ISR) Applications, Concurrent Technologies Corporation (CTC) white paper, 2 April 2004. These

displays were generated using the Military Overlay Editor (MOLE) in the Environmental Systems Research Institute (ESRI) ArcGlobe product, and the CTC's Tactical Operations Center (TOC) 3D program.

Credit to CTC for graphics appearing in this appendix.

EMERGENCY MANAGEMENT SYMBOLS

G.1 SCOPE

G.1.1 Scope. This appendix provides symbols for emergency response, including incidents, natural events, operations, and critical infrastructure. It is based on American National Standards Institute (ANSI) 415:2006, American National Standard for Information Technology - Homeland Security Mapping Standard – Point Symbology for Emergency Management, as modified to make the symbols compliant with the draw rules (such as frame shapes and colors) in MIL-STD-2525, Common Warfighting Symbology. This appendix is a mandatory part of the standard. It is intended for compliance for DOD systems and users. Note that much of the civilian emergency management community may continue to use ANSI 415:2006 directly, rather than this appendix.

G.2 REFERENCES

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

G.2.2 Government documents. This section is not applicable to this standard.

G.2.3 Non-Government publications. The following documents, drawings, and publications form part of this appendix to the extent specified herein. Unless otherwise specified, the issues of these documents are those specified in the solicitation or contract.

ANSI 415:2006 American National Standard for Information Technology - Homeland Security Mapping Standard – Point Symbology for Emergency Management

(Copies of this document are available from ANSI at: http://www.ansi.org/.)

G.3 DEFINITIONS

Definitions for emergency management items of interest are provided in tables G-IV through G-VII.

G.4 GENERAL REQUIREMENTS

G.4.1 Objective. The objective of including symbols for emergency management in MIL-STD-2525 is to ensure that DOD elements responding to domestic emergency responses as called for in the National Response Plan can see the same information that is being used by civil first responders and emergency managers. A basic set of point symbols for Homeland Security Emergency Response was promulgated by the ANSI 415:2006, American National Standard for Information Technology - Homeland Security Mapping Standard – Point Symbology for Emergency Management in 2006. These symbols do not conform to the existing draw rules in MIL-STD-2525, and therefore may cause misunderstanding and misidentification if used alongside other symbols in

this standard on the same display. The symbols contained in this appendix will provide the same information content as ANSI 415:2006, but the symbols will follow basic MIL-STD-2525 draw rules, and be visually interoperable with the other symbols in this standard.

G.4.2 Organization. Symbols for emergency response operations are organized into the following sections, which align with the sections in ANSI 415:2006.

G.4.2.1 Incidents. Incidents are events that cause an emergency response action or are the source of a disaster (see table G-IV).

G.4.2.2 Natural events. Natural events are phenomenon found in or created by naturally occurring conditions. A natural event may be the cause of a disaster or require an emergency response, or may be an influence on the environment, which may require special consideration in response to an incident. For example, a tornado may require an emergency response, while fog may merely be a modifier of the environment, indicating reduced visibility when responding to an emergency (see table G-V).

G.4.2.3 Emergency management operations. Operations include organizations, services, capabilities, or resources available during or implemented due to an emergency management situation. Emergency management operations can be units, equipment, or installations. Frame shapes for units, equipment, and installations are defined in table I (see table G-VI).

G.4.2.4 Infrastructure. Infrastructure is basic facilities, services, and installations needed for the functioning of a community or society, such as transportation and communications systems; water and power lines; and public institutions including schools, post offices, and prisons (see table G-VII).

G.4.3 Symbol categories. Emergency management symbols have been defined in ANSI 415:2006 for point symbols only. Symbols for line and area features of significance for emergency management will be promulgated in future versions of the ANSI standard and introduced into MIL-STD-2525.

G.4.4 Cross-reference with other MIL-STD-2525 symbols. In certain cases, objects of interest in ANSI 415:2006 are already identified and symbolized in other appendices of MIL-STD-2525 or are very similar to existing symbols. These symbols have been included in appendix G to maintain traceability between ANSI 415:2006 and MIL-STD-2525, but the original MIL-STD-2525 symbols have been retained in this standard. A cross-reference of these duplicate symbols is shown in table G-VIII.

G.5 DETAILED REQUIREMENTS

G.5.1 Composition of emergency management symbols. Emergency management symbols have symbol components as identified in MIL-STD-2525 (see 5.3 and figure 1). Further information on each of these components of the symbol is provided below.

G.5.2 Frame. Emergency management symbols shall be shown with frames as identified in table I, with the following exceptions:

- Symbols for natural events (shown in table G-V) are unframed.
- Certain symbols for infrastructure (shown in table G-VII) that are already included as unframed symbols or tactical graphics in other sections of MIL-STD-2525 remain unframed.

Some of the symbols for government organizations in table G-VI can refer to personnel, equipment, or facilities. These three categories are not distinguished in ANSI 415:2006, but the frame shape will indicate personnel (unit), equipment, or facility (installation) frame in MIL-STD-2525. In the event that a data object for an emergency management operation does not identify whether it refers to a unit, equipment, or installation, a default unit frame shall be shown. Meteorological events are defined in appendix C and are unframed.

G.5.2.1 Standard identification. Frame shapes shall conform to the standard identification shown in table I. Categories of standard identification include friend, hostile, neutral, unknown, assumed friend, and suspect. In the absence of this type of information in a report or information about a domestic emergency, the emergency manager or on-scene military commander may determine a default value other than "unknown." For example, when responding to a disaster in the United States, "friend" may be assumed for all symbols, since it is not a combat situation. The frames on symbols for criminal activity refer to the perpetrator of the crime, not the victim.

G.5.2.2 Exercise amplifying descriptor. Frame shapes shall conform to the standard identification shown in table II.

G.5.2.3 Battle dimension. Frame shapes in tables I and II shall be used to indicate battle dimension. Battle dimension indicates the primary mission area of the object being symbolized. Mission areas are defined in 5.3.1.3, and include space, air, ground (further subdivided into units, equipment, and facilities), and sea (further subdivided into surface and sub-surface).

G.5.2.4 Status. Status indicates whether an object is at the portrayed location or is intended or projected to be at that location at some point in time in the future. Status shall be indicated by showing a dashed frame, in accordance with 5.3.1.4 and table III.

G.5.3 Fill. Fill is the color within the frame of a symbol. Emergency management symbols other than natural events shall use the fill colors as specified in 5.3.2 and table I. Blue is used to indicate friendly, red for hostile, green for neutral, yellow for unknown, and purple for air tracks identified as commercial air. Specific red-green-blue (RGB) values for these colors are provided in table XIII.

G.5.4 Icon. The icon indicates the primary identity of the object. Icons for emergency management incidents, natural events, operations, and infrastructure are shown in tables G-IV through G-VII. Except where they conflict with existing MIL-STD-2525 icons, the icons in ANSI 415:2006 have generally been retained unchanged or slightly modified to fit into the frame shapes.

G.5.4.1 Icons for government organizations. Several of the symbols in ANSI 415:2006 Homeland Security Mapping Standard – Point Symbology for Emergency Management were developed specifically to portray United States Government organizations that might respond to a

domestic emergency. There are also some generic symbols to portray governmental functions that have broad applicability. Non-US users of this standard may wish to supplement the generic governmental functions symbols with national-unique symbols of their own. Unknown, hostile, and neutral frame shapes are not used with the symbols for US government organizations.

G.5.4.1.1 Generic governmental functions. The following symbols have broad applicability and have generic symbols:

B.3.26	Law Enforcement
B.3.28	Border Patrol
B.3.29	Customs Service
B.3.33	Police
B.3.34	Prison
B.3.37	Coast Guard

G.5.4.1.2 Symbols for US Government organizations. The following symbols portray US Government organizations involved in emergency management:

B.3.27	Bureau of Alcohol, Tobacco, and Firearms (ATF)
B.3.30	Drug Enforcement Administration (DEA)
B.3.31	Department of Justice (DOJ)
B.3.32	Federal Bureau of Investigation (FBI)
B.3.35	US Secret Service
B.3.36	Transportation Security Administration (TSA)
B.3.38	US Marshals Service

G.5.4.2 Symbols using currency signs. Several symbols use the dollar sign ($) to indicate the concept of money or finance. International users may wish to substitute their own currency signs on these symbols.

G.5.5 Modifiers. Symbol modifiers are used in MIL-STD-2525 to indicate additional information about an object being symbolized (see 5.3.4). The symbols in ANSI 415:2006 do not show any additional modifier information; however, certain modifiers in MIL-STD-2525 are relevant to emergency management objects (see table IV). The following paragraphs discuss the applicability of modifiers to emergency management symbology.

G.5.5.1 Quantity (table IV, row C). Identifies the number of items present.

G.5.5.2 Additional information (table IV, row H). Text modifier for amplifying free text.

G.5.5.3 Evaluation rating (table IV, row J). A text modifier that consists of a one-letter code for reliability and a one number code for credibility. See table IV for definitions of these codes. This amplifier is used to associate a degree of uncertainty to the object.

G.5.5.4 Direction of movement indicator (table IV, row Q). A direction of movement indicator is a line that indicates the direction in which an object is moving or intending to move (see 5.3.4.1).

G.5.5.5 Mobility indicator (table IV, row R). A mobility indicator is a graphic modifier that depicts the degree of mobility for a piece of equipment. See 5.3.4.3, figures 2 and 3, and table VI for categories of mobility indicators and details on how to portray mobility indicators.

G.5.5.6 Offset location indicator (table IV, row S). An offset location indicator is used when placing a symbol away from the actual location of the object (see 5.3.4.9).

G.5.5.7 Unique designation (table IV, row T). This modifier is used to assign a unique identification, such as a track number, to an object.

G.5.5.8 Equipment indicator (table IV, row V). Free text modifier that indicates the type of equipment. Since unknown, neutral, and hostile frame shapes do not provide differentiation between units and equipment, the equipment modifier may be used if necessary to make this distinction, either showing the actual equipment designation, or "EQUIP" if type is unknown.

G.5.5.9 Date-time group (DTG) (table IV, row W). Text modifier indicating a date and time associated with the object. Format for DTG is indicated in table IV.

G.5.5.10 Altitude/depth (table IV, row X). Text modifier that indicates flight level for aircraft, depth for submerged objects, and height of equipment or structures on the ground.

G.5.5.11 Location (table IV, row Y). Object location in degrees, minutes, seconds, or UTM or other applicable display format.

G.5.5.12 Speed (table IV, row Z). This is a text modifier that indicates the speed of an object.

G.5.5.13 Installation (table IV, row AC). This graphic modifier denotes that the object is a facility or installation.

G.5.5.14 Operational capability indicators (table IV, row AL). Operational capability indicators may be shown for all operations and infrastructure symbols, showing the colored under-bar, in accordance with 5.3.4.12 and table III-2. If shown, the following color categories shall be used to portray the operational capability of emergency management symbols:

- Fully operational/open – green bar
- Fully operational but filled to capacity or otherwise closed – blue bar
- Operational but partially damaged or partially incapacitated – orange bar
- Destroyed or totally incapacitated – red bar

G.5.5.15 Dynamic graphic modifiers. A dynamic modifier is a line or area graphic whose size and placement is determined by positional attributes of the object (see 5.3.4.11 and figure 4).

G.5.5.15.1 Area of uncertainty box (table IV, row AH). An area of uncertainty indicates the area in which an object is most likely to be (see 5.3.4.11.1).

G.5.5.15.2 Dead reckoning trailer (table IV, row AI). A dead reckoning trailer indicates where an object should be located at present, given its reported course and speed (see 5.3.4.11.2).

G.5.5.15.3 Speed leader indicator (table IV, row AJ). A speed leader is a special type of direction of movement indicator in which the length of the line is proportional to the speed of the object (see 5.3.4.11.3).

G.5.6 Construction of emergency management symbols. Emergency management symbols are constructed by placing an icon within the bounding octagon as discussed in 5.4. The frame (if shown) is shown around the central icon.

G.5.6.1 Framing requirements. Emergency management symbols except for natural events and duplicates of unframed tactical graphics are shown with frames.

G.5.6.2 Placement of modifiers. Modifiers are placed around the icon and frame as shown in figure 2. An explanation of each modifier is shown in table IV.

G.5.6.3 Symbol display hierarchy. Circumstances and the intended purpose of the display or map will dictate how complex or how much information needs to be shown to portray an object. MIL-STD-2525 allows a flexible “thinning” of symbol information to meet the needs of the user. This allows a very complete portrayal of an object or a minimum portrayal, depending on mission needs. Emergency management symbols can be displayed using combinations of icons, fills, and colors. 5.4.5 discusses these options for portrayal.

G.5.6.4 Adding temporary features to emergency management symbols. When implementations require temporary extensions of this standard to portray emergency management objects, the frame shapes shall not be modified or used to portray information other than domain and standard identity, and the standard identity colors shall not be modified or used to portray information other than standard identity.

G.5.7 Display rules for emergency management symbols. Emergency management symbols follow the same display rules as tactical symbols, including symbol size, line weights, color, positioning, and orientation (see 5.7).

TABLE G-I. SIDC positions and categories.

CODING SCHEME (1) (POSITION 1)	STANDARD IDENTITY/EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS/OPERATIONAL CONDITION (1) (POSITION 4)
E - EMERGENCY MANAGEMENT SYMBOLS	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	I - INCIDENT N - NATURAL EVENTS O - OPERATIONS F - INFRASTRUCTURE	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 G-III for specific values.	See table G-II for specific values.	See ISO 3166-1.	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED

TABLE G-II. Symbol modifier codes.

CODE	DESCRIPTION		CODE	DESCRIPTION
H -	INSTALLATION			
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			

TABLE G-III. SIDC table.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS	E	-	-	-	--	--	--	--	--	-	EMERGENCY MANAGEMENT SYMBOLS
EMS.INCDNT	E	-	I	-	--	--	--	**	**	*	INCIDENT
EMS.INCDNT.CVDIS	E	*	I	*	A-	--	--	**	**	*	CIVIL DISTURBANCE INCIDENT
EMS.INCDNT.CVDIS.DEMO	O	*	O	*	D-	--	--	**	**	*	CIVIL DEMONSTRATION
EMS.INCDNT.CVDIS.DISPOP	O	*	I	*	AC	--	--	**	**	*	CIVIL DISPLACED POPULATION
EMS.INCDNT.CVDIS.CVRIOT	E	*	I	*	AC	--	--	**	**	*	CIVIL RIOTING
EMS.INCDNT.CRMACT	E	*	I	*	B-	--	--	**	**	*	CRIMINAL ACTIVITY INCIDENT
EMS.INCDNT.CRMACT.BMTHT	E	*	I	*	BA	--	--	**	**	*	BOMB THREAT
EMS.INCDNT.CRMACT.BM	O	*	V	*	B-	--	--	**	**	*	BOMB
EMS.INCDNT.CRMACT.EXPLN	E	*	I	*	BC	--	--	**	**	*	EXPLOSION
EMS.INCDNT.CRMACT.LOOT	E	*	I	*	BD	--	--	**	**	*	LOOTING
EMS.INCDNT.CRMACT.PSNG	O	*	V	*	P-	--	--	**	**	*	POISONING
EMS.INCDNT.CRMACT.SHTG	E	*	I	*	BF	--	--	**	**	*	SHOOTING
EMS.INCDNT.FIRE	E	*	I	*	C-	--	--	**	**	*	FIRE INCIDENT
EMS.INCDNT.FIRE.HTSPT	E	*	I	*	CA	--	--	**	**	*	HOT SPOT
EMS.INCDNT.FIRE.NRES	E	*	I	*	CB	--	--	**	**	*	NON-RESIDENTIAL FIRE
EMS.INCDNT.FIRE.ORGN	E	*	I	*	CC	--	--	**	**	*	ORIGIN (OF FIRE)
EMS.INCDNT.FIRE.RES	E	*	I	*	CD	--	--	**	**	*	RESIDENTIAL FIRE
EMS.INCDNT.FIRE.SCH	E	*	I	*	CE	--	--	**	**	*	SCHOOL FIRE
EMS.INCDNT.FIRE.SMK	E	*	I	*	CF	--	--	**	**	*	SMOKE
EMS.INCDNT.FIRE.SN	E	*	I	*	CG	--	--	**	**	*	SPECIAL NEEDS FIRE
EMS.INCDNT.FIRE.WLD	E	*	I	*	CH	--	--	**	**	*	WILD FIRE
EMS.INCDNT.HAZMAT	E	*	I	*	D-	--	--	**	**	*	HAZARDOUS MATERIAL INCIDENT
EMS.INCDNT.HAZMAT.CHMAGT	E	*	I	*	DA	--	--	**	**	*	CHEMICAL AGENT
EMS.INCDNT.HAZMAT.CORMTL	E	*	I	*	DB	--	--	**	**	*	CORROSIVE MATERIAL

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.INCDNT.HAZMAT.WHWET	E	*	I	*	DC -- --	**	**	*	HAZARDOUS WHEN WET
EMS.INCDNT.HAZMAT.EXPLV	E	*	I	*	DD -- --	**	**	*	EXPLOSIVE
EMS.INCDNT.HAZMAT.FLGAS	E	*	I	*	DE -- --	**	**	*	FLAMMABLE GAS
EMS.INCDNT.HAZMAT.FLLIQ	E	*	I	*	DF -- --	**	**	*	FLAMMABLE LIQUID
EMS.INCDNT.HAZMAT.FLSLD	E	*	I	*	DG -- --	**	**	*	FLAMMABLE SOLID
EMS.INCDNT.HAZMAT.NFLGAS	E	*	I	*	DH -- --	**	**	*	NON-FLAMMABLE GAS
EMS.INCDNT.HAZMAT.ORGPER	E	*	I	*	DI -- --	**	**	*	ORGANIC PEROXIDE
EMS.INCDNT.HAZMAT.OXDZR	E	*	I	*	DJ -- --	**	**	*	OXIDIZER
EMS.INCDNT.HAZMAT.RADMTL	E	*	I	*	DK -- --	**	**	*	RADIOACTIVE MATERIAL
EMS.INCDNT.HAZMAT.SPCMB	E	*	I	*	DL -- --	**	**	*	SPONTANEOUSLY COMBUSTIBLE
EMS.INCDNT.HAZMAT.TXGAS	E	*	I	*	DM -- --	**	**	*	TOXIC GAS
EMS.INCDNT.HAZMAT.TXINF	E	*	I	*	DN -- --	**	**	*	TOXIC AND INFECTIOUS
EMS.INCDNT.HAZMAT.UNXORD	E	*	I	*	DO -- --	**	**	*	UNEXPLODED ORDNANCE
EMS.INCDNT.AIR	E	*	I	*	E- -- --	**	**	*	AIR INCIDENT
EMS.INCDNT.AIR.ACDNT	E	*	I	*	EA -- --	**	**	*	AIR ACCIDENT
EMS.INCDNT.AIR.HJKG	O	*	O	*	HA -- --	**	**	*	AIR HIJACKING
EMS.INCDNT.MRN	E	*	I	*	F- -- --	**	**	*	MARINE INCIDENT
EMS.INCDNT.MRN.ACDNT	E	*	I	*	FA -- --	**	**	*	MARINE ACCIDENT
EMS.INCDNT.MRN.HJKG	O	*	O	*	HV -- --	**	**	*	MARINE HIJACKING
EMS.INCDNT.RAIL	E	*	I	*	G- -- --	**	**	*	RAIL INCIDENT
EMS.INCDNT.RAIL.ACDNT	E	*	I	*	GA -- --	**	**	*	RAIL ACCIDENT
EMS.INCDNT.RAIL.HJCK	E	*	I	*	GB -- --	**	**	*	RAIL HIJACKING
EMS.INCDNT.VEH	E	*	I	*	H- -- --	**	**	*	VEHICLE INCIDENT
EMS.INCDNT.VEH.ACDNT	E	*	I	*	HA -- --	**	**	*	VEHICLE ACCIDENT
EMS.INCDNT.VEH.HJKG	O	*	O	*	HT -- --	**	**	*	VEHICLE HIJACKING

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.NATEVT	E	-	N	-	--	--	--	**	**	*	NATURAL EVENTS
EMS.NATEVT.GEO	E	*	N	*	A-	--	--	**	**	*	GEOLOGIC
EMS.NATEVT.GEO.AFTSHK	E	*	N	*	AA	--	--	**	**	*	AFTERSHOCK
EMS.NATEVT.GEO.AVL	E	*	N	*	AB	--	--	**	**	*	AVALANCHE
EMS.NATEVT.GEO.EQKEPI	E	*	N	*	AC	--	--	**	**	*	EARTHQUAKE EPICENTER
EMS.NATEVT.GEO.LNDSLD	E	*	N	*	AD	--	--	**	**	*	LANDSLIDE
EMS.NATEVT.GEO.SBSDNC	E	*	N	*	AE	--	--	**	**	*	SUBSIDENCE
EMS.NATEVT.GEO.VOLERN	W	A	S	-	WS	VE	--	P-	--	-	VOLCANIC ERUPTION
EMS.NATEVT.GEO.VLCTHT	E	*	N	*	AG	--	--	**	**	*	VOLCANIC THREAT
EMS.NATEVT.HYDMET	E	*	N	*	B-	--	--	**	**	*	HYDRO-METEOROLOGICAL
EMS.NATEVT.HYDMET.DZ	W	A	S	-	WS	D-	LI	P-	--	-	DRIZZLE
EMS.NATEVT.HYDMET.DRGHT	E	*	N	*	BB	--	--	**	**	*	DROUGHT
EMS.NATEVT.HYDMET.FLD	E	*	N	*	BC	--	--	**	**	*	FLOOD
EMS.NATEVT.HYDMET.FG	W	A	S	-	WS	FG	SO	P-	--	-	FOG
EMS.NATEVT.HYDMET.HL	W	A	S	-	WS	GR	L-	P-	--	-	HAIL
EMS.NATEVT.HYDMET.INV	E	*	N	*	BF	--	--	**	**	*	INVERSION
EMS.NATEVT.HYDMET.RA	W	A	S	-	WS	R-	LI	P-	--	-	RAIN
EMS.NATEVT.HYDMET.DT/SD	W	A	S	-	WS	DS	LM	P-	--	-	SAND DUST STORM
EMS.NATEVT.HYDMET.SN	W	A	S	-	WS	S-	LI	P-	--	-	SNOW
EMS.NATEVT.HYDMET.TSTRM	W	A	S	-	WS	TM	H-	P-	--	-	THUNDER STORM
EMS.NATEVT.HYDMET.TNDO	W	A	S	-	WS	T-	FC	P-	--	-	TORNADO
EMS.NATEVT.HYDMET.TRPCYC	W	A	S	-	WS	TS	S-	P-	--	-	TROPICAL CYCLONE
EMS.NATEVT.HYDMET.TSNMI	E	*	N	*	BM	--	--	**	**	*	TSUNAMI
EMS.NATEVT.INFST	E	*	N	*	C-	--	--	**	**	*	INFESTATION
EMS.NATEVT.INFST.BIRD	E	*	N	*	CA	--	--	**	**	*	BIRD INFESTATION

