

**THE CALL FOR FIRE** GTA 17-2-15 (Modified)  
**HEADQUARTERS, DEPARTMENT OF THE ARMY**

**SIX ELEMENTS OF CALL FOR FIRE**

**I. OBSERVER IDENTIFICATION**

**II. WARNING ORDER:**

- a. Type of Mission:
  - (1) Adjust Fire
  - (2) Fire for Effect
  - (3) Suppress (Planned Target).
  - (4) Immediate Suppression
- b. Size of Element to Fire:
  - (1) Omission indicates a request for one FA battery.
  - (2) Larger units by stating size desired.
- c. Method of Target Location:
  - (1) Grid: No Announcement.
  - (2) Polar Plot: Announce the word "POLAR".
  - (3) Shift from Known Point: Announce the word "SHIFT FROM KNOWN POINT" followed immediately by the designation (TGT Number) of the known point

**III. TARGET LOCATION:**

- a. Grid: Two character six digit grid, i.e., NA123456
- b. Polar: Direction and distance to target from observer's position.
- c. Shift: Direction to target.
  - (1) Lateral Shift (left/right) in meters.
  - (2) Range Shift (add/drop) in meters.
  - (3) Vertical Shift (up/down) in meters if > 35m difference.

**IV. TARGET DESCRIPTION:** A word picture of the target (i.e., the number and type of vehicles/personnel observed).

**V. METHOD OF ENGAGEMENT:**

- a. Type Engagement:
  - (1) Area Fire: Standard without request.
  - (2) Precision Fire: Used only with destruction or registration missions.
- b. Danger Close (< 600m): Announce when applicable.
- c. Trajectory:
  - (1) Low Angle: Standard without request.
  - (2) High Angle: Upon request of observer or when required due to masking.
- d. Ammunition:
  - (1) Type projectile desired in Fire for Effect phase.
  - (2) Type of fuse action desired in Fire for Effect phase.
  - (3) Volume of fire desired in Fire for Effect stated in rounds per howitzer.
  - (4) Distribution: Type of Sheaf desired. Parallel is standard without request.

**VI. METHOD OF FIRE CONTROL:**

- a. Method of Fire:
  - (1) Center Platoon/Center Section (one weapon) is standard for adjustment phase.
  - (2) Battery/Platoon right/left on request
  - (3) Time Interval (5 seconds is standard when (2) above is used).
- b. Method of Control:
  - (1) Fire when Ready: Standard – no request required.
  - (2) At my command: Weapons fire at observer's command.
  - (3) Cannot observe: Fire will not be observed.
  - (4) Time on Target: Rounds land at a specific time.
  - (5) Continuous Illumination: FDC will determine when to fire.
  - (6) Coordinated Illumination: Observer determines when illumination is fired.
  - (7) Cease Loading: Used on missions with two or more rounds in effect. Causes the firing unit to stop loading rounds.
  - (8) Check Fire: Immediate Halt in firing.

**TARGET LOCATION**

**I. GRID:**

- a. Determine a two character, six digit grid for the target
- b. Determine a direction to the target and send after the call for fire and before any subsequent corrections.

**II. POLAR:**

- a. Determine the direction to the target
- b. Determine the distance from the observer to the target
- c. Determine if any significant vertical interval exists.

**III. SHIFT:**

- a. Determine the direction to the target
- b. Determine the lateral shift to the target from the known point
  - (1)  $W = R \cdot M$  (mil relation formula)
  - (2)  $W =$  Width of lateral shift (the unknown)
  - (3)  $R =$  Distance to the known point divided by 1000 and rounded to one decimal place
  - (4)  $M =$  Measured angle in mils from the known point to the target
- c. Determine the range shift from the known point to the target

**BRACKETING GUIDE**

<b>Estimated Range</b>	<b>Brackets Are:</b>
> 600m	400/200/100/50m
< 600m (danger close)	Use creeping method in 100m increments

NOTE: Estimated range to the **TARGET** is the basis used for choosing the initial bracket.

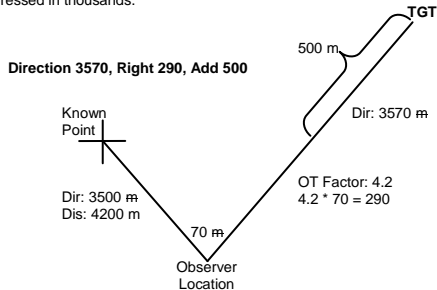
### RANGE CORRECTIONS

In conducting an adjustment on a target, the observer should establish a range bracket as early in the adjustment in possible. When the first definite range spotting is made, the observer should make a range correction that will cause the next round to be spotted opposite that of the previous round. For example, if the first definite range spotting is SHORT, the observer should ADD a sufficient amount to obtain an OVER spotting on the next round. Likewise, if a spotting is OVER, he should DROP a sufficient amount to obtain a SHORT on the next round. The observer then cuts each range correction in half, successively moving each round closer to the target.

### DEVIATION CORRECTIONS

The distance in meters that the burst is to be moved left or right is determined by multiplying the deviation in mils (the deviation spotting) by the OT distance in thousands of meters (the OT factor). Deviation corrections are expressed to the nearest 10 meters. A deviation correction of 30 meters or less is considered a minor deviation and will be ignored during the fire mission.

The OT factor is determined by rounding your estimated range to the target to the nearest thousand and expressed in thousands.



The computed deviation correction is announced to the FDC as LEFT (RIGHT) so much, the direction of the correction being opposite that of the spotting.

### SENDING CALL FOR FIRE

The standard call for fire is transmitted using field artillery radiotelephone procedures in three radio transmissions:

- 1) Observer's identification and warning order
- 2) Target Location
- 3) Target Description, Method of Engagement, and Method of Fire and Control

### THE CALL FOR FIRE

#### TRANSMISSION 1 (IDENTIFICATION AND WARNING ORDER)

\_\_\_\_\_ THIS IS \_\_\_\_\_,  
 ADJUST FIRE <GRID> <POLAR> <SHIFT FROM KP \_\_\_\_\_>  
 IMMEDIATE SUPPRESSION TRP/GRID \_\_\_\_\_.

#### TRANSMISSION 2 (TARGET LOCATION)

\_\_\_\_\_ THIS IS \_\_\_\_\_,  
 GRID: \_\_\_\_\_.  
 POLAR:  
 DIRECTION: \_\_\_\_\_.  
 DISTANCE: \_\_\_\_\_.  
 UP/DOWN: \_\_\_\_\_.  
 SHIFT FROM KP:  
 LEFT/RIGHT: \_\_\_\_\_.  
 ADD/DROP: \_\_\_\_\_.  
 UP/DOWN: \_\_\_\_\_.

#### TRANSMISSION 3 (DESCRIPTION, METHODS)

\_\_\_\_\_ THIS IS \_\_\_\_\_,  
 DESCRIPTION: \_\_\_\_\_.  
 DANGER CLOSE. AMMO.  
 TRAJECTORY. AT MY COMMAND.  
 TIME ON TARGET.