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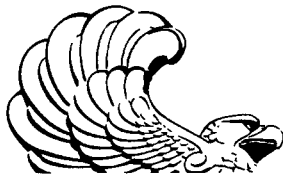
REFERENCE COPY OF TECHNICAL DOCUMENTATION FOR ACCESSIONED ELECTRONIC RECORDS November 19, 2002

Combat Naval Gunfire Support File (CONGA), 1966-73 RG 218, NARA Compiled Documentation (Fixed Length deNIPSeD File)

The National Archives and Records Administration (NARA) has been accepting electronic records into its holdings since the early 1970s. Technical documentation has accompanied each transfer of electronic records. The documentation is necessary to understand the meaning of the digitized bits of information within the electronic records.

Over the decades, NARA has had different procedures for compiling technical documentation into an organized unit for researchers, and different expectations regarding the content and extent of any NARA-produced portions of the documentation. Consequently, the structure, organization and contents of the documentation reflect the procedures in place when the technical documentation was compiled and arranged and may include out of date addresses, telephone numbers, or other items of unrevised information related to the agency that created or transferred the documentation and electronic records to NARA, to the NARA unit that processed these materials, or to the physical media of the electronic records files.

In creating the reference copy of the documentation package, NARA staff have selected from the technical and/or supplementary documentation available for this series or file(s). We have annotated or highlighted the table of contents that follows to indicate which portions of the full documentation for this series or file are included in this reference copy of documentation. Any materials not included here are available upon request. Any user notes prepared after the table of contents was prepared appear before the table of contents. This documentation will differ in structure, organization and contents from technical documentation for other series or files of accessioned electronic records. The readability and visual quality are also variable.



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Supplemental User Note

Combat Naval Gunfire Support File (CONGA), 1966-1973:

Fixed-length deNIPSeD file

NN3-218-76-028

Records of the U.S. Joint Chiefs of Staff (Record Group 218)

In a subsequent review of the file, staff determined that a significant number of the values in the field "RANGE TO TARGET IN THOUSANDS OF YARDS" produce distances beyond the accurate range of typical gunfire. This was later confirmed by a researcher. Although staff question the unit of measurement for this field, the agency documentation provides no additional information about this field.

Lynn Goodsell, Archivist
Electronic and Special Media Records Services Division (NWME)
July 6, 2011

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**List of Documentation for the
Combat Naval Gunfire Support File (CONGA), 1966-73:
Fixed-length deNIPSeD file**

Records of the U.S. Joint Chiefs of Staff
Record Group 218

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NARA prepared record layout	2
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Automated Electronic Records Inspection and Control (AERIC)
Utility verification reports

available
upon
request

<u>Supplemental Documentation:</u>	<u># Pages</u>
Agency documentation for use with NIPS format file (CONGA File User Instructions, 18 August 1972)	244

“National Military Command System Information Processing System 360 Formatted File System (NIPS 360 FFS)” software manuals (Washington, DC: National Military Command System Support Center, Defense Communications Agency, 1971-73 editions; Washington, DC: Command and Control Technical Center, Defense Communications Agency, 1978 editions); filed with documentation for the Combat Air Summary File (OPREA), RG 218, NN3-218-76-025. Manuals (1971-74, with changes) also available through regional depository libraries and NARA RG 287 at SUDOC D 5.109.

NN3-218-76-028
Theodore J. Hull
June 25, 2002



User Note

Combat Naval Gunfire Support File (CONGA), 1966-73:
Fixed-length deNIPSeD file

Records of the U.S. Joint Chiefs of Staff
Record Group 218

June 10, 2002

Records Processing: In June 2002, a team processing backlog category accessions examined the processing status of the Combat Naval Gunfire Support File (CONGA), 1966-73 accession (NN3-218-76-028). NARA received the CONGA file in July 1977 from J-3 (Operations) Directorate, Joint Chiefs of Staff. The file was received in National Information Processing System (NIPS) format and subsequently converted by NARA to 1) a fixed length, de-NIPSeD format and 2) a variable length, de-NIPSeD format. NARA has retained all three versions of the CONGA file.

Documentation: The documentation for the Combat Naval Gunfire Support File (CONGA), 1966-73, deNIPSeD files was compiled in June 2002. Two versions of this documentation are available; one for the fixed-length deNIPSeD version and a second for the variable-length deNIPSeD version. The agency documentation describing the NIPS format file is also available.

As a result of the de-NIPSeD process, a number of fields contains an EBCDIC zoned-decimal character. These include the following: UDATE, NPKIA, NPMIA, NACFT, TSORT, and NSEXP. To assist researchers with processing zoned-decimal characters a copy of a Technical Information Paper describing the EBCDIC zoned-decimal format is enclosed. The team also added sample dumps for each of the four record types present in the variable-length de-NIPSeD file to this documentation.

The fixed-length de-NIPSeD version of this file was also verified using the Archival Electronic Records Inspection and Control (AERIC) utility and the reports from that verification are included in this documentation package. No problems were encountered during automated verification.

Data Structure: The data structure of the fixed length deNIPSeD version of the CONGA file reflects the hierarchical nature of the original NIPS file and sequential data processing of records stored on magnetic tape. Researchers attempting to use the fixed length deNIPSeD CONGA file should be aware that the Control Set data is repeated at the beginning of all but 60 of the records in the file. However, Fixed Set fields are not repeated for each set of successive Periodic Set records originally associated with them in the NIPS file. Researchers should also be aware that there are up to three different Periodic Sets. Data is not necessarily recorded in each of the three Periodic Sets, resulting in many NULL (blank) data in many fields. Researchers who want to process and analyze "complete" records will necessarily

have to first undertake pre-processing activities to physically restructure the records, or write the necessary program code, to associate the relevant Control Set and Fixed Set data with the relevant Periodic Set data.

