

GLOSSARY

Aeromedical Evacuation	Helicopter airlift of a severely injured person to a hospital.
After Action Review (ARR)	Training feedback. Infrared/Video cameras and microphones record Soldiers in action during training. Film and audio tapes are replayed immediately following the training event. Soldiers and trainers discuss areas of the training event that the unit performed well, areas that could use improvement, and insure the correct lessons and conclusions are drawn from the training.
Air Assault Operations	These are ground operations that start with the insertion of an assault force into the objective area by helicopter.
Ammunition Breakdown Facility	An area used to separate bulk packaged ammunition and issue it for vehicle or individual use on the range.
Arctic Latrine	A waterless, buried, concrete vault latrine that can withstand the arctic environment. A State licensed company is paid to empty the contents on a regular basis.
Artillery Simulators	A device that replicates the sound of incoming artillery. The device produces a whistling sound followed by a loud noise. Sound is similar to the backfire of an automobile.
Ball Ammunition	This is a jacketed cartridge and is the mostly widely used service ammunition.
Battalion	A group of approximately 800 Soldiers. Three companies make up a battalion.
Battle Area Complex	This is a battlefield replica used to train Soldiers in a mounted or dismounted combat situations. The range is used to test the ability to detect, identify, engage and defeat stationary and moving targets.
Beaten zone	The area in which a majority of projectiles will be expected to land within a surface danger zone.
Bivouac	Field camp.
Blank Ammunition	This type of cartridge is distinguished by the absence of bullets. It is used for simulated fire during training imitates the sound of a firing weapon without the release of a bullet.

Breaching	The forced entry into a structure. Soldiers practice this skill necessary to gain entry into a building.
Breakdown Facility	An area used to separate bulk packaged ammunition and issue it for vehicle or Soldier use on a range.
Brigade	A group of 3,000-5,000 Soldiers. Three battalions make up a brigade.
Clearing	An operation designed to clear or neutralize all obstacles from a route or area.
Collective Training	Levels of training above the individual Soldier level. It could be training conducted by a squad, platoon, company, battalion or brigade on those tasks which require more than one Soldier to complete.
Combat Team	A group of Soldiers with various war fighting skills and equipment who have a common training objective or combat mission.
Combined Arms Collective Training Facility	This training area represents a small village or city area. The facility has numerous buildings with stationary and moving targets and allows Soldiers to train to fight in an urban environment.
Combined Arms Teamwork and Synchronization	The application of several arms, such as infantry, artillery, and aviation, in a team effort with precise timing to secure an objective.
Company	A group of up to 200 Soldiers. Three platoons make up a company.
Constructability	The capability of a certain design of being developed into construction on a particular land mass.
Cover	An area that affords a Soldier both concealment from enemy observation and protection from the effects of enemy weapons.
Crew Qualification	A training level that must be attained by a small group of Soldiers for a specific weapon system that requires more than a single Soldier to effectively use it.
Crew Qualification Course Roads	A road system within a range used during training by mounted crews to maintain a level of proficiency.
Crew-served Weapon System	Any weapon system requiring two or more Soldiers to operate the system.

DD 1391	A programming document for military construction. It provides a base concept for all project facilities.
Deploy	To move forces within areas of operation. To spread out (Soldiers) so as to effectively maneuver in support of a particular military operation.
Direct Fire	Fire (or ammunition) delivered on a target by sighting directly on the target using the weapon system's sighting equipment.
Dismounted Training	Soldiers get out of (dismount from) a vehicle and complete a training event on foot.
Downrange	Direction from the firing line towards the target.
Dry Run	Absence of live-fire during a training event.
Dual Laser System	A laser system developed to allow a combination of both pinpoint aiming and broad beam target illumination. It can be handheld or mounted to a weapon for operation.
Dud	An explosive item or component of a weapon system that fails to function as intended when fired.
Engage	To make contact with an enemy (forces, obstacles or structures). To bring Soldiers into conflict.
Flash Bangs	A device used to simulate booby traps; a bright flash followed by a minor explosion. Sound level is similar to a small-bore shotgun being fired.
Fully Automated	Range facilities that have computer programmable targets that replicate stationary or moving enemy personnel or vehicles. The computer scores target hits. When the computer registers enough hits, the target is removed from the training event.
Ground Flares	A signaling device placed on the ground similar to a highway road flare. The flare is closely attended until it burns out.
Hasty Battle Position	An immediately available location that conceals the Soldier and/or provides at least temporary protection from enemy fire. This site is not meant for long-term occupation.