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.NATEVT.INFST.INSCT	E	*	N	*	CB -- --	**	**	*	INSECT INFESTATION
EMS.NATEVT.INFST.MICROB	E	*	N	*	CC -- --	**	**	*	MICROBIAL INFESTATION
EMS.NATEVT.INFST.REPT	E	*	N	*	CD -- --	**	**	*	REPTILE INFESTATION
EMS.NATEVT.INFST.RDNT	E	*	N	*	CE -- --	**	**	*	RODENT INFESTATION
EMS.OPN	E	-	O	-	-- -- --	**	**	*	OPERATIONS
EMS.OPN.EMMED	E	*	O	*	A- -- --	**	**	*	EMERGENCY MEDICAL OPERATION
EMS.OPN.EMMED.UNT	E	*	O	*	AA -- --	**	**	*	EMERGENCY MEDICAL OPERATION UNIT
EMS.OPN.EMMED.EQPT	E	*	O	*	AB -- --	**	**	*	EMERGENCY MEDICAL OPERATION EQUIPMENT
EMS.OPN.EMMED.INS	E	*	O	*	AC -- --	H*	**	*	EMERGENCY MEDICAL OPERATION INSTALLATION
EMS.OPN.EMMED.EMTLOC	E	*	O	*	AD -- --	H*	**	*	EMT STATION LOCATION
EMS.OPN.EMMED.AMBLNC	E	*	O	*	AE -- --	**	**	*	AMBULANCE
EMS.OPN.EMMED.MEH	E	*	O	*	AF -- --	**	**	*	MEDICAL EVACUATION HELICOPTER
EMS.OPN.EMMED.HDF	E	*	O	*	AG -- --	H*	**	*	HEALTH DEPARTMENT FACILITY
EMS.OPN.EMMED.HSP	S	*	G	*	IX H- --	H*	**	*	HOSPITAL
EMS.OPN.EMMED.HSPSHP	S	*	S	*	NM -- --	**	**	*	HOSPITAL SHIP
EMS.OPN.EMMED.MFOP	E	*	O	*	AJ -- --	H*	**	*	MEDICAL FACILITIES OUT PATIENT
EMS.OPN.EMMED.MRG	E	*	O	*	AK -- --	H*	**	*	MORGUE
EMS.OPN.EMMED.RX	E	*	O	*	AL -- --	H*	**	*	PHARMACY
EMS.OPN.EMMED.TRIAGE	E	*	O	*	AM -- --	H*	**	*	TRIAGE
EMS.OPN.EMOPN	E	*	O	*	B- -- --	**	**	*	EMERGENCY OPERATION
EMS.OPN.EMOPN.UNT	E	*	O	*	BA -- --	**	**	*	EMERGENCY OPERATION UNIT
EMS.OPN.EMOPN.EQPT	E	*	O	*	BB -- --	**	**	*	EMERGENCY OPERATION EQUIPMENT
EMS.OPN.EMOPN.INS	E	*	O	*	BC -- --	H*	**	*	EMERGENCY OPERATION INSTALLATION
EMS.OPN.EMOPN.ECEP	E	*	O	*	BD -- --	**	**	*	EMERGENCY COLLECTION EVACUATION POINT
EMS.OPN.EMOPN.EICC	E	*	O	*	BE -- --	H*	**	*	EMERGENCY INCIDENT COMMAND CENTER

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.OPN.EMOPN.EOC	E	*	O	*	BF -- --	H*	**	*	EMERGENCY OPERATIONS CENTER
EMS.OPN.EMOPN.EPIC	E	*	O	*	BG -- --	H*	**	*	EMERGENCY PUBLIC INFORMATION CENTER
EMS.OPN.EMOPN.EMSHLT	E	*	O	*	BH -- --	H*	**	*	EMERGENCY SHELTER
EMS.OPN.EMOPN.ESA	E	*	O	*	BI -- --	H*	**	*	EMERGENCY STAGING AREA
EMS.OPN.EMOPN.EMTM	E	*	O	*	BJ -- --	**	**	*	EMERGENCY TEAM
EMS.OPN.EMOPN.EWDC	E	*	O	*	BK -- --	H*	**	*	EMERGENCY WATER DISTRIBUTION CENTER
EMS.OPN.EMOPN.FDDIST	E	*	O	*	BL -- --	H*	**	*	EMERGENCY FOOD DISTRIBUTION CENTER
EMS.OPN.FIRFT	E	*	O	*	C- -- --	**	**	*	FIRE FIGHTING OPERATION
EMS.OPN.FIRFT.FIRFTU	E	*	O	*	CA -- --	**	**	*	FIRE FIGHTING OPERATION UNIT
EMS.OPN.FIRFT.FIRFTE	E	*	O	*	CB -- --	**	**	*	FIRE FIGHTING OPERATION EQUIPMENT
EMS.OPN.FIRFT.FIRHYD	E	*	O	*	CC -- --	**	**	*	FIRE HYDRANT
EMS.OPN.FIRFT.OTHH2O	E	*	O	*	CD -- --	H*	**	*	OTHER WATER SUPPLY LOCATION
EMS.OPN.FIRFT.FIRSTN	E	*	O	*	CE -- --	H*	**	*	FIRE STATION
EMS.OPN.LAWENF	E	*	O	*	D- -- --	**	**	*	LAW ENFORCEMENT OPERATION
EMS.OPN.LAWENF.LAWENU	E	*	O	*	DA -- --	**	**	*	LAW ENFORCEMENT OPERATION UNIT
EMS.OPN.LAWENF.LAWENE	E	*	O	*	DB -- --	**	**	*	LAW ENFORCEMENT OPERATION EQUIPMENT
EMS.OPN.LAWENF.LAWENI	E	*	O	*	DC -- --	H*	**	*	LAW ENFORCEMENT OPERATION INSTALLATION
EMS.OPN.LAWENF.ATF	E	*	O	*	DD -- --	**	**	*	ATF
EMS.OPN.LAWENF.ATF.ATFUNT	E	*	O	*	DD A- --	**	**	*	ATF UNIT
EMS.OPN.LAWENF.ATF.ATFEQP	E	*	O	*	DD B- --	**	**	*	ATF EQUIPMENT
EMS.OPN.LAWENF.ATF.ATFINS	E	*	O	*	DD C- --	H*	**	*	ATF INSTALLATION
EMS.OPN.LAWENF.BDRPT	E	*	O	*	DE -- --	**	**	*	BORDER PATROL
EMS.OPN.LAWENF.BDRPT.BDRPTU	E	*	O	*	DE A- --	**	**	*	BORDER PATROL UNIT
EMS.OPN.LAWENF.BDRPT.BDRPTE	E	*	O	*	DE B- --	**	**	*	BORDER PATROL EQUIPMENT
EMS.OPN.LAWENF.BDRPT.BDRPTI	E	*	O	*	DE C- --	H*	**	*	BORDER PATROL INSTALLATION

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.OPN.LAWENF.CSTM	E	*	O	*	DF -- --	**	**	*	CUSTOMS SERVICE
EMS.OPN.LAWENF.CSTM.CSTMUN	E	*	O	*	DF A- --	**	**	*	CUSTOMS SERVICE UNIT
EMS.OPN.LAWENF.CSTM.CSTMEQ	E	*	O	*	DF B- --	**	**	*	CUSTOMS SERVICE EQUIPMENT
EMS.OPN.LAWENF.CSTM.CSTMIN	E	*	O	*	DF C- --	H*	**	*	CUSTOMS SERVICE INSTALLATION
EMS.OPN.LAWENF.DEA	E	*	O	*	DG -- --	**	**	*	DEA
EMS.OPN.LAWENF.DEA.DEAUNT	E	*	O	*	DG A- --	**	**	*	DEA UNIT
EMS.OPN.LAWENF.DEA.DEAEQP	E	*	O	*	DG B- --	**	**	*	DEA EQUIPMENT
EMS.OPN.LAWENF.DEA.DEAINS	E	*	O	*	DG C- --	H*	**	*	DEA INSTALLATION
EMS.OPN.LAWENF.DOJ	E	*	O	*	DH -- --	**	**	*	DOJ
EMS.OPN.LAWENF.DOJ.DOJ	E	*	O	*	DH A- --	**	**	*	DOJ UNIT
EMS.OPN.LAWENF.DOJ.DOJEQP	E	*	O	*	DH B- --	**	**	*	DOJ EQUIPMENT
EMS.OPN.LAWENF.DOJ.DOJINS	E	*	O	*	DH C- --	H*	**	*	DOJ INSTALLATION
EMS.OPN.LAWENF.FBI	E	*	O	*	DI -- --	**	**	*	FBI
EMS.OPN.LAWENF.FBI.FBIUNT	E	*	O	*	DI A- --	**	**	*	FBI UNIT
EMS.OPN.LAWENF.FBI.FBIEQP	E	*	O	*	DI B- --	**	**	*	FBI EQUIPMENT
EMS.OPN.LAWENF.FBI.FBIINS	E	*	O	*	DI C- --	H*	**	*	FBI INSTALLATION
EMS.OPN.LAWENF.POL	E	*	O	*	DJ -- --	**	**	*	POLICE
EMS.OPN.LAWENF.POL.POLUNT	S	*	G	*	UU LC --	**	**	*	POLICE UNIT
EMS.OPN.LAWENF.POL.POLEQP	E	*	O	*	DJ B- --	**	**	*	POLICE EQUIPMENT
EMS.OPN.LAWENF.POL.POLINS	E	*	O	*	DJ C- --	H*	**	*	POLICE INSTALLATION
EMS.OPN.LAWENF.PRSN	E	*	O	*	DK -- --	**	**	*	PRISON
EMS.OPN.LAWENF.SECSR	E	*	O	*	DL -- --	**	**	*	SECRET SERVICE
EMS.OPN.LAWENF.SECSR.SECSRU	E	*	O	*	DL A- --	**	**	*	SECRET SERVICE UNIT
EMS.OPN.LAWENF.SECSR.SECSRE	E	*	O	*	DL B- --	**	**	*	SECRET SERVICE EQUIPMENT
EMS.OPN.LAWENF.SECSR.SECSRI	E	*	O	*	DL C- --	H*	**	*	SECRET SERVICE INSTALLATION

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.OPN.LAWENF.TSA	E	*	O	*	DM -- --	**	**	*	TSA
EMS.OPN.LAWENF.TSA.TSAUNT	E	*	O	*	DM A- --	**	**	*	TSA UNIT
EMS.OPN.LAWENF.TSA.TSAEQP	E	*	O	*	DM B- --	**	**	*	TSA EQUIPMENT
EMS.OPN.LAWENF.TSA.TSAINS	E	*	O	*	DM C- --	H*	**	*	TSA INSTALLATION
EMS.OPN.LAWENF.CSTGD	E	*	O	*	DN -- --	**	**	*	COAST GUARD
EMS.OPN.LAWENF.CSTGD.CSTGDU	E	*	O	*	DN A- --	**	**	*	COAST GUARD UNIT
EMS.OPN.LAWENF.CSTGD.CSTGDE	S	*	S	*	XL -- --	**	**	*	COAST GUARD EQUIPMENT
EMS.OPN.LAWENF.CSTGD.CSTGDI	E	*	O	*	DN C- --	H*	**	*	COAST GUARD INSTALLATION
EMS.OPN.LAWENF.USMAR	E	*	O	*	DO -- --	**	**	*	US MARSHALS SERVICE
EMS.OPN.LAWENF.USMAR.USMARU	E	*	O	*	DO A- --	**	**	*	US MARSHALS SERVICE UNIT
EMS.OPN.LAWENF.USMAR.USMARE	E	*	O	*	DO B- --	**	**	*	US MARSHALS SERVICE EQUIPMENT
EMS.OPN.LAWENF.USMAR.USMARI	E	*	O	*	DO C- --	H*	**	*	US MARSHALS SERVICE INSTALLATION
EMS.OPN.SNS	S	*	G	*	ES -- --	**	**	*	SENSOR
EMS.OPN.SNS.BIO	E	*	O	*	EA -- --	**	**	*	BIOLOGICAL SENSOR
EMS.OPN.SNS.CML	E	*	O	*	EB -- --	**	**	*	CHEMICAL SENSOR
EMS.OPN.SNS.INT	E	*	O	*	EC -- --	**	**	*	INTRUSION SENSOR
EMS.OPN.SNS.NUC	E	*	O	*	ED -- --	**	**	*	NUCLEAR SENSOR
EMS.OPN.SNS.RAD	E	*	O	*	EE -- --	**	**	*	RADIOLOGICAL SENSOR
EMS.INFSTR	E	-	F	-	-- -- --	**	**	*	INFRASTRUCTURE
EMS.INFSTR.AGFD	E	*	F	*	A- -- --	H*	**	*	AGRICULTURE AND FOOD INFRASTRUCTURE
EMS.INFSTR.AGFD.AGLAB	E	*	F	*	AA -- --	H*	**	*	AGRICULTURAL LABORATORY
EMS.INFSTR.AGFD.AFL	E	*	F	*	AB -- --	H*	**	*	ANIMAL FEEDLOT
EMS.INFSTR.AGFD.CFDC	E	*	F	*	AC -- --	H*	**	*	COMMERCIAL FOOD DISTRIBUTION CENTER
EMS.INFSTR.AGFD.FRMRNC	E	*	F	*	AD -- --	H*	**	*	FARM/RANCH
EMS.INFSTR.AGFD.FPC	E	*	F	*	AE -- --	H*	**	*	FOOD PRODUCTION CENTER

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.INFSTR.AGFD.FDRTL	E	*	F	*	AF -- --	H*	**	*	FOOD RETAIL
EMS.INFSTR.AGFD.GRSTR	E	*	F	*	AG -- --	H*	**	*	GRAIN STORAGE
EMS.INFSTR.BFI	E	*	F	*	B- -- --	H*	**	*	BANKING FINANCE AND INSURANCE INFRASTRUCTURE
EMS.INFSTR.BFI.ATM	E	*	F	*	BA -- --	**	**	*	ATM
EMS.INFSTR.BFI.BANK	E	*	F	*	BB -- --	H*	**	*	BANK
EMS.INFSTR.BFI.BLSTR	E	*	F	*	BC -- --	H*	**	*	BULLION STORAGE
EMS.INFSTR.BFI.FRB	E	*	F	*	BD -- --	H*	**	*	FEDERAL RESERVE BANK
EMS.INFSTR.BFI.FINEX	E	*	F	*	BE -- --	H*	**	*	FINANCIAL EXCHANGE
EMS.INFSTR.BFI.FSO	E	*	F	*	BF -- --	H*	**	*	FINANCIAL SERVICES OTHER
EMS.INFSTR.CMCL	E	*	F	*	C- -- --	H*	**	*	COMMERCIAL INFRASTRUCTURE
EMS.INFSTR.CMCL.CMLPLN	E	*	F	*	CA -- --	H*	**	*	CHEMICAL PLANT
EMS.INFSTR.CMCL.FIRMAN	E	*	F	*	CB -- --	H*	**	*	FIREARMS MANUFACTURER
EMS.INFSTR.CMCL.FIRRET	E	*	F	*	CC -- --	H*	**	*	FIREARMS RETAILER
EMS.INFSTR.CMCL.HZMTPR	E	*	F	*	CD -- --	H*	**	*	HAZARDOUS MATERIAL PRODUCTION
EMS.INFSTR.CMCL.HZMTST	E	*	F	*	CE -- --	H*	**	*	HAZARDOUS MATERIAL STORAGE
EMS.INFSTR.CMCL.INDSTE	E	*	F	*	CF -- --	H*	**	*	INDUSTRIAL SITE
EMS.INFSTR.CMCL.LNDFL	E	*	F	*	CG -- --	H*	**	*	LANDFILL
EMS.INFSTR.CMCL.RXMFG	E	*	F	*	CH -- --	H*	**	*	PHARMACEUTICAL MANUFACTURER
EMS.INFSTR.CMCL.CHWS	E	*	F	*	CI -- --	H*	**	*	CONTAMINATED HAZARDOUS WASTE SITE
EMS.INFSTR.CMCL.TXRLIN	E	*	F	*	CJ -- --	H*	**	*	TOXIC RELEASE INVENTORY
EMS.INFSTR.EDFAC	E	*	F	*	D- -- --	H*	**	*	EDUCATIONAL FACILITIES INFRASTRUCTURE
EMS.INFSTR.EDFAC.COLUNI	E	*	F	*	DA -- --	H*	**	*	COLLEGE UNIVERSITY
EMS.INFSTR.EDFAC.SCHOOL	E	*	F	*	DB -- --	H*	**	*	SCHOOL
EMS.INFSTR.ENGFAC	S	*	G	*	IU E- --	H*	**	*	ENERGY FACILITIES INFRASTRUCTURE
EMS.INFSTR.ENGFAC.GENSTA	E	*	F	*	EA -- --	H*	**	*	GENERATION STATION

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.INFSTR.ENGFAC.NTLGAS	E	*	F	*	EB -- --	H*	**	*	NATURAL GAS FACILITY
EMS.INFSTR.ENGFAC.NUCFAC	S	*	G	*	IU EN --	H*	**	*	NUCLEAR FACILITY
EMS.INFSTR.ENGFAC.PETFAC	S	*	G	*	IR P- --	H*	**	*	PETROLEUM FACILITY
EMS.INFSTR.ENGFAC.PROPNE	E	*	F	*	EE -- --	H*	**	*	PROPANE FACILITY
EMS.INFSTR.GVTSTE	E	*	F	*	F- -- --	H*	**	*	GOVERNMENT SITE INFRASTRUCTURE
EMS.INFSTR.MIL	E	*	F	*	G- -- --	H*	**	*	MILITARY INFRASTRUCTURE
EMS.INFSTR.MIL.ARMORY	E	*	F	*	GA -- --	H*	**	*	MILITARY ARMORY
EMS.INFSTR.MIL.MILBF	S	*	G	*	IB -- --	H*	**	*	MILITARY BASE
EMS.INFSTR.PSTSRV	E	*	F	*	H- -- --	H*	**	*	POSTAL SERVICE INFRASTRUCTURE
EMS.INFSTR.PSTSRV.PDC	E	*	F	*	HA -- --	H*	**	*	POSTAL DISTRIBUTION CENTER
EMS.INFSTR.PSTSRV.PO	E	*	F	*	HB -- --	H*	**	*	POST OFFICE
EMS.INFSTR.PUBVEN	E	*	F	*	I- -- --	H*	**	*	PUBLIC VENUES INFRASTRUCTURE
EMS.INFSTR.PUBVEN.ENCFAC	E	*	F	*	IA -- --	H*	**	*	ENCLOSED FACILITY
EMS.INFSTR.PUBVEN.OPNFAC	E	*	F	*	IB -- --	H*	**	*	OPEN FACILITY
EMS.INFSTR.PUBVEN.RECARE	E	*	F	*	IC -- --	H*	**	*	RECREATIONAL AREA
EMS.INFSTR.PUBVEN.RELIG	E	*	F	*	ID -- --	H*	**	*	RELIGIOUS INSTITUTION
EMS.INFSTR.SPCNDS	E	*	F	*	J- -- --	H*	**	*	SPECIAL NEEDS INFRASTRUCTURE
EMS.INFSTR.SPCNDS.ADLTDC	E	*	F	*	JA -- --	H*	**	*	ADULT DAY CARE
EMS.INFSTR.SPCNDS.CHLDDC	E	*	F	*	JB -- --	H*	**	*	CHILD DAY CARE
EMS.INFSTR.SPCNDS.ELDERC	E	*	F	*	JC -- --	H*	**	*	ELDER CARE
EMS.INFSTR.TELCOM	E	*	F	*	K- -- --	H*	**	*	TELECOMMUNICATIONS INFRASTRUCTURE
EMS.INFSTR.TELCOM.TCF	S	*	G	*	IU T- --	H*	**	*	TELECOMMUNICATIONS FACILITY
EMS.INFSTR.TELCOM.TCTWR	E	*	F	*	KB -- --	H*	**	*	TELECOMMUNICATIONS TOWER
EMS.INFSTR.TSP	S	*	G	*	IT -- --	H*	**	*	TRANSPORTATION INFRASTRUCTURE
EMS.INFSTR.TSP.ATCF	E	*	F	*	LA -- --	H*	**	*	AIR TRAFFIC CONTROL FACILITY

TABLE G-III. SIDC table - Continued.

