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MIL-STD-709C NOTICE 2 28 September 1984

MILITARY STANDARD

AMMUNITION COLOR CODING

TO ALL HOLDERS OF MIL-STD-709C:

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1. THE FOLLOWING PAGES OF MIL-STD-709C HAVE BEEN REVISED AND SUPERSEDE THE PAGES LISTED:

NEW PAGE	DATE		SUPERSEDED PAGE		DATE	
iii	28 September 1	1984	1 11	6	May	1976
5	6 May 1976		(REPRINTED WITHOUT CHANGE)			
6	28 September 1	1984	6	6	May	1976
7	28 September 1	1984	7	7	Feb	198 0
8	6 May 1976		(REPRINTED WITHOUT CHANGE)			
9	28 September 1	1984	9	6	May	1976
10	28 September 1	1984	10	6	May	1976
11	28 September 1	1984	11	6	May	1976
12	6 May 1976		(REPRINTED WITHOUT CHANGE)			

2. RETAIN THIS NOTICE AND INSERT BEFORE TABLE OF CONTENTS.

3. Holders of MIL-STD-709C will verify that page changes and additions indicated above have been entered. This notice page will be retained as a check sheet. This issuance, together with appended pages, is a separate publication. Each notice is to be retained by stocking points until the Military Standard is completely revised or canceled.

Custodians: Army - AR Nouv - OS	Preparing Activity: Army ~ AR		
Air Force - 99	(Project 1395-0235)		
Review Activities: Army - MI, EA Navy - AS Air Force - 70			
User Activities: Navy - MC			



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4.3.2 Missiles, missile components and tactical submunitions, which are overpacked in color coded launchers, dispensers, warheads, projectiles, or rocket motors need not be color coded. However, when color coding is applied, the color shall comply with this standard.

4.3.3 Semi-fixed and separate loading artillery ammunition containing mass scatterable mines shall be marked with a circumferential band of triangular shaped figures to indicate both an HE use and mass scatterable mine loaded ammunition. See Table II.

4.4 Materials. Color coding materials (e.g., paints, enamels, lacquers, marking inks, decals, or strippable tapes) shall be as required by the applicable ammunition drawings and specifications.

4.5 Data Marking. Data markings not otherwise specified herein, such as ammunition lot number and national stock numbers (NSN's), will be in the same color as other markings or in black or white.

5. DETAIL REQUIREMENTS. Applications of color, consistent with Table I, for specified ammunition are as shown in Table II. The details of Table II shall be complied with.

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TABLE I AMMUNITION COLOR CODE

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<u>color 4/ 5/</u>	FED. STD. NO. 595	INTERPRETATION
Yellow	33538	Identifies High Explosive (HE) ammunition or indicates the presence of a high explosive.
Brown	30117 or 30140	Identifies low explosive items or components or indicates the presence of a low explosive.
Gray <u>1</u> / <u>6</u> /	36231	Identifies chemical ammunition containing a toxic chemical, incapacitating or riot control agent.
Dark Red	31136	Identifies a riot control agent filler.
Dark Green <u>1</u> /	34108	Identifies a toxic chemical agent filler.
Violet	17100	Identifies an incapacitating agent filler.
Black <u>1</u> / <u>3</u> /	37038	Identifies an armor defeating ammunition or indicates an armor defeating capability.
Silver/ Aluminum	17178	Identifies countermeasure ammuni- tion (e.g. radar echo, leaflets).
Light Green <u>1</u> /	34558 or 34449	Identifies screening or marking smoke ammunition.

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TABLE I (Continued)

COLOR	FED. STD. NO. 595	INTERPRETATION
Ligh: Red	31158	Identifies incendiary ammunition or indicates the presence of highly flammable material (liquids, jellies, solids), designed to pro- duce damage by fire.
White <u>1</u> / <u>2</u> / <u>3</u> /	378 75	Identifies illuminating ammounition or ammounition designed to produce a colored light, and simulators.
Light Blue	35109	Identifies practice ammunition.
Orange	32246	May be used to identify ammunition used for tracking and recovery in tests or in training operations (e.g. underwater mines and torpedos).
Bronze, Gold, Brass	17043	Identifies completely inert ammuni- tion designed for use in activities such as assembly, testing, handling, drills, etc., and not designed to be delivered in a delivery system.

FOOTNOTES: The following colors when applied as stated below have no color coding significance:

1/ Colors GRAY, BLACK, GREEN or WHITE on underwater amounition.

- 2/ Color WHITE on guided missiles, dispensers and rocket launchers.
- 3/ Colors BLACK or WHITE when used for lettering or special marking.
- 4/ Colors specifically applied to identify the color produced by smoke ammunition or pyrotechnics.
- 5/ Unpainted or natural color ammunition.
- 6/ Color GRAY on air launched missiles.

