

## Index

### **AIRCRAFT, PANEL SIGNALS, 5-9, 5-10, 5-11, 5-12, 5-13**

### **AIRCRAFT, GROUND SIGNALS**

- assume guidance, 5-21
- cut engines, rotors, 5-3
- depart, 5-10
- do not land, 5-11
- hookup complete 5-6,
- hover, 5-22
- land, 5-12
- load has not been released, 5-5
- move ahead, 5-17
- move downward, 5-19
- move left, 6-16
- move rearward, 5-18
- move right, 5-15
- move upward, 5-20
- negative signal, 5-4
- proceed left, 5-9
- proceed right, 5-8
- release, 5-7
- stop, 5-13
- spot turn, 5-14

### **ARM-AND-HAND SIGNALS, PATROLLING**

- danger area, 2-62
- freeze, 2-63
- head count, 2-61
- map check, 2-58
- pace count, 2-59

radiotelephone operator forward, 2-60

## **ARMOR, MECHANIZED UNIT SIGNAL CONTROL**

all weapons clear, 3-8

assemble, 3-5

conducting live fire, 3-9

dismount, 3-3

dismount and assault, 3-4

malfunction, 3-11, 3-12

mount, 3-1, 3-2

move out, 3-6

nonfiring exercise, 3-10

nuclear, biological, chemical hazard, 3-7

## **CONTROL SIGNALS, COMBAT FORMATIONS, DRILLS**

assemble, 2-30

coil, 2-40

column, 2-44

come forward, 2-31

disperse, 2-29

double time, 2-33

echelon left, 2-41

echelon right, 2-42

enemy in sight, 2-35

fix bayonets, 2-32

herringbone, 2-45

line, 2-39

quick time, 2-34

staggered column, 2-43

take cover, 2-36

vee, 2-38

wedge, 2-37

## **CONTROL SIGNALS, CREW-SERVED WEAPONS**

- cease firing, 2-27
- commence firing, 2-26
- elevate (depress), 2-23
- fire, 2-25
- move over, shift fire, 2-24
- out of action, 2-28
- traverse right (left), 2-23

## **CONTROL SIGNALS, CONVOYS**

- close up, 2-70
- front traffic stop, 2-65
- left, right traffic stop, 2-64
- move in reverse, 2-72
- open up, 2-63
- pass and keep going, 2-71
- rear traffic stop, 2-66
- traffic from left, go, 2-68
- traffic from right, go, 2-67

## **CONTROL SIGNALS, DRILLS**

- action front, 2-55
- action left, 2-53
- action right, 2-54
- air attack, 2-56
- contact left, 2-51
- contact right, 2-52
- nuclear, biological, chemical attack, 2-57

## **CONTROL SIGNALS, MECHANIZED UNITS**

- bounding overwatch, 2-47
- move to left, 2-49
- move to right, 2-50
- traveling, 2-46

traveling overwatch, 2-47

## **CONTROL SIGNALS, RECOVERY OPERATIONS**

inhaul the main winch, 2-77

lower the boom, 2-76

lower the hoist winch cable, 2-74

lower the spade, 2-79

pay out the main winch, 2-78

raise the boom, 2-75

raise the hoist winch cable, 2-73

raise the spade, 2-80

## **CONTROL SIGNALS, VEHICLE DRIVERS AND CREWS**

advance, 2-9

attention, 2-1

button up, unbutton, 2-21

close distance between vehicles and stop, 2-16

close up, 2-11

dismount, 2-18

disregard previous command, 2-4

halt, 2-7

increase speed, 2-8

message acknowledged, 2-22

mount, 2-3

move forward, 2-4

move in reverse, 2-15

neutral steer, 2-19

open up, 2-10

ready to move, 2-2

right or left turn, 2-12

slow down, 2-13

start engine, 2-6

stop, 2-20

stop engines, 2-17

**DRILL SIGNALS, 2-51 through 2-57**

**EMERGENCY CODES TO AIRCRAFT, 5-31**

**EMERGENCY SIGNALS TO AIRCRAFT, 5-30**

**ENGINEER VEHICLE SIGNALS,**

**FLAGS, USED TO**

- control movement, 3-1
- identify vehicles, 3-1
- mark vehicle positions, 3-1
- range fire, 3-8 through 3-12
- warn units of enemy advance, 3-1

**GROUND-TO-AIR PANELS, 5-23**

**HANDHELD SIGNALS, 4-1, 4-2**

**LIMITATIONS, SIGNALS, 1-1**

**MECHANIZED UNIT SIGNALS, 3-1 through 3-7**

**MIRROR, STROBE SIGNALING, 5-32**

**PANEL SIGNALS TO AIRCRAFT**

- direction indicator, 5-29
- enemy aircraft, 5-28
- message drop, 5-27
- message pickup, 5-26
- wind direction, 5-25

**PATROLLING SIGNALS, 2-58 through 2-63**

**PYROTECHNIC SIGNALS**

**HANDHELD SIGNALS**

- smoke parachutes, 4-3
- star clusters, 4-1
- star parachutes., 4-2

**SMOKE**

grenades, colored smoke, 4-4

ground smoke, 4-4

**SIGNALS, TYPES**

arm-and-hand, 1-1

flag, 1-1

ground-to-air, 1-1

pyrotechnic, 1-1

**SMOKE, GROUND, 4-3**

**SMOKE GRENADES, 4-4**

**STROBE SIGNALING, 5-32**

**VEHICLE DRIVER, CREW SIGNALS, 2-1 through 2-22**