THEODORE J. HULL

Archivist

Electronic & Special Media Records Services Division

DRAFT

TECHNICAL INFORMATION PAPER ON
-THE OCCURRENCE OF EBCDIC ZONED-DECIMAL DATA
IN THE HOLDINGS OF THE CENTER FOR ELECTRONIC RECORDS

DRAFT

Some files in the holdings of the Center for Electronic Records of the National Archives contain data which is stored in EBCDIC zoned-decimal format. This data format occurs primarily from two sources: Internal Revenue Service (RG 58) Corporate Sourcebook data which was received in packed decimal format and was unpacked by Archives staff using COBOL DISPLAY data items and Department of Defense Vietnam War data files (RG 218, RG 330, and RG 341) which was received in NIPS format and was de-NIPS-ed by Archives staff using NIPS report formats.

In order for researchers to use these files, the researcher's application software must be able to correctly recognize and interpret zoned-decimal data or the researcher must convert these data to normal decimal format before trying to use the data. The Center for Electronic Records does not perform this conversion as part of the reproduction procedures.

A description of the zoned-decimal format and instructions on how to convert such data follow this introduction.

Prepared by Ross J Cameron, December 7, 1999, Page 1

DRAFT

Zoned-decimal data may be generated by COBOL systems using DISPLAY data items, by PL/I systems using PICTURE data items, or by ASSEMBLER systems using zoned-decimal data items. The general format of a zoned decimal number is one digit per byte. Each byte other than the last contains a hexadecimal "F" in the four leftmost bits (the zone nibble) and each byte contains a single digit in the rightmost four bits (the number nibble). The last byte contains a hexadecimal "C" or "F" in the leftmost four bits for positive numbers or a hexadecimal "D" or "E" for negative numbers. Leading blanks and coded decimal points are permitted. Zoned decimal is simply a formatted field in which the sign is an overpunch in the rightmost position.

If a data field recorded in zoned-decimal format is not specifically defined as such by the application software used to analyze the data, then errors will result when the data is read because the last (rightmost) byte, as explained above, appears as a non-numeric character in a numeric field. Instead it will appear as a letter, special character, or undefined character according to its hexadecimal representation.

The chart below shows the correct zoned-decimal representation/interpretation, the standard EBCDIC representation/interpretation when not defined as zoned decimal, and the hexadecimal representation.

	Positive										Negative									
Zoned-Decimal Representation	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9
Regular EBCDIC Representation	{	A	B	C	D	E	F	G	H	I	J	KS	LT	MU	NV	OW	PX	QY	RZ	
Hexadecimal Representation	C	C	C	C	C	C	C	C	C	C	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE
	0	1	2	3	4	5	6	7	8	9	00	11	22	33	44	55	66	77	88	99

TECHNICAL INFORMATION PAPER ON
CONVERSION OF EBCDIC ZONED-DECIMAL DATA TO ASCII
IN VIETNAM WAR-RELATED FILES ORIGINALLY STORED IN NIPS

Most if not all of the Vietnam War-related files which were stored in the NIPS software contain numeric data fields recorded in EBCDIC zoned-decimal format. The general format of a zoned-decimal number is one digit per byte. Each byte other than the last (rightmost) byte, which represents the lowest order digit, contains a hexadecimal "F" in the four leftmost bits (the zone nibble) and a single digit representing the numeric value of the number in the four rightmost bits (the number nibble). The last byte contains a hexadecimal "F" or "C" in the zone nibble for positive numbers and a hexadecimal "D" or "E" for negative numbers. Leading blanks and coded decimal points are permitted. In other words, zoned-decimal data is a numeric field in which the "sign" of the number is carried in only the last (rightmost) digit.

The Conversion Problem for the Last (Rightmost) Byte.

In most if not all of the Vietnam War-related files, these NIPS zoned-decimal fields are positive numbers with a "C" in the zone nibble of the last (rightmost) byte. This results in the rightmost digit appearing as the alphabetic characters "A", "B", "C", "D", "E", "F", "G", "H", and "I" for the digits 1 through 9 [hexadecimal representations are C1, C2, C3, C4, C5, C6, C7, C8, and C9] and as a left bracket "{" [hexadecimal C0] for the digit "0" when read as a regular EBCDIC character.

When EBCDIC zoned-decimal data is converted to ASCII, each byte in the field other than the last (rightmost) byte is converted to its same number value. The last (rightmost) digit of each field is converted to the same character in ASCII that it represents in EBCDIC. Thus, a zoned-decimal rightmost byte representing the value of "1" which is stored as "A" [hexadecimal C1] in EBCDIC is converted to an "A" [hexadecimal 41] in ASCII, "2" stored as "B" [C2] to "B" [42], etc. So the rightmost digit of zoned-decimal numbers 1 through 9 still contains these digits in the number nibble of the hexadecimal representation. However, the zoned-decimal number "0" which is stored as "{" [hexadecimal C0] is converted from hexadecimal "C0" in EBCDIC to the ASCII "{" which is represented in hexadecimal as 7B. It is not converted to hexadecimal 40 in the same pattern as the other zoned-decimal digits are. Thus an EBCDIC zoned-decimal "0" does not retain its correct value in the number nibble of the ASCII hexadecimal representation.

The following table shows the value, normal representation, and hexadecimal representation in EBCDIC and ASCII, and the additional conversion necessary in order to represent properly the last (rightmost) digit in zoned-decimal fields that have been converted from EBCDIC to ASCII.