HIERARCHY	CODE SCHEME	STANDARD IDENTITY	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
EMS.INFSTR.TSP.AIRPT	S	*	G	*	IB A- --	H*	**	*	AIRPORT
EMS.INFSTR.TSP.BRG	G	*	M	*	BC B- --	H*	**	X	BRIDGE
EMS.INFSTR.TSP.BSTN	E	*	F	*	LD -- --	H*	**	*	BUS STATION
EMS.INFSTR.TSP.FRYTRM	E	*	F	*	LE -- --	H*	**	*	FERRY TERMINAL
EMS.INFSTR.TSP.HLS	E	*	F	*	LF -- --	H*	**	*	HELICOPTER LANDING SITE
EMS.INFSTR.TSP.LCK	W	O	S	-	ML -- --	P-	--	-	LOCK
EMS.INFSTR.TSP.MAINTF	E	*	F	*	LH -- --	H*	**	*	MAINTENANCE FACILITY
EMS.INFSTR.TSP.SP	S	*	G	*	IB N- --	H*	**	*	PORT
EMS.INFSTR.TSP.RLSTN	E	*	F	*	LJ -- --	H*	**	*	RAIL STATION
EMS.INFSTR.TSP.RSTSTP	E	*	F	*	LK -- --	H*	**	*	REST STOP
EMS.INFSTR.TSP.ANCRG	W	O	S	-	HP BA --	P-	--	-	SHIP ANCHORAGE
EMS.INFSTR.TSP.TOLLF	E	*	F	*	LM -- --	H*	**	*	TOLL FACILITY
EMS.INFSTR.TSP.TCP	G	*	S	*	PO -- --	**	**	X	TRAFFIC CONTROL POINT
EMS.INFSTR.TSP.TIF	E	*	F	*	LO -- --	H*	**	*	TRAFFIC INSPECTION FACILITY
EMS.INFSTR.TSP.TNL	E	*	F	*	LP -- --	H*	**	*	TUNNEL
EMS.INFSTR.WS	S	*	G	*	IU P- --	H*	**	*	WATER SUPPLY INFRASTRUCTURE
EMS.INFSTR.WS.CV	E	*	F	*	MA -- --	**	**	*	CONTROL VALVE
EMS.INFSTR.WS.DAM	E	*	F	*	MB -- --	H*	**	*	DAM
EMS.INFSTR.WS.DO	E	*	F	*	MC -- --	**	**	*	DISCHARGE OUTFALL
EMS.INFSTR.WS.GWWELL	E	*	F	*	MD -- --	H*	**	*	GROUND WATER WELL
EMS.INFSTR.WS.PMPSTN	E	*	F	*	ME -- --	H*	**	*	PUMPING STATION
EMS.INFSTR.WS.RSVR	E	*	F	*	MF -- --	H*	**	*	RESERVOIR
EMS.INFSTR.WS.STRTWR	E	*	F	*	MG -- --	H*	**	*	STORAGE TOWER
EMS.INFSTR.WS.SWI	E	*	F	*	MH -- --	H*	**	*	SURFACE WATER INTAKE
EMS.INFSTR.WS.WH20TF	E	*	F	*	MI -- --	H*	**	*	WASTEWATER TREATMENT FACILITY

TABLE G-IV. Incidents.

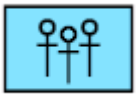
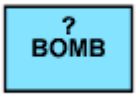
SYMBOL	IMAGES			
EMS EMERGENCY MANAGEMENT SYMBOLS	N/A	N/A	N/A	N/A
EMS.INCDNT EMERGENCY MANAGEMENT SYMBOLS INCIDENT Feature symbols that indicate a cause of action or source of disaster.	N/A	N/A	N/A	N/A
EMS.INCDNT.CVDIS EMERGENCY MANAGEMENT SYMBOLS INCIDENT CIVIL DISTURBANCE INCIDENT Framed: F Human activities resulting in the disruption of services or requiring varying levels of support, law enforcement or attention.	Unknown EUIPA-----*****	Friend EFIPA-----*****	Neutral ENIPA-----*****	Hostile EHIPA-----*****
EMS.INCDNT.CVDIS.DEMO EMERGENCY MANAGEMENT SYMBOLS INCIDENT CIVIL DISTURBANCE INCIDENT CIVIL DEMONSTRATION Identical to: STBOPS.OPN.DEMO Framed: F A public display of group feelings toward a person or cause. (Source: Merriam-Webster Online Dictionary definition)	Unknown OUOPD-----*****	Friend OFOPD-----*****	Neutral ONOPD-----*****	Hostile OHOPD-----*****
EMS.INCDNT.CVDIS.DISPOP EMERGENCY MANAGEMENT SYMBOLS INCIDENT CIVIL DISTURBANCE INCIDENT CIVIL DISPLACED POPULATION Identical to: STBOPS.ITM.RFG Framed: F Persons or groups who have been forced to leave their homes or places of habitual residence as a result of or in order to avoid armed conflict, violations of human rights, or natural or human-made disasters. (Source: United Nations Guiding Principles on Internally Displaced Persons, 1998)	Unknown OUIPR-----*****	Friend  OFIPR-----*****	Neutral ONIPR-----*****	Hostile OHIPR-----*****

TABLE G-IV. Incidents - Continued.

EMS.INCDNT.CVDIS.CVRIOT
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  CIVIL DISTURBANCE INCIDENT
  CIVIL RIOTING
 	
Framed: F
 	
Groups of people purposely choosing not to observe a law, regulation, or rule, usually in order to bring attention to their cause, concern, or agenda. (Source: Adapted from www.sema.state.mo.us)
	Unknown
	
	EUIPAC----*****
		Friend
		
		EFIPAC----*****
			Neutral
			
			ENIPAC----*****
				Hostile
				
				EHIPAC----*****

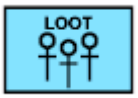
EMS.INCDNT.CRMACT
 	
EMERGENCY MANAGEMENT SYMBOLS
  INCIDENT
  CRIMINAL ACTIVITY INCIDENT
 	
Framed: F
 	
An unlawful pursuit or action in which an individual participates. (Source: www.dictionary.com; combined definitions of "criminal" and "activity")
	Unknown
	
	EUIPB-----*****
		Friend
		
		EFIPB-----*****
			Neutral
			
			ENIPB-----*****
				Hostile
				
				EHIPB-----*****

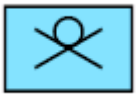
EMS.INCDNT.CRMACT.BMTHT
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  CRIMINAL ACTIVITY INCIDENT
  BOMB THREAT
 	
Framed: F
 	
A warning of the possible presence of a bomb or expression of intention to detonate a bomb.
	Unknown
	
	EUIPBA----*****
		Friend
		 
		
		EFIPBA----*****
			Neutral
			
			ENIPBA----*****
				Hostile
				
				EHIPBA----*****

EMS.INCDNT.CRMACT.BM
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  CRIMINAL ACTIVITY INCIDENT
  BOMB
 	
Identical to: STBOPS.VIOATY.BM
 	
Framed: F
 	
An explosive device fused to detonate under specific conditions. (Source: International military definition)
	Unknown
	
	OUVPB-----*****
		Friend
		
		OFVPB-----*****
			Neutral
			
			ONVPB-----*****
				Hostile
				
				OHVPB-----*****

EMS.INCDNT.CRMACT.EXPLN
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  CRIMINAL ACTIVITY INCIDENT
  EXPLOSION
 	
Framed: F
 	
A sudden release of mechanical, thermal, chemical, or nuclear energy.
	Unknown
	
	EUIPBC----*****
		Friend
		
		EFIPBC----*****
			Neutral
			
			ENIPBC----*****
				Hostile
				
				EHIPBC----*****

TABLE G-IV. Incidents - Continued.

EMS.INCDNT.CRMACT.LOOT
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  CRIMINAL ACTIVITY INCIDENT
  LOOTING
 	
Framed: F
 	
Burglary committed within an area affected by an emergency. (Source: PeaceOfficers.com Glossary)
	Unknown
	
	EUIPBD----*****
		Friend
		 
		
		EFIPBD----*****
			Neutral
			
			ENIPBD----*****
				Hostile
				
				EHIPBD----*****

EMS.INCDNT.CRMACT.PSNG
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  CRIMINAL ACTIVITY INCIDENT
  POISONING
 	
Identical to: STBOPS.VIOATY.PSNG
 	
Framed: F
 	
Deliberate use of a toxic substance to injure or kill. (Source: Adapted from Merriam-Webster Online Dictionary definition)
	Unknown
	
	OUVPP-----*****
		Friend
		 
		OFVPP-----*****
			Neutral
			
			ONVPP-----*****
				Hostile
				
				OHVPP-----*****

EMS.INCDNT.CRMACT.SHTG
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  CRIMINAL ACTIVITY INCIDENT
  SHOOTING
 	
Framed: F
 	
To hit, wound, damage, or kill with a projectile fired from a weapon. (Source: Dictionary.com)
	Unknown
	
	EUIPBF----*****
		Friend
		
		EFIPBF----*****
			Neutral
			
			ENIPBF----*****
				Hostile
				
				EHIPBF----*****

EMS.INCDNT.FIRE
 	
EMERGENCY MANAGEMENT SYMBOLS
  INCIDENT
  FIRE INCIDENT
 	
Framed: F
 	
The destructive act of something burning.
	Unknown
	
	EUIPC-----*****
		Friend
		
		EFIPC-----*****
			Neutral
			
			ENIPC-----*****
				Hostile
				
				EHIPC-----*****

EMS.INCDNT.FIRE.HTSPT
 	
EMERGENCY MANAGEMENT SYMBOLS
INCIDENT
  FIRE INCIDENT
  HOT SPOT
 	
Framed: F
 	
An area of intensified fire activity and increased heat or a particularly active part of a fire.
	Unknown
	
	EUIPCA----*****
		Friend
		
		EFIPCA----*****
			Neutral
			
			ENIPCA----*****
				Hostile
				
				EHIPCA----*****

TABLE G-IV. Incidents - Continued.

EMS.INCDNT.FIRE.NRES EMERGENCY MANAGEMENT SYMBOLS INCIDENT FIRE INCIDENT NON-RESIDENTIAL FIRE Framed: F A fire that originates at or affects a non-residential or commercial facility.	Unknown EUIPCB----*****	Friend EFIPCB----*****	Neutral ENIPCB----*****	Hostile EHIPCB----*****
EMS.INCDNT.FIRE.ORGN EMERGENCY MANAGEMENT SYMBOLS INCIDENT FIRE INCIDENT ORIGIN Framed: F Location where the fire started. (Source: Forest Service Department of Agriculture http://www.fs.fed.us)	Unknown EUIPCC----*****	Friend EFIPCC----*****	Neutral ENIPCC----*****	Hostile EHIPCC----*****
EMS.INCDNT.FIRE.RES EMERGENCY MANAGEMENT SYMBOLS INCIDENT FIRE INCIDENT RESIDENTIAL FIRE Framed: F A fire affecting a home or housing complex.	Unknown EUIPCD----*****	Friend EFIPCD----*****	Neutral ENIPCD----*****	Hostile EHIPCD----*****
EMS.INCDNT.FIRE.SCH EMERGENCY MANAGEMENT SYMBOLS INCIDENT FIRE INCIDENT SCHOOL FIRE Framed: F A fire that originates at or affects an educational facility	Unknown EUIPCE----*****	Friend EFIPCE----*****	Neutral ENIPCE----*****	Hostile EHIPCE----*****
EMS.INCDNT.FIRE.SMK EMERGENCY MANAGEMENT SYMBOLS INCIDENT FIRE INCIDENT SMOKE Framed: F Visible airborne particles resulting from incomplete combustion.	Unknown EUIPCF----*****	Friend EFIPCF----*****	Neutral ENIPCF----*****	Hostile EHIPCF----*****
EMS.INCDNT.FIRE.SN EMERGENCY MANAGEMENT SYMBOLS INCIDENT FIRE INCIDENT SPECIAL NEEDS FIRE Framed: F A fire that affects special needs facilities, such as nursing homes or assisted living centers.	Unknown EUIPCG----*****	Friend EFIPCG----*****	Neutral ENIPCG----*****	Hostile EHIPCG----*****

TABLE G-IV. Incidents - Continued.

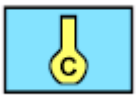
EMS.INCDNT.FIRE.WLD EMERGENCY MANAGEMENT SYMBOLS INCIDENT FIRE INCIDENT WILD FIRE Framed: F An uncontrolled fire in an undeveloped area. (Source: www.realdictionary.com)	Unknown EUIPCH----*****	Friend EFIPCH----*****	Neutral ENIPCH----*****	Hostile EHIPCH----*****
EMS.INCDNT.HAZMAT EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT Framed: F A release of toxic materials. (source: Office of Hazardous Materials Safety, Hazmat Regulations and Interpretations)	Unknown EUIPD-----*****	Friend EFIPD-----*****	Neutral ENIPD-----*****	Hostile EHIPD-----*****
EMS.INCDNT.HAZMAT.CHMAGT EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT CHEMICAL AGENT Framed: F A toxic chemical substance intended for use as a weapon.	Unknown EUIPDA----*****	Friend  EFIPDA----*****	Neutral ENIPDA----*****	Hostile EHIPDA----*****
EMS.INCDNT.HAZMAT.CORMTL EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT CORROSIVE MATERIAL Framed: F Uncontrolled or potentially dangerous presence of a liquid or solid that causes full thickness destruction of human skin at the site of contact within a specified period of time.	Unknown EUIPDB----*****	Friend EFIPDB----*****	Neutral ENIPDB----*****	Hostile EHIPDB----*****
EMS.INCDNT.HAZMAT.WHWET EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT HAZARDOUS WHEN WET Framed: F Uncontrolled or potentially dangerous presence of a material that, when contacting water, is liable to become spontaneously flammable or to give off flammable or toxic gas at a rate greater than 1 L per kilogram of the material, per hour.	Unknown EUIPDC----*****	Friend EFIPDC----*****	Neutral ENIPDC----*****	Hostile EHIPDC----*****

TABLE G-IV. Incidents - Continued.

EMS.INCDNT.HAZMAT.EXPLV EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT EXPLOSIVE Framed: F Uncontrolled or potentially dangerous presence of any substance or article, including a device which is designed to function by explosion (i.e., an extremely rapid release of gas and heat) or which, by chemical reaction by itself, is able to function in a similar manner even if not designed to function by explosion.	Unknown EUIPDD----*****	Friend EFIPDD----*****	Neutral ENIPDD----*****	Hostile EHIPDD----*****
EMS.INCDNT.HAZMAT.FLGAS EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT FLAMMABLE GAS Framed: F Uncontrolled or potentially dangerous presence of any material which is a gas at 20°C (68°F) or less and 101.3 kPa (14.7 psia) of pressure (a material which has a boiling point of 20°C (68°F) or less at 101.3 kPa (14.7 psia)) which Is ignitable at 101.3 kPa (14.7 psia) when in a mixture of 13 percent or less by volume with air; or has a flammable range at 101.3 kPa (14.7 psia) with air of at least 12 percent regardless of the lower limit.	Unknown EUIPDE----*****	Friend EFIPDE----*****	Neutral ENIPDE----*****	Hostile EHIPDE----*****
EMS.INCDNT.HAZMAT.FLLIQ EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT FLAMMABLE LIQUID Framed: F Uncontrolled or potentially dangerous presence of a liquid having a flash point of not more than 60.5°C (141°F).	Unknown EUIPDF----*****	Friend EFIPDF----*****	Neutral ENIPDF----*****	Hostile EHIPDF----*****
EMS.INCDNT.HAZMAT.FLSLD EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT FLAMMABLE SOLID Framed: F Uncontrolled or potentially dangerous presence of desensitized explosives that when dry are Explosives of Class 1 which are wetted with sufficient water, alcohol, or plasticizer to suppress explosive properties.	Unknown EUIPDG----*****	Friend EFIPDG----*****	Neutral ENIPDG----*****	Hostile EHIPDG----*****

TABLE G-IV. Incidents - Continued.

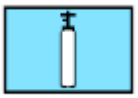
EMS.INCDNT.HAZMAT.NFLGAS EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT NON-FLAMMABLE GAS Framed: F Uncontrolled or potentially dangerous presence of any material (or mixture) which exerts in the packaging an absolute pressure of 280 kPa (40.6 psia) or greater at 20°C (68°F) and is not classified as a flammable gas.	Unknown EUIPDH----*****	Friend  EFIPDH----*****	Neutral ENIPDH----*****	Hostile EHIPDH----*****
EMS.INCDNT.HAZMAT.ORGPER EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT ORGANIC PEROXIDE Framed: F Any organic compound having two oxygen atoms joined together. Can be severe fire and explosive hazard. (Source: www.ccos.ca)	Unknown EUIPDI----*****	Friend EFIPDI----*****	Neutral ENIPDI----*****	Hostile EHIPDI----*****
EMS.INCDNT.HAZMAT.OXDZR EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT OXIDIZER Framed: F Uncontrolled or potentially dangerous presence of a material that may, generally by yielding oxygen, cause or enhance the combustion of other materials.	Unknown EUIPDJ----*****	Friend EFIPDJ----*****	Neutral ENIPDJ----*****	Hostile EHIPDJ----*****
EMS.INCDNT.HAZMAT.RADMTL EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT RADIOACTIVE MATERIAL Framed: F Uncontrolled or potentially dangerous presence of any material having a specific activity greater than 70 Bq per gram.	Unknown EUIPDK----*****	Friend EFIPDK----*****	Neutral ENIPDK----*****	Hostile EHIPDK----*****
EMS.INCDNT.HAZMAT.SPCMB EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT SPONTANEOUSLY COMBUSTIBLE Framed: F Uncontrolled or potentially dangerous presence of a liquid or solid that, even in small quantities and without an external ignition source, can ignite within five (5) minutes after coming in contact with air or a material that, when in contact with air and without an energy supply, is liable to self-heat.	Unknown EUIPDL----*****	Friend EFIPDL----*****	Neutral ENIPDL----*****	Hostile EHIPDL----*****

TABLE G-IV. Incidents - Continued.

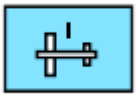
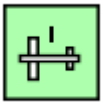
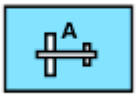
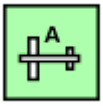
EMS.INCDNT.HAZMAT.TXGAS EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT TOXIC GAS Framed: F Uncontrolled or potentially dangerous presence of a gas that affords a hazard to human health.	Unknown EUIPDM----*****	Friend EFIPDM----*****	Neutral ENIPDM----*****	Hostile EHIPDM----*****
EMS.INCDNT.HAZMAT.TXINF EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT TOXIC AND INFECTIOUS Framed: F Uncontrolled or potentially dangerous presence of a poisonous substance that is a specific product of the metabolic activities of a living organism and is usually very unstable and can easily be transferred between organisms.	Unknown EUIPDN----*****	Friend EFIPDN----*****	Neutral ENIPDN----*****	Hostile EHIPDN----*****
EMS.INCDNT.HAZMAT.UNXORD EMERGENCY MANAGEMENT SYMBOLS INCIDENT HAZARDOUS MATERIAL INCIDENT UNEXPLODED ORDNANCE Framed: F Uncontrolled or potentially dangerous presence of an unexploded weapon or ammunition.	Unknown EUIPDO----*****	Friend EFIPDO----*****	Neutral ENIPDO----*****	Hostile EHIPDO----*****
EMS.INCDNT.AIR EMERGENCY MANAGEMENT SYMBOLS INCIDENT AIR INCIDENT Framed: F A situation involving aircraft resulting in damage, bodily injury, death, or the disruption of transportation service.	Unknown EUIPE-----*****	Friend  EFIPE-----*****	Neutral  ENIPE-----*****	Hostile EHIPE-----*****
EMS.INCDNT.AIR.ACDNT EMERGENCY MANAGEMENT SYMBOLS INCIDENT AIR INCIDENT AIR ACCIDENT Framed: F An air incident involving damage to the aircraft.	Unknown EUIPEA----*****	Friend  EFIPEA----*****	Neutral  ENIPEA----*****	Hostile EHIPEA----*****

TABLE G-IV. Incidents - Continued.

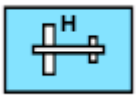
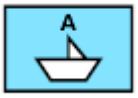
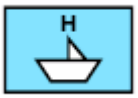
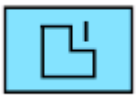
EMS.INCDNT.AIR.HJKG EMERGENCY MANAGEMENT SYMBOLS INCIDENT AIR INCIDENT AIR HIJACKING Identical to: STBOPS.OPN.HJKG.APL Framed: F An air incident involving the unlawful and forceful seizure of control of an aircraft.	Unknown OUOPHA---- *****	Friend  OFOPHA----*****	Neutral ONOPHA---- *****	Hostile OHOPHA---- *****
EMS.INCDNT.MRN EMERGENCY MANAGEMENT SYMBOLS INCIDENT MARINE INCIDENT Framed: F A situation involving a boat or ship resulting in damage, bodily injury, death, or the disruption of transportation service.	Unknown EUIPF-----*****	Friend EFIPF-----*****	Neutral ENIPF-----*****	Hostile EHIPF-----*****
EMS.INCDNT.MRN.ACDNT EMERGENCY MANAGEMENT SYMBOLS INCIDENT MARINE INCIDENT MARINE ACCIDENT Framed: F A marine incident involving damage to a vessel or structure.	Unknown EUIPFA----*****	Friend  EFIPFA----*****	Neutral ENIPFA----*****	Hostile EHIPFA----*****
EMS.INCDNT.MRN.HJKG EMERGENCY MANAGEMENT SYMBOLS INCIDENT MARINE INCIDENT MARINE HIJACKING Identical to: STBOPS.OPN.HJKG.BOAT Framed: F A marine incident involving the unlawful and forceful seizure of control of a vessel or structure.	Unknown OUOPHV---- *****	Friend  OFOPHV----*****	Neutral ONOPHV---- *****	Hostile OHOPHV---- *****
EMS.INCDNT.RAIL EMERGENCY MANAGEMENT SYMBOLS INCIDENT RAIL INCIDENT Framed: F A situation involving a train or rail facilities resulting in damage, bodily injury, death, or the disruption of transportation service.	Unknown EUIPG-----*****	Friend  EFIPG-----*****	Neutral ENIPG-----*****	Hostile EHIPG-----*****

TABLE G-IV. Incidents - Continued.