Ground/Vehicle Laser Locator Designator	The principal ranging and laser-designating device used by Army artillery forward observers with laser energy homing munitions. It is capable of designating stationary or moving vehicular targets and may be used in a stationary, vehicle mounted, or tripod supported dismounted mode.
Indirect Fire	Fire delivered on a target when the weapon system is not in line of sight with the target.
Infrared Aiming Light	A laser system using 830mm wavelength laser diode.
Line of Sight	An imaginary straight line running through the aligned sights of a weapon system.
Live Fire	The use of service (real) ammunition during a training event.
Loopholes	A small or narrow opening, closed stairwell, etc., which could harbor enemy forces. Training objectives require clearing operations of these concealed areas to secure a building.
Mess Area	An area where Soldiers eat their meals.
Mounted Training	A training event conducted from a vehicle. Soldiers do not leave the vehicle.
Mouse Holes	An area, usually in a building or structure, which allows an enemy to retreat to and then ambush Soldiers from an area of concealment. Training objectives require clearing operations of these concealed areas to secure a building.
Non-Dud Producing Ammunition	Training ammunition that does not explode upon contact with a target.
Operations Tempo (OPTEMPO)	The activity rate at which a command/unit trains and deploys to conduct military operations.
Overstory	Trees and shrubs.
Parachute Flares	An aerial flare with an attached parachute that slows the descent to allow burnout prior to reaching the ground. Burn time is approximately 40 seconds.
Pen Flares	A small flare fired from a pen-sized launcher. Normally used in an emergency or in search and rescue training/operations.

Platoon	A group of 20-40 Soldiers. Three squads make up a platoon.
Range Facility Maintenance Support System	A program allows Range Managers to schedule use of ranges, schedule maintenance of ranges, maintain information on the amounts and type of ammunition used on ranges, and track actual range usage.
Range Operations Center	Facilities used to operate and maintain the range.
Regionally affiliated units	Units assigned to a specific region, such as the Pacific Region (Alaska, Hawaii, and Japan).
Shoothouse	A building designed to permit live-fire training in an urban setting.
Squad	A group of 9-12 Soldiers.
Standards in Training Commission (STRAC)	An ammunition management system that guides ammunition allocations to units by type of organization.
Star Cluster Signal Devices	An aerial flare that erupts into several star clusters similar to a roman candle. Burn time is approximately 10 seconds.
Stryker Vehicle	A family of new, wheeled vehicles, which includes ten different types of vehicles: Infantry Carrier, Commander's, Medical Evacuation, Engineer Squad, NBC Reconnaissance, Anti-Tank Guided Missile, Mortar Carrier, Reconnaissance, Fire Support, and Mobile Gun System. These vehicles will be used on USARAK lands.
Sub-caliber Ammunition	Practice ammunition that is smaller than standard ammunition. It is used to simulate the firing conditions of standard ammunition.
Surface Danger Zone	The ground and air above a training area where all components of munitions will traverse and land. The probability of any component landing outside of the surface danger zone is one in one million.
Tracer Ammunition	This type of cartridge shows, by its visible trace, the path of the bullet(s) to the Soldier operating the weapon.
Trafficability	Capability of terrain to support vehicle traffic. It refers to the extent to which the terrain will permit continued movement of all types of traffic.

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