'[FDC/O], this is [FO], request/relay... , over.' (WARNO-AF/FFE/SUP/ILLU.) (HIGH-ANGLE? **MOE-T**) A)'Grid, figures, - , over.' (Accurate! Point target: 10 digit preferred, area target: 8 digit preferred) B)'Polar, ________ - ______, (Current FO Location, 6 digit or better) mils meters, **over.**' (Distance to target) (OT Direction) C)'Shift known point, (No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R) (Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers, ...]) (MOE-TOA: 'Precision Fire - Destruction | Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: '<HE/WP/ICM?> + <Fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude) (MOF: Platoon Battery Left/Right?) (MOC: At my command, can't observe, TOT, cont./coord. illumination, continuous fire, cease loading, check firing, repeat, followed by)

over.'

Direct Call For Fire - (Brevity Color Coded)

(Fast!) (Current FO Location, 6 digit or better) mils meters, over.' (OT Direction) (Distance to target) C)'Shift known point,, over.' (No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R (Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp="">+<fuze?>+<# rounds?>')</fuze?></he>	(Accurate! Point target: 10 digit preferred, area target) B)'Polar,	t: 8 digit preferred)
(Accurate Point target: 10 digit preferred, area target: 8 digit preferred) B) 'Polar,	(Accurate! Point target: 10 digit preferred, area target) B)'Polar,	t: 8 digit preferred)
(Current FO Location, 6 digit or better) mils meters, over.' (OT Direction) (Distance to target) C)'Shift known point,, over.' (No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R (Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-A: '<he icm?="" wp=""> + <fuze?> + <# rounds?>')</fuze?></he></fuze?></he>	(Current FO Location, 6 digit or better) mils r (OT Direction) (Distance to target)	neters , over.'
mils meters, over.' (OT Direction) (Distance to target) C)'Shift known point,, over.' (No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R (Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	mils r (OT Direction) (Distance to target)	neters, over.'
(OT Direction) (Distance to target) C)'Shift known point, Over.' (No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R (Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	(OT Direction) (Distance to target)	neters, over.'
(No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, Lateral OT: L/R (Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		
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(Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		
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(Size and Type of the target [2 squads infantry, 2 vehicles]) (Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp="">+<fuze?>+<# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	(No Map & Tools!) Vertical: UP/DOWN, Range: ADD/E	
(Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp="">+<fuze?>+<# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		
(Action of the target [moving, stationary, rushing, patrolling]) (Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp="">+<fuze?>+<# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		
(Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	(Size and Type of the target [2 squads infantry	y, 2 vehicles])
(Type of the target protection [over head protection, bunkers,]) (MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		,
(MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	(Action of the target [moving, stationary, rushin	g, patrolling])
(MOE-TOA: 'Precision Fire - Destruction Registration') (MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		,
(MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	(Type of the target protection [over head protect	ion, bunkers,])
(MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval 1000m+) (MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		,
(MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	(MOE-TOA: 'Precision Fire - Destruction Reg	istration')
(MOE-M: 'Mark, orientation/registration') (MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		,
(MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>	(MOE-DC: 'Danger Close'? Mortar/Artillery 600m,	Naval 1000m+)
(MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds?>') (MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)</fuze?></he>		,
(MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)	(MOE-M: 'Mark, orientation/registration	on')
(MOE-D: open/linear/converged/irregular sheaf + width, length, attitude)		,
	(MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# r</fuze?></he>	ounds ? >′)
		,
(MOF: Platoon Battery Left/Right?)	(MOE-D: open/linear/converged/irregular sheaf + wic	lth, length, attitude)
(MOF: Platoon Battery Left/Right?)		,
	(MOF: Platoon Battery Left/Right?)	
		,
		, , , , , , , , , , , , , , , , , , ,
MOC: At my command, can't observe, TOT, cont./coord. illumination,	MOC: At my command, can't obcome TOT, cant loss	yrd illumination

'[FDC/O], this is [FO], request/relay , (,	over.'
(WARNO-AF/FFE/SUP/ILLU.) (HIGH-ANGLE? MOE-T)	, vc1.
A)'Grid, figures,	, over. '
(Accurate! Point target: 10 digit preferred, area target: 8 dig	
B)'Polar,,	,
(Fast!) (Current FO Location, 6 digit or better)	
mils mete	rs , over.'
(OT Direction) (Distance to target)	,
C)'Shift known point,	
	, over.'
(No Map & Tools!) Vertical: UP/DOWN, Range: ADD/DROP, I	 Lateral OT: L/R
<i>.</i>	
(Size and Type of the target [2 squads infantry, 2 vel	nicles])
	,
(Action of the target [moving, stationary, rushing, patr	olling])
	,
(Type of the target protection [over head protection, but	ınkers,])
	,
(MOE-TOA: 'Precision Fire - Destruction Registration	on')
	,
(MOE-DC: 'Danger Close'? Mortar/Artillery 600m, Naval	1000m+)
	,
(MOE-M: 'Mark, orientation/registration')	
	,
(MOE-A: ' <he icm?="" wp=""> + <fuze?> + <# rounds</fuze?></he>	?>′)
	,
(MOE-D: open/linear/converged/irregular sheaf + width, ler	gth, attitude)
(MOF: Platoon Battery Left/Right?)	
	,
	,
(MOC: At my command, can't observe, TOT, cont./coord. illu	
continuous fire, cease loading, check firing, repeat, followed	by)