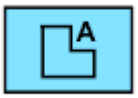
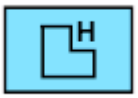
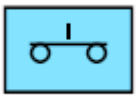
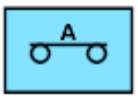
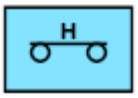
EMS.INCDNT.RAIL.ACDNT EMERGENCY MANAGEMENT SYMBOLS INCIDENT RAIL INCIDENT RAIL ACCIDENT Framed: F A rail incident involving damage to a train or a rail facility.	Unknown EUIPGA----*****	Friend  EFIPGA----*****	Neutral ENIPGA----*****	Hostile EHIPGA----*****
EMS.INCDNT.RAIL.HJCK EMERGENCY MANAGEMENT SYMBOLS INCIDENT RAIL INCIDENT RAIL HIJACKING Framed: F A rail incident involving the unlawful and forceful seizure of control of a train.	Unknown EUIPGB----*****	Friend  EFIPGB----*****	Neutral ENIPGB----*****	Hostile EHIPGB----*****
EMS.INCDNT.VEH EMERGENCY MANAGEMENT SYMBOLS INCIDENT VEHICLE INCIDENT Framed: F A situation involving a wheeled or tracked vehicle resulting in damage, bodily injury, death, or the disruption of transportation service.	Unknown EUIPH-----*****	Friend  EFIPH-----*****	Neutral ENIPH-----*****	Hostile EHIPH-----*****
EMS.INCDNT.VEH.ACDNT EMERGENCY MANAGEMENT SYMBOLS INCIDENT VEHICLE INCIDENT VEHICLE ACCIDENT Framed: F An accident involving a vehicle resulting in damage, bodily injury, death and/or the disruption of transportation service.	Unknown EUIPHA----*****	Friend  EFIPHA----*****	Neutral ENIPHA----*****	Hostile EHIPHA----*****
EMS.INCDNT.VEH.HJKG EMERGENCY MANAGEMENT SYMBOLS INCIDENT VEHICLE INCIDENT VEHICLE HIJACKING Identical to: STBOPS.OPN.HJKG.VEH Framed: F The unlawful and forceful seizure of control of a vehicle.	Unknown OUOPHT----*****	Friend  OFOPHT----*****	Neutral ONOPHT----*****	Hostile OHOPHT----*****

TABLE G-V. Natural events.

SYMBOL	IMAGES
EMS.NATEVT EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS Feature symbols that indicate phenomena found in, or created by, naturally occurring conditions.	N/A
EMS.NATEVT.GEO EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC	N/A
EMS.NATEVT.GEO.AFTSHK EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC AFTERSHOCK Framed: UF An earthquake that follows a larger earthquake and originates at or near the latter's focus. (Source: Dictionary of Geological Terms, 3rd Ed)	Symbol E*NPAA----*****
EMS.NATEVT.GEO.AVL EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC AVALANCHE Framed: UF A large mass of snow, ice, soil, or rock, or mixtures of these materials, falling, sliding, or flowing very rapidly under the force of gravity. (Source: Dictionary of Geological Terms, 3rd Ed)	Symbol E*NPAB----*****
EMS.NATEVT.GEO.EQKEPI EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC EARTHQUAKE EPICENTER Framed: UF The point on the earth's surface directly above the focus of an earthquake. (Source: Dictionary of Geological Terms, 3rd Ed)	Symbol E*NPAC----*****
EMS.NATEVT.GEO.LNDSLD EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC LANDSLIDE Framed: UF The usually rapid downward movement under the force of gravity of a mass of rock, earth, or artificial fill on a slope. (Source: http://m-w.com)	symbol E*NPAD----*****

TABLE G-V. Natural events - Continued.

SYMBOL	IMAGES
EMS.NATEVT.GEO.SBSDNC EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC SUBSIDENCE Framed: UF Sinking or downward settling of the earth's surface. Also called sinkhole. (Source: Dictionary of Geological Terms, 3rd Ed)	Symbol E*NPAE----*****
EMS.NATEVT.GEO.VOLERN EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC VOLCANIC ERUPTION Identical to: METOC.AMPHC.WTH.VOLERN Framed: UF The ejection of volcanic materials (lava, pyroclasts, and volcanic gases) from a vent or fissure in the Earth's crust. (Source: Dictionary of Geological Terms, 3rd Ed)	Symbol WAS-WSVE--P----
EMS.NATEVT.GEO.VLCTHT EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS GEOLOGIC VOLCANIC THREAT Framed: UF A measurable change in a volcanic feature which indicates an imminent related natural event.	Symbol E*NPAG----*****
EMS.NATEVT.HYDMET EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL	N/A
EMS.NATEVT.HYDMET.DZ EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL DRIZZLE Identical to: METOC.AMPHC.WTH.DZ.INMLIT Framed: UF Very small, numerous, and uniformly dispersed water droplets that appear to float while following air currents, and are large enough to eventually fall to the ground.	Symbol WAS-WSD-LIP----

TABLE G-V. Natural events - Continued.

SYMBOL	IMAGES
EMS.NATEVT.HYDMET.DRGHT EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL DROUGHT Framed: UF A period of abnormally dry weather sufficiently prolonged for the lack of water to cause a serious hydrologic imbalance across the affected area.	Symbol E*NPBB----*****
EMS.NATEVT.HYDMET.FLD EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL FLOOD Framed: UF A rising and overflowing of a body of water beyond its normal confines.	Symbol E*NPBC----*****
EMS.NATEVT.HYDMET.FG EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL FOG Identical to: METOC.AMPHC.WTH.FG.SKYOBD Framed: UF A visible aggregate of minute water droplets suspended in the atmosphere near the earth's surface.	Symbol WAS-WSFGSOP----
EMS.NATEVT.HYDMET.HL EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL HAIL Identical to: METOC.AMPHC.WTH.HL.LIT Framed: UF Precipitation in the form of circular or irregular-shaped lumps of ice. (Source: The National Weather Service glossary. http://www.crh.noaa.gov/lmk/glossary.htm)	Symbol WAS-WSGRL-P----
EMS.NATEVT.HYDMET.INV EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL INVERSION Framed: UF An atmospheric condition in which the air temperature rises with increasing altitude, holding surface air down and preventing dispersion of pollutants.	Symbol E*NPBF----*****

TABLE G-V. Natural events - Continued.

SYMBOL	IMAGES
EMS.NATEVT.HYDMET.RA EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL RAIN Identical to: METOC.AMPHC.WTH.RA.INMLIT Framed: UF Precipitation in the form of liquid water that drops towards the earth's surface.	Symbol WAS-WSR-LIP----
EMS.NATEVT.HYDMET.DT/SD EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL SAND DUST STORM Identical to: METOC.AMPHC.WTH.DT/SD.LITMOD Framed: UF A strong wind carrying sand and dust through the atmosphere.	Symbol WAS-WSDSLMP----
EMS.NATEVT.HYDMET.SN EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL SNOW Identical to: METOC.AMPHC.WTH.SN.INMLIT Framed: UF Precipitation composed of white or translucent ice crystals in hexagonal forms.	Symbol WAS-WSS-LIP----
EMS.NATEVT.HYDMET.TSTRM EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL THUNDER STORM Identical to: METOC.AMPHC.WTH.STMS.TSLMWH Framed: UF A form of severe weather producing lightning, thunder, strong gusts of wind, heavy rainfall, and sometimes hail.	Symbol WAS-WSTMH-P----

TABLE G-V. Natural events - Continued.

SYMBOL	IMAGES
EMS.NATEVT.HYDMET.TNDO EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL TORNADO Identical to: METOC.AMPHC.WTH.STMS.FC Framed: UF A violently rotating column, or funnel, of air extending from the base of a thunderstorm. (Source: Modified from the National Weather Service glossary. Link at: http://www.erh.noaa.gov/er/pit/branick2d.html#Glossary)	Symbol WAS-WST-FCP----
EMS.NATEVT.HYDMET.TRPCYC EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL TROPICAL CYCLONE Identical to: METOC.AMPHC.WTH.TPLSYS.TROPSM Framed: UF A circular storm that originates over the tropical oceans with winds that may intensify making it a hurricane in the western hemisphere and a typhoon in the eastern hemisphere.	Symbol WAS-WSTSS-P----
EMS.NATEVT.HYDMET.TSNMI EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS HYDRO-METEOROLOGICAL TSUNAMI Framed: UF A great sea wave of potentially enormous dimensions produced by under water earth movement. Commonly called a tidal wave.	Symbol E*NPBM----*****
EMS.NATEVT.INFST EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS INFESTATION	N/A
EMS.NATEVT.INFST.BIRD EMERGENCY MANAGEMENT SYMBOLS NATURAL EVENTS INFESTATION BIRD INFESTATION Framed: UF A harassing or troublesome invasion of birds. (Source: derived from the definition of infestation found in the FactMonster.com dictionary)	Symbol E*NPCA----*****

TABLE G-V. Natural events - Continued.

SYMBOL	IMAGES

EMS.NATEVT.INFST.INSCT
 	
EMERGENCY MANAGEMENT SYMBOLS
NATURAL EVENTS
  INFESTATION
  INSECT INFESTATION
 	
Framed: UF
 	
A harassing or troublesome invasion of insects.
(Source: derived from the definition of infestation found in the FactMonster.com dictionary)
	Symbol
	
	E*NPCB----*****

EMS.NATEVT.INFST.MICROB
 	
EMERGENCY MANAGEMENT SYMBOLS
NATURAL EVENTS
  INFESTATION
  MICROBIAL INFESTATION
 	
Framed: UF
 	
A harassing or troublesome invasion of a microbe.
(Source: derived from the definition of infestation found in the FactMonster.com dictionary)
	Symbol
	
	E*NPCC----*****

EMS.NATEVT.INFST.REPT
 	
EMERGENCY MANAGEMENT SYMBOLS
NATURAL EVENTS
  INFESTATION
  REPTILE INFESTATION
 	
Framed: UF
 	
A harassing or troublesome invasion of reptiles.
(Source: derived from the definition of infestation found in the FactMonster.com dictionary)
	symbol
	
	E*NPCD----*****

EMS.NATEVT.INFST.RDNT
 	
EMERGENCY MANAGEMENT SYMBOLS
NATURAL EVENTS
  INFESTATION
  RODENT INFESTATION
 	
Framed: UF
 	
A harassing or troublesome invasion of rodents.
(Source: derived from the definition of infestation found in the FactMonster.com dictionary)
	Symbol
	
	E*NPCE----*****

TABLE G-VI. Emergency management operations.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN EMERGENCY MANAGEMENT SYMBOLS OPERATIONS Feature symbols that indicate organizations, services, capabilities, or resources available during or implemented due to an emergency management situation.	N/A	N/A	N/A	N/A
EMS.OPN.EMMED EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION A coordinated effort to provide emergency medical treatment and/or transport.	 EUOPA-----*****	 EFOPA-----*****	 ENOPA-----*****	 EHOPA-----*****
EMS.OPN.EMMED.UNT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION EMERGENCY MEDICAL OPERATION UNIT Framed: F The location of personnel involved in the coordinated effort to provide emergency medical treatment and/or transport.	 EUOPAA----*****	 EFOPAA----*****	 ENOPAA----*****	 EHOPAA----*****
EMS.OPN.EMMED.EQPT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION EMERGENCY MEDICAL OPERATION EQUIPMENT Framed: F The location of equipment used in the coordinated effort to provide emergency medical treatment and/or transport.	 EUOPAB----*****	 EFOPAB----*****	 ENOPAB----*****	 EHOPAB----*****
EMS.OPN.EMMED.INS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION EMERGENCY MEDICAL OPERATION INSTALLATION Framed: F The location of a facility used in the coordinated effort to provide emergency medical treatment and/or transport.	 EUOPAC---- H****	 EFOPAC----H****	 ENOPAC---- H****	 EHOPAC---- H****

TABLE G-VI. Emergency management operations - Continued.

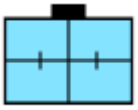
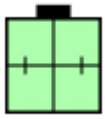
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.EMMED.EMTLOC EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION EMT STATION LOCATION Framed: F The location of an emergency medical team.	 EUOPAD---- H****	 EFOPAD---- H****	 ENOPAD---- H****	 EHOPAD---- H****
EMS.OPN.EMMED.AMBLNC EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION AMBULANCE Framed: F An emergency vehicle for taking sick or wounded people to and from a medical facility.	 EUOPAE----*****	 EFOPAE----*****	 ENOPAE----*****	 EHOPAE----*****
EMS.OPN.EMMED.MEH EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION MEDICAL EVACUATION HELICOPTER Framed: F The location of an emergency medical helicopter.	 EUOPAF----*****	 EFOPAF----*****	 ENOPAF----*****	 EHOPAF----*****
EMS.OPN.EMMED.HDF EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION HEALTH DEPARTMENT FACILITY Framed: F The location of a government facility dedicated to public health.	 EUOPAG---- H****	 EFOPAG----H****	 ENOPAG---- H****	 EHOPAG---- H****
EMS.OPN.EMMED.HSP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION HOSPITAL Identical to: WAR.GRDTRK.INS.MEDF.HSP Framed: F The location of a facility where the sick or injured are given medical or surgical care capable of inpatient care.	 SUGPIXH--- H****	 SFGPIXH---H****	 SNGPIXH--- H****	 SHGPIXH--- H****

TABLE G-VI. Emergency management operations - Continued.

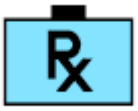
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.EMMED.HSPSHP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION HOSPITAL SHIP Identical to: WAR.SSUF.NCBTT.HSPSHP Framed: F A ship where the sick or injured are given medical or surgical care.	 SUSPNM----*****	 SFSPNM----*****	 SNSPNM----*****	 SHSPNM----*****
EMS.OPN.EMMED.MFOP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION MEDICAL FACILITIES OUT PATIENT Framed: F The location of a facility providing medical treatment to patients whose sickness or injury does not require hospitalization.	 EUOPAJ----H****	 EFOPAJ----H****	 ENOPAJ----H****	 EHOPAJ----H****
EMS.OPN.EMMED.MRG EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION MORGUE Framed: F A place where the remains of persons are temporarily stored.	 EUOPAK---- H****	 EFOPAK----H****	 ENOPAK---- H****	 EHOPAK---- H****
EMS.OPN.EMMED.RX EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION PHARMACY Framed: F A place where medicines are prepared or dispensed. (Source: Merriam- Webster Online definition)	 EUOPAL---- H****	 EFOPAL----H****	 ENOPAL---- H****	 EHOPAL---- H****
EMS.OPN.EMMED.TRIAGE EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY MEDICAL OPERATION TRIAGE Framed: F A place where sorting and allocation of treatment to patients is performed according to a system of priorities designed to maximize the number of survivors. (Source: Merriam-Webster Online Dictionary definition)	 EUOPAM---- H****	 EFOPAM---- H****	 ENOPAM---- H****	 EHOPAM---- H****

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.EMOPN EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION Framed: F Those actions taken during the emergency period to protect life and property, care for the people affected, and temporarily restore essential community services. (Source: modified San Diego State University Emergency Plan glossary; link at: http://bfa.sdsu.edu/emergency plan/glossary.htm)	 EUOPB-----*****	 EFOPB-----*****	 ENOPB-----*****	 EHOPB-----*****
EMS.OPN.EMOPN.UNT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY OPERATION UNIT Framed: F The location of personnel that take action during an emergency period to protect life and property, care for the people affected, and temporarily restore essential community services. (Source: modified San Diego State University Emergency Plan glossary; link at: http://bfa.sdsu.edu/emergencyplan/glossary.htm)	 EUOPBA----*****	 EFOPBA----*****	 ENOPBA----*****	 EHOPBA----*****
EMS.OPN.EMOPN.EQPT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY OPERATION EQUIPMENT Framed: F The location of equipment used during an emergency period to protect life and property, care for the people affected, and temporarily restore essential community services. (Source:modified San Diego State University Emergency Plan glossary; link at: http://bfa.sdsu.edu/emergencyplan/glossary.htm)	 EUOPBB----*****	 EFOPBB----*****	 ENOPBB----*****	 EHOPBB----*****
EMS.OPN.EMOPN.INS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY OPERATION INSTALLATION Framed: F The location of a facility used during an emergency period in order to protect life and property, care for the people affected, and temporarily restore essential community services. (Source: modified San Diego State University Emergency Plan glossary; link at: http://bfa.sdsu.edu/emergencyplan/glossary.htm)	 EUOPBC---- H****	 EFOPBC----H****	 ENOPBC---- H****	 EHOPBC---- H****

TABLE G-VI. Emergency management operations - Continued.

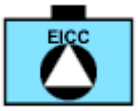
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.EMOPN.ECEP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY COLLECTION EVACUATION POINT Framed: F A designated place where victims are assembled to be evacuated.	 EUOPBD----*****	 EFOPBD----*****	 ENOPBD----*****	 EHOPBD----*****
EMS.OPN.EMOPN.EICC EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY INCIDENT COMMAND CENTER Framed: F The temporary location from which an incident commander manages an emergency response. (Source: State of Virginia ICS website)	 EUOPBE----H****	 EFOPBE----H****	 ENOPBE----H****	 EHOPBE----H****
EMS.OPN.EMOPN.EOC EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY OPERATIONS CENTER Framed: F Physical location at which the coordination of information and resources to support domestic incident management activities normally takes place. (Source: NIMS Dept. of Homeland Security. 3-1-04)	 EUOPBF----H****	 EFOPBF----H****	 ENOPBF----H****	 EHOPBF----H****
EMS.OPN.EMOPN.EPIC EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY PUBLIC INFORMATION CENTER Framed: F A location that provides the public with information and instructions throughout the emergency period. (Source: Modified from www.fema.gov)	 EUOPBG---- H****	 EFOPBG----H****	 ENOPBG---- H****	 EHOPBG---- H****
EMS.OPN.EMOPN.EMSHLT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY SHELTER Framed: F A designated emergency relief shelter.	 EUOPBH---- H****	 EFOPBH----H****	 ENOPBH---- H****	 EHOPBH---- H****

TABLE G-VI. Emergency management operations - Continued.