EBCDIC Zoned-Decimal Value	EBCDIC Zoned-Decimal Representation	EBCDIC Hexadecimal Representation	ASCII Representation after Conversion	ASCII Hexadecimal Representation	Needs to be Converted to ASCII value
0	{	C0	{	7B	0
1	A	C1	A	41	1
2	B	C2	B	42	2
3	C	C3	C	43	3
4	D	C4	D	44	4
5	E	C5	E	45	5
6	F	C6	F	46	6
7	G	C7	G	47	7
8	H	C8	H	48	8
9	I	C9	I	49	9

DRAFT

TECHNICAL INFORMATION PAPER ON
USING FILES CONTAINING EBCDIC ZONED-DECIMAL DATA
WHICH HAVE BEEN CONVERTED TO ASCII

DRAFT

When a file stored in EBCDIC containing zoned-decimal data is converted to ASCII without identifying each zoned-decimal field and first converting it to normal decimal data, the resulting ASCII file contains numeric fields whose rightmost digit has been converted to its corresponding alphabetic or special character representation. For example, when a zoned-decimal field containing the number 242 is converted from EBCDIC to ASCII without first being converted from zoned-decimal becomes 24B in the ASCII file rather than 242 as in EBCDIC zoned decimal. The Center for Electronic Records converts from EBCDIC to ASCII at the file or record level rather than at the field level. Therefore, all zoned-decimal values become non-numeric fields when converted to ASCII.

Therefore, if a researcher requests that a copy of a file that contains zoned-decimal data be converted to ASCII, the researcher receives a file in which fields defined as numeric in the documentation contain non-numeric data. In order to use this data, the researcher must convert the file again in order to convert the non-numeric data in the original zoned-decimal fields to numeric. The table below provides the explanation of the conversion that must be performed.

EBCDIC Zoned-Decimal Value	EBCDIC Zoned-Decimal Representation	EBCDIC Hexadecimal Representation	ASCII Representation after Conversion	ASCII Hexadecimal Representation	Needs to be Converted to ASCII value
0	{	C0	{	7B	0
1	A	C1	A	41	1
2	B	C2	B	42	2
3	C	C3	C	43	3
4	D	C4	D	44	4
5	E	C5	E	45	5
6	F	C6	F	46	6
7	G	C7	G	47	7
8	H	C8	H	48	8
9	I	C9	I	49	9

Prepared by Ross J Cameron, December 7, 1999, Page 4

DRAFT

INPUT, OUTPUT, MASTER DEFINITION (Excluding Reports)

1. PAGE 1 OF 2

2. NAME
COMBAT NAVAL Gunfire Support File
(CONGA)

3. TYPE OF RECORD
 INPUT
 OUTPUT MASTER

4. RECORD SIZE
149

5. DATE PREPARED
March 1977

6. SYSTEM

7. PREPARED BY
Ross J Cameron

8. DEFINITION

CONTROL

LINE NO.	DATA ELEMENT	FIELD LOCATION	CLASS A/N	SIGN (If numeric)	SIZE	TYPE OF DATA STANDARD	REFERENCE		NOTE
							IDENT. AND PAGE	LINE NO.	
a.	b.	c.	d.	e.	f.	g.	h.	i.	j.
	SPATE - Mission Firing DATE	1-6	A		6				
	STIME - Mission START Time	7-12	A		6				
	ETIME - Mission End Time	13-18	A		6				
	UIC - Unit Identification Code (of ship)	19-24	A		6				
	SERES - Series Number	25-27	A		3				
	UPDATE - DATE of last Update	28-32	N		5				
	SHIPNM - NAME of Firing ship	33-48	A		16				
	SHPTP - Hull Type of Firing ship	49-52	A		4				
	HLLNO - Hull Number of Firing ship	53-56	A		4				
	ARCOD - AREA CODE	57	A		1				
	COARD - Target Coordinates	58-65	A		8				
	OPCOD - type of OPERATION	66-67	A		2				
	OPNAM - Nickname of operation	68-80	A		13				
	FCSUP - Force supported	81-87	A		7				
	TCODE - Period of Day (D-N)	88	A		1				
	TGCODE - Target Type Code	89-90	A		2				
	PCODE - Province Code	91-92	A		2				
	SPOTS - Spatter Information	93	A		1				
	DEDAF - Destruction or Damage For ship	94-96	A		3				
	NPKIA - Friendly Personnel Killed	97-98	N		2				
	NPWIA - Friendly Personnel Wounded	99-100	N		2				
	NPMIA - Friendly Personnel Missing	101-102	N		2				

INPUT, OUTPUT, MASTER DEFINITION (Excluding Reports)

