

CONFIDENTIAL -- SCA -- MCW -- NO. 1 D

<u>Combined Service Code (Text)</u>				<u>Stutter Code</u>	
A 11	K 1212	U 221	1 12221	AA Answer	PP Parley
B 1221	L 112	V 2111	2 21112	BB Between	QQ Quit
C 212	M 2112	W 2212	3 11211	CC Clear	RR Red Flag
D 111	N 22	X 1211	4 11121	DD Delay	SS Separate
E 21	O 12	Y 222	5 11112	EE Equals	TT Trenches
F 1112	P 2121	Z 1111	6 21111	FF Force	UU Understood
G 1122	Q 2122	and 2222	7 22111	GG G. Charge	VV Violence
H 211	R 122	ing 1121	8 22221	HH Heavy	WW Woods
I 2	S 121	ed 1222	9 22122	II Indicate	XX Excellent
J 2211	T 1	tion 2221	0 11111	JJ Join	YY Why
1 T	211 H	1221 B	11111 0	KK Keep	ZZ Hand-to-Hand
2 I	212 C	1222 ed	11112 5	LL Leave	and and
11 A	221 U	2111 V	11121 4	MM Med. Em.	ing ing
12 O	222 Y	2112 M	11211 3	NN Near	ed ed
21 E	1111 Z	2121 P	12221 1	OO Opposite	tion tion
22 N	1112 F	2122 Q	21111 6	11	66
111 D	1121 ing	2211 J	21112 2	22	77
112 L	1122 G	2212 W	22111 7	33	88
121 S	1211 X	2221 tion	22122 9	44 Use Smaller Flag	99
122 R	1212 K	2222 and	22221 8	55 Use Larger Flag	00
W.W.W. Use White Flag				11.11.11.3 Message Received and Understood- Stand-by	
B.B.B. Use Black Flag				11.11.11.333 Received Cease Signaling	
R.R.R. Move Right A Bit				ERROR Flag overhead parallel to ground	
L.L.L. Move Left A Bit					
SENDERs Left = 1 Right = 2 Front = 3				3 = End Word 33 = End Sentence 333 = End Message	
<u>Pre-Concerted Code</u>				<u>Medical Emergency Code (MM) 2112-2112</u>	
Advance	1	End Engagement	2	11	Injury Is At My Location
Ammunition Exhausting	11	Extend	22	12	I Will Go To Injury
Artillery	12	Faster- Without Delay	21	21	Injury Is To My Left
Attack	111	Federal	222	22	Injury Is To My Right
Begin Engagement	112	Final or Last	221	211	Injury Is To My Front
Brigade	122	Fire	211	212	Injury Is To My Rear
Cancel	121	Flank	212	221	Open Plain Text Code
Cavalry	1111	General	2222	222	Close Plain Text Code
Cease Fire	1112	Stop - Halt	2221	Head	
Center	1121	Identify	2212	111	Eyes
Clear	1122	Infantry	2211	112	Face
Close	1211	Left	2122	121	Ears
Concentrate	1212	Minutes	2121	122	Head (None of the above)
Confederate	1221	Move - Proceed	2112	Body	
Division	1222	Need	2111	1211	Neck
				1212	Back
No	11111	Open/Close Plain Text	22222	1221	Chest
Press	11112	Wait	22221	1222	Abdomin / Organs
Question ???	11121	When	22212	Limbs	
Ready	11122	Yards	22211	2111	Upper Leg
Redirect	11211	Yes	22122	2112	Lower Leg / Foot
Relay or Pass	11212	Your	22121	2121	Upper Arm
Reinforce	11221	One (1)	22112	2122	Lower Arm / Hand
Renew or Resume	11222	Two (2)	22111	Condition	
Repeat	12111	Three (3)	21222	2211	Conscious / Alert
Reply At Once	12112	Four (4)	21221	2212	Unconscious / Unresponsive
Retire or Recall	12121	Five (5)	21212	2221	Resporatory Distress
Retreat - Backup	12122	Six (6)	21211	2222	Arterial / Venous Bleeding
Right	12211	Seven (7)	21122	(*) Separate ALL Groups with a "3" End With "33" Resend Until Acknowledged	
Skirmishers	12212	Eight (8)	21121		
Signal (s)	12221	Nine (9)	21112		
Slower	12222	Zero (0)	21111		