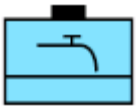
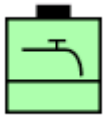
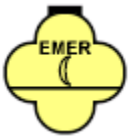
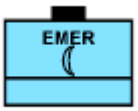
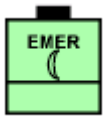
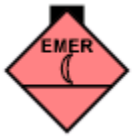
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.EMOPN.ESA EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY STAGING AREA Framed: F A designated place where emergency response forces, equipment, and supplies are assembled prior to engagement in operations.	 EUOPBI----H****	 EFOPBI----H****	 ENOPBI----H****	 EHOPBI----H****
EMS.OPN.EMOPN.EMTM EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY TEAM Framed: F The location of an emergency response team.	 EUOPBJ----*****	 EFOPBJ----*****	 ENOPBJ----*****	 EHOPBJ----*****
EMS.OPN.EMOPN.EWDC EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY WATER DISTRIBUTION CENTER Framed: F A location where potable water is distributed during an emergency.	 EUOPBK----H****	 EFOPBK----H****	 ENOPBK----H****	 EHOPBK----H****
EMS.OPN.EMOPN.FDDIST EMERGENCY MANAGEMENT SYMBOLS OPERATIONS EMERGENCY OPERATION EMERGENCY FOOD DISTRIBUTION CENTER Framed: F A location where food is distributed during an emergency.	 EUOPBL----H****	 EFOPBL----H****	 ENOPBL----H****	 EHOPBL----H****
EMS.OPN.FIRFT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS FIRE FIGHTING OPERATION Framed: F A coordinated effort to extinguish a fire.	 EUOPC-----*****	 EFOPC-----*****	 ENOPC-----*****	 EHOPC-----*****

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.FIRFT.FIRFTU EMERGENCY MANAGEMENT SYMBOLS OPERATIONS FIRE FIGHTING OPERATION FIRE FIGHTING OPERATION UNIT Framed: F The location of personnel involved in the coordinated effort to extinguish a fire.	 EUOPCA----*****	 EFOPCA----*****	 ENOPCA----*****	 EHOPCA----*****
EMS.OPN.FIRFT.FIRFTE EMERGENCY MANAGEMENT SYMBOLS OPERATIONS FIRE FIGHTING OPERATION FIRE FIGHTING OPERATION EQUIPMENT Framed: F The location of equipment involved in the coordinated effort to extinguish a fire.	 EUOPCB----*****	 EFOPCB----*****	 ENOPCB----*****	 EHOPCB----*****
EMS.OPN.FIRFT.FIRHYD EMERGENCY MANAGEMENT SYMBOLS OPERATIONS FIRE FIGHTING OPERATION FIRE HYDRANT Framed: F A discharge pipe with a valve and spout from which water may be drawn from a water main in sufficient volume and at sufficient pressure for firefighting purposes. (Source: Adapted from Merriam-Webster Online Dictionary definition of hydrant)	 EUOPCC----*****	 EFOPCC----*****	 ENOPCC----*****	 EHOPCC----*****
EMS.OPN.FIRFT.OTHH2O EMERGENCY MANAGEMENT SYMBOLS OPERATIONS FIRE FIGHTING OPERATION OTHER WATER SUPPLY LOCATION Framed: F Any source of water other than a fire hydrant that is sufficient for the purpose of fire fighting.	 EUOPCD---- H****	 EFOPCD----H****	 ENOPCD---- H****	 EHOPCD---- H****
EMS.OPN.FIRFT.FIRSTN EMERGENCY MANAGEMENT SYMBOLS OPERATIONS FIRE FIGHTING OPERATION FIRE STATION Framed: F The facility housing the department of local government responsible for preventing and extinguishing fires (modified source http://dictionary.reference.com)	 EUOPCE----H****	 EFOPCE----H****	 ENOPCE----H****	 EHOPCE----H****

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION Framed: F A coordinated effort to maintain law and order and provide public protection.	 EUOPD-----*****	 EFOPD-----*****	 ENOPD-----*****	 EHOPD-----*****
EMS.OPN.LAWENF.LAWENU EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION LAW ENFORCEMENT OPERATION UNIT Framed: F The location of personnel involved in the coordinated effort to maintain law and order and provide public protection.	 EUOPDA----*****	 EFOPDA----*****	 ENOPDA----*****	 EHOPDA----*****
EMS.OPN.LAWENF.LAWENE EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION LAW ENFORCEMENT OPERATION EQUIPMENT Framed: F The location of equipment involved in the coordinated effort to maintain law and order and provide public protection.	 EUOPDB----*****	 EFOPDB----*****	 ENOPDB----*****	 EHOPDB----*****
EMS.OPN.LAWENF.LAWENI EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION LAW ENFORCEMENT OPERATION INSTALLATION Framed: F The location of a facility used to support the coordinated effort to maintain law and order and provide public protection.	 EUOPDC---- H****	 EFOPDC----H****	 ENOPDC---- H****	 EHOPDC---- H****
EMS.OPN.LAWENF.ATF EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION ATF Framed: F Location of U.S. Bureau of Alcohol, Tobacco, and Firearms facility, equipment, or personnel.	N/A	 EFOPDD----*****	N/A	N/A

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.ATF.ATFUNT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION ATF ATF UNIT Framed: F Location of U.S. Bureau of Alcohol, Tobacco, and Firearms personnel.	N/A	 EFOPDDA--- *****	N/A	N/A
EMS.OPN.LAWENF.ATF.ATFEQP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION ATF ATF EQUIPMENT Framed: F Location of U.S. Bureau of Alcohol, Tobacco, and Firearms equipment.	N/A	 EFOPDDB--- *****	N/A	N/A
EMS.OPN.LAWENF.ATF.ATFINS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION ATF ATF INSTALLATION Framed: F Location of U.S. Bureau of Alcohol, Tobacco, and Firearms facility.	N/A	 EFOPDDC--- H****	N/A	N/A
EMS.OPN.LAWENF.BDRPT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION BORDER PATROL Framed: F Location of Border Patrol facility, equipment, or personnel.	 EUOPDE----*****	 EFOPDE----*****	 ENOPDE----*****	 EHOPDE----*****
EMS.OPN.LAWENF.BDRPT.BDRPTU EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION BORDER PATROL BORDER PATROL UNIT Framed: F Location of Border Patrol personnel.	 EUOPDEA--- *****	 EFOPDEA--- *****	 ENOPDEA--- *****	 EHOPDEA--- *****

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.BDRPT.BDRPTE EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION BORDER PATROL BORDER PATROL EQUIPMENT Framed: F Location of Border Patrol equipment.	 EUOPDEB---***** EUOPDEB---*****	 EFOPDEB---*****	 ENOPDEB---*****	 EHOPDEB---*****
EMS.OPN.LAWENF.BDRPT.BDRPTI EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION BORDER PATROL BORDER PATROL INSTALLATION Framed: F Location of Border Patrol facility.	 EUOPDEC---H****	 EFOPDEC---H****	 ENOPDEC---H****	 EHOPDEC---H****
EMS.OPN.LAWENF.CSTM EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION CUSTOMS SERVICE Framed: F Location of Customs Service facility, equipment, or personnel.	 EUOPDF----*****	 EFOPDF----*****	 ENOPDF----*****	 EHOPDF----*****
EMS.OPN.LAWENF.CSTM.CSTMUN EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION CUSTOMS SERVICE CUSTOMS SERVICE UNIT Framed: F Location of Customs Service personnel.	 EUOPDFA---*****	 EFOPDFA---*****	 ENOPDFA---*****	 EHOPDFA---*****
EMS.OPN.LAWENF.CSTM.CSTMEQ EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION CUSTOMS SERVICE CUSTOMS SERVICE EQUIPMENT Framed: F Location of Customs Service equipment.	 EUOPDFB---*****	 EFOPDFB---*****	 ENOPDFB---*****	 EHOPDFB---*****

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.CSTM.CSTMIN EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION CUSTOMS SERVICE CUSTOMS SERVICE INSTALLATION Framed: F Location of Customs Service facility.	 EUOPDFC--- H****	 EFOPDFC--- H****	 ENOPDFC--- H****	 EHOPDFC--- H****
EMS.OPN.LAWENF.DEA EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DEA Framed: F Location of U.S. Drug Enforcement Administration facility, equipment, or personnel.	N/A	 EFOPDG----*****	N/A	N/A
EMS.OPN.LAWENF.DEA.DEAUNT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DEA DEA UNIT Framed: F Location of U.S. Drug Enforcement Administration personnel.	N/A	 EFOPDGA--- *****	N/A	N/A
EMS.OPN.LAWENF.DEA.DEAEQP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DEA DEA EQUIPMENT Framed: F Location of U.S. Drug Enforcement Administration equipment.	N/A	 EFOPDGB--- *****	N/A	N/A
EMS.OPN.LAWENF.DEA.DEAINS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DEA DEA INSTALLATION Framed: F Location of U.S. Drug Enforcement Administration facility.	N/A	 EFOPDGC--- H****	N/A	N/A

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.DOJ EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DOJ Framed: F Location of US Department of Justice facility, equipment, or personnel.	N/A	 EFOPDH----*****	N/A	N/A
EMS.OPN.LAWENF.DOJ.DOJ EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DOJ DOJ UNIT Framed: F Location of US Department of Justice personnel.	N/A	 EFOPDHA--- *****	N/A	N/A
EMS.OPN.LAWENF.DOJ.DOJEQP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DOJ DOJ EQUIPMENT Framed: F Location of US Department of Justice equipment.	N/A	 EFOPDHB--- *****	N/A	N/A
EMS.OPN.LAWENF.DOJ.DOJINS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION DOJ DOJ INSTALLATION Framed: F Location of US Department of Justice facility.	N/A	 EFOPDHC--- H****	N/A	N/A
EMS.OPN.LAWENF.FBI EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION FBI Framed: F Location of Federal Bureau of Investigation facility, equipment, or personnel.	N/A	 EFOPDI----*****	N/A	N/A

TABLE G-VI. Emergency management operations - Continued.

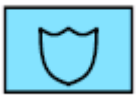
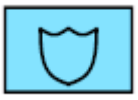
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.FBI.FBIUNT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION FBI FBI UNIT Framed: F Location of Federal Bureau of Investigation personnel.	N/A	 EFOPDIA---*****	N/A	N/A
EMS.OPN.LAWENF.FBI.FBIEQP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION FBI FBI EQUIPMENT Framed: F Location of Federal Bureau of Investigation equipment.	N/A	 EFOPDIB---*****	N/A	N/A
EMS.OPN.LAWENF.FBI.FBIINS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION FBI FBI INSTALLATION Framed: F Location of Federal Bureau of Investigation facility.	N/A	 EFOPDIC---H****	N/A	N/A
EMS.OPN.LAWENF.POL EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION POLICE Framed: F Location of Federal, State, or local police facility, equipment, or personnel.	 EUOPDJ----*****	 EFOPDJ----*****	 ENOPDJ----*****	 EHOPDJ----*****
EMS.OPN.LAWENF.POL.POLUNT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION POLICE POLICE UNIT Identical to: WAR.GRDTRK.UNT.CS.LAWENU.CLE Framed: F Location of Federal, State, or local police personnel.	 SUGPUULC-- *****	 SFGPUULC-- *****	 SNGPUULC-- *****	 SHGPUULC-- *****

TABLE G-VI. Emergency management operations - Continued.

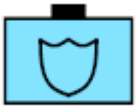
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.POL.POLEQP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION POLICE POLICE EQUIPMENT Framed: F Location of Federal, State, or local police equipment.	 EUOPDJB---*****	 EFOPDJB---*****	 ENOPDJB---*****	 EHOPDJB---*****
EMS.OPN.LAWENF.POL.POLINS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION POLICE POLICE INSTALLATION Framed: F Location of Federal, State, or local police facility.	 EUOPDJC--- H****	 EFOPDJC---H****	 ENOPDJC--- H****	 EHOPDJC--- H****
EMS.OPN.LAWENF.PRSN EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION PRISON Framed: F A facility for the confinement of persons convicted of serious crimes. (Source: Adapted from the Merriam-Webster Online Dictionary definition)	 EUOPDK---- H****	 EFOPDK----H****	 ENOPDK---- H****	 EHOPDK---- H****
EMS.OPN.LAWENF.SECSR EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION SECRET SERVICE Framed: F Location of US Secret Service facility, equipment, or personnel.	N/A	 EFOPDL----*****	N/A	N/A
EMS.OPN.LAWENF.SECSR.SECSRU EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION SECRET SERVICE SECRET SERVICE UNIT Framed: F Location of US Secret Service personnel.	N/A	 EFOPDLA--- *****	N/A	N/A

TABLE G-VI. Emergency management operations - Continued.

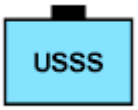
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.SECSR.SECSRE EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION SECRET SERVICE SECRET SERVICE EQUIPMENT Framed: F Location of US Secret Service equipment.	N/A	 EFOPDLB---*****	N/A	N/A
EMS.OPN.LAWENF.SECSR.SECSRI EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION SECRET SERVICE SECRET SERVICE INSTALLATION Framed: F Location of US Secret Service facility.	N/A	 EFOPDLC--- H****	N/A	N/A
EMS.OPN.LAWENF.TSA EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION TSA Framed: F Location of US Transportation Security Administration facility, equipment, or personnel.	N/A	 EFOPDM----*****	N/A	N/A
EMS.OPN.LAWENF.TSA.TSAUNT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION TSA TSA UNIT Framed: F Location of US Transportation Security Administration personnel.	N/A	 EFOPDMA--- *****	N/A	N/A
EMS.OPN.LAWENF.TSA.TSAEQP EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION TSA TSA EQUIPMENT Framed: F Location of US Transportation Security Administration equipment.	N/A	 EFOPDMB--- *****	N/A	N/A

TABLE G-VI. Emergency management operations - Continued.

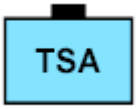
SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.TSA.TSAINS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION TSA TSA INSTALLATION Framed: F Location of US Transportation Security Administration facility.	N/A	 EFOPDMC--- H****	N/A	N/A
EMS.OPN.LAWENF.CSTGD EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION COAST GUARD Framed: F Location of Coast Guard facility, equipment, or personnel.	 EUOPDN----*****	 EFOPDN----*****	 ENOPDN----*****	 EHOPDN----*****
EMS.OPN.LAWENF.CSTGD.CSTGDU EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION COAST GUARD COAST GUARD UNIT Framed: F Location of Coast Guard personnel.	 EUOPDNA--- *****	 EFOPDNA--- *****	 ENOPDNA--- *****	 EHOPDNA--- *****
EMS.OPN.LAWENF.CSTGD.CSTGDE EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION COAST GUARD COAST GUARD EQUIPMENT Identical to: WAR.SSUF.NMIL.LAWENV Framed: F Location of Coast Guard equipment.	 SUSPXL----*****	 SFSPXL----*****	 SNSPXL----*****	 SHSPXL----*****
EMS.OPN.LAWENF.CSTGD.CSTGDI EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION COAST GUARD COAST GUARD INSTALLATION Framed: F Location of Coast Guard facility.	 EUOPDNC--- H****	 EFOPDNC--- H****	 ENOPDNC--- H****	 EHOPDNC--- H****

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.LAWENF.USMAR EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION US MARSHALS SERVICE Framed: F Locations of US Marshals Service facility, equipment, or personnel.	N/A	 EFOPDO----*****	N/A	N/A
EMS.OPN.LAWENF.USMAR.USMARU EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION US MARSHALS SERVICE US MARSHALS SERVICE UNIT Framed: F Location of US Marshals Service personnel.	N/A	 EFOPDOA--- *****	N/A	N/A
EMS.OPN.LAWENF.USMAR.USMARE EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION US MARSHALS SERVICE US MARSHALS SERVICE EQUIPMENT Framed: F Location of US Marshals Service equipment.	N/A	 EFOPDOB--- *****	N/A	N/A
EMS.OPN.LAWENF.USMAR.USMARI EMERGENCY MANAGEMENT SYMBOLS OPERATIONS LAW ENFORCEMENT OPERATION US MARSHALS SERVICE US MARSHALS SERVICE INSTALLATION Framed: F Location of US Marshals Service facility.	N/A	 EFOPDOC--- H****	N/A	N/A
EMS.OPN.SNS EMERGENCY MANAGEMENT SYMBOLS OPERATIONS SENSOR Identical to: WAR.GRDTRK.EQT.SNS Framed: F A coordinated activity for the deployment and operation of devices that detect a signal or stimulus.	 SUGPES----*****	 SFGPES----*****	 SNGPES----*****	 SHGPES----*****

TABLE G-VI. Emergency management operations - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
EMS.OPN.SNS.BIO EMERGENCY MANAGEMENT SYMBOLS OPERATIONS SENSOR BIOLOGICAL SENSOR Framed: F A device designed to detect the presence of one or more biological substances and to transmit a resulting impulse. (Source: Adapted from the Merriam-Webster Online Dictionary definition of sensor)	 EUOPEA----*****	 EFOPEA----*****	 ENOPEA----*****	 EHOPEA----*****
EMS.OPN.SNS.CML EMERGENCY MANAGEMENT SYMBOLS OPERATIONS SENSOR CHEMICAL SENSOR Framed: F A device designed to detect the presence of one or more chemicals and to transmit a resulting impulse. (Source: Adapted from the Merriam-Webster Online Dictionary definition of sensor)	 EUOPEB----*****	 EFOPEB----*****	 ENOPEB----*****	 EHOPEB----*****
EMS.OPN.SNS.INT EMERGENCY MANAGEMENT SYMBOLS OPERATIONS SENSOR INTRUSION SENSOR Framed: F A device designed to detect breaches of secure facility or area.	 EUOPEC----*****	 EFOPEC----*****	 ENOPEC----*****	 EHOPEC----*****
EMS.OPN.SNS.NUC EMERGENCY MANAGEMENT SYMBOLS OPERATIONS SENSOR NUCLEAR SENSOR Framed: F A device to detect fissile materials used in nuclear energy or weapons and to transmit a resulting impulse.	 EUOPED----*****	 EFOPED----*****	 ENOPED----*****	 EHOPED----*****
EMS.OPN.SNS.RAD EMERGENCY MANAGEMENT SYMBOLS OPERATIONS SENSOR RADIOLOGICAL SENSOR Framed: F A device used to detect alpha, beta, and gamma radiation.	 EUOPEE----*****	 EFOPEE----*****	 ENOPEE----*****	 EHOPEE----*****

TABLE G-VII. Infrastructure.

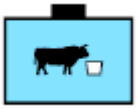
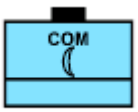
SYMBOL	IMAGES			
EMS.INFSTR EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE Feature symbols that indicate basic facilities, services, and installations needed for the functioning of a community or society, such as transportation and communications systems, water and power lines, and public institutions including schools, post offices, and prisons.	N/A	N/A	N/A	N/A
EMS.INFSTR.AGFD EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE Framed: F A part of the infrastructure that is devoted to the production, processing and distribution of agricultural products and foodstuffs.	Unknown EUFPA-----H****	Friend EFFPA-----H****	Neutral ENFPA-----H****	Hostile EHFPA-----H****
EMS.INFSTR.AGFD.AGLAB EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE AGRICULTURAL LABORATORY Framed: F Facility used for scientific research related to farming and farm products.	Unknown EUFPAA----H****	Friend EFFPAA----H****	Neutral ENFPAA----H****	Hostile EHFPAA----H****
EMS.INFSTR.AGFD.AFL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE ANIMAL FEEDLOT Framed: F A type of confined animal feeding operation (CAFO) which is usually used for fattening large numbers of cattle or other livestock on grain, byproducts of food processing such as soybean meal or cottonseed meal, or other feed.	Unknown EUFPAB----H****	Friend  EFFPAB----H****	Neutral ENFPAB----H****	Hostile EHFPAB----H****
EMS.INFSTR.AGFD.CFDC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE COMMERCIAL FOOD DISTRIBUTION CENTER Framed: F Facilities used for the disbursement of marketable foodstuffs.	Unknown EUFPAC----H****	Friend  EFFPAC----H****	Neutral ENFPAC----H****	Hostile EHFPAC----H****

TABLE G-VII. Infrastructure - Continued.

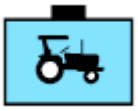
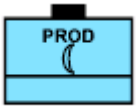
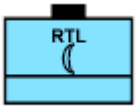
SYMBOL	IMAGES			
EMS.INFSTR.AGFD.FRMRNC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE FARM/RANCH Framed: F A piece of land on which crops or animals are raised.	Unknown EUFPAD----H****	Friend  EFFPAD----H****	Neutral ENFPAD----H****	Hostile EHFPAD----H****
EMS.INFSTR.AGFD.FPC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE FOOD PRODUCTION CENTER Framed: F A facility where foodstuffs are processed.	Unknown EUFPAE----H****	Friend  EFFPAE----H****	Neutral ENFPAE----H****	Hostile EHFPAE----H****
EMS.INFSTR.AGFD.FDRTL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE FOOD RETAIL Framed: F Facility where foodstuffs are sold to final consumers.	Unknown EUFPAF----H****	Friend  EFFPAF----H****	Neutral ENFPAF----H****	Hostile EHFPAF----H****
EMS.INFSTR.AGFD.GRSTR EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE GRAIN STORAGE Framed: F Facility used for the housing of cereal seeds such as corn, wheat, barley, and other items.	Unknown EUFPAG----H****	Friend EFFPAG----H****	Neutral ENFPAG----H****	Hostile EHFPAG----H****
EMS.INFSTR.BFI EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE BANKING FINANCE AND INSURANCE INFRASTRUCTURE Framed: F Infrastructure devoted to the management of money and other assets and their protection. (Source: modified www.dictionary.com, The American Heritage® Dictionary of the English Language, Fourth Edition)	Unknown EUFPB-----H****	Friend EFFPB-----H****	Neutral ENFPB-----H****	Hostile EHFPB-----H****

TABLE G-VII. Infrastructure - Continued.

SYMBOL	IMAGES			
EMS.INFSTR.BFI.ATM EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE BANKING FINANCE AND INSURANCE INFRASTRUCTURE ATM Framed: F An unattended machine commonly located at a bank's exterior that dispenses money when a personal coded card is inserted. (Source: Modified from www.hyperdictionary.com)	Unknown EUFPBA----*****	Friend EFFPBA----*****	Neutral ENFPBA----*****	Hostile EHFPPBA----*****
EMS.INFSTR.BFI.BANK EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE BANKING FINANCE AND INSURANCE INFRASTRUCTURE BANK Framed: F A business establishment in which money is kept for saving for commercial purposes or is invested, supplied for loans, or exchanged. (Source: www.dictionary.com, The American Heritage® Dictionary of the English Language, Fourth Edition)	Unknown EUFPBB----H****	Friend EFFPBB----H****	Neutral ENFPBB----H****	Hostile EHFPPBB----H****
EMS.INFSTR.BFI.BLSTR EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE BANKING FINANCE AND INSURANCE INFRASTRUCTURE BULLION STORAGE Framed: F A facility used to deposit and warehouse gold or silver bars or ingots. (Source: www.hyperdictionary.com, Hybrid definition of "bullion" and "storage")	Unknown EUFPBC----H****	Friend EFFPBC----H****	Neutral ENFPBC----H****	Hostile EHFPPBC----H****
EMS.INFSTR.BFI.FRB EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE BANKING FINANCE AND INSURANCE INFRASTRUCTURE FEDERAL RESERVE BANK Framed: F One of twelve regional banks that monitor and act as depositories for banks in their region. (Source: www.hyperdictionary.com)	Unknown EUFPBD----H****	Friend EFFPBD----H****	Neutral ENFPBD----H****	Hostile EHFPPBD----H****

TABLE G-VII. Infrastructure - Continued.