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TABLE II APPLICATION OF COLOR CODING

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AMMUNITION	COLORS			
	Body	Marking 1/	Band	
High Explosive (HE), except 20MM	Olive Drab	Yellow	2/ 3/ 4/ 5/	
High Explosive, (HE), 20MM	Yellow	Black	None	
Explosive Binary Munitions	Olive Drab	Yellow	Broken <u>6</u> / Yellow	
High Explosive Plastic (HEP)	Olive Drab	Yellow	Black	
High Explosive Anti- tank (HEAT)	Black	Yellow	None	
Antipersonnel and anti- tank mines	Olive Drab	Yellow	<u>3</u> /	
Incendiary	Light Red	Bla ck	None	
High Explosive Incendiary (HEI)	Yellow	Black	Light Red	
Armor Piercing Incendiary (API)	Black	White	Light Red	
Armor Piercing (AP)				
(a) with bursting charge	Black	Yellow	None	
<pre>(b) without bursting charge</pre>	Black	White	None	
Canister	Olive Drab	White	None	
Flechette loaded	Olive Drab	White	<u>7/8</u> /	

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TABLE II (Continued) APPLICATION OF COLOR CODING

AMMUNITION		COLORS			
		Body	Marking 1/	Band	
Simula	tor	White	Black	<u>10/ 13/</u>	
Illumi	nating 9/			1 Brénn	
(a)	separate loading	Olive Drab	White	White	
(b)	fixed or semi-fixed	White	Black	none	
Practi	ce	Light Blue	White	-	
(a)	with low explosive to indicate function-			Brown	
(b)	ing with high explosive to indicate function-			Yellow	
	ing				
(c)	without explosive to			NONE	
	indicate functioning				
Screet	ing or Marking Smoke				
Amount	ltion		•	Mana	
(a)	Filled with other than white phosphorus	Light Green	Black	None	
(Ъ)	Filled with white phosphorus	Light Green	Light Ked	<u>10/ 11/</u>	
Inert	ammunition not designed	Bronze	Black	None	
to be	delivered in a delivery				
system	n				
Chemic	al			1 Dark Rod 10/	
(a)	Filled with a riot	Gray	Dark Red	I Dark Red 10,	
(b)	Filled with an inca-	Gray	Violet	1 Violet <u>10</u> /	
	pacitating agent	A	Derk Creen	1 Dark Green 10/	
(c)	Filled with a toxic chemical agent other	Gray	DATK GIEEN		
	than binary agents.				

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TABLE II (Continued)

APPLICATION OF COLOR CODING

AMMUN 1	ITION		COLOR	
		Body	Marking 1/	Band
Chemic	al			
(d)	Filled with a toxic chemical binary nerve agent	Gray	Dark Green	1 Broken Dark Green <u>10/ 12/</u> <u>13</u> /

FOOTNOTES:

- 1/ The letters and figures normally used for the main identification details.
- 2/ A circumferential band of yellow diamond shaped figures is applied to semifixed and separate loading Improved Conventional Munitions.
- 3/ A circumferential band of yellow triangular shaped figures is applied to mass scatterable mine loaded semi-fixed and separate loading ammunition.
- 4/ Separate loading ammunition for shipboard use shall have a yellow band in addition to the yellow markings.
- 5/ Bombs shall have one yellow band except thermally protected bombs shall have two yellow bands in addition to the yellow markings.
- 6/ A circumferential broken yellow band, consisting of one-half inch segments separated by one-half inch gaps, is applied to explosive binary munitions.
- <u>7</u>/ A circumferential band of white diamond shaped figures is applied to ammunition containing flechettes.
- $\underline{8}$ / Yellow band is applied when the ammunition contains explosive designed to fracture the projectile.
- 9/ Both (a) and (b) color applications are standard. However, for land ammunition use, separate loading ammunition shall be colored olive drab as the overall body color with a white band and the main identification details marked white, and fixed and semi-fixed ammunition shall be colored white as the overall body color with the main identification details in black.

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TABLE II (Continued)

FOOTNOTES:

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- 10/ Yellow band is applied when a high explosive burster is present.
- 11/ Separate loading ammunition for shipboard use shall have black markings and a light red band.
- 12/ Toxic chemical agent ammunition containing a Binary nerve agent filling shall be indicated by a broken dark green band having one-half inch segments separated by one-half inch spaces.
- 13/ Brown band is applied when a low explosive (e.g. expulsion charge) is present.

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6. SYMBOLS

6.1 Tracer. The presence of a tracer shall be indicated by a hypnenated letter T in the nomenclature, e.g., HE-T. That letter may also be placed elsewhere on the ammunition singly or as a circumferential band of T's.

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6.2 Color Effect. The color or colors produced by ammunition shall be indicated by symbol, when required for tactical reasons.

6.2.1 The color effect(s) shall be indicated by the symbol "C" repeated at least three (3) times in the color approximating that of the effect produced. When so used, these colors shall have no other coding significance.

6.2.2 Items ejecting more than one star shall be marked by parallel rows of the symbol "C" one row for each star and each row in the appropriate star color.

6.2.3 Items ejecting stars where the quantity is of no significance shall be marked with the symbol "MULTI".

Certain provisions of this standard are the subject of international standardization agreements NATO STANAG 2321 - NATO Code of Colours for the Identification of Ammunition (Except Ammunition of a Calibre Below 20mm) and NATO STANAG 2322 - Minimum Markings for the Identification of Ammunition (and its packaging). When revision or cancellation of this standard is proposed, which will affect or violate the international agreement concerned, the preparing activity will take appropriate reconcilation action through international standardization channels, including departmental standardization offices, if required.

CUSTODIANS Army - PA Navy - OS Air Force - 70 REVIEW ACTIVITIES: Army, - MU, MI, EA, PA Navy - OS Air Force - 70 USER ACTIVITIES:

Navy - MC

PREPARING ACTIVITY: Army - PA

PROJECT NO. 1395-0206