1. PAGE 2 OF 2

2. NAME COMBAT NAVAL GUNFIRE Support File (CONGA)

3. TYPE OF RECORD
 INPUT
 OUTPUT MASTER

4. RECORD SIZE
149

5. DATE PREPARED
March 1977

6. SYSTEM

7. PREPARED BY
Ross J. Cameron

8. DEFINITION

LINE NO.	DATA ELEMENT <i>? what?</i>	FIELD LOCATION	CLASS A/N	SIGN (if numeric)	SIZE	TYPE OF DATA STANDARD	REFERENCE		NOTE
							IDENT. AND PAGE	LINE NO.	
a.	b.	c.	d.	e.	f.	g.	h.	i.	j.
	INDI <u>INDI</u> - <u>Inflicted Damage</u>	<u>103</u>	<u>N</u>		<u>1</u>				
<i>P-set 1</i>	<u>PARA1</u> - <u>Subset No. For Ordnance Info.</u>	<u>104</u>	<u>A</u>		<u>1</u>				
	<u>CALEX</u> - <u>Caliber Expended</u>	<u>105-108</u>	<u>A</u>		<u>4</u>				
	<u>ORTYP</u> - <u>Ordnance Type</u>	<u>109-113</u>	<u>A</u>		<u>5</u>				
	<u>QTYEX</u> - <u>Quantity Expended</u>	<u>114-118</u>	<u>N</u>		<u>5</u>				
	<u>RANGE</u> - <u>Range in thousands of yards</u>	<u>119-121</u>	<u>N</u>		<u>3</u>				
<i>P-set 2</i>	<u>PARA2</u> - <u>Subset No. For Sortie Info.</u>	<u>122</u>	<u>A</u>		<u>1</u>				
	<u>ACTYP</u> - <u>AIRCRAFT Type</u>	<u>123-128</u>	<u>A</u>		<u>6</u>				
	<u>NACFT</u> - <u>No. of Sorties Available</u>	<u>129-130</u>	<u>N</u>		<u>2</u>				
	<u>TSORT</u> - <u>No. of Sorties Flown</u>	<u>131-132</u>	<u>N</u>		<u>2</u>				
	<u>NSEXP</u> - <u>No. of Sorties Expending Ammo</u>	<u>133-134</u>	<u>N</u>		<u>2</u>				
<i>P-set 3</i>	<u>PARA2</u> <u>Group</u>								
	<u>PARA3</u> - <u>Subset No. For Enemy Loss Info.</u>	<u>135</u>	<u>A</u>		<u>1</u>				
	<u>LCODE</u> - <u>Loss Code</u>	<u>136-137</u>	<u>A</u>		<u>2</u>				
	<u>MLQTY</u> - <u>Loss Quantity</u>	<u>138-140</u>	<u>N</u>		<u>3</u>				
	<u>MLUNT</u> - <u>Loss Units</u>	<u>141-143</u>	<u>A</u>		<u>3</u>				
	<u>MLDDD</u> - <u>Destroyed or Damaged Designation</u>	<u>144-146</u>	<u>A</u>		<u>3</u>				
	<u>EPKIL</u> - <u>Enemy Personnel Killed</u>	<u>147-149</u>	<u>N</u>		<u>3</u>				



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Theodore J. Hull
June 25, 2002
3-218-76-028

**Sample Dumps of the
Combat Naval Gunfire Support File (CONGA), 1966-73:
Fixed-length deNIPSeD file**

Records of the U.S. Joint Chiefs of Staff
Record Group 218

Following is a page listing a sample of records generated from the Combat Naval Gunfire Support File (CONGA), 1966-73: Fixed-length deNIPSeD file, created from the records as preserved by the Electronic & Special Media Records Services Division. NARA created this file in 1977 by converting it from a software dependent format (NIPS) and last preserved the fixed-length de-NIPed version in EBCDIC, with IBM-standard labels on 18-track, 37,871 bpi, 3480-class tape cartridge (2002-02619). The NIPS version of the CONGA file was last preservation copied on 2001-01649.

FILE #1 BLOCK # 0 RECORD # 0

0000 660301010032010036N521860016911BORLECK DD 8862
0040 NGEAGLE CLAW 1ST CAVD AJ 000000 15/38AAC 00030000
0080

FILE #1 BLOCK # 0 RECORD # 1

0095 660301010037010058N521860016911BORLECK DD 8862
00D5 NGEAGLE CLAW 1ST CAVD AJ 000000 15/38AAC 00078000
0115

FILE #1 BLOCK # 0 RECORD # 2

012A 660301010037010058N52186001
016A 25/38WP 00001000
01AA

FILE #1 BLOCK # 0 RECORD # 3

01BF 660301010116010121N521860016911BORLECK DD 8862
01FF NGEAGLE CLAW 1ST CAVD AJ 000000 15/38AAC 00049000
023F

FILE #1 BLOCK # 0 RECORD # 4

025A 660301010116010121N52186001
0294 25/38WP 00001000
02D4

ABBREVIATED CONGA FFT

FIELD	SET	LENGTH	TABLE	MEANING
SDATE	C	6		Mission Firing Date (YYMMDD)
STIME	C	6		Mission Start Time (DDZZZZ)
ETIME	C	6		Mission End Time (DDZZZZ)
UIC	C	6		UIC of Firing Ship
RCTRL	C	27		All Above
UDATE	F	5		Date of Last Update (YYJJJ)
SHPNM	F	16		Name of Firing Ship
SHPTP	F	4		Hull Type of Firing Ship
HLLNO	F	4		Hull Number of Firing Ship
ARCOD	F	1		CTZ to which Firing was Directed
COORD	F	8		UTM Coordinates of Target
OPNAM	F	13		Nickname of Operation Supported
FCSUP	F	7		Force Supported
TCODE	F	1		Period of the Day (D - N)
TGCOD	F	2	TARES	Target Type Code
PCODE	F	2	PROVS	Province Code
SPOTS	F	1		Spotter Info (<u>N</u> one, <u>G</u> round, <u>A</u> ir, <u>S</u> hip)
DEDAF	F	3		<u>DES</u> or <u>DAM</u> to Ship
NPKIA	F	2		Friendly Personnel KIA
NPWIA	F	2		" " WIA
NPMIA	F	2		" " MIA
WDI	F	1		What Inflicted Damage (See Attached Table
FRSET	F	10		DEDAF, NPKIA, NPWIA, NPMIA, WDI
CALEX	1	4		Caliber of Ordnance Expended
ORTYP	1	5		Ordnance Type Expended
QTYEX	1	5		Quantity of Ordnance Expended
RANGE	1	3		Range to Target in Thousands of Yards
PSET1	1	18		CALEX, ORTYP, OTYEX, RANGE
ACTYP	2	6		Aircraft Involved in Firing Mission
NACFT	2	2		Number of Aircraft available to Fly Sorti
TSORT	2	2		Number of Sorties Flown during Mission
NSEXP	2	2		Number of Sorties Expending Ammunition
LCODE	3	2	TARES	Enemy Loss Codes
MLQTY	3	3		Quantity of Enemy Loss
MLUNT	3	3		Enemy Loss by Unit Measurement
MLDDD	3	3		Enemy <u>DES</u> or <u>DAM</u>
EPKIL	3	3		Enemy Personnel KIA
PSET3	3	15		LCODE, MLQTY, MLUNT, MLDDD EPKIL
TABLES & CODES				
WDI	F	1		What Inflicted Damage (To Friendly Ship)
				C CD Site
				M Missile
				S Ship
				A Aircraft
				I Unknown
				N Mine