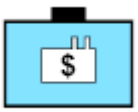
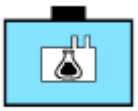
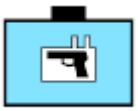
SYMBOL	IMAGES			
EMS.INFSTR.BFI.FINEX EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE BANKING FINANCE AND INSURANCE INFRASTRUCTURE FINANCIAL EXCHANGE Framed: F A marketplace in which shares, options and futures on stocks, bonds, commodities, and indexes are traded. (Source: Yahoo! Finance glossary: http://biz.yahoo.com/f/g/ee.html)	Unknown EUFPBE----H****	Friend EFFPBE----H****	Neutral ENFPBE----H****	Hostile EHFPBE----H****
EMS.INFSTR.BFI.FSO EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE BANKING FINANCE AND INSURANCE INFRASTRUCTURE FINANCIAL SERVICES OTHER Framed: F A business establishment other than a bank that provides financial or monetary related products and services.	Unknown EUFPBF----H****	Friend EFFPBF----H****	Neutral ENFPBF----H****	Hostile EHFPBF----H****
EMS.INFSTR.CMCL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE Framed: F A part of the infrastructure that is devoted to the large-scale buying, selling, and manufacturing of goods and services.	Unknown EUFPC-----H****	Friend  EFFPC-----H****	Neutral ENFPC-----H****	Hostile EHFPC-----H****
EMS.INFSTR.CMCL.CMLPLN EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE CHEMICAL PLANT Framed: F An industrial site where chemical substances and/or compounds are produced. (Source: Modified from www.hyperdictionary.com)	Unknown EUFPCA----H****	Friend  EFFPCA----H****	Neutral ENFPCA----H****	Hostile EHFPCA----H****
EMS.INFSTR.CMCL.FIRMAN EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE FIREARMS MANUFACTURER Framed: F A facility devoted to the production of portable weapons such as pistols or rifles that fire ammunition.	Unknown EUFPCB----H****	Friend  EFFPCB----H****	Neutral ENFPCB----H****	Hostile EHFPCB----H****

TABLE G-VII. Infrastructure - Continued.

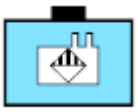
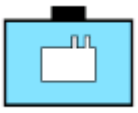
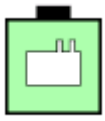
SYMBOL	IMAGES			
EMS.INFSTR.CMCL.FIRRET EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE FIREARMS RETAILER Framed: F A location where portable weapons such as pistols or rifles that fire ammunition are sold to final consumers.	Unknown EUFPCC----H****	Friend EFFPCC----H****	Neutral ENFPCC----H****	Hostile EHFPCC----H****
EMS.INFSTR.CMCL.HZMTPR EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE HAZARDOUS MATERIAL PRODUCTION Framed: F A facility where hazardous substances are produced and stored under regulated conditions.	Unknown EUFPCD----H****	Friend  EFFPCD----H****	Neutral ENFPCD----H****	Hostile EHFPCD----H****
EMS.INFSTR.CMCL.HZMTST EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE HAZARDOUS MATERIAL STORAGE Framed: F A facility for storing hazardous materials.	Unknown EUFPCE----H****	Friend EFFPCE----H****	Neutral ENFPCE----H****	Hostile EHFPCE----H****
EMS.INFSTR.CMCL.INDSTE EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE INDUSTRIAL SITE Framed: F The location of an industrial facility or facilities used for the commercial production and selling of manufactured goods. (Source: www.dictionary.com; The American Heritage® Dictionary of the English Language, Fourth Edition)	Unknown EUFPCF----H****	Friend  EFFPCF----H****	Neutral  ENFPCF----H****	Hostile EHFPCF----H****
EMS.INFSTR.CMCL.LNDFL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE LANDFILL Framed: F An area of land or an excavation in which wastes are placed for permanent disposal. (Link at: http://wildlife-mitigation.tc.faa.gov/(public_html/manuals/glossary.pdf))	Unknown EUFPCG----H****	Friend EFFPCG----H****	Neutral ENFPCG----H****	Hostile EHFPCG----H****

TABLE G-VII. Infrastructure - Continued.

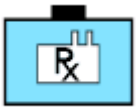
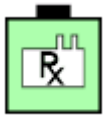
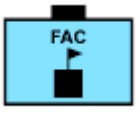
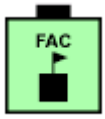
SYMBOL	IMAGES			
EMS.INFSTR.CMCL.RXMFG EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE PHARMACEUTICAL MANUFACTURER Framed: F A facility where medicinal drugs are mass-produced. (Source: Webster's New World Dictionary; hybrid definition of "pharmaceutical" and "manufacture")	Unknown EUFPCH----H****	Friend  EFFPCH----H****	Neutral  ENFPCH----H****	Hostile EHFPCH----H****
EMS.INFSTR.CMCL.CHWS EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE CONTAMINATED HAZARDOUS WASTE SITE Framed: F A location that has been contaminated by hazardous waste and is a candidate for clean-up because it poses a risk to human health and/or the environment. An example in the U.S. is a Superfund Site NPL (National Priorities List). (Source: adapted from Environmental Protection Agency. Link at: http://www.epa.gov)	Unknown EUFPCI----H****	Friend EFFPCI----H****	Neutral ENFPCI----H****	Hostile EHFPCI----H****
EMS.INFSTR.CMCL.TXRLIN EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE COMMERCIAL INFRASTRUCTURE TOXIC RELEASE INVENTORY Framed: F A location that is listed in a publicly available database documenting sites where chemical and toxic waste releases occur.	Unknown EUFPCJ----H****	Friend EFFPCJ----H****	Neutral ENFPCJ----H****	Hostile EHFPCJ----H****
EMS.INFSTR.EDFAC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE EDUCATIONAL FACILITIES INFRASTRUCTURE Framed: F A part of the infrastructure consisting of architectural facilities and resources used to house activities having to do with teaching and training at all levels.	Unknown EUFPD-----H****	Friend  EFFPD-----H****	Neutral  ENFPD-----H****	Hostile EHFPD-----H****

TABLE G-VII. Infrastructure - Continued.

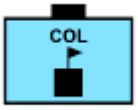
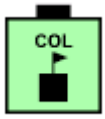
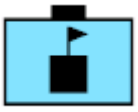
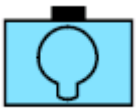
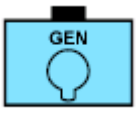
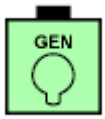
SYMBOL	IMAGES			
EMS.INFSTR.EDFAC.COLUNI EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE EDUCATIONAL FACILITIES INFRASTRUCTURE COLLEGE UNIVERSITY Framed: F An institution of higher learning. (Source: Adapted from Merriam-Webster Online Dictionary definitions of college and university)	Unknown EUFPDA----H****	Friend  EFFPDA----H****	Neutral  ENFPDA----H****	Hostile EHFPDA----H****
EMS.INFSTR.EDFAC.SCHOOL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE EDUCATIONAL FACILITIES INFRASTRUCTURE SCHOOL Framed: F A facility for the primary and secondary education of children. (Source: Adapted from Merriam-Webster Online Dictionary definition)	Unknown EUFPDB----H****	Friend  EFFPDB----H****	Neutral ENFPDB----H****	Hostile EHFPDB----H****
EMS.INFSTR.ENGFAC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE Identical to: WAR.GRDTRK.INS.SRUF.EPF Framed: F A part of the infrastructure devoted to the generation and distribution of electrical power.	Unknown SUGPIUE---H****	Friend  SFGPIUE---H****	Neutral SNGPIUE---H****	Hostile SHGPIUE---H****
EMS.INFSTR.ENGFAC.GENSTA EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE GENERATION STATION Framed: F A facility equipped with special equipment used for the production of heat or electricity. (Source: www.hyperdictionary.com, Hybrid definition of generation and “station)	Unknown EUFPEA----H****	Friend  EFFPEA----H****	Neutral  ENFPEA----H****	Hostile EHFPEA----H****
EMS.INFSTR.ENGFAC.NTLGAS EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE NATURAL GAS FACILITY Framed: F A facility where heat or electrical energy are produced from the burning of natural gas.	Unknown EUFPEB----H****	Friend EFFPEB----H****	Neutral ENFPEB----H****	Hostile EHFPEB----H****

TABLE G-VII. Infrastructure - Continued.

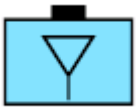
SYMBOL	IMAGES			
EMS.INFSTR.ENGFAC.NUCFAC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE NUCLEAR FACILITY Identical to: WAR.GRDTRK.INS.SRUF.EPF.NPT Framed: F A facility where heat or electrical energy is generated using nuclear technology.	Unknown SUGPIUEN-- H****	Friend SFGPIUEN-- H****	Neutral SNGPIUEN-- H****	Hostile SHGPIUEN-- H****
EMS.INFSTR.ENGFAC.PETFAC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE PETROLEUM FACILITY Identical to: WAR.GRDTRK.INS.RMP.PGO Framed: F A facility devoted to the processing, refinement, storage, and distribution of petroleum products, such as gasoline, kerosene, petrochemicals, and others.	Unknown SUGPIRP---H****	Friend  SFGPIRP---H****	Neutral SNGPIRP---H****	Hostile SHGPIRP---H****
EMS.INFSTR.ENGFAC.PROPNE EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE PROPANE FACILITY Framed: F A facility used for the processing, containerization, storage, and distribution of propane gas.	Unknown EUFPEE----H****	Friend EFFPEE----H****	Neutral ENFPEE----H****	Hostile EHFPEE----H****
EMS.INFSTR.GVTSTE EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE GOVERNMENT SITE INFRASTRUCTURE Framed: F A part of the infrastructure including buildings and facilities where executive, legislative and/or judicial activities take place.	Unknown EUFPF-----H****	Friend EFFPF-----H****	Neutral ENFPF-----H****	Hostile EHFPF-----H****
EMS.INFSTR.MIL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE MILITARY INFRASTRUCTURE Framed: F A part of the infrastructure devoted to the activities of the major branches of the armed forces, as contrasted to civilian facilities.	Unknown EUFPG-----H****	Friend EFFPG-----H****	Neutral ENFPG-----H****	Hostile EHFPG-----H****

TABLE G-VII. Infrastructure - Continued.

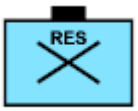
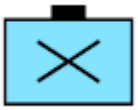
SYMBOL	IMAGES			
EMS.INFSTR.MIL.ARMORY EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE MILITARY INFRASTRUCTURE MILITARY ARMORY Framed: F A military structure where arms and ammunition and other military equipment are manufactured and stored, and also where training is given in the use of weapons. (Source: www.hyperdictionary.com)	Unknown EUFPGA----H****	Friend  EFFPGA----H****	Neutral ENFPGA----H****	Hostile EHFPGA----H****
EMS.INFSTR.MIL.MILBF EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE MILITARY INFRASTRUCTURE MILITARY BASE Identical to: WAR.GRDTRK.INS.MILBF Framed: F Installation where military personnel, weapons and supplies are stationed and from which military forces initiate operations. (Source: “Scholastic News military glossary)	Unknown SUGPIB----H****	Friend  SFGPIB----H****	Neutral SNGPIB----H****	Hostile SHGPIB----H****
EMS.INFSTR.PSTSRV EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE POSTAL SERVICE INFRASTRUCTURE Framed: F The facilities whereby letters, messages and other parcels are transmitted and delivered via the post office. (Source: Modified from www.hyperdictionary.com)	Unknown EUFPH-----H****	Friend EFFPH-----H****	Neutral ENFPH-----H****	Hostile EHFPH-----H****
EMS.INFSTR.PSTSRV.PDC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE POSTAL SERVICE INFRASTRUCTURE POSTAL DISTRIBUTION CENTER Framed: F A facility where mail is sorted and routed. (Source: USPS webpage description of function)	Unknown EUFPHA----H****	Friend EFFPHA----H****	Neutral ENFPHA----H****	Hostile EHFPHA----H****
EMS.INFSTR.PSTSRV.PO EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE POSTAL SERVICE INFRASTRUCTURE POST OFFICE Framed: F A Postal Service (PS) facility that directly delivers postal services to the public.	Unknown EUFPHB----H****	Friend EFFPHB----H****	Neutral ENFPHB----H****	Hostile EHFPHB----H****

TABLE G-VII. Infrastructure - Continued.

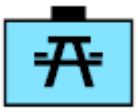
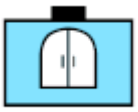
SYMBOL	IMAGES			
EMS.INFSTR.PUBVEN EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE PUBLIC VENUES INFRASTRUCTURE Framed: F A part of the infrastructure related to unrestricted places and events for large gatherings of people.	Unknown EUFPI-----H****	Friend EFFPI-----H****	Neutral ENFPI-----H****	Hostile EHFPI-----H****
EMS.INFSTR.PUBVEN.ENCFAC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE PUBLIC VENUES INFRASTRUCTURE ENCLOSED FACILITY Framed: F A roofed facility with walls.	Unknown EUFPIA----H****	Friend EFFPIA----H****	Neutral ENFPIA----H****	Hostile EHFPIA----H****
EMS.INFSTR.PUBVEN.OPNFAC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE PUBLIC VENUES INFRASTRUCTURE OPEN FACILITY Framed: F An open air facility with or without walls, e.g., stadium, parking lot, and others.	Unknown EUFPIB----H****	Friend EFFPIB----H****	Neutral ENFPIB----H****	Hostile EHFPIB----H****
EMS.INFSTR.PUBVEN.RECARE EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE PUBLIC VENUES INFRASTRUCTURE RECREATIONAL AREA Framed: F An area dedicated to rest and relaxation, e.g., parks, picnic areas, walking trails, and others.	Unknown EUFPIC----H****	Friend  EFFPIC----H****	Neutral ENFPIC----H****	Hostile EHFPIC----H****
EMS.INFSTR.PUBVEN.RELIG EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE PUBLIC VENUES INFRASTRUCTURE RELIGIOUS INSTITUTION Framed: F Any place of worship where religious services are held or prayers said by congregation loyal to a belief.	Unknown EUFPID----H****	Friend  EFFPID----H****	Neutral ENFPID----H****	Hostile EHFPID----H****
EMS.INFSTR.SPCNDS EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE SPECIAL NEEDS INFRASTRUCTURE Framed: F A part of the infrastructure devoted to serving people who have specific needs, such as those associated with disabilities.	Unknown EUFPJ-----H****	Friend EFFPJ-----H****	Neutral ENFPJ-----H****	Hostile EHFPJ-----H****

TABLE G-VII. Infrastructure - Continued.

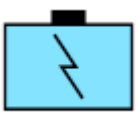
SYMBOL	IMAGES			
EMS.INFSTR.SPCNDS.ADLTDC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE SPECIAL NEEDS INFRASTRUCTURE ADULT DAY CARE Framed: F A non-residential facility that provides supervision and assisted living services to adults, typically during the daylight hours.	Unknown EUFPJA----H****	Friend EFFPJA----H****	Neutral ENFPJA----H****	Hostile EHFPJA----H****
EMS.INFSTR.SPCNDS.CHLDDC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE SPECIAL NEEDS INFRASTRUCTURE CHILD DAY CARE Framed: F Facility for providing daytime training, supervision, recreation, and often medical services for children of preschool age.	Unknown EUFPJB----H****	Friend EFFPJB----H****	Neutral ENFPJB----H****	Hostile EHFPJB----H****
EMS.INFSTR.SPCNDS.ELDERC EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE SPECIAL NEEDS INFRASTRUCTURE ELDER CARE Framed: F Facility that provides full-time care for the elderly, such as a nursing home or residential assisted living facility.	Unknown EUFPJC----H****	Friend EFFPJC----H****	Neutral ENFPJC----H****	Hostile EHFPJC----H****
EMS.INFSTR.TELCOM EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TELECOMMUNICATIONS INFRASTRUCTURE Framed: F A part of the infrastructure devoted to the transmission of messages, as by telegraph, cable, telephone, radio, television, or computer.	Unknown EUFPK-----H****	Friend EFFPK-----H****	Neutral ENFPK-----H****	Hostile EHFPK-----H****
EMS.INFSTR.TELCOM.TCF EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TELECOMMUNICATIONS INFRASTRUCTURE TELECOMMUNICATIONS FACILITY Identical to: WAR.GRDTRK.INS.SRUF.TCF Framed: F Any facility housing telecommunications equipment, studios, control rooms, or personnel.	Unknown SUGPIUT---H****	Friend  SFGPIUT---H****	Neutral SNGPIUT---H****	Hostile SHGPIUT---H****

TABLE G-VII. Infrastructure - Continued.

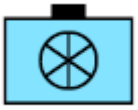
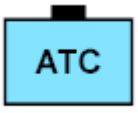
SYMBOL	IMAGES			
EMS.INFSTR.TELCOM.TCTWR EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TELECOMMUNICATIONS INFRASTRUCTURE TELECOMMUNICATIONS TOWER Framed: F Any structure that is designed and constructed primarily for the purpose of supporting one or more antennas for telephone, radio and similar communication purposes.	Unknown EUFPKB----H****	Friend EFFPKB----H****	Neutral ENFPKB----H****	Hostile EHFPKB----H****
EMS.INFSTR.TSP EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE Identical to: WAR.GRDTRK.INS.TSPF Framed: F A part of the infrastructure devoted to the movement of passengers and goods.	Unknown SUGPIT----H****	Friend  SFGPIT----H****	Neutral SNGPIT----H****	Hostile SHGPIT----H****
EMS.INFSTR.TSP.ATCF EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE AIR TRAFFIC CONTROL FACILITY Framed: F A facility operated by appropriate authority to promote the safe, orderly and expeditious flow of air traffic. (Source: The Federal Aviation Administration glossary; link at: http://www.fly.faa.gov/ Products/Glossary_of_Terms/ glossary_of_terms.html)	Unknown EUFPLA----H****	Friend  EFFPLA----H****	Neutral ENFPLA----H****	Hostile EHFPLA----H****
EMS.INFSTR.TSP.AIRPT EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE AIRPORT Identical to: WAR.GRDTRK.INS.MILBF.AB Framed: F An area of land or other hard surface, excluding water, that is used or intended to be used for the landing and takeoff of aircraft, and includes its buildings and facilities, if any. (Source: The Federal Aviation Administration glossary; link at: http://wildlifemitigation.tc.faa.gov/public_html/manuals/glossary.pdf)	Unknown SUGPIBA--- H****	Friend SFGPIBA---H****	Neutral SNGPIBA--- H****	Hostile SHGPIBA--- H****

TABLE G-VII. Infrastructure - Continued.

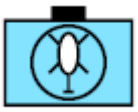
SYMBOL	IMAGES			
EMS.INFSTR.TSP.BRG EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE BRIDGE Identical to: TACGRP.MOBSU.OBSTBP.CSGSTE.BRG Framed: UF A structure built over a gap to connect and maintain transportation flow between either sides of the gap. (Source: Modified from Webster's New World Dictionary)	Symbol G*MPBCB--- ****X	N/A	N/A	N/A
EMS.INFSTR.TSP.BSTN EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE BUS STATION Framed: F A terminal that serves bus passengers. (Source: www.hyperdictionary.com)	Unknown EUFPLD----H****	Friend EFFPLD----H****	Neutral ENFPLD----H****	Hostile EHFPLD----H****
EMS.INFSTR.TSP.FRYTRM EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE FERRY TERMINAL Framed: F A terminal that serves a boat line or lines devoted to carrying vehicles and passengers.	Unknown EUFPLE----H****	Friend EFFPLE----H****	Neutral ENFPLE----H****	Hostile EHFPLE----H****
EMS.INFSTR.TSP.HLS EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE HELICOPTER LANDING SITE Framed: F A site within a landing zone that contains one or more points for helicopters to land. (Source: Dennis J. Reimer Training and Doctrine Digital Library, military terms glossary. Link at: http://www.adtdl.army.mil/cgi-bin/atdl.dll/fm/3-21.38/gloss.htm)	Unknown EUFPLF----H****	Friend  EFFPLF----H****	Neutral ENFPLF----H****	Hostile EHFPLF----H****

TABLE G-VII. Infrastructure - Continued.

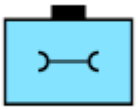
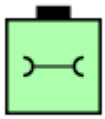
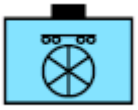
SYMBOL	IMAGES			
EMS.INFSTR.TSP.LCK EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE LOCK Identical to: METOC.OCA.MMD.LCK Framed: UF An enclosed part of a canal or river equipped with gates for raising or lowering the level of water so that boats and other vessels may pass. (Source: Modified from Webster's New World Dictionary)	Symbol WOS-ML----P----	N/A	N/A	N/A
EMS.INFSTR.TSP.MAINTF EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE MAINTENANCE FACILITY Framed: F A facility where vehicles, machines or any other mechanical devices are serviced for inspection or repair. (Source: Modified from www.hyperdictionary.com	Unknown EUFPLH----H****	Friend  EFFPLH----H****	Neutral  ENFPLH----H****	Hostile EHFPLH----H****
EMS.INFSTR.TSP.SP EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE PORT Identical to: WAR.GRDTRK.INS.MILBF.SP Framed: F A terminal located on a waterway with facilities for loading and unloading ships and other vessels. (Source: www.dictionary.com, The American Heritage® Dictionary of the English Language, Fourth Edition)	Unknown SUGPIBN--- H****	Friend SFGPIBN---H****	Neutral SNGPIBN--- H****	Hostile SHGPIBN--- H****
EMS.INFSTR.TSP.RLSTN EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE RAIL STATION Framed: F A terminal where tracked transport vehicles or trains load and/or unload passengers or goods. (Source: www.hyperdictionary.com, modified definition from depot)	Unknown EUFPLJ----H****	Friend  EFFPLJ----H****	Neutral ENFPLJ----H****	Hostile EHFPLJ----H****

TABLE G-VII. Infrastructure - Continued.