CONGA File User Instructions

I. Data content.

- A. Basic data information - information pertaining to naval gunfire support missions in South Vietnam and shore bombardment in North Vietnam.
- B. Specific data types
 - 1. Identification of each record by firing date, starting time, ending time, ship UIC and message serial number.
 - 2. Data about ship-operation area, target and friendly loss data.
 - 3. Contains ordnance expenditure data - as reported by the daily Oprep-5 message.
 - 4. Aircraft sortie data.
 - 5. Structure and material enemy losses.
- C. Geographic breakout - Data is available by area code (corp), province (for South Vietnam only) and geographic coordinates.
- D. Time span - 1966 to present.
- E. Level of data - daily.
- F. Update cycle - updated daily in a batch mode.
- G. File structure - One record per ship incident consisting of three subsets, with the fixed set describing friendly loss data and three periodic sets used to describe ordnance data, aircraft sortie data, and enemy loss data respectively.

H. Record Structure

SDATE STIME ETIME UIC SERES

CONTROL FIELDS .

UDATE SHPNM SHPTP HLLNO ARCOD COARD

OPCOD OPNAM FCSUP TCODE TGCOD PCODE

SPOTS DEDAF NPKIA NPWIA NPMIA WDI

FIXED SET

PARA1 CALEX ORTYP QTYEX RANGE

PERIODIC SET 1

PARA2 ACTYP NACFT TSORT NSEXP

PERIODIC SET 2

PARA3 LCODE MLQTY MLUNT MLDDD EPKIL

PERIODIC SET 3

II. File Fields and Descriptions

A. FFT fields

<u>NAME</u>	<u>FLD/GRP</u>	<u>LENGTH</u>	<u>MODE</u>	<u>SET</u>	<u>DESCRIPTION</u>	
Cont	SDATE	FIELD	006	ALPHA	CTL	firing date
	STIME	FIELD	006	ALPHA	CTL	starting time
	ETIME	FIELD	006	ALPHA	CTL	ending time
	UIC	FIELD	006	ALPHA	CTL	ship UIC
	SERES	FIELD	003	ALPHA	CTL	series number
	RCTRL	GROUP		ALPHA	CTL	control group
	UPDATE	FIELD	005	NUMER	FIX	date of last update
	SHPNM	FIELD	016	ALPHA	FIX	ship name
	SHPTP	FIELD	004	ALPHA	FIX	ship type
	HLLNO	FIELD	004	ALPHA	FIX	hull number
ARCOD	FIELD	001	ALPHA	FIX	area code	
COARD	FIELD	008	ALPHA	FIX	target coords	
OPCOD	FIELD	002	ALPHA	FIX	operation type	
OPNAM	FIELD	013	ALPHA	FIX	operation supported	
FCSUP	FIELD	007	ALPHA	FIX	force supported	
TCODE	FIELD	001	ALPHA	FIX	period of day	
TGCOD	FIELD	002	ALPHA	FIX	target type code	
PCODE	FIELD	002	ALPHA	FIX	province code	
SPOTS	FIELD	001	ALPHA	FIX	spotter info	
DEDAF	FIELD	003	ALPHA	FIX	DES or DAM for ship	
NPKIA	FIELD	002	NUMER	FIX	friendly personnel killed	
NPWIA	FIELD	002	NUMER	FIX	friendly personnel wounded	
NPMIA	FIELD	002	NUMER	FIX	friendly personnel missing	
WDI	FIELD	001	ALPHA	FIX	who inflicted damage	
FRSET	GROUP	010	ALPHA	FIX	fixed friendly informati	
PARA1	FIELD	001	ALPHA	SET1	subset no. for ordn. inf	
CALEX	FIELD	004	ALPHA	SET1	caliber expended	
ORTYP	FIELD	005	ALPHA	SET1	ordnance type	
QTYEX	FIELD	005	NUMER	SET1	quantity expended - RDS	
RANGE	FIELD	003	NUMER	SET1	range in thousands of yards	
PSET1	GROUP	018			PERIODIC Ammunition info	
PARA2	FIELD	001	ALPHA	SET2	subset no. for sortie information	

<u>NAME</u>	<u>FLD/GRP</u>	<u>LENGTH</u>	<u>MODE</u>	<u>SET</u>	<u>DESCRIPTION</u>
ACTYP	FIELD	006	ALPHA	SET2	aircraft type
NACFT	FIELD	002	NUMER	SET2	no. of sorties available
TSORT	FIELD	002	NUMER	SET2	no. of sorties flown
NSEXP	FIELD	002	NUMER	SET2	no. of sorties expending ammo
PSET2	GROUP	013			Periodic sortie info.
PARA3	FIELD	001	ALPHA	SET3	subset # for enemy loss info
LCODE	FIELD	002	ALPHA	SET3	loss code
MLQTY	FIELD	003	NUMER	SET3	loss quantity
MLUNT	FIELD	003	ALPHA	SET3	loss units
MLDDD	FIELD	003	ALPHA	SET3	DES or DAM designation
EPKIL	FIELD	003	NUMER	SET3	enemy personnel killed
PSET3	GROUP	015			Periodic enemy loss info

B. Field Descriptions

Control set

<u>NAME</u>	<u>FLD/GRP</u>	<u>LENGTH</u>	<u>MODE</u>	<u>SET</u>
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<u>SDATE</u>	FIELD	006	ALPHA	CTL
--------------	-------	-----	-------	-----

Definition - contains the first two digits for year, second two digits for month, and the third two digits for day.