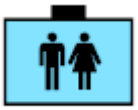
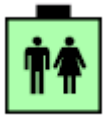
SYMBOL	IMAGES			
EMS.INFSTR.TSP.RSTSTP EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE REST STOP Framed: F A roadside facility at which motorists may purchase refreshments, use restrooms and/or acquire area information.	Unknown EUFPLK----H****	Friend  EFFPLK----H****	Neutral  ENFPLK----H****	Hostile EHFPLK----H****
EMS.INFSTR.TSP.ANCRG EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE SHIP ANCHORAGE Identical to: METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG1 Framed: UF A location suitable for securely anchoring ships and other vessels. (Source: www.dictionary.com, Webster's Revised Unabridged Dictionary, © 1996, 1998 MICRA, Inc.)	Symbol WOS-HPBA--P----	N/A	N/A	N/A
EMS.INFSTR.TSP.TOLLF EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE TOLL FACILITY Framed: F A gate or booth at which money is collected before and/or after motorists enter or exit a toll road (turnpike). (Source: Modified from Webster's New World Dictionary)	Unknown EUFPLM---- H****	Friend EFFPLM----H****	Neutral ENFPLM---- H****	Hostile EHFPLM---- H****
EMS.INFSTR.TSP.TCP EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE TRAFFIC CONTROL POINT Identical to: TACGRP.CSS.PNT.TCP Framed: UF The location of absolute signals controlled by an operator to regulate and maintain transportation flow.	Symbol G*SPPO----****X	N/A	N/A	N/A

TABLE G-VII. Infrastructure - Continued.

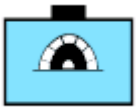
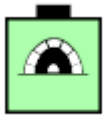
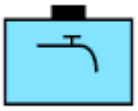
SYMBOL	IMAGES			
EMS.INFSTR.TSP.TIF EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE TRAFFIC INSPECTION FACILITY Framed: F A facility equipped to conduct formal inspections of vehicles.	Unknown EUFPLO----H****	Friend EFFPLO----H****	Neutral ENFPLO----H****	Hostile EHFPLO----H****
EMS.INFSTR.TSP.TNL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE TRANSPORTATION INFRASTRUCTURE TUNNEL Framed: F An artificial passage or archway for conducting canals or railroads under elevated ground; for the formation of roads under rivers or canals; and the construction of sewers, drains, and the like.	Unknown EUFPLP----H****	Friend  EFFPLP----H****	Neutral  ENFPLP----H****	Hostile EHFPLP----H****
EMS.INFSTR.WS EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE Identical to: WAR.GRDTRK.INS.SRUF.PWS Framed: F A part of the infrastructure devoted to the storage, disinfection, filtration and provision of drinking water to the consumer/community by means of pipelines, pumps, water towers, wells and other appurtenances. (Source: County of Maui (Hawaii) Water Supply glossary. Link at: http://mauiwater.org/glossary.html. Hybrid definition of water system and treated water)	Unknown SUGPIUP---H****	Friend  SFGPIUP---H****	Neutral SNGPIUP---H****	Hostile SHGPIUP---H****
EMS.INFSTR.WS.CV EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE CONTROL VALVE Framed: F A valve that regulates the flow or pressure of a fluid. (Source: Valve World glossary, definition of control valve. Link at: http://www.valveworld.net/glossary/index.asp)	Unknown EUFPMA----*****	Friend EFFPMA----*****	Neutral ENFPMA----*****	Hostile EHFPMA----*****

TABLE G-VII. Infrastructure - Continued.

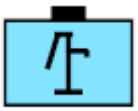
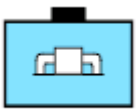
SYMBOL	IMAGES			
EMS.INFSTR.WS.DAM EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE DAM Framed: F A barrier constructed across a waterway to control the flow or raise the level of water. (Source: www.dictionary.com, The American Heritage® Dictionary of the English Language, Fourth Edition)	Unknown EUFPMB---- H****	Friend EFFPMB----H****	Neutral ENFPMB---- H****	Hostile EHFPMB---- H****
EMS.INFSTR.WS.DO EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE DISCHARGE OUTFALL Framed: F The location where effluent is released into a larger body of water.	Unknown EUFPMC----*****	Friend EFFPMC----*****	Neutral ENFPMC----*****	Hostile EHFPMC----*****
EMS.INFSTR.WS.GWWELL EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE GROUND WATER WELL Framed: F An artificial excavation drilled into the ground for the purposes of withdrawing water from underground aquifers. (Source: Modified from the USGS Water Science glossary. Link at: http://ga.water.usgs.gov/edu/dictionary.html.)	Unknown EUFPMD---- H****	Friend  EFFPMD----H****	Neutral ENFPMD---- H****	Hostile EHFPMD---- H****
EMS.INFSTR.WS.PMPSTN EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE PUMPING STATION Framed: F A facility containing equipment designed to withdraw or transfer water.	Unknown EUFPME---- H****	Friend  EFFPME----H****	Neutral ENFPME---- H****	Hostile EHFPME---- H****
EMS.INFSTR.WS.RSVR EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE RESERVOIR Framed: F A natural or artificial pond or lake used for the storage and regulation of water.	Unknown EUFPMF----H****	Friend EFFPMF----H****	Neutral ENFPMF----H****	Hostile EHFPMF----H****

TABLE G-VII. Infrastructure - Continued.

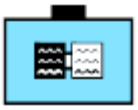
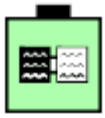
SYMBOL	IMAGES			
EMS.INFSTR.WS.STRTWR EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE STORAGE TOWER Framed: F A large container used to store and distribute water.	Unknown EUFPMG----H****	Friend EFFPMG----H****	Neutral ENFPMG----H****	Hostile EHFPMG----H****
EMS.INFSTR.WS.SWI EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE SURFACE WATER INTAKE Framed: F A pipe or other collector through which water is taken from sources that are naturally open to the atmosphere, including rivers, lakes, reservoirs, ponds, streams, impoundments, seas, estuaries, wetlands, and precipitation runoff.	Unknown EUFPMH----H****	Friend EFFPMH----H****	Neutral ENFPMH----H****	Hostile EHFPMH----H****
EMS.INFSTR.WS.WH20TF EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE WATER SUPPLY INFRASTRUCTURE WASTEWATER TREATMENT FACILITY Framed: F A facility designed to receive wastewater from domestic or industrial sources and to remove materials that damage water quality and threaten public health and safety when discharged into receiving streams or bodies of water. (Source: USGS Water Science glossary. Link at: http://ga.water.usgs.gov/edu/dictionary.html.)	Unknown EUFPMI----H****	Friend  EFFPMI----H****	Neutral  ENFPMI----H****	Hostile EHFPMI----H****

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.1.1 / Civil Disturbance Incident	EMS.INCDNT.CVDIS	New Symbol		
B.1.2 / Civil Demonstration	EMS.INCDNT.CVDIS.DEMO	Identical to	STBOPS.OPN.DEMO	STABILITY OPERATIONS (SO) OPERATIONS DEMONSTRATION
B.1.3 / Civil Displaced Population	EMS.INCDNT.CVDIS.DISPOP	Identical to	STBOPS.ITM.RFG	STABILITY OPERATIONS (SO) ITEMS REFUGEES
B.1.4 / Civil Rioting	EMS.INCDNT.CVDIS.CVRIOT	New Symbol		
B.1.5 / Criminal Activity Incident	EMS.INCDNT.CRMACT	New Symbol		
B.1.6 / Bomb Threat	EMS.INCDNT.CRMACT.BMTHT	Similar to	STBOPS.VIOATY.BM	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) BOMB/BOMBING
B.1.7 / Bomb	EMS.INCDNT.CRMACT.BM	Identical to	STBOPS.VIOATY.BM	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) BOMB/BOMBING
B.1.8 / Explosion	EMS.INCDNT.CRMACT.EXPLN	Similar to	STBOPS.BIOATY.BM	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) BOMB/BOMBING
B.1.9 / Looting	EMS.INCDNT.CRMACT.LOOT	Sub-type of	STBOPS.ITM.VRLRPS	STABILITY OPERATIONS (SO) ITEMS VANDALISM /LOOT/RANSACK/PLUNDER/SACK
B.1.10 / Poisoning	EMS.INCDNT.CRMACT.PSNG	Identical to	STBOPS.VIOATY.PSNG	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) POISONING
B.1.11 / Shooting	EMS.INCDNT.CRMACT.SHTG	New Symbol		
B.1.11 / Shooting	EMS.INCDNT.CRMACT.SHTG	Generic type of	STBOPS.VIOATY.DBS	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) DRIVE-BY-SHOOTING
B.1.11 / Shooting	EMS.INCDNT.CRMACT.SHTG	Generic type of	STBOPS.VIOATY.SPG	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) SNIPING
B.1.12 / Fire Incident	EMS.INCDNT.FIRE	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.13 / Hot Spot	EMS.INCDNT.FIRE.HTSPT	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.14 / Non-residential Fire	EMS.INCDNT.FIRE.NRES	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.1.15 / Origin (of fire)	EMS.INCDNT.FIRE.ORGN	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.16 / Residential Fire	EMS.INCDNT.FIRE.RES	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.17 / School Fire	EMS.INCDNT.FIRE.SCH	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.18 / Smoke	EMS.INCDNT.FIRE.SMK	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.19 / Special Needs Fire	EMS.INCDNT.FIRE.SPND	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.20 / Wild Fire	EMS.INCDNT.FIRE.WLD	Similar to	STBOPS.VIOATY.ASN	STABILITY OPERATIONS (SO) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE
B.1.21 / Hazardous Material Incident	EMS.INCDNT.HAZMAT	New Symbol		
B.1.22 / Chemical Agent	EMS.INCDNT.HAZMAT.CHMAGT	Similar to	TACGRP.MOBSU.CBRN.REEVNT.CML	TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR RELEASE EVENTS CHEMICAL
B.1.23 / Corrosive Material	EMS.INCDNT.HAZMAT.CORMTL	New Symbol		
B.1.24 / Hazardous When Wet	EMS.INCDNT.HAZMAT.WHWET	New Symbol		
B.1.25 / Explosive	EMS.INCDNT.HAZMAT.EXPLV	New Symbol		
B.1.26 / Flammable Gas	EMS.INCDNT.HAZMAT.FLGAS	New Symbol		
B.1.27 / Flammable Liquid	EMS.INCDNT.HAZMAT.FLLIQ	New Symbol		
B.1.28 / Flammable Solid	EMS.INCDNT.HAZMAT.FLSLD	New Symbol		
B.1.29 / Non-Flammable Gas	EMS.INCDNT.HAZMAT.NFLGAS	New Symbol		
B.1.30 / Organic Peroxide	EMS.INCDNT.HAZMAT.ORGPER	New Symbol		
B.1.31 / Oxidizer	EMS.INCDNT.HAZMAT.OXDZR	New Symbol		
B.1.32 / Radioactive Material	EMS.INCDNT.HAZMAT.RADMTL	Similar to	TACGRP.MOBSU.CBRN.RADA	TACTICAL GRAPHICS MOBILITY/SURVIVABILITY CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR RADIOACTIVE AREA
B.1.33 / Spontaneously Combustible	EMS.INCDNT.HAZMAT.SPCMB	New Symbol		
B.1.34 / Toxic Gas	EMS.INCDNT.HAZMAT.TXGAS	New Symbol		

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.1.35 / Toxic and Infectious	EMS.INCDNT.HAZMAT.TXINF	New Symbol		
B.1.36 / Unexploded Ordnance	EMS.INCDNT.HAZMAT.UNXORD	Similar to	TACGRP.MOBSU.OBST.UXO	TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES UNEXPLODED ORDINANCE AREA (UXO)
B.1.37 / Air Incident	EMS.INCDNT.AIR	Similar to	STBOPS.OPN.HJKG.APL	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (AIRPLANE)
B.1.38 / Air Accident	EMS.INCDNT.AIR.ACDNT	Similar to	STBOPS.OPN.HJKG.APL	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (AIRPLANE)
B.1.39 / Air Hijacking	EMS.INCDNT.AIR.HJKG	Identical to	STBOPS.OPN.HJKG.APL	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (AIRPLANE)
B.1.40 / Marine Incident	EMS.INCDNT.MRN	Similar to	STBOPS.OPN.HJKG.BOAT	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (BOAT)
B.1.41 / Marine Accident	EMS.INCDNT.MRN.ACDNT	Similar to	STBOPS.OPN.HJKG.BOAT	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (BOAT)
B.1.42 / Marine Hijacking	EMS.INCDNT.MRN.HJKG	Identical to	STBOPS.OPN.HJKG.BOAT	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (BOAT)
B.1.43 / Rail Incident	EMS.INCDNT.RAIL	Similar to	WAR.GRDTRK.EQT.GRDVEH.TRNLCO	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE
B.1.44 / Rail Accident	EMS.INCDNT.RAIL.ACDNT	Similar to	WAR.GRDTRK.EQT.GRDVEH.TRNLCO	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE
B.1.45 / Rail Hijacking	EMS.INCDNT.RAIL.HJCK	Similar to	WAR.GRDTRK.EQT.GRDVEH.TRNLCO	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.1.46 / Vehicle Incident	EMS.INCDNT.VEH	Similar to	STBOPS.OPN.HJKG.VEH	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (VEHICLE)
B.1.47 / Vehicle Accident	EMS.INCDNT.VEH.ACDNT	Similar to	STBOPS.OPN.HJKG.VEH	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (VEHICLE)
B.1.48 / Vehicle Hijacking	EMS.INCDNT.VEH.HJKG	Identical to	STBOPS.OPN.HJKG.VEH	STABILITY OPERATIONS (SO) OPERATIONS HIJACKING HIJACKING (VEHICLE)
B.2.1 / Geologic	EMS.NATEVT.GEO	N/A		
B.2.2 / Aftershock	EMS.NATEVT.GEO.AFTSHK	New Symbol		
B.2.3 / Avalanche	EMS.NATEVT.GEO.AVL	New Symbol		
B.2.4 / Earthquake Epicenter	EMS.NATEVT.GEO.EQKEPI	New Symbol		
B.2.5 / Landslide	EMS.NATEVT.GEO.LNDSLD	New Symbol		
B.2.6 / Subsidence	EMS.NATEVT.GEO.SBSDNC	New Symbol		
B.2.7 / Volcanic Eruption	EMS.NATEVT.GEO.VOLERN	Identical to	METOC.AMPHC.WTH.VOLERN	METOC ATMOSPHERIC WEATHER SYMBOLS VOLCANIC ERUPTION
B.2.8 / Volcanic Threat	EMS.NATEVT.GEO.VLCTHT	Similar to	METOC.AMPHC.WTH.VOLERN	METOC ATMOSPHERIC WEATHER SYMBOLS VOLCANIC ERUPTION
B.2.9 / Hydro-Meteorological	EMS.NATEVT.HYDMET	N/A		
B.2.10 / Drizzle	EMS.NATEVT.HYDMET.DZ	Identical to	METOC.AMPHC.WTH.DZ.INMLIT	METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT LIGHT
B.2.11 / Drought	EMS.NATEVT.HYDMET.DRGHT	New Symbol		
B.2.12 / Flood	EMS.NATEVT.HYDMET.FLD	New Symbol		
B.2.13 / Fog	EMS.NATEVT.HYDMET.FG	Identical to	METOC.AMPHC.WTH.FG.SKYOBD	METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SKY OBSCURED

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.2.14 / Hail	EMS.NATEVT.HYDMET.HL	Generic type of	METOC.AMPHC.WTH.HL.LIT	METOC ATMOSPHERIC WEATHER SYMBOLS HAIL HAIL - LIGHT NOT ASSOCIATED WITH THUNDER
B.2.14 / Hail	EMS.NATEVT.HYDMET.HL	Generic type of	METOC.AMPHC.WTH.HL.MODHVY	METOC ATMOSPHERIC WEATHER SYMBOLS HAIL HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER
B.2.15 / Inversion	EMS.NATEVT.HYDMET.INV	New Symbol		
B.2.16 / Rain	EMS.NATEVT.HYDMET.RA	Generic type of	METOC.AMPHC.WTH.RA.INMLIT	METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT LIGHT
B.2.16 / Rain	EMS.NATEVT.HYDMET.RA	Generic type of	METOC.AMPHC.WTH.RA.INMLIT.CTSLIT	METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT LIGHT RAIN - CONTINUOUS LIGHT
B.2.16 / Rain	EMS.NATEVT.HYDMET.RA	Generic type of	METOC.AMPHC.WTH.RA.INMMOD	METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT MODERATE
B.2.16 / Rain	EMS.NATEVT.HYDMET.RA	Generic type of	METOC.AMPHC.WTH.RA.INMMOD.CTSMOD	METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT MODERATE RAIN - CONTINUOUS MODERATE
B.2.16 / Rain	EMS.NATEVT.HYDMET.RA	Generic type of	METOC.AMPHC.WTH.RA.INMHVY	METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT HEAVY
B.2.16 / Rain	EMS.NATEVT.HYDMET.RA	Generic type of	METOC.AMPHC.WTH.RA.INMHVY.CTSHVY	METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT HEAVY RAIN - CONTINUOUS HEAVY

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.2.17 / Sand Dust Storm	EMS.NATEVT.HYDMET.DT/SD	Identical to	METOC.AMPHC.WTH.DT/SD.LITMOD	METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND DUST/SAND STORM - LIGHT TO MODERATE
B.2.18 / Snow	EMS.NATEVT.HYDMET.SN	Generic type of	METOC.AMPHC.WTH.SN.INMLIT	METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT LIGHT
B.2.18 / Snow	EMS.NATEVT.HYDMET.SN	Generic type of	METOC.AMPHC.WTH.SN.INMLIT.CTSLIT	METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT LIGHT SNOW - CONTINUOUS LIGHT
B.2.18 / Snow	EMS.NATEVT.HYDMET.SN	Generic type of	METOC.AMPHC.WTH.SN.INMMOD	METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT MODERATE
B.2.18 / Snow	EMS.NATEVT.HYDMET.SN	Generic type of	METOC.AMPHC.WTH.SN.INMMOD.CTSMOD	METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT MODERATE SNOW - CONTINUOUS MODERATE
B.2.18 / Snow	EMS.NATEVT.HYDMET.SN	Generic type of	METOC.AMPHC.WTH.SN.INMHVY	METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT HEAVY
B.2.18 / Snow	EMS.NATEVT.HYDMET.SN	Generic type of	METOC.AMPHC.WTH.SN.INMHVY.CTSHVY	METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT HEAVY SNOW - CONTINUOUS HEAVY
B.2.19 / Thunder Storm	EMS.NATEVT.HYDMET.TSTRM	Generic type of	METOC.AMPHC.WTH.STMS.TSLMWH	METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM LIGHT TO MODERATE - WITH HAIL

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.2.19 / Thunder Storm	EMS.NATEVT.HYDMET.TSTRM	Generic type of	METOC.AMPHC.WTH.STMS.TS	METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM - NO PRECIPITATION
B.2.19 / Thunder Storm	EMS.NATEVT.HYDMET.TSTRM	Generic type of	METOC.AMPHC.WTH.STMS.TSLMNH	METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL
B.2.19 / Thunder Storm	EMS.NATEVT.HYDMET.TSTRM	Generic type of	METOC.AMPHC.WTH.STMS.TSHVNH	METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL
B.2.19 / Thunder Storm	EMS.NATEVT.HYDMET.TSTRM	Generic type of	METOC.AMPHC.WTH.STMS.TSHVWH	METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM HEAVY - WITH HAIL
B.2.20 / Tornado	EMS.NATEVT.HYDMET.TNDO	Identical to	METOC.AMPHC.WTH.STMS.FC	METOC ATMOSPHERIC WEATHER SYMBOLS STORMS FUNNEL CLOUD (TORNADO/WATERSPOUT)
B.2.21 / Tropical Cyclone	EMS.NATEVT.HYDMET.TRPCYC	Identical to	METOC.AMPHC.WTH.TPLSYS.TROPSM	METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS TROPICAL STORM
B.2.22 / Tsunami	EMS.NATEVT.HYDMET.TSNMI	New Symbol		
B.2.23 / Infestation	EMS.NATEVT.INFST	N/A		
B.2.24 / Bird Infestation	EMS.NATEVT.INFST.BIRD	New Symbol		
B.2.25 / Insect Infestation	EMS.NATEVT.INFST.INSCT	New Symbol		
B.2.26 / Microbial Infestation	EMS.NATEVT.INFST.MICROB	New Symbol		
B.2.27 / Reptile Infestation	EMS.NATEVT.INFST.REPT	New Symbol		
B.2.28 / Rodent Infestation	EMS.NATEVT.INFST.RDNT	New Symbol		
B.3.1 / Emergency Medical Operation	EMS.OPN.EMMED	New Symbol		

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.3.1.1 / Emergency Medical Operation Unit	EMS.OPN.EMMED.UNT	Civilian Equivalent	WAR.GRDTRK.UNT.CSS.MED	WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL
B.3.1.2 / Emergency Medical Operation Equipment	EMS.OPN.EMMED.EQPT	New Symbol		
B.3.1.3 / Emergency Medical Operation Installation	EMS.OPN.EMMED.INS	New Symbol		
B.3.2 / EMT Station Location	EMS.OPN.EMMED.EMTLOC	New Symbol		
B.3.3 / Ambulance	EMS.OPN.EMMED.AMBLNC	Civilian Equivalent	WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE AMBULANCE
B.3.4 / Medical Evacuation Helicopter	EMS.OPN.EMMED.MEH	Civilian Equivalent	WAR.AIRTRK.MIL.ROT.MEDV	WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING MEDEVAC
B.3.4 / Medical Evacuation Helicopter	EMS.OPN.EMMED.MEH	Sub-type of	WAR.AIRTRK.CVL.ROT	WARFIGHTING SYMBOLS AIR TRACK CIVIL ROTARY WING
B.3.5 / Health Department Facility	EMS.OPN.EMMED.HDF	Similar to	WAR.GRDTRK.INS.MEDF	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MEDICAL FACILITY
B.3.6 / Hospital	EMS.OPN.EMMED.HSP	Identical to	WAR.GRDTRK.INS.MEDF.HSP	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MEDICAL FACILITY HOSPITAL
B.3.7 / Hospital Ship	EMS.OPN.EMMED.HSPSHP	Identical to	WAR.SSUF.NCBTT.HSPSHP	WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT HOSPITAL SHIP
B.3.8 / Medical Facilities Out Patient	EMS.OPN.EMMED.MFOP	New Symbol		

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.3.9 / Morgue	EMS.OPN.EMMED.MRG	Similar to	WAR.GRDTRK.UNT.CSS.ADMIN.MTRY	WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY
B.3.10 / Pharmacy	EMS.OPN.EMMED.RX	New Symbol		
B.3.11 / Triage	EMS.OPN.EMMED.TRIAGE	Similar to	TACGRP.CSS.PNT.CCP	TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CASUALTY COLLECTION POINT
B.3.12 / Emergency Operation	EMS.OPN.EMOPN	Default to B.3.12.1 Emergency Operation Unit	EMS.OPN.EMOPN.UNT	EMSym Operations Emergency Operation Emergency Operation Unit
B.3.12.1 / Emergency Operation Unit	EMS.OPN.EMOPN.UNT	New Symbol		
B.3.12.2 / Emergency Operation Equipment	EMS.OPN.EMOPN.EQPT	New Symbol		
B.3.12.3 / Emergency Operation Installation	EMS.OPN.EMOPN.INS	New Symbol		
B.3.13 / Emergency Collection Evacuation Point	EMS.OPN.EMOPN.ECEP	Similar to	TACGRP.CSS.PNT.CVP	TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CIVILIAN COLLECTION POINT
B.3.14 / Emergency Incident Command Center	EMS.OPN.EMOPN.EICC	New Symbol		
B.3.15 / Emergency Operations Center	EMS.OPN.EMOPN.EOC	New Symbol		
B.3.16 / Emergency Public Information Center	EMS.OPN.EMOPN.EPIC	New Symbol		
B.3.17 / Emergency Shelter	EMS.OPN.EMOPN.EMSHLT	New Symbol		
B.3.18 / Emergency Staging Area	EMS.OPN.EMOPN.ESA	New Symbol		
B.3.19 / Emergency Team	EMS.OPN.EMOPN.EMTM	New Symbol		
B.3.20 / Emergency Water Distribution Center	EMS.OPN.EMOPN.EWDC	Similar to	WAR.GRDTRK.UNT.CSS.SLP.H2O	WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER
B.3.21 / Emergency Food Distribution Center	EMS.OPN.EMOPN.FDDIST	Similar to	STBOPS.OPN.FDDIST	STABILITY OPERATIONS (SO) OPERATIONS FOOD DISTRIBUTION

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.3.22 / Fire Fighting Operation	EMS.OPN.FIRFT	New Symbol		
B.3.22.1 / Fire Fighting Operation Unit	EMS.OPN.FIRFT.FIRFTU	New Symbol		
B.3.22.2 / Fire Fighting Operation Equipment	EMS.OPN.FIRFT.FIRFTE	New Symbol		
B.3.23 / Fire Hydrant	EMS.OPN.FIRFT.FIRHYD	New Symbol		
B.3.24 / Other Water Supply Location	EMS.OPN.FIRFT.OTHH2O	New Symbol		
B.3.25 / Fire Station	EMS.OPN.FIRFT.FIRSTN	New Symbol		
B.3.26 / Law Enforcement Operation	EMS.OPN.LAWENF	New Symbol		
B.3.26.1 / Law Enforcement Operation Unit	EMS.OPN.LAWENF.LAWENU	New Symbol		
B.3.26.2 / Law Enforcement Operation Equipment	EMS.OPN.LAWENF.LAWENE	New Symbol		
B.3.26.3 / Law Enforcement Operation Installation	EMS.OPN.LAWENF.LAWENI	New Symbol		
B.3.27 / ATF	EMS.OPN.LAWENF.ATF	New Symbol		
B.3.27.1 / ATF Unit	EMS.OPN.LAWENF.ATF.ATFUNT	New Symbol		
B.3.27.2 / ATF Equipment	EMS.OPN.LAWENF.ATF.ATFEQP	New Symbol		
B.3.27.3 / ATF Installation	EMS.OPN.LAWENF.ATF.ATFINS	New Symbol		
B.3.28 / Border Patrol	EMS.OPN.LAWENF.BDRPT	New Symbol		
B.3.28.1 / Border Patrol Unit	EMS.OPN.LAWENF.BDRPT.BDRPTU	New Symbol		
B.3.28.2 / Border Patrol Equipment	EMS.OPN.LAWENF.BDRPT.BDRPTE	New Symbol		
B.3.28.3 / Border Patrol Installation	EMS.OPN.LAWENF.BDRPT.BDRPTI	New Symbol		
B.3.29 / Customs Service	EMS.OPN.LAWENF.CSTM	New Symbol		
B.3.29.1 / Customs Service Unit	EMS.OPN.LAWENF.CSTM.CSTMUN	New Symbol		
B.3.29.2 / Customs Service Equipment	EMS.OPN.LAWENF.CSTM.CSTMEQ	New Symbol		
B.3.29.3 / Customs Service Installation	EMS.OPN.LAWENF.CSTM.CSTMIN	New Symbol		
B.3.30 / DEA	EMS.OPN.LAWENF.DEA	New Symbol		
B.3.30.1 / DEA Unit	EMS.OPN.LAWENF.DEA.DEAUNT	New Symbol		
B.3.30.2 / DEA Equipment	EMS.OPN.LAWENF.DEA.DEAEQP	New Symbol		
B.3.30.3 / DEA Installation	EMS.OPN.LAWENF.DEA.DEAINS	New Symbol		
B.3.31 / DOJ	EMS.OPN.LAWENF.DOJ	New Symbol		

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.3.31.1 / DOJ Unit	EMS.OPN.LAWENF.DOJ.DOJUNT	New Symbol		
B.3.31.2 / DOJ Equipment	EMS.OPN.LAWENF.DOJ.DOJEQP	New Symbol		
B.3.31.3 / DOJ Installation	EMS.OPN.LAWENF.DOJ.DOJINS	New Symbol		
B.3.32 / FBI	EMS.OPN.LAWENF.FBI	New Symbol		
B.3.32.1 / FBI Unit	EMS.OPN.LAWENF.FBI.FBIUNT	New Symbol		
B.3.32.2 / FBI Equipment	EMS.OPN.LAWENF.FBI.FBIEQP	New Symbol		
B.3.32.3 / FBI Installation	EMS.OPN.LAWENF.FBI.FBIINS	New Symbol		
B.3.33 / Police	EMS.OPN.LAWENF.POL	New Symbol		
B.3.33.1 / Police Unit	EMS.OPN.LAWENF.POL.POLUNT	Identical to	WAR.GRDTRK.UNT.CS.LAWENU.CLE	WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT
B.3.33.2 / Police Equipment	EMS.OPN.LAWENF.POL.POLEQP	New Symbol		
B.3.33.3 / Police Installation	EMS.OPN.LAWENF.POL.POLINS	New Symbol		
B.3.34 / Prison	EMS.OPN.LAWENF.PRSN	Similar to	TACGRP.CSS.ARA.DHA	TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA DETAINEE HOLDING AREA
B.3.34 / Prison	EMS.OPN.LAWENF.PRSN	Similar to	TACGRP.CSS.ARA.EPW	TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA ENEMY PRISONER OF WAR (EPW) HOLDING AREA
B.3.35 / Secret Service	EMS.OPN.LAWENF.SECSR	New Symbol		
B.3.35.1 / Secret Service Unit	EMS.OPN.LAWENF.SECSR.SECSRU	New Symbol		
B.3.35.2 / Secret Service Equipment	EMS.OPN.LAWENF.SECSR.SECSRE	New Symbol		
B.3.35.3 / Secret Service Installation	EMS.OPN.LAWENF.SECSR.SECSRI	New Symbol		
B.3.36 / TSA	EMS.OPN.LAWENF.TSA	New Symbol		
B.3.36.1 / TSA Unit	EMS.OPN.LAWENF.TSA.TSAUNT	New Symbol		
B.3.36.2 / TSA Equipment	EMS.OPN.LAWENF.TSA.TSAEQP	New Symbol		
B.3.36.3 / TSA Installation	EMS.OPN.LAWENF.TSA.TSAINS	New Symbol		
B.3.37 / Coast Guard	EMS.OPN.LAWENF.CSTGD	New Symbol		
B.3.37.1 / Coast Guard Unit	EMS.OPN.LAWENF.CSTGD.CSTGDU	New Symbol		
B.3.37.2 / Coast Guard Equipment	EMS.OPN.LAWENF.CSTGD.CSTGDE	Identical to	WAR.SSUF.NMIL.LAWENV	WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY LAW ENFORCEMENT VESSEL

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.3.37.3 / Coast Guard Installation	EMS.OPN.LAWENF.CSTGD.CSTGDI	New Symbol		
B.3.38 / US Marshals Service	EMS.OPN.LAWENF.USMAR	New Symbol		
B.3.38.1 / US Marshals Service Unit	EMS.OPN.LAWENF.USMAR.USMARU	New Symbol		
B.3.38.2 / US Marshals Service Equipment	EMS.OPN.LAWENF.USMAR.USMARE	New Symbol		
B.3.38.3 / US Marshals Service Installation	EMS.OPN.LAWENF.USMAR.USMARI	New Symbol		
B.3.39 / Sensor	EMS.OPN.SNS	Identical to	WAR.GRDTRK.EQT.SNS	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR
B.3.40 / Biological Sensor	EMS.OPN.SNS.BIO	Sub-type of	WAR.GRDTRK.EQT.SNS	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR
B.3.41 / Chemical Sensor	EMS.OPN.SNS.CML	Sub-type of	WAR.GRDTRK.EQT.SNS	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR
B.3.42 / Intrusion Sensor	EMS.OPN.SNS.INT	Sub-type of	WAR.GRDTRK.EQT.SNS	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR
B.3.43 / Nuclear Sensor	EMS.OPN.SNS.NUC	Sub-type of	WAR.GRDTRK.EQT.SNS	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR
B.3.44 / Radiological Sensor	EMS.OPN.SNS.RAD	Sub-type of	WAR.GRDTRK.EQT.SNS	WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR
B.4.1 / Agriculture and Food Infrastructure	EMS.INFSTR.AGFD	New Symbol		
B.4.2 / Agricultural Laboratory	EMS.INFSTR.AGFD.AGLAB	New Symbol		
B.4.3 / Animal Feedlot	EMS.INFSTR.AGFD.AFL	New Symbol		
B.4.4 / Commercial Food Distribution Center	EMS.INFSTR.AGFD.CFDC	Similar to	STBOPS.OPN.FDDIST	STABILITY OPERATIONS (SO) OPERATIONS FOOD DISTRIBUTION
B.4.5 / Farm/Ranch	EMS.INFSTR.AGFD.FRMRNC	New Symbol		

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.4.6 / Food Production Center	EMS.INFSTR.AGFD.FPC	New Symbol		
B.4.7 / Food Retail	EMS.INFSTR.AGFD.FDRTL	New Symbol		
B.4.8 / Grain Storage	EMS.INFSTR.AGFD.GRSTR	New Symbol		
B.4.9 / Banking Finance and Insurance Infrastructure	EMS.INFSTR.BFI	New Symbol		
B.4.10 / ATM	EMS.INFSTR.BFI.ATM	New Symbol		
B.4.11 / Bank	EMS.INFSTR.BFI.BANK	New Symbol		
B.4.12 / Bullion Storage	EMS.INFSTR.BFI.BLSTR	New Symbol		
B.4.13 / Federal Reserve Bank	EMS.INFSTR.BFI.FRB	New Symbol		
B.4.14 / Financial Exchange	EMS.INFSTR.BFI.FINEX	New Symbol		
B.4.15 / Financial Services Other	EMS.INFSTR.BFI.FSO	New Symbol		
B.4.16 / Commercial Infrastructure	EMS.INFSTR.CMCL	New Symbol		
B.4.17 / Chemical Plant	EMS.INFSTR.CMCL.CMLPLN	Similar to	WAR.GRDTRK.INS.RMP.CBRN.CML	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE CBRN CHEMICAL
B.4.18 / Firearms Manufacturer	EMS.INFSTR.CMCL.FIRMAN	Sub-type of	WAR.GRDTRK.INS.MMF.AMTP	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ARMAMENT PRODUCTION
B.4.19 / Firearms Retailers	EMS.INFSTR.CMCL.FIRRET	New Symbol		
B.4.20 / Hazardous Material Production	EMS.INFSTR.CMCL.HZMTPR	New Symbol		
B.4.21 / Hazardous Material Storage	EMS.INFSTR.CMCL.HZMTST	Similar to	WAR.GRDTRK.INS.RMP.CBRN	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE CBRN
B.4.22 / Industrial Site	EMS.INFSTR.CMCL.INDSTE	New Symbol		
B.4.23 / Landfill	EMS.INFSTR.CMCL.LNDFL	New Symbol		
B.4.24 / Pharmaceutical Manufacturer	EMS.INFSTR.CMCL.RXMFG	New Symbol		
B.4.25 / Contaminated Hazardous Waste Site	EMS.INFSTR.CMCL.CHWS	New Symbol		
B.4.26 / Toxic Release Inventory	EMS.INFSTR.CMCL.TXRLIN	New Symbol		

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.4.27 / Educational Facilities Infrastructure	EMS.INFSTR.EDFAC	New Symbol		
B.4.28 / College University	EMS.INFSTR.EDFAC.COLUNI	New Symbol		
B.4.29 / School	EMS.INFSTR.EDFAC.SCHOOL	New Symbol		
B.4.30 / Energy Facilities Infrastructure	EMS.INFSTR.ENGFAC	Identical to	WAR.GRDTRK.INS.SRUF.EPF	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY
B.4.31 / Generation Station	EMS.INFSTR.ENGFAC.GENSTA	Generic type of	WAR.GRDTRK.INS.SRUF.EPF.NPT	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NUCLEAR PLANT
B.4.31 / Generation Station	EMS.INFSTR.ENGFAC.GENSTA	Generic type of	WAR.GRDTRK.INS.SRUF.EPF.DAM	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY DAM
B.4.31 / Generation Station	EMS.INFSTR.ENGFAC.GENSTA	Generic type of	WAR.GRDTRK.INS.SRUF.EPF.FOSF	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY FOSSIL FUEL
B.4.32 / Natural Gas Facility	EMS.INFSTR.ENGFAC.NTLGAS	Sub-type of	WAR.GRDTRK.INS.SRUF.EPF.FOSF	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY FOSSIL FUEL
B.4.33 / Nuclear Facility	EMS.INFSTR.ENGFAC.NUCFAC	Identical to	WAR.GRDTRK.INS.SRUF.EPF.NPT	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NUCLEAR PLANT
B.4.34 / Petroleum Facility	EMS.INFSTR.ENGFAC.PETFAC	Identical to	WAR.GRDTRK.INS.RMP.PGO	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE PETROLEUM/GAS/OIL

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.4.35 / Propane Facility	EMS.INFSTR.ENGFAC.PROPNE	Sub-type of	WAR.GRDTRK.INS.RMP.PGO	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE PETROLEUM/GAS/OIL
B.4.36 / Government Site Infrastructure	EMS.INFSTR.GVTSTE	Similar to	WAR.GRDTRK.INS.GOVLDR	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION GOVERNMENT LEADERSHIP
B.4.37 / Military Infrastructure	EMS.INFSTR.MIL	New Symbol		
B.4.38 / Military Armory	EMS.INFSTR.MIL.ARMORY	New Symbol		
B.4.39 / Military Base	EMS.INFSTR.MIL.MILBF	Identical to	WAR.GRDTRK.INS.MILBF	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY
B.4.40 / Postal Service Infrastructure	EMS.INFSTR.PSTSRV	Similar to	WAR.GRDTRK.UNT.CSS.ADM.PST	WARFIGHTING SYMBOLS GROUND TRACK UNIT ADMINISTRATIVE (ADMIN) POSTAL
B.4.41 / Postal Distribution Center	EMS.INFSTR.PSTSRV.PDC	New Symbol		
B.4.42 / Post Office	EMS.INFSTR.PSTSRV.PO	New Symbol		
B.4.43 / Public Venues Infrastructure	EMS.INFSTR.PUBVEN	New Symbol		
B.4.44 / Enclosed Facility	EMS.INFSTR.PUBVEN.ENCFAC	New Symbol		
B.4.45 / Open Facility	EMS.INFSTR.PUBVEN.OPNFAC	New Symbol		
B.4.46 / Recreational Area	EMS.INFSTR.PUBVEN.RECARE	New Symbol		
B.4.47 / Religious Institution	EMS.INFSTR.PUBVEN.RELIG	New Symbol		
B.4.48 / Special Needs Infrastructure	EMS.INFSTR.SPCNDS	New Symbol		
B.4.49 / Adult Day Care	EMS.INFSTR.SPCNDS.ADLTDC	New Symbol		
B.4.50 / Child Day Care	EMS.INFSTR.SPCNDS.CHLDDC	New Symbol		
B.4.51 / Elder Care	EMS.INFSTR.SPCNDS.ELDERC	New Symbol		
B.4.52 / Telecommunications Infrastructure	EMS.INFSTR.TELCOM	New Symbol		
B.4.53 / Telecommunications Facility	EMS.INFSTR.TELCOM.TCF	Identical to	WAR.GRDTRK.INS.SRUF.TCF	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TELECOMMUNICATIONS FACILITY

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.4.54 / Telecommunications Tower	EMS.INFSTR.TELCOM.TCTWR	New Symbol		
B.4.55 / Transportation Infrastructure	EMS.INFSTR.TSP	Identical to	WAR.GRDTRK.INS.TSPF	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION TRANPORT FACILITY
B.4.56 / Air Traffic Control Facility	EMS.INFSTR.TSP.ATCF	New Symbol		
B.4.57 / Airport	EMS.INFSTR.TSP.AIRPT	Identical to	WAR.GRDTRK.INS.MILBF.AB	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY AIRPORT/AIRBASE
B.4.58 / Bridge	EMS.INFSTR.TSP.BRG	Identical to	TACGRP.MOBSU.OBSTBP.CSGSTE.BRG	TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING BRIDGE OR GAP
B.4.59 / Bus Station	EMS.INFSTR.TSP.BSTN	New Symbol		
B.4.60 / Ferry Terminal	EMS.INFSTR.TSP.FRYTRM	New Symbol		
B.4.61 / Helicopter Landing Site	EMS.INFSTR.TSP.HLS	Similar to	TACGRP.C2GM.GNL.ARS.LZ	TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LANDING ZONE (LZ)
B.4.62 / Lock	EMS.INFSTR.TSP.LCK	Identical to	METOC.OCA.MMD.LCK	METOC OCEANIC MAN-MADE STRUCTURES LOCK
B.4.63 / Maintenance Facility	EMS.INFSTR.TSP.MAINTF	Similar to	WAR.GRDTRK.UNT.CSS.MAINT	WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE
B.4.64 / Port	EMS.INFSTR.TSP.SP	Identical to	WAR.GRDTRK.INS.MILBF.SP	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE
B.4.65 / Rail Station	EMS.INFSTR.TSP.RLSTN	New Symbol		
B.4.66 / Rest Stop	EMS.INFSTR.TSP.RSTSTP	New Symbol		

TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.

ANSI ID/NAME	2525 EMS SYMBOL	RELATIONSHIP	2525 SYMBOL (SHORT NAME)	2525 SYMBOL (LONG NAME)
B.4.67 / Ship Anchorage	EMS.INFSTR.TSP.ANCRG	Identical to	METOC.OCA.HYDGRY.PRTHBR.PRT .ANCRG1	METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE
B.4.68 / Toll Facility	EMS.INFSTR.TSP.TOLLF	New Symbol		
B.4.69 / Traffic Control Point	EMS.INFSTR.TSP.TCP	Identical to	TACGRP.CSS.PNT.TCP	TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAFFIC CONTROL POST (TCP)
B.4.70 / Traffic Inspection Facility	EMS.INFSTR.TSP.TIF	New Symbol		
B.4.71 / Tunnel	EMS.INFSTR.TSP.TNL	New Symbol		
B.4.72 / Water Supply Infrastructure	EMS.INFSTR.TSP.WS	Identical to	WAR.GRDTRK.INS.SRUF.PWS	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE,RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES
B.4.73 / Control Valve	EMS.INFSTR.WS.CV	New Symbol		
B.4.74 / Dam	EMS.INFSTR.WS.DAM	Similar to	WAR.GRDTRK.INS.SRUF.EPF.DAM	WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE,RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY DAM
B.4.75 / Discharge Outfall	EMS.INFSTR.WS.DO	New Symbol		
B.4.76 / Ground Water Well	EMS.INFSTR.WS.GWWELL	New Symbol		
B.4.77 / Pumping Station	EMS.INFSTR.WS.PMPSTN	New Symbol		
B.4.78 / Reservoir	EMS.INFSTR.WS.RSVR	New Symbol		
B.4.79 / Storage Tower	EMS.INFSTR.WS.STRTWR	New Symbol		
B.4.80 / Surface Water Intake	EMS.INFSTR.WS.SWI	New Symbol		
B.4.81 / Wastewater Treatment Facility	EMS.INFSTR.WS.WH2OTF	New Symbol		

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- Army – AC
- Navy – OM
- Air Force – 02
- NGA – MP

Preparing activity:
- DISA – DC3

(IPSC-2008-001)

NOTE: The activities listed above were interested in this document as of the date of this document. Since organizations and responsibilities can change, you should verify the currency of the information above using the ASSIST Online database at http://assist.daps.dla.mil.