Example - 720620

<u>STIME</u>	FIELD	006	ALPHA	CTL
--------------	-------	-----	-------	-----

Definition - contains the first two digits for day firing began. Digits 3-6 are for the hour that the firing began in Zulu time.

Example - 280808

<u>ETIME</u>	FIELD	006	ALPHA	CTL
--------------	-------	-----	-------	-----

Definition - contains the first two digits for day firing ended with digits 3-6 for the hour that the firing ended in Zulu time.

Example - 280815

<u>UIC</u>	FIELD	006	ALPHA	CTL
------------	-------	-----	-------	-----

Definition - contains the unit identification code of the ship/command originating the message.

Example - N52192

<u>SERES</u>	FIELD	003	ALPHA	CTL
--------------	-------	-----	-------	-----

Definition - contains the series number of the Oprep-5 message.

Example - 001

<u>RCTRL</u>	GROUP	027	ALPHA	CTL
--------------	-------	-----	-------	-----

Definition - this group consists of SDATE, STIME, ETIME, UIC and SERES.

NAME FLD/GRP LENGTH MODE SET
UPDATE FIELD 005 NUMER FIX
Definition - contains the date when the data record was last updated. It includes the first two digits for year and digits 3-5 for Julian day.

Example - 72173

SHPNM FIELD 016 ALPHA FIX
Definition - contains the name of the firing ship, truncated to sixteen characters if required.

Example - USS Hanson

SHPTP FIELD 004 ALPHA FIX
Definition - contains the hull type of the firing ship.

Example - DDG, CA, DD, DLG, PL, PLG.

HLLNO FIELD 004 ALPHA FIX
Definition - contains the specific hull number of the firing ship.

Example - 1045

ARCOD FIELD 001 ALPHA FIX
Definition - contains the identification of the corps area to which the gunfire support was provided for South Vietnam only.

Values - 1, 2, 3, 4

COORD FIELD 008 ALPHA FIX
Definition - contains the universal transverse mercator (UTM) coordinates of the target.

Example - XE510520

OPCOD FIELD 002 ALPHA FIX
Definition - contains the type of operation being reported which is NVN and SYN.

Values - NG - Naval Gunfire - VS
 SE - Sea Dragon - VN

NAME FLD/GRP LENGTH MODE SET

OPNAM FIELD 013 ALPHA FIX

Definition - contains the 'nickname' of the operation supported if a specific named operation is involved.

For sea dragon records field provides identification of record as 'Sea Dragon' left justified.

FCSUP FIELD 007 ALPHA FIX

Definition - contains identification of the ground forces supported, if available. If available in Sea Dragon records, this field reports inflictor of damage or destruction.

Example - VNMC

TCODE FIELD 001 ALPHA FIX

Definition - contains an indicator whether the mission commenced during the day or night.

Values: - D - day
 N - night

TGCOD FIELD 002 ALPHA FIX

Definition - contains the description of target type. For output, the code is automatically converted by the TARES table.

Codes - A - WBLC Offshore
 AA - Comm Site
 AB - CSWY
 AC - H and I
 AD - Interdiction PT
 AE - Naval Base
 AF - Port Facility
 AG - R/R Depot
 AI - VC/NVA Posit
 AJ - Artillery Site
 AK - Bunker
 AL - Infiltration PT
 AM - Livestock
 AN - Mortar Site
 AP - Sampan
 AQ - Assembly Area
 AR - Base Camp

AS - Aircraft
AT - Minefield
AU - Weapon
AV - Barge
AW - Supply Rte
AX - Area/LZ Prep
AY - Illumination
AZ - Observ Post
B - WBLC Beached
BA - Tunnel
BB - Auto Weap Posit
BC - Village
BD - Staging Area
BE - Secondary Exp
BF - Junk
BG - Cargo Vessel
BH - Beach Strafe
BI - Hostile Fire
BJ - Fortified Area
BK - Fighting Holes
BL - Sniper Fire
BM - Recon by Fire
BN - Training Area
BO - Trench Line
BP - Unknown
C - WBLC Inland
D - CD Site
E - Missile Site
F - Radar Site
G - Road Segment
H - R/R Segment
I - Bridge/APP
J - Ferry/APP
K - Tranship Area
L - Supply Area
M - Military Instal
N - Troop Conc
O - Struct/Building
PØ - Vehicle
P1 - Truck
P2 - Tank
R - Choke PT
S - Other
T - AA Site

- U -- AMMO Storage
- V -- Boat Repair
- W -- Bypass
- X -- Cave
- Y -- Check PT
- Z -- CMD Post

NAME FLD/GRP LENGTH MODE SET

PCODE FIELD 002 ALPHA FIX

Definition - contains identity of the province in which the firing mission ended. The code is converted automatically by the PROVS table. Province codes are for SVN only.

- Codes -
- 00 - Unknown
 - 01 - Quang Tri
 - 02 - Thua Thien
 - 03 - Quang Nam
 - 04 - Quang Tin
 - 05 - Quang Ngai
 - 06 - Kontum
 - 07 - Binh Dinh
 - 08 - Pleiku
 - 09 - Phu Yen
 - 10 - Darlac
 - 11 - Khanh Hoa
 - 12 - Tuyen Duc
 - 13 - Quang Duc
 - 14 - Phuoc Long
 - 15 - Lam Dong
 - 16 - Ninh Thuan
 - 17 - Binh Thuan
 - 18 - Binh Tuy
 - 19 - Long Khanh
 - 20 - Phuoc Thanh
 - 21 - Binh Long
 - 22 - Tay Ninh
 - 23 - Binh Duong
 - 24 - Gia Dinh
 - 25 - Bien Hoa
 - 26 - Phuoc Tuy
 - 27 - Long An
 - 28 - Kien Tuong

- 29 - Kien Phong
- 30 - Dinh Tuong
- 31 - An Giang
- 32 - Vinh Long
- 33 - Kien Hoa
- 34 - Vinh Binh
- 35 - Phong Dinh
- 36 - Kien Giang
- 37 - Chuong Thien
- 38 - Ba Xuyen
- 39 - An Xuyen
- 40 - Con Son
- 41 - Phu Bon
- 42 - Hau Nghia
- 43 - Go Cong
- 44 - Bac Lieu
- 45 - Trung Phon
- 46 - Sac Dec,
- 47 - Chau Doc
- 48 - Haut Chhlong
- 49 - Phu Quoc Isl
- 50 - DMZ
- 51 - Buffer Zone
- 60 - Mud River
- 61 - Dump Truck

<u>NAME</u>	<u>FLD/GRP</u>	<u>LENGTH</u>	<u>MODE</u>	<u>SET</u>
<u>SPOTS</u>	FIELD	001	ALPHA	FIX
Definition - contains information concerning what type of spotters were used for the firing mission.				
Values - N - None				
G - Ground				
A - Air				
S - Ship				

<u>DEDAF</u>	<u>FIELD</u>	<u>003</u>	<u>ALPHA</u>	<u>FIX</u>
Definition - contains information as to whether the firing ship has been destroyed or damaged. Field will be blank if there is no damage.				
Examples - DES				
DAM				

<u>NAME</u>	<u>FLD/GRP</u>	<u>LENGTH</u>	<u>MODE</u>	<u>SET</u>
<u>NPKIA</u>	FIELD	002	NUMER	FIX
Definition - contains the number of friendly personnel on the firing ship killed in firing action.				
Example - 10				
<u>NPWIA</u>	FIELD	002	NUMER	FIX
Definition - contains the number of friendly personnel on the firing ship wounded in action.				
Example - 15				
<u>NPMIA</u>	FIELD	002	NUMER	FIX
Definition - contains the number of friendly personnel on the firing ship missing in firing action.				
Example - 19				
<u>WDI</u>	FIELD	001	ALPHA	FIX
Definition - contains which weapon inflicted damage to the firing ship.				
Values - C - CD Site				
M - Missile				
S - Ship				
A - Aircraft				
1 - Unknown				
T - Torpedo				
N - Mine				
<u>FRSET</u>	GROUP	010	ALPHA	FIX
Definition - this group consists of DEDAF, NPKIA, NPWIA, and WDI.				

NAME FLD/GRP LENGTH MODE SET
PARA1 FIELD 001 ALPHA SET1
Definition - contains a one digit designator to identify entry in the D2 paragraph in the reporting message which lists data on ammunition expenditure contained in specific subset of periodic set 1.

Example - 1

CALEX FIELD 004 ALPHA SET1
Definition - contains the identification of the caliber of ordnance expended on the given target during the mission.

Example - 5/38,40MM

ORTYP FIELD 005 ALPHA SET1
Definition - contains the type of ordnance on the given target during the mission.

Example - HE, VT *Variable Time*

QTYEX FIELD 005 NUMER SET1
Definition - contains the total number of rounds of the indicated caliber and type expended on the target.

Example - 1000

RANGE FIELD 003 NUMER SET1
Definition - contains the range to the target in thousands of yards.

Example - 15

PSET1 GROUP 018 ALPHA SET1
Definition - this group consists of PARA1, CALEX, ORTYP, QTYEX, and RANGE.

<u>NAME</u>	<u>FLD/GRP</u>	<u>LENGTH</u>	<u>MODE</u>	<u>SET</u>
<u>PARA2</u>	FIELD	001	ALPHA	SET2
Definition - contains a one digit designator to identify entry in the F1 paragraph of the reporting message which lists data on structures destroyed/damaged in specific subset of periodic set 2.				
Example - 2				
<u>ACTYP</u>	FIELD	006	ALPHA	SET2
Definition - contains the aircraft involved in a firing mission.				
Example - OV-21				
<u>NACFT</u>	FIELD	002	NUMER	SET2
Definition - contains the number of aircraft available to fly sorties.				
Example - 10				
<u>TSORT</u>	FIELD	002	NUMER	SET2
Definition - contains the number of sorties flown during firing mission.				
Example - 12				
<u>NSEXP</u>	FIELD	002	NUMER	SET2
Definition - contains the number of sorties that expended ammunition during a firing mission.				
Example - 15				
<u>PSET2</u>	GROUP	013	ALPHA	SET2
Definition - this group consists of PARA2, ACTYP, NACFT, TSORT and NSEXP.				

<u>NAME</u>	<u>FLD/GRP</u>	<u>LENGTH</u>	<u>MODE</u>	<u>SET</u>
<u>PARA3</u>	FIELD	001	ALPHA	SET3
Definition - contains a one digit designator to identify entry in the K1 paragraph of the reporting message which lists data on structures destroyed/damaged contained in specific subset of periodic set 3.				

Example - 3

<u>LCODE</u>	<u>FIELD</u>	<u>002</u>	<u>ALPHA</u>	<u>SET3</u>
Definition - contains the types of enemy losses. The code is automatically converted by the TARES table.				
Codes - A	-	WBLC Offshore		
	AA	- Comm Site		
	AB	- CSWY		
	AC	- H and I		
	AD	- Interdiction PT		
	AE	- Naval Base		
	AF	- Port Facility		
	AG	- R/R Depot		
	AI	- VC/NVA Posit		
	AJ	- Artillery Site		
	AK	- Bunker		
	AL	- Infiltration PT		
	AM	- Livestock		
	AN	- Mortar Site		
	AP	- Sampan		
	AQ	- Assembly Area		
	AR	- Base Camp		
	AS	- Aircraft		
	AT	- Mine Field		
	AU	- Weapon		
	AV	- Barge		
	AW	- Supply Rte		
	AX	- Area/LZ Prep		
	AY	- Illumination		
	AZ	- Observ Post		
	B	- WBLC Beached		
	BA	- Tunnel		
	BB	- Auto Weap Posit		

BC - Village
BD - Staging Area
BE - Secondary Exp
BF - Junk
BG - Cargo Vessel
BH - Beach Strafe
BI - Hostile Fire
BJ - Fortified Area
BK - Fighting Holes
BL - Sniper Fire
BM - Recon by Fire
BN - Training Area
BO - Trench Line
BP - Unknown
C - WBLC Inland
D - CD Site
E - Missile Site
F - Radar Site
G - Road Segment
H - R/R Segment
I - Bridge/APP
J - Ferry/APP
K - Tranship Area
L - Supply Area
M - Military Instal
N - Troop Conc
O - Struct/Building
PØ - Vehicle
P1 - Truck
P2 - Tank
R - Choke PT
S - Other
T - AA Site
U - AMMO Storage
V - Boat Repair
W - Bypass
X - Cave
Y - Check PT
Z - CMD Post

NAME FLD/GRP LENGTH MODE SET
MLQTY FIELD 003 NUMER SET3
Definition - contains the amount of enemy loss during
the firing mission.
Example - 10

MLUNT FIELD 003 ALPHA SET3
Definition - contains the unit of measurement for the
material reported.
Example - TNS, EA

MLDDD FIELD 003 ALPHA SET3
Definition - contains 'DES' if material was destroyed
and 'DAM' if material was damaged according
to reported results.

EPKIL FIELD 003 NUMER SET3
Definition - contains the number of enemy personnel
killed during firing mission.
Example - 10

PSET3 GROUP 015 ALPHA SET3
Definition - this group consists of PARA3, LCODE, MLQTY,
MLUNT, MLDDD, and EPKIL.

TABLE IARCS
(89-90) (136-137)
FOR FIELD TGCOD & LCODE

TABLE PROVS
(91-96)
FOR FIELD PCODE

A	WBLC OFFSHORE	00	UNKNOWN
AA	COMM SITE	01	QUANG TRI
AB	CSWY	02	THUA THIEN
AC	H AND I	03	QUANG NAM
AD	INTERDICTION PT	04	QUANG TIN
AE	NAVAL BASE	05	QUANG NGAI
AF	PORT FACILITY	06	KONTUM
AG	R/R DEPOT	07	BINH DINH
AJ	VC/NVA POSIT	08	PLEIKU
AK	ARTILLARY SITE	09	PHU YEN
AL	BUNKER	10	DARLAC
AM	INFILTRATION PT	11	KHANH HOA
AN	LIVESTOCK	12	TUYEN DUC
AO	MORTAR SITE	13	QUANG DUC
AP	RICE STORAGE	14	PHUCC LONG
AQ	SAMPAN	15	LAM DONG
AR	ASSEMBLY AREA	16	NINH THUAN
AS	BASE CAMP	17	BINH THUAN
AT	AIRCRAFT	18	BINH TUY
AU	MINFIELD	19	LONG KHANH
AV	WEAPON	20	PHUCC THAM
AW	BARGE	21	BINH LONG
AX	SUPPLY RTE	22	TAY MINH
AY	AREA/LZ PREP	23	BINH DUONG
AZ	ILLUMINATION	24	GIA DINH
R	OBSERV POST	25	RIEN HOA
BA	WBLC REACHED	26	PHUCC TUY
BB	TUNNEL	27	LONG AN
BC	AUTO WEAP POSIT	28	KIEN TUONG
BD	VILLAGE	29	KIEN PHONG
BE	STAGING AREA	30	DINH TUONG
BE	SECONDARY EXP	31	AN GIANG
C	WBLC INLAND	32	VINH LONG
D	CD SITE	33	KIEN HOA
E	MISSILE SITE	34	VINH BINH
F	RADAR SITE	35	PHONG DINH
G	RADAR SITE	36	KIEN GIANG
G	ROAD SEGMENT	37	CHUONG THIEN
H	BRIDGE/APP	38	BA XUYEN
I	FERRY/APP	39	AN XUYEN
J	TRANSHIP AREA	40	CON SON
K	STORAGE AREA	41	PHU SON
L	MILITARY INSTAL	42	HAU NGHIA
M	TROOP CONC	43	GO CONG
N	STRUCT/BUILDING	44	BAC LIU
O	VEHICLE	45	TRUNG PHON
P	CHOKE PT	46	SA DEC
Q	POL DEPOT	47	CHAU OCC
R	OTHER	48	HAUT CHHLONG
S	AA SITE	49	PHU QUOC ISL
T	AMMO STORAGE	50	DMZ
U	BOAT REPAIR	51	BUFFER ZONE
V	BYPASS	60	MUD RIVER
W	CAVE	61	DUMP TRUCK
X	CHECK PT		
Y	CMD POST